

from even the SOLID CANNON before dying. However, if you manage to destroy them, you will earn 7,000 points for each kill, which adds up to 14,000 EP!!! Combos will net you more points than usual, but the following bonus outweighs this one a lot.

NO DAMAGE BONUS

This is the best way to rack up EP quickly. If you kill at least 5 dinosaurs in the area without being hit once, you will earn a hefty bonus, which ranges from 2,000 to 6,000 points, depending upon the degree of difficulty of the dinosaur type. There is more, if you kill at least 10 dinosaurs without being hit, which is quite a feat, you will earn double or triple the amount of the first one, depending upon difficulty. I prefer to simply go for a 5-dinosaur kill bonus in each room as it keeps the game moving fast and it is easier to do than killing 10 dinosaurs without taking any damage.

COUNTER

Only take advantage of this if you like to take risks. What you must do to attain a counter bonus is to wait until right before an enemy hits you. For example, a raptor leaps into the air to attack. If you shoot it as it is flying through the air, you will attain a counter bonus. The raptor will then be dazed from the attack, allowing you to do it in easily. It's much more risky than its worth. Don't go TRYING to score counters, rather, fight as you normally would and let counters happen on their own.

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Whenever I say left or right, I mean it from the character's perspective.

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All files will be ignored unless they are vital to the completion of the game or they are DINO FILES. Collecting all DINO FILES will give you infinite ammo at the end of the game, so I think it's worth picking them up. :)

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Without enemies, this game would be pretty dull. It would be nothing more than a 30 minute version of the dinosaur tour that the characters were forced to endure in Jurassic Park 1. Here I will provide hints for each enemy in turn. Beware, telling about these enemies reveals potential spoilers.

RAPTOR

- Base kill value - 100
- Counter bonus - 50
- No damage bonus for 5 kills - 2,000
- No damage bonus for 10 kills - 6,000

They are your most frequent enemy. They are extremely speedy and vicious, but take little damage. Unless you have a powerful gun with a wide spread, stay on the move when fighting these guys. If you get into a war of attrition with them, you will be swamped. Never let them knock you down or they will chomp on you. This also carries the very likely chance that your

character will start bleeding. Also beware that later in the game they will get tougher. The SHOTGUN or the HANDGUN will be fine at the start, but later use the SOLID CANNON or the HEAVY MACHINE GUN.

POISON PLANT

Base kill value - 200

Counter bonus - none

No damage bonus for 5 kills - none

No damage bonus for 10 kills - none

They are only in two rooms. All they do is spray a poison gas at intervals. It is highly lethal to breathe, only two hits from it will kill you! Burn them with the FLAME LAUNCHER or the FIRE WALL and move on, but remember to leave one of the plants intact in the room. Why? That one plant will keep the air too toxic for dinos to storm the area, so you will be able to cross through those rooms without interruption.

PTERODACTYL

Base kill value - 200

Counter bonus - 50

No damage bonus for 5 kills - 3,000

No damage bonus for 10 kills - 7,000

Urrrggghhh!!! These flying nuisances are bound to annoy you even more than the T-rex or the Allosaurus. Run like heck everytime you see them. If you hear them make a screeching noise, that means they are about to dive-bomb you. Run to the left or the right to evade the attack. If you get knocked down, they will grab you and lift you into the air, then drop you, causing a lot of damage. This also has the chance of causing bleeding. Don't bother trying to hurt them, you'll have to spend the EP you get from them to pay for medical supplies to cure the wounds they inflicted on you. If you decide to fight them, Regina's HEAVY MACHINE GUN or Dylan's ANTITANK RIFLE will fend them off.

OVIRAPTORS

Base kill value - 100

Counter bonus - 30

No damage bonus for 5 kills - 2,000

No damage bonus for 10 kills - 6,000

These guys drive me insane!!! The spit at you, they knock you down, they kick you, and they just don't seem to stop coming. They go down easy, but up to FOUR of them can attack you at the same time. Stay on the move or you will get swamped. The SHOTGUN or anything more powerful will kill them easily.

ALLOSAURUS

Base kill value - 5,000

Counter bonus - 800

No damage bonus for 1 kill - 5,000

You may think these guys are really dangerous, but they aren't to me. To me, they are nothing but walking bucketfuls of EP. Just don't stay on the same level of terrain as they are and you will win easily. If you survive the whole battle without taking a hit, then you'll get 10,000 EP! When you see one of these guys rear back, that means they are about to leap up at you from below. Get out of the way and prepare to jump down. The jump can damage you. If you are below, then shoot at them from next to the ledge they are standing on. The Allosaurus will not attempt to reach down to hit you, and your bullets will magically pass through the wall to hit him. If

you have the SOLID CANNON, then you can get to his side and repeatedly hit him with energy blasts. The Allosaurus will constantly be pushed around too much to attack. Never let up the assault and you will win easily without taking a single hit.

COMPSOGNATHUS

Base kill value - none

Counter bonus - none

No damage bonus for 5 kills - none

No damage bonus for 10 kills - none

You don't actually fight them, occasionally you can see them scamper away when you pass by. There is one point when *spoiler* you must recover an important item from a compy who stole it from you. *end spoiler* That's about all they are, small details.

PLESIOSAURUS (HEAD)

Base kill value - 400

Counter bonus - 50

No damage bonus for 5 kills - 4,000

No damage bonus for 10 kills - 10,000

They are little more than fleshy columns that pop up out of the water for you to shoot. Just one little bullet from the HEAVY MACHINE GUN is all that is needed to silence them. Ironically, they give out the largest amount of points for any non-boss, non-Allosaurus enemy. As they appear rapidly, it will be easy to rack up combos and points. If you can nail 10 of them without getting hit, (which you could do with one arm tied behind your back) you'll get like 18,000 EP!!!

PLESIOSAURUS (FULL)

Base kill value - 10,000

Counter bonus - 300

No damage bonus for 5 kills - none

No damage bonus for 10 kills - none

Now this is more like it. This time you are fighting in the plesiosaurus's territory, underwater. Just find a good spot to shoot from and hit it several times with the AQUA GRENADE, then it will die. Don't worry about the wounds you suffer, there are enough medical supplies around the arena to supply every hospital in China.

MOSASAURUS

Base kill value - 600

Counter bonus - 200

No damage bonus for 5 kills - 6,000

No damage bonus for 10 kills - 12,000

They will torment you throughout the underwater part of the game. They aren't very fast, but they don't have to be, as your character moves more slowly in the water. Hopefully when you see them first, they will be far away, so you will have time to ready your weapon. You can evade them somewhat by using your jetpack, but you won't be able to keep it up until you reach the exit, so you should kill them. One shot from the AQUA GRENADE or several volleys from the NEEDLE GUN will destroy them.

INOSTRANCEVIA

Base kill value - 600

Counter bonus - 400

No damage bonus for 5 kills - 6,000

No damage bonus for 10 kills - 12,000

You won't meet these monsters until late in the game. They move slowly, but they are also extremely tough. Their underbelly is their weak point. You can use the CHAINMINE to flip them on their backs. They will then flop around like turtles that are upside down. Use this time to hit them on their weakspot. The most effective way to kill them is to flip them over with the CHAINMINE, then use the SOLID CANNON to kill it with one hit. Never sit still when fighting them or you'll get nailed.

TYRANNOSAURUS REX

Base kill value - none

Counter bonus - 500

No damage bonus for 5 kills - none

No damage bonus for 10 kills - none

This big guy will pursue your characters throughout the game. Always keep running when you see him because your weapons will have almost no effect. Gunfire will stun him briefly at best.

GIGANTOSAURUS

Base kill value - 15,000

Counter bonus - 1,000

No damage bonus for 1 kill - 15,000

You will fight him twice in the game. Like his little brother, T. Rex, he is nearly invincible to bullets. A shot from something tough like the ROCKET LAUNCHER will stun him for a few seconds, but that is all it will do.

You need to find some other way to hurt him...

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These are vital to the completion of the mission. Without them, you would be nothing but a helpless tourist.

HANDGUN

Price - Free

Regina only

One-handed

This weapon fires quickly and has cheap ammunition, but it will be ditched halfway through Regina's first turn in Part 1. It simply doesn't make an effective weapon for killing off large groups of dinosaurs.

SHOTGUN

Price - Free

Dylan only

One-handed

This is a MUCH better standard weapon than Regina's, as it has a wide spread, fires quickly enough, ammo is cheap, you can run while shooting, all kinds of good things. It will be a frequent travel companion of yours during Part 1, but don't expect to be able to use it effectively anywhere past that.

SOLID CANNON

Price - 18,000 EP

Dylan only

One-handed

This will be a frequent travel companion of Dylan's all throughout the game, for its unique characteristics. It shoots a ball of energy, which has an effective range of a few feet, but if you run while shooting, you can leave a trail of energy balls behind you for the dinosaurs to run into, making it quite good at pulling off no damage bonuses. It is also an excellent Allosaurus killer. This gun will pay for itself after two Allosaurus deaths with no damage in either fight.

FLAME LAUNCHER

Price - 8,000 EP

Co-owned

Two-handed

This weapon is required to finish the game, as we will need it to destroy the poisonous plants blocking two of the paths in the JUNGLE AREA. I never use this after that task is completed, but if you want to try it out, be sure to wave it around so you have a flame shield in front of you to keep attacking dinos away. You can only walk in it, and because of its heavy weight, you won't be able to use a sub-weapon.

SUBMACHINE GUNS

Price - 12,000 EP

Regina only

Two-handed

One of my dreams for a Resident Evil game was to have MP5's in it somewhere, and now at least my wish has somewhat come true in Dino Crisis 2. They spit out an enormous amount of lead in a short amount of time, but it takes tons of bullets to kill a single enemy, limiting its combo potential. I would much rather buy the more powerful HEAVY MACHINE GUN.

HEAVY MACHINE GUN

Price - 36,000 EP

Regina only

One-handed

This is my favorite gun in the game. The ammo is cheap, the bullets hit hard, it's accurate, what more could I ask? It will pay for itself within two rooms of killing off 10 Plesiosauruses without taking damage. The only bad thing about it is that you have to walk while shooting.

NEEDLE GUN

Price - Free

Underwater only

One-handed

Uhh, what's the point of this gun? It's weak, I ditch it right after the first room of the underwater part of this game and get the AQUA GRENADE. It will be totally useless if you are being swarmed from both sides.

AQUA GRENADE

Price - 20,000 EP

Underwater only

Two-handed

This is more like it, it destroys Mosasauruses in one hit, making it much easier to deal with being ambushed. You will not regret paying the extra money to use this instead of the NEEDLE GUN. One disadvantage is that it is slow to ready, giving Mosasauruses time to attack. It may be two-handed,

but the only sub-weapon you can use underwater stinks anyway, so it doesn't really matter.

ANTITANK RIFLE

Price - 38,000 EP

Dylan only

One-handed

This is like a really powerful shotgun. It has lots of spread and high damage, even at a distance. Save it for the real tough raptors towards the end of the game, Allosauruses, or Pterodactyls. Be careful, you have to stop dead in your tracks if you want to shoot this gun.

ROCKET LAUNCHER

Price - 50,000 EP

Dylan only

Two-handed

Don't get this, the money you waste is simply not worth the raw power of this weapon. Its only useful purpose is slowing down the Gigantosaurus at the end of the game, which you don't even really need to do as the game is almost over and you really shouldn't be caring about counter points that late in the game. Plus, it has a LOT of disadvantages: slow fire rate, needs two hands, costs a lot to buy weapon and to maintain ammo, worthless against large groups of enemies, available too late in the game to be especially useful, etc.

MISSILE POD

Price - 50,000 EP

Regina only

Two-handed

This is more like it, Regina's bazooka shoots several rockets at the same time, and they also track enemies. VERY handy when going up against those annoying Pterodactyls. But, it suffers from most of the same defects as Dylan's rocket launcher: expensive to buy and maintain, needs two hands, etc.

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These are mostly useful to beginners, as an expert can make effective-enough usage of main weapons to make up for the absence of a backup.

MACHETE

Price - Free

Dylan only

I don't use this at all for combat, a firearm is much better protection than a big knife, even if this isn't the infamous Resident Evil knife.

STUN GUN

Price - Free

Regina only

I also never use this as Regina's firearms are a lot more useful than this cheap laser-pointer.

FIREWALL

Price - 5,000 EP

Co-owned

It makes a shield of fire in front of your character, handy for dino crowd control. It will be good for beginners, who are having trouble knocking dinos back enough for breathing room. Don't use it solely for killing enemies, it is only to be used to serve as a defense.

CHAIN MINE

Price - 12,000 EP

Co-owned

This releases a string of mines which detonate shortly thereafter. I never use it for anything other than its required tasks: blowing up boulders in the LAVA CAVES and flipping over Inostrancevia. It makes quite a bang and can knock back dinos real well, so you could use it for more than those purposes.

SHOCKWAVE

Price - Free

Underwater only

This makes a shockwave in the water which knocks dinos back and pushes you out of danger. Oh yeah, it's totally worthless :)

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This will be vital to beginners, but as you get better at not wasting ammo and being able to use the most damaging type of ammo to the right dinosaur, the need for it will gradually grow smaller and smaller until this service is not needed at all.

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None of these tools are necessary for success, but they can make things a lot easier. I never buy anything from this menu anymore except for the LIGHT ARMOR on hard mode, but you may want something so I am making this sectiong.

HEAVY BLADE

Price - 15,000

This will increase the power of Dylan's MACHETE by five times. I don't buy this, as I seldom use the MACHETE for combat anyway. But, if you like using the MACHETE, then you should get it.

POWER BATTERY

Price - 15,000

This will increase the power of Regina's STUN GUN by five times. I don't buy this, as I seldom use the STUN GUN for combat anyway. But, if you like using the STUN GUN, then you should get it.

INNER SUITS

Price - 20,000

This will stop you from bleeding altogether. I used to buy this a lot, but as I got better at dodging, my need for it gradually disappeared. I am so good now I go entire games without bleeding at all, so this is useless for

me. Beginners may really need this as they will get in close spots all the time, providing more of a chance for bleeding to start.

LIGHT ARMOR

Price - 35,000

This cuts your damage in half. I also used to buy this a lot, but as I got better at dodging, I didn't really need it anymore. However, this item is an absolute MUST on hard mode as only three raptor attacks can kill you. This is another beginner item, at least on normal mode.

EPS SILVER CARD

Price - 20,000

It will give you two extra seconds per combo kill. This is not important to your quest unless you like to combo a lot, or want to make catching a glance of the elusive blue raptor easier.

EPS GOLD CARD

Price - 40,000

This will double the point value of enemies. This item may be expensive, but if you are planning to kill a lot of enemies towards the end of the game, then you will like this item. It will pay for itself within a few rooms.

4: Walkthrough

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Before you read the walkthrough I should say that I am writing this guide on NORMAL mode. HARD mode is pretty much the same, except the dinosaurs are tougher and freebie med paks lying around are virtually nonexistent. For most of the game, I will not tell you how to pass the dinosaurs in an area as the dinosaurs appear too randomly to make a precise strategy. I also often won't tell you to kill dinosaurs because then this whole walkthrough would just be me repeating "Kill the dinosaurs" in many different variations. You ought to be smart enough to do that without me telling you to do it anyway. Also, everytime you come to a save room, recharge your weapons. I won't tell you to do that either.

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CARRIER LOT

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After the spectacular opening that Capcom always gives us, Dylan and Regina

are in a little caged-in place at the bottom of the hill they slid down. Regina tries to open the gate covered with vines, but quickly gives up (she's probably afraid she'll break a nail if she tries to tear off the vines). David then shows off his masterful (not) handling of his machete. Regina then decides that they ought to split up, with her taking a door that is electronically locked so that you can't follow her. Search the dead body for a MED PAK SMALL and leave through the gate that Dylan slashed open in the cutscene.

NORTH ROUTE 1

Run forward some and then the dino slugfest begins. Also for the rest of the game, I would recommend trying to pull off a 5 KILL NO-DAMAGE BONUS for every room you pass through. Not EVERY room, get a bonus in four out of every five rooms and you'll probably never have to backtrack to earn more points if you only buy what I tell you to buy. Run forward and you will come to a choice of paths. Not really, only one leads any farther into the game. Take the path on the right and you will come to a dead end where a MED PAK MEDIUM is, but be prepared to waste some extra dinosaurs if you choose to pick it up. After you've done that, take the left path and go up the ladder. Here you come to another split in the path. Take either route, as both will eventually lead you to the exit ladder.

NORTH ROUTE 2

Run down the path and get to the ladder at the other end. Beware the part when you pass under the logs, it's a favorite ambush spot for the raptors. While one taunts you from the ledge, the others rush in and get you from behind. After climbing down that ladder, go down a second ladder to exit the area.

NORTH ROUTE 3

This part of the first path is probably the most dangerous, as you are in close confines with the raptors, and their spawn points are at critical locations, like at the bottom of the first ladder. Get to the exit ladder as fast as you can!

NORTH ROUTE 4

Following the most dangerous part, we get the least dangerous part. The paths are nice and wide, plus there are a couple of big clearings. Run down the path and go up the ladder. Around here there are a lot of ladders. Climb up on top of the shipping crates to collect a MED PAK SMALL. Jump down again and take the other ladder. Up here we get a MED PAK LARGE. Jump down more ledges and you will come to another clearing. Run straight ahead to collide with a garage door. Enter it.

WATER TOWER

Congratulations, you successfully made it to your first safe area. The introduction to this new area begins with a mysterious man with a helmet running away from you, but before Dylan can question him, he manages to escape. Climb up near the water tower and take the RESUSCITATION PAK. Go to the EP SERVICE. You won't have enough money for the SOLID CANNON yet, but that's okay. You won't be having to kill anything tougher than a raptor for quite a while. Take the red DINO FILE near the EP SERVICE and leave out the door around behind the water tower.

PASSAGEWAY TO MILITARY FACILITY 1

HARDWARE STORAGE

Keep running straight and you will eventually collide with a panel that has a red light. Use the KEY PLATE on it. You will receive the RESEARCH FACILITY KEYCARD. Unfortunately, this triggers the security system and traps Dylan in the room. He contacts Regina who agrees to come free him. Now you get to take over as her.

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LANDING SPACE

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Regina's quest begins on the dock. Run down the path to the gates sealed with the electronic lock. Use the STUN GUN to shock the lock into working again, then go thru the gates.

SUSPENSION BRIDGE

Check the body to the left for a DINO FILE, then search around on the right side of the little platform for a RESUSCITATION PAK. You won't be able to see it until you're nearly on top of it, so don't get worried about it not being there. Cross the bridge and enter the gate at the other end.

SOUTH ROUTE 1

As Regina is armed with only a HANDGUN and the STUN GUN, she ought to do more running rather than fighting. Sprint down the path to the ladder at the other end.

SOUTH ROUTE 2

Go down the muddy track. Ignore the first door and take the second one at the end of the path instead.

PASSAGEWAY TO RESEARCH FACILITY

Run across the clearing and climb the ladder. The tank above you is then shoved over the ledge and nearly crushes Regina, but what's even more terrifying is what pushed that tank down. An Allosaurus leaps down for a snack, but Regina is fast food (I couldn't resist, sorry! :) She quickly scrambles up the ladder to temporary safety, then you regain control. Turn tail and continue climbing up until you reach the sturdy iron doors at the top of the ledges. Enter them. If you kill the Allosaurus now it will only make traversing this area more difficult later.

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BACK

Climb up the ladder to the left and walk along the platform. Jump down at the next ladder. Ignore the door to the left, as Regina is still afraid of breaking nails while tearing vines off of doors. Instead, enter the door to the right. If you are *really* desperate for health, then you can collect a MED PAK SMALL at the end of the path where the broken bridge is. It's not really worth the trouble as you must gun down an extra group of raptors.

CONTROL SHACK

Go over to the EP SERVICE and buy the FLAME LAUNCHER for 8,000 credits. You will need this weapon in a short while. Leave out the door again.

BACK

After exiting, Regina sees the helmet people and they shoot some exploding frisbees her way. Regina dodges swiftly, then those guys leap over the broken bridge, except for the last one. She tries to jump, but the bridge collapses underfoot before she can do so. Whoops! Reggie runs over and saves her from falling, then drags her back to safety. She then tears the helmet off to reveal a young woman's face. Regina then drags her into the CONTROL SHACK.

CONTROL SHACK

The girl is still uncooperative, but Regina manages to slap some handcuffs on her wrists and behind a pipe before she can get away. Exit the room.

BACK

Go back out through the main entrance.

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PASSAGEWAY TO RESEARCH FACILITY

Now is the time to engage the Allosaurus. Shoot at him while he scrambles up the ledges. When he manages to reach yours, leap down and shoot him from there. When he jumps down again, climb up the ladder again and continue firing. Repeat the pattern until the Allosaurus dies. Be careful, the Allosaurus can bite you if you get too close to the ledge above him and his leap can also damage you if you don't get out of the way. If you managed to kill him without being hit once, you will be given 10,000+ EP! Exit out the gate at the bottom of the ledges.

SOUTH ROUTE 2

Run down along the path and enter the blue door you come to on the left.

POISON PLANTS SOUTH AREA

Take out your FLAME LAUNCHER and burn every poison plant along the way, except for one. This is to keep the air poisonous to dinosaurs so they won't move in and make trouble for you. If you do all this fast enough and get a 12 combo, you'll be netted 5,000 EP! Leave out the gate at the other end of the passage. The best plant to leave alive is the one near the ladder that leads to the POSION GAS AREA. You won't be going down there until Part 4 anyway.

POISON PLANTS NORTH AREA

Burn every poison plant around here too, but like the last area, you ought to leave one around to keep the dinosaurs away from this area. The one that I recommend leaving alive is the plant on the far right in a group of four (from the camera's perspective). Leave out the blue door at the end of the passage. If you get through this area quickly enough, you will get a 10

blue and take that KEY PLATE. Leave the room.

CORRIDOR

Run back down the hall to the door at the far end.

ENTRANCE

Leave out the double doors.

FRONT

Run back to the building where Dylan is imprisoned.

HARDWARE STORAGE

Use the KEY PLATE on the panel to at long last free Dylan. Regina brags about how she managed to capture a survivor, and then says she will take her back to the patrol ship. You are then automatically warped back to the boat.

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COCKPIT CABIN

How Regina managed to drag that girl all the way here through heavily-infested raptor territory I do not know. Dylan then appears and says Regina had better come look at something Dylan saw.

SHIP CABIN

Dylan tries to calm down the girl but she is still resisting orders. He says he is here to help, then handcuffs the girl to another pipe. What a nice guy. Go to the EP SERVICE and buy that SOLID CANNON you've been ogling at since the game began. In the next two areas we will put it to good use. Go outside.

DECK

Equip the SOLID CANNON and walk around the deck and climb up the ladder onto the dock.

LANDING SPACE

As the lock on the gates broke itself again, we won't be able to follow Regina's path to the RESEARCH FACILITY. Instead, go right and you will be confronted by an Allosaurus on top of some crates. Climb up there with him and start pounding him with energy blasts. Don't let up and you should kill him easily without getting hurt. Climb down again and enter the door nearby.

PASSAGE TO NORTH ROUTE

You can hear another Allosaurus roaring. Quickly leap down into the water and climb up the ladder nearby before the big guy can close in. Wait for him to follow you, then start blasting away with the SOLID CANNON again. After you win, jump down into the section of stream you haven't explored yet and examine the spring. A leaf will then fall down from the spring and drift near the rocks dividing the stream. Then, it will vanish. Search the

area near where it vanishes to find the 3RD ENERGY FACILITY KEYCARD, which will be important in the near future. Climb up the ladder near the spring and leave out the gate back there.

(BTW, if you have managed to defeat both Allosaurus without taking any damage at all, then your SOLID CANNON has just paid for itself, thanks to the NO DAMAGE BONUS.)

NORTH ROUTE 1

Remember this place? Yeah, this is where the raptors first attacked little old you. Turn left and climb up the ladder over there. Run down the path and climb down the exit ladder you will eventually collide with.

NORTH ROUTE 2

You can hear loud footsteps nearby. As you pass under the logs, you can see raptors fleeing from something. When you proceed forward some, you can see that T. Rex is in the neighborhood and has scared away all the enemies, leaving you a nice, clear path to the next area. Don't worry, he won't see you as you pass by.

NORTH ROUTE 3

Proceed to the exit ladder at the other end of the path.

NORTH ROUTE 4

Go down the passage to the garage door at the far end of the path.

WATER TOWER

Hang a left at the EP SERVICE and enter the blue door around the corner.

POISON PLANTS NORTH AREA

As we left one plant alive, the air is still poisonous and as such you will have a nice, quiet jog to the next gate.

POISON PLANTS SOUTH AREA

Read description for "POISON PLANTS NORTH AREA."

SOUTH ROUTE 2

Turn right and follow the path to the exit gate.

PASSAGEWAY TO RESEARCH FACILITY

Dactyls have invaded the airspace around here, so get to the iron doors atop the hill as fast as you can.

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BACK

Go to the door that is held down by vines, then kill all raptors in the area. You don't want to get slashed to bits while you try to "unlock" the door.

ENTRANCE

Move into the room a little bit, and you will have your first encounter with the oviraptors. They WILL annoy you, I guarantee it. Run around the vines in the middle of the room until you come to a door locked with a card-swipe.

Kill off all the oviraptors before trying to unlock the door with the RESEARCH FACILITY KEYCARD.

PASSAGE

Go a little ways down the hall to the right to discover another door covered with vines. Slash them off then enter the door.

RESEARCH LOUNGE

The first order of business here is to close all the little doors throughout this series of rooms except for one. Close the door to the left of the EP SERVICE, then proceed further into the room and go into the little walled-off area. Search the unlocked cage on the left for a new DINO FILE, then take the MED PAK SMALL. This is the little door I want you to leave open. Leave the cubicle and search the last part of the room you haven't been in yet. Close the little door here, then hack the vines off the big door and enter it.

POWER SOURCE ROOM

Go down the hall. Don't bother searching around, all you will find is a worthless file. When you arrive at the second door, close the little door next to it and take the big door.

PASSAGE

Run down the corridor to the door at the far end of the hall. Use the RESEARCH FACILITY KEYCARD. Suddenly, a compy leaps from above at Dylan. He flinches like a wimp and lets the compy swipe the card. "Hey! That's mine!" Awww, is Dillie angweeee? :) Anyway, scare the little guy into the door you left open near the exit. If the compy runs behind a patch of vines, swing the knife to scare it out. Anyway, after FINALLY steering the compy through the door, enter the RESEARCH LOUNGE.

RESEARCH LOUNGE

The compy has moved to the middle of the room, so you don't have to worry about it sneaking out the door. Upon entry, run to the cubicle cages and close the door to trap the compy in the room. Right now, the compy should be hiding somewhere around the tables in the main part of the room. Steer the compy into the cubicle. When it enters the cage, it will throw away the key it stole. Reclaim the RESEARCH FACILITY KEYCARD and exit out the door near the EP SERVICE.

PASSAGE

Oviraptors have found their way inside the corridor. Turn left and go to the door at the end of the hall. Kill off all oviraptors there then unlock the door. Go thru it.

PRECISION LAB

Ignore everything in this room and go to the computer unit at the other side

of the lab. Get the STARTER BATTERY then leave.

PASSAGE

Run down the corridor to the other door that requires the keycard. Like all locked doors in this facility, make sure to exterminate all oviraptors in the area before attempting to unlock the door.

ENTRANCE

Run to the door on the other side of the vines.

BACK

We are now going to backtrack all the way to the patrol ship. Please forgive the boring sentences. You have totally looted this area of all useful trinkets, so let's leave out the iron doors on the other side of the scrapheap.

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PASSAGEWAY TO RESEARCH FACILITY

An Allosaurus has reclaimed this territory from the pterodactyls. It's not necessary to fight this one unless you wish to buy yourself a few extra toys like the FIREWALL or the SUBMACHINE GUNS. You know how to deal with Allosauruses if you do wish to fight though. Enter the gate at the bottom of the hill.

SOUTH ROUTE 2

Take the first door you come to, which leads to the POISON PLANTS SOUTH AREA. Don't bother trying to shortcut through SOUTH ROUTE 1, as you will get stopped at the SUSPENSION BRIDGE by the electronically-locked door.

POISON PLANTS SOUTH AREA

Go down the path, enjoying the scenery as the poison plant is still keeping those nasty dinosaurs away.

POISON PLANTS NORTH AREA

Same as POISON PLANTS SOUTH AREA.

WATER TOWER

Go out through the garage door.

NORTH ROUTE 4

Go to the ladder at the other end of the path.

NORTH ROUTE 3

Same as NORTH ROUTE 4.

NORTH ROUTE 2

Same as NORTH ROUTE 4.

NORTH ROUTE 1

Enter the gate near the first ladder.

PASSAGE TO NORTH ROUTE

Wade through the dino-infested stream to the gate at the other end of the pathway.

LANDING SPACE

Go down the ladder to board the patrol ship.

DECK

Enter the interior of the ship.

COCKPIT CABIN

Dylan discovers that the girl has managed to uncuff herself and has escaped.

Heh, he shouldn't have left that one arm free...:) Anyway, Regina gladly accepts the STARTER BATTERY and gets the ship in working order again. Walk over to the fancy computer near the controls to pick a destination to send the boat to. Choose the 3RD ENERGY FACILITY, as EDWARD CITY is currently a dead-end. As soon as the boat starts up, it jerks violently. Engine trouble? No, a herd of Plesiosauruses has decided to attack your boat. Now you must go outside to BEAT them DOWN. Save your game if you wish, as this next little part can be a tad hard at first for newbies.

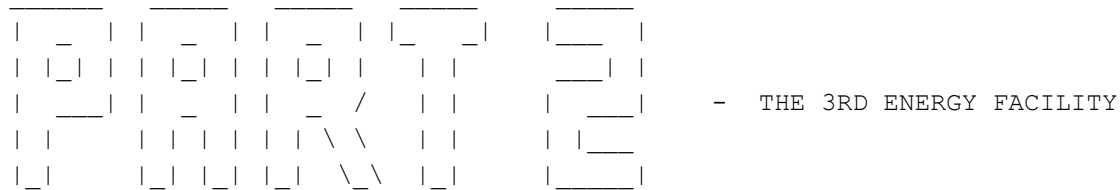
MINI-GAME 1

Dinosaur Target-Practice

Dylan boots up that big machine gun on the rear of the boat, and then the assault begins. You will first be attacked by the Plesiosauruses. The head is their weakpoint, one shot to the noggin will take down the dinosaur. Sweep your gun back and forth so as not to miss any. After you destroy them, you will be engaged by Pterodactyls, as if they are going to put up much more of a fight. One hit anywhere will knock them into the water. When they have all been put down, both species will attack simultaneously. Sweep back and forth and try not to accidentally let an enemy go undetected.

If you do really well here you can get upwards of 30,000 EP!

When you finally kill everything, you arrive at your destination.





COCKPIT CABIN

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Go to the EP SERVICE and purchase the HEAVY MACHINE GUN. You don't really need the SUBMACHINE GUNS. They are more of weapons to play with rather than earning mega points. Go outside.

DECK

Cross over onto the DOCK.

DOCK

The Plesiosauruses have returned for another round, hoping to get revenge for their humiliating defeat earlier. Unfortunately, you have the HEAVY MACHINE GUN, the best anti-plesiosaurus weapon in the game. Just one little bullet from this gun will send the dinosaur back to the slimy deep it came from. After you rack up a 10 combo with no damage, leave the area through the gates at the other end of the walkway. When you exit, you will have gained 20,000+ EP.

WALKWAY 1

Same as DOCK. If you got through this area and the previous area with a 10 combo and no damage, your HEAVY MACHINE GUN has just paid for itself. Isn't it nice how most of the purchases in this game tend to pay for themselves? :) There is also a MED PAK LARGE in the area if you want it.

WALKWAY 2

You will be attacked by Pterodactyls here. Feel free to get revenge on them, as the HEAVY MACHINE GUN is also good for slaying these birds. Like the Plesiosaurus, you will get mega points for not getting any damage. Go to the gate at the other end of the walkway when you are finished.

STORAGE SPACE

Run straight and you will collide with a wrecked truck. Search underneath it for a DINO FILE. Run to the other end of this place to find a door that needs a keycard. Use the 3RD ENERGY FACILITY KEYCARD on the door to unlock it.

WALKWAY 3

Just go to the door at the far end of the walkway, while trying to score a no damage bonus of 10 kills.

3RD ENERGY CONTROL ROOM

Go upstairs and look around on the central island in the room for the incredible KEY TO THE BOX, which will allow you to...open a box! Also, go to the door in this room that leads outside, and search the counter across the aisle from it to find a DINO FILE. Now, take the I was referring to.

STORAGE SPACE

Run down the catwalk and search the dead body for the MECHANIC'S ID CARD. Go back inside.

3RD ENERGY CONTROL ROOM

Go downstairs and out the door down there.

WALKWAY 3

Run back along the walkway until you come to a boat with a flashing panel on it. Use the KEY FOR THE BOX on it to get a file, which will tell you the code to the elevator in the 3RD ENERGY CONTROL ROOM. Backtrack to the door you used to enter this area.

3RD ENERGY CONTROL ROOM

Go to the elevator and use the MECHANIC'S ID CARD. Enter the code you learned from the file at WALKWAY 3 and use it to unlock the elevator. Take the elevator down.



PASSAGEWAY TO SUB-LEVEL

Go down this hall to the door at the other end.

ELEVATOR

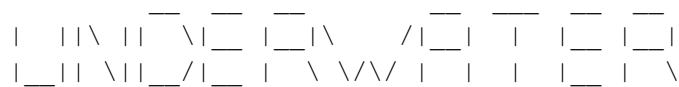
Turn right and run down the catwalk until you happen upon a panel with three red lights around it. Start up the computer, now it's time to relive that ancient Chuckie-Cheese classic, Whack-a-Mole!

MINI-GAME 2

Whack-a-Light

This game is easy to understand. Every time a light flashes red, quickly strike it with your STUN GUN to shock it green again. Don't let a light stay red for too long or you will have to start over. Later in the game the lights will start going off together, forcing you to act quickly. Don't worry, it's not that difficult. When the lights turn blue, you have finished the game.

After completing the game, leap down into the water, then cross the room to the lockers. Take the DIVING SUIT from its place, then jump down again and turn on the computer next to the crates. You will automatically put on the suit and go underwater.



ELEVATOR SHAFT

Something is blocking the elevator's passage, according to the computer. While Regina fiddles with the console to sort out the problem, a figure appears behind her. It's a Mosasaurus, soon to be the biggest nuisance for this part of the game. Unfortunately, the scene drops you off surrounded by the creatures. I recommend running from them for now as all you have is a NEEDLE GUN (mostly useless) and a SHOCKWAVE (totally useless). Sprint around the crates and jump down onto the platform beneath the elevator.

Take the MED PAK SMALL here, then keep going down until you come to a platform with a door. Before taking it, go past it to discover a MED PAK LARGE. Take it and exit through the door here.

WATER CIRCULATION SYSTEM CONTROL ROOM (that's a mouthful!)

Go down this little passage until you come to an EP SERVICE. Buy the AQUA GRENADE and be sure to get a 20+ CARTRIDGE UPGRADE for it if you are planning on using it a lot like I usually do. Go past various pieces of machinery until you come to a big metal door. Take it.

TRANSPORT PASSAGEWAY 1

Go down this boring tunnel. After turning the corner, you will come to a half closed shutter. Leap over it and enter the door beyond.

TRANSPORT PASSAGEWAY 2

Enter the door at the other side of this little area. Don't bother fussing with the elevator as it isn't turned on.

COOLING WATER CIRCULATION CHAMBER

Follow the wall to the right and eventually you will come to a door. DO NOT go thru it yet. Instead, leap on the platform next to it. You will find a MED PAK MEDIUM here. Jump up again onto another ledge. Follow the catwalk until you come to a junction after a gap in the floor. Take the MED PAK SMALL, then after traversing the hole, turn left and go that way. After crossing yet another gap, you are standing next to a platform with a destroyed ladder. Shoot the column under the platform with the AQUA GRENADE to cause the ledge to fall down. Use the rubble to climb up to the exit.

TRANSPORT PASSAGEWAY 2

Pull the lever in front of you if you want to. It's not necessary, as the switch only activates the elevator. You'll never really need to use it unless you slip and fall off this ledge. Continue moving down the small bridge, leaping over the pipes blocking the way. After crossing it, drop down to the ledge where a dead maintenance man is. Take the PLUG and jump down to the door below.

TRANSPORT PASSAGEWAY 1

Go to the door at the other end of the tunnel.

WATER CIRCULATION SYSTEM CONTROL ROOM

Jump up over the ladder and go to the computer monitors. Use the PLUG here and then operate the shutter controls to give access to a new area. Exit the room thru the door you used to enter.

TRANSPORT PASSAGEWAY 1

Go to the door at the other end of the tunnel.

TRANSPORT PASSAGEWAY 2

Go out the door on the other side of the bottom floor.

COOLING WATER CIRCULATION CHAMBER

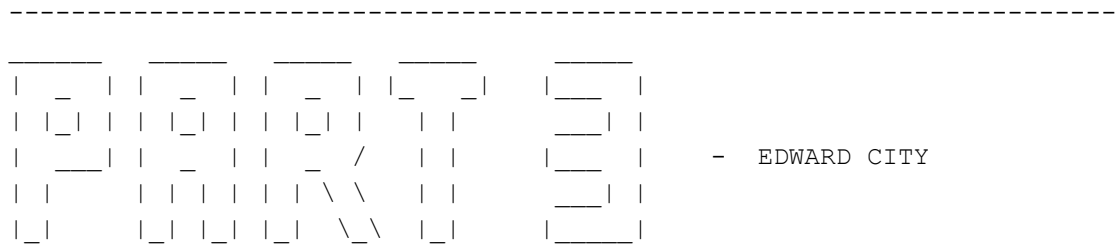
Follow the wall on the left to a door. Enter it.

INSIDE COOLING AQUEDUCT

Use the EP SERVICE nearby to refill your AQUA GRENADE if you have only a few rounds left (by a few, I mean like 10). Use the elevator then proceed down the passageway until you happen upon another unlucky diver. Take the CITY KEYCARD and enter the little alcove to the left. Hurray! We can finally get out of these blasted tunnels! Take the DINO FILE and use the elevator to go down. Go thru the door here to at long last go to this reactor we've been hearing so much about since we landed at this facility (assuming you've been reading the files you see along the way).

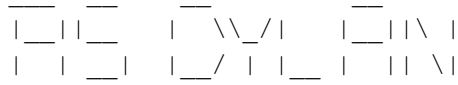
3RD ENERGY REACTOR

After entering the room, a Plesiosaurus interferes with your escape plans and damages the reactor. The computer then executes an automatic security procedure to prevent explosions by locking down the room. Umm, yeah, that's just great. We have to fight our way out now. To kill the Plesiosaurus, just enter the next camera angle. From here you can see the dopey dinosaur coming a mile away. Hit it several times with the AQUA GRENADE, then it will die, coughing up 10,000 EP. Don't worry about the wounds you suffer, there are enough medical supplies around the arena to supply every hospital in China. Keep climbing up the ledges with red lights and you will eventually come to an elevator. Press the switch next to it, then enter the lift. Take it to the surface.



DOCK

Go down the stairs to trigger a conversation between Dylan and Regina. How they managed to just run into each other here in this huge lost world I do not know. Anyway, we get a transmission from David, and he says he has found a band of 1,000 survivors in Edward City, but he needs help. Regina quickly runs over and unlocks the gate leading into the city and runs off.



Follow Regina thru the gate.

HAUL ROAD

Immediately after entry turn left and run down the road. Enter the door on the left wall. If raptors get in the way, use the SOLID CANNON, as they have "evolved" into much tougher raptors that can resist SHOTGUN shells.

CONTAINER & MATERIALS YARD

Run down the "corridor" until you come to an open area. A Allosaurus will then leap through the huge gap in the wall. Give it some SOLID CANNON love then check the EP SERVICE in the corner. A lot of new items are now available, but the only thing you absolutely MUST buy is the CHAIN MINE. You can also get the ANTITANK RIFLE, which is not necessary but quite useful. As for the tools service, you can now get the LIGHT ARMOR and the INNER SUIT. If you are a beginner then you will likely need them, but if you have become a master in dodging and evading, then they will not be necessary at all to you. Make sure your SOLID CANNON is recharged before you go. Leave the area after making your purchases.

HAUL ROAD

Go past the machinery in the road, and you will find another DINO FILE near a dead body. Go down the sidepath to the right as the main road is blocked by a chemical truck. When you get to the gate, you discover it is covered with vines. Kill all currently-active raptors before you set to work on the gate.

LAKESIDE 1

Go down the path and you will see David has left the mark of the cowboy on the tree. After you pass by the sign, you are attacked by oviraptors. Proceed down the path to the gate at the end.

LAKESIDE 2

Go down the path and across the bridge to find another gate. Enter it.

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CAVE 1

You won't be able to access the map in this area, but don't worry, as long as you follow my directions, you will find the way out. Equip the SOLID CANNON and the CHAIN MINE before entering. Blow up the boulder in your path with the CHAIN MINE then go inside. When you come to the area with lava, blow up the boulder to gain access to the MED PAK LARGE on the ledge. Climb up the ladder in the rear of the chamber.

CAVE 2

Here, you are confronted by Inostrancevia. They are nearly invulnerable to your weapons because of their tough skin. What you must do is flip them over with the CHAIN MINE. After that, one shot from the SOLID CANNON will destroy them. Follow the tunnel to the exit ladder.

CAVE 3

Blow up the boulder on the right, then go down that way. Be careful when crossing the natural bridges over the lava, as you could be knocked into it.

But, if you use your CHAIN MINE, sometimes the Inostrancevia will fall into the lava! Go straight at the fork and after a long and winding path, you will arrive at the exit ladder.

CAVE 4

Blow up the boulder on the right if you want a MED PAK MEDIUM. Then blow up the left boulder. Go down this tunnel, past the yellow pools. Follow the path past the opening in the cave wall where you can see grass growing, then continue to move on and you will eventually come to a small gate. Go thru it.

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INNER COMPOUND

Before rushing up the ladder, recharge your guns at the EP SERVICE. After you climb over the barrier, you collide with Regina again. She ignores Dylan's greeting and leaps down onto the open area. Big mistake. An Allosaurus makes a suprise attack, but Dylan manages to hit it with a nearby turrent. He then throws Regina a SIGNAL BULLET to help guide his fire.

MINI-GAME 3

Allosaurus Blast

For this area, you will alternate characters as you work your way through the compound, each taking turns running and firing turrents. To get assistance from your character, fire the SIGNAL BULLET and your partner will fire a round at the location you were standing at when you fired the bullet.

The blast cannot hurt you, so don't worry about getting burned.

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Run over to the crates and use the SIGNAL BULLET to make Dylan destroy them. Climb up the ladder near the MED PAK SMALL and run down the walkway. When you get to the next turrent, it's Dylan's turn.

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Dylan's run will be easier as the crates have already been cleared away. Sprint across the open area and up the ladder. Walk along the ledge and past the turrent Regina is manning. Leap down and keep running. Remove the crate from the path, and take the MED PAK SMALL up on the ledge above if you want it. Next, continue running up the path and remove yet another crate. Climb up that ladder, then run across the platform to get Dylan to safety. Now we have to pull Regina out.

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Follow the cleared path to the turrent Dylan is manning to get to safety. Regina throws away the SIGNAL BULLET and they move on.

OUTER PERIMETER

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Take the DINO FILE from the dead body and walk out the gates and into the street. Dylan moans about how terrible the violence was around here. Then suddenly, a Triceratops decides to come and attack. Dylan and Regina leap

in the back of an nearby jeep and manage to burn out of there right before they are rammed from the front. Now, another fun mini-game begins!

MINI-GAME 4

Triceratops Chase

The goal for this mini-game is to fend off the Triceratops attacks with the rifle mounted on the back of the jeep. Unfortunately, as the front side of a Triceratops is heavily armored, you will have a tough time trying to get it to back off. One effective but risky strategy I like to use is to wait until right before the Triceratops tries to ram the jeep, then fire off a well-timed shot. This knocks the Triceratops back a ways, plus you'll get a counter bonus. After some pounding, the Triceratops runs away for a short while and then returns with a friend! You now have to deal with two of them at the same time!

They always attack one after the other. The first one will try for a ram, then after the attack, the second one will always move in to ram. Be careful, sometimes the second one will try to catch you off-guard by rushing in right behind the other. Also, another favorite trick of theirs is to have one crash into the trees bordering the road. While you keep an eye on the one in the middle of the road, the other one will launch a surprise attack from the trees. After that, the one who remained in the road will attack after him. If you see one of them crash thru the trees, then ignore the one on the road. He will never attack you, he is only there to draw your fire. Keep an eye on the trees the other triceratops crashed thru, and you will have an easy time nailing him.

Be careful after you knock down one of them, the second will pour on the speed and stay next to your jeep in a desperate maneuver. Repeatedly shoot it and eventually it will fall back as well. You will get 3,000 EP for each kill. If you put up a good fight, you ought to get about 17,000 EP.

Dylan congratulates Regina on her "cool driving," but right after that comment, her "cool driving" sends them over a cliff and they crash-land in a grassy field. I guess Regina's driving isn't as cool as Dylan thinks. :) Raptors then swarm them and prepare for dinner, but then explosions from nowhere destroy them. It's David to the rescue! He uses his attack helicopter to remove all lizard skin in the area, then flies over Edward City to check up on his survivors. It turns out that while he was gone, the dinos moved in for lunch. Regina and Dylan then automatically enter Edward City.

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LIVING QUARTERS 1

It turns out that those survivors David found were the only ones left. Now everybody's dead. Regina says there is still the task of locating the 3RD ENERGY DATA, then everybody moves out. David sadly walks away. Poor guy. After the scene is over, you are free to explore. Because I played Resident Evil a lot before I got this game, it felt very bizarre walking around a Raccoon-esque city in broad daylight. Anyway, search the jeeps in front of you for another DINO FILE, then turn right and enter the store near the yellow van.

DRUG STORE

Take the MED PAK SMALL behind the counter, then search the dead body in the corner for the LIVING QUARTERS KEY. Leave the store.

LIVING QUARTERS 1

Pterodactyls have invaded the street. As fast as you can, get through the door at the other end of the area.

LIVING QUARTERS 2

If you need it, you can search on top of the ledge near the exit for a RESUSCITATION PAK. Unlock the door at the other end of the street with the LIVING QUARTERS KEY. Go thru the door.

WAREHOUSE QUARTERS

Here the T. Rex attacks you. How it managed to track you all the way here from the JUNGLE AREA I do not know. Anyway, Dylan quickly leaps inside a nearby tank and launches his own attack.

MINI-GAME 5

Tank Chase

In this game, you are not supposed to kill the T. Rex, you are merely supposed to get away from him before he can destroy you. Your tank has an unlimited amount of shells, and six FLASH BOMBS as a sub weapon. The most effective way to escape damage is not to relentlessly pound T. Rex with shells, its to not shoot until he is about to hit you, like the Triceratops in the jeep chase. You can knock him down temporarily for 1,000 EP, but I HIGHLY don't recommend trying to knock him down as much as possible. Every now and then, you will come to a barricade in the street. You can remove them with the tank's gun, but this will give the T. Rex an opening to attack. Use a FLASH BOMB to slow him down while you are doing this. After you get to the area with the catwalk, you have passed all barricades so feel free to use whatever flash bombs you have left on T. Rex. Eventually, you will come to the exit. The gate will crush your tank, but you'll escape anyway.

HIGHWAY

Run around the jeep and take the all-mighty GAS MASK. You are then attacked by a helmet guy. You didn't think they'd just forget about you, did you? After dodging some frisbees, the helmet guy comes in for a close shot. However, that girl you captured a long time ago comes to the rescue to save the day! She and Dylan manage to stop him, and he falls over the ledge. The girl then just vanishes. Regina comes out of nowhere like she usually has during this part, and Dylan tells Regina about his past. They are then automatically warped back to the patrol ship. I'm VERY glad for that, it would have been a pain to run all the way back to the dock from here.

COCKPIT CABIN

Go to the console and choose the JUNGLE AREA.

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- THE JUNGLE AREA
REVISITED

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Exit the cabin.

DECK

Climb up the ladder to exit the boat.

LANDING SPACE

Run over to the door with the electronic lock. Use the STUN GUN to make the door unlock. Go thru the door.

SUSPENSION BRIDGE

Cross the bridge.

SOUTH ROUTE 1

Climb the ladder at the other end of the path.

SOUTH ROUTE 2

Go to the blue door at the bend in the path.

POISON PLANTS SOUTH AREA

Go to the ladder near the poison plant you left alive that long time ago.

POISON GAS AREA

Just get to the door at the other end of this desolate place. No dinosaurs will attack you because the air is also too toxic around here for them.

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WASTE DISPOSAL CHAMBER

Go to the EP SERVICE and recharge your guns. If you want it, you can get the EPS GOLD CARD now to double the point value of every dinosaur. Leave out the other door in this room.

LAUNCH SITE

Run to the other end of this wide path and go down the stairs. Enter the door at the bottom.

DATA CONTROL ROOM

Check the computer that has been turned on to get the 3RD ENERGY DISK. You have completed the mission, now all you have to do is get out of here!

Before leaving, search the computers to the left of the computer you just checked to get the final DINO FILE. As the other door in here is locked, you will have to go back the way you came.

LAUNCH SITE

Go up the stairs to be confronted by the T. Rex, AGAIN. But, this time, a new friend interferes. The Gigantosaurus crashes through the wall and Regina barely manages to avoid getting smashed by the debris. She escapes down the stairs again. The Gigantosaurus then chomps and throws T. Rex and prepares for dinner...

DATA CONTROL ROOM

As Gigantosaurus is making a real big mess of things outside, another automatic security feature that was supposed to help ends up working against you. The missile in the silo automatically activates and will be launched in ten minutes. As the doors don't open automatically in the silo, that could be rather bad...Regina quickly runs to the elevator.

INSIDE

Gigantosaurus somehow manages to find his way inside to put a stop to Regina's simple plan. Fortunately, she gets the bright idea of using the fuel pumps on the catwalks. Regina turns one on and then uses her STUN GUN to give the big guy a nasty burn. After that, you are forced to take over. Run forward and activate the fuel pump again. Do as Regina did in the cutscene and use the STUN GUN to make it a flamethrower. While the beast is shaking off the flames, run to the other fuel pump at the other end of the catwalk. Ignite the gas again to score another hit. Repeat this maneuver over and over until Gigantosaurus is put down for the count. You'll then gain 15,000 EP! Run down the path and take the MED PAK MEDIUM and the MED PAK LARGE, then go all the way down the catwalk and you will collide with a glowing computer monitor. Activate it to begin a familiar mini-game.

MINI-GAME 6

Whack-a-Light Again

It's the same as last time, only now you have to keep FIVE from turning red.

Don't let a light stay red for too long or you will have to start over. Later in the game the lights will start going off together, forcing you to act quickly. Don't worry, it's not that difficult. When the lights turn blue, you have finished the game.

The lift will then rise up, giving you access to the missile. Take the elevator on the side of the shaft and then activate the terminal to the right of the missile. Finally, go over to the missile itself and turn off the program. Now, take the elevator back down and start heading to the exit. I bet all of you just KNEW that the Gigantosaurus wasn't going to simply allow you to walk out of here. Anyway, he destroys the missile's support and it falls over, threatening to crush Regina! She crashes through the observation window, which would have to be a couple of inches thick at the very least. The missile crashes down and blows up. Oh well, we ALMOST kept this place from blowing up!

LAUNCH CONTROL ROOM

Reload your HEAVY MACHINE GUN and CHAINMINE at the EP SERVICE, then leave

the wall. You'll need the SHOTGUN here to knock away the oviraptors before they can get to her.

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FRONT

The girl runs off from you and into the strange building. You will no longer need to worry about protecting her. Try to follow her into the building, and then you will get stopped by a series of laser beams. You'll now have to trigger the red, blue, yellow and green terminals in the area. After you do that, check the panel next to the lasers and they will deactivate. Follow the girl's trail.

FACILITY ENTRANCE

Go around the colorful table in the middle of the room and cross the blue bridge into the next room.

SUPERINTENDENT'S ROOM

Pick up all the MED PAKS in the area. Make sure you've got a lot of healing items ready, as the final battle draws nigh. You really won't need your weapons so you don't have to bother to reload them. When you are ready, enter the door beyond the EP SERVICE.

LARGE LABORATORY HALL

Run down the stairs in the middle of the room, to begin a pivotal cinema in the progress of this game. I won't spoil it for you. Enter the door after the cinema.

OVERSIZED TRANSPORT CHAMBER

Upon entry, the self-destruct sequence is activated. Great, it's that over-used plot device again, that has been in EVERY Resident Evil game to date. Anyway, the Gigantosaurus somehow breaks into the room and you are forced to flee for your life. Run across the bridge in the middle of the room. Be quick because Gigantosaurus will try to knock it down with you on it. If you fall to the floor you will be killed. Check the computer directly in front of you. It will direct you as to what to do next. Turn left and activate the monitor there. Now, run back the way you came and waaaaaaay over to the other side of the catwalk. Activate the terminal there, then run back to the main one in the middle of the catwalk. Did I mention that during the whole time while you are doing this Gigantosaurus will be pounding on you like crazy? There's little you can do to prevent this except maybe fire off rounds from a tough weapon, preferably the SOLID CANNON. Just keep running while doing this and heal as needed. After you do all this, a satellite activates in outer space, and BEATS Gigantosaurus DOWN. Now all you will have to do is go to the exit door to finish the game.

THE END

You have now completed the game. You should now be awarded with the EPS PLATINUM CARD, as you have collected all the DINO FILES in the game. You will now be asked what characters you would like to purchase for use in the DINO COLOSSEUM. Hopefully, you will be able to afford all the human characters on your first game. You'll probably need to do two or three

more games to get the rest of the dinosaurs as they are all real expensive.

5: Thanks

- Thanks to myself because if it wasn't for me, this FAQ wouldn't exist!
- Thanks to my dad for giving me jobs to do to pay for my Playstation 2 and this game!
- Thanks to Capcom! I am really looking forward to Resident Evil: Code Veronica X.
- Thanks to S.D. Perry for her brilliant novelization of the Resident Evil series!
- BIG, Big thanks to GameFaqs, THE best video game site on the net!

6: E-mail Policy

I have recieved a lot of stupid e-mail in the past, but now it is starting to get ridiculous so I am going to start enforcing what kinds of messages will and will not get answered.

Please DO:

- read the whole document before sending a question. If you have time to waste your life away on video games, then you have enough time to scan my document for a few minutes for an answer to a problem.
- put the name of the game in the message topic. It makes it A LOT easier for me to pick out which messages are on games and which are not. Also if the name is not there, I might accidentally delete it, thinking it is junk mail.
- spell correctly. I won't be able to help much with your problem if you send me something like "Hy mn cn u hlp me wth ths 1 prblm, I cnt bt ths 1 lvl ok thnks gby."
- send a message in English. I can barely read Spanish, let alone translate Japanese. You wouldn't believe how many messages I have recieved in some foreign languages that I don't even know which continent they are from.
- be polite. Any mail with excessive flaming will be instantly deleted.

Please DO NOT:

- write the title of the message as "About your walkthrough" or something similar to that.
- flame. I hate flaming. Especially messages with the f-word or the s-word. These will be instantly deleted.
- send advertisements. These will be considered junk mail and will be deleted instantly.
- ask me something that is already answered in the walkthrough or the manual. C'mon, would you rather spend a few minutes skimming my guide, or would you rather spend a few hours, days, or even weeks waiting for me to get back to you?

- forget to include the name of the game in the message or on the title. I am not a psychic. I cannot tell what game you are after if you do not include the name in it.

- send me a message in any language other than English. The only other language I can barely understand at all is Spanish, and even then, I can hardly form simple sentences. So don't send the message in any language besides English or I simply won't be able to help you.

7: Copyright

This guide is the sole property of Nathan Norris, author of this guide. Don't rip off this guide in part or whole, or I will be forced to act against you. Don't rip off this guide then alter it to death and claim it as your own. This guide may not be used for ANY profitable reasons whatsoever, even if no money is made.

I'm tired of all these websites requesting my guides for their sites, so from now on, these are the only sites which may use my guides:

www.gamefaqs.com
www.neoseeker.com
www.gameadvice.com
www.psxcodes.com
<http://faqs.ign.com>

This makes it very simple for me to keep track of what state each version is in each site. If you find this guide on some other site, and it is incomplete, go to www.gamefaqs.com. before requesting help from me. Since [gamefaqs.com](http://www.gamefaqs.com) is the first place I send every piece of my work, they are sure to have the most up-to-date version of my guides.

Also, if you find this guide on www.cheatcc.com, notify me immediately. They have ripped off of me before and I'm not gonna let them do it again.

I bid you farewell.
