

Dino Crisis Operation: Wipeout FAQ

by badb0i87

Updated to vFinal on Jan 11, 2003

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

Dino Crisis
"Operation: Wipeout" Final
Playstation Console
By badb0i87
BAdb0i87@earthlink.net
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I. Introduction

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This FAQ does not contain any spoilers that will ruin the story for you.
I unlocked this secret mini game after I beat the game for the first time.
This is a little bonus you get for doing a good job beating the real game.
You don't get any new cheats or bonuses for completeing this. This is just
a challenge that took me a long time to complete and I'm here to share my
knowledge with the world.

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II. Version History

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Version 1.0: June 17, 2002

Got the basic layout done.

Version 1.5: June 21, 2002

Done with Mission 1.

Version 1.7: June 24, 2002

Added a "Shameless Promotion" section. Mission 2 will be done by the end of the month.

Version 2.5: June 29, 2002

Finished with Mission 2.

Version 2.7: July 2, 2002

Halfway through with the final Mission.

Version 2.8: July 4, 2002

Finished with Mission 3. I still need to add the map though.

Happy Independence Day and God Bless America!

Version 3.0: July 5, 2002

The map has been added, expect the FAQ to be completed in a couple of days.

Final: July 10, 2002

This is the final update. The whole guide is completed.

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III. Map Key

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SSS = Security shutters

(R) = Raptors

(SS) = Super Raptors

(T) = Therizinos

\\ = Doors

= Air Vent

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IV. Mission 1

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

Time Limit- 5:00

My Best Time- 4:15

Enemies- 10 Velociraptors

Weapons- Glock 35, Shotgun, Grenade Pistol

Supplies-

x2 Med Pack M

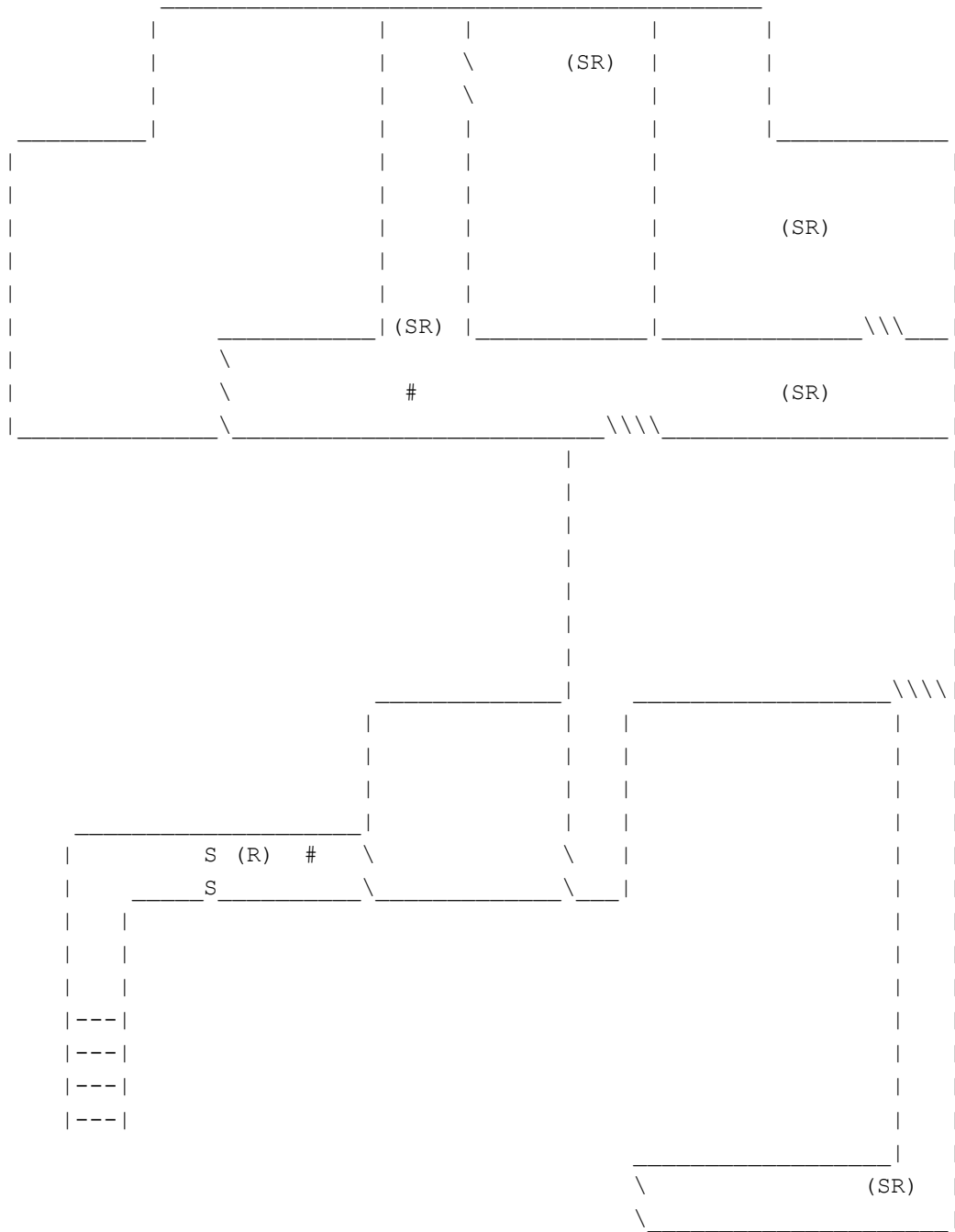
x2 Hemostat

x68 9mm Ammo

x30 S&W Bullets,

x5 Shotgun Bullets

off with 9mm ammo. When it's finally dead and all enemies are eradicated, take the air vent in the hallway and you will then find yourself in the "Passageway to Experiment Area". Go pass the shutter and mission completed!

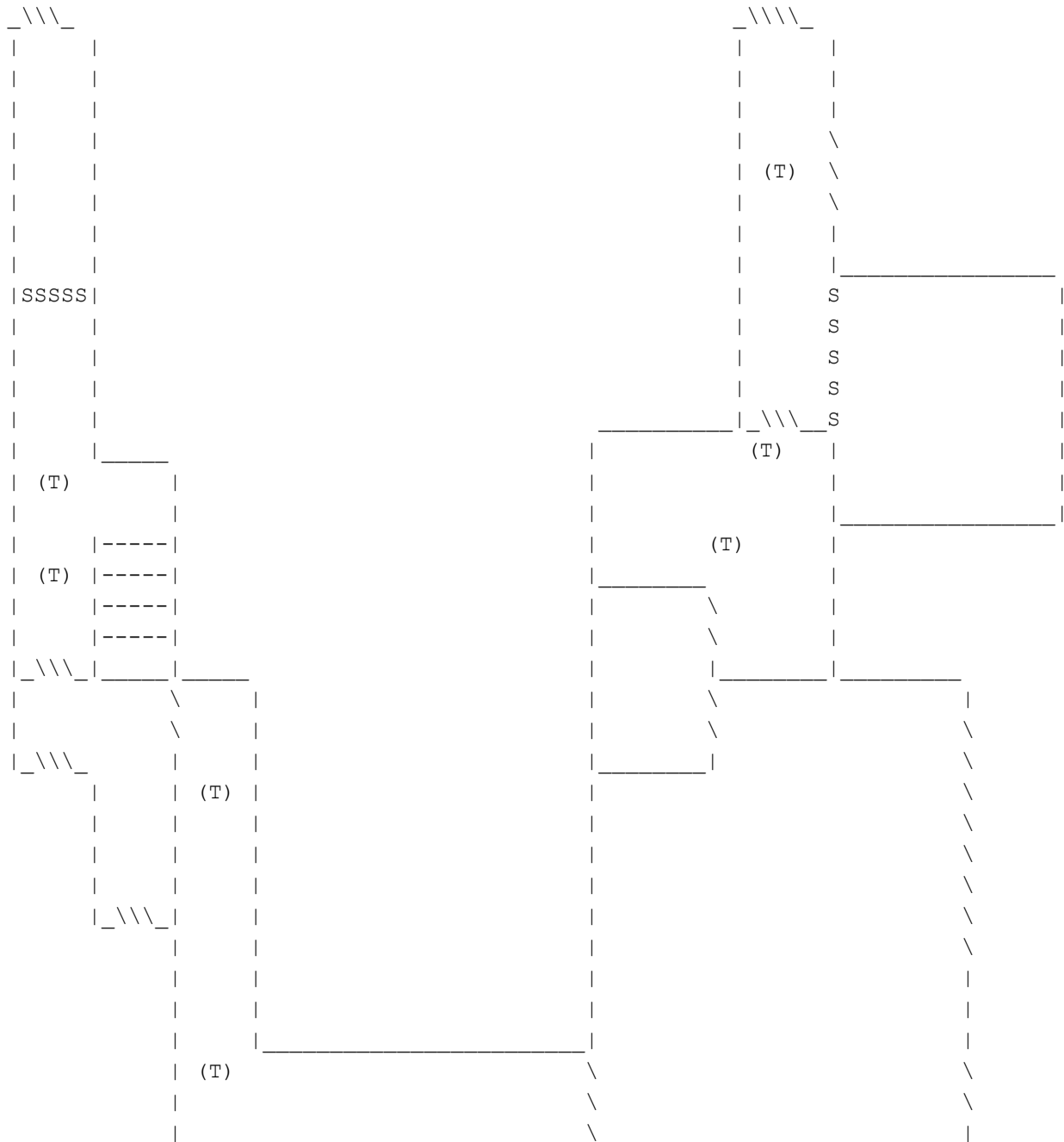


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 VI. Mission 3
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Description- Your new targets are large and vicious. Be careful at all times so you can return alive!
 Time Limit- 3:00
 My Best Time- 2:56
 Enemies- 7 Therizinos
 Weapons- Glock 35 w/ scope, SPAS 12 Shotgun, Grenade Pistol
 Supplies-
 x2 Med Pack M
 x2 Hemostat
 x60 S&W Bullets

- x20 Slag Bullets
- x3 An. Dart M
- x1 Poison Darts
- x3 An. Dart S
- x2 Heat Bullets

As soon as the mission starts, go around the corner try to dodge the two Therizinos to get to the other side of the shutter. Once you are behind the safety of the shutter, cap the dinos with Slag bullets. After both are dead, turn off the shutter and go towards the "Carrying Out Room Passageway". You will find two more Therizinos, but with no shutter to protect you this time. How you kill these two will depend on their starting point. If they are far apart, take out the first one with a Heat bullet. Finish it off with some Slag bullets. Once the other one comes, use your final Heat bullet and do the same. If they are close together when you arrive, put one to sleep with a dart first. Head towards the "General Weapons Storage" as fast as you can. There you will find another pair of Therizinos. Hit the first dino with a dart and put it to sleep. Fire another dart at the second one and finish off both Therizinos with Slag bullets. The final Therizino is in the "Transport Passageway". Use your Poison Dart to kill it instantly. After killing it, HAUL ASS back to the starting point because it is a LONG run!



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VII. FAQ
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Q: How do I get "Operation:Wipeout"?

A: Simply complete the game in under 5 hours.

Q: Do you plan on writing a full FAQ/Walkthrough for Dino Crisis?

A: No.

Q: Why does the time run when I'm at the item screen?

A: Because Capcom wanted to give you a hard time. If you need a potty break, just press "Pause" and that will stop the timer.

Q: Do I get anything for completeing all 3 missions?

A: No, this was put in for fun and enjoyment.

Q: Why do the dinosaurs start in random positions?

A: Capcom tried to make this game as realistic as possible. You don't expect to find dinosaurs in the same starting positions. Do you?

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VIII. Credits
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These are the following people or companies that I'd like to thank for helping me write this wonderful FAQ:

- Capcom, for making an excellent game. They make the best survival horror games!
- Versus Books, for their "Dino Crisis Perfect Guide".
- D Ice from Neoseeker. Thank you for the maps. You are a god!
- Ryan Sharrer, thanks for giving me the game for free!
- Everybody who read this FAQ!

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IX. Shameless Promotion
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Here are some other FAQ's or Guides that you can find written by ME!

- Dino Crisis "Operation:Wipeout FAQ"
- Legend of Legaia "Armor Guide"
- Legend of Legaia "Weapon Guide"
- Legend of Legaia "Character Arts"
- Final Fantasy VII "Boss FAQ"
- NBA 2K3 "Team Capsules"

This guide can be found on the following sites:

- GameFAQs (www.gamefaqs.com)
- NeoSeeker (www.neoseeker.com)

*If you find my Guide on any sites beside the above, please e-mail me at
BAdB0i87@earthlink.net

*Please e-mail me if you also find any mistakes and typos. Proper credit will
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