Dino Crisis 2 Strategy Guide

by B.A.D M.a.N Updated on Sep 21, 2002

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                      ALMOST 90% *SPOILER-FREE* GUIDE
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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:

+*ROCKET LAUNCHER*+ or *+HEAVY MACHINE GUN+*

[the star(*) means it is necessary; plus(+) means it is an advantage. The special mark besides

the weapon will tell its usage e.g the (*) is next to the Rocket Launcher, meaning it is necessary, then comes the (+), meaning it is also andvantageous]

4. There are quite a few mini-games in Dino Crisis 2. They will also be highlighted in the following way:

MINI-GAME NAME

^^^^^

!All the names of the mini-games were made up by me. They don't have an official name!

I have to comment that Capcom have done a brilliant job at making Dino Crisis 2. The game's awesome and I can't wait for another sequel. I also must say that Regina is looking damn sexy in the sequel. You know, it won't bite her if she does a little homework on her bosoms;). So,

on with the guide and, enjoy :D!!

|U P D A T E S|

07-6-2002 A few minor spelling corrections and content changes.

09-24-2002 After much thinking, I have removed the Extinct Point Service section, because I

think you guys can take care of it yourself. C'mon, you're not that dumb!! If you still have problems, then you totally suck!!

(!NOTE: These controls are the configuration A. You can change the configuration any time in the game.!)

Unlike the previous Dino Crisis, Dino Crisis 2 does not have a walk/run button. So that means you only run in the whole game.

UP= Move forward

DOWN= Move back

LEFT= Turn to the characters left (!not always your left!)

RIGHT= Turn to the characters right (!not always your right!)

- X Button= Action/Choose/Confirm
- O Button= Cancel
- [] Button= Action

/\Triangle Button= Cancel/Back/Step

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 ${\tt OPTIONS}$.

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
Med Pack M	500 EP 	It will fully recover your health, but will no 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 RESTORE
EPS Gold Card	40000 EP 	It will automatically double the points you earn.
EPS Silver Card	20000 EP 	It will lengthen the tim COMBO is displayed on th screen.
EPS Platinum Card	N/A 	It will give you unlimit ed ammo the next time yo play(YOU MUST HAVE ALL 1 DINO FILES FOR THIS)
Inner Suit	20000 EP	It will completely stop you from bleeding.
Light Armor	35000 EP	It will reduce the damag
Alloy Blade	15000 EP 	It will increase the pow er of Dylan's machete. (lots of money, huh?)
Power Battery	15000 EP	It will increase the pow er of Regina's stun-gun

(!AP=Attack Power; R=Range; S=Speed!)						
- WEAPON 	CHARACTE	R	PRICE EP	5	STATISTICS	S INFORMATION
- Shotgun	Dylan	I	Start	1	AP: 30	It shoots scatter shots. Capable of
1	1	I		1	R: 70	shooting enemies both close range and
	I	I		I	s: 70	wide range.(Single Handed)
- Hand Gun	Regina	·	Start	1	AP: 20	Has a very small recoil action. You can
		I		1	R: 30	fire the weapon even while you're
running. 	I	I		I	S: 80	(Single Handed)
- Solid Cannon	Dylan	 	18000		AP: 70 R: 50	Destroys cells by ways of vibration.
 	1	I		1	S: 60	fire.(Single Handed)
- Flame Launcher	Both		8000		AP: 30	Launches wide range blazes. Effective
1	I	I			R: 70	on certain kinds of plants. Fire while
I I	1			1	s: 70	you walk.(Double Handed)
- Sub-Machine Gun	Regina		12000	1	AP: 20	A light-weight weapon, held in both
		I		1	R: 80	hands. Shoot even while running. How
 	I	I			S: 90	ever fire power is meager.(Double Handed)
-						

d power are the features of
zed machine gun. Fire while
gle Handed)
rough almost anything. The
tremendous you'll have to
.(Single Handed)
g rockets at one. The most
on overall.
d)
ructive weapon. However the
large to fire rapidly.
d)
water weapon. Fires 3
y. Unlimited needles.
d)
underwater weapon. Fires
s. Capable of destroying
s.(Double Handed)

WEAPONS	CHARACTER	PRICE EP	STATISTICS	INFORMATION	1
Machete	Dylan	Start	AP: 10/50 Large	knife, used to slash	close
			R: 90 range	e enemies and distance	your-
			S: 100 self	from them.	

Stun Gun	Regina	Start	AP: 10/50	The gun puts out a high voltage shock, immobilizing the enemy.
			R: 90	
			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 R: 30 S: 40	Shoots a wave of shock immobiliz- ing underwater enemies temporarily.

|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

A member of Dylan's special task force, David's humorous take on danger keeps the team's morale high. A weekend wrangler, he wears his favorite cowboy hat constantly. Though weaker than Dylan in fighting ability, David's compassion for his friends is an indispensable asset to the team. He will do anything for the well being of his team members, but fate has something else in store for him
HELMET HEADS AGES: Unknown SEX: ?Female? OCCUPATIONS: Unknown DISTINCTIVE FEATURES: Motorbike like helmets.
Regina and Dylan encounter mysterious survivors in Edward City. For some reason, these eerie individuals are hostile to the rescue team and attack them persistently. They hold a significant clue to the riddle of Edward City's disappearance. But they are not willing to cooperate
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
(!If you want more information on these dinosaurs, check out the DINO FILES section!) VELOCIRAPTOR \ These are the "default" enemies in the game, meaning they are the ones you encounter the most. They come in 3 and a bonus 4th color (which I don't know about). The first color is Green colored raptors. The second is the Dark Green colored raptors who are more powerful than the Green ones. After them come the Red ones. I don't know about the 4th color but I've heard they are blue colored and it also says that in the game. When I encounter them I'll tell you guys about them. I've also heard that the Blue raptors look like raptors but have the life and attack power of Allosaurus. SHEESH! ;)
TYRANNASAURUS REX \ There the Lizard King. What can I tell you about him? He's gonna be mad as hell and he's gonna give you a bad time. So be ready.
ALLOSAURUS \ You can simply call 'em a mini T-Rex or a mega Raptor. What ever you call 'em, they're bad bastards. Just the size of them scares you more than the T-Rex. Why? Well, for once, you know you're not going to fight that T-Rex head on and there is going to be something to help you. Second, you can always hide right under the T-Rex, but you can't do that with the Allosaurus cause they have very swift feet. And it also has to do with the fact that you can kill them slowly and gain A LOT of points, but as we are always in a hurry, we just get our asses kicked! ^_^
PTERODON \ AH!! The flying dinosaurs. Let me tell you one thing. If you don't have Regina's Sub-Machine guns, they are going to gave you a *hellish* time, cause no other weapon works better on them than the Subs.
MOSASAURUS \They are the water dinos. Not to tough, not too easy. You'd better watch out,

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 of 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.)
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
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

or Aquagrenade will take care of them.

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.

WALKTHROUGH

!!!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

 $\ensuremath{\mathsf{map}}\,(\ensuremath{\mathsf{WEST}})\,.$ 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!

-+-+-+-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 infront of you. If you have enough EP now, buy the $+\sim$ 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

trapped and use the Blue Key Plate on the blue panel on the wall and Dylan will be free <: D.

-+-+-+-+-

BEGIN DYLAN

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DYLAN: JUNGLE 2

After the scenes, you'll regain control of Dylan. If you have enough EP, you might aswell buy the +Solid Cannon+. Go out of the Patrol Ship and climb a ladder. Go forward and you'll see an

Allosaurus on top of the boxes. Get ready to kill it with your Flame Launcher/Solid Cannon. Tf

you want to miss him, just go to the door to your left (you cannot enter any other door). There

is another Allosaurus here. Kill him, then drop down. Go forward, climb to the high ground, cross the high ground and drop down to the other side.

Go forward. Inspect the waterfall 3-4 times TO GET AN IMPORTANT ITEM, or ignore it for now. Go

forward and enter the door. You're now back in the part of the Jungle where you first started.

Just make your way to the Water Tower. From there, change your path to the one Ragina was on (Poison Plant Area). Now you have to go to the Research Facility.

DYLAN: RESEARCH FACILITY

One you reach the Research Facility, go to the door with vines all over it and cut the vines with your Machete. Go in and you'll have a scene. Now this area will be full of Oviraptors. Go to the other door. Once inside, go to the door with the card reader on the side of the locked door.

You'll have a scene. Chase the Compy so it goes in one of the vent-shafts. Then go to the unlocked door and go inside. You can go to the main part of the room and take the file. It will help you catch the Compy. Now go to the small part of the room and open the cage. Close the vent besides it. Concentrate on keeping Compy in the center of the room and while doing that, close the vent-shafts. Then chase Compy to the cage. Once there, he'll give you the Research Facility Keycard and the COMPSAGNATHUS DINO FILE.

Now go out and back to the locked door. Use your card here. Go inside and get the STARTER BATTERY. It's back to the ship :P!

DYLAN: PATROL SHIP

Once you're back in the ship, you'll have a scene, After it's over, go to the control panel, and choose to go to the 3RD Energy Facility. You'll have a scene again and now you'll play your first mini-game :D!

SHARP SHOOTER

The aim of this game is simple: shoot at the Plesiosauruses and the Pteradons and not let

hit the ship. The gun you're using has unlimited bullets. The first wave of attacks will be the Plesiosauruses, then the Pteradons, and the third wave will contain both. To kill the Plesiosauruses, simply aim at thier heads and shoot, or just shoot like hell. The Pteradons are eay, cause they only take 2/3 shots. When a Plesiosaurus or Pteradon is on top of you, an arrow will point them out. Have fun >;)!

^^^^^^^

-+-+-+-+-

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

At first you'll think that you can only move in the area you are standing at. But you can get to higher ground and that's what you should do. If he gets in your way, just toss him a torpedo. After you get high enough, you'll see and cubby hole in the wall. This will be your fort from the Psaurus. !DON'T STOP AROUND TO TAKE HEALTH ITEMS OR ELSE THE PSAURUS WILL CATCH YOU IN IT'S FLOW AND YOU'RE GONNA GET HURT! After you're all cosy and comfy in the cubby hole.

just fry the Psaurus with your Aquagrenade. That's it! It takes a couple of tries to have a 1 one sided fight, so don't feel sad that you got beaten up ;)

After the swimming piece-O-crap is over, you'll get lots of EP. You can take and use the Health

items if he gave you a hard time. Then go to the elevator which was previously locked. Then use

it and go up. You'll have a scene and then, it's back to Dylan.

-+-+-+-+-

BEGIN DYLAN

-+-+-+-

DYLAN: AREAWAY TO EDWARD CITY

Before you do anything, return to the Patrol ship and buy yourself the +Anti-Tank Rifle+. This

is the best weapon for Dylan, with 90 AP! Also buy the *Chain Mine*. Then go thru the door. Then go to the door and use the Edward City Card. From now on, you'll encounter Red Raptors, which are more powerful than the Greens.

If you want some eXtra EP, go to the first door you come to. This is a save room, but it contains an Allosaurus. If you don't want the EP, just go straight and take the INOSTRANCEVIA DINO FILE. Then go to the door on your right and use the Machete to cear the ivy and go through

it. Move forward and you'll have a scene. After two more areas, you'll come to a rock with a cave behind it. Inspect the rock, then use the Chain Mine.

Go through this area and up the ladder (!!NOTE: From now on, you'll not be able to use the Map

in the Cave Area!!). Go forward to meet the Inostracevia in person. Go right and forward and up

the ladder. Keep moving foward and into another small cave and down the ladder. Here, there are

two paths. Although David's mark is on right side of the cave, and there is the glow of lava from the other side, the LEFT PATH is the correct one. After going a little forward, you'll see

sunlight and a small gate. Save your game here. If you have a lot of EP to spare now, buy the +Rocket Launcher+. Or leave it for later.

Remember to save your game, or you'll regret it afterwards. Now climb up the ladder and you'll

have a scene. Then another mini-game :)!

FLARE FIGHT

^The aim: fire your secondary weapon (Flaregun) to make your clear the path and kill the $^{\circ}$

^dinos. Where ever you fire, your partner (Dylan or Regina) automatically fires where your $^{\wedge}$

 ${}^{\smallfrown}$ flare went up. Use this to your advantage to destroy the crates blocking your path and to ${}^{\backprime}$

 $^{\mbox{\sc heaps}}$ of Allosauruses. Now for the guidance. You start as Regina. Go forward and you'll^

^have 2 crates blocking your way. Destroy 'em. Now up the ladder and forward. A scene and 'you'll control Dylan. Follow Regina's path, but this time you have to go further. Jump down ^from where you are standing near the Cannon Tower where Regina is. ^There is a crate in front of you, but use it to your advantage by not detroying it and 'blocking the Allosauruses path. Climb up the ladder next to it and drop down the other ^Keep running forward until you see a ladder on the left of the screen (right of Dylan). ^Climb up this ladder and then climb the other. Now you'll control Regina. Follow the same 'path as Dylan did and you're home free. ^!THE ALLOSAURUSES WILL BE ATTACKING ALL THE TIME, AND AFTER YOU KILL A FEW, BROWNISH ONES ^WILL APPEAR. YOU WILL NOT BE ABLE TO KILL THE BROWN ONES WITH NORMAL WEAPONS!) ^^^^^^

Save your game at the save point. Then pick up the TRICERATOPS DINO FILE. Go through the gates

and get ready for another mini-game :D!

SHARP SHOOTER 2: Tricera Run

^Part 2 of SHARP SHOOTER! The Triceratop will keep attacking you and you must get as much ^distance as you can between the two of you. You can keep shooting at her, sure, but it 'won't nab you any EP. The trick is that when she gets real close and is about to attack, ^shoot at her. This gets you EP for Counter-attacking. After a while, another (probably ^Triceratop will join the party. He is quite sneaky, as he runs into the forest and suddenly ^attacks you. Here's thier trick and a way to counter it.

^^^^^^^

When the Male Triceratop runs into the forest, the female stays at a distance from you. And when the male comes out and attacks, the female attacks as well. The way to counter it is simple. The male always comes out from the side of the forest where he went in. Meaning if he runs into the jungle to the left of the screen, he's comes out from the left of the screen.

^^^^^^^

Just shoot him as soon as he comes out. This way, he gets a little knocked out, thus blocking the way for the female to attack. And when the female does attack, you're gun will be reloaded.

After the females dies, the male will go in the forest for one last time and come out and attack continueously 5-6 times before dying himself. Err, you must counter his 5-6 attacks to kill him, of course.

DYLAN: EDWARD CITY

After all that hype, you'll have a short scene, the best FMV of the game, and another scene. After that, search beneath the wreckage in front of you to get the OVIRAPTOR DINO FILE. Go to the drug store to your right. It is situated above the ladder. Inside, get the LivingQuarter Key. Now back out again and to the other door this time. Take the Health items if you want. Use

the LivingQuarterKey on the locked door. Get ready for another mini-game ;)!

SHARP SHOOTER 3: A-Tanking-Rex

^Here are the controls:
^
^R1: Turn the turret to the right
^
^L1: Turn the turret to the left
^
^D-Pad: Move the Tank
^
^X: Shoot
^
^C: Drop a flash bomb
^
^PART 3 of SHARP SHOOTER! You have to shoot at the T-Rex and the crates blocking your way.
^Press the O button to drop flash bombs, which detonate after a few seconds. The path is
^
^straight, so I don't think you'll need to know where to go. Just remember, you can't restore^
^your health.

After the mini-game finishes, take the GasMask. You'll have a scene. After that it's Regina's turn.

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-+-+-+-+-

BEGIN REGINA

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REGINA: JUNGLE 2

Return to the Jungle Area. This time you have to go to the Missile Silo. Go to the Poison Plant

area, and kill any poison plants you left the first time. Go down the ladder near the Red Signboard. Hah! So much for the "Dangerous Poison Zone"! There's nothing here. So just go to the building and through the door.

REGINA: MISSILE SILO

Just go through the door here. There are stairs on the other side of this area. Go down and through the door. There is only one computer here which is turned on. Operating it will get you

the 3rd Energy Disk. To the left of the computer is the GIGANTOSAURUS DINO FILE. Now go back up.

You'll have the longest and best SCENE in the game. After that, it's your second boss fight. To me it's just another mini-game, but, oh well.

BOSS: GIGANTOSAURUS

Like I said, it's really like a mini-game. All you have to do is run between the 2 gas

chambers

located on the walkway, turn on the switch and shoot into the gas (the Stungun also works). Just turn on the first one, right in front of you and try it. Then go to the other one,

on the other end of the walkway. Keep running between them and eventually you'll knock him

After that, the platform will rise, and you'll be able to pass. Go to the machine in the

This is a bigger version of the puzzle you faced in the 3rd Energy Facility, with 5 circuits. After that, just run over to the elevator, and go up. Before going to the war-head, go to the machine which is right infront of you. Now go to the war-head and shut it down. Down the elevator and you'll have another FMV. You're now in the back side of the Silo. Save game if

wanna. Just make sure your Chainmine is fully loaded. Go down the stairs and through the

There is nothing special you'll encounter in these rooms, so just go through both of them and then in the door to the right. You'll have a scene, and yet another mini-game <;D.

^^^^^^

SHARP SHOOTER 4: The Water Gate

The *4TH SHARP SHOOTER* And also the last. Until David opens the water-gate, you have to save^

his ass. Keep shooting all the Raptors until they fall in the water. 1-2 shots will do each

^^^^^^^

dino. If David dies, it's game over. Happy Shootings :)!

-+-+-+-+-

BEGIN DYLAN

+-+-+-+-+

DYLAN: HABITAT SUPPORT FACILITY

This is also kind of a mini-game. All the dinos will attack the girl. You have to escort her through 2 areas. But it's likely that you won't get it the first time around. It would be

if you have the Solid Cannon, as it's effects last for a few seconds after fire, or the Flame Launcher. The thing is, when the girl stops, dinos will attack. After 2 areas, the girl will run off.

If you have your Anti-Tank Rifle ready, use it hear, for this is the last place to use your weapons [I like to finish my ammo ;)]. If you try to follow the girl, lasers stop you. To dissable the lasers, you need to turn on the 4 huge machines located in the area. Two are right

beside where you are standing. The other 2 are located on high ground on, also on the left

right sides. After you operate all 4. Return to the machine beside the lasers.

Use it to dissable the lasers. Now go to through the doors. Take the file, and through the other doors. Take the file here, aswell as the recovery item and save your game. This is the last EPS. Buy the Rocket Launcher if you have suffecient EP. Then through the door and down the stairs. Another looong scene which reveal the whole story.

After that, it's the FINAL BOSS!!

FINAL BOSS: GIGANTOSAURUS

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. VELOCIRAPTOR

|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 occations 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. TYRANNOSAURUS REX

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

|MEANING: Tyrant Lizard King

|LENGTH: 14.5 meters |HEIGHT: 4.8 meters

I

|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. ALLOSAURUS

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

|MEANING: Odd Lizard |LENGHT: 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. COMPSOGNATHUS

|LOCATION: Get this after trapping Compy in the cage

|MEANING: Pretty Jaws |LENGTH: 1.2 meters |HEIGHT: 0.5 meters

i

|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. PTERADON

|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. MOSASAURUS

|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. PLESIOSAURUS

|LOCATION: Shutter room before Underwater 3rd Energy Reactor

|MEANING: Near Lizard |LENGTH: 17.0 meters |HEIGHT: 3.0 meters

1

|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 artillary. 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. INOSTRANCEVIA

|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. OVIRAPTOR

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

|MEANING: Egg Robber |LENGTH: 2.5 meters |HEIGTH: 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.

|LOCATION: Behind the computer with the 3rd Energy Disk in Missile Silo

|MEANING: Giant Lizard |LENGTH: More than 20 meters |HEIGHT: More than 7 meters

1

| OBSERVATION RECORDS:

|There exists a dinosaur much larger than the T-Rex...such a rumor spread among the |soldiers. The search for "it" began three years ago. There have been no sightings. However, | last summer deep in the jungle, a dead T-Rex was found, with huge teeth marks on its | throat. The rumor was not going to end just as a rumor. Not for a while.

| COMBAT NOTES:

|There is nothing known about their attacking behaviors. This can mean two things. One is | | that no such dinosaur exists. Two is that every other soldier who did encounter it has | | disappeared without a trace. Soldiers who have strayed away from the troop; approximately | | | 70 percent of their bodies have not been found. Judging from this, we cannot ignore the | | fact that there just may be a gigantic dinosaur who has swallowed our men whole. Anyone who | | has seen the giant hasn't lived to tell about it.

Dino Crisis 2. WoW. Capcom, a job well done! Dino Crisis 2 is the sequel to Dino Crisis, a suspense filled game with only 3 different kind of dinos and not in a large number. The game took place at night time, as usual, to give a sort of eerie atmosphere. It was a hit, but was considered to much of a Resident Evil copy. But this time, everything has changed and Capcom has done a great job!

GRAPHICS-:Eye candy. Better polygonal structures have improved the graphics. The background in the Jungle and other areas outside the buildings have beautiful graphics. I mean, lets take

a look at the Volcano area. There are like 4 or 5 areas where there is lava flowing. The lava not only flows with different shades, but also radiates and glows and every now and then, a chunk of rock also comes along. Such small details make a good impression. And a handful of FMVs (unlike the last Dino Crisis, which only had 3) have been throwen in with sweet graphics and better sound. The scenes have improved superbly, where now the graphics seem to be flowing

and best of all, no glitches.

SOUND-:Better than the last one. Background music has also improved. Like I said, many small details have improved, such as the rustling of leaves and splashing of water.

GAMEPLAY-: This time, you can shoot while running! But things have changed. Like the controls, where now you can dodge attacks and stuff. You can also have as much ammo as you want for any weapon, by buying cartridges, instead of storing them in your inventory. Now you don't need to

press the [] or X or O button to run, either. Good.

STORY-: Another character is introduced, and the story has taken a turn like a sci-fi action game, instead of a survival horror. There are new twists and turns all the time. So, overall,

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 :)!

8.5/10
8/10
9.5/10
8/10
10/10

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

!!!These codes will only work on the GameShark Video Game Enhancer. I take no responsibilty

the accuracy of these codes!!!

A C T I O N CODE

300aedc80001 300aedd40001 300aede00001 300aedec0001 300aedf80001 300aee040001
800aece00063
800aee10e0ff 800aee1005f5
300aedc900xx
300aedd500xx
300aede100xx
300aeded00xx
300aedf900xx
300aee0500xx
800aed4c0063
800aed280063

Infinite Hand Gun Ammo	800aecec0063
Infinite Flamewall	800aed340063
Infinite Flame Thrower	800aed400063
Infinite Solid Cannon Ammo	800aed280063
Unlock Extra Dino Mode Go into the Option menu at the start of the game, and exit it and all will show up.	800aeca80101 800aecae0101
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 Missle 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

ACKNOWLEDGMENTS

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.

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www.gamewinners.com
GameFAQs> The best walkthrough site on the net.
www.gamefaqs.com
Nemesis> One of the best Strategy writers at Gamefaqs, and a helper to all.
nemesis@flipmode.com
GameShark> For providing the Gameshark codes.
www.gameshark.com
ice cream> IT'S MY FAVOURITE FOOD!!!!
Family> For getting me the PS, but not tolerating it. Damn you guys!
ME> I'm the author, GODAMMIT!
|Final words:
|LoVe To Ya'Ll, PeAcE tO my mOm, EaT nOtHiNg BuT cHiCkEn, DrInK aNyThInG bUt AlCoHoL.
                                                {I'M A BAD, BAD M.a.N!;D]
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