

her at the start. But there is no denying that she has more knowledge about the dinosaurs than any other member. Regina is very skilled in armed combat and she can handle both light weight and heavy weaponry to their full extent, the knowledge of her previous encounter with the prehistoric species will pay off very much in her current assignment.

DYLON MORTON :

Age : 25

Height 180cm

" A special forces TRAT member. A soldier with a tragic fate "

Dylan is the new character to this game and can be said to be the primary hero, Regina is the secondary heroin for the game, you will start off with this guy and soon find out that he's no rookie, he is a tough soldier equally skilled in combat as Regina and equally impressive when taking on the dinosaurs, but that is not all to his character, during the course of the game you will learn about Dylan's past and his future too, Dylan was once a member of a street gang, but after his mother and sister became the targets of his gang war , Dylan decided to say good bye to his previous life and joined the army to pay up for his past sins. Now Dylan is the Commanding Officer of his TRAT squad and he's been sent in with another experienced officer, Regina to complete this mission. Dylan doesn't really get along with Regina at the beginning , but sooner then later they both learn to work together, for the sake of their mission, and their lives.

DAVID FALK :

Age : 23

Height 182cm

David in my opinion is the coolest character in the game, he's not just any other side character you might expect from the game but he plays a major role in the game, but you wont see him in the starting parts of the game, in the other half of the game, David helps our hero's out on more then one location. He is an Indian who likes to wear a cowboy hat , now that is one cool guy. David will be responsible for why the T-rex that chases our hero through out the game is one eyed, in the opening FMV he will shoot a rocket right into therex's eye. After that he just disappears until much later when he makes radio contact with the hero's.

PAULA :

Age : Unknown

Height Unknown

You probably will not recognize this character by name, until you are very near the ending of the game, but dont worry about that, this characters name is of not much importance, during the course of the game you will bump into her frequently, sometimes she will be out to kill you, and sometimes she will assist you and lead you to the next area's. She is a character with an interesting past and an even more interesting bloodline. Play through the game to find out more about this character, any more here will just spoil the ending of the game for you. hehe.

they will run towards you and drop kick you, the second method is that they will spit acid at you from a distance which is quiet dangerous.

ALLOSAURUS

What I call the mini T-rex's, these are probably the most ferocious dino's in the game overall, as they have the speed and the strength to kill a human very quickly, they jump and run surprisingly good for a dino of that large size, the best weapon against is either the solid cannon of the Anti tank rifle when you get it, shoot head on with the rifle to kill it, and try to shoot in the middle part of its body with weapons like solid cannon and even the flame-thrower.

INOSTRANCEVIA

You will only find these monster near the ending parts of the game in the caves area and in the missile base area as Regina, these dino's have real thick armor on their heads and its really hard to take them head on, unless you have a rocket based weapon or the anti tank rifle. If you dont have any of the said weapons then atleast make sure that you have the sub weapon chainmine, that weapon can flip these dino's to their soft bellies which is weak against any weapons, at that time quickly shoot it with any weapon for the kill.

PTERANODON

AKA the most annoying dinosaurs on the face of the planet, these flying beasts are really hard to aim at and they can take quick chunks off your health bar in a matter of seconds, for the most part I will ask you to run away from them, but if you DO want to face them, the best thing is Regina's heavy machine gun, or as Dylon run forward while firing the solid cannon, the birds should charge into you and die by the cannon's energy ball.

TRICERATOPS

You will only come up against these huge beasts once in the game, and that too will be a mini game, but that will be more then enough to tell you how strong these things are, the only thing that can stop them from charging into you is a well placed shot right in the middle of the eyes, other then that they're almost invincible with the ultra thick skin as the armor.

T-REX

The king of the jungle, all I can tell you whenever you see this bad motha is to run like hell and find the nearest exit, this thing will follow you from the start of the game, its invincible to the normal fire power, and you would need something extraordinarily powerful to get rid of this dino.

GIGANOTOSAURUS

FLAMETHROWER :

Attack : 30
Range : 70
Speed : 70
Price : 8000 pts
User : Both the characters

" Launches wide range blazes. Effective on certain kinds of plants. Fire while you walk "

This is one of the few weapons that you will need to purchase in order to advance through area's, the flame-thrower can stop the raptors on their tracks, and it can also do head on damage to allosaurus's. But the main function for buying it is to get rid of the poisonous plants.

SOLID CANNON :

Attack : 70
Range : 50
Speed : 80
Price : 18000 pts
User : Dylan

" Destroy cells by way of vibration. Effective for a few seconds even after initial fire "

This is one of the most useful guns in the game, the energy blast will remain on screen for a little while after the shot too so if any dino runs into it, it will be damaged too. This gun can be used against almost all the dinosaurs.

SUBMACHINE GUNS :

Attack : 20
Range : 80
Speed : 90
Price : 12000 pts
User : Regina

" A light-weight weapon, held in both hands. Shoot even while running. However fire power is meager "

Dont listen to the above quote, this is one of the best weapons in the game against all forms of raptors, especially with the multi-target capability, it can stop raptors in their tracks and you can aim and fire in more then one direction at the same time, this is an ideal weapon for gaining some quick points.

HEAVY MACHINE GUN :

Attack : 60

Range : 40
Speed : 90
Price : 35000 pts
User : Regina

" Rapid-fire and power are the features of this large-sized machine gun.
Fire while you walk "

This is one of the good against everything weapons, you can use it on almost all enemies for the same result, this weapon has nothing special to it but its got really nice stopping power against the raptors.

ANTI-TANK RIFLE :

Attack : 90
Range : 70
Speed : 30
Price : 38000 pts
User : Dylan

" Penetrates through almost anything. The recoil is so tremendous you'll have to stop and fire "

This is my favorite weapon in the entire game, this is probably the best weapon to use against every enemy, takes down all the normal non-boss dinosaurs in 3 or less shots. The gun can take out friggin allosaurus like they were yesterday's trash. My pick of the weapons in the entire game.

MISSILE POD :

Attack : 80
Range : 100
Speed : 20
Price : 50000 pts
User : Regina

" Fires 3 homing rockets at once. The most powerful weapon overall "

Just like it says above, this is probably the most powerful weapon in the entire game, even more then the rocket launcher as it fires 3 homing rockets at the same time, the best weapon for Regina overall, too bad Dylan cant use anything like this near the ending parts of the game.

ROCKET LAUNCHER :

Attack : 100
Range : 10
Speed : 20
Price : 50000 pts
User : Dylan

" The most destructive weapon. However the recoil is too large to fire rapidly "

Yes this is the most powerful single shot weapon, its the best thing

to use in tight spots where you need to escape at once, but I would recommend not buying this thing at all as its almost useless for Dylan. You should rather save your money for something else.

NEEDLE GUN :

Attack : 80
Range : 70
Speed : 70
Price : Default underwater weapon
User : Regina

" I forgot ^_^ "

This is the default underwater that Regina starts off with in the submerged section of the game, it fires off consecutive needles killing off the underwater dino's quickly, and stopping them in their tracks while shooting. There isnt much choice underwater so this'll have to do.

AQUAGRENADE :

Attack : 70
Range : 10
Speed : 70
Price : 18000 pts
User : Regina

"This is the only other weapon you can buy underwater and you HAVE to buy this to advance further into the game, overall its got the power to kill the normal underwater dino's in one shot, and this is the only weapon which can do damage against the boss you fight underwater.

SUB WEAPONS

MACHETE

Attack : 50
Range : 90
Speed : 100
Price : Default
User : Dylan

" Machete with the increased heavy blade. It had increased cutting power "

Sorry for not the default description

This is the default sub weapon for Dylan, pretty much useless unless you are in front of a door with vines in front of it, this is the only thing that can unlock such doors, other then that in combat you can use it to stop raptors to give you a clear way to escape.

STUN GUN

Attack : 10

Range : 90
Speed : 100
Price : Default
User : Regina

" This gun puts out a high voltage shock, immobilizing the enemy "

This is Regina's default sub weapon, other than opening doors which have red electronic locks besides them, or for solving two puzzles in the course of the game, this weapon is also useless at most, should avoid using it for encounters .

FIREWALL

Attack : 30
Range : 90
Speed : 70
Price : 5000 pts
User : Both

" It creates a wall of fire, enabling you to avert from frontal attacks"

This thing is mostly useless too, created a fire wall in front of the player which stops raptors and other SMALL dino's, on the bigger one's this is just plain and simple useless. It can also be used to kill off the poisonous plants like the flame-thrower.

CHAINMINE

Attack : 60
Range : 50
Speed : 70
Price : 12000 pts
User : Both

" Fires five mines into the ground blasting them instantaneously and turns the enemy on its back "

Apart from getting through the area's with the soft rocks, this weapon also serves as a good way of flipping over the hard shelled volcanic dinosaurs, its got a good damage rate on itself too and you can use it to stop oncoming raptors and such too.

SHOCK BLASTER

Attack : 0
Range : 30
Speed : 40
Price : Default
User : Regina

This weapon is the default and only sub weapon in the underground area's, it can cause temporarily blindness to the underwater dino's allowing you

an open path for escape.

TOOLS

These are the various tools that you can buy/earn during the course of the game. Get them all ;)

HEAVY BLADE :

Price : 15000

" An allow blade which will increase the power of Dylan's machete "

This is a good tool as it will give a little life to Dylan's otherwise almost useless machete, buy it if you feel like doing melee combat.

POWER BATTERY :

Price : 15000

" A battery which will increase the power of Regina's stungun "

Just like the above, it will give a little life to the near useless stungun, it also changes the tip of the weapon to faint pink.

EPS SILVER CARD :

Price : 20000

" It will extend the time that COMBO is being displayed on the screen"

Just as the above says, it will give you a bit more time to get yourself combo hits, when combined with the EPS gold card, this can be really useful.

INNER SUIT :

Price : 20000

" By wearing this suit, it will completely stop you from bleeding "

Yes this thing is really useful and I recommend buying it, this will stop you from ever bleeding meaning no more hemostats, and no more trying to avoid getting hurt seriously ^_^

LIGHT-WEIGHT ARMOR :

Price : 35000

score by 20% in my estimation. So its wise to get combo's for a good score. Buying the tool EPS Silver card will aid you in this.

3. What is NO DAMAGE SCORE ?

A. If you manage to kill a few dinosaurs in a particular area, like 6 or more raptors and make it to any exit without taking a single blow then the game will award you with a NO DAMAGE bonus, these bonus's are very high and make sacks of EXP in seconds.

4. Are the dino's unlimited ?

A. They may seem unlimited, especially the raptors in the earlier parts of the game, but they DO have a limit, if you switch between screens and kill all the dinosaurs, which can vary between 10 and 30 mind you, then the remainder of the area will remain empty. Of course in exception of the bigger dinosaurs like Allosaurus, there's only 1 or 2 at most in a single area.

5. What good does HEMOSTAT do ? OR Why is my character loosing health ?

A. If you are bitten by a dinosaur then you might notice that your health bar has turned red and you are slowly losing health, in this state if you run around then you will also notice drops of blood forming on the ground, that means that your character is bleeding, in such a case use a HEMOSTAT or Med Pack L , and your bleeding will stop. Later in the game, buying the tool INNER SUIT will stop bleeding permanently.

6. How do I save EXP for later use ?

A. Here's a tip, dont waste your points on buying health items ever, the game will provide you with more then enough health items to get through the game, also dont just buy any equipment you see in the SHOP area, give first preference to the best available weapon. Dont bother buying sub weapons all together, unless its the CHAINMINE which you will need to progress through the game.

7. I cant find my way out !

A. Check the map, all available exits out of an area are marked on the map, use the map frequently if your lost or dont know which direction to go in.

8. Who are the people in the helmets ?

A. I really cant reveal that, it would just ruin the story right here. Play through the game yourself and you will find out all before its Game Over.

9. The door is locked by these vines! / The door has an electronic lock

A. If you run into doors which are locked with vines, the only way to get through them would be to cut the vines with Dylan's sub weapon his machete. Or if you come to a door which has a red panel besides it then use Regina's sub weapon the Stungun on it and the panel should turn green, allowing you access.

MEDICAL ITEMS

Here is a list of Medical items you will find in the game, and their uses , for what good do they do, right ?.

1. HEMOSTAT :

" Stops the bleeding but it will not recover your health"

Yes this is all this cheap peace of medical equipment does, I think its just useless to buy hemostats, unless you like to get close and personal with the dinosaurs, after a little while playing the game you would easily be able to dodge the dino's and avoid getting damaged. Other then that this item becomes completely useless once you have bought the tool INNER SUIT.

2. Med Pack S

" It will recover your health only by a little"

This is my most used medical item in the entire game, it will recover almost half of your health bar, but the bad thing is that it will NOT stop the bleeding, you should always keep at least two of these handy with you for fighting area's.

3. Med Pack M

" It will fully recover your health but not stop the bleeding"

This is the bigger counterpart of the Med Pack S, it will completely restore your health bar, but again the bleeding will not be stopped Keep a few of these spare for larger fighting area's and near the end of the game fights.

4. Med Pack L

" It will recover your health completely and stop the bleeding"

This is in my opinion the most useful health item in the entire game, not only does it to the hemostat's job by stopping the bleeding, it will also restore your health to full at the same time. ALWAYS keep at least one of these.

5. RESUSC PAK.

" You can return to life with your health fully restored "

This thing will bring you back to life if you have at least one of these in your inventory, suppose if you die, then the game will ask you if you would like to use it, after selecting yes you will be returned to the same room where you died with your health fully restored. But you can also use it normally from your inventory. In that case it will do the same thing a Med Pack S does.

END SECTION

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#                                     #  
#  WELCOME TO THE JUNGLE            #  
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Anyway, enough of the initial rambling, lets get on to the walkthrough. As soon as you take control of Dylan, head a little back and check on the dead body to get a Med pack S. Head into the north door and your in North route 1. In this area head forward and another scene will start. Dylan will be formally be introduced to the Velociraptors, here after referred to as Raptor.

Dylan will be surrounded by the raptors, as soon as the scene ends take aim for the closest raptor and shoot, the initial raptors are really easy and you can kill most in one shotgun shot. Kill the nearby raptors to get yourself some points and head forward. Take the right branch and pick up the Med pack M.

NOTE : During fights you will notice the word combo in blue on the top of the screen, when the point display after killing a dino is visible, if you kill another dino in the given seconds then you would have scored a combo, which will give you additional points. It is advised to rack up additional points using combo's on the initial raptors.

After picking the Med pack, head to the other side and climb the small ladder to the above ledge, take either the left or the right side towards a ladder going down at the end of the area. This ladder will take you to North Route 2.

NOTE : If you kill a good many dino's in a single area, preferably 6 raptors, and make it to an exit without getting hurt at all then you would notice that you get a nice bonus for no damage, these bonus's really add up so try and make it through area's without getting bitten. You get about 2000 pts for 6 raptors and 6000 if you kill 10 and make it to the exit.

North route 2, head forward in the linear path while killing dino's along the way, when you come to a small ladder, take it down and head forward to another ladder and take it down to North Route 3. From now on I will not remind you to pick up No damage points and combo points as these are pretty obvious.

North Route 3 is quiet similar to the previous area, linear path , run forward while killing the dino's that get in your way or stop and kill them if your going for a high score, then head down the small ladder and the second ladder a little forward to reach the next area.

Your at North route 4 now, you should take a little while to fight dino's here and make some points as this is the last north route area, head forward and climb the little ladder to the raised area. Here head forward and climb the ladder on the container, climb it and get the Med pack S, now climb down and head for the other ladder climb it and take the Med pack L here if you wish, then run forward and climb down a series of ledges and head forward to enter a shutter.

Now at the Water tower a scene will begin in which Dylan will spot someone in black attire running away from him, the person climbs up the side of the tower, Dylan tries to talk to *him* but the person

climbs out of sight of the tower. Now your back in Dylan's control. Head forward and pick up the Red disc you see, this is a Dino file, these files will tell you about the various Dinosaurs you will find in this world. You can also earn a cool secret if you pick up all the Dino files, total of 11.

Now save your game at the control panel if you wish, check the shop and you will see a new weapon for Dylan, the Solid cannon. If you were on a high score ratio then you might have enough points to buy this weapon, but trust me, refrain from doing that right now, we'll need the money a little while later and besides Dylan's shotgun is more than enough for now.

Check the small door near the control panel and you'll find its locked from the other side, we'll get here in a little while, head to the other side of the water tower, pick up the Resusc pack from the tower if you want to and head through the other door.

Your at Passageway to military facility 1, here run and gun the dino's as you make your way forward, head to the concrete area and you'll find a Med pack M near the wreckage, take it or leave it and continue your way to the next door in line, which will take you to the next passage . Duh.

Head forward and climb down the ledge, this is a long straight path to the next door with a beautiful field in the background and some friendly dino's trying to eat your meat. Head forward killing the dino' and all and enter the door leading to the courtyard of the Military facility.

Here a scene will begin and Dylan will come face to face with the huge T-rex again, the one eyed T-rex I might add. As soon as you regain control run behind you to the visible ladder, climb it and run for Dylan's right side, climb down the other side of the contained and head for the next ladder almost right in front of you, take it and pick up the Med pack L right by your feet, take note of the T-rex smashing through the containers to get to you and run faster damnit. Climb down where you see the other ladder and make a fun for the door you see in the background, but before you can reach it another scene will start.

Dylan will be attacked by more of the helmet people, but he managed to avoid both them and the T-rex and dashes for the front door of the Military facility, you will automatically enter it now.

Here run to the right side of the counter and check the desk and you will find another Dino file, this one will be for the T-rex, after taking that head to the door on the other side of the counter and enter it. In this corridor run forward and enter the first door you see with the first aid symbol, dont bother going forward as there is an electronic lock which only Regina can open.

In the Medical room, take the blue disc file off the stretcher in front of you, now head forward and to the other side of the curtain and pick up the Key plate, check the medical cabinet right in front of the key plate and you will find another resusc pack. Take it if you wish, save your game at the control panel if you wish and exit back to the previous area.

Now this place will have some dino's in it, shoot them or run back to the entrance of the Military facility, here you will run into more dino's, make some points and head back outside to the courtyard

area and to the awaiting T-rex.

Run forward from where you emerge and turn to Dylan's right when you can, run towards the door and enter, were now in the Hardware Storage area, here just run forward and pick up the blue file for some more info, then run to the end of the room and use the key plate we picked up on the device, it will open up revealing the Research facility Keycard. Afterwards another scene will begin. The computer will think Dylan's an intruder and lock him inside.

Dylan will use his wrist radio to find anyone available and who else to respond but Regina, Dylan asks for help and Regina gets under way. You will see Regina climbing the ladder from the boat to the Dock area.

NOTE : There will be some weapons which both the characters will share and some which will be individual to each character, e.g.- Regina's pistol and stun stick.

As soon as you gain control of Regina run straight ahead to the door and use the stungun to open the electronic panel, enter the door to the Suspension bridge. Here you will hear the familiar thumping of the T-rex but he wont do anything so dont worry. Check on the body to the left and you will find another Dino file. This one is for the Allosaurus, we haven't seen this one yet.

Run forward on the suspension bridge and you will see the passing T-rex from above. He wont do anything, run forward and enter the door. Your now at the South route 1. Here you will come across some raptors but surprisingly Regina's pistol works excellent against the raptors, you can run and shoot or stop and shoot the dino's , as you please. Make your way across the path killing and gaining points and head for the ladder at the end.

Now at South route 2, run forward and turn right, continue down the straight path and you will come to an intersection with a door in front of you and a path leading off to the left of the screen, ignore the door for now as going there will be completely useless, head for the left path and at the end of the path you will find another door, enter this one leading into the back passageway to the research facility.

Here just head forward and climb the small ladder to the above area, but a scene will start and something will push the huge jeep on Regina, luckily she will dodge it just in time and will see the Allosaurus, this bloke looks like a mini T-rex from its size, only white in color. When the scene ends you will have a clear path for the exit but you can stop and kill it for some major points if you wish.

Personally I would ask you to wait just now until we get another gun just a few doors ahead, but you can also kill it with Regina's handgun quiet easily.

Wait for the alloaurus to come in a straight path with you and when it does it will most definetly charge at you, at that time run to either side and when you have a clear shot at its side area's take it, you will see it get hurt, shooting it from the front-on is completely useless with the weapons you have now so either use the side-shooting method or just run forward towards the large doors. You will be at the back of the research facility.

Here you will encounter raptors, run to Regina's left and take the small

ladder up, run to her right and head for the other side of this elevated walkway, and take the ladder down, you will see a door with vines on it here , take note of it as only Dylan can enter it, we'll get to it later, now head forward ignore the other door for now and run all the way forward towards the broken bridge and take the Med pack S. Head back now and enter the available door into the Control shack.

In the shack run forward and take the file, which will tell you how to get rid of some poisonous plants that we haven't encountered yet, oh well, now save at the control panel if you want to and enter the shop screen. You will have 2 new weapons.

First is the regular Flame Thrower, this is a must by as we will not be able to progress without it, you have enough points right ? The other thing is a new side weapon called Firewall, it will make a small wall of fire stopping dino's from attacking you but in my opinion its useless.

Buy the flame-thrower now, or if you dont have enough points, head out and get some, now buy it , and head back outside. Another scene will start, Regina will also be attacked by the helmet people, and she will dodge them too, but while escaping one of the helmet groupies will almost fall down the broken bridge, but Regina will save HER. She will take off her helmet to reveal a young girl in her teen years, Regina will take her into the control shack automatically and cough her hands to the poles and she wont be able to escape.

Back in control of Regina, you can check on the girl to see her struggle, now head back outside, and make your way back through the previous hall back into the area where you first fought the Allosaurus. If you killed the dino before getting the flame-thrower then it will be replaced by numerous flying dino's.

However if you didn't kill it before then take out the flame-thrower and head for it, we'll kill it before we go either way. With the flame-thrower its much easier to kill it as you will do damage even if you attack it from the front of its head. Now kill the dino to get a good number of points and head back into the south route 2.

Back here, head for the door at the intersection I told you to ignore way before, remember it ? . Entering the Marshy area's you will get a friendly message from the game that the area is filled with poisonous plants and one inhalation of theirpoison can cause a serious problem. Keep that in mind and head forward, without the flame-thrower entering this room would have been a complete waste of time.

Run forward and burn the three plants sprouting gas, run more forward and burn the single plant, take note of the ladder and the red sign board here, you will not be able to take this area until your near the end of the game, because the said area is filled with extremely poisonous gas and we dot have a gas mask.

Anyway back to the task at hand, run forward in this area making sure to burn any plants you will encounter, and enter the door at the end of the linear hall, well this wasn't hard now was it lol. A total of 13 plants were in the first marshy area.

Now inside North poison area, head forward and burn some more plants while your at it, a total of 11 plants in this area, at the end of this area you will find a small ladder leading down and a door in front of it, take the door and you will come out at the Water tower, remember, !?!!. This is the

small door which was near the control panel in the tower, which we couldn't enter as Dylan.

Save at the control panel if you wish, check the weapons and a new weapon for Regina, a pair of submachine guns, these are the best things to kill raptors with so if you have spare 12000 points then buy them right now. From here the path to the area where Dylan is locked is quiet familiar so I wont have to explain it all over again.

Make your way quickly to the front courtyard of the Military facility, along the way you will have a scene of the helmet people attacking Regina and running away, nothing major, in the courtyard the T-rex will not be present anymore instead you will be attacked by the flying dino's.

Quickly run into the door where Dylan was locked, inside the hardware storage room take the keyplate in front of the door, dont bother trying to use this one on the panel by the door, we need another one. Check the door to have some comments from Dylan, take note of the blue panel screen and head back outside to the courtyard.

Now head for the entrance doors to the military facility, if you bought the submachine guns then this is a good place to try it out on raptors, the best thing about that gun is its multi target ability. Anyway, get some good points here and head into the corridor. Head into the medical room if you want to save your game or buy some ammo/weapons from the control panel. Mainly head to the end of the corridor and you will come across a door with an electric panel besides it. Switch to a single hand weapon for Regina and use her stungun to unlock the door.

NOTE : There are two types of weapons in the game, single handed, and double handed, when you have a single handed weapon equipped then the character will also be able to use their sub weapons along side but some weapons like the flame-thrower and Regina's submachine guns are double handed and you will not be able to use sub weapons with these weapons.

Anyway, after unlocking , enter the door to control room, check the garbage pile outside the control room for another Med pack M, inside the control room, head up the small stairs and grab the file off the top area, this file will tell you about the unlocking mechanism of the doors, now head down and to the farther end of the control room. Here you will see a bunch of key plates with colors on top of them, first off use the key plate we took from Dylan and use it here, now you can take out any one key plate of your choice, remember the blue panel.

Take out the blue key plate and its time to head back, make your way out of the control room and back through the corridor to the main entrance of the facility, kill some more dino's for some more points and head back to the courtyard, quickly dash over to the hardware storage area avoiding the flying dino's who can be really annoying at times, once inside the HS area, use the new key plate on the panel and the door which held Dylan inside will open.

Another scene will begin in which Regina will inform Dylan about the girl she captured, Regina will ask Dylan to head back to the boat while she gets the girl there too, the game will give a message saying that Regina took the girl back to the boat. Back at the boat, the girl will continue to struggle more. Dylan comes into the room and asks Regina to see the engine room, which is completely trashed. Now Dylan suggests to look for parts for the ship.

Back outside, Dylan will hand cuff the girl wont struggle anymore after seeing Dylan's face, hmm, well get to this story further into the game. Now back as Dylan, save your game at the control panel if you wish and check the weapon area, you should have enough points to buy Dylan a Solid cannon which is an excellent weapon.

There is a new tool too, its an enhancement for Dylan's machete, but i think its completely useless so ignore it, now head outside the boat and climb the ladder on the other side of the boat to head into the docking area.

This is where Regina started off her game as, run forward and you will see an Allosaurus, kill it using the Solid cannon head on, you cant enter any of the electronically locked doors but you will see a new door out of here which we couldn't see it Regina, if you cant find it then check the map, its right besides the container that the Allosaurus is standing on top of. After killing the Allosaurus, head into that door and you will be at a new area.

This area is called passageway to the north route, and thats exactly where we'll end up. For now, in this area run forward and climb down the ladder into the little ditch, run forward quickly and climb the ladder up right in front, by now you should see the allosaurus here. Kill it using the Solid cannon if you please and continue, climb down the other side of the ledge and run forward. Take a moment here.

SHORTCUT !.. You will see a small spring here, wait a few seconds here and you will see a green leaf coming out of the spring, now keep looking at the leaf and follow its tracks as it flows down the ditch. Check EXACTLY where the leaf disappears and you will pick up a keycard. This is the keycard to the Third Energy facility, we wont get to use it for a little while but we just saved us another trip here later on.

Now continue your way across the area and climb another small ladder and head into the door ahead, you will come out in a very familiar area, this is the North route 1 , where Dylan first encountered the raptors, from here on you know the way so i wouldnt explain it all again. In short make your way to the Water tower killing dino's along the way and getting yourself some points.

Once you've reached the Water tower save your game at the control panel if you wish, now enter the back door which Regina used to get here, the door which leads into the Marshy areas. Once entered keep in mind that if you left even one poisonous plant then you will not face any other dino in this area. But if you killed all the plants then you will come face to face with raptors in the marshy areas now. Make your way through the first marshy area's killing dino's.

In the second marshy area, again ignore the ladder with the red board but do keep this place in mind, and head for the door at the end which will lead you into the South route 2. Head forward and turn to Dylan's right from here, and head into the area where Regina encountered the first Allosaurus. Dylan will also face some flying dino's here, avoid them and enter the large doors which lead into the back side of the facility. Head up the ladder, head across the platform and drop down.

You might remember the doors with vines here, Regina couldnt open it but Dylan sure can, cut through the vines and you will come in the other side of the research facility entrance, the side which we couldn't

access before. Here take a look at the little compy's munching at the raptor body, and turn to Dylan's left, head a little forward and a scene will begin, you will be formally introduced to a new kind of raptor, these are small in size and blue in color.

These raptors have 2 attacks, they will either run and charge at you, or they will spit poison from a distance, initially they will be quiet easy and you can waste them easily with the shotgun. Anyway, after the scene is over, I advice you to gain a few hundred points in this room while you still can, after that head around the path and towards the door at the other side of the entrance, use the research facility keycard on the panel and enter the door once its unlocked.

You will come out at a passage, ignore everything for now and turn Dylan to his left, run forward and enter the door at the end of this path, you will notice a small shaft near the door. Once your inside Power source room, check on the shaft from this side with the green light and close it. Dont ask me why, just do it for now, we'll soon find out what this is important for.

After closing this shaft, head forward, and grab the blue file off the table, then cut the vines wrapped around the door with the machete, and enter the Lounge, in here first off close the shaft which is besides the door we just used to enter here, now run to the left of the screen and check near the small cages for a Med pack s, check the cage with the green light and it will open, check it again and you will find another Dino file, this one of the Compsognathus.

After taking that, close the shaft near the cage too, now head back into the main lounge area and check forward, you will find another blue file on a table, this one will tell you how the compy's like to steal shiny objects, hmm, well we better keep our shiny things to ourselves then ^_^.

Here you will find on the wall a control panel , a shaft and another door wrapped in vines, make sure that you do NOT close this shaft down, save your game at the panel if you wish and cut through the vines to head back into the first passageway after using the research facility keycard.

By the way, a note, at this time if you check the SHOP, then you will see 2 new tools added to it, first is an inner suit, this thing is very useful and if you have plenty of spare points then dont hesitate in buying this, this baby will stop your bleeding completely, meaning no more hemostats. The other thing is an EPS silver card, this baby is also useful but only is cases when your fighting alot, this card will increase the time COMBO appears on the screen, meaning you get more time to hit a combo.

Now, back to the passageway, turn to Dylan's left and run down the hall, you will see another door with a panel on it, use the research facility keycard on it, but a scene will begin. Dylan will be mugged off the card and a little nasty compy will steal it and run off into the passage. This can be the most annoying part in the game for some people. I agree.

The game will give you a message that the card has been stolen, REALLY !!. Now we must get it back somehow, you DID remember to leave the final shaft open, right ?! ... anyway head down the hallway and follow the compy. Try to lure it towards the open shaft, sometimes it will hide in the dense greenery which is at the corners of the hallways, if that happens take out the flame-thrower and burn it out of the corners, no you can NOT kill the compy to get the card back, we must capture it.

Now lure the compy to the open shaft, and when, hopefully, it goes inside the shaft, quickly take the closeby door into the Lounge, here ASAP close down the shaft blocking the escape path for the compy, if you did close all the other shafts then this thing will be easy. Now head down the Lounge and lure the compy into the area with the cages, remember the one we opened, try to lure the compy into it. Once the compy is in the cage it will shut automatically and you would have gotten your precious card back. Fun ! ^_^

Anyway, after that fun game is over, run back to the door where we once were before so rudely interrupted, and use the card to successfully open the door this time, head inside the ruined lab. Run forward through the wrecked test chambers and at the very end of the room you will find 2 things, first is a blue file, read this one, this one will tell about the helmet people, and the scientists theory on it, they COULD be people from a completely different time zone, woah ! . Now take the red item on the floor, this is the starter battery, exactly what we need to get the boat going. Time to make the long trip back.

Now i think i dont need to remind you guys to kill dino's and get some pts along the way, because at certain points later on we will need to buy stuff that will progress the game, oh and on a note, now during your trip back all the normal raptors will have been replaced by these faster blue raptors, these are actually quiet easy to kill with the shotgun. In the area where you fought the first Allosaur, there will be another one so kill it if you have some solid cannon ammo for a good number of points. Continue your way back to the boat with the same path as we took.

Oh right, my bad, you still will face the normal raptors during the way but in the marshy area's you will face the blue raptors, a good area to pick up some points i might add. Head back through the marsh, through the water tower, through the north jungle routes, and take the path to the north jungle route area, the one where we picked up the Third energy facility keycard remember. Back to the docks and head into the boat.

Back at the boat, Dylan will see that the girl has escaped, sheesh what was Regina doing, now the game will give you the message that Dylan gave the starter battery to Regina, you can check the control panel on the front side to select your destination, check the panel and select to go to the Third energy facility for now, as we still dont have the proper means to get into Edward city just yet.

After you have selected your destination another scene will begin, the boat will not be able to move because of some large underwater dino's sticking their necks out in the boats way. Dylan will take care of this and head for the door, now the game will give you control. SAVE at the control panel right NOW and then exit. Our first mini-game will begin.

Shooting Gallery

Yes thats what i will call it :-). You will first see a green screen and slowly the screen will fade into view, you will see a gun crosshair in front of you, this is pretty much like a shooting arcade of shoot the pigeon game if anyone remembers , shoot all the baddies which will try to attack the boat, you can get some SERIOUS points if you are able to make it through the game without even getting a single scratch. Ok here's the strategies.

Shoot the serpent like monster right in the head, that's their weak point, a little later into the game the flying dino's will start to appear too,

these are particularly easier and you can shoot them anywhere to kill them in one shot. Half way through the game, Regina will tell you that your almost there and thats when the fun begins, you will come under attack from DOZENS at the same time, this part really is the hardest as it gets harder to keep track of the enemies, but luckily the game will give you a danger flash if any monsters start to get too close to the boat. Kill the monsters and save the boat, Regina will tell you when you've reached the destination.

"Sharpshooter aren't ya, hang around the arcades much ".

END MINIGAME

By the end of the game you would have gotten a WHOLE lot of points and your probably eager to spend them somewhere, the game will take you inside the boat and you will be in control of Regina now. Save the game at the control panel and check the weapons for some awesome new additions.

PART 2

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#####  
#                                     #  
#   THIRD ENERGY FACILITY         #  
#                                     #  
#####
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There will be a heavy machine gun for 35K and a missile pod for 50 grand. The missile pod in my opinion is the best weapon in the game, even better the Dylan's rocket launcher we will get later on, because it fires three rockets at the same time, and they're homing rockets, awesome. But here's a little secret for all of you.

Buy the heavy machine gun, NOW. Dont ask why, just do it, its a really nice way of getting some points, dont bother looking at the missile pod, we probably wont get it through the entire game, d'oh. Now equip the machine gun and exit the boat. Head for the leaving ramp and exit into the dock for the Third energy facility. Here you will be attacked by more of those long necked things. Hopefully you took my advice and bought the machine gun. Take aim, and fire off a single round, it will DIE in a single round of the heavy machine gun.

Now see heheh, im smart, no ?!. Run down the dock passageway laying quick and profitable waste to the serpent dinosaurs, if you have time on your hand then make sure that you take out each and every one of the serpent monsters as you will end up with ALOT of points to spare afterwards.

Onto Third energy facility walkway 1, here you will encounter some more serpent dino's but we've got the machine gun waiting for their heads, head around the twisty and bending pathway till you reach the door, you can run a bit forward and pick the Med pack L too , either way just enter the door to walkway 2. Here you will come across the flying dino's, take them out too with the machine gun if you feel like it, i'd rather run for the next exit as these things can be really annoying.

From the start, run forward, turn right and run straight while zig zagging left right to avoid the attacking birds, enter the door into the storage area of the facility. Here run forward and take the turn to Regina's right at the intersection, the other path is blocked anyway. Run a bit more forward

and check on the side of the truck wreckage to find another Dino file, this one of our flying friends, the Pteranodon. Now head further down the area, run towards the blue file besides the corpse and pick it. This file will tell you about the Third energy keycard, but we already picked it up how good of us :).

Run to the other side of the barrels on the right side of the corpse, and use the keycard on the panel besides the door, were in. In walkway 3, run forward and turn right, continue the path and take note of the flashing box here, you dont have the key to open it just yet, continue down the path and head around the bend, enter the door at the very end.

In the control room, step forward and take the stairs up, take some more stairs up and once you've finally reached the area, head to the back side of the stairs to find a control panel save your game if you wish and check the table in front for a key to the box. That's the box, remember.

Oh blimey i forgot one thing completely. You can buy an addition for Regina's stun gun too, you could buy this almost from the start but i forgot about it :D. Its useless like Dylan's machete add-on so dont worry. Anyway, head around the other side of the computer area on the glass side and you will find a blue file here, this will tell about the underwater area's, we'll be heading there pretty soon.

From where the blue file is, take a 90* and check the RIGHT side of the computer, right as in the right side of the screen, and you should find another dino file, Mosasaurus, these are large underwater dinosaurs, we wont face these until we get underwater, head through the door behind you from here, in this open area head forward and check the corpse of the engineer for a keycard, quickly dodge the birdies and head back into the control room.

On exactly the opposite side from THIS door, you will find an elevator door but it has a red panel besides it, it needs a card and a code to operate, we got the card, now head back outside the control panel and back to the flashing box remember, use the key for the box on it and it shall open, inside will be a blue file which will tell you the code we need. Head back into the control room, use the keycard on the panel of the elevator and enter the code.

The code changes every time so im sorry :). Take the elevator down to the passageway to the sub level, here just run forward, take the stairs down and run forward to the end of the straight path and enter the door to the Sub level elevator. This is one huge area, from where you start run to the right side and continue to the wall where you will see a big monitor on the wall and three small panels nearby, check the monitor and it will ask you to restart, select yet.

Now the computer will initialize the process, this part can be tricky for those who dont know, pretty soon you will see that one of the panels will start beeping and turning red, as soon as this starts happening just hit the panel in question with Regina's stungun, the electric surge of the gun should get it going again. All the panels will beep and buzz quickly so you have to be quick on your feet for this one. Once you've done your job, the panels will turn purple and the power would have been restored. Drop down to the lower area now.

In the lower area run straight forward and climb the ladder besides the large machinery in the corner, check on the compartment where the diving suit is visible and Regina will pick it up, check the blue file on the

other side and it will tell you how to solve the puzzle we just solved. Now climb back down and check the machinery besides you. The game will tell you that Regina put on the diving suit and you will have reached the underwater area.

You will start off with a scene here, the elevator is blocked by something, and before Regina can fix it she is attacked by the dino's we will be facing underwater, i'll just call them dino's like i normally do.

First a note about your underwater weapons. In the underwater area's you will start off with 2 weapons, one is the nail gun, this is the standard weapon for fighting under water, it shoots off nails after nails, and its unlimited. The sub weapon along this is the shock wave. This will send a water shock wave which will temporarily blind any on coming dino's, pretty useful if all you want to do is escape from the area FAST. The only other underwater weapon you will be able to buy is the Aquagrenade launcher.

On another note, while your underwater you can use the Triangle key to jump, yes jump ! . Well from where you start off head to the right of the path and drop down the walkway, head forward on this walkway making sure to needle down and approaching dino's, these underwater dino's are really fast swimmers and they will always charge at you. Walk forward on the walkway and take the large drop down, enter the door right besides the fall off point.

This is another control room, walk forward and you will find a control panel, how these machines work underwater is outta my thinking. Check the weapon section to find the only available weapon, the Aquagrenade.

You should have a LOT more money then that which is required to buy it, anyway, buy the weapon NOW, and continue down the right side of the room. Save your game at the control panel first, check the machine area in the center for another blue file, now continue down the path and drop down a little, head forward and enter the large doors to the Transport passage 1.

Here walk forward and quickly shoot the 2 dino's that come from the front, take the right turn and continue , a dino will attack quickly from behind so stay aware of that, at the end jump across the obstacle and enter the large doors . These lead to the Passageway 2. In this passage run straight and turn a little right-ish , now continue down the path, either jump over or walk from the right side of the pipes and enter the door at the end, you will notice an elevator shaft here but thats not important.

Now you will come out in a huge area, this is the water circulation chamber. Here first off walk all the way in front of you, you will be attacked by quiet a few dino's in this room so always keep an eye out and a finger on the auto aim button. Near the end you will see another door but dont bother entering it yet, instead jump on the crates which are on the left of the door. Jump up another higher crate and continue this narrow walkway to the right, jump across the gap that will come in between, and after that turn to Regina's left, continue forward, jump the other gap and you will see a cracked pillar in front.

The game will also tell you about and will suggest that with a weapon of a little more firepower you can probably break the pillar, now you DID buy the aquagrenade right, fire a shot into the crack and the pillar will break down, jump onto the broken part, and another jump the previously inaccessible platform, enter the door.

In this door you will see a level to the right, use it and it will activate the elevator, we are actually now on top of the second passageway area. Head forward making sure not to fall down or else you would have to make a long trip back again. You will see a corpse in a diving suit in a little lower ledge, and something near it, pick it up, its the PLUG, now drop down below, and make your way back to the control room, where we bought the Aqua grenade from.

Once back here, head for the area where we found the blue file, use the plug on the machine under the monitor and you will have a scene of some shutters opening up in a place where we havent been yet. NOW time for a trip back to the coolant room. Make your way back through the passage ways back to the coolant room, the large room remember. Take the straight path like we did as if we were going back to the broken pillar area. But this time enter the door at the end which i told you to ignore before.

In this little room you will find another control panel , use it and SAVE YOUR GAME !!! . Refill your grenade ammo if you've been using it to kill the dino's underwater because were about to have a boss fight and there aint no way to kill it then to shoot with the aquagrenade.

After your done with the shopping take the elevator in front down, here head around the path and jump across the two partially open shutters, these are the shutters that the plug opened up, check the item near the body at the end of the path, its the keycard to Edward City. DONT FORGET THIS HERE !.

Now to the other side you will find a dino file, this file will tell about the boss were going to face , Plesiosaurus. Take the elevator near the dino file down, head forward and enter the door.

You will come out at the main reactor room, after Regina gazes at the reactor a little while, she spots something else, something.... BIG, and its moving towards Regina, its a huge serpent !! . The computer will seal off all the exits out of the room because of the sudden change of water currents. Regina will avoid an attack from the boss and now the fight begins.

There are 2 methods you can finish this area with, fight or run, i'll put the two down separately.

FIGHT

This is the method of the hero's and the method i suggest taking as the boss isnt really that hard and you will get quiet some points for it. As soon as the fight starts, equip the aquagrenade and carefully walk forward, the boss's will attack you here, but quickly shoot it with the launcher to fend it off. Now continue down the path and jump up the first elevated crate you see with some health item. Take it, climb the series of crates until your at the top most area, here run forward to the right side and enter the small cave like area, where you will find a Med pack L too for your convenience, staying here, wait for the boss to come on screen and shoot at it when you have a clear shot. The boss might lunge forward to attack you but if you shoot it before it does, then it will just swim by. After a few shots the boss will keel over and die, giving out a shit load of cash. The computer will open the exits now and you can safely jump to the exit walkway. Head to the end and take the elevator up to surface level.

RUN

This is the method i will ask anyone who are going for a speed game to choose, i dont think alot of people really know about this method. As soon as the fight starts, start walking forward, keeping in mind that the boss is lurking near, and ready to deliver a shot when it lunges forward, DONT jump the crate we jumped in the above method, instead keep walking down the path, untl you reach the end , there will be a climbable ledge here too, jump this one and continue forward direction, here jump the gap to the next ledge, and a little high jump to the ledge which will take you to the final walkway where you will notice the blue shield which block your path to the elevator until you kill the boss. Shoot at the shields with the grenades, break both the shields, and quickly head for the elevator. Take it up and say AHHAHAHAH to the boss.

After the boss fight has ended either way you would be climbing up the ladder out of the underwater area for good, you will emerge in an open area, head the down stairs right next to you, walk a little forward and a scene will begin, Dylan has finally caught up with Regina, we are now in front of the huge gates that lead into the path for Edward city. Suddenly Regina and Dylan are interrupted by a radio message, its David !. Remember the guy from the opening FMV, who blows out the T-rex's eye. He's still alive somewhere and he tells the hero's the good news that he's found the survivors. Regina hurries to the large gates and uses the keycard and exits through it.

PART 3

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#####  
#                                     #  
#   PATHWAY TO EDWARD CITY           #  
#                                     #  
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The game will give you the message that Regina has already left, and Dylan must hurry too, but wait a little while, there aint no hurry for us, head through the ramp back to the boat, head around the boat back into the cabin. Here check the control panel , first off save your game, and secondly check the SHOP menu and you will find some new stuff for us to spend cash on. In the weapons menu you will find 2 new items, first is in my opinion Dylan's best weapon, the Anti Tank rifle, sounds menacing doesnt it, wait till you see what it DOES.

The second new weapon is a sub weapon called Chainmine, this is a must buy weapon so ignore all else and make sure that you get this weapon right now, this is like the Flame-thrower, a necessary weapon for us.

Okey enough for the weapons, head to the tools menu now, you'll see what just might be the second best tool in the entire game, the light weight armor, this baby will reduce all the damage you take by half. Trust me if i had alot of cash then i would never hesitate in buying this baby right now. Anyway, if you have cash spend it initially on the chainmine, then get a bullet increasing cartridge for it, then if you have some more money buy the Anti Tank Rifle first, THEN if you STILL have cash on hand, buy the light-weight armor.

Now after some heavy shopping make your way back to the deck of the

boat, back to the area in front of the large gates, and finally enter the large doors leading into the City front Haul road.

Here you will first notice the large dead body of a Triceretops near the door, wonder what might have killed it, anyway, here you will come across the normal raptors, but these are for stronger then those we fought at the start of the game so be extra careful of them, the solid cannon is the best gun here in my opinion, head forward and you'll see a door on the wall to the right, enter it, run forward in this area around the containers until you reach the end , an allasaurus will jump through a gap in the wall here. If you did buy the Anti Tank rifle then this is the best time to test its power.

Shoot the ally right between the eye with three rounds and it will go down giving you a lot of points, we only came to this room to fight this thing, other then that there is a save panel in the room and nothing more, when your done here head back to the Haul road area. Continue further into the Haul road and you will find another Dino File, it is of a yet unseen dinosaur, the Inoctrancevia.

According to the file these things only come out in volcanic area's and were about to head into one just in a little while from now.

From the dino file head into the right branching direction and at the end of this path you will find a door wrapped in vines, use Dylan's precious machete to cut through them and enter the door to the lakeside. Hear take note of the broken down boat and head forward, towards the marked tree. When you approach it another scene starts, here you will see Dylan identifying the mark as David's mark, Regina catches up to him, and she isnt quiet impressed by the whole mark thing.

But Dylan knows that this is the method to survive in the jungle, Regina suggests splitting up again and she runs ahead, now back in control of Dylan, head forward around the tree's to the door at the end, before you reach it you might be attacked by the blue raptors reap some points off them here before you head forward because your about to come face to face with a very nasty enemy soon enough.

Onto lakeside 2, here just run forward while taking care of the weak blue raptors, well they're not really weak but with the solid cannon they sure seem like cannon fodder, run forward through the area, and enter the door at the end.

You will enter the cave 1 area, here your path will be immediately blocked by a different looking rock, check on the rock once and the game will tell you that this is soft rock and maybe you can break it with the chainmine, if you did buy the chainmine before then that's good for you, but if you didn't, then you'll have to go back all the way to the boat and get it. Stand right in front of the rock and fire away with the chainmine, the rock should break easily and you can advance further into the cave, head forward into the linear pathway . You can break another piece of rock to get to a Med pack L.

Continue down the cave and take the ladder into the next area, Cave 2. Head a little forward and you will have a scene, you will be introduced to a new type of dinosaur, the Inoctrancevia. These things have a tough to crack upper armor, and are very nasty looking. There are two methods with which you can deal with this nuisance.

First off if you did manage to buy the chainmine and get additional ammo

upgrades for it, then use the chainmine when these things are right in front of you, the under explosion will cause them to flip over revealing their soft under sides, now you can shoot them with any normal weapon , use the solid cannon to kill them in one shot. With this method you will probably run out of chainmines pretty quickly.

Secondly if you bought the Anti-Tank rifle then you can use that to hit them head on for some serious damage, three shots just like the Allosaurus can kill one of these. Now once you regain control of Dylan, quickly dispose of the dino in front of you and run to the right hand side, the left side is a dead end and you'll probably be trapped there. Take a sharp left after the right and continue down the straight path to climb the ladder into the next cave area.

In this area you can take two ways, one is a shortcut but requires a chainmine, the second is the normal way around the rocks running into a couple of the creepy crawly dino's, from where you start blow the rock to the right of you, after blowing that up, head into the revealed passage and keep the forward key pressed, you will go all the way forward into the path which leads to the exit ladder, if you dont want to take the passage then simply go the left path, take out the inoctrancevia's in the path, dont turn left at the intersection and dont blow the rock you see, continue down the path and you would eventually find the ladder which will take you into Cave 4.

At the start of cave 4, head forward and you will see two paths blocked by rocks each, if you want to take a healing item then blow the right side path first, head forward and get rid of the inoctrancevia here. Check the end of this path for a Med pack M, now head back to the intersection and take out the left side rock, continue down this simple hallway , beware of the inoctrancevia at the bend as he can be tricky to spot. Kill anything in your way and continue down the path, ignore any other rocks you might find and enter the small door at the end of the path to enter the inner compound.

This is the last save point before another dangerous mini game so be sure to save your game right here, also check out the weapons counter and you will see Dylan's ultimate weapon, the rocket launcher. This is the most powerful weapon in the game, but you probably wont want to buy this, if you hadn't bought the light armor before then i suggest that you buy THAT with the money you earned in the cave area before us. Or even the Anti tank rifle which i hope you had bought much earlier.

Climb the ladder at the end when your done here and another scene will begin, Dylan and Regina will meet again. Regina will head forward and climb down to the ground, but suddenly she will be ambushed by an allosaurus, Dylan will yell at her to head for the next control tower as he enters the gun turret nearby, he shoots the head of the dino killing it, Regina tries to escape but finds that she's got more dino's in front of her.

Dylan will toss a flare gun towards her and tell her to shoot a flare where ever she wants him to fire with the cannon's, and now another mini-game begins.

You point I'll shoot

This is a really fun game lol, immediately after you regain control of Regina the game will automatically put the signal pistol in your sub

weapon slot, you can press the Circle key and Regina will fire a flare into the air, Dylan will shoot at the area specified with a couple of cannon's, these are the only firearms that can stop the allosaurus in this area, other than that they're almost invincible.

As Regina you will immediately be attacked by an allosaurus, quickly press the circle key to fire a flare and Dylan will fire a mother load of cannon's in that direction, here's a little tip for you, if you are in danger of being attacked by an allosaurus keep pressing the circle key repeatedly, while Regina is doing the signal animation she is untouchable by any enemy heh. Quickly run forward and you will see a crate in your path, stop right besides it and fire a flare for Dylan to shoot, the cannon fire will break the crate, head a little forward and do the same for the other crate, now climb the ladder whilst avoiding the allosaurus's and make your way across the path to the other control tower. Now another scene and the game will give control to Dylan, he will start off at the same place as Regina did.

As Dylan run forward and keep pressing the circle key until the two allosaurus in front of you are DEAD, now climb the same ladder as you did with Regina and pick up the healing item here which i forgot to mention above, head across the hallway and down at the other end across from the turret that Regina is in right now, still as Dylan head forward and get rid of the allosaurus, you can do two things here, either stand by the crate and ask Regina to blow them up, or use the ladder on one side of the crate, and drop off at the other side. Either way make your way south from the other end of this walk way and climb the single ladder at the end, climb the other ladder leading into the third turret and another scene.

Back as Regina for the final time, run forward getting rid of the two allosaurus's in the way and quickly make your way to where we went as Dylan just now. When you reach there another scene and Regina will throw away the signal pistol as we dont need it anymore, and both the characters climb down the other side of the turret to a completely new area.

END MINI GAME

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You will drop down into the outer perimeter of the command center. Immediately save your game at the nearby control panel , you thought that thing was hard, wait till you see whats coming for you in the next five minutes, quickly head forward after saving and check the dino file, this one will be for the Triceratops. According to the file these things are damn near invincible. I wont bet against it.

Head forward whilst checking the bodies and the characters will make remarks telling you that the commotion here happened not a long time ago, Dylan and Regina come up to a baby Triceratops who is fatally wounded, before dying it gives out one squeal of pain. Suddenly a HUGE mama triceratops runs into the area, and seeing our hero's with its dead baby thinks that were responsible for it and it quickly charges towards the hero's, Regina and Dylan spot a nearby jeep and hop into it, Regina gets in the driver seat and Dylan mounts the rear gun, the jeep takes off with the Triceratops in hot pursuit.

Cue another mini game.

Shoot it in the head

Yes thats a long title for a mini game but this game can often be really annoying and addictive at the same time, the game will start off much like the first mini game, you will control a crosshair on the screen in first person view and you have to stop the oncoming triceretops from attacking you. The game is really simple to explain shoot the monster right between the eyes, you just wont get points for shooting the monster anytime, but only when its about to charge at you do you get points, make sure that you hit it right in the head when its about to make contact with the jeep, it will wince and turn sideways for a second, take this time to shoot at its belly too which will cause some more pain to it, otherwise just keep shooting at the dino right in the middle of the head no matter how near or far from the screen he might be.

Soon afterwards a second Triceratops will break into the screen and will go in a charging spree when it arrives, this part gets harder as you now have 2 huge things to take care of, after a little while one of the monsters will disappear into the woods and the other one will keep attacking, the one in the woods isnt gone mind you, after a little while he will come crashing through the forest and charge quickly . This game is really fast paced and fun. After a while you should have successfully killed both of the Triceratops. Another scene begins.

END MINI-GAME

After the mini game a series of scenes will happen, first off Dylan will congratulate Regina for some cool driving, but suddenly he spots something in front and yells at Regina to look out for it, then the first CG movie after the opening one starts, The car jumps down from the end of the road into a huge grassy field, Dylan and Regina jump away from the jeep and it falls down a little distance from them and explodes. Suddenly Regina spots raptors and pretty soon they're both surrounded by raptors from all directions. But a missile hits the raptors and a chopper emerges, its DAVID !!. He blows the living day lights out of the remaining raptors in the ultra cool chopper and then heads off towards Edward city. In Edward city we see the people struggling against dinosaurs but not successfully.

The FMV ends, and another scene, Dylan David and Regina are pretty sad cause they weren't able to save the survivors they came for, and they cant even go back to their own time, Regina tells them that if they find the data for the 3rd energy, they might be able to use it. David runs off ahead, so does Regina and the game leaves you in control of Dylan.

PART 4

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#####  
#                                     #  
#           EDWARD CITY             #  
#                                     #  
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Ok so after you get in control, first thing you should know that this so called city we've been craving for only consists of 5 area's , bummer man. What the hell is this .. oh well.. after the game gives you control back

run across the path exactly the opposite side from where you are and check slightly north of the jeep wreckage to find another Dino file, this one's for our blue quick raptor-friends, they are called the Oviraptors.

After taking the dino file, head to the left of the screen, ignore the door you see above cause its locked, at the very end of the left path you will find a ladder leading into a store, take it and head inside the Drug store. Here you can check the blue file on the counter to read the shopkeepers thoughts on the events, afterwards go to the far end of the shop and check on the dead body of the shopkeeper for the living quarters key. Take it, there is a Med pack S behind the counter if you want to take it, also at the control panel, save your game if you wish, there is no new addition to the SHOP yet, so just exit out of the area.

Now this area would be infested with the flying dino's, ignore them and head completely north to the door i told you to ignore before, enter it to reach Living quarters 2, this room is filled with Oviraptors and if you have some ammo, even shotgun ammo will do, then i advice you to gain a few points here as this is probably the second last scoring room of the area. Anyway, after your done, climb up the ladder and take the Resusc pack if you wish, climb back down, use the living quarters key on the door at the bottom and enter it to run into... whaddaya know.. ANOTHER mini game..

Another scene, Dylan will run into his oldest friend in this world, the T-rex in this room, now how did it manage to make it to this area, i dont know, but Dylan isnt quiet happy to see it, he spots a tank in working condition and tells the Rex that he's got something for the Rex to play with, and so begins another mini game, this one is surprisingly called...

Tank-O-rama

The game will tell you about the controls of the tank and will tell you that you can fire a flash grenade to slow down the approaching baddies, ok so know this, use the L and R buttons to move the turret on the tank, and use the fire button to fire, use the circle key to let go of a flash bomb which will stop the T-rex in its tracks for a good number of seconds allowing you to gain a little lead.

From the place the game starts, the T-rex will be right on top of you, the tank moves extremely slow, i advice you to lay a few shots into the T-rex while moving forward, you WILL take damage from it, but its almost unavoidable. A little ways forward you will see your path is blocked by a crater, quickly spin the turret in front and take out the crater with a single tank shot, in the meantime use a flash grenade to distract the T-rex so you can get a clean way out of the locked area. In the very next area you will see 2 paths, the small one on the right but it is blocked by a crater, and a longer winding path which is open, either way the T-rex will probably get to you .

At the next screen from both the area's the path will be blocked by a crater, use a flash bomb to distract the rex and fire the crater out of your way, then in the little straight path ahead you will have to get rid of two more containers in your path, turn left with the tank around the corner, now you'll come to a long straight stretch, shoot the T-rex continuously in this part to gain some points and to keep it away. After the straight the winding path will start, its a linear path so dont worry about intersections, just go through the zig-zag paths while shooting the rex and if it gets a little too close, firing off a flash grenade, if you manage to hit the T-rex alot before getting to the exit area then it will go down for a few seconds, giving you a

thousand points, but it will get back right up.

Anyway, at the end you will come to another straight path, and a scene will begin, the huge door starts to close down and Dylan must get the tank in before it does, Dylan manages to get half of the tank inside and the door gets jammed, the T-rex is food-less and very angry on the other side, Dylan makes it out of the tank on the opposite side and our mini-game ends.

END MINI-GAME

You will emerge on a broken highway outside the city, there is nothing else to do here, so run forward, and take the gas mask which is just around the truck, now that we have the gas mask we can go and visit the only remaining place in the entire game, the deadly poison area zone in the jungle. Remember ? Anyway, after you pick up the mask another scene will begin.

Dylan is attacked by a helmet person but the teenager that Regina caught comes to his rescue, her pendent falls off as she pushes the other helmet person, Dylan manages to dodge the helmet person as he falls down the bridge to his doom, the girl is gone too , she is no where to be seen, Regina catches up too.

Dylan will not believe what he see's as the necklace the girl dropped is similar to the one his sister used to wear, after that Dylan tells Regina about his past before he joined the army. Dylan was a member of a gang and his mother and sister became victims to his gang-war. Afterwards Dylan decided to join the army to pay up for all of his past sins. Regina asks him to get back to the patrol ship as they have nothing more to do. Dylan tells her about the gas mask and they leave.

A quick scene of the helmet person who fell down is shown and the light in his helmet dims out. Now the game takes you back into the boat, and your in control of Regina. First off all check the control panel, save if you wish but mainly go to the tools section, the best damn tool in the game has just been opened up for purchase, its the EPS Gold card, what this baby does is that it automatically doubles all the points you get, i-e instead of a 100 for killing a raptor, you will not get 200. Awesome.

Now check the controls of the boat and select your destination, were going back to the jungle one final time. I hope to god that you had already bought the submachine guns. Yes ? yes ? .

PART 5

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#####  
#                                     #  
#   BACK TO THE JUNGLE               #  
#                                     #  
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Back at the jungle, head out of the boat and to the docks, you can use two paths to get to the marshy area's, either the south route which Regina originally took, which i prefer as this way is shorter, or you can also go through the passageway where we got the 3rd energy keycard, and then go around from the north jungle routes, but that path will be useless. So from the docks, head to the electronically locked door and use the Stungun to open it.

Run over the suspension bridge into the South route 1, here you will encounter normal raptors, and hopefully after all my bantering you DID have the submachine guns all along, if you have bought the EPS gold card then start shooting away, the submachine gun can literally chew through the dinosaurs and they will stop in their tracks, make some high points.

Anyway, make your way across the jungle routes, till you reach the poisonous plant area once more, once reached gain a few thousand points here too and head for the ladder with the red sign which we couldn't access before, now you can go down into the extremely poisoned area.

On a side note you will face the blue raptors in the marsh area's and HIGHLY recommend that you stop here for five or ten minutes and use the submachine guns to rack up some points, not just for the sake of the game either, but we'll also need the points later on after the game is over for a secret.

Anyway, in the extreme poison zone, you will not face any enemy so just run across the straight paths down the small ladder till you reach a door at the end, we just reached the waste disposal chamber. Here just run forward and make sure that you save your game no matter what, if you hadn't bought the EPS gold card then now is the right time to buy it, but if you still haven't bought the light-weight armor from before, then give that the first priority, as we are about to get into the hardest parts of the game. Not that hard but still.

After your done with the shopping head into the only other door in the area, which will take you into a wide open area, the launch site. THIS room is the final high-point zone in my opinion so milk it all out of here, and kill every single velociraptor that comes in front or behind you with the sub machine guns, hopefully you won't run out of ammo just yet and would have gotten a whole lot of points, if you do manage to make it without getting hurt at all then i salute you, points are king in this game and that's what were getting right now.

Anyway, after your done with your killing spree and have gained a whole lot of points, head to the far corner of the launch site from the place where we started, and take the stairs down, enter the door at the very base of the steps, your in the Data control room.

This room has what we've been looking for in the whole game, first off take note of the locked shield door in the far corner, we'll be getting back here in a little while, now check the computer terminals the one which is still lit, and you will get the 3rd energy data disk. Also check LEFT on the computers from where you got the data disk and you will get the final dino file in the game, it's for a yet, and i hope we don't see it, unseen dinosaur, Giganotosaurus.

Read the entire Dino file and you will see that no one has even confirmed if this thing even exists, a dinosaur much larger than the T-rex, i wouldn't want to get in its way .

Anyway, after done head back outside the way you came for probably the best damn scene in the entire game, Regina will spot the T-rex who has finally cornered its pray, but before the T-rex can attack it senses something else as it turns its head towards a wall and starts screaming ! Suddenly a HUGE dinosaur breaks through the wall , its much larger than the T-rex , the T-rex attacks but its attacks do NO damage to it at all, this new dinosaur literally beats the crap out of the T-rex, the T-rex tries one final bite and bites at the dinosaur's leg, but that only

angers the Giganotosaurus even more. The monster picks the rex by the throat and slams him 100 feet away, then goes in and eats what's left of the pathetic T-rex. Sheehee.. EXCELLENT !!.

After that amazing scene, the game will take you back into the data control room where Regina runs to catch her breath, the door opens behind her and Regina is startled, it's only Dylan, Regina tells him that she found what they were looking for, Dylan tells her that he's brought the boat around the building and that they can escape easily. Suddenly the whole place starts shaking, Dylan thinks that it's the T-rex, but he hasn't seen what happened to the poor thing.

Suddenly the computer comes alive and tells that the missile will launch in 10 minutes, the only way to stop it will now be to stop it directly from the war-head, Regina will ask Dylan to evacuate as she will go and stop the warhead herself, how brave of her, she will automatically use the elevator to get to the main missile silo area. Whilst she is gazing at the missile, the Giganotosaurus breaks into this place too and now it's got Regina in its site, she barely avoids it and uses one of the gas valves to let go of the gas, then she uses her stun gun to ignite the gas hurting the Gigan a whole lot. The escape routes out of this area would be closed now and you can't even run forward to the missiles, so you're stuck here to fight this thing.

The game will tell you how to defeat the dino, you have to use the gas valves on either sides of the long walk way to release the gas, then ignite it with something to let the fire flow, first off it's my suggestion that you take out the flame-thrower, as soon as you gain control of Regina turn the gas valve in front of you on and fire a flame into it to hurt the Giganotosaurus, and get some cool points.

After that run to the exactly opposite end of the walk way, to Regina's right hand side from where we are right now, avoid the attacking dinosaur on your way there, but I hardly suspect that you will be able to make it to the other end without taking a few hits, use the valve on the other end and do the same fire trick to damage the dinosaur, you will need to do this a few times across the hallways, about 5 or 6 times should be enough to take out the Giganotosaurus for now. Keep in mind that the timer for the missile is still ticking as you need to shut down the warhead from the top of the missile.

Keep in mind one thing that in the above mini-game you will not be able to use the same valve in a row, so don't bother to stand in front of the same valve hoping for it to turn back green, you can use one valve at a time so after you've fired one of them, quickly dash to the other one.

After the Giganotosaurus goes down you will have a small scene in which the bridge on the far end of the walkway will come back up and you can continue your path, along the path near the first bridge you can pick up a Med pack M and a Med pack L, now continue down the path to the other end where you will see a blue monitor. Remember the fun puzzle we had to do before we could go underwater earlier in the game, well we have to do the same thing here, only on a more larger scale.

After checking the computer you will have to use the stungun to keep the five panels going, for first time player this might be a very hard puzzle as controlling five lights at once is no easy thing but soon into the game you will see that this is not that hard, you can set up a position in the center of the screen in such a way that all you would have to do is turn around and press the circle key to light the

corresponding light. This game is really easy and i cant say anything more about this, the only flaw is that it takes up quiet some time so i would advice you to finish the previous mini game quickly so you may have enough time for this puzzle, you realize the warhead might go off dont you hehe.

Anyway, after hopefully completing the puzzle in the first try you will have another small scene in which the bridge to your left will raise and you can make your way across the missile, head through the thin walkway and make it to the small elevator at the very end of the walkway, take it to the second floor of the missile, here run forward and first at the very end of the walkway check the machine which will open the lid of the missile warhead, now check on the warhead and Regina will deactivate it thus ending this part of the game, the timer will now be gone and so will the music, something just doesnt feel right about this.

Make your way back down to the first floor of the missile walkway with the same elevator you used to take up, make your way across the hallway, but before you can get all the way to the other end the game will fade to black.

Another beautifully rendered CG sequence will begin, the Giganotosaurus will open its eyes and immediately charge at Regina, she can do nothing else but to run, in the path one of the walkways is destroyed and Regina takes a huge leap to get across it, she manages to make it out of the missile area but the Giganotosaurus angry, smashes the missile as it starts to fall right on top of Regina, she has no place else to go so she smashes through a window leading to the control room behind her.

The missile explodes but the warhead doesnt go off, after the FMV another scene will start in which the computer will tell that the missile has exploded and the warhead has been activated, now as Regina we must escape the damn place before it all comes crashing down on us. There is a control panel right behind you, save if you wish and its time to boogie. Take the stairs down and enter the door right at the base of it.

Your now at Backdoor accessway 1, here first off all equip a one hand weapon, preferably the machine gun which we bought to get some points off the serpent dinosaurs, and in the sub weapon equip yourself the chainmine, if your short on mines go back to the control panel and get yourself some mines, we are about to face the inoctrancevia from here to the exit of the facility. In the accessway 1, run forward and you will come across Inoctrancevia's, chainmine them on their back then let a rip with the machine gun to take care of them for good, do the same for any other's coming to your way and enter through the door at the end of the passage into Accessway 2.

This area much like the area before it is infested with Inoctrancevia's so all i advice is to keep a healthy supply of mines with you, keep in mind that THIS is the final area in the game where we will be controlling Regina, so if you want to waste her ammo to get some points, then be my guest, afterall we need to spend all the ammo now dont we lol.

Anyway, make your way across the path when your done killing and enter the double doors at the right hand wall. You have now reached the backdoor entrance, here another scene will start, Regina will meet Dylan and David who are already in the boat waiting for her. David is convinced that they're dead anyway, Dylan tells them that they have to get as far from the silo as they can. The game will switch screen to the Watergate area, you will see a huge Watergate blocking the way, David thinks its all over but Regina spots a valve and suggests that you can open the Watergate manually.

David asks for the men to handle this and he and Dylan make their way to the Watergate valve, Dylan climbs a nearby watch tower to keep guard of David as he opens the valve slowly, meanwhile a raptor starts to come behind David and Dylan spots it, now the final mini-game of Dino crisis begins..

Kill them, save him

Just as the name suggests, you will again get into a first person view mod and you will be controlling the cross hair for the guard tower gun, as Dylan you must keep David alive through out this game while he opens the Watergate, the raptors will emerge from the three points, behind David, from the south side of the screen, and from an elevator walkway over the Watergate, they will die from 2 shots of the gun but they're in a large number thats what makes this game hard, also you get a measly 50 points for killing a raptor here, but you can make that into a 100 if you've got the Gold EPS card with you, anyway the rest of the game is really simple as there really isnt anything else to do then keep a quick eye and move the gun quickly, sometimes David will be attacked from more then one place at a time, dont panic in situations like this, keep in mind that only ONE dino will hit him, the rest will stand close to him and wait for their turns, so first shoot the dino who is running towards David at full speed. Shortly after another scene will begin and you would have gotten through the mini-game.

END MINI-GAME

After the mini game there will be another scene, David is happy with his work and he and Dylan carelessly stroll towards the boat, suddenly they are attacked by an Allosaurus, Dylan and David both jump in separate directions, Dylan lands closer so the allosaurus charges on him and picks him up in his jaws, almost about to eat him when all of a sudden David comes back with a rocket launcher *WHERE DID HE GET IT* and shoots the allosaurus making it release Dylan, but still he isnt out of danger so David jumps and pushes Dylan out of the dino's way into the raging river but gets himself eaten by the angry Allosaurus Regina cannot do anything but watch helplessly, then she looks at the river and finds that Dylan has also disappeared, he probably went ahead with the current.

PART 6

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#####  
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#          THE UNKNOWN                #  
#                                     #  
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Dylan will wake up in an unknown part of the jungle and he will spot the teenage girl standing near him, when he is fully awake the girl signals him to follow her, and she walks a few steps, the game will give you a message that now you must protect the girl while going through the forest, you will only need to get through 3 area's like this but this thing can really be hard.

NOTE : The dinosaurs in this part will NOT attack you, but they will aim for the girl so its your mission to make sure that she makes it alive, there are 2 very easy methods to do that, first we know that the dino's wont attack us right, so take out the solid cannon and start walking behind the girl, whenever she gets into a caution position that means that from somewhere a dinosaur is coming, you will only face Oviraptors while protecting the girl anyway, keep your gun aimed at the girl now as the dinosaur approaches her, shoot a cannon on top of the girl, SHE wont be harmed by it but the charging dino's WILL get killed.

There's another method for it, which is quiet similar to the above one but uses a flame-thrower instead, if you have plenty of ammo for it then you can use the flame-thrower in a similar fashion as above to finish the job.

Anyway, from where you start this part, start walking besides the girl , and get ready whenever she stands on guard, means that dino's are coming after her, get through the first area using any of the two methods given above, at the end , the girl will unlock a very futuristic door and you'll get into the next area.

NOTE : DO NOT RUN OFF AHEAD !.. Keep that in mind, the moment you let the girl out of sight she will get hurt, the dino's are really smart, so keep an eye out for the girls' health bar too while your at it, and make sure that no harm is done to her.

In the second area, walk forward with the girl, and go around the central structure with her, you can read the panels from right to left in the circle to read the names of the people responsible for the third energy , the first name is obviously Dr kirk.

After going around the structure and fighting off some more dino's you will come up to a ledge, the girl will climb it quickly and you will have to go around the corner and take the ladder up, this is the place where the girl is most vulnerable, and she can easily be targeted. Be quick and save her quickly. Afterwards she will walk a little ways forward and open another futuristic door for you, and you will enter this area.

You will now enter the facility area front side and the girl will run off ahead leaving Dylan alone, now here's a suggestion, if you have the Anti tank rifle then take it out and equip it, run forward straight and you will face some normal looking raptors, but these are far stronger then the normal raptors, still the anti tank rifle can take them out in a single shot, so from where you start in this room run straight forward and climb the little ladder, try to run past and you will be blocked by 4 red lasers, you need to shut down the 4 switches in order to advance through this area, drop back down again, this is probably the last area in the game with raptors in it so make full use and kill as many as you can.

As for the switches, see those 4 large different colored panels under the big machines, check on them one by one and you will close down them, there are 2 on the lower levels, on left and right side of the laser area, and 2 on the above levels on left and right side area's, close them down in any order as you wish, but keep in mind that you will be attacked by countless raptors while doing so , be

sure to take them all out to earn some well-fought for cash. Now after you've done all 4 switches then head back to the laser area and check the small control panel besides the lasers and you will shut the lasers down, now you can safely make your way across the area to the large doors ahead, enter into the Facility Entrance.

Here take up the blue file right in front of you, and read what the superintendent had to say about the incident, the file will tell of the damaged children being put into the dinosaur pods for healing them, but they had lost their speaking ability because of it, could it be that the girl is one of those children.

Anyway, run forward, through the glass door, head across the transparent bridge and make your way to the door at the very end to enter the superintendents room. Here , run forward, go through the glass door and read the file you see on the machinery, this will tell you about the last ditch effort to save mankind, dubbed ironically as the Noah's ark project. After reading the file pick up the Med pack L near the control panel, and then save the game at the CP NOW !.. this is the final control panel in Dino crisis so use it all you want, if you have the money then buy a rocket launcher NOW. BUY IT BUY IT !!.

After your done exit out of the glass door near the control panel and head forward and enter the door to the Large Laboratory Hall. Here all the story in the game will be cleared for you in a single scene, just run forward and climb down the stairs to start the scene which will clear the entire plot of the game. Once your down the stairs Dylan will spot the girl again, but this time she will activate something on a panel and suddenly a hologram comes to life and starts talking to Dylan. Dylan is shocked at the fact that the hologram knows his name, but the hologram says that he'll make it short and simple.

The man in the hologram tells Dylan that when they came to this time to save the dinosaurs they got stuck here themselves, and they could not return back to their own times, the man then confirms that they're far into the future, 3 million years to be exact, Dylan then realize that the girl is from the future, The hologram tells him that his wife Julia was killed by the dinosaurs and their daughter Paula was injured badly at that time the girl turns and says p..paula.. slowly, so this girl is Paula all along, then the man in the hologram tells that they used the dinosaur healing pods to heal the human child's and as a result they lost their ability to speak , thats why the girl or any other helmet people dont speak throughout the game, they only nod and use their hands as signals.

The hologram man then introduce himself, as former special forces TRAT member, colonel Dylan Morton... WHAT !!.. so HE'S Dylan, from the FUTURE man this is one messed up fact, and that means that Paula, is Dylan's daughter, she confirms his doubt by calling him papa. The hologram them tells that there isnt much time and that there is a gate behind the large doors that Dylan can use to get back to his time, but the thing is that the gate is not complete yet, and it can only be used once. Then he says to say hello to Regina from him.

When the game gives you control of Dylan again, follow the girl to the large doors which just opened, and the girl will open the doors, head inside and another scene will begin, the computer will tell that the self destruct mechanism for the base has been activated manually.

The base will detonate in 5 minutes, Paula is attacked by a helmet person, and Dylan comes to the conclusion that he turned it on. They get into a fight which is disturbed by the thumping of the Giganotosaurus.

Dylan manages to avoid but the helmet person gets thrown off the walkway down to the floor, now the game gives you control as soon as you get the control you will notice a 5 minute timer on the top. Start running straight forward ASAP, and when you near the bridge the game will automatically have Dylan cross it and then the dino will break the bridge, THIS PART IS CRUCIAL, keep the forward key pressed here at all cost cause the dino will smash the bridge and it will break down, so if your even a second late then the game is over. After making it to the other side the computer will shut the door leading to the time gate until the dinosaur is disposed of.

We cant take it down with any weapon, so we'll need to improvise, check the control panels right in front of you here, and you will learn that you need to operate the control panel, then open the communications line to activate this control panel. THIS one will then trigger the satellite attack on the specified location.

From here quickly turn to Dylan's right and run forward, you should see a control panel at the wall from here, run to it and quickly activate it, you have completed half of the task, the giganotosaurus will be on your ass the whole time and he will often attack you in a series of head slams, keep an eye on your health meter and heal whenever your in red, also NEVER stop running in this area or your dino food. Now after activating the first CP, turn around and head exactly in the opposite direction, run past the big control panel and run to the thin catwalks, follow the winding path while avoiding the giganotosaurus, you will pass the large shields which are protecting the large exit door, we cannot do anything to this yet, instead run to the right of the shields and you will find another similar control panel here, use it too and your almost done.

Now run all the way back to the big control panels, hopefully you made it here alive, check the control panel and fire the weapon, you will have another CG sequence, in which you will see the satellite readying for the attack , then it will let go of a HUGE Ion cannon blast similar to the ion cannon from the C&C games, the dinosaur is directly in its path and it will get toasted. AHAHAHAHHAHA !! .

After the FMV another small scene, Dylan will get up and look at the HUGE crater that has formed where the ion blast hit, now the door to the timegate should also be open, run quickly, as the timer might be low right about now and enter the final HUGE doors..

Dylan will find that Paula is already here, while he is activating the gate, Regina will also join in, then Dylan tells her that they dont have much time so they should use the gate to get out of there as soon as possible. Another small FMV and Paula will be crushed under the machine that falls on top of her, she wont die of it as the machine has her legs pinned, but she cant move either.

The ending FMV begins, Dylan is cradling Paula, Regina tells him that if they dont go now then they'll never be able to get back as the gate slowly opens up, Dylan refuses to leave his daughter side, he tells Regina to go back herself , he wont leave Paula, Regina tells him to come with he doesnt, he tells Regina to go back to their own time and use the 3rd energy data disk that she has to build another

Again the day has come... Jan 14th. This is the day when the 3rd Energy accident occurred and we were sent to this time. This is the 10th time this day has come. And every time I feel the same, despair..

The medical supplies from the Med. room has all been used up in the very first year. Since then we've been collecting wild plants to make medicine without knowing its effect. Nevertheless, they were used in healing the wounds of the soldiers. And all we could do was to wait for rescue.

Why haven't they come to rescue us? I've thought about the question for the past ten years and I have come to a conclusion. The Time shift or fold is caused by the "Overdrive" of the 3rd Energy. But our current technology level wasn't enough to recover the "accident". Years of technology research still would not be enough.

A time error of 10 or 20 years is insignificant to a time slip of 65 million years. But that error, that time difference could mean everything for us. We should have never laid our hands on a toy so dangerous.

4. INCINERATION OF PLANTS

Found : Control shack, behind research facility

* Picture of the poisonous plant *

From recent reports it appears that in parts of the jungle near the facility there has been a sudden outbreak of poisonous plants called "pp-34". From the body approximately 80 cm in diameter, they continue to spout poisonous spores. One of our members who inhaled the spores is in a unconscious critical state.

For those of you who are on the medicine plant sample collecting team, temporary stop the sample collecting and set up a team to rid of the poisonous plants. Use Flame Launchers for this emergency operation. When doing so remember to keep your distance from the target.

5. RESEARCHER'S NOTEBOOK

Found : Back entrance research facility / Lounge

Lately many of our guys have reported missing belongings. Especially smaller items such as hand mirrors and watches. Just the other day, my silver rocket follower the same fate. There are rumors that its the handy work of a tiny dinosaur. It's got a real jivy name like "compy" or something.

Picture of compy

April 3rd

Today I heard an interesting story. Crows and other birds have a peculiar behavior of collecting shiny things. It appears as though these compy's may have similar behaviors. Come to think of it all of the missing items were all shiny things. They seem to have a lot of similarities with the birds. It could be that they are their ancestors. We haven't been able to capture any of them since they are so quick on their feet. But if we use their behavior to our advantage, then maybe...

April 6th

We used the cage used for laboratory animals and we were finally able to capture one of them. We used ALan's bracelet as a bait and cornered him in. The key to capturing is to block all possible escape routes. If there is even a small escape route they will not enter the cage.

Our plan is to use this cage to get rid of them as fast as we can. The raptors who eat them for snacks have started to roam around this area. Compys.... what a nuisance. There is still two more weeks until the general staff can move into Edward City. Until then we have to do our best to protect this facility from the dinosaurs.

6. MANAGERS DIARY, MECHANICS

Found : 3rd energy facility control room

June 2nd, 10:30 PM

Tomorrow afternoon two mechanics are coming to this facility from Edward city. IT is time for the annual maintenance check of the 3rd Energy reactor. This will be the 9th time. The instant something happens to the underwater reactor, that is when all life-lines will be cut off to us. Again, all we can do is to pray that nothing will happen. As weird as it may sound, sometimes I feel that it'll do us all a favor if that reactor just blew up on us.

June 3rd, 4:00 PM

The mechanics who went to the underwater 3rd energy reactor still have not returned. They probably became their lunch. This is a problem. One of the mechanics, Bob, has the key to the entrance of Edward City. To go from this facility to the city, it is critical that we get back the key. I guess there is no real choice but to get in the diving suit and go down myself. I just hope I dont become their lunch.

7. MECHANICS NOTE

Found : Large underwater elevator room

To Bob,

I heard that you were placed in charge of this area. As a present for your new position, here is a memo which may come in handy, its about restarting the power. When you try to initialize the power restarting program, it often stops right? Well its due to the malfunctioning of the three control terminals. Here are some tips to operate them.

When you initialize the program, it quickly overloads and the lamp turns red, right ? Well, when that happens all you need to do is just give it some electric shock with some kind of tool. It should wake the sucker up. Anyway good luck. See ya

Mike

8. PREVENTATION MAINTENENCE

Found : First underwater save game room

As always, we'll conduct the preventative maintenance by assigning labor tasks. Bob will be in charge of the 3rd Energy reactor itself. Alec will

be in charge of checking the Water circulation system. As in previous years for the safety of the mechanics, during maintenance work make sure to close the shutters for the cooling aquaducts. Alec will unplug the plug which allows control of the shutter and keep it until bob is done checking the reactor. The other day there was an explosion in the water circulation chamber. This explosion caused a crack in one of the concrete columns. One more explosion would have probably destroyed it. Remember to repair that aswell.

9. SHOP OWNER's PAPERS

Found : Drug store inside Edward City

I understand the idea of trying to protect human territory. The plan to clean out the dinosaurs intruding into the city failed. The humans in this world are about to be extinct. We humans should have never laid our hands on 3rd energy. The military folks still don't get it even after all this. Their plan is to fire the 3rd energy missile in this area of the jungle and wipe the whole area out. They plan to take the 3rd energy data disk to the Missile silo in the jungle and input the data in the warhead. The missile is scheduled to strike this area at noon tomorrow. It's either the missiles first or us first.. who knows.

10. MANAGEMENT OF KEYPLATES

Found : Key plate room, research facility

This is a notification that now all facility keys will be managed in this control room. the colors of the lock terminals corresponds to the colors of the key. Matching the colors of the keys and the terminals will release the security lock. Due to security reasons only one key can be removed at a time. Also, the keys electronic information is reprogrammed each week. FOR this reason always return the key to the key control system after use.

11. REPORT ON UNIDENTIFIED BODY

Found : Wrecked lab, research facility

Another dead body of a youth was carried in. As expected he was not a resident of Edward city. If this is really true then only possible conclusion is he and the others might have come from another . Could such a thing be possible ? These past months youths about the age of 17 or 18 have shown up before us and attacked.

Communication with these youths have not been successful, but rather impossible. * Picture of a youth * Today we plan to remove one of the bodies out of the preservation liquid and conduct an autopsy. The result of the autopsy will be reported to Colonel Maison who is dispatched at the 3rd Energy facility.

12. SUPERINTENDENT's WILL

Found : Superintendent's room

I knew it would all come to this. There's no way humans and dinosaurs

could ever coexist. But if we sacrifice our lives now, we would leave a chance for the existence of the human race. The irony is that this whole facility which we are trapped in was built to sustain a suitable environment for the dinosaurs.

I am the superintendent of the facility and im the only one left. I dont belong here. There is no future for this world. The children hurt by the dinosaurs have been put inside life-support chambers. I truest that the people of the "past" will take care of them. the life-support chambers are almighty. It should be able to heal any would, no matter how critical they may be. Also the life-support chambers will feed knowledge and teach them about this world. However, the chambers were originally designed for the growth of dinosaurs. Thus the knowledge fed will be limited to the knowledge of coexisting with the dinosaurs.

The tragedy is that the children will eventually lose their speaking ability. But instead they will have been inputted the instincts to protect the dinosaur. Today I have recorded my message for the man who will definitely come here. With this I have nothing to regret.

13. NOAH'S ARK PLAN

Found : Superintendent's room

It all began in Bolzinia, a small republic in the southern sea. The first overdrive was the beginning of everything. During transportation something went wrong and it resulted in a crack in space time which skewed history after the cretaceous era. To investigate the skewed biological history after the cretaceous, an extensive experiment was conducted at a global scale. The result devastating.

The space-time skew will take its effect on all living organisms. The earth's history would change dramatically and this change would wipe out the human race from ever existing. That was the conclusion of the experiment. The plan was to transport the living organism's of the cretaceous through the timegate to a world with similar environments, far into the future. After the crisis had passes, the organisms would then be returned to their original time.

We called this the Noah's ark plan. This was the only plan that would leave any chance for the existence of the human race. We hope that this plan is successful and we shall declare execution of this plan.

WAPP Central Council

14. STORAGE ROOM ITEMS

Found : Hardware storage room, research facility

All instruments and materials will be transferred to the research facility tomorrow. Starting next month, an extensive experiment will start relating to the Timegate. There just aren't enough computers to save all the data. We need as many computers as we can gather.

The timegate's revival project has hit against a wall. We hope the experiment will bring about effective measures. Give all research facility keys to Lieutenant Wolf of the transport team today. The key cards are kept in a box in the wall of th is room, Approximately

VELOCIRAPTOR	You can find this lying next to the first save game panel in the water tower.
TYRANNOSAURUS REX	You can find this dino file in the first room of the research facility, to the right side of the counter.
ALLOSAURUS	Check the dead body in Suspension bridge
COMPSOGNATHUS	Check the bird cage twice to find this
PTERANODON	Near the corpse at third energy facility entrance.
MOSASAURUS	Check the computers near the doors which lead to the mechanic's keycard.
PLESIOSAURUS	Near corpse with Edward City keycard.
INOSTRANCEVIA	You can find this in the first area after using the Edward City keycard
TRICERATOPS	Just after finishing the I'll point You shoot mini game, its right in sight.
OVIRAPTOR	From where you start in Ed city, check the jeeps immediately to the right .
GIGANOTOSAURUS	Check the computer to the right side of of the one where you find the Data disk

DINO FILE TRANSCRIPTS

Thanks to Cybiolink8000 I have finally added the dino file transcripts and since they're his work its just fair that i copy them in their un edited and original way.

Velociraptor

Meaning:

Swift Seizer

Length:

4.8 meters

Height:

1.8 meters

Observation Records

We originally thought of 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 is(are) sharp as a blade, providing for a powerful slash making them a killing machine. The long hard tail is used as a balance when running in(at) 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 a prey to them (you become prey to them). No soldier has come back alive running away from them. The basic rule in this world is to fight. The raptors are the most prosperous carnivorous dinosaurs in this world. There live different flocks in various areas. Their behavior and endurance are not all simular but they all have one thing in common. Speed. They are fast. It is best not to use heavy weapons.

Also on very rare occasions, there have been encounters of blue raptors reported. Their attack and toughness are said to be "Ultra-Raptor" level.

Go hunt them down if you dare to claim yourself as a "real" hunter.

Tyrannosaurus Rex

Meaning:

Tyrant Lizard King

Length:

14.5 meters

Height:

4.8 meters

Observation Records

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

Combat Notes

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

Allosaurus

Meaning:

Odd Lizard

Length:

8.5 meters

Height:

3.0 meters

Observation Record

Anyone who encounters this dinosaur will first feel threatened. Although they're over 8 meters in height, they can easily jump over obstructions which are 2 meters high. They will not let a prey escape from them. Their prey is not limited to herbivores. They also feed on small carnivores. You should look out for the Allosaurus in areas where raptors are present. There have been sightings of the Allosaurus hunting in groups. We figured 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.

A smart way of killing it is to go around to their side and shooting them in the side of their stomach. However, their quick feet makes it difficult to move to their side. If this technique is difficult, you'll have to rely on a weapon with fire power.

Compsognathus

Meaning:

Pretty Jaws

Length:

1.2 meters

Height:

0.5 meters

Observation Records

Commonly known as Compy. Their diet contains of mainly insects. They are tiny dinosaurs. They are typically no threat to humans. They move in packs and their social life involves around their pack. It's when they started nesting in our research facility, is when they became a nuisance

Their eyes appears to be similar to that of the birds

We speculate that when they detect small shiny metallic things, it is their behavior to take it back to their nest. This behavior frequently (frequently) caused problems inside our facility.

Combat Notes

No real notes has (have) been taken since they do not directly inflict harm to humans. However, we are thinking of way to stop

them from stealing small belongings from the soldiers.

Pteranodon

Meaning:

Winged and Toothless

Length:

3.0 meters

Height:

6.0 meters

Observation Records

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 Pteranodons 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 and 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.

Mosasaurus

Meaning:

River of Mosa Lizard

Length:

6.0 meters

Height:

0.8 meters

Observation Record

Their main diet seems to be the ammonities 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 extraordinary.

Combat Notes

The first thing to do is stopping them. Shooting NEEDLES is one

way. But the most effective 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.

Plesiosaurus

Meaning:

 Near Lizard

Length:

 17.0 meters

Height:

 3.0 meters

Observation Record

Our life-line, the 3rd Energy Reactor 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 carnivorous reptiles. With their long neck they surface the head to breathe. It's been reported that they have been seen attacking the Pteranadons from the water with their long agile necks.

When attacked by them, aim for their head. They'll try to pull their prey into the water using their long necks. When you are attacked, the best thing you can do is to fire back at them.

When you encounter them in the water, unfortunatley the only thing that will really hurt them is explosive artillery. You also have to be careful of the strong water current they produce when they swim. It may be wise to avoid fighting them in the water.

Inostrancevia

Length:

 3.7 meters

Height:

 1.2 metres

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 creature began appearing. They seem to favor hot and dark places. We believed that these four-legged creatures were herbivores due to the scarcity of living organisms in their habitat. But when one our(one of our) 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 Record

We still have yet to find a way to fight them. It's their ultra-hard armor which they wear that 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 attack they stand on their hind legs. This is when you should shoot their stomach. It seems to be their weakpoint.

Currently a prototype weapon is in the late stages of development. This mine like weapon(mine-like) when complete should flip them on their backs. But we don't know for sure if it will really work.

----- Triceratops -----

Meaning:

Three Horned Face

Length:

8.5 meters

Height:

3.0 meters

Observation Record

They are herbivores and they can be found in the outskirts of the city in the fields. They protect the herd's eggs in herds. They are social dinosaurs.

They are very gentle in nature and they will not become vicious unless forced to. Such as stepping on their eggs.

A half a year ago their attack on the city was unstoppable. A section of the city was completely destroyed. They seem to remember who harmed them. Ever since then, some of our soldiers had to pay their lives for it.

Combat Notes

If you dare fight them you have already lost the fight. An angry Triceratops is unstoppable. The only thing that will stop it is an even more angry Triceratops.

All we can do against them is to use heavy firearms and aim for their nose and get as far away as possible. Since they have priority for their social lives, they will not come after you if you leave their territory. All you can do is run.

----- Oviraptor -----

Meaning:

Egg Robber

Length:

2.5 meters

Height:

1.3 meters

Observation Records

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

Combat Notes

You shouldn't 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.

Giganotosaurus

Meaning:

Giant Lizard

Length:

More than 20 meters

Height:

More than 7 meters

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 Records

There is nothing known about their attacking behaviors. This can mean two things. One is that no such dinosaur exists. Two is that every soldier who did encounter it has disappeared without a trace. Soldiers 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.

very expensive dinosaur to buy, these are the triceratops and the infamous compy. Good luck beating it with a compy.

DIFFERENT ENDING SCORE SCREENS

Beat the game for the first time and you will get the screen of Dylan cruising in his car, beat it a second time and you will get a VERY VERY VERY VERY sexy image of Regina, beat it a third time to get an image of Paula ((I tell you I have that Regina image set as my windows wallpaper))

TIPS

- * Here's a hint worthy to be almost a cheat itself, read through the dino file of the raptor and near the end the file will mention something about ultra raptors which only rarely appear, you might not find them even if you play the game a hundred times, here's how you can get them to appear, be sure to be in an area with alot of dinosaurs in it, and you MUST get a combo of 20 in the area, my picks for that were the first room where you fight the oviraptors or the final wide area before you get the data disk, you can get 20 combo's there easily, anyway, hopefully if you got the 20 combo's then one or two rooms later you will run into 2 ultra raptors. These ultra raptors are HELL tough, they take shitload more damage compared to normal dinosaurs, the best weapon against them which I found was Dylan's solid cannon, as that is the only weapon which can still stop the dinosaurs in thier tracks, other then that no other weapon will be able to hold them at piece. Kill them to get over 15000 points.
- * Here's a hint for ya, before the third energy area buy a heavy machine gun, now in the narrow walkways when you are attacked by the serpent dinosaurs shoot and kill them with a single shot from the heavy machinegun for instant points.
- * Here's another hint for you, get the 3rd energy key card on your first visit to the spring area, this will save you alot of time and suffering later on, do this when you have the first opportunity.
- * The raptors and ovi-raptors move very fast after you so here's a little tip to stall them, keep running to your destination and equip the Solid cannon with Dylan, and fire a shot whilst running you can pass through the energy ball without taking damage but if any dinosaur was too close behind you then it will be killed by the cannon ball which stays in place for a second or two after the initial blast has been fired.
- * In the part where you have to protect the girl while walking through the forest, use the solid cannon to make a energy ball around the girl, she will not get damaged by it but the dino's will, dont worry the dino's will only attack her during this part of the game so your pretty safe yourself.
- * Keep a finger pressed on the auto aim button because the dino's can attack you from all directions, as soon as you hear the slightest

rustling of grass or a footstep, press the aim key and the character will automatically aim at where the enemy is coming from, this can help you fend off some back attacks, or get rid of enemies quickly.

- * Make full use of the submachine guns while your at the ending parts of the game, the submachine gun can aim at several multiple targets at the same time, I myself have taken out 3 raptors at the same time in an instance, this is no doubt the best gun for dealing with veloci and oviraptors.
- * You can kill the allosaurus with the handgun or shotgun too but that would take a very long time, instead when your at the starting parts of the game and you dont have guns like the solid cannon then you can use even the flame thrower to cause front damage to the allosaurus, the fire has a long trail and it damages the dino even if you attack it from the head on.

NA GAMESHARK CODES

Codes from CMGSCCC.com

Enable Code (Must Be On-Version 1)

D00D639C 023A
800D639E 1000

Enable Code (Must Be On-Version 2)

D00D6314 000A
800D6316 1000

Joker Command

D00AF130 ????

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

Have Extra Crisis Mode

800AECA8 0100

800AECAA 0101

800AECAC 0101

Unlock All Characters (Extra Crisis Mode)

800AECAE 0FFF

Walk Thru Walls

D0032DCC 000F

80032DCE 1000

D00330C8 0161

800330CA 1000

D003365C 0013

8003365E 1000

Alternate Infinite Health

D0022470 010A

80022472 8645

D0022484 0108

80022486 A645

Have All Key Items

800AEED8 FFFF

800AEEDA 03FF

Have All Files

800AEED0 FD77

800AEED2 FFF3

Infinite Health (Paula) (When You Have to Protect Her)

800AE36A 06F4

800AE548 06F4

Stop Timer (Colosseum Mode)

800AEED4 4650

Save & Shop Anywhere (Press Triangle + R2)

D00AF130 0012

800AE73E 0002

View Ending FMV (Select New Game)

D00AECAC 0101

800AECAC 0504

Max No Damage Bonus Score

800AE840 FFFF

Max Room Total Score

800AE834 967F

800AE836 0098

Max Combo (Shows Up At In-Between Room Screens)

800AE844 0063

Infinite Item Usage

D00560B0 0008

800560B2 2400

Extra Items

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www.neoseeker.com
www.cheathappens.com

On another note I dont think I need to mention that this guide is also protected by the international copyright laws and that makes it about as illegal as any bad thing for anyone to plagiarize it, I ask everyone to keep there eyes open and if they ever see this guide being used for the wrong reasons then please dont hesitate to contact me and I shall see what I can do about it, dont think of this as a joke because plagiarism is not that uncommon nowadays, several great authors works are plagiarized for money and thats.. very VERY bad..

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* CONTACTING INFORMATION

Want to drop an email to me ?! please make sure of the following things before sending me an email

- * look in the walkthrough for any puzzle or monster related questions first.. dont find it there.. mail me.
- * Please DONT mail me about how good you are in the particular game and how bad i suck.. hehe those will go to the trash ASAP

God any question about the game ?

Use this address : Returnofthemaniac@hotmail.com
or AJ@Rebiohazard.com

* CREDITS AND THANKS

- * Thanks especially to god for giving me such fast hands to write all of this in about a week and a half. YOU RULE :)
- * Thanks to gamefaqs, for allowing people with talent to show off their works
- * Thanks to Capcom for diverting from the usual RE formula for this game and making a more gung-ho game.
- * Thanks to SEAN !
- * Thanks to all the people who are reading this, you scrolled all

the way down people :) YOU RULE TOO

- * Thanks to my friend kad and randy for keeping me sane during the hours of internet insanery.. bzz bzzz
- * Thanks to CjayC < how can i forget him, he's the guy who creatd gamefaqs.
- * Thanks to THIS WEBSITE for the ascii writing's
<http://www.friendlycanadian.com/applications/ASCII.HTM>
- * Thanks to Cybiolink8000 for letting me use his dino file transcripts.

* FOR WORDS

As they say, another one bites the dust, i bid you all farewell and hope that you all live and prosper for a very very long time. I'll get back to work on my next project.
Bye :)

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