

# Dino Crisis 2 FAQ/Walkthrough

by Robby Irawan

Updated to v1.0 on Oct 9, 2000

Date: Monday, October 09, 2000

```
=====
DINO CRISIS 2 (NORTH AMERICA VERSION)
Version 1.0
by Robby Irawan
dorayaki@tekken.cc
=====
```

Feel free to use this FAQ for non-commercial purpose, as long as you give me a credit for it. I would appreciate it if you ask for my permission first at dorayaki@tekken.cc.

```
=====
TABLE OF CONTENTS
=====
```

- 01. Introduction
- 02. Updates/Revision History
- 03. Key Configuration
- 04. Walkthrough
- 05. Extra Crisis
  - a. Dino Colosseum
  - b. Dino Duel
- 06. Game Shark Codes
- 07. Credits

```
-----
01. Introduction
-----
```

This Dino Crisis 2 walkthrough is based on the Japanese Version. I only changed it into North America version. So this FAQ is a little bit the same with my Dino Crisis 2 JP Version FAQ.

```
-----
02. Updates/Revision History
-----
```

Version 1.0  
-The first release version.

```
-----
03. Key Configuration
-----
```

Square	: access, check, walk up/down stairs, shoot
Triangle	: cancel, jump (when using Diving Suit)
Circle	: use the sub weapon
X	: access, check, walk up/down stairs, shoot
L1	: change aim-target (during aim/hold R1 button)
L2	: show map
L3 (Left Analog)	: move character (same as directional button)
R1	: aim target
R2	: quick turn

R3 (Right Analog): N/A  
Start Button : Pause game/option menu  
Select Button : open main menu

-----  
04. Walkthrough  
-----

Enter the door which opened by Dylan. You'll encountered with some raptors. Kill 'em all to get some points. Head to the Water Tower. Dylan will meet with 'Power Rangers'. Get the Dino File #1 (Velociraptor) on the floor.

Head to the Military Facility. Meet the Rex there. There are two doors, enter the second door. Get the Dino File #2 (T-Rex) on the desk. Enter Medical Room and grab the Key Plate. Then head to the first door. Use the Key Plate on the red control panel. Once you got the Research Facility Keycard, Dylan will trapped by the security system. He'll ask someone for help. Then you'll play the sexy one, Regina.

Use the Stungun to open the door. Check the dead soldier to get a Dino File #3 (Allosaurus). Head to the Research Facility. You'll meet an Allosaurus at the entrance. Go to the save/shop room and buy the Flame Wall or the Flame Launcher. When you exit this room, you'll see the 'power rangers' again. This time Regina catch one of them.

Back to the previous area and enter the blue door. There are some poison plants everywhere. Shoot them with the flame. Get the combo point as much as you can here. Once you got hit by the gas, you'll dead. Or at least you'll be in danger status. Exit through the door. Doesn't it look very familiar here ?

Go to the place where Dylan is trapped. Grab the Key Plate that he threw out and then go to the door next the medical room. Use the Stungun to open the door. Replace the Key Plate (take the blue). Head back to Dylan. Use the Key Plate to release Dylan from the 'jail'. They'll head back to the Patrol Ship.

After the event you'll controlling Dylan again. Go to the Research Facility area, in front of save/shop room. There's a door which covered by the vines. Use the Machet as usual. You'll encountered by a lot of Oviraptors. Just run to the next door and use your Research Facility Keycard.

Go to the right and clean the vines from the first door. Use the Research Facility Keycard on the card reader. The card was stolen by a compy. You must get it back. When it runs into the air shaft, enter the room and close the air shafts to catch the dino. When you get back the Key Card you also get the Dino File #4 (Compsognathus). Use the Key card again to open the door and get the Starter Battery for the Patrol Ship. Head back to the Patrol Ship.

Use the Patrol Ship to go to the 3rd Energy Facilities. You'll play a 'mini game'. Just shoot all the dinos and try not to get hit by them. Everytime when they come to close there will be a warning for you. I only got 23 max combo here. Try to get better.

You'll play Regina again. Just go through the area until you find a locked door. Check the truck to get Dino File #5 (Pteranodon). Find the file near the dead soldier. Head back to the jungle (look at the map). Check the waterfall, follow where the leaf leads and grab the 3rd Energy Facility Keycard. Go back to the door and use the 3rd Energy Facility Keycard.

After you enter the next area, you'll find a boat with a box behind it. You'll need a key to open the box. Enter the next door. In the save/shop room you'll

find the Key (Key for the box), a file, and Dino File #6 (Mosasaurus). There are two doors in that room. Use the key on the box and get the random password number. Go to the save/shop room once again. Enter the unlocked door. Grab the Mechanic's ID Card from the dead body. Re-enter the save/shop room. Use the ID Card on the elevator and enter the password. I've played this game so many times, so try one of these following codes (2350/3051/5420/5210). Use the elevator to go to the lower ground.

You'll see a big generator with blue screen and three little boxes below it. Try to activate it and you'll find that the power has been overloaded. Use the Stun Gun everytime each box blinks red. Do it all over again until the power get stabilizied. Take the Diving Suit from the box and activate the elevator to go to the underwater.

Meet the Mosasaurus. Just shoot them with the Needle Gun. Don't ever worry about running out of ammo. Go down the hall and enter the door. Just go ahead until you reach the save/shop room. Buy the Aqua Grenade. There's a computer here. Just remember this place. Go to the next door.

You will see an item above next the dead corpse. There's also an elevator up there. Enter the next room. Go to the next save/shop room. There's a shaft closing the way. Exit the save/shop room. Jump into the boxes near the save/shop room entrance until you reach a broken platform. Use the Aqua Grenade to the platform and enter the door. Before you go further, activate the elevator switch. Then take the Plug. Back to the first save/shop room and use the Plug to open the shaft.

After that go to the second save/shop room and grab the City Keycard. There's also Dino File# (Plesiosaurus). Enter the next door to fight the Plesiosaurus. After you beat him enter the next door. Now you have just reach the Edward City. Meet Dylan and watch some events.

Playing Dylan again. Enter the blue door after you fight some raptors. It's a save/shop room. But you'll meet an Allosaurus here. Don't forget to buy the Chain Mine. Exit this room and grab the Dino File #8 (Inostrancevia) near the dead corpse. Let your Machet do its job on the door. You'll meet up again with Regina. Follow David's Mark.

Blow the rock at the cave entrance. The Inostrancevias are very slow but they're really deadly. Just follow the marks until you reach the save/shop room. Buy the Rocket Launcher if you got enough points.

Meet Regina. Your next mission is to clear the way from all the containers and dinos. Use the Circle button to give signs to your partner. After it all, save your game at the next save/shop room. Don't forget to pick up the Dino File #9 (Triceratops).

After the event, you'll chased by two triceratops. Regina and Dylan jump into a jeep and run away. There's another first person view shooting mode. Then you will see a cool FMV.

Control Dylan again. Check the truck to get Dino File #10 (Oviraptor). There's a door behind Dylan but go to the Robson's Shop first to take the Living Quarters Key. Exit the shop and enter the door. Use the Living Quarters Key on the next door. The rex will meet you again. Dylan will use the tank to run away from him. Use the L1 and R1 to change the aim of the tank cannon. Each time you have knocked him down, you'll get 1000 points.

Take the Gas Mask on the next area. The 'power rangers' again. after you back in the Patrol Ship again, go to the jungle area once again. Now you control Regina.

Go to the poison plants area (see the map for details). Climb down the ladder and follow the path. There's no enemy here. Enter the green door. Kill all the raptors. Go down the stairs and take the 3rd Energy Data Disk. Check the monitor to get Dino File #11 (Gigantosarurus). Exit and meet the rex. Hey, that's my rex. Nooo...!!!

After the long event get prepare to fight the boss. You only got 10 minutes to take him down and deactivate the missile. If you want to fight him much easier, just use the steam pipe and then shot the dino with your Missile Pod. It will cause a great damage to him. I think it only takes about 2 minutes to knock him down even if you play the game in Hard level.

After you defeat him, activate the control panel at the end of the path. Use your Stungun again. De ja vu, huh ? Just keep going up there. Use the control panel and then deactivate the missile. Go back down and watch a cool FMV. Oooh..., it must be hurt. Right, Regina ?

Now you're in a save/shop room. Just leave the area and you'll meet with Dylan and David. Shooting mode again. Just protect David from the raptors. There's an event. Very sad event. Good bye, bro...

After the event, you play Dylan. Protect the girl from the dinos. I hate this Sherry Birkin mission. Follow her to the room. Push all the switch on the reactors to deactivate the gate security laser.

Enter the room until you reach the save/shop room. Make sure to take some item healings and your Rocket Launcher. Enter the next door, put down your controller and watch a long event.

Follow Paula to the next room. After the event you will fight the maniac. Push all the switch on the three computers to activate the satelite communication system. The dino will elliminated.

Enter the next door and watch the final FMV. I think that wasn't a happy ending.

CONGRATULATIONS !!!  
YOU HAVE FINISHED DINO CRISIS 2

This was my results (JP vers.)  
LEVEL NORMAL  
TIME 5:49:44  
VITAL CREDITS 0920550  
DINO FILES 07/11  
RANK B

-----  
05. Extra Crisis  
-----

Once you've beaten the game, you'll get a new mode on the title screen. The Extra Crisis contains of Dino Colosseum and Dino Duel.

a. Dino Colosseum  
-----

A VR mission mini game. You must kill all the dinos in 10 minutes. When you finish the game at the first time, you have already two playable characters, Regina and Dylan to play the Colosseum. You can also buy three more characters with your Extinct Points. The characters are RICK, GAIL, and TANK (yes, a Tank

!!!).

When you have collected all the human characters and the tank, you can also buy the dinosaur characters. You can use them in the Dino Colosseum or the Dino Duel (read the Dino Duel section below).

STAGE 1	:	OVIRAPTOR	X	10
STAGE 2	:	VELOCIRAPTOR	X	8
STAGE 3	:	INOSTRANCEVIA	X	3
STAGE 4	:	ALLOSAURUS	X	2
STAGE 5	:	T-REX	X	1

#### REGINA

An intelligence agent of S.O.R.T. She is calm and rational. She excels in infiltration.

- Large Stungun
- Submachine Gun
- Heavy Machine Gun
- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

#### DYLAN

A Special Forces TRAT member. A soldier with a tragic fate.

- Machete
- Shotgun
- Rocket Launcher
- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

#### RICK

An intelligence of S.O.R.T. A hi-tech specialist.

- Firewall
- Chainmine
- Solid Cannon
- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

#### GAIL

An intelligence of S.O.R.T. A man with a heart made of stone.

- Flame Launcher
- Antitank Rifle
- Chainmine
- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

#### TANK

An escort tank used for protection when transporting valuable resources.

- Med Pak S (2)
- Med Pak M (1)

#### ALL DINOS

- Food (1)

#### b. Dino Duel

-----

When you already have all human characters you can buy the dinos to play in Dino Duel. Dino Duel is a dino fighting game just like the other fighting game. Fun

enough for me.

Collect all the dinos and beat the game in the hard level. You will be able to buy the TRICERATOPS and the COMPY.

#### BASIC MOVES

Forward	Up
Backward	Down
Turn Right	Right
Turn Left	Left
Taunt	L2
Face the foes (aim)	R1
Quick Turn	R2

#### OVIRAPTOR

A quick and tricky carnivorous dino. Attacks its enemy with its kick and poison spit.

Running	Up + Triangle
Dash Backward	Down + Triangle
Jump Kick	Square or X
Headbutt	(while running) + (Square or X)
Poison Spit	Circle

#### VELOCIRAPTOR

A speedy hunter of the jungle. It has many ways to attack its prey.

Running	Up + Triangle
Bite	Square or X
Snap	(while running) + (Square or X)
Jump Attack	Circle

#### INOSTRANCEVIA

A four legged reptile with rock hard jaws and armor like skin. Its armor will withstand even fire.

Hard snap	Triangle
Head Swing	Square or X
Wild Attack	Circle

#### ALLOSAURUS

A cold blooded beast with size and agility to its advantage. Its footwork will corner its prey.

Running	Up + Triangle
Bite	Square or X
Hard Snap	(while running) + (Square or X)
Tail Whip	Circle

#### T-REX

Undisputed king of the jungle. Ranks first in the hierarchy of the food chain.

Running	Up + Triangle
Bite	Square or X
Hard Snap	(while running) + (Square or X)
Snap	Circle

#### TRICERATOPS

Usually a tame herbivorous dinosaur. Its running charge will destroy everything in its way.

Running	Up + Triangle
Headbutt	Square or X
Running Charge	(while running) + (Square or X)

COMPY

Absolutely the weakest of the dinos. When in a jam, it may call his friends for help.

Running	Up + Triangle
Attack	Square or X

-----  
06. Weapon List  
-----

All the price is based on the Normal level.

MACHETE (for Dylan)

Attack	10
Speed	100
Range	90
Price	N/A

MACHETE IMPROVED (for Dylan)

Attack	50
Speed	100
Range	90
Price	Heavy Blade

SHOTGUN (for Dylan)

Attack	30
Speed	70
Range	70
Price	N/A

SOLID CANNON (for Dylan)

Attack	70
Speed	60
Range	50
Price	18000 Pts

ANTITANK RIFLE (for Dylan)

Attack	90
Speed	30
Range	70
Price	38000 Pts

ROCKET LAUNCHER (for Dylan)

Attack	100
Speed	20
Range	10
Price	50000 Pts

LARGE STUNGUN (for Regina)

Attack	10
Speed	100

Range 90  
Price N/A

LARGE STUNGUN IMPROVED (for Regina)

Attack 50  
Speed 100  
Range 90  
Price Pow.Battery

HANDGUN (for Regina)

Attack 20  
Speed 80  
Range 30  
Price N/A

SUBMACHINE GUN (for Regina)

Attack 20  
Speed 90  
Range 80  
Price 12000 Pts

HEAVY MACHINE GUN (for Regina)

Attack 60  
Speed 90  
Range 40  
Price 35000 Pts

NEEDLE GUN (for Regina)

Attack 80  
Speed 70  
Range 70  
Price Diving Suit

AQUAGRENADE (for Regina)

Attack 70  
Speed 30  
Range 10  
Price 18000 Pts

MISSILE POD (for Regina)

Attack 80  
Speed 20  
Range 100  
Price 50000 Pts

CHAIN MINE (for Dylan & Regina)

Attack 60  
Speed 70  
Range 50  
Price 12000 Pts

FIREWALL (for Dylan & Regina)

Attack 30  
Speed 70  
Range 90  
Price 5000 Pts

FLAME LAUNCHER (for Dylan & Regina)

Attack 30  
Speed 70



Range 70  
Price 8000 Pts

-----  
06. Game Shark Codes  
-----

Japanese Version (from Asian Game Shark Code Centre)  
-----

```
-----  
| Infinite Credit          |      800ACDA0 967F      |  
|                          |      800ACDA2 0098      |  
|-----|  
| Have All Recovery       |      B005000C 00000100  |  
|                          |      800ACD58 1A01      |  
|                          |      B005000C 00000000  |  
|                          |      800ACD60 0009      |  
|                          |      B005000C 00000000  |  
|                          |      800ACD62 0009      |  
|-----|  
| Have All Weapons       |      B014000C 00000000  |  
|                          |      900ACC72 270F270F  |  
|                          |      B00B000C 00000100  |  
|                          |      800ACC68 0101      |  
|                          |      B009000C 00000100  |  
|                          |      800ACCEC 1101      |  
|-----|  
| Show Vitality          |      800AC304 0001      |  
|-----|  
| Save Time 0            |      800ACC44 0000      |  
|                          |      800ACC46 0000      |  
|-----|
```

North America Version (from Game Software Codes Creators Club)  
-----

```
-----  
| Infinite Health        |      D0038CC8 0108      |  
|                          |      80038CCA 2400      |  
|                          |      D0039594 0108      |  
|                          |      80039596 2400      |  
|                          |      D0039744 0108      |  
|                          |      80039746 2400      |  
|                          |      D00D2348 0108      |  
|                          |      800D234A 2400      |  
|                          |      D00D24A0 0108      |  
|                          |      800D24A2 2400      |  
|                          |      D00D25B0 0108      |  
|                          |      800D25B2 2400      |  
|                          |      D00D26FC 0108      |  
|                          |      800D26FE 2400      |  
|                          |      D00D38BC 0108      |  
|                          |      800D38BE 2400      |  
|-----|  
| Extinct Points Modifier |      800AEE10 ?????      |  
|-----|
```

Max Extinct Points		800AEE10 967F	
		800AEE12 0098	
-----			
Super Mega Rapid Fire		D00488F0 0006	
(All Weapons)		800488F2 2400	
-----			
Infinite Ammo		D00524F4 0C60	
(All Weapons)		800524F6 2400	
-----			
Have Extra Crisis Mode		800AECA8 0100	
		800AECAA 0101	
		800AECAC 0101	
-----			
Unlock All Characters		800AECAE 0FFF	
(Extra Crisis Mode)			
-----			
Walk Thru Walls		D0032DCC 000F	
		80032DCE 1000	
		D00330C8 0161	
		800330CA 1000	
		D003365C 0013	
		8003365E 1000	
-----			

-----  
07. Credits  
-----

GameFAQs for publishing my FAQ

Capcom for making great survival horror games (Resident Evil Survivor not included)

Brett "NEMESIS" Franklin (thebeefycow@hotmail.com) for the Weapon/Item list

Game Software Codes Creators Club for making tons of great Game Shark Codes

Asian Game Shark Code Centre for Dino Crisis 2 Japanese Codes

All the game magazines in Indonesia (Game Mania, where I work at, Ultima, 3D, Game Master, Game Power, Mega games, Hot Game, Game Station, Diva, etc.). Please don't steal someone's FAQ !!!

Capsule Corp gameshop for selling Dino Crisis 2

Rio, Astrid, and Anisha for giving me support

...and YOU for reading this FAQ

=====  
Copyright © 2000 Robby Irawan  
=====