

Dino Crisis 2 Strategy Guide

by B.A.D M.a.N

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ALMOST 90% *SPOILER-FREE* GUIDE

bY BAD. M.a.N

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A U T H O R ' S N O T E S

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YO! W@\$\$UP Everybody! How ya all doin? Not good if you're using my guide ;)!
You'll be thinking that why the hell am I writing so much legal stuff.
After writing the guide for the Dino Crisis (that was a hell of a game. I wrote it with my real name of "!@#\$%^&* ^_^') I thought, hell, why not one for Dino Crisis 2? I had recently bought the game and I thought a guide should be contributed by me. The game's easy though, and if you need to use a strategy guide, you are in deep sh!t I guess. My new guide is SUPER better than the one for DC 1 (that was one piece of crap), cause I'm becoming a mature guide writer.

HERE ARE SOME NOTES ON HOW TO USE MY STRATEGY GUIDE:

1. All the special notes and things to be noted will begin with and exclamation(!) mark and end with and exclamation(!) mark.
2. There are not a lot of bosses in the game, but a section on how to defeat the bosses who are in the game will be present within the walkthrough.
3. Some times in the games, certain items, tools or weapons will be helpful for you. I will highlight these items, tools or weapons in this fashion:

R1= Aim
R2= Turn 180 degrees
L1= Change Targets
L2= Sow Map

These are the selections which you will find under the controls selection in the OPTIONS.

STEP= Lets you back and side step.

VIBRATION= Choose to turn the vibration ON/OFF (only if you have an analog controller)

I T E M & T O O L L I S T

ITEM	PRICE	DESCRIPTION
Hemostat	100 EP	Stops the bleeding, but does not recover your health.
Med Pack S	300 EP	It will heal your health only by a little.
Med Pack M	500 EP	It will fully recover your health, but will not stop the bleeding.
Med Pack L	1000 EP	It will recover your health completely and stop you from bleeding.
Resusc. Pack	3000 EP	YOU CAN RETURN TO LIFE WITH YOUR HEALTH RESTORED
EPS Gold Card	40000 EP	It will automatically double the points you learn.
EPS Silver Card	20000 EP	It will lengthen the time COMBO is displayed on the screen.
EPS Platinum Card	N/A	It will give you unlimited ammo the next time you play (YOU MUST HAVE ALL 11 DINO FILES FOR THIS)
Inner Suit	20000 EP	It will completely stop you from bleeding.
Light Armor	35000 EP	It will reduce the damage you receive by half.
Alloy Blade	15000 EP	It will increase the power of Dylan's machete. (lots of money, huh?)
Power Battery	15000 EP	It will increase the power of Regina's stun-gun

Heavy Machine Gun	Regina	35000	AP: 60	Rapid-fire and power are the features of
			R: 40	this large-sized machine gun. Fire while
			S: 90	you walk. (Single Handed)

Anti-Tank Rifle	Dylan	38000	AP: 90	Penetrates through almost anything. The
			R: 70	recoil is so tremendous you'll have to
			S: 30	stop and fire. (Single Handed)

Missile Pod	Regina	50000	AP: 80	Fires 3 homing rockets at one. The most
			R: 100	powerful weapon overall.
			S: 20	(Double Handed)

Rocket Launcher	Dylan	50000	AP: 100	The most destructive weapon. However the
			R: 10	recoil is too large to fire rapidly.
			S: 20	(Double Handed)

Needle Gun needles	Regina	Diving Suit	AP: 30	A basic underwater weapon. Fires 3
			R: 30	simultaneously. Unlimited needles.
			S: 70	(Single Handed)

Aqua Grenade	Regina	18000	AP: 70	Most powerful underwater weapon. Fires
			R: 10	small torpedos. Capable of destroying
			S: 30	hard materials. (Double Handed)

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 S E C O N D A R Y W E A P O N S
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WEAPONS	CHARACTER	PRICE EP	STATISTICS	INFORMATION
Machete	Dylan	Start	AP: 10/50	Large knife, used to slash close
			R: 90	range enemies and distance your-
			S: 100	self from them.

Stun Gun	Regina	Start	AP: 10/50	The gun puts out a high voltage
			R: 90	shock, immobilizing the enemy.
			S: 100	

Firewall	Both	5000	AP: 30	It creates a wall of fire, enabl-
			R: 70	ing you to avert from frontal
			S: 90	attacks.

Chain Mine	Both	12000	AP: 60	Fires 5 mines into the ground
			R: 50	blasting them instantaneously and
			S: 70	turns the enemy on it's back.

Shock Gun	Regina	Diving Suit	AP: 0	Shoots a wave of shock immobiliz-
			R: 30	ing underwater enemies
			S: 40	temporarily.

 C H A R A C T E R S

| DYLAN | AGE: 25
 | _____/ HEIGHT: 5' 11"
 SEX: Male

OCCUPATION: Member of T.R.A.T (Tactical Reconnoitering and Acquisition Team)
 MAIN SKILLS: Physical strength, stamina, and psychological durability in adverse battle climates, Heavy weapons specialist
 DISTINCTIVE FEATURES: Blonde hair and blue eyes/ Gang tattoos
 BACKGROUND: Former punk/ gang member.

Dylan is a true soldier. A member of a special task force in the army, his extremely strong body and mind can endure any adverse circumstances. Though somewhat lacking in agility, Dylan's strength makes him excellent at handling heavy firearms. He will realize his destiny during this mission...

| REGINA | AGE: 24
 | _____/ HEIGHT: 5' 9"
 SEX: Female

OCCUPATION: Member of S.O.R.T (Secret Operation Raid Team)
 MAIN SKILLS: Experience, agility, highly trained body and mind
 DISTINCTIVE FEATURES: Red hair
 BACKGROUND: She was the person who retrieved the 3rd Energy discs and Dr. Kirk last year.

An expert in stealth missions, Regina is a member of an espionage agency that reports directly to the government. She is a survivor of last year's mission to capture Dr. Kirk. Considering her outstanding past performance, the agency tagged her once again for this mission. Agility and cool composure in any situation are her biggest strengths. She's going back in time for this mission, and it's not going to be an easy...

| DAVID | AGE: 23
 | _____/ HEIGHT: 6' 0"
 SEX: Male

OCCUPATION: Member of T.R.A.T (Tactical Reconnoitering and Acquisition Team)
 MAIN SKILLS: Jungle warfare support and backup specialist
 DISTINCTIVE FEATURES: Cowboy hat
 BACKGROUND: Half Navajo Indian and half Texan

or Aquagrenade will take care of them.

PLESIOSAURUS \ If you fight them in their territory(you do), which is water, you're in deep
shit. They gave you such a bad time that you rip your hair off. But when you
fight them above water, it's kid stuff. Regina Heavy-Machine gun can kill them in one shot.
I racked up an 11 combo with getting hurt and got an amazing 24000+ EP (I don't clearly
remember.)

INOSTRANCEVIA \ You meet them in the Cave route to the city. They are very dangerous
dinosaurs.

They only way you can kill them is flip them with the Chain Mine. Even the
Missile Pod doesn't work against them!! But after flipping them over, Dylan's Solid Cannon
will do them with one shot and Regina's Heavy-Machine takes about 6 bullets to finish them
off.

!SECRET! The meaning of their name is not written in the Dino File, but as I know Russian
(and a damn bit), I translated their names. Inostransev (in-os-tran-sayv) in Russian means
"foreigner." That's means their names mean "Foreign Lizard" or something like that.

TRICERATOPS \ You only meet these nice but angry beasts in a mini-game. The only way you can
kill them is to shoot them when they get very to the screen. You wouldn't
believe it, but I was so hyper for getting Non-damage EP, that when the Red Triceratops
continuously attacks in the end of the mini-game, he was this: | | close and I completely
missed him!

OVIRAPTOR \ These little SOBs PISS ME OFF!! They jump kick and throw me on the ground, they
spit poison, they attack in groups of 5, they take 2 and then 3 shotgun blasts
to
get killed, I mean, that really pisses me off!! They are supposed to be the smallest and
therefore the weakest dinosaurs, but there they are, giving me a time in hell!

GIGANTOSAURUS | Whoa..... If it was up to me, I'd call him "Gigantosaurus Deus," which
means

"Giant Lizard God" (deus being god in Latin, you know, deus ex machina.)
This

guy is so huge that he plays with a T-Rex before eating him for lunch. You can't even kill
the

G-Deus by yourself. He looks like a raptor, only 70 times bigger and with horns sticking on
the sides of his heads. He breaks through walls like you would open a door. The difference of
size between him and a T-Rex is that of an Allosaurus and a Raptor (T-Rex being the Raptor.)

S U P P O R T F I L E

This file contains a few pointers which may help you in the beginning of your mission,
especially when you become lost or stuck.

TRAT Headquarters

EXTINCTION POINTS

When you kill an enemy, you will earn points called "Extinction Points". In this mission you
will buy ammo, weapons, health recovery items and other items using these "Extinction
Points".

It is important for a smooth and successful mission that Extinction Points be earned
efficiently. However, Extinction Points won't do you any good unless you use them. We

recommend
equipping yourself with the most powerful weapon whenever possible.

COMBO

When you kill an enemy, points earned on the screen will be displayed on the screen. If you succeed in killing additional enemies while the points are being displayed, your credit increase rate will go up. This is called a Combo. This is an important you should learn to use.

COMBAT TECHNIQUE

By pressing the R1 button you can move about in a firing stance. you can even change from target to target by pressing the L1 button while holding the R1 button.

EQUIPMENT

The following items will be shared by everyone on the team. Health recovery items, key items, Extinction Points, Main & Sub weapons with an exception of a few. During your mission, you can come across where you cannot carry more health recovery items. In these situations you should use the unnecessary items which will make space, allowing you to carry another item. A maximum of 2 items per slot can be carried.

W A L K T H R O U G H

!!!I CANNOT TELL YOU WHERE THE DINOS ARE BECAUSE 99% OF THE TIME, THEY ARE ALL OVER THE PLACE.

I CAN TELL YOU WHICH SPECIFIC DINOS ARE FOUND WHERE. YOU DO NOT ENCOUNTER THEM IN THE SAVE ROOMS (EXCEPT ONE) AND THAT'S ALL I CAN TELL YOU!!!

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BEGIN DYLAN

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DYLAN:JUNGLE 1

After watching the amazing opening FMV and the scene, go to the behind you. After going forward

a little you will encounter your first dinos. I advise using your Shotgun all the time. Press L2 to turn on the map. Your target is the Military Facility, which is located on the left of the map(WEST). You cannot go anywhere else, as the doors are locked.

Cross the next 4 dino areas to reach the Water Tower. After the scene, take your first VELOCIRAPTOR DINO FILE lying next to dead body. On the wall is an EPS (Extinction Point Service)

Point. To learn more about it, read section 10. On the ladder to the Water-Tower is a Med Pack

L. Take it if you want it. Then leave through the blue door, as the other one is locked. In the next area, go to the junction, then go left.

In the tunnel, there is a recovery item right in front of you. Turn back and go the other way and through the door. Go forward !But Don't Jump Down!, because the raptors will come at you and you can just shoot them from high ground. Then drop down and go forward till the steel door and enter. Well come to the Military Facility ;)!

DYLAN:MILITARY FACILITY

As soon as you enter, you'll have a scene. After it is over, run forward and turn to your left and climb up the ladder. Run to the other end of the crate and go down the ladder.

Another

scene will take over and you'll automatically enter the Military Room. Search the desk to the right of the reception to find the TYRANNOSAURUS REX DINO FILE.

Go through the door. Go down the hall and enter the first door you come to. Take all the things

you see (a File and a KeyPlate), and save the game if you want to. Leave the room and kill the

2 raptors waiting outside. The reception room will now be full of dinos. Go back out.

Becareful

cause that T-Rex will still be out there, so quickly run to the other door (there are 2 doors here).

Go into the room and to the small locker-thing on the wall. Use the KeyPlate to open it. Take the RESEARCH FACILITY CARD. A scene will take over and now you'll control Regina :D!

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BEGIN REGINA

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REGINA:JUNGLE 1

If you have 8000 EP, go back to the Patrol Ship and buy the +~Flame Launcher+. If not, just continue with your mission. Sometimes it's not even available! Go to the double door with the red light by it and hit the light with your Stun Gun. It will be unlocked ;\ Go through and search the dead body to get the ALLOSAURUS DINO FILE.

Cross the bridge and through the door. Your target is the Research Facility which is at the bottom of the map closest to you(SOUTH-EAST). When you reach the Jungle area before the facility, go forward and you'll have a scene. After that, if you have the Flame Launcher, just

get and stay on the side of the Allosaurus and keep the fire button pressed and keep firing.

If the Allosaurus doesn't hit you, you'll get the 4500 EP, as well as the 5000 No Damage Points

:D! However, if you don't have the Flame Launcher, just run away and enter the door. Climb up the ladder and go to the other end and climb down. Go forward and to the door on your right, or

take the recovery item on the bridge in front of you. If you have enough EP now, buy the +~Flame

Launcher~+. Or leave the room, but don't forget the file. Outside you'll have a scene.

When you come back in, and don't have enough EP, just go outside and kill some Raptors. When you have enough EP, buy the Flame Launcher, and leave the Research Facility. If you haven't killed the Allosaurus, kill him now using the above method. But if you did kill him, the area will be full of Pterodons. You will also be able to buy the +Sub-Machine Guns+. Go cook some Pterodons ;). Now your target is the Water Tower. Go back to the first Jungle area before the Allosaurus room and go West. You will now be in the Poison Plant Area. Use your Flame Launcher

to cook all the Poison Plants you see.

Eventually, if you were following the correct route, you'll arrive at the Water Tower. You should know the way to the Military Facility. When you reach it, the Military Facility will also be full of Pteradons. Go to the room where Dylan went last and get the KeyPlate on the floor. Now go back to Medical Room hall and to the end, where there is a door which you can unlock with your Stungun. There is also a recovery item on the shelf to your left. When you go in, take the file, which is up the stairs. Then go to the West wall of the room. Here, put in the KeyPlate you have and take the Blue KeyPlate. Now go back to the room where Dylan is

BEGIN REGINA

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REGINA:3RD ENERGY FACILITY

First of all, you should return to the ship and buy the *+Heavy Machine-Gun+*. It's really amazing and from now on will be your substitute for the Hand Gun. When you leave the ship and enter the 3rd Energy Facility, you'll be fighting with Plesiosauruses and Pteradons. The Heavy

Machine-Gun can kill a Plesiosaurus (I'm tired of writing Plesiosaurus >:(! From now on it's P-saurus) in 1 shot! Go through 3 rooms and you'll reach an area which is totally thrashed. Check under the busted truck thing to get the PTERADON DINO FILE. Go forward to the dead body and take the file. Now, if you checked the waterfall like I asked you to, you should have the 3rd Energy Facility Card. If not, it will be a good idea to go back to the Dylan: Jungle 2 area

and get it now >:) (evil cackle). Sorry.

OK, now you have the card, go to the locked door and use it here. Once inside, go to the other

side of this long and winding room and enter the door. Go upstairs and save your game if you want to and buy some tools. Take the BoxKey and the MOSASAURUS DINO FILE next to it. If you cannot find it, it is opposite the unlocked door. Go back downstairs and out of the room. Go to

the boat and use the BoxKey on the lit panel. Get the file and remember the password. Return to

the Save Room. Leave through the other door and run down the walkway until you find the dead body. Check it to get the IDCard. Now for the last time go back to the Save room. Use the IDCard and the password at the panel besides the elevator. Choose to go down.

Run to the other side of the room and drop down the ladder. Leave the control panel for later.

Go to the other side of the water filled area. Climb up and take the file. It has all the info

about the control panel. Now go back and operate it. After that, go to where you got the file and take the Diving Suit. Now jump down and use the panel right next to you.

REGINA:3RD ENERGY FACILITY=UNDERWATER

After the scene, open your map and look for the door. Go to it, but remember that you can only

reach it by going by the side of the room. Once you reach it, you can save your game if you wanna. YOU MUST BUY THE AQUAGRENADE! Don't forget to buy it. But if you don't have sufficient EP, you can leave it for later. Leave the room and go through the other 2 rooms. In the 3rd room, go till the door but don't enter it. Instead jump on the platform where the recovery item

is. From here, jump to your right on the higher platform and go the rest of the way.

When you reach the place where you cannot jump high enough, just use your Aquagrenade and blast the thing up. That was fun ;). Just jump up and through the door. Go forward to the lit panel and operate it. The elevator will start working now, so even if you fall, you can get back up. Go to the deadbody and get the Shutterplug. Now just fall down and go to the first save room down here. Use the Shutterplug on the big computer. Now go to the second save room. the shutter will be down now so you can pass through. I suggest that you save your game. On the

other side of the once closed shutter is a deadbody with the Edward City Keycard. Take it. As we cannot go back, we might aswell move forward :).

There is also a PLESIOSAURUS DINO FILE around there, so take it. Now go down the second elevator. Move forward and you'll have a small scene. Hell, there he is!

BOSS: PLESIOSAURUS

 You can't kill him. Well that's that! But you can make other things kill him. When fight starts keep running left and then forward across the bridge, and run non-stop until you reach the other side, because he'll smash the bridge, and if you fall, then it's game over. (you will fall on the ground and lose a little health, but that's it). Notice all the computers here. Just run to your left and activate the computer. Then go all the way to the other side (over another bridge, which the G-saurus doesn't destroy) of the room and turn on the machine. Go back to the main computer and turn it on. That's it. Easy, huh? Well, there's one catch. If the G-saurus gets a kill-fit, (which he gets very often, believe me) he can kill you easily with his combo attacks. So be careful!!! That's that! Enjoy the ending :D!

MY FINAL SCORE (second time)	
Total Time:	3:14:47
Total EP:	611,257 EP
Dino Files:	11/11 (Collection Complete!)
RANK: A	

 NEW GAME

After the credits, you'll be given your rank, finish time, and EP. With this EP, you can unlock extra characters for the Extra Crisis. If you unlock Rick, Gail [characters from the previous game] and Tank, you'll be able to unlock the Dinos. They have different prices, so be choosy. If you unlock even 1 dino, you'll be able to play Dino Duel, a 2 player game involving dino fights. Don't think the T-Rex will have the highest Health and greatest AP. I once killed the T-Rex in Dino Colesseum by the Oviraptor!

If you collected all 11 Dino Files, you'll be able to get unlimited ammo for all the weapons you buy, by choosing "Continue." HAVE FUN ;D

 D I N O F I L E S

DFa.	V E L O C I R A P T O R	
LOCATION: Water Tower		
MEANING: Swift Seizer		
LENGTH: 4.8 meters		
HEIGHT: 1.8 meters		
OBSERVATION RECORDS:		
We originally thought dinosaurs were just "slow and dumb reptiles." We soon realized this		
wasn't true at all. The Velociraptor proved us all wrong. The claws on each foot are sharp		
as blades, providing for a powerful slash making them a killing machine. The long hard tail		
is used as a balance when running in high speeds. However, it is also used as a weapon.		
Their tail whip is so powerful that it can shatter bones.		

|COMBAT NOTES:

|When and if you encounter them, never show your back to them. The moment you start running |
|away you become prey to them. No soldier has come back alive running away from them. The |
|basic rule of this world is to fight. The Velociraptors are the most prosperous carnivorous |
|dinosaurs in this world. There live different flocks in different areas. Their behavior and |
|endurance are not all similar but they do have one thing in common. Speed. They are fast. |
|It is best not to use heavy weapons. Also on very rare occasions there have been encounters |
|of Blue Raptors reported. Their attack and toughness are said to be "Ultra Raptor" level. |
|Go hunt them down if you dare claim yourself as a "real" hunter. |

|DFb. T Y R A N N O S A U R U S R E X

|LOCATION: Table in the first room of the Military Facility

|MEANING: Tyrant Lizard King

|LENGTH: 14.5 meters

|HEIGHT: 4.8 meters

|OBSERVATION RECORDS:

|As the name states it well, they are the largest land carnivores of this Cretaceous world. |
|They act upon their hunter instinct and are always on the hunt for prey in order to sustain |
|energy for their gigantic bodies. What is so special about them is their implacability. |
|Once they set eyes on their prey they have a habit of pursuing it. A soldier once reported |
|that he saw one swimming trying to follow its prey. Not to mention their savageness. After |
|making a toy of their prey, they will finish it off with a lethal bite. |

|COMBAT NOTES:

|No reports have come in with regards to killing a T-Rex. Every soldier who tried to kill it |
|has died. There is hardly any combat data. If we were forced to give an indirect |
|conclusion, it would be safe to say that T-Rex has no real weakness. Rumor has it that |
|there was one person who escaped the implacable T-Rex chase. She was not a soldier but |
|simply Intelligence Personnel. Supposedly, good-looking and about 20 years old. |

|DFc. A L L O S A U R U S

|LOCATION: Dead body near bridge (where T-Rex passes)

|MEANING: Odd Lizard

|LENGTH: 8.5 meters

|HEIGHT: 3.0 meters

|OBSERVATION RECORDS:

|Anyone who encounters this dinosaur will first feel threatened. Though they're over 8 |
|meters in length, they can easily jump over obstructions which are 2 meters in height and |
|will not let a prey escape from them. Their prey is not limited to herbivores but also |
|small carnivores. You should look out for the Allosaurus in areas where Velociraptors are |
|present. There have been sightings of the Allosaurus hunting groups. We figure there are |
|quite a number of them. |

|COMBAT NOTES:

|They always position themselves to face their enemy. This is probably because they have a |
|real hard armor on their head. Shooting their head will not really hurt them. The smart way |
|is to go around to their side and shoot them in the side of their stomach. However, their |
|quick feet make it difficult to move to their side. If this is difficult you'll have to |
|rely on a weapon with firepower. |

|DFd. C O M P S O G N A T H U S

|LOCATION: Get this after trapping Compy in the cage

|MEANING: Pretty Jaws

|LENGTH: 1.2 meters

|HEIGHT: 0.5 meters

|OBSERVATION RECORDS:

|Commonly known as Compy, their diet consists of mainly insects. They are tiny dinosaurs. |
|They are typically no threat to humans. They move in packs and their social life revolves |
|around their pack. It's when they started nesting in our Research Facility that they became |
|a nuisance. Their eyes appear to be similar to those of the birds. We speculate that when |
|they detect small shiny metallic things, it is their behavior to take them back to their |
|nests. This behavior has fequently caused problems inside our facility. |

|COMBAT NOTES:

|No real notes have been taken since they do not directly inflict harm to humans. However, |
|we are thinking of ways to stop them from stealing small belongings from the soldiers. |

|DFe.

P T E R A D O N

|LOCATION: Beneath rubble near locked entrance at the 3rd Energy Facility

|MEANING: Winged and Toothless

|LENGTH: 3.0 meters

|HEIGHT: 6.0 meters

|OBSERVATION RECORD:

|They mostly feed on fish. These flying reptiles are typically found near lakesides. They |
|hover and glide over the water searching for fish, then with tremendous speed they dive to |
|snatch their prey. Although their diet consists of mainly fish, they also feed on small |
|mammals and even on mammals like us humans. Lately, the Pteradons have started to attack |
|humans near the facility, trying to fight for their territory. |

|COMBAT NOTES:

|When they are circulating above you, it is very hard to shoot them. Although they seem to |
|be flying slowly, in fact they are flying fairly fast. Before they attack their prey, |
|they'll come surround you. That's when you should shoot them down. One thing you have to |
|remember is that their skin of armor is thicker than it appears and if you are too busy |
|trying to shoot one down, the others will attack you off guard. To lessen the chance of |
|this happening it is important to choose an appropriate weapon. |

|DFf.

M O S A S A U R U S

|LOCATION: Opposite the open door inside the 3rd Energy Facility building

|MEANING: River of Mosa Lizard

|LENGTH: 6.0 meters

|HEIGHT: 0.8 meters

|OBSERVATION RECORDS:

|Their main diet seems to be the ammonites, which live in the bottom of the waters. During |
|breeding season many Mosasaurus gather near the facility in search of food. The jaws, which |
|are strong enough to crush even the hardest shells, are without a doubt a threat to us |
|humans. Even the hardest diver suit will not stand up to a Mosasaurus' bite. Despite their |
|large size, they are able to swim quickly. Their mobility is extrordinary. |

|COMBAT NOTES:

|The first thing to do is stop them. Shooting needles is one way. But the best way is to |
|blast them with the shockwave and knock them out. Shockwaving them is especially useful |
|when there are multiple enemies. They like to hide in small places. So you should be |
|cautious near walls where there are holes and openings. |

|DFg.

P L E S I O S A U R U S

|LOCATION: Shutter room before Underwater 3rd Energy Reactor

|MEANING: Near Lizard

|LENGTH: 17.0 meters

|HEIGHT: 3.0 meters

|OBSERVATION RECORDS:

|Our life line, the Third Energy Generator, is located in the lake, underwater. Half of the
|mechanics who go under for preventative maintenance never come back. They probably become
|bait for that giant thing. They are carnivore reptiles. With their long necks they surface
|the head and breath. It's been reported that they have been seen attacking the Pteradons
|from the water with their long agile necks.

|COMBAT NOTES:

|When attacked by them, aim for their heads. Using their long necks they'll try to pull
|their prey into the water. When you are attacked, the best thing you can do is fire back at
|them. When you encounter them in water, unfortunately the only thing that will really hurt
|them is explosive artillery. You also have to be careful of the strong current they produce
|when they swim. It may be wise to avoid fighting them in water.

|DFh. I N O S T R A N C E V I A

|LOCATION: Dead body near the door with vines at Areaway to City

|LENGTH: 3.7 meters

|HEIGHT: 1.2 meters

|OBSERVATION RECORDS:

|The cave route, which leads to the City, passes through a volcano. Two years ago, the
|volcano suddenly started acting up. From about that same time the four-legged creatures
|began appearing. They seem to favor hot and dark places. We believe that these four-legged
|creatures were herbivores due to the scarcity of living organisms in their habitat. But
|when one of our men was attacked by one of them, we learned that they were actually
|omnivores. Although they are slow, we have to find ways to counter them.

|COMBAT NOTES:

|We still have yet to find a way to fight them. It's their ultra-hard armor they wear they
|wear which makes them so tough. No regular firearm will hurt them. Their jaws are also very
|strong. Strong enough to even crush a helmet. The only effective way we know so far is,
|when they stand on their hind legs. This is when you should shoot their stomach. It seems
|to be their weak point. Currently a prototype weapon is in the late stages of development.
|This mine-like weapon, when complete, should flip them on their backs. But we dont know for
|sure if it will really work.

|DFi. O V I R A P T O R

|LOCATION: Right in front of Dylan after arrival at Edward City

|MEANING: Egg Robber

|LENGTH: 2.5 meters

|HEIGHT: 1.3 meters

|OBSERVATION RECORDS:

|Ever since coming to this world, we've encountered many different dinosaurs. But this is
|the first one we thought we could handle easily. But we soon learned that we were sadly
|mistaken. They are equipped with two arsenals. One is their sharp beak and the other is
|their poison. The name "Egg Robber" was originally based on misconception. But it turns out
|that they use their beaks to crack the hard shells of eggs, and to protect themselves they
|have acidic poison. They are well equipped in both offense and defense.

|COMBAT NOTES:

|You shouldnt stop moving when you fight them. Some will spit poison, some will jump-kick
|you. You will have a better chance of surviving if you continue to move around and attack.
|Their small size makes them a pain. They scamper and attack in groups. They really get on
|your nerves. To counter them, use a weapon with which you can blaze away. It should do the
|job.

|DFj. G I G A N T O S A U R U S

nice story.

LASTING ABILITY-:If you don't use any strategy guide, you sure are gonna miss a lot of Dino Files. And ofcourse you'd like to find them all, so you'd play over and over again. And even if you found all of them, you'd like to have fun with the UNLIMITED AMMO. And even if you don't want that, you'd love to play the Dino Colloseum and Dino Duel, and you'd love to unlock all the Dinos so you'll play the game over and over again :)!

GRAPHICS	8.5/10
SOUND	8/10
GAMEPLAY	9.5/10
STORY	8/10
LASTING ABILITY	10/10
<hr/>	
O V E R A L L	8.8/10

Graphics 28/30	Sound 17/20	Lasting Ability 20/20
Gameplay 19/20	Story 8/10	OVERALL 92/100

A V E R A G E
|90%|

G A M E S H A R K S

!!!These codes will only work on the GameShark Video Game Enhancer. I take no responsibility for the accuracy of these codes!!!

A C T I O N	CODE
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Have Item	300aedc80001
(You need this code for the modifier codes.	300aedd40001
For use with Med Pack Items Only!!!)	300aede00001
	300aedec0001
	300aedf80001
	300aee040001
-----	-----
Infinite Shotgun Ammo	800aece00063
-----	-----
Max Score	800aee10e0ff
	800aee1005f5
-----	-----
Recovery Item Slot Modifier	300aedc900xx
Replace xx with: 1A=Hemostat	300aedd500xx
1B=Small Med Pak	300aede100xx
1C=Medium Med Pal	300aeded00xx
1D=Large Med Pak	300aedf900xx
1E=Res. Pak	300aee0500xx
1F=Food	
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Infinite Double Handed Machine Ammo	800aed4c0063
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Infinite Solid Cannon Ammo	800aed280063
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Infinite Hand Gun Ammo	800aecec0063
Infinite Flamewall	800aed340063
Infinite Flame Thrower	800aed400063
Infinite Solid Cannon Ammo	800aed280063
Unlock Extra Dino Mode	800aeca80101
Go into the Option menu at the start of the game, and exit it and all will show up.	800aeca0101
Infinite Hemostat	800aeddc0009 800aedde0009
Infinite Med. Pak. M	800aee0c0009 800aee0e0009
Infinite Resusc. Pak	800aedd00009 800aedd20009
99 Hit Combo	800ae3700063
Infinite Med. Pak. L	800aee000009 800aee020009
Inf. Health (Travel Mode)	800b53ca00b4 800553ca00b4
99 Combo Hit (Trav. Mode)	800b53dc0063
Stop the Timer	800aecb40000
Infinite Sub Machine Gun Ammo	800aed400063
Infinite Missile Pod Ammo	800aed640063
Infinite Hv. Mchn. Gun Ammo	800aed580063
Infinite AquaGrenade Ammo	800aed700063
Infinite Chainmine Ammo	800aed880063
Infinite Rocket Launcher Ammo	800aed940063
Infinite AntiTank R. Ammo	800aed7c0063
Unlock All Characters (Dino Extra Mode)	800aeaceffff

A C K N O W L E D G M E N T S

OK! First and foremost, I would like to thank God, for giving me all the pleasures of life, and hopefully He'll give me a PS2 :). Then I'd like to thank Capcom Computer Entertainment for making Dino Crisis 2. Then Playstation, the greatest console upto date. Then the following:

GAMEWINNERS> For posting my recent FAQs and giving me all the good cheats :D.

