

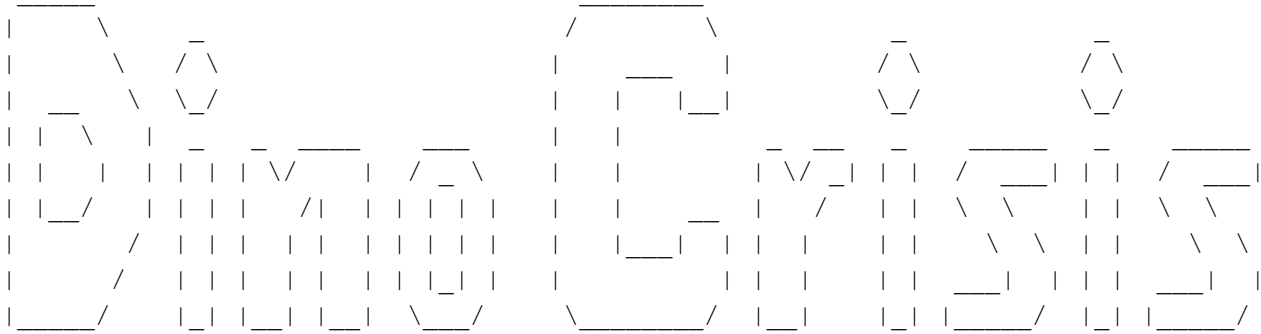
# Dino Crisis FAQ/Walkthrough (JP)

by Duo Maxwell

Updated to v2.0 on Dec 27, 2000

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

Date: Wed, 27 December 2000 03:16:00



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DINO CRISIS WALKTHROUGH v2.0 (JAPANESE VERSION)  
for Sony Playstation  
by Stinger 3:16

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- You don't sell it away or give it for some kind of bonus
  - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
  - You must check for any new updates from <http://www.cheatcc.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

2. For Reader

If you want to ask me a question, don't forget to put the game's name in the subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those assholes that send me flames and hate mail) and helping you (if

I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

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01. R E V I S I O N H I S T O R Y  
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VERSION 2.0 (27 December 2000)

Minor update.

VERSION 1.9 (19 January 2000)

Remove List of the Damned #3 and add another to #4.

VERSION 1.8 (16 January 2000)

Some jerk have entered my List of the Damned. Go check it out.

VERSION 1.7 (03 November 1999)

Added some credits and the telephone problem on the Miscellaneous section.

Well, well, well... What do we have here? Yes, another bastard has enter my List of the Damned. Congratulations asshole!!! And I also have got VEGA's e-mail address. Check on my List of the Damned.

VERSION 1.6 (17 October 1999)

Change 'Sucker List' name. Added some comment.

VERSION 1.5 (13 October 1999)

Added 'Sucker List' section.

VERSION 1.4 (11 October 1999)

Added 'Important Note' section.

VERSION 1.3 (2 October 1999)

Added 'US version codes' section and some Author's Note.

IMPORTANT : For the US version player, read section17 if your code doesn't work.

VERSION 1.2 (25 September 1999)

Added some questions.

VERSION 1.1 (28 August 1999)

Added 'Strategies' section, and added some part of the walkthrough.

VERSION 1.0 (24 August 1999)

Added some questions.

VERSION 0.9 (20 August 1999)

Added 'Weapon List', 'Supplies List', and 'Item List' section.

VERSION 0.8 (16 August 1999)

Added 'Troubleshooting' section. Correct a mistake about how to get Operation : Wipe Out. Added some walkthrough and map.

VERSION 0.7 (12 August 1999)

Added the 'Operation : Wipe Out' walkthrough and 'Action Replay' section.

VERSION 0.6 (9 August 1999)

Added the 'FAQ', 'Compliments' and 'Credits' section.

VERSION 0.5 (24 July 1999)

This walkthrough is complete, so this is probably my last update. I you know something that I didn't put in my walkthrough then e-mail me and I will put your name on the 'Credit' section.

VERSION 0.4 (23 July 1999)

Walkthrough for the Easy Mode is complete (at last). Added 'Miscellaneous' section. Now I'm working at the Normal Mode.

VERSION 0.3 (21 July 1999)

Added the final walkthrough (two endings). Added Map #6. More to come!

VERSION 0.2 (20 July 1999)

Added some walkthrough, but still not completed.

VERSION 0.1 (19 July 1999)

First release. Contain the basic moves, walkthrough (not completed), and maps.

=====  
02. I N T R O D U C T I O N  
=====

I can't read Japanese so I don't know the name of the key or room. If you have any trouble reading my walkthrough, please check the maps section.

=====  
03. B A S I C M O V E S  
=====

Up	Move forward
Down	Move backward
Right	Turn right
Left	Turn left
X	Run (while holding forward)
Square	Action/Shoot (while holding R1)
Circle	Action/Shoot (while holding R1)
Triangle	Open Character Menu
R1	Aim
R2	Turn 180-
L1	Move your aiming to another enemy (while holding R1)
Start	Pause
Select	Game Option

=====  
04. S A V I N G Y O U R G A M E  
=====

Unlike Resident Evil Series or Silent Hill, in Dino Crisis there are no typewriter or notepad. Instead, on the map, you will see a room with a letter 'S' inside it. It is a Save Game Room. All you have to do is go into that room and then just exit that room. Then you will be given an option to save your game. So you can save as many as you like because you don't need anything to save your game.

=====  
05. F R E Q U E N T L Y A S K E D Q U E S T I O N S  
=====

Q : I have the new Dr. Kirk ID and the Initializer and Stabilizer put together. For some damn reason I can't get the slots on B2 or B3 to open so that I can put the Initializer or Stabilizer into place!!! I tried the ID on almost everything in sight!! I am stumped... could you possibly tell me where I am supposed to go/do to allow those panels to open?!!!

A : You have to simulate the computer in front of Room 48 first, then you can put the Initializer and Stabilizer on its proper place.

Q : I had problem hope you are free to help me in the code in Dino Crisis, I'm now stuck in this B1 lab where I need to type in the code to access the area. I had been surfing everywhere but their walkthrough isn't complete. So after surfing through so many peoples article I found that yours is the most clear, so I wrote this mail to you hope you could help me. Thanks for your time.

T H E

T H I R D E F N F E

B A L L O N

H I R O R R S G S Y

1 2 3 4 5 7 9

A : The answer is ENERGY

Q : Is there any codes you need to put in for game shark to play Dino Crisis?? I just bought this game and I can't play it!!! Please!!! I need help, I have been looking everywhere and I can't find one reason, I can't find it!!! Thanks.

A : Sorry, but I can't help you because I don't understand that kind of thing. My Dino Crisis works fine.

Q : I have a huge problem here... I can't pick up the shotgun shells!!

A : Just press the Action button (default is square), but if you still can't pick it up maybe your inventory is full.

Q : How do you know codes 705037 and 367202?

A : 705037 : If you upside down SOL you got 705, LEO you got 037.

367202 : Actually it's not 367202 but 367204 and I got it from moving the shelf and hearing the conversation.

Q : I have a problem, I have finished Dr. Kirk scenario so right now I'm playing the operation Wipe Out scenario, in level three I have killed all the Dino but I couldn't get the hell out of there, so HELP.....HELP.....

A : To finish every level on Operation : Wipe Out you must go back where you start and ascend/descend the stairs.

Q : I am having difficulty with getting the 78814 password to function in the B2 Save room. Can you tell me in detail what has to be done in order to bypass the 78814 computer, after securing the Initializer and Stabilizer? Thanks.

A : Go to Room 48 and use the Fingerprint Machine on the circuit box near the corpse. Go to B2 Save Game Room and use the ID Card on the computer near the corpse to upgrade your ID Card.

Q : Hello, I would first like to say thank you for your walkthrough it was well accepted. I do have a question though. I was wondering if the L-Disk is the

same as the DDK-L Disc. I was looking through your lost and found and did not find that you listed an L-Disk. I tried to go thru that portion of the game and had some trouble. I went to the computer on the north wall and went to the left switch and nothing happened. The area that I am referring to is the area in the S-2 room or page 6 of 17 middle of the page. If you can help me I would greatly appreciate it, and thanks again!

A : The L-Disk is different with DDK-L Disk, and I already put both of them on my walkthrough before you asked this question. In order to activate the computer on the North wall you must have the L-Disk and R-Disk.

Q : You know you said that you have to get the third ending to get Operation : Wipe Out no matter which game (1st, 2nd or 3rd) it is? Well apparently, I got the it not by getting the third ending but by getting the second (Gail : Alive, Kirk : Unknown). Oh yeah, and the mode was on easy. So are there any differences in getting this mode whether you play it on easy or normal?

A : I got Operation : Wipe Out by finishing the game using the third ending on Normal Mode, so I think there's a difference between the Normal and Easy mode.

Q : Hey in Dino Crisis after you follow the Gail first time, u didnt say where to continue for gail u just then started with Ricks way so Im confused and dont know wat to do after GAIL'S WAY the first time.

A : I separate it by one line, but on this version (0.6) I made it more clear.

Q : I have read your walkthrough and it was a great help but I am stuck. Can you please help me? I need to activate the third energy generator but the computer says a special keycard is required and even when I update the Dr. Kirk one it still doesn't work. Can you help me please? and also, what is the fingerprint machine for? Thanx.

A : To activate the third energy generator, you have to upgrade your ID Card and simulate it on the computer in front of the Room 48. The fingerprint machine is for upgrading your ID Card.

Q : Hi! I have read your FAQ at cheatcc.com. I cn't print it out because I am using a moblie phone that has direct assess to the internet! By the way, are you living in Jakarta, Indonesia and are you indian. Sorry I didn't put a question mark because I don't have one on the keyboard and I asked you some weird question, but I have this friend in Jakarta and his name is Veer. He also has this frien called Arun. I thought he might be you, but maybe not. Sorry i asked you a weird question, but I like your FAQ for Dino Crisis! It is really cool and I wonder where you get it. See Ya!

A : First, my name IS NOT Arun, my name IS STINGER 3:16. Second, I don't get this FAQ, I MADE it!!!! I'm not a plagiarist, and I never ever rip-off someone else's work.

Q : I had Dino Crisis and it would not play. I purchased the converter with it. Was the only thing I was missing was the enable code, or do I also need a mod chip in my playstation? A bad ass game huh?

A : I'm sorry, I can't help you.

Q : What happens if you complete the game the 4th time, although it'll start to become boring?

A : Nothing happens.

Q : Where I can get the L-Card please help I'm stuck.

A : Check my 'Lost and Found' Section.

Q : I followed Gails idea and got the already assembled stabilizer and initializer. I am now back in the save room on B2 and I don't know what to do. I have no idea where or why to use the fingerprint machine and when I update the keycard in the save room nothing happens. The computer only runs the simulation and so I'm stuck here. Please guide me step be step to the activation of the third energy generator. I would be extremely grateful.

A : 01. Use the fingerprint machine on the circuit box near the dead man (Room 48)

02. Choose yes (the left option).

03. Go to Save Game Room on B2.

04. Use the ID Card on the computer near the corpse.

05. The combination number is 78814.

06. If you done correctly, the ID Card now in the last slot of your inventory.

07. Now simulate the computer on Room 47 (the computer will say system ready).

08. Go back to Room 46.

09. Across the bridge.

10. Press the action button in front of the green switch.

11. Use the 'white thing' (Stabilizer or Initializer).

12. Go down to B3 using the elevator in this room.

13. Follow the path, ascend the stairs, descend the stairs.

14. Press the action button in front of the green switch.

15. Use the 'blue thing'.

16. Walks West and activate the computer.

17. Go back to B2.

18. Across the bridge and activate the computer.

19. Now, you should have activate the third energy generator.

Q : Hi, first of all i wanted to tell you that i really liked your faq...

I finished the game for the first time and i got a new costume but i do not know how to use it? It seems that i didnt got a save slot with the costume, and i didnt got that "mad move" stuff can you help me?

A : After you finished the game you must save your clear data. After you saved it, then load a game and select that file and you can choose your costume.

Q : Sorry to bother you but i can not find the ddk-s disk anywhere i have tried your guide an it doesnt give enough details for me to find it can you please help me.

A : One in the Save Game Room at B2, and the other in Room 53 (on the floor).

Q : Hi, I read your FAQ. I think its great. Its one of two Dino Crisis FAQs on my computer, but I noticed that you wrote you can only get the Operation Wipe Out mode from beating the third ending (where everyone survives). I was able to get that mode upon beating the game the second time and I got the second ending (Gail dies, Kirk lives). I suppose your score may have an impact.

A : Sorry, it's my mistake. I have tried again, and you can get Operation : Wipe Out by finishing the game using any endings. So you can use the first, second, or third ending to get the Operation : Wipe Out. But your play-time, continues, and saves effect whether you get Operation : Wipe Out or not.

Q : 1) where did you find the codes 0207 and 0367 at the end  
2) what do you get when you beat the game?  
3) i don't get the operation : wipeout parts. could you explain that to me?  
A : 1) It's not 0207 but 0204. I found it by divide the last code 367204 -> 0367 and 0204.  
2) You can check it on my walkthrough.  
3) You can check it on my walkthrough.

Q : Sorry for disturbing you, I have a question regarding the "left elevator" I cant enter the room 11 (under the Stair, going to 2nd floor) in fact i have already a DDK N,DDK L,DDK E. help me im stuck here....

A : To open that door you must have two DDK-N disk.

Q : I am playing in Normal Mode, and I have received the bloody note (1281) from the man dead. I used the fingerprint on the circuit box nearthe corpse and the scene with Doctor Kirk was O.K. and I received the A Level Card. I agree with Gail and I went to Room 47, used the elevator and finally arrived to Room 51, inside the Room 51 I got the elevator and I take 2 things 1 blue and 1 white (I hope Stabilizer + Initializer).

I returned to "Save Game Room" on B2, used the ID Card and with the combination number 78814 in the computer the gate system wak O.K. I returned to Room 47 and I activated the computer (think that is one of them that say that all systems are ready, but you need a key card????). I returned to Room 46 and start to crossing the bridge, and you say that we must to press action in front of the green switch, I tried but I couldn't done, help me!!! Also I see that when I go to the computer on Room 46 the colour is in red, I push and select yes, but nothing happen.

A : If you have upgrade the ID Card, then when you simulate the computer on Room 47, it will say "System ready, plase put Stabilizer and Initializer". After that, you can cross the bridge on Room 46 and press the action button in front of the green switch (actually, next to the green switch, to open the container).

NOTE : Before you successfully simulate the computer on Roon 47, the switch on Room 46 is red. After you simulate them, the switch will turn green.

Q : I am at one the last section of the game, when you said " Go back to Save Game Room on B2. Use the ID Card on the computer near the corpse. The combination number is 78814. Go back to Room 47. Activate the computer in front of the South door." When I try that, it gives me a warning that I need a special key to use the computer, where is the special key or have I missed something ?

A : You haven't upgrade your ID Card. The special key is your ID Card. After you upgrade your ID Card try again. To upgrade yor ID, first you must use the fingerprint machine on the circuit box on Room 48. There will be an option, choose YES. If there's no option, then you using the fingerprint on the wrong place. After choose YES, go to Room Save Game Room on B2. Use the ID Card on the computer. The combination number is 78814. If you done correctly your ID Card now in the last slot on your inventory.

Q : I have been using your dino crisis walkthrough and now i am stuck. I am in easy mode. I cannot get down the left elevator. I did use the id print machine on the dead guy in the same room but the elevator wont open . I am following gail.

A : You must upgrade your ID. Go to Area IV. Use the Fingerprint Machine on the



dead man (twice). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812.

Q : Wow, now you've really updated your FAQ and it looks great so far! There's one thing I don't seem to find on your FAQ though (my apologies if there's a mistake) and that's about the health. I've spent hours finding out on how you can check Regina's health. On the RE series they've got a pulse like bar to indicate it but on Dino Crisis, they've left it out. Can you help me here please? I reckon you have to use your initiative and determine Regina's condition. At least when her life is at critical condition, she indicates that by bending over a bit and putting her arm around the other (or was it her body, I forgot), like in RE2.

A : If she hurt a bit, when she walks she will leave a blood trail. If she hurt a lot, she will be holding her stomach. That's all I know.

Q : Hi, You have a great FAQ on Dino Crisis. I just have a few questions to ask.  
1) In the room with the computer where we use the code 47812 there is a telephone. I activated the telephone and Regina dialed a number. The phone was ringing but nobody picked it up. Then another option came up. If you choose yes she will press some buttons once more and you will not be able to use the phone again but if you choose no then you can dial again. Since I did not see it in your FAQ do you know what it is all about?

2) There are 2 numbers we can use on the computer. You talked about 47812. But I used 46907 and it also accepted it. Do you know the difference between the two codes?

Keep up the good work

A : I don't know about the telephone, but maybe it's nothing. About the 46907, it is used to upgrade your ID to open the elevator. I don't know if number 47812 can open the elevator too.

Q : Howdy. Sorry to bother ya, but I've got a quick question about the cheat codes in your walkthrough for Dino Crisis. I have an action replay and the code to get the game to run works fine, but if I try any other codes, it freezes on the action replay start screen before the game even starts. I just got my action replay so I'm not sure how they work, but any help would be gladly appreciated. Thanks.

p.s. your walkthrough was most helpful, I don't know Japanese either and you saved my ass. Cheers to ya!

A : Are you sure you have input the right codes? I only have tried the infinite health, infinite bullets and save anywhere and all of them work fine.

Q : Only looked at your walkthrough once excellent. But now that we are well and truly stuck there is no more info on your page. Have you got any further yourself yet? If so can you help with codes for basement 3 - 4 digit code by glass fronted shelf in the corner of the room with 'C' on main door.

A : You can check my newest walkthrough at [www.gamefaqs.com](http://www.gamefaqs.com). That version contains the answer for your question. If you want to see the latest version of this walkthrough, always check [www.gamefaqs.com](http://www.gamefaqs.com).

Q : Hi, first of all I would like to congratulate you on writing the BEST Dino Crisis FAQ on the internet. Very few people would actually spend so much time and effort into making a map, that really helped us out. However, I am a bit confused about the mad skills I acquire after completing 2 missions. How do I use it and what does it do? I cannot read Japanese so

please help me (well, you don't read japanese either, but I bet you know much more about the game than I do).

A : I'm sorry, I can't help you. I don't even have any idea what is Mad Skill about. I once think that Mad Skill is a new difficulty level (Easy-Normal-Mad) but on the save screen it still say Normal / Easy not Mad. So I don't know what the hell is Mad Skill.

Q : Hi thanks for the walk though helped a hell of a lot , but guess what you guessed it stuck again . In room 47 it says press green switch, why is mine still red the one at the top of the stairs and the bottom one because when you activate the computer at the side it tells you that you haven't completed some think. I have done the computer in room 46 and it tells me I need a special key plus none of the lifts work and I can't seem to go down any of the stairs no more. Sorry to be a pain but would be very chuffed if you can help

A : You need to upgrade your ID Card. I have explain it on my walkthrough. Special Card = ID Card. You can check the answer on the previous question.

Q : I would like to know that I do, I already tried of everything and I don't know more to do. I am in the computer of the room 41 in the second floor, what do I make? Will that give access for the third floor? I don't know like me I pass for the third floor!

A : The computer in Room 41 will open a shortcut to Room 56 (third ending). To open the shortcut you must remember the words (mind games).

Q : After following your brilliant walkthrough (whilst venturing off on my own occasionally) I find I am stuck. I followed Gail, got the lifts working, did the fingerprint machine etc but now I can't get the lift to take me down into the basement to carry on with the game.

A : In order to enter the elevator, you must upgrade your ID Card. To upgrade your ID Card you must use the fingerprint machine on the dead man on Room 11. Choose YES. Now use the computer on Room 14. The combination number is 46079. Now, you can enter the elevator.

Q : I enjoy playing with you dino crisis walktrough ! I only had a minor problem I've got the stabilizer and initilizer ! When ever I try to use them on the switch on the computer I seems like it isn't opened or not activated ! Could you help me ????

A : You can find the answer on this walkthrough.

Q : What is the real shotcut?

A : On my previous version of my walkthrough, I have write a shortcut on Room 41. But Ntoko give me another shortcut. His shortcut is shorter and easier than the previous one, so I give it a name which is 'the real shortcut'.

Q : On your Dino Crisis walkthrough you have GameShark codes on it. Do these gameshark codes work on american gamesharks. I would appreciate if you would e-mail me back.

A : I'm not sure, but on my gameshark it's work.

Q : Hello, it's me again. I am sorry to make you waste your time once again but I want to know something else : are you sure that we cannot win another character in Dino Crisis? But also, can't we find Cooper? Is he really dead?

I am wondering it because we always see, at the end, that he is "unknown", doesn't that mean that there is a way to find him? Thank you for your help. I am waiting for your answer. Bye.

A : Don't worry, you're not disturbing me. I'm sure that we cannot win another character. And for Cooper, did you watch the opening movie? There you can see that Cooper has become a T-Rex dinner. So the only way you can find Cooper is inside the T-Rex's stomach.

Q : Hello, I am stuck in DINO CRISIS and I hope you can help me. I've cleared the game eighth times and now it said I must clear the game in a shorter time frame. What must I do?

- 1) Who is Mickey and Erik?
- 2) What is the telephone for?
- 3) Where and how can I use "Level B" and "EV" card?

Thanks and goodbye.

A : I finished my third game (with all the endings) and also got the message to finish the game in shorter time, but I never tried to finish the fourth time (boring).

- 1) Who the hell is Mickey and Erik, never heard of them.
- 2) It's nothing (I think)
- 3) Level B is for open the Security Level B door and the EV card is a check out pass-card (I don't know the detail, just follow the story).

Q : I'm having a problem in this game. I have win it for for the second time. Now I'm trying to win it for the third time. I always get the third ending (Helicopter). But now I CAN'T PICK UP the rocket launcher bullet (at the helicopter after Regina kicks Kirk's ass scene). For your information I'm using the ancient costume. PLEASE HELP ME!!!!

A : Are you sure you can't pick it up? Because there are two set of bullet, so after you pick the first one, there is still one left, so it looks like that you can't pick it up.

Q : Just try to finish 1st time agree with Rick and try to fight for T-Rex (according to your FAQ - at least on Dino Crisis 1) but believe me , I can't shoot more than 2 times with shotgun !!! Is there any trick for finishing that ???? Thanks for your kind help!!!

A : Don't use the shotgun, but use the Grenade Launcher. After 3-4 shots, you'll finished the T-Rex for good.

Q : First, I am thanking you for that helpful walkthrough. Do you have some cheats in Dino Crisis like infinite ammo, no continuous, no saves etc...? Please don't put it in gameshark. I don't have one. How can I use the costumes? And, is there Dino Crisis two and an english version? Thankz and hope you answer my question. UR2KUL!!!

A : As far as I know, there is no cheat for Dino Crisis. After you finish your game, you will be given an option to save your game, do so. Then just load your save game and you can select your costume. For Dino Crisis the English version, some people said it will be out this September.

Q : I Have a problem I hope you will help me. I'm in Room 16 now, I can't unlock the North door to go in to Room 22. Must I need an ID or DDK? If yes, please tell me where can I get those things. Thank you.

A : Yes, you need two DDK-L . Both of them Room 19. One on the table and the other on the dead man (Tom) body.

Q : I do not know the way to Room 30, I try to read your map carefully but still don't understand. Can you please tell me the easy way to go there. Thank.

A : The way to Room 30 is through Area IV, then Area X. From Area X, just enter the door on the end of this area and you will enter Room 30.

Q : I played your dino crisis and don't know where can I find the Dr.Kirk. Also whose fingerprint I should take and where i can use it ? How can I open the elevator? What's the gate code number? Could you tell me?

A : Go to Area IV. Use the Fingerprint Machine on the dead man (until a Yes - No option appear). Or go to Room 11 and use the Fingerprint Machine on the dead man (until a Yes - No option appear). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812(if you take the fingerprint on Area IV) or 46079 (if you take the fingerprint on Room 11).

Q : I read your walkthrough, but I'm stuck now, I can't switch off the laser fence in Room 43 to enter Room 44. Can you please tell me how can I do so, I need your help. Please, I'm stuck for 3 days already. I can't continue the game. Please help me. Thank you.

A : Do you remember how you can deactivate all the previous laser fence? You have to wait for Gail to deactivate it (turns the light into green). So is this laser fence. If you follow my walkthrough, by the second time (the first time is when you come here through the air duct) you got there, you can deactivate the fence (Rick call you, telling that he has been deactivate it).

Q : Do you happen to have a Dexdrive? And if so, can you send me a saved file to 'Operation WipeOut'???

A : No, I don't have a Dexdrive.

=====  
06. T R O U B L E S H O O T I N G  
=====

Many people have asked me why they can't play Dino Crisis, and now I have the answer thanks to NoMoment (nomoment@hotmail.com). There are actually three ways to correct this so you can be able to play the game :

- 1) Get a new mod chip
- 2) Turn on your playstation with the lid open. Let it load all the way to the memory card / CD player menu screen (the blue screen), close the lid, and it should load as normal, bypassing the lockout.
- 3) Use a Game Shark to crack the lockout code. Dino Crisis has been cracked a long time ago. You can find the code in this walkthrough on section 12.

=====  
07. W A L K T H R O U G H  
=====

\* EASY MODE

You're in the Area I. Go West to meet Gail. After the scene enter Room 1 (the room with the green door, near where Gail is). Inside Room 1 take the key on top of the left shelf, and don't forget to take the medikit also on top of the other shelf (you must push a shelf first). Exit from Room 1. Go to the South door of Area I, and you will see another scene. Rick asked you to activate the generator. Gail then will take your key. Follow him to Area II. Enter the West door to Area III. Continue walking until you see Gail and a human corpse. Talk

to Gail. Enter Room 2 (room behind Gail).

Inside Room 2 go to the end of this room where you see two panels; one in front of you (first panel) and the other on your right (second panel). This is the first puzzle, it's very easy. Press the Action button in front of the first panel. The right combination is (from left to right) Red - Blue - Green - White. Or just simply press the right button, middle, and then the right (right - middle - right). Now press the Action button in front of the second panel. That should activate the generator. Now try to exit from this room and you will hear a scream and a gunshot. Continue to exit this room. Outside, you will notice that Gail is missing. Walk forward and you will see some scene. After the scene a big lizard (or a small dinosaur) will attack you. You can kill it or just run to Area II. Enter Area I.

Rick will contact you and tell you to meet him on the Control Room (in your map, it's the blinking red room). Now enter Room 3 (the door to your North). Inside Room 3 walks North then you will see a scene. Continue walking to the West and you will see a laser fence. Beside it there's a red switch to deactivate it, but right now you can't deactivate it (when the red light turn green then you can deactivate it). So you must enter the air duct. On the air duct follow the path and go down at the first hole you see. Now you're in the Room 4 (BTW, the room behind you is a Save Game Room). Walk South then West a little. Now you should see a door. Enter it and you're in the Control Room.

There will be some scene. After the scene, go to the Save Game Room. Inside the Save Game Room walk to the door North of you. Beside that door, there's a red switch. Push it. Take the DDK-H (the spinning object on the left shelf). Enter the room to your left (still on the Save Game Room). You will see a dead man. Take up the LEO medal near the dead man. Open the safe, the combination number is 0375. Take the key inside the safe. Enter Room 5 (save is necessary). You will see some scene. Kill the Dino. Deactivate the laser fence. Enter Room 6. Take the DDK-H on top of the locker. Enter Room 7. Go to the Second Floor. Enter room 8. Kill the Dino. Enter Room 9. Kill the hard-to-see Dino (it's on the corner in front of you). Open the safe at the wall on the back room, the combination number is 7687. Take the weapon modifier (I don't know what is it). Exit Room 9. Right now you should have 2 DDK-H; one is the code disk and the other is the key disk. Go to the door leading to Room 10. Press Action button on the switch beside that door.

The Code is : H B C E F A G D I  
The Key is : B C F G I  
The Answer is : H E A D

Enter Room 10. You will see another scene. Now you have the SOL Medal. After the scene take the DDK-N. Walk around the table until you're attacked by a T-Rex. It eats the survivor and now, the T-Rex wants to eat you. Shoot it, and after a couple of shots it will go. Now use the SOL and LEO Medal on the red box on the wall near the broken window. SOL on the left and LEO goes to the right. The combination number is 705037 (if you upside down SOL you got 705, and LEO you got 037, if you combine the two you got 705037). Take the L-Disk. Go back to the First Floor. Go to Area IV (the door to your North). On the right door there's another corpse. Take the DDK-N nears the corpse. Exit. Go to the door on the South (under the staircase). Rick will contact you. Unlock the door (you know how, right?).

The Code is : A B N D E F G H  
A B W C D F G H  
A B D F G H O M  
A B D E F G H R  
The Key is : A B D F G H

The Answer is : NEWCOMER (Eliminate all A-B-D-F-G-H from the Code)

Enter Room 11. Take the map on the center of the room. Enter Room 12. Deactivate the laser fence. Continue walk until two Dinos attack you. Kill them. (If you have trouble in killing them, try this. Before the scene shows those two Dinos, enter Room 14. Kill the Dino inside. Go outside and kill the other Dino. So you don't have to kill them both at the same time). Enter Room 13. Take the key on the end of this room (near the whiteboard). A Dino will attack you (again). Tap X rapidly to release yourself. Gail will enter and kill that Dino. After the scene enter Room 14. Unlock the North door. Go back to Control Room. Another scene will occur. Gail tell you to restore the power for the basement. Go back to Area I. Enter Area V. Go down the stairs to B1. On the West wall of this room you will see a panel with a flashing green light. Press the Action button in front of it. Take the plug (I think). Use the plug on the panel on the South wall. Press the right button, middle button, left button, right button, middle button, and right button (right - middle - left - right - middle -right). Now activate the generator.

Rick will asked you to meet him at the Control Room. On your way to the Control Room, you will be attacked by a Dino on Room 3. Kill it. After arrive at Control Room, Gail said that he saw something on the Basement, then Regina received a call from someone, maybe Tom, and Rick wants to save him. But Gail wants to search the basement for any survivor, it might be Dr. Kirk. Gail and Rick argued. You will be given an option. If you want to follow Gail choose the first option. But if you want to follow Rick choose the second option.

-----  
A) FOLLOW GAIL

Exit the room. Down the stairs to B1. You're now in Room 15. Walks North then East. There's another scene. Kill the baby Dino if you want. Enter the Save Game Room. Take the ID Card on the desk at the end of this room. Enter Room 16. You will meet Gail. He saw someone and chase him, but the gate between Gail and Regina is closed before Regina could across. So Regina must find another way, which is through the elevator from the first floor.

Now enter Room 17. When you across the broken elevator, a Dino will pop-out and attacked you. Kill it. Continue walks East. Deactivate the laser fence. Unlock the door to Generator Room. Back to first floor. Now go to Room 5. Deactivate the laser fence. Enter Room 18. Take the DDK-E and the Fingerprint Machine. Go to Area IV. Use the Fingerprint Machine on the dead man (until a Yes - No option appear). Or go to Room 11 and use the Fingerprint Machine on the dead man (until a Yes - No option appear). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812 (if you take the fingerprint on Area IV) or 46079 (if you take the fingerprint on Room 11). Go to Area II. There , Rick will contact you. He said that Tom has died. Go to Area VI. Two Dinos will be waiting for you. Kill them. Go to Area VII. After the scene, take your weapon and enter Room 19. Inside, take the DDK-L and check the dead man's body to receive another DDK-L. Enter the second part of this room. Take the map on the wall. Enter Area VIII. Avoid the Pterodactyl and enter Room 20. Descend the ladder. Take the thing on the floor. In the center of this room, you will see six panels :

A	D

B	E

-----



First : Activate C Panel and choose the Red button

Second : Activate D Panel and choose the Red button

Third : Activate B Panel and choose the Green button

Fourth : Activate E Panel and choose the Green button

Fifth : Activate A Panel and choose the Blue button

Last : Activate F Panel and choose the Blue button

There will be a scene. Exit the Room. Tap X rapidly to avoid game over. If you success, you will see a nice scene. Go to Area VII. Press the green light to activate the elevator. There will be some more scenes. You are now in Room 21. Ascend the ladder. Use the thing you found on Room 20 on the crane device. You will see another puzzle. What you have to do is to move the container to make a way to the other side of this room.

First : Choose Up, Down, Left, Hook

Second : Choose Left, Release

Third : Choose Up, Hook

Fourth : Choose Exit

Descend the ladder. Exit to Room 17.

#### B) FOLLOW RICK

Go back to Area II. Enter Area VI. There are two Dinos in this area. Kill them. Enter Area VII. There will be some scene. After the scene, take your gun. Enter Room 19. You will meet Rick and Tom. Tom is dying, he will give you the DDK-L. Take another DDK-L on the table. Enter the second part of this room, take the map on the wall. Enter Area VIII. Run and enter Room 20. Descend the ladder. Take the thing on the floor. In the center of this room, you will see six panels :



First : Activate C Panel and choose the Red button

Second : Activate D Panel and choose the Red button

Third : Activate B Panel and choose the Green button

Fourth : Activate E Panel and choose the Green button

Fifth : Activate A Panel and choose the Blue button

Last : Activate F Panel and choose the Blue button

There will be a scene. Exit the room. Tap X rapidly to avoid game over, and the Pterodactyl is history. Go to Area VII. Press the green switch, then back to Room 19. Some more scene. You are now in the Room 21. Ascend the ladder. Use the thing you found on Room 20 on the crane machine. Another puzzle for you. You have to move those crates so you can across to the other side

First : Choose Up, Down, Left, Hook

Second : Left, Release

Third : Up, Hook

Fourth : Exit

Descend the ladder. Exit to Room 17. There will be a Dino in this room. Take your gun. Kill it if you want or exit to Room 15. You will see a scene. Enter the Save Game Room. Now Tom is dead, thanks to Rick. Go back to Room 15. Deactivate the laser fence. Enter Room 18. take the DDK-E and the Fingerprint Machine. Go to Area IV. Use the Fingerprint Machine on the dead man (until a Yes - No option appear). Or go to Room 11 and use the Fingerprint Machine on the dead man (until a Yes - No option appear). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812 (if you take the fingerprint on Area IV) or 46079 (if you take the fingerprint on Room 11).

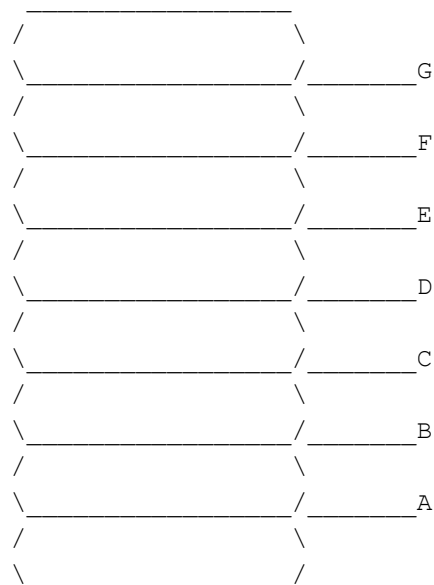
-----  
Go to Room 11. Use the left elevator. Scene. Kill the Dino. You're now in the Room 16. Unlock the North door.

The Code is : L F A C E D O E G H  
                  R F A C T D O E R Y

The Key is : 3 4 5 6 7 8

The Answer is : LABORATORY (3=C, 4=D, 5=E, etc. Eliminate those from the Code)

Enter Room 22. Deactivate the laser fence. Two Dinos waiting to be killed. Enter Room 23. Kill the Dino in the end of this room. Enter Room 24. Two more Dinos. Kill them. Deactivate the laser fence. Enter Room 25. Take the DDK-E on the table. Exit the room. Deactivate the laser fence. Enter the Save Game Room 2. Take the screwdriver from the red too box. Activate the computer near the yellow files. The combination number is 5037. Enter Room 26. Push the panel in front of the gas chamber. Push the middle button, l eft button, and right button (middle - left - right). Enter the gas chamber. Another scene. You will receive 3695-card. Check the dead man to receive a key (If you kill that man with gas, you will not receive the key. You can use the key on Save Game Room 1 at B1. Inside Save Game Room 1 you will see two boxes. You can only open one. The left one contain two medikit. The right one contain one serum and one medikit). Exit, and a Dino will attack you. Tap X rapidly. You will escape and locked the Dino inside the gas chamber. You can escape or you can kill it. I suggest you to kill it. It's fun you know, to see that sucker meet it's maker. Go back to Room 23. Use the 3695-card on the computer on your left side. The combination number, of course, is 3695. Here's another puzzle for you. What you have to do is match those two images.



First : Press B twice

Second : Press C once

Third : Press E once

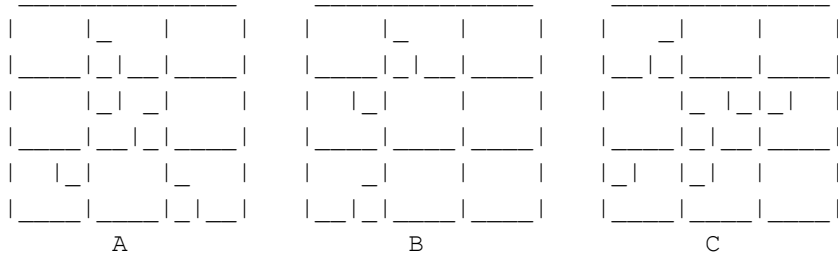
Use the 3695-card on the locker with the green light. You will receive R-Disk.



Go back to the Save Game Room 2. On the North wall you will see a computer with a switch on its left and right side. Use the L-Disk on the left switch. Gail will enter the room and help you with the computer. Unlock the door.

The Code is : T H E  
                  T H I R D E F N F E  
                  B A L L     O N  
                  H I R O R R S G S Y  
The Key is     : 1 2 3 4 5    7    9  
The Answer is :               E    N    E  
                                R    G    Y (ENERGY)

Enter Room 27. Check the panel on the center table (near the brown book). The combination is gamma, beta, and alpha. Another scene. Exit the room. Scene. Use the screwdriver on the circuit box. Another puzzle for you.



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.

Another scene, and another option. If you want to follow Gail choose the first option, if you want to follow Rick choose the second option.

---

A) AGREE WITH GAIL

Exit. Enter Room 24. There are two Dinos in this room. Kill them if you want. Go to Room 23. Again, two Dinos in this room. Exit to Room 22. Two Dinos in this room. Go back to Room 16. One Dino in this room. Now go to Room 21.

B) AGREE WITH RICK

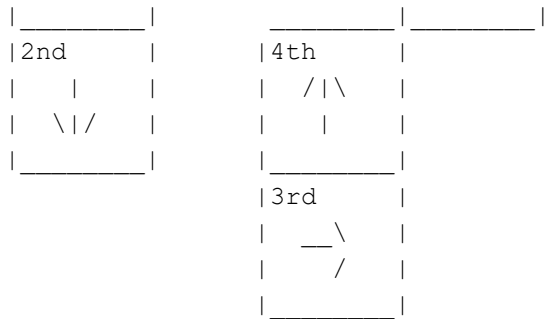
Enter Room 27. Check the computer on the end of this room. Another puzzle. This puzzle looks like a mind games. Write it on a paper if you have any trouble to memorized them. You only have two chances. The code is random so I don't put it on my FAQ. Descend the ladder.

---

You will meet Dr. Kirk and Gail. You will receive an ID Card. Go back to Control Room. Use the elevator on the Control Room. You are now in Room 28. Check the box next to the West door. You will receive a card. Go to Area IX. Enter Room 29. Use the card from the Room 28 on the emergency box. Scene. Exit the room. Rick will contact you, and a T-Rex will try to chomp you. Run to the other end. Stay on the Southeast corner and shoot at the T-Rex. After a while you will escape automatically. Another scene.

Go to Area IV. Enter Area X. A Dino will pop-out, kill it. On the second corner, a Dino will pop-out too, kill it. Enter Room 30. In this room there are five push-able crates :





Exit, and you will see a FMV. Run to the Southwest door, and Rick will call you. Follow him to the Northeast door. You are now in Room 31. Walk North and see some scene. Kill them. Enter Room 32. There's another baby Dino. Kill them. Take the card near the corpse. Check the paper beside the corpse. Enter Room 33. Scene. Enter Room 34. Take the plug from the glass panel. Exit. Talk to Rick. Enter the Save Game Room. Take the B3-II and B3-I (near Rick).

Enter Room 35. Walk North and you will be attacked by two strong Dinos. Tap X rapidly. Kill them if you want. Enter Room 36. Kill that damn Dino. Take the key and the B3-III. Back to Room 35. Ascend the ladder. Ascend another ladder. Use the B3-I on the computer. Now you have another puzzle to solve. What you have to do is to make a way so you can get to the dead man.

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

Descend the ladders. Go to the dead man. Take the DDK-W. Enter Room 37. Kill another pair of Dinos. Enter Room 38. Take the map. Enter Room 39. There are two Dinos in this room. Kill them. Ascend the stairs. Kill the Dino. Enter the Save Game Room. Enter the second part of this room. Take the B2-I near the corpse. Take the DDK-S. Check the computer to shut down the alarm (not the computer on the wall). Exit. Enter the air duck. Follow the path. Go down at the end. Kill the Dino. When you try to take the Level C Card, a Dino will pop-out. Kill it. Take the Level C Card. Enter Room 40. Take the DDK-W. Enter Room 41. You will meet Gail. Now go back to Room 38. Unlock the South door.

The Code is : W B A D T H E I R C  
 D D D H W  
 C B C G A  
 F G H I Y

The Key is : 2 3 4 6 7 8 9

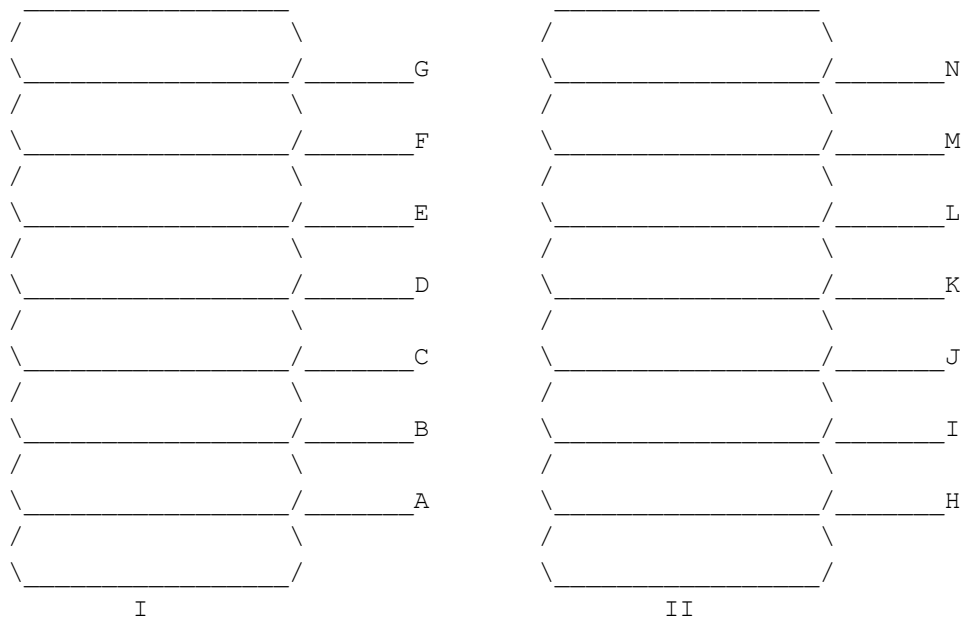
The Answer is : WATERWAY (2=B, 3=C, 4=D, etc. Eliminate those from the Code)

Enter Save Game Room 2. Go to the center of this room. Rick will enter and you will see another scene. After the scene take the B2-II. Go to Room 42. Walk toward the elevator. You will see the T-Rex. After the scene, press the Action button in front of the panel to take the plug. Enter Room 34. Use the plug on the panel in front of you. The right combination is A - C - D. Then press the Action button on the other panel. Exit. Enter the elevator. Take the DDK-D. Hey, if the e-mail address on the top of this faq isn't arunraya@centrin.net.id and the name of the author isn't Stinger 3:16, then, this is a faq that has been plagiarized. So please send his name and email address to Stinger 3:16 (arunraya@centrin.net.id). Now you can continue reading this walkthrough. Take the Card (Port). Exit the elevator. Go to Save Game Room 2. Another scene. Take

the DDK-S. Enter the Save Game Room on B2. Unlock the East door.

The Code is : S A T U R D A Y  
                  B A B Y  
                  N I L L G H I T  
                  Z F E V E R  
The Key is : 2 5 6 7 9  
The Answer is : S T A  
                  B  
                  I L I  
                  Z E R (STABILIZER)

Before leaving, enter the second part of this room. You will see a computer with a switch on its left and right side. Use the B2-I on the left side and the B2-II on the right side. Activate the computer. The combination number is 0392. Another puzzle for you. Just like the previous puzzle, you have to match those images.



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

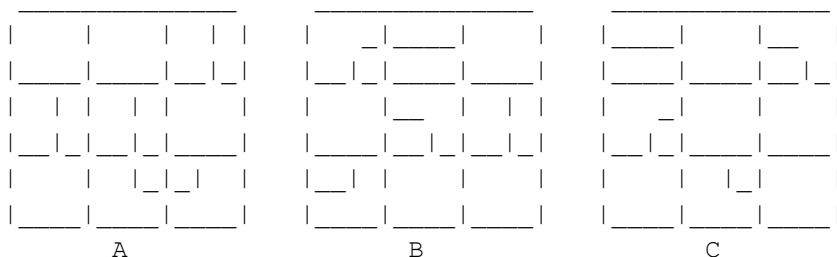
First : Press H twice  
Second : Press I twice  
Third : Press L once  
Fourth : Press K once  
Fifth : Press J twice  
Sixth : Press K twice

Right now, on Box I all the white must be in the bottom, and on Box II all the red in the bottom. Now you have to trade the white on Box I with the empty on Box II, and the puzzle is solved.

Exit the Save Game Room. You are now in Room 43. Go through the North door. Deactivate the laser fence. Enter Room 44. Kill the Dino. Take the DDK-D. Go to the safe. The combination number is 1281. Take the gun modifier. Go to Room 43. Unlock the South door.

The Code is : 04 15 03  
                  20 15 18  
                  06 11 09  
                  18 11 07  
The Key is : GF  
The Answer is : DOCTOR KIRK (04=D, 15=0, 03=C, etc. Eliminate number 06 & 07)

Enter Room 45. Use your B2-II on the green switch. Use the B2-I on the next switch. Enter Room 46. Press the switch on the North wall to activate the bridge. Enter Room 47. Descend the stairs. Take the Level B Card on the computer on the East wall. Ascend the stairs and enter Room 48. Take the map. Examine the board on the East wall. Puzzle again.



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.

Back to Room 47. Examine the computer North of you. After the scene back to Room 48 and you will see that he's dead. Examine the corpse and you will receive a bloody note (1281). Use the Fingerprint Machine on the circuit box near the corpse. Walks East and a scene will take over. You are now in the Room 49. Enter Room 50. Move forward. Another scene. Dr. Kirk will put his gun in your head but fortunately Gail came. You then will receive Level A Card.

Another option to Choose. Like usual, the first option is follow Gail and the second option is to follow Rick.

-----  
A) AGREE WITH GAIL

Exit the room. Enter Room 47. Enter the elevator. Now enter Room 51. There will be A LOT of Dinos on your way to Room 51. After arrive at Room 51, enter the second part of the room. Use the elevator. Take the Stabilizer and the Initializer.

B) AGREE WITH RICK

If you choose to agree with Rick, you will receive a disk. Go to Room 43. There will be many Dinos everywhere. Enter the door with a Security Level A on it. Use the disk on the computer. The combination number is 367204. Take those two things (I and II). Back to Room 40. Use the disk on the computer on the East wall. The combination number is 0367. Take the I-B. Use the disk on another computer on the South wall. The combination number is 0204. Take the I-A and II-A. Back to Room 44. Enter the Level A door. Use the disk on the glass shelf on the Southwest corner of this room. Take the II-B. Now use the I on the computer North of your position. This is another easy puzzle. You then will receive the Stabilizer and the Initializer.

-----  
Go back to Save Game Room on B2. Use the ID Card on the computer near the corpse. The combination number is 78814. Go back to Room 47. Activate the computer in front of the South door. Go back to Room 46. Across the bridge. Press the Action button in front of the green switch. (Note : because I can't read Japanese, so I didn't know which one is the Stabilizer and which one is the Initializer, but I do know that one is white and the other is blue) Now use the white one. Go to the doors on the East wall. From there, walk South and you will see an elevator. Go down to B3. Follow the path. Ascend the stair, and descend the other one. Follow the path and you will see another green switch. Press it. Use the blue one. Walk West and you will see a computer. Activate it. Go back to

B2. Across the bridge one more time. Activate the computer. There will be some scene. Enter Room 52 to meet Gail. More scene.

Choose again. The first option is agree with Gail (you let him find Dr. Kirk). The second option is agree with Rick (you won't let Gail find Dr. Kirk).

A) AGREE WITH GAIL (DR. KIRK : RECAPTURED, GAIL : DECEASED)

Go back to Room 44 or Room 51 (it's depending at your last choices. If you agree with Gail, then you go to Room 44. But if you agree with Rick, you go to Room 51. If you don't understand my explanation, just go to the red area on your map). There are Dinos everywhere, so stay alert. More scene. Enter Room 53. Follow the path. Enter Room 54. Scene. Enter the North door (to Room 55). Take the bullet. Go out from the boat. This is your last battle with the T-Rex, so shoot at it. After a while, you can enjoy the FMV.

B) AGREE WITH RICK (DR. KIRK : UNKNOWN, GAIL : ALIVE)

Enter Room 55. Descend the stairs. Go back to Room 54. Use the container Rick gave you on the barrel on the Southeast corner of this room. Back to Room 55. Descend the stairs. Take the bullet. Exit this room. This is your last battle with the T-Rex. Everytime the word 'FIRE' appear on your monitor, quickly shoot the T-Rex. After 5-6 shots, it's over. Enjoy the FMV.

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 Room 57. There are three ways to reach Room 57 (from the hardest to the easiest) :

~ Enter Room 37. There are two Dinos in Room 37. Another pair of Dinos in Room 35. One Dino in Room 36. Enter Room 56. Press the green switch to activate the elevator. Enter Room 57.

~ Go to Room 41. On the East wall of Room 41, you will see a computer on the wall; activate it and you must solve the puzzle four times and after you solve it a door will opened and if you enter it you will arrive at Room 56). Press the green switch to activate the elevator. Enter Room 57.

~ Go to Room 38. Enter Room 39. There are two Dinos in this room. Enter the security level A door. Enter Room 56. Enter Room 57.

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 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. After 3-5 shots, it's all over. Enjoy the FMV.

#### 2. Agree with Rick.

Don't go to the Red Area. Instead use your tracer (the thing that Gail give to you) to locate Dr. Kirk. He is in the Room 57. There are three ways to reach Room 57 (from the hardest to the easiest) :

~ Enter Room 37. There are two Dinos in Room 37. Another pair of Dinos in Room 35. One Dino in Room 36. Enter Room 56. Press the green switch to activate the elevator. Enter Room 57.

~ Go to Room 41. On the East wall of Room 41, you will see a computer on the wall. Activate it. Here is another mind games, but this time it's harder (it's easy if you have a pencil and paper). After you solve all four of them, a door will opened. Enter the door and you will arrive at Room 56. Press the green switch to activate the elevator. Enter Room 57.

~ Go to Room 38. Enter Room 39. There are two Dinos in this room. Enter the security level A door. Enter Room 56. Enter Room 57.

Go to the center of this room. You will see Dr. Kirk trying to escape with a helicopter. You try to sneak out behind him, but Rick blew it. You will see another scene. Take the bullet. Exit this room. Some more scene. Now you must

fight the T-Rex for the last time (at least on Dino Crisis 1). After 3-5 shots, it's over man. Enjoy the FMV. I think this is the best ending.

\* NORMAL MODE

I have finished the Normal mode. I don't see the difference between the Normal and the Easy Mode, except the enemies is tougher and you start only with a handgun (on Easy Mode you have handgun, shotgun, and rocket launcher). So I decide not to make the walkthrough for the Normal Mode. For those of you who play the Normal Mode, you can use my 'Easy Mode' walkthrough. The storyline is the same and the location of important things is same with the Easy Mode.

\* OPERATION : WIPE OUT

In Operation : Wipe Out you can't save your progress and you can't use the maps. So if you're confused about the place, then use my maps.

MISSION 01

TIME LIMIT 05:00

TARGETS 10

LOCATION B1

You're in Room 15. No Dinos here. Enter Room 16. Two Dinos in this room. Enter Room 17. One Dino in the end of this room. Go to Room 22. Two Dinos in this room. Enter Room 23. Two Dinos in this room. Enter Room 24. Another pair of Dinos in this room. Only one Dino left. Enter Room 25. No Dinos here. Enter Room 26. Kill the last Dino. Now you should have killed all the targets. Go back to Room 15 and ascend the stairs.

MISSION 02

TIME LIMIT 04:00

TARGETS 6

LOCATION B2

You're in Room 58. One Dino in the corner of this room. Enter the Save Game Room. Enter Room 43. No Dinos in this room. Enter Room 59. Two Dinos in this room. One in your right and the other in your far left. Enter Room 40. One Dino in this room. Exit and walk to Room 41. On your way there, you will be attacked by a Dino. Kill it. Go to Room 45. Kill the last Dino. Go back to Room 58 and descend the stairs.

MISSION 03

TIME LIMIT 03:00

TARGETS 7

LOCATION B3

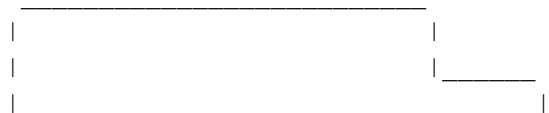
This is the final and the hardest mission. All the Dinos here are the tough Dino (they can kill you with one hit). The time limit is very short. Good luck. You're in Room 39. There are two Dinos in this room. Enter Room 38. No Dinos in this room. Enter Room 37. Two more Dinos in this room. Enter Room 42. No Dinos in this room. Enter the Save Game Room. Enter Room 35. Two Dinos in this room. They are very near to you. Enter Room 36. Kill the last Dino. Back to Room 39 and ascend the stairs. Congratulations, you have completed Operation : Wipe Out.

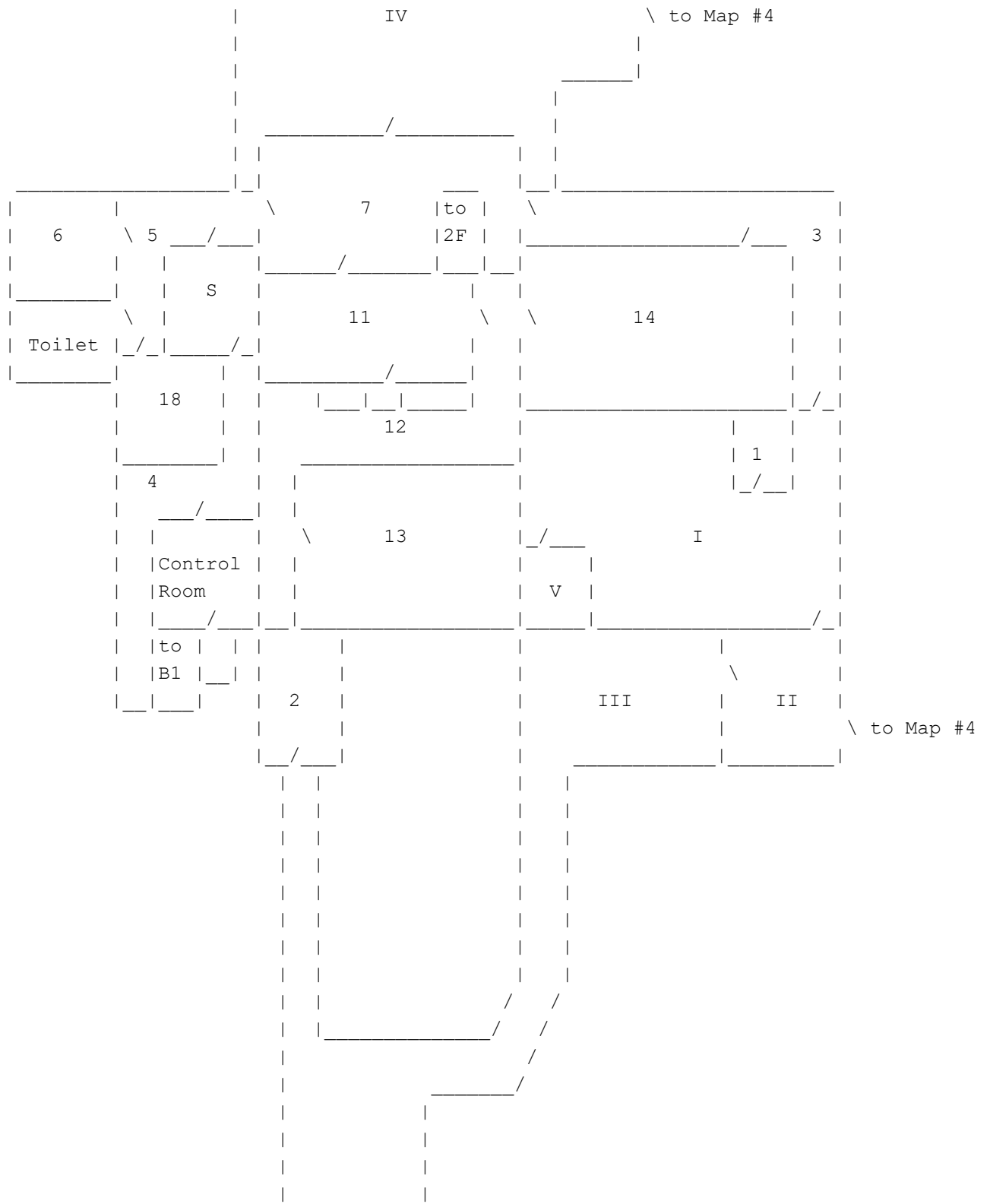
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08. M A P S

=====

M A P # 1 : FIRST FLOOR

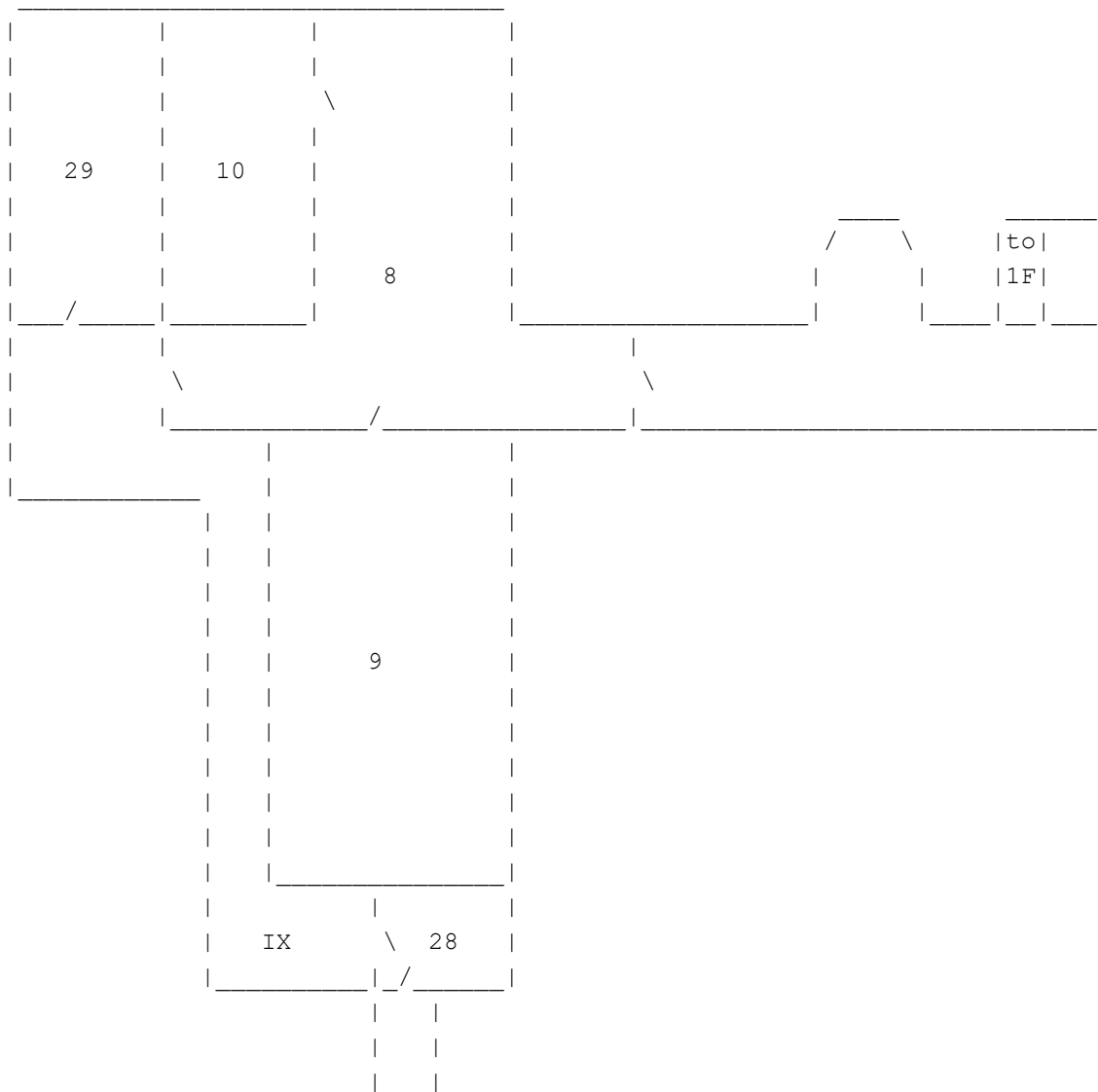




- Area I : Courtyard
- Area II : Courtyard Front
- Area III : Backup Generator Passage
- Area IV : Main Entrance Front Square
- Area V : Courtyard
- Room 1 : Supplies Storage
- Room 2 : 1F Backup Generator Room
- Room 3 : Office Front Corridor
- Room 4 : Control Room Front Corridor
- Room 5 : Management Room Front Corridor
- Room 6 : Locker Room
- Room 7 : Main Entrance
- Room 11 : Elevator Hall
- Room 12 : Training Room Front Corridor
- Room 13 : Training Room

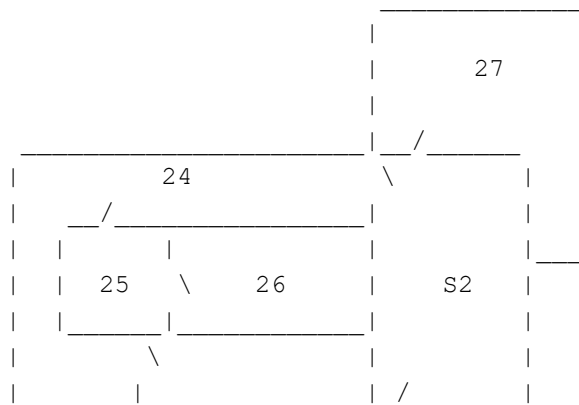
Room 14 : Office  
 Room 18 : Commander Room  
 Save Game Room : Security Room

M A P # 2 : S E C O N D F L O O R

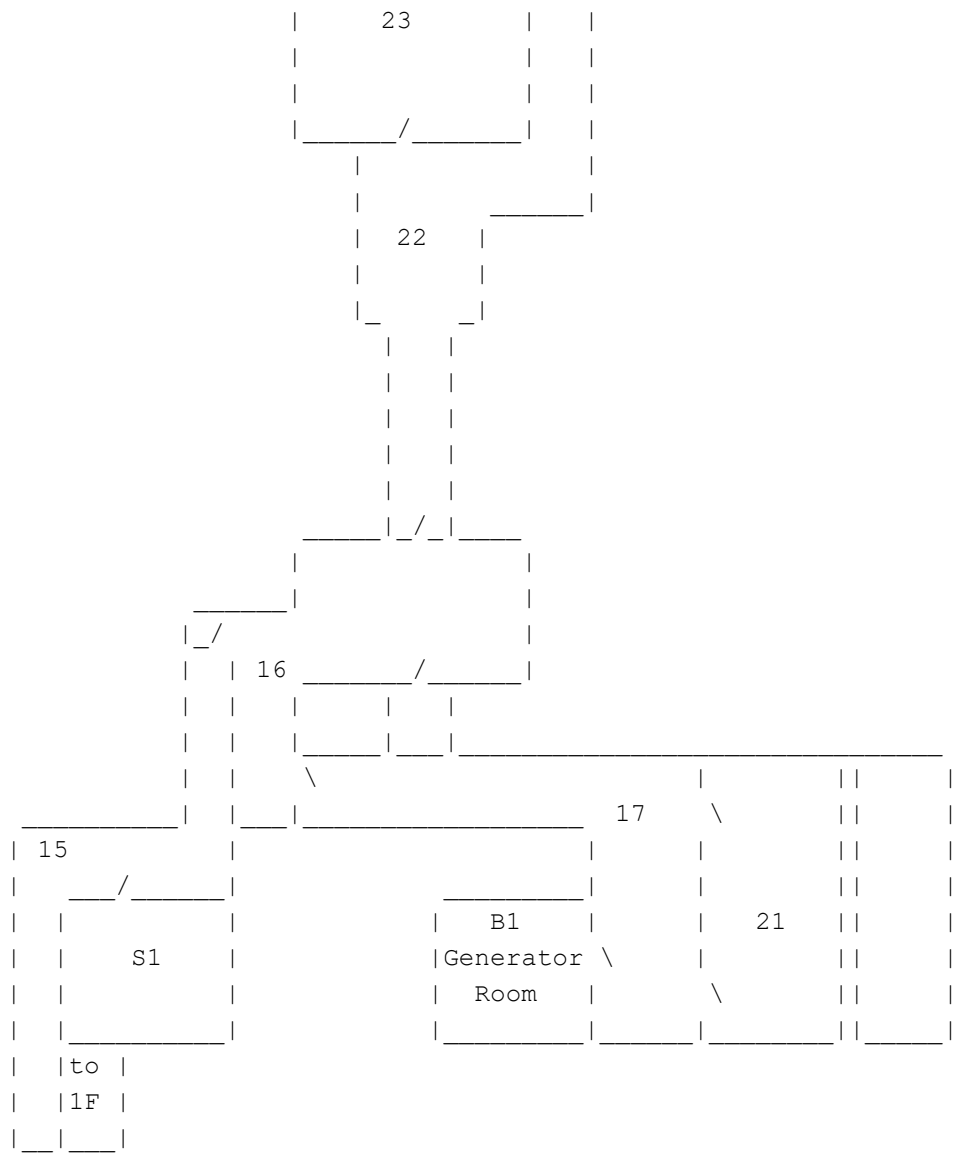


Area IX : Communication Area Passage  
 Room 8 : 2F Hall  
 Room 9 : Lounge  
 Room 10 : Head of Facility Room  
 Room 28 : Transmission Room  
 Room 29 : Transmission Antenna Room

M A P # 3 : B A S E M E N T 1

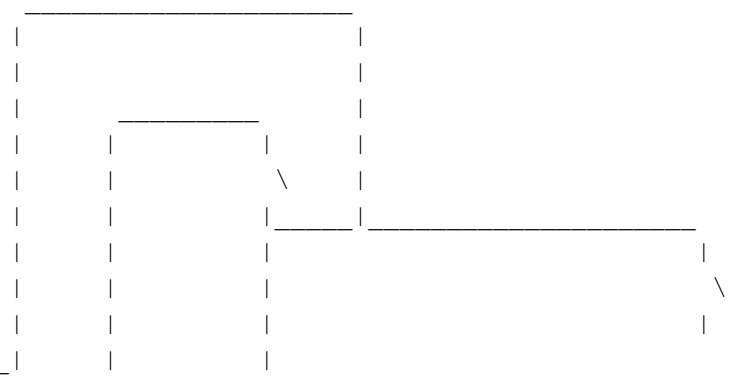




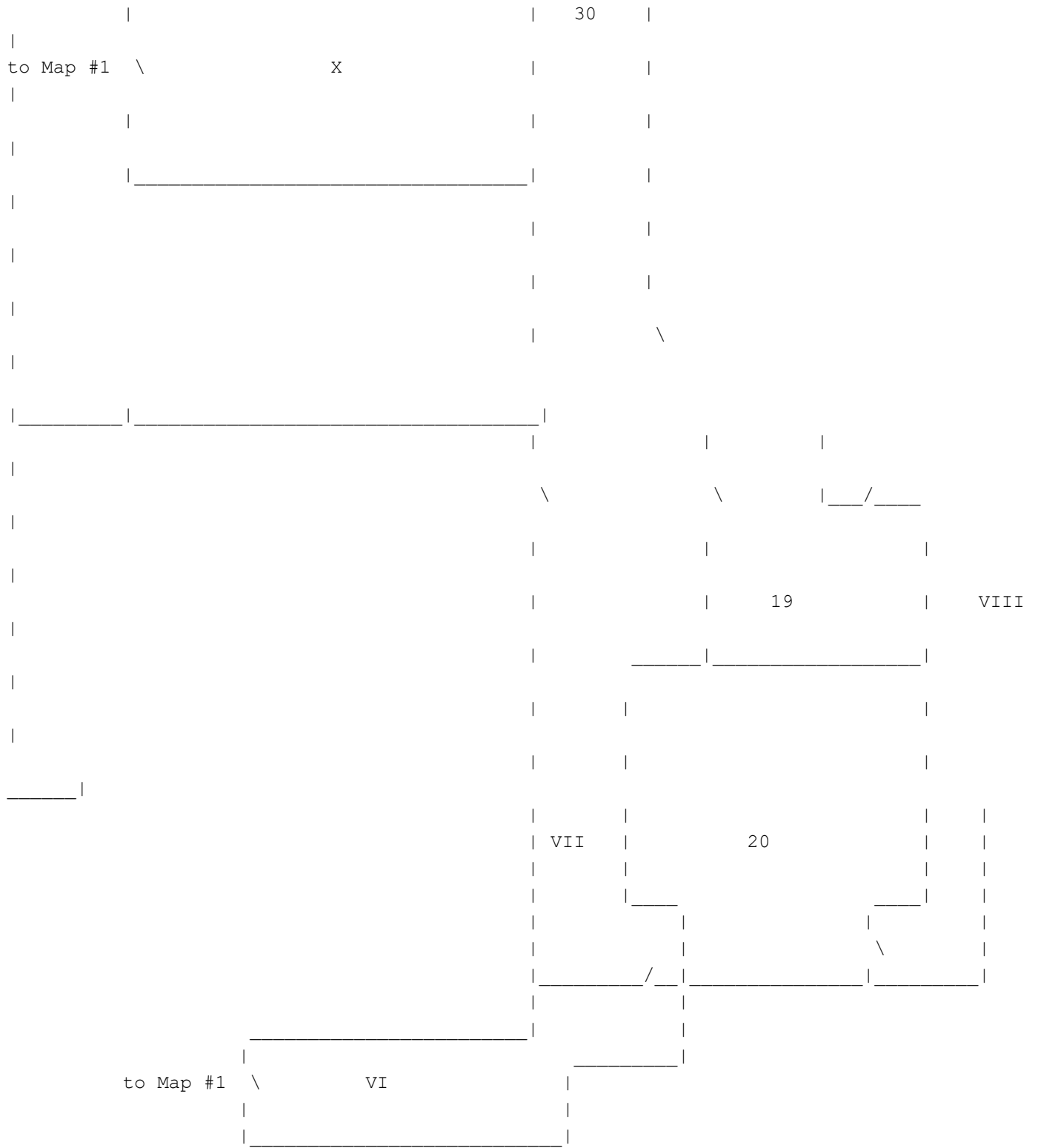


- Room 15 : Medical Room Front Corridor
- Room 16 : B1 Hall
- Room 17 : Supplies Check in Corridor
- Room 21 : B1 Check Out Room
- Room 22 : B1 Main Corridor
- Room 23 : Information Room
- Room 24 : Research Area Corridor
- Room 25 : Research Briefing Room
- Room 26 : Gas Laboratory
- Room 27 : Simulate Laboratory
- Save Game Room 1 : Medical Room
- Save Game Room 2 : Computer Room

M A P # 4

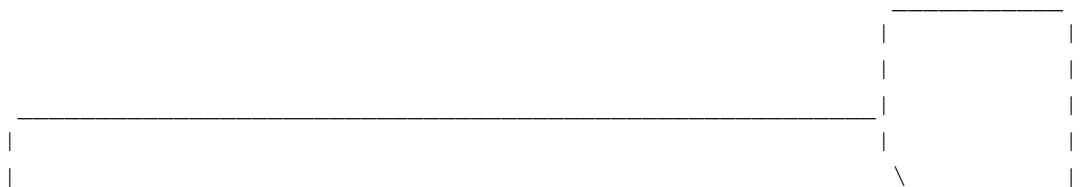


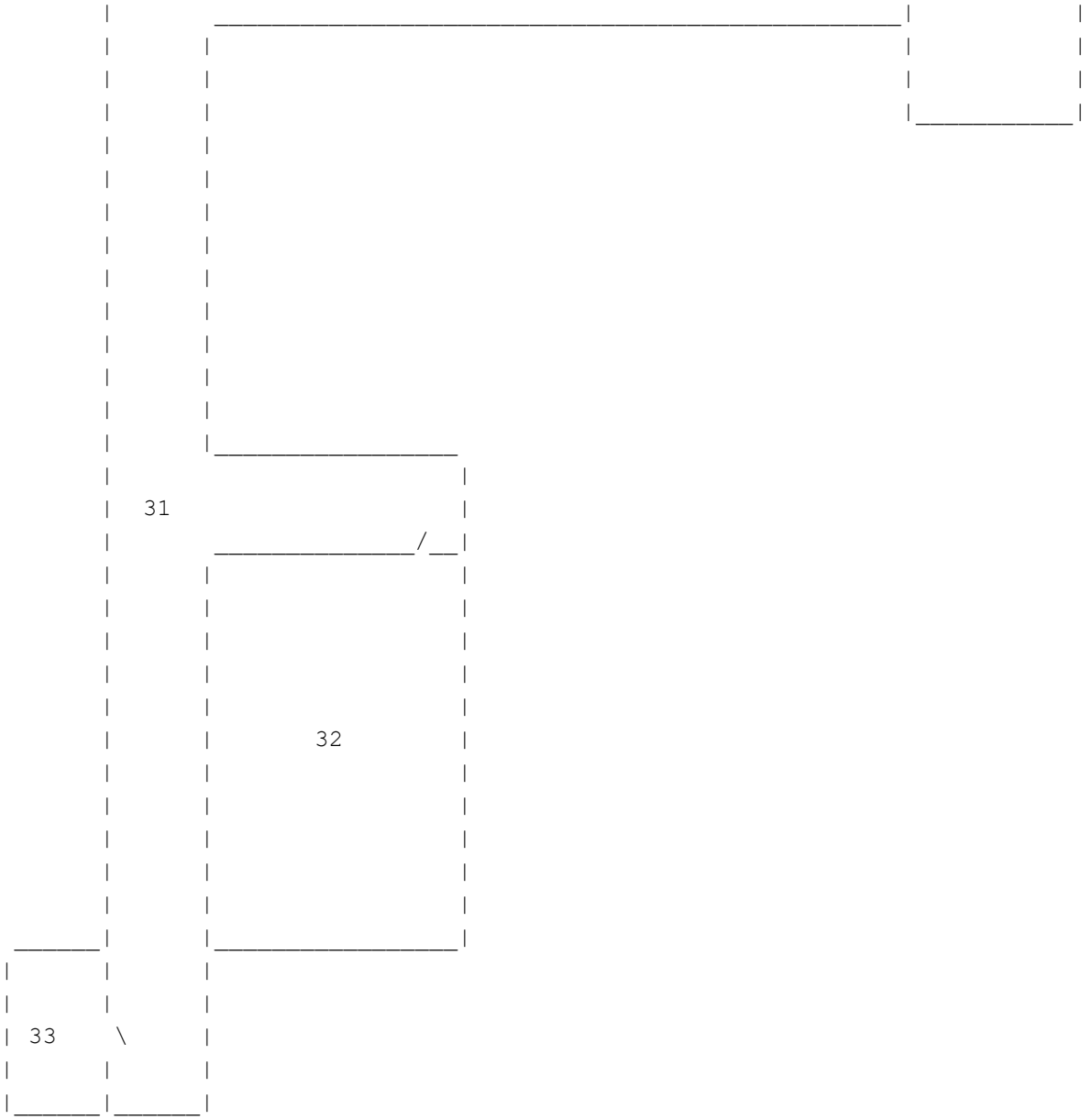
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- Area VI : Large Elevator Passage
- Area VII : Large Elevator
- Area VIII : Power Supply Room Passage
- Area X : Heliport Passage
- Room 19 : Large Elevator Control Room
- Room 20 : Elevator Power Supply Room
- Room 30 : Hangar

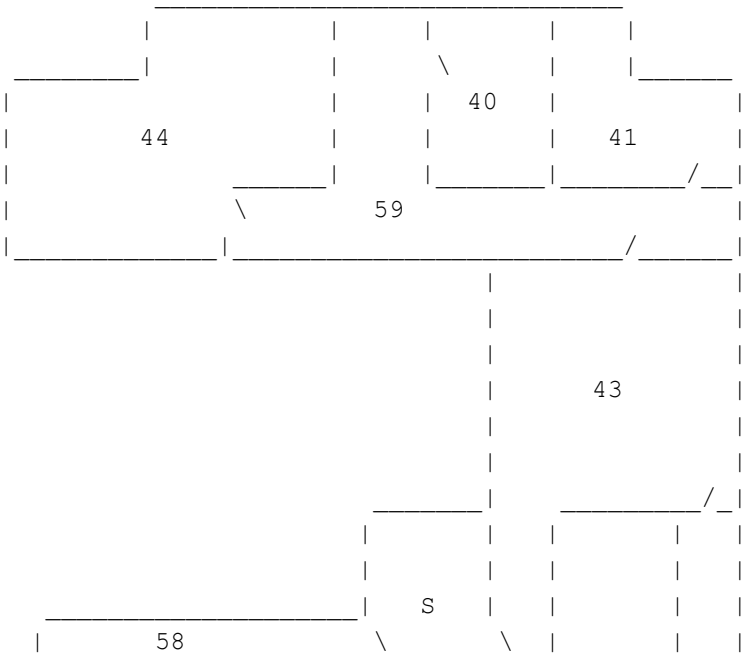
M A P # 5

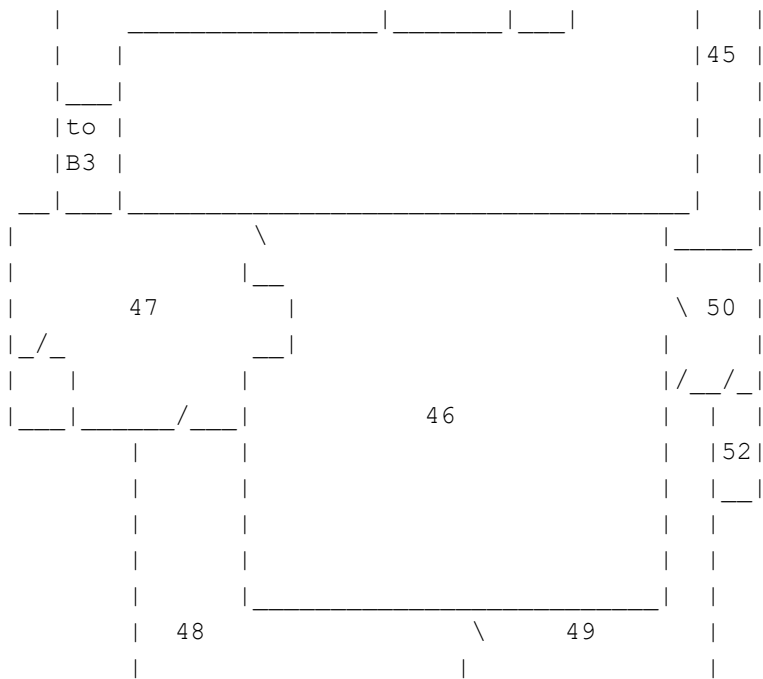




- Room 31 : Facility Underground Passage
- Room 32 : Supplies Room
- Room 33 : Elevator 1

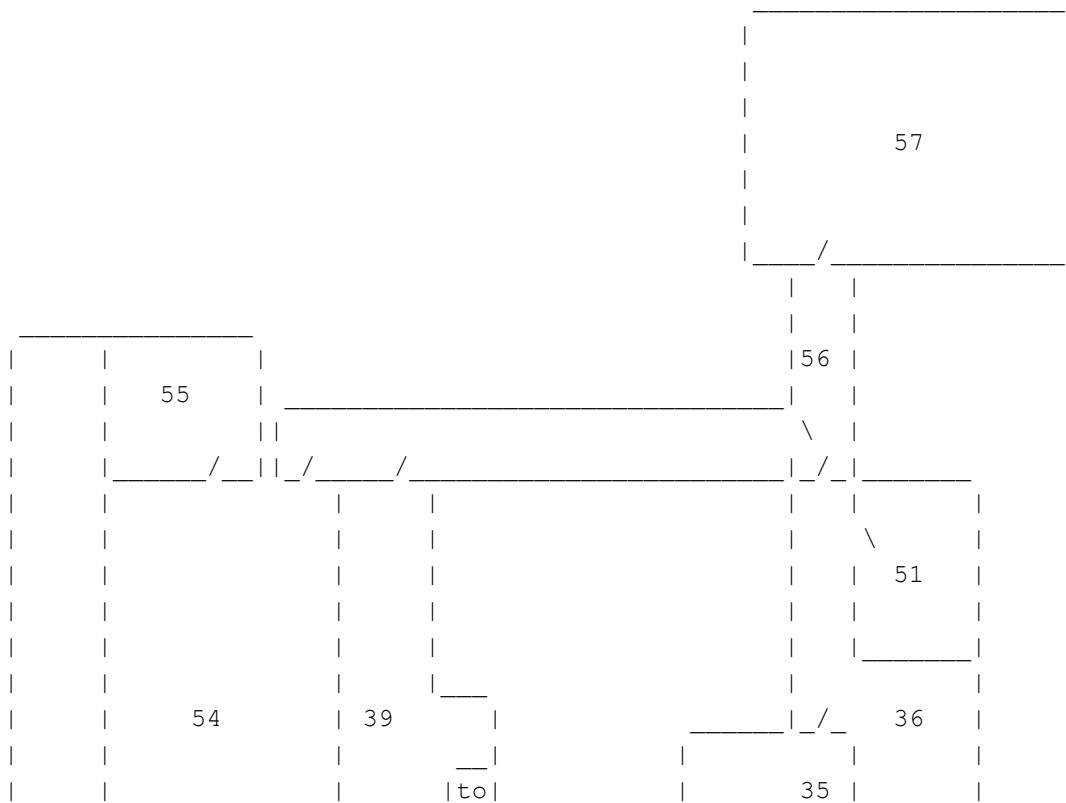
M A P # 6 : B A S E M E N T 2

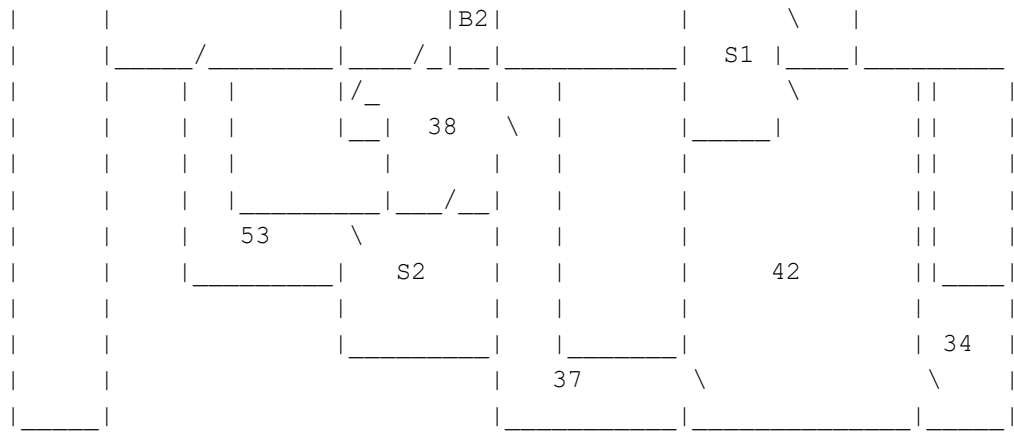




- Room 40 : Stabilizer Design Room
- Room 41 : Researcher Rest Room
- Room 43 : Part Storage
- Room 44 : Stabilizer Laboratory
- Room 45 : Passage
- Room 46 : Third Energy B2 Part
- Room 47 : Third Energy Control Room
- Room 48 : Third Energy Power Supply Room
- Room 49 : Private Room Passage
- Room 50 : Doctor Kirk Private Room
- Room 52 : Doctor Kirk Information Room
- Room 58 :
- Room 59 :
- Save Game Room : Entrance Permission Room

M A P # 7 : B A S E M E N T 3





- Room 34 : B3 Backup Generator Room
- Room 35 : Conventional Arsenal Storage
- Room 36 : Transportation Passage
- Room 37 : Check Out Room Passage
- Room 38 : Rest Room
- Room 39 : Central Stairway Front Corridor
- Room 42 : B3 Check Out Room
- Room 51 : Special Arsenal Storage
- Room 53 : Port Passage
- Room 54 : Port
- Room 55 : Hovercraft Hangar
- Room 56 : Heliport transportation Passage
- Room 57 : Underground Heliport
- Save Game Room 1 : B3 Control Room
- Save Game Room 2 : Immigration Management Room

MAP LEGENDS

- S = Save Game Room
- to XX = Staircase to XX Floor
- / or \ = Door
- Green Area = Area you have explore
- Grey Area = Area you haven't explore
- Blue Area = Your current area
- Red Area = Objective area

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09. S T R A T E G I E S

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1. Learn to use the shutters to your advantage. You can use the electronic 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 don't scare the dinosaurs.
  
2. Learn to mix items in order to create deadly darts. When mixing to make deadly darts lay more emphasis on level than volume. The more level the dart has the deadlier it is. This darts become very useful especially in Basement 2 and 3 where a well mixed dart could save your life from those tough dinosaurs. In the game darts are the best things to use because using bullets will result in the dinosaur attacking you once, twice or more times.

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10. E N D I N G S

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In Dino Crisis, there are three different endings, but you probably already knew that. If you finish your game for the first time, then you will receive a mad skills and two different costumes (Army and Battle). The second time you finish your game (with the different ending, of course) you will receive the third costume (Ancient). The third time you finish your game (so you have seen all the endings) you will receive super weapon.

You can play Operation : Wipe Out if you have finished the game using any ending, no matter it's your first, second, or third game. It works for both Normal Mode and Easy Mode.

Of course your play-game time, continues, and number of savings also effect that bonus, but I don't know exactly.

NOTE : If you play using the Ancient costume, your weapon will change into a bone like weapon. Your rocket launcher will change into a big fish. It's quite funny to see Regina walking and runing around carrying a big fish on her hands.

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11. W E A P O N L I S T

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PHYSICAL CHARACTERISTICS	JAP NAME TRANSLATION	REMARKS
A pistol like weapon	Handgun	Made of bone and a stick in Ancient costume
A shotgun like weapon	Shotgun	Made of a longer bone and a stick in Ancient costume
A gun like weapon with a cannon like body	Grenade Gun	Look like a BIG deep sea fish in Ancient costume
An upgraded look of the pistol	Handgun rev	Formed by adding the extra parts to the Handgun
A pistol with sight enabled	Handgun rev sight	Formed by adding the sight device to the Handgun rev
A shotgun with extra ammo stock	Shotgun plus stock	Formed by adding the stock part to the Shotgun
A shotgun with extra parts	Shotgun rev plus stock	Formed by adding the extra parts to the Shotgun
A large gun with a	Grenade Gun rev	Formed by adding the

grenade launching head		extra parts to the Grenade Gun
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12. S U P P L I E S L I S T

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PHYSICAL CHARACTERISTICS	JAP NAME TRANSLATION	REMARKS (IF ANY)
A bag with blue cross	Stop Bleeding Spray	Only stop the bleed, no health recovery
A bag with blue cross	Stop Bleeding Spray +/++	Only stop the bleed, no health recovery
A bag with green cross	Health Recover Spray Small	No stop bleeding effect
A bag with green cross	Health Recover Spray Small +/++	No stop bleeding effect
A bag with orange cross	Health Recover Spray Large	No stop bleeding effect
A bag with orange cross	Health Recover Spray Large +/++	No stop bleeding effect
A bag with red cross	Full Health Recover Spray	Stop bleeding and recover health
A bag with red cross	Full Health Recover Spray +/++	Stop bleeding and recover health
A case with red cross	Resurrect Medicine	Formed by mixing two full health recover spray ++
A blue liquid bottle	Sleeping Material	
A green liquid bottle	Health Recover Material	
An orange liquid bottle	Upgrading Material	

A red liquid bottle	Duplication Material	
An ammo box marked 9mm and a few bullets around	9mm Handgun Bullet	
An ammo box marked 40 S&W and a few bullets around	40 S&W Handgun Bullet	Higher critical shot rate, higher damage level
An ammo box with a red shotgun shell	Shotgun Bullet	
An ammo box with blue shotgun shell	Slag Bullet	Higher damage level
3 big green grenades	Grenade Bullet	
3 big red grenades	Heat Bullet	Fire effect, group damage if dinos are close together
A red dart and a blue liquid bottle	Sleeping Bullet Weak	Two shots to makes a dino to sleep with the duration of a sleeping bullet medium
A red dart and a blue liquid bottle	Sleeping Bullet Weak +/++	More or less the same in function with sleeping bullet weak
A red dart and a green liquid bottle	Sleeping Bullet Medium	One shot could make a dino to sleep but not for long duration
A red dart and a green liquid bottle	Sleeping Bullet Medium +/++	More or less the same in function with sleeping bullet medium
A red dart and an orange liquid bottle	Sleeping Bullet Strong	One shot could make a dino to sleep for a long time
A red dart and an orange liquid bottle	Sleeping Bullet Strong +/++	Function like its brother but the more + the longer the duration



A red dart and a red liquid bottle	Deadly Poison Bullet	One shot can kill any dino (except the T-Rex), formed by mixing resurrect medicine with sleeping bullet strong ++
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13. I T E M L I S T

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PHYSICAL CHARACTERISTICS	JAP NAME TRANSLATION	REMARKS (IF ANY)
A small key marked 117	Backup generator area key	
A small plug	Plug	Use to open emergency boxes
A silver key with a circle header	Entrance key	
The medal of SOL	Panel key I	
The medal of LEO	Panel key II	
An optical disk with a connection interface	DDK entry disk (?)	Use to open door lock of letter (?)
An optical disk	DDK code disk (?)	Use to open door lock of letter (?)
A gray card marked L	Key card L	
An orange card marked R	Key card R	
A brown little key	B1 backup generator room key	
Red battery	Initializing battery - red	
A light blue card marked control card	B1 crane card	

A card with potrait of a soldier	ID Card	
A machine that scan fingerprint	Fingerprint collecting device	
A gun like screwdriver	Driver	
A very little key	Small key	Use to open the box in the medical room
A key card like chip marked 3695	B1 key chip	
A card with potrait of a man	Transmision ID Card	
A key card marked Drive Key	Antenna initializing key	
A magnetic card marked EV	Check out pass-card	
White battery	Initializing battery - white	
A control key with orange bar	B3 crane card I	
A control key with purple bar	B3 crane card II	
A control key with green bar	B3 crane card III	
A white key	Check out area key	
A key card like chip	B2 key chip I	
A key card like chip marked 0392	B2 key chip II	
A green card marked	Key card Level C	

Level C		
A blue card marked PORT	Port entrance card key	
A red card marked Level B	Key card Level B	
A small piece of note written 1281	Researcher memo	
A blue card marked Level A	Key card Level A	
A golden CD	Design disk	
A pink crystal	Core part I	
A blue crystal	Core part II	
A black stand	Protect part I - B	
A black part with four legs	Protect part I - A	
A blue stand	Protect part II - B	
A blue part with four legs	Protect part II - A	
A black object with a core of pink	Stabilizer	
A blue object with a glass looking core	Initializer	
A small yellow tanker	Energy tank	
A batch of optical disks	Squad disk	
A tracer device	Pulse receiver	

14. L O S T A N D F O U N D

=====

I made this section for those of you that already play the game and now you want to play it again but you stuck somewhere because you don't find the proper key or card. So rather you read all my walkthrough, it's better for you read this section. I hope this section is useful for someone out there.

NAME	LOCATION (CHECK MY MAP)
Gate Key	Room 1
DDK-H	Save Game Room F1
LEO Medal	Save Game Room F1
	(near the corpse)
Key to Area IV	Save Game Room F1
	(inside the safe, 0375)
DDK-H	Room 6
SOL Medal	Room 10
DDK-N	Room 10
L-Disk	Room 10 (use SOL and LEO, 705037)
DDK-N	Area IV
Key to Generator Room B1	Room 13
Plug for generator at B1	Generator Room B1
ID Card	Save Game Room B1
DDK-E	Room 18
Fingerprint Machine	Room 18
DDK-L	Room 19
DDK-L	Room 19
Thing to operate the Crane Machine	Room 20
DDK-E	Room 25
Screwdriver	Save Game Room2 B1
3695-Card	Room 26
Key	Room 26
	(if you don't kill the man here)
R-Disk	Room 23
Key to activate the communication	Room 28
Card Key	Room 32
Plug	Room 34
B3-I	Save Game Room B3
B3-II	Save Game Room B3
B3-III	Room 36
Key to Room 37	Room 36
B2-I	Save Game Room B2
DDK-S	Save Game Room B2
DDK-W	Room 40
DDK-W	Room 35
B2-II	Save Game Room 2 B3
Card (Port)	Big elevator B3
DDK-D	Big elevator B2
DDK-S	Room 53
DDK-D	Room 44
Level-B Card	Room 47
Stabilizer (Gail's way)	Room 51
Initializer (Gail's way)	Room 51
Stabilizer main part (Rick's way)	Room 43
Stabilizer component I (Rick's way)	Room 40
Stabilizer component II (Rick's way)	Room 40
Initializer main part (Rick's way)	Room 43

Initializer component I (Rick's way)	Room 40
Initializer component II (Rick's way)	Room 44

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15. M I S C E L L A N E O U S

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01. Have you ever wonder what is the meaning of 'H', 'D', 'L', 'S' etc on DDK Disk? (ie DDK-H, DDK-D, DDK-L, DDK-S, etc). Well it's actually a hint for the answers.

For example, if you use a DDK-H, so the answer must be begin with letter H. If you use DDK-S then the answer begin with letter S.

- DDK-H = HEAD
- DDK-N = NEWCOMER
- DDK-L = LABORATORY
- DDK-E = ENERGY
- DDK-W = WATERWAY
- DDK-S = STABILIZER
- DDK-D = DOCTORKIRK

If you don't believe me, try it yourself.

02. Wondering what is the telephone in the Office for? It's for identifying the corpse on the Elevator Hall, so you can get his registration number. First check the whiteboard and read the memo. Then use the telephone and choose yes to call Baker. Then after no one answering choose yes to make the phone on HOLD mode. After that go back to the Elevator Hall and you will hear some beeping sound. Check the body and you will knew that he was Paul Baker. And I have add some names on the credits section. Also, I will not give any credit to anyone that mail me about this problem after this walkthrough is released.

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16. A C T I O N R E P L A Y C O D E S

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I got these codes from Cheat Code Central ([www.cheatcc.com](http://www.cheatcc.com)) and I have got their permission to put these codes in my walkthrough.

Allows Game to Play in a Mod-Chip System	D014957E 1040
	8014957E 1000
Infinite Health	800AE1DC 04B0
Infinite Bullets	D0062708 0000
	80062708 2821
Turbo Shooting	D0049208 0007
	80049208 0001
Save Anywhere (Press Select+L1)	D00B71B8 0104
	800AC6B0 0007
Faster Special Move (Press X)	D00B71B8 0040
	800AE108 0100
All Weapons (Press Select+L2)	D00B71B8 0101

	800B6210 07FE
Infinite Items Slot 1 (Press L1+L2)	D00B71B8 0005
	300B6535 0060
Infinite Items Slot 2 (Press L1+L2)	D00B71B8 0005
	300B6539 0060
Infinite Items Slot 3 (Press L1+L2)	D00B71B8 0005
	300B653D 0060
Infinite Items Slot 4 (Press L1+L2)	D00B71B8 0005
	300B6541 0060
Infinite Items Slot 5 (Press L1+L2)	D00B71B8 0005
	300B6545 0060
Infinite Items Slot 6 (Press L1+L2)	D00B71B8 0005
	300B6549 0060
Infinite Items Slot 7 (Press L1+L2)	D00B71B8 0005
	300B654D 0060
Infinite Items Slot 8 (Press L1+L2)	D00B71B8 0005
	300B6551 0060
Infinite Items Slot 9 (Press L1+L2)	D00B71B8 0005
	300B6555 0060
Infinite Items Slot 10 (Press L1+L2)	D00B71B8 0005
	300B6559 0060
First Ending (Press L2+Select)	D00B71B8 0101
	800AC6B0 000A
	D00B71B8 0101
	300AC6C3 0000
Second Ending (Press R2+Select)	D00B71B8 0102
	800AC6B0 000A
	D00B71B8 0102
	300AC6C3 0001
Third Ending (Press L2+R2+Select)	D00B71B8 0103
	800AC6B0 000A
	D00B71B8 0103
	300AC6C3 0002
Create Bonus Saved Game	D00BC8A2 0003
	800BC8A2 0503
	D00B695C 0001
	800B695C 000F
Clear Time = 00:00	800B612C 0000
	800B612E 0000
Continues = 0	300B6132 001E
Number of Saves = 0	300B612B 0000

```

| Infinite Time Operation : Wipe Out Mission 1 | 800B696C 2330 |
|
| Infinite Time Operation : Wipe Out Mission 2 | 800B6970 1C2C |
|
| Infinite Time Opeartion : Wipe Out Mission 3 | 800B6974 1520 |
|_____|_____|

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17.  U S  V E R S I O N  C O D E S
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At first, I don't want to made this section because this walkthrough is only for the Japanese version (see the title, Dino Crisis Walkthrough JAPANESE VERSION), but since many (and I mean MANY) people e-mail me and asking why the Japanese code doesn't work in the English version, I finally made this section.

JAPANESE VERSION	ENGLISH VERSION
0375	0426
7687	8159
47812	57036
46079	58104
705037	705037
5037	7248
3695	3695
039	0392
1281	1281
367204	367204
0367	0367
0204	0204
78814	31415

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18.  C O M P L I M E N T S
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I made this section to show my gratitude for those of you that have send me your compliments. I really appreciate it. Thanks again.

Foo Chuan Yee (Foo.Chuan.Yee@wdc.com)

Thanks for providing the wonderful walkthrough on Dino Crisis. Your FAQ is the best among all Dino Crisis FAQs available from the web. It is so neat and informative. It even comes with those nicely drawn maps!

I couldn't have completed the game without the help of your FAQ on the "ENERGY" DDK passcode.

Thanks again.

Johan K (jkn@telia.com)

Hi!

My name is Johan and I'm from Sweden. I looked a little at your FAQ / walkthrough for the great game Dino Crisis for the Sony PlayStation and I think your guides is the best of the guides for Dino Crisis at www.gamefaqs.com, yet...

Jim Bolland (info@a-p-i.net)

Hi there,

I wondered if it would be OK to use your brilliant DINO CRISIS FAQ on our website.

If this is OK, please could you email me any updates that you make to version 0.2.

Many thanks and congratulations on a great piece of work..!

Flament Alexandre (A.E.U.R.1@wanadoo.fr)

salut,

faut avouez que ton fags est super, je suis entrain de le convertir en francais, je te dirai si il manque qu'elle que chose.

Alex (Ticofl@aol.com)

I like to thank you for posting the strategy gides. If you dint put them up I don't think I could never finish some of this games (Dino Crisis). You are doing a good job.

Sigit Pranoto Santoso (nichos@cbn.net.id)

First thing I'll say thanx to you... could you tell me your real name? Because I little bit confuse. How I've to call you? But you wrote Stinger.. woow that like a weapon in the Metal Gear Solid... I'll telling you that you're great man!!! I like your walkthrough... Ok I hope this is enough for you... Ok bye..

nh3riotstarter (n\_h\_3@hotmail.com)

Thanx a lot for your work!!! WALKTHROUGH v0.7 of dino crisis is great !!! Really !!

NoMoment (nomoment@hotmail.com)

Hey Stinger. First off, I'd like to thank you for making such a wonderful DinoCrisis Walkthrough. The maps are beautifully done and the faq is incredibly well written. Without the passwords you provided in the walkthrough, i'd probably be stuck in the game immediately. Thank you.

Damien (damien@bluewave.co.uk)

Hey Stinger 3:16! Just want to thank you for your Dino Crisis Walkthrough. I don't know how you managed to do the farking thing in Japanese and have such a level of detail. You are a true Gaming God. Thanks again!

Andrew (jamahr@flashmail.com)

Great job on the DC FAQ. The fact that you included maps helped a lot. Yours is probably the best FAQ that I've used so far from Game FAQ's, and thats about as high a compliment as you can get for this sort of thing. Anyway, I hope these letters you get make it worth your effort.

Diane (COOLBEAUTY@webtv.net)

Despite ALL your brilliancy in writing an excellent walk through for Dino Crisis for Playstation..... I am LOoooooost. Where can I find your newest updated pages for the walkthrough, and will you be writing one from the English version? Stinger - you are "THE" gaming God.

Thank You!!!!!!!!!!

Beck925@cs.com

I just wanted to drop you a line and tell you that I think this is by far the best walkthrough of any game that I have seen. I wish someone would have taken the time to do FFVIII as well...lol. Thanks again and by the way, the lost and found at the end did help.

SiSqo77587@aol.com

Thanks your dino crisis walkthrough has been a big help you did a good job.



BeastieBoys03@aol.com

Wow. I've read all of the Dino Crisis Faqs on [www.gamefaqs.com](http://www.gamefaqs.com), and your absolutly destroys every other one. You thought of everything, I hope you plan on doing on for RE3 also.

Thanks for the kicks ass job.

Chris Miller (Bdghill133@aol.com)

Just wanted to say thank you for putting out such a comprehensive walkthrough. I don't normally use them as it sometimes spoils the game, but even the best of us get stuck. After checking out other walkthroughs for the game yours stood out. Especially the pipe puzzle solution which is the reason why i went searching for assistance on the "net". Your diagram and steps were very easy to follow and kept me from putting my foot through the TV in frustration. Once again thank you and an outstanding job on your walkthrough of Dino Crisis.

acidzero@aol.com

Hi I used your walkthrough for Dino Crisis and I just wanted to say that you did a great job on it.

Shane Feiertag (residentevl@hotmail.com)

Howdy, Whats up? Just had to say I just checked your walkthrough for Dino Crisis and I have to say good job. I imported the Japanese version and printed out your v0.5 for that. It was helpful, but I also bought it when it arrived in the U.S. and just printed out your latest version of the walkthrough and much better. Keep up the good work and I'll be watching for your name for other walkthroughs I check out.

Thanks for all the help.....

Shane

Abbas Ahmed (amfar@cyber.net.pk)

Thanks Man For The Hint. Your Walkthrough Is The Best. You Are The Gaming God Of The Century!!! Without Your Walkthrough For Dino Crisis I Could Never Have Finished The Game.Thanks Dude.

J3troy@aol.com

Thanx you're helping me and alot of other gamers out by making the only full us dino crisis walkthrough!

You da man!

Enrique Canale (ecanaler@yahoo.com)

First of all let me congratulate you for a terrific and excellent job on your walk-trhough. It has helped me a great deal when i'm stuck, i do not usually use walkthroughs, some of them are really incomplete and uninformative, but yours is a really piece of hard work!. Congratulations again.

Regards

Enrique

Bader Saeed (zeid@emirates.net.ae)

Fist of all I'd like to thank you about your incredible faq and walkthrough which helped me so much that I finished the game in one day so I'm realy appreciated for that.

thalevi@visonic.com

HELLO TO YOU !!!

I read your dino crisis guide and I find it very good and useful.

BRAVO

Good afternoon from Israel

THANK YOU VERY MUCH

Jerusalem (HJerusalem@t-online.de)

Hi body,

howIs going?

IIm from Germany and bought the US-Version of Dino Crisis( man, that gameIs great!!!):).

I was just surfing around in the Internet and (aplause please!!!) I found your absolutely great (no kidding) Walkthrough (hope I spelled it right).

So, I just wanted to ask ya, where ya from and if you could tell me, where I could get some Updates from your FAQ (did you wrote FaqIs about other Games too?)

So, thatIs all I wanted to tell ya.

Thanks for FAQ and I hope youIll write me back. bye ya :)

PS : Hope ya got da dumb little Motherfucker that solled your FAQ. -donIt be scared!!!-kick ass!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Enrique Canale (ecanaler@yahoo.com)

Stinger,

Are you planning to develop a walkthrough for Resident Evil: Nemesis?, if you are and with the work that you did for DinoCrisis it will be another excellent job.

I wish I knew of your work earlier when i was playing Parasite Eve & Resident Evil 1 and 2.

Congratulations

Gene Holman (GEHOLM@imrinc.com)

Just dropping you a line to say THANK YOU THANK YOU THANK YOU for your walk thru. I am one of the pitiful souls who can NEVER finish video games without help and yours was invaluable. To give you an idea of how crummy a player I am it took me over 60 hours of play time to finish Resident Evil Director's Cut. Now that you've finished laughing, thanks again and keep up the good work. =0)

=====  
19. C R E D I T S  
=====

Albert Johannes (albertjohannes@hotmail.com)

For the information about where to use the key I found on the gas chamber (from the dead man).

Dave Adams (DA@homeserve.freeseve.co.uk)

For the information about the shortcut on Room 41 to reach the heliport (3rd ending).

zweigon@pacific.net.sg

For the information about L1 button (to move your aiming to another enemy). Must be more than one enemy in order to work.

Guy (hsakuragi@xoommail.com)

For the information about having the third ending through Gail's way.

NoMoment (nomoment@hotmail.com)

For all the information on section 6.

Steven Hook (csho@asiaonline.net)

For all the translation about room, weapon, item, and supplies names. A BIG thanks to you, you've been a great help for my walkthrough.

Nzumbe Ntoko Jr (nmntoko@yahoo.com)

For the information about number 46079, the real shortcut, and the strategies.

Alvin C Webcraft (big\_shamu@hotmail.com)

For the information about all the English version code.

Duker900@softhome.net

For the information about the telephone at the Office.

Chris Redfield (biohazard@death-star.com)

For the information about the telephone at the Office.

Randy Custodio (blackthor06@yahoo.com)

For the information about the telephone at the Office.

Isaac Quintana (isaac.quintana@das.honeywell.com)

For the information about the telephone at the Office.

Patrick Waring (pjwaring@hotmail.com)

For the information about the telephone at the Office.

Robert Boucher (Robert.Boucher@nasd.com)

For the information about the telephone at the Office.

BoSHaheen (boshahaheen@hotmail.com)

For the information about the telephone at the Office.

Metal Storm (moehawk@hotmail.com)

For the information about the telephone at the Office.

David (davekum@mitra.net.id)

For the information about the telephone at the Office.

=====  
20. S P E C I A L T H A N K S  
=====

1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. Those of you who sent me your compliments, thanks man
7. You for reading my FAQ

=====  
21. L I S T O F T H E D A M N E D  
=====

I remove all the names inside my List of the Damned except the first two. From now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA  
E-mail : vdirect@bdg.centrin.net.id  
Website : <http://www.vegindo.com>  
He plagiarized my Dino Crisis walkthrough and sell it in his store.He sold it for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian language, I can still recognize it. That stupid son of a bitch translate it words-by-words. The book's title is GAME GUIDE Volume 9. All the previous volume of that book is also ripping someone else's faq (especially from GameFAQs) and translate it into Indonesian.  
For HS, the animal that I suspect responsible for that, I got few words for

you :

F\*\*\* YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.

For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.

2. Name : Game Station

E-mail : gameguys@bdg.centrin.net.id

Website : <http://www.vegindo.com/gamestation>

Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.

He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-

For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f\*\*\*ing brains out from your f\*\*\*ing head.

Reader, please send this asshole some 'nice' stuff.

3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay

E-mail : x-boy@gundam.com

This son of a bitch is the webmaster of that fucking site ([www.vegindo.com](http://www.vegindo.com)). He's the world's dumbest son of a bitch that I have ever met. In their fucking messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a bitch.

If you said that we just finished the game and then write it down, why don't you do that by yourself, motherfucker?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your fucking crew :

DIN PAPPA 1R EN GRIS KNULLARE, S1 KAN KNULLADE DIN MAMMA OCH HON F1DDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

=====  
22. I M P O R T A N T N O T E  
=====

Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

=====  
23. A U T H O R ' S N O T E  
=====

For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)
- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)
- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page ([http://www.geocities.com/charmin\\_guy\\_011285](http://www.geocities.com/charmin_guy_011285))
- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)

- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page ([http://www.geocities.com/i\\_am\\_nemesis\\_99/](http://www.geocities.com/i_am_nemesis_99/))
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugial2's Page (<http://www.geocities.com/lugial2/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds ([http://www.crosswinds.net/~hugegameplayer/www\\_smackdown/index.htm](http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm))
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain ([rwartow.tripod.com](http://rwartow.tripod.com))
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Review (<http://www.pcgamereview.com/>)
- 59) DC Guide (<http://www.dcguide.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)
- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)
- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)
- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)

94) BDGames (<http://www.bdgames.net/>)

95) <http://www.nonsologiochi.com>

96) Sjel's walktrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

Thanks for reading my FAQ and please send in any comments, questions, or informations!

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