

# Dino Crisis 2 FAQ/Walkthrough

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Updated on May 3, 2002

DINO CRISIS 2  
WALKTHROUGH

Title: Dino Crisis  
Producer: Capcom  
For: Sony Playstation  
WordPad  
font: Courier 10  
Created: 11/10/00  
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## INTRODUCTION

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DC2  
INTRODUCTION

The introduction will consist of all the information necessary to minimize the hassle playing Dino Crisis 2 as much as possible. Not that DC2 is all that difficult. All the weapons will be outlined and will have some insights into what they're best suited for and whether they warrant being used at all. The Recovery Service. The pros and cons of the items in Tool Service. Tool Service items will be included in the other Service sections because many of the items are used as sub weapons, enhancements to sub weapons, EPS cards or armor, and info on the Dinos to assist in planning maneuvers. I am leaving a full disclosure of The Dino Files and the other files out of the walkthrough. For the most part, they give a superficial look at the lives of the castaways. The last two files give you the most detail about the story. The walkthrough gives the locations of all files and you can store them, unlike DC1. I would suggest that you collect all the files and save in the Facility before having Dylan go down to meet himself and Tango with El Gigante. You will then have all files saved and can read them any time.

This walkthrough will be for a Normal Mode game. Many of the MedPaks that are strewn over the games' landscape in Normal Mode are gone in Hard Mode.

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#### CONTROLLERS

Everyone has been playing with Playstation for so long that there isn't any need to go into controller configuration. If you have modified the default setup, you've probably been using it long enough that you don't need anyone suggesting how to set it up.

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#### WEAPON'S SERVICE

Objects in Weapon's Service that have only one EP value are the same whether in normal or hard mode.

SEMI AUTO PISTOL: a default weapon, it can be used with a sub weapon. It has a decent range and Regina is an excellent shot, so most or all of her releases hit their intended target. It has a rapid reload time, so she can throw tons of lead fast. It works well up close and will take a raptor out within three rounds, easily. It can be used on the run and Regina can back- step while firing. This is a good thing. When there are two or three Dinos in front and up close, back stepping often seems to keep them at bay long enough to be killed. When speed gaming, Regina can stay with the pistol 'til her encounters with the underwater dinos and the Inostrancevias as she leaves the Missile Silo.

SHOTGUN: default. Can be used along with a sub weapon. This pistol-gripped autoloader does very well for itself. It has a quick refire time and more than adequate range. It has an excellent shot spread for the much needed collateral damage when two or three dinos are bearing down on Dylan at the same time from the same direction. I haven't had great scores on Dactyls. To me, it's a waste of ammo to fire at them with the Shotgun.

FLAME LAUNCHER: 8K EPs Normal, 16K EPs Hard. A two-handed weapon, this device is used mostly for clearing the plants out in the poison marsh area. It throws the fire out in front of you to get at the plants that sit off the path. It keeps Regina at a safe distance from them to keep her healthy. It works against the Dinos, too, but takes too long to cook them thoroughly without rotating. If you're low on your preferred weapon's ammo, this will keep the raptors away from you 'til the next Save Point. You can't run while using the Flamer; this is a walk and flame gun, which makes it slightly impractical as a weapon because of its short range and because it doesn't work on Dactyls.

SUB MACHINE GUNS: 12K EPs Normal, 24K EPs Hard. A two-handed weapon, the "TWINS" are one of my favorite weapons in the game. Firstly, because they throw lead so fast it seems like a spray. Secondly, because of the added ability to target multiple objects, this becomes one of the deadliest weapons in the game. Let's say there are multiple targets from different directions. Regina will target and fire at the closest hostile. Turn her slightly in the direction of the second or third target and she will adjust to pick up the additional object and include it. Sometimes when this happens, the system may not be able to handle all the movements and the frame rate slows down to maybe half the default rate. (I don't know if this is just my old system or systemic of the programming of the game.) The advance of the dinos is halted and she removes them from play. When not playing with the infinite ammo, be aware that they do use up ammo quickly, so, unless you have increased the magazine capacity of the "twins", keep their remaining ammo in mind. The twins are good at Dactyl hunting - better than the pistol or shotgun. In open areas, you can actually see them tracking Dactyls in flight, just like the ground targets. When they are tracking, you should be firing. Don't stay too long in one spot when hunting the Dactyls because you can get hacked by one outside of the periferal vision of the "twins". It pays to use the "kill-and-move" tactic. The "twins" work well on all dinos, minus the Inostrancevia and the underwater dinos.

SOLID CANNON: 18K EPs Normal, 36K EPs Hard. It can be used with a sub weapon. This is an in-your-face killer. For me, this is the all-around best weapon in the game, mainly because of its lingering effects. On normal mode, the cannon will take out Raptors, Dactyls, Oviraptors and Allosaurs. I've never tried it on Plesiosaurs. You can run through the discharge without being damaged, but the monsters can't - which is good when you're being run down by Ovis and Raptors. Because you can run while firing, this gun has use in speed games.

HEAVY MACHINE GUN: 35K EPs Normal, 70K EPs Hard. It can be used with a sub weapon. This puppy is the best weapon against Dactyls. The only place I have had any problems with it is in tight quarters at the 3rd

Energy Storage Space, where I got too close to the containers and was blinded by them.

AQUAGRENADE: K EPs Normal, 40K EPs Hard; can be used with a sub weapon. It is the most powerful of the underwater weapons. In normal mode, except for Mr. Manners, it's a one shot weapon. For where it's being used, it's range is fine, although I think it's a bit slow on the refire rate. So, starting out, it can be scary when the second Mosa gets in close. That's what the suit's boost system and the shockwave are for.

NEEDLEGUN: Default, main weapon for the Deep Sea Suit. This gun fires three needles per round, infinite ammo, regardless of game mode or EPS Platinum card. It throws the needles pretty fast, although it can take a lot of needles to take a Crocagator out. If two come in at once, one hopes they're from the same direction.

ANTI TANK RIFLE: 38K EPs Normal, 76K EPs Hard; "BIG GUN" - a two-handed weapon. It produces massive damage to anything in front of it's muzzle. Everything but AL and Inostrancevia dies in one shot. AL will die in three shots from the side or from behind. Inostrancevia will die in three rounds. It doesn't work well against Dactyls in close quarters - it has a slow refire rate and isn't accurate enough with fast moving objects.

MISSILE POD: 50K EPs Normal, 100K EPs Hard. A two-handed weapon, it fires three mini rockets. If you have three Dinos bearing down on you at once, this will take care of all three. It works ok against Dactyls too - just stand there and fire one salvo after another into the air. The Dactyls can avoid the rockets for a while but not forever. The problem with using it against the Dactyls is, it takes too long to eliminate all of them.

ROCKET LAUNCHER: 50K EPs Normal, 100K EPs Hard. A two-handed weapon, it's the most powerful of all the weapons offered in the game. It has a slow refire rate because of recoil but it slows down El Gigante a weensy bit.

#### SUB WEAPONS

CHAINMINE: 12K EPs Normal, 24K EPs Hard. This one throws 5 mines out in front of Regina or Dylan, destroying boulders and flipping Inostrancevias onto their backs, making it easier to kill them with the main weapon. It's best used on Inos in the caves and at the Missile Silo exit. Don't waste time on killing them if you don't need the EPs. This is excellent in speed games.

FIREWALL: 5K EPs Normal, 10K EPs Hard. This device's primary use is for fending off Dinos singly or en mass from one direction. Regina must be facing her enemies for it to be effective. She will not auto-turn and release as with the pistol.

STUN GUN: default. This is a limited-use device. It is used mainly for shocking electrical panels into working. It can be used to fend off raptors. I didn't have much tolerance for learning the device because it took too long to remove a dino from the scene. I know that the Battery upgrade makes this more useful, I just learned to use other means to move forward in the game. If you run out of ammo, it can be used in a tight pinch. If there is more than one dino to deal with, forget it. It's pretty much useless against all monsters, except the raptors.

STUN GUN BATTERY: 15K EPs. This is an enhancement for the Stun Gun. I never bothered with it because I found other, more effective, means to deal with the Dinos.

MACHETE: default. This is mainly for the ivy-covered doors that bar Dylan's access from important areas of the game. It doubles as a minor weapon for those times when you're low on ammo. When I first played DC2 I used it often and was frustrated often. I learned to use ammo and dodge more efficiently.

HEAVY BLADE MACHETE: 15K EPs. It has an alloy blade. It must be sharper, so this makes it more effective. I never bought this tool either.

SHOCKWAVE: default. A sub-weapon with the Deep Sea Suit. Shockwave expels a Sonic, or percussion wave at Mosa, momentarily stunning the Mosa and allowing you to finish off Mr. Crocagator with the Needle gun or the Aquagrenade.

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MAGAZINE SERVICE

I don't have much to say for this area. It's self-explanatory, If you wish to expand the Magazine capacity of the weapon you are currently using, you may purchase a larger magazine. Now, when you're first learning the game, you may be throwing lead all over the place in major/minor panics, wasting it. So, the enlarged magazine will be seen as a plus for the beginner. However, as your experience grows in the game, your fire count will go down and your need for bigger magazines will fade. Whether you decide to play with the EPS Platinum card only (once acquired) or continue to play a more thrilling game without it, the need for the magazine service will fade away.

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ARMOR

INNER SUIT: 20K EPs. This outfit goes under your clothes and prevents bleeding. I can understand cutting, but I don't know how it could prevent crushing injuries from bleeding. If you're being hammered by the monsters, purchase these undies; it will STOP THE BLEEDING! As you become accustomed to the game and the attack patterns of the animals, you won't need to use these.

LIGHTWEIGHT ARMOR: 35K EPs. This cuts the damage from Dinos in half. When it becomes available in the game and you have the cash, you should buy it. When you learn the course and acquire fitness, you can do without it.

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#### RECOVERY SERVICE

This is your one stop medical supply store. The cost of medical supplies remains the same whether you're playing on Hard or Normal, except Resuscitates. They, on the other hand, more than triple their EP cost. One of the major things I miss from DC1 is the mixing of medical supplies to produce all those interesting Anesthetic Darts and healing aides. Here are the items as follows:

HEMOSTATS: 100 EPs. They will stop the bleeding and keep those dad-gum giant TseTse flys off of you. I swear I saw one flying off with a Compy held tight in it's multiple appendages.

SMALL MEDPAK: 300EPs. There are a number of these scattered about the game. They will improve your health, but will not stop the bleeding. When you're learning the game, you will most likely be buying these. It's like two for the price of one compared to the Medium MedPak, so you can fill up on cheap Health. I recommend this over the more expensive Medium and Large Meds. Pick the Medium and Large Meds. up in the field and save your EPs.

MEDIUM MEDPAK: 800 EPs. These, like the other Meds., are strewn all over the game. They will not stop bleeding. Don't buy these if you can help it. They will fill your Health Meter completely.

LARGE MEDPAK: 1K EPs. These are spread all over the game, although there aren't as many as the Small and Medium MedPaks. These WILL stop bleeding, along with restoring your health completely. It's good to keep at least one of these with you for emergencies. Don't buy them if you can help it. As your experience with the game grows, your need for the Large Meds. will drop. The only time I can say, regardless of your experience, that you should store these babies up is when you go to meet El Gigante in the final Conflict. That SON OF A !\*!#! pounds the living hell out of you. Sometimes, when he won't let up, you become Dylan Pat,.

RESUSCITATE PAK: 3K EPs Normal, 10K EPs Hard. These guys will restore your life, let alone your health. I DO NOT USE THEM. They bring you back to the beginning point of conflict instead of the current point of conflict, so pay attention to your health and you can stay where you are

when you get damaged.

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#### EPS CARDS

EPS SILVER CARD: 20k EPs. This card keeps the kill points up on the screen longer; how much longer, I don't know.

EPS GOLD CARD: 40K EPs. This card doubles the on-screen EPs acquired from a kill.

EPS PLATINUM CARD: This wonderful card beats out any Credit card I ever owned. It gives you unlimited ammo to any weapon purchased in the game. This baby is acquired by finding all the Dino Cards in the game, then saving at the end. The Platinum card will roll over to each new game from that point on.

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#### JURASSIC STARS

COMPSOGNATHUS: (Pretty Jaws) AKA Pansies. They have a slightly larger role in DC2 than they did in DC1, although you can't take your frustrations out on them as in DC1. They are one of the untouchables in the game. The only one you get to interact with in the game is a pansy in the \*\*s. All you can do is more or less direct it by positioning Dylan to block it's passage. There are many areas where it can hide where it takes a shot into the hidy hole to scare it out. Try to keep an eye on it - often that is when it hides in a nook or cranny and you must waste time looking for it.

VELOCIRAPTOR: (Speedy Thief) AKA Moe, Larry and Curly. They often appear in groups of three. They are fast, but if you have the presence of mind, while running, you can avoid them for a some distance with the well timed dodge, ladder climb up/down or turning a corner. Eventually, though, they will tag you with a leap, grab and toss or tail whip. As in DC1, you can increase the damage quotient with in-your-face killing. Where it can take four rounds at even a short distance of fifteen to twenty feet, up close and personal you can cut that in half. When there are three hanging around for a bite, that can get tedious.

SUPER VELOCIRAPTOR: (Conan and Darth) They are much darker than the reddish brown V. raptors. Up 'til I played my first cell-clearing game, they popped up only in hard mode. They show in the same place, just

after passing through the gates from City Front/Dock to City Front/Haul Road. These two are the 'Roid Boys. It takes 25 AT Rifle rounds to eliminate each raptor. It is possible to line them up and take them out together with a total of 27 fired. It's a good thing they don't appear from two directions instead of one.

As mentioned, cell-clearing must trigger their appearance. They DO appear in normal mode. The first appearance is with Regina. She was on the Jungle, south route 2 just before the dog leg to the Research Facility and Poison Marsh. The 2nd and 3rd time was with Dylan. They rear their ugly heads in the Poison Marsh and the Jungle Route, just outside the Water Tower.

OVIRAPTOR: (\*\*\*\*\* Sorry! Egg Thief) I hate Ovis! They are without couth! They spit at you! They jump on you, hold on and hack on you about the head and shoulders with their pointy beaks! They drop-kick you!

EXTERMINATE WITH EXTREME MALICE!!!

PLESIOSAUR: (Near Lizard) AKA Mr. Manners or Long Neck. Except for the Level Boss, these guys are duck-shoot EP makers. The only time I ever get hit by one is when I'm playing a speed game. (I don't shoot them in speed games.) I think I saw one pop out of the water with a "shoot me" sign hanging around it's neck. The Level Boss isn't much more difficult to deal with; four shots - two in the moosh and two in the belly - and he's toast.

PTERANODON: (Winged and Toothless) AKA Pteri. I hate Dactyls! If you use the Heavy Machine Gun, you can take down one dactyl after another. It isn't like the other Dinos, where you only worry about three at a time. Any number of them can be flying around up above. Because they are out of sight, they don't comply to the max on-screen Dino rule. If you're out in the open where your weapon isn't blocked by objects (containers and buildings), you can stand and fire. Just keep tapping the L1 button and they'll keep dropping until they run out of Pteris. They'll swoop down onto our heros, knocking them to the ground or landing on them and rending flesh from their bodies. Occasionally, they will lift Regina or Dylan off the ground and drop them. If the attack doesn't kill our heros, the drop usually does. Your best bet for dealing with them is standing with the Solid Cannon and tapping the L1 button or running while firing the Solid Cannon. The lingering charge catches them as they swoop in from behind. All the other weapons are totally ineffective against them, even the Launcher or Missile Pod. They are just too slow for them.

MOSASAURUS: (River of Mosa Lizard) AKA Crocagator. I haven't seen more than two operating at the same time - that's a good thing. They're not very fast, but they don't have to be, they have the water on their side. Considering that Regina is in such a big suit, she moves pretty well in the water herself. Be aware that you can't play keep-away for very long because the Mosas have you at a great agility disadvantage in the water. They can tail swipe just like a Velociraptor, hit with a bite and knock Regina down and take her for a spin or roll, tossing her up through the water. She will slowly sink to the bottom, helpless to right herself until touching down. One major aspect of their approach is that a muffled sound is created from their movement through the water, tipping Regina off to their presence. They can be stunned with the shockwave and



finished off with the main weapon. You can make a temporary escape with the boost option, turning in boost and firing the main weapon.

INOSTRANCEVIA: (AKA Low Crawler) These lizards have got some big teeth, or tusks, whatever you'd like to call them, and they are MUCHO TOUGH and kind of slow! I'm working on run-arounds for the caves to cut out time. It takes three rounds with the AT Rifle to smoke them; all the other lower grade weapons are ineffective. I haven't tried the Missile Pod or Rocket Launcher on them but I would hazard a guess that they would be as, or more, effective than the ATR. INOs are suckers for the FLIP'N'RUN! When I do the caves or I'm at the end of the Missile area, I use the Chainmine only. I don't go for points, (I'm still working on the speed game) so I just flip'em and run if I can't end-run them without damage.

TRICERATOPS: (Three Horned Face) AKA The Balboa Twins, Rocky and Rocky. The triceratops has a very small role in DC2. On the way to Edward's City, Regina and Dylan must do the Triceratops shooting gauntlet for EPsGPs. The two animals that harass our heros in the jeep end up paying the price. Either of them aren't difficult to hit, it's just that the weapon isn't very effective against them. You hammer them in the face and they keep coming back for more. "Cut me, Micky."

TYRANNOSAURUS REX: (Tyrant Lizard King) Formerly known as Mr. Chuckles, currently known as Blinky, he is another member of Elliot Ness's crew. Aside from the damage done by Dave at the onset of the story, he is "Untouchable".

ALLOSAURUS: (Odd Lizard) AKA AL or Mr. Giggles, Blinky's jumpier cousin. He reminds me of "Jaq", the UBS Man From MAD TV. This guy cannot stand still! The first five times you encounter him, you are able to interact freely with him and make some EPs. Then you meet up with a clone nest of them and, all in all, about 10-plus come out of the woodwork for a chew. Your best strategy is to stand still and repeatedly fire off the Flare pistol so that your partner can fire on the flare. In the last encounter with Giggles, poor, poor David gets mou'd for saving Dylan. HAAAAA!!! I never liked his hat!

GIGANTOSAURUS: (Giant Lizard) AKA El Gigante. Until the very end, "Untouchable". The first contact will be at the Missile Silo where he gives Blinky his come-upance. Shortly after this, Regina meets him in the Silo area where she gives him a slightly over-the-top tan. Then again, shortly after that, in his rage, he topples the Missile onto himself, ensuring his demise - a pivotal part in the story.

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BATTLE HINTS

Always keep moving; a moving target is harder to hit than a standing

one.

Running in straight lines covers more ground, but it makes it easier "fo da Dinos to track and leap on yo @\$\$". So, when you have a group trailing you in a speed game, go serpentine. In a regular game, go serpentine, weave your way through them, turn and fire.

Make your way past the group, turn and fire. That keeps the odd out-of-screen Dino from attacking your blind side. Quite often the Dinos attack in threes, so, if you slide by three, run for a few more yards to string them out, then turn and fire. Many of the weapons have "SPREAD", like the shotgun and the twin autos, and will pick up doubled Dinos.

Back step as you fire, especially when you have two or more dinos in front of you. They SEEM to have a more difficult time dealing with a backward moving target, plus it keeps some space between you and them. It may also work when you're against a wall with no escape. (I'm not 100% sure, maybe I was just lucky.) It has worked many times. I continued to backstep, even though I had nowhere to go (panic response, fingers wouldn't let go of button) and it picked up all the Dinos nicely, even at times when one leaped over another to get at the character.

Fire while running and/or walking in circles - Dinos can't deal with circles. You can be inside a group of three and start walking or running in a circle and fire or you can remain inside, unharmed, while plucking them out one at a time. This works well against Raptors and Oviraptors.

You can't ignore Mosasaurs; they must be dealt with immediately. They can't be outwalked. You can use the boost option to scoot out of an attacker's way but it has it's limits. Two mosas in the area and you just know you're going to get bitten and taken for a spin in the water.

Dactyls - The best weapons for dealing with them is the Solid Cannon and the Heavy Machine Gun. The Cannon's lingering charge catches the bad guy, swooping from behind and from ahead. Because the cannon's range is so short, it doesn't pay to stay in one place for long. The Heavy Machine Gun, however, has long range and can pick them off at a safe distance. The trick is to hold the R1 button down, then release the fire button and tap L1 - it quickly switches targets to take the next flyer down. They drop like rocks from the sky with this weapon. Once an area is cleared, you can safely proceed to the next area.

Super/Ultra Raptors - These guys are toughboys! There may be more than one way to bring them out of the closet!

I have been able to bring them out in Hard Mode since the first time I played. I have just recently brought them out in Normal Mode by "CELL CLEARING" - clearing the cell of all hostiles, without (as far as I can tell) breaking the Dino combination count on the screen. It must equal 20 (total) when you leave the cell. This doesn't explain why I get them, in Hard Mode, at the Haul Road just after 3rd Energy Facility. I certainly haven't gotten 20 of anything through there.

Not all Cells carry 20 Raptors at once. The first cell to carry 20 raptors is "Passageway to Military Facility 1". PMF2 also carries 20, but if you clear 20 in PMF1 and continue, they will pop up in PMF2. If you pass killing 20 in PMF1 and kill the 20 in PMF2, exit the cell through PMF1; you'll get them in PMF1. It also depends on the particular cell that carries 20.

Each cell has a "total" that equals more than 20 Raptors total; to acquire them all, you will have to exit the cell and return to get the

remainder. As far as I can tell, each cell has around 30 to 35 animals.

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#### THE WALKTHROUGH

01. Dylan, Military Facility
02. Regina, Dock, Landing Space
03. Regina, Research Facility
04. Regina, Military Facility
05. Dylan, Cockpit, Cabin
06. Dylan, Research Facility
07. Dylan, Return Cockpit Cabin
08. Regina, 3rd Energy Facility
09. Regina, Return to Dock, Landing Space
10. Regina, Return to 3rd Energy Facility
11. Dylan, City Front, Dock
12. Dylan, Edward City
13. Regina, 2nd Return to Dock Landing Space
14. Regina, Launch Site/Missile Silo
15. Dylan, To Facility
16. Dylan, Facility
17. Dylan, Final Conflict
18. FIN

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#### THE WALKTHROUGH

After you have watched the excellent beginning FMV where T-Rex gets his new nickname, "Blinky", (cut scene) Regina and Dylan end up at the bottom of the escarpment in the DOCK/CARRIER LOT. They make their introductions and separate. You are playing as Dylan. Inspect the body for a SMALL MEDPAK.

Head for the North gate and enter the JUNGLE/NORTH ROUTE 1. Climb the freight container (hence known as container/s) and introduce your stinky friend to your new green-skinned, bipedal-eating companions. By the way, there are tons of them in this game. In general, you can expect them to come in threes and from different directions. I suggest to you that one of the first things to learn in this game is to gain control of Dylan and Regina's movements. (You'll stay healthier if you can dodge well.)

There is a MEDIUM MEDPAK near the jeep, a small freight container blocking a gate (the gate comes into play later in the game), and to the North, a faultline with a ladder. Climb and follow the well-tread path. It splits, creating a circle; either path terminates at the same spot. Climb down the next ladder. Continue climbing up and down ladders through NORTH ROUTES 2, 3 and 4, killing all the Dinos that hamper your progress. Near the end of Route 4, there is a SMALL MEDPAK on the container and a large one on top of the mini fault plateau. I suggest

picking up all medpaks while learning the game. Cross over the fault, down and over the containers and enter the gate to the WATER TOWER. (cut scene - strange futuristic person) You have an opportunity to save your game and replenish your ammo. Check out the WEAPONS SERVICE - the Solid Cannon has been added. Your first Dino File is File #2 (Velociraptor). Around the corner to the west there is a locked door. On the concrete base of the water tower there is a RESCUE PAK. Just past this is the door you'll exit the tower from to the PASSAGEWAY TO THE MILITARY FACILITY 1. As usual, the debris is all over the place, to make your life miserable. It's easy to get attacked in here, so try not to get bogged down bumping into Dinos and junk. There is a MEDIUM MEDPAK in the tunnel. Exit the next gate to ROUTE 2. Kill, Kill, Kill!!! Tons'a Dinos littering, bleeding and just messing up the clean ground - what pigs!!!

(01)

DYLAN, MILITARY FACILITY

Enter the Front of the MILITARY FACILITY. (cut scene - Blinky has been waiting to welcome you with open mouth. "LIKE, isn't that sweet of him?") Do a 180° spin and head for the ladder behind Dylan. Your destination is the MILITARY FACILITY ENTRANCE at the South end of this enclosure. Use the loading docks to stay out of Blinky's way. In a fit of frustration, he destroys the containers to get at you. This rampage gives you the time you need to run the loading docks. Pick up the LARGE MEDPAK on the loading dock as you pass. (cut scene - more of those odd-clothed young people, bearing arms and legs against our hero) Once inside the MFE, search the room thoroughly. (This reminds me of a dance hall or restaurant front.) You'll find another Dino File on the far table - File #3 (T-REX). I still say he looks like Freddie Mercury! It's the teeth! Move to the Military Facility Corridor Door, enter and pass the first door on your left. Go to the shelves at the end of the corridor and get the MEDPAK. This electronically locked door is for Regina. Go back to the door you passed on your way in. Enter the MEDICAL ROOM. Get your first file - File #1 (Doctor's Papers on Time shift), locate the KEY PLATE, replenish your ammo and save here!

Exit the Medical Room and head back out to the Military Facility, being careful of the raptors and Blinky. I exit the hall firing and run between the table and counter, then swing around to the exit door. There is less damage this way.

Enter HARDWARE STORAGE. Pick up File #2 (Storage Room Items), go to the wall safe at the end of the room and use the Key Plate to unlock it.

Now that you're stuck in this room, it's Regina's turn to go for a walkabout!

(02)

REGINA - DOCK/LANDING SPACE

The scene opens with Regina climbing the DOCK/LANDING SPACE ladder. Run west to the gate with the red security light and swat it with the STUNGUN, enter DOCK/SUSPENSION BRIDGE, shoo off the pansies and check the corpse for any goodies. OOH, look! another Dino File - File #5 (Allosaurus). Cross the bridge and exit through the gate to JUNGLE ROUTE SOUTH 1. Get ready for some excitable boys. They can't dance but they get an "A" for effort. Continue through Route 1 and two; notice the door

at the dog leg - you'll be back. You're going to the Research Facility. Enter the gate - PASSAGE TO RESEARCH FACILITY. You'll have to climb the fault lines to enter. Be careful of Albert the Allosaur - he has a problem (OCD). When he was a young Allosaur, he saw Gene Kelly in the movie, "Singing in the Rain". Ever since then, he's been dancing; if he's not running to eat you, he's dancing to eat you. Ignore him for now and just get into the building without any damage.

(03)

REGINA, RESEARCH FACILITY

Enter the back of the RESEARCH FACILITY. Climb the ladder, make your way through all the Dinos and enter the CONTROL SHACK on Regina's right. Search this office and find File #2 (Incineration of Plants). This is a SAVE ROOM. Don't save or buy ammo yet. Run back outside for a short cut scene and return to the Shack. Once you have Miss Mute Girl of Jurassic Park ("Paula, YOU LOOK MAAHVELOUS in those tight black leathers"), tether her to the pipe. Save your place and go shopping. So far, you've been acquiring EPs; hopefully you have enough to buy at least the FIREWALL FOR 5K EPs. I prefer the FLAME LAUNCHER 8K EPs. If I don't have enough EPs, I go back outside and kill some more Dinos until I do. In either case, you need one of them to access the Poison Plant area. If you're really low, you might have to go after AL outside sooner than you wanted to. You'll notice the twin autos in the Shop Box - these puppies are SUH-WEET! I highly recommend them for your killing pleasure. You can Kill AL and come back to buy them. AL is worth 10K EPs. You can pick them up when you go to free Dylan at the Military Facility. If you don't or can't buy them now, then you may want to increase your magazine capacity. At a minimum, reload the 45.

Exit the Control Shack. Notice the Ivy covered door. (Where's Dylan when you need him?) Make your way back outside to AL's playground. (There is only one way I have to deal with this guy, and that's to keep him moving up and down on the fault line to get at his side and underbelly.) In this case, the 45 is better suited than the twins. It takes about 20 to 25 rounds of good, constant hits to take him down; sometimes much more. If you keep firing without hitting anything, you're wasting ammo. Your best bet is to release 2 or 3 rounds at a time. The more 120-point hits you get, the faster the take down is. If you don't get hacked on, you'll get a healthy set of EPs when you leave this cell. You now have more than enough points to buy the Twins. Go back and get them in the Control Shack if you want - I'll wait here.

That was quick! Wait 'til you use those - you're going to love them. Let's book to the Military Facility - there's plenty of flesh to rend on the way there, so be on your toes.

Remember the door at the dog leg? Enter the MARSH POISON PLANTS SOUTH AREA and then the NORTH AREA, pull out the old flamer and get ready to cook some 'shrooms. Torch all of them and don't let them touch you or it'll take a huge chunk of health from you - enough to kill!!!. Enter the WATER TOWER from the Southwest door. Exit the Northwest door and make your way to the Military Facility. (cut scene - more of the strange people again. Regina's pretty handy with that stun gun, EH?) Now, when you enter the Military Facility this time, Blinky won't be there. He had to see a Stegosaur about a Brontosaurus. Anyway, there are now Pteranodons flying around. "I HATE DACTYLS"!!!

(04)

REGINA - MILITARY FACILITY

Once inside, enter the HARDWARE STORAGE to get the key that Dylan tossed under the door, then go back to MFE and enter that room at the far end of the Military Facility corridor. Enter the CONTROL ROOM. Search this room thoroughly for another Research file. Move to the KEY WALL and return the GREEN KEY to it's slot. You want to take the BLUE KEY. Exit the CONTROL ROOM, fight off the Dinos and enter the MEDICAL ROOM. Save and replenish your Meds and ammo. When you return to the MFE, arm yourself with the Twins; know the power of multiple targeting. Head back to HARDWARE STORAGE to release Dylan. Watch out for the Dactyls!

(Cut Scene) Well, folks, it appears that we have completed the first leg of the game.

(05)

DYLAN - COCKPIT CABIN

Back at the Boat, Regina and Dylan discover that the boat has been ransacked. There is damage to the operating system and the Vortex Generator.

Dylan is now ready to go for run #2. Open the Save/Shop Box and check out Dylan's TOOL SERVICE - the really, really big Machete has been added. Jungle Girl says her first muted words - "PAPA!" (Isn't that precious?)

Now before you go flying off to thrash some more lizards, access the WEAPONS SERVICE and take a boo at The Solid Cannon. This baby, in my opinion, is the most versatile weapon in the game. It slices - it dices - it'll even cook those raptor pies you love to eat. Let's kick it up a notch. \*BAM\* - I bought it, just like that. Throw a Lemon twist and some garnish on that pie.

So, where to now? Well, back to the RESEARCH CENTER, that's where. We're going to take a look at that Ivy-covered door Regina couldn't get in.

Dylan can get in there with his trusty Machete, what wonders do await? Outta da shipa! Climb to the Dock and run to the freight containers. "WHOA, vat da hell is dat?" Quickly turn around and climb onto the first container you passed out here. This will be a short lesson on how to deal with AL in a confined spot that will work to his disadvantage (especially with the Cannon). This is necessary when building up EPS for STUFF.

Once you're up on the container, don your extremely attractive Lady Allosaurus Costume and prance tauntingly in front of Albert. (I'm shakin' my tail baby - OH YEAH, I'm HOT!!!) He's stupid, thank God, but he'll get the hint and leap up there with you for some smoochin' or chewin'. He may not remember why he's jumped up there, so give him a nudge. Run to his side and fire off a round of the Solid Cannon into him. "LUCY, I'M HOME!". Now jump down to get away from death breath, hit the ground, turn and fire the cannon. WHEE, DOGGIES - would you look at that? That's gonna leave a mark. Try it again. OK, AL's pissed; he's going to jump down after you, so make your way back to the ladder and climb back up as soon as he jumps down. Follow this same procedure. After four good shots from the cannon you can stick a fork in him.

Go west young something or other, go west - to the gate and exit it to the JUNGLE NORTH ROUTE. This route was blocked at the beginning of the game.

So what have we learned here, kids? No hands? OK, I'll tell you: there's an Albert the Allosaur waiting for you! They're everywhere in this game! The good thing is, they're kind of easy to deal with and you can rack up some hefty points if you don't get too wracked up yourself dealing with them.

We're going to treat this guy just like the pig that he is - RUDELY! Wait for him to show his "I'm-going-to-jump-there-and-get-you" posture. Run over to the side of the little clearing (near the pool). As he lands, fire a charge up the old poop shoot. You know he's going to need a TUCKS when this is over. Drop down to the water, do a 180° and fire a couple of rounds again. Most times, four will do. Now we have three ALS down - that's over 30Ks worth of EPs.

Run and climb through the pools to the next gate. You're back onto familiar territory, NORTH ROUTE 1. You're required to take the long route to the RESEARCH FACILITY, so this is going to take a while. There's a lot of Dinos between you and there. Because of the way the Cannon works, you might want to experiment on using it. Try running and firing. What happens is, the disrupter blast lingers as you run through it, the Raptors following behind you get caught when they get too close to the charge and he's Mr. Poppin' Fresh. So saddle up, Hoss and make your way to the WATER TOWER. NOW, GIT!! If you've kept running as I had suggested, you should make about 4 to 6K EPs and not have much more than a scratch. Duck through the southwest door into the POISON PLANTS MARSH. Since you cleared out all the poisonous plants, the Dinos have moved back in the neighborhood. There goes the property value. That'll learn ya! Next time, leave one plant in an out-of-the-way spot and you'll keep the whole route clear. That goes for both legs of the Poison area.

(06)

DYLAN, RESEARCH FACILITY

When you enter the PASSAGEWAY TO THE RESEARCH FACILITY, You'll get to display the greatness of this weapon. I love this thing against Dactyls. Did I mention that "I HATE DACTYLS?" NO FEAR, EH? Spank those monkeys, OH YEAH! Hold the fire button down as you run, watch the dactyls swoop down to Dylan, then recoil in horrifying fatality from contact with the cannon's discharge. When you're done playing with the Dactyls, enter the back of the Research Facility and try the cannon on these Dinos. Before you enter the ivy-covered door RESEARCH FACILITY ENTRANCE, you might want to save in the Control Shack, reload your weps and buy Meds. Return to the ivy-covered door, clear it of vines and enter. "What a Lobby!" As you move in the only direction you can, you'll get another (cut scene). When you come out of it, you'll be surrounded. Did I mention I hate Oviraptors? They're crude and rude, spitting all over the place. Who wants to step in that? (A new technique - try running in a circle while firing the cannon. It works for all weapons, but wonderfully so with the Solid Cannon.)

Run and kill your way to the big electronically-locked door, then kill some more. Use the RF Keycard on the lock and enter the RESEARCH FACILITY PASSAGE. Head east to the last door on the right. Enter the POWER SOURCE ROOM. See the pretty green light above the tiny door? Explore this area and you'll find Research file #5. Enter the RESEARCH LOUNGE. Explore this area. You'll come across a Medpak and a closed up cage. Open the cage and look inside. You'll find Dino File #11 (Compsognathus). Leave this door open and continue to explore. Find File #3 (Researchers Notebook) - so that's what those doors are all about! (Close all the tiny doors except the one near the Save/Shop Box.) OK, you might want to save here before leaving this room. If you didn't

replenish your ammo in the Control Shack, do so now. Well, well, would you look at this. In the TOOL SERVICE there are two new additions - The EPS Silver Card and the Inner Suit. I have enough points to buy the EPS Card so I'm \*BAM\* - WHOA, I bammed before I was ready. (I'm suffering from premature bamulation!) I hate it when that happens. Well, I got the EPS card. The EPS Card holds the EPS Kill Counter on screen much longer than the default setting. The Inner Suit will stop you from bleeding ever again in this particular game but not in real life. Click your heels together and repeat "Remember this is only a game!" Do this three times and call me a Cab. When you enter the Research Passage, turn left and head to the end of the hall. There's a door that needs your RF Keycard. Slip the card through the slot and - (cut scene, do you hate them yet?).

So, the Compy has your card and it's up to you to herd it into the little door you left open. Go get'em, Tiger. (Jeopardy music plays serenely in the background as you flop and thrash around with the stupid Compy that appears to be smarter than you.) Well - finally in the cage. (Jeopardy background music fades out - why can't I keel theez wans?)

Go back to the locked door and access that Mutha! Be careful - there's Ovis afoot. Enter the PRECISION LAB. (What a Dump!) Search out this dump for a couple of goodies. (OOH, is there some bare-naked peoples in them tubes?) Get the Battery on the floor and get File #5 (Report on Unidentified Body). Do a 180 and beat feet out of this dump. You have all the goodies you need to get the ship running and go to sea, to see what you can see...on the...sea, don't hurt me. Exit the Research Facility, get back outside and return to the Water Tower. "OH, MOE...LOOK!" another Allosaur. We can use the money, so...Let's kill him.....a lot!!!

Make your way through the Marsh Area. ("Note to self - from now on, leave one plant in each section of the Marsh.") AH! I love the Water Tower don't you? This cannon is SHOOO SCHWEET!! Yup! I Love It!!

Exit the South gate of the Water Tower, climb the containers and the fault line, climb back down and run. Run through Routes 4 through 1. Run and fire madly at anything and everything, just don't stop running. (Regina has Prince Spaghetti on the table, you don't want it to get cold.) When you come to the Jungle North Route Gate, pop into there. Navigate through the little ponds and Dinos back to the boat.

Dylan trades Regina the battery for the spaghetti. She fixes up the boat, good as new. (What a gal.) Get Dylan over to the Save device and save your progress. JOB WELL DONE, EH!

You have completed the second leg of your Odyssey, Prepare yourself for Singing Sirens and Harpies; they do plague the human soul and these don't look as good as the Siren Babe-age of the Iliad's epics shown on TV...but, what're you gonna do? ("Marge... Marge honey...could you get the flashlight and the barbeque tongs? I lost my keys in my navel and I can't shake them out. Marge?)

(07)

DYLAN, RETURN, COCKPIT CABIN

Get Dylan to the helm and get this tub scooting. The local Navigation Map pops up and shows you your options. HMMMMM.., where to go, where to go? The 3RD ENERGY FACILITY looks nice and close. "Hon, let's go there. Tie the kids up, toss 'em in the skiff and let's have a go at 3rd Energy, 'K?". You know if it's not one thing, it's two things. The siren



babe-ages are pounding on the door. I can hear them singing (liltingly, of course). "Little pigs, little pigs, let us in." To which Dylan replies, "Not by the hair on Regina's chinny-chin-chin!" OH, well. Get Dylan outside and show the Harpies and Sirens a thing or two or three about heavy caliber weaponry! If this were a movie, everyone would be screaming, "PADDING, PADDING". That's what directors do in movies when they can't figure out how to segue into the next scene or they still have 15 to 20 minutes to kill in the movie and all the cool stuff is done already. Usually, it's a car chase or a foot chase or tons of useless, yet colorful, explosions and violence.

(Heavy metal elevator rock music plays in background as the carnage proceeds - Guns'N'Roses' "Welcome to the Jungle". "Look, kids, Axel is rolling over in his grave.") He is dead already, right?

(08)

REGINA, 3RD ENRGY FACILITY

OK, you're at the 3RD ENERGY FACILITY. Regina is refreshed and ready for more killing - I mean, exploring. Check out the Save/shop device - there are some additions to the catalog. The Heavy Machine gun at 35K EPs and the Missile pod \*YIKES\* at 50K EPs - Mama, that's expensive. Even though I love the multiple targeting capability of the Twin Autos, I'm going to suggest the Heavy Machine gun. It's a little heavy, (DUH!!!) hence, the name! It packs a wallop to the Dinos and takes them out with one or two rounds, and it's just marvy against the Dactyls. Did I mention I hate Dactyls yet?

Exit the ship and make your way onto the Dock. This is Plesiosaur country. Clem, Zeek, Ustus and the remaining clan are powerful angry - you killed off the non-inbred side of the family. They all want revenge for the killing-off of the breeding stock. The heavy machine gun is going to come in handy here. It's pretty much a safe and sound duck shoot. Kill everything you can, quickly. Don't leave your spot until nothing pops out of the water, then run 'til something comes up, stop and shoot. This is point-making time, folks - take advantage of it. By the time you pass through the first gate, you racked up some big-time points, eh? Git ready for s'more! Make your way through WALKWAY 1 & 2. In Walkway two, you're back to Dactyls again. This gun does well against them. The walkways are pretty barren, so there isn't much to look for. Enter the STORAGE SPACE. This place is cluttered with junk, not to mention Dactyls. As you thrash about in this cell, you'll come across an obvious file laid out for all to see. There's another hidden one - so decide, look and kill or kill and look. I'm killing, then looking. I hate being hacked on. File #8 (Soldier's Papers). What have we here? OH, Man! Looks like no 3RD ENERGY party today, kids. We need to head back to the JUNGLE to find the Key that this DEAD idiot dropped in his escape attempt. Do an about face and head back to the watercraft on your way back. Now that the cell is clear of Dactyls, explore the room. Just when you think the room is clear, the sneaky 'tards swoop back down on you. Ask them if they like the aftertaste of lead in their mouths. Gunz, Gunz, Gunz! Another Dino File - "Oh, you shouldn't have!" File #11 (Pteranodon). OK, lets get out of here and get back to the Jungle.

(09)

REGINA, RETURN TO DOCK, LANDING SPACE

When you dock, Regina will lead the assault for the key. Get her up on

the Dock and moving through the Northwestern gate to NORTH ROUTE, where the two ponds are. "YOU'VE GOT TO FIND THAT KEY!" Not in the first pond; I don't see it in the second pond either. Poke around, poke around, what'll I do? OH, LOOK!- a leaf. I think I'll follow it and see where it leads (hint, hint). I have no logical reason to follow it, buuut... I have time on my hands. It's a Casio, it's water resistant and it has a stopwatch; a calculator; an alarm; it tells military time - oh, yeah - and it tells normal-human-being time too. You don't really need to do the Leaf bit. If you poke around and click action, you'll find the Key eventually.

(10)

REGINA, RETURN TO 3RD ENERGY FACILITY

Back to the skow and the 3RD Energy Facility. Reload your weapon if it needs it, still holding onto the H. Machine gun. Run back to the STORAGE SPACE and eliminate any monster stragglers you missed on your first time here. Position yourself in front of the Electronic door and say, "Open Sesame seed bun", (or roll, what ever your preference is) - oh, and use the 3RD ENERGY KEY CARD in the little slot to the left of the door. It seems to respond better when the card is used in conjunction with the incantation. Don't you love the way Regina poses when she's waiting for you to get on with it? Enter WALKWAY #3, always exploring your surroundings. There is so much junk to sift through. If you don't, though, you'll miss out on an important file - miss one Dino File and you don't get one of the best goodies in the game. Deal with the longnecks and make your way to the next obvious door. Enter the 3RD ENERGY CONTROL ROOM and climb the stairs. Search this room thoroughly - there are some important things in here. Firstly, the BOX KEY. (It opens that little box on the small cabin cruiser.) On the counter is File #4 (Manager's Diary, Mechanics) and hidden on another counter is Dino File #14 (Mosasaurus). That's all the goodies for this room. Move to the South door and exit out onto the roof. Locate the corpse against the railing and frisk him. Now you have the MECHANIC'S ID CARD. Go back inside and use it on that electronic door. A 4-digit code? Hmmm, maybe that's in that box on the boat - go look. So, it is the 4-digit code. Memorize it and return to the Control Room. You may want to save here before you continue. Access the door and make your way down to the SUB LEVEL ELEVATOR. Explore this room and pick up everything allowed. File #5 (Mechanic's Note) - that explains the Control Terminal Test. It's kind of like the "Sledgehammer the Mole", "Punch the Monkey" or "Whack the Lemming" game. Set it all in motion and use the stun gun. There is a not-so-fashionable deep sea diving suit that Regina just can't do without. You can't have it till you get the power back up, so do the "punch the monkey" game, then come back and get the suit. (It could use some tailoring - Lara Croft would never be caught dead in this thing.) Climb down and approach the console snuggled between the two ladders and start the Lift. Now, let's go swimming - or something like that. When the Lift stops, be ready for some Crocagator thingies (Mosasaurs) wanting to eat Regina. Her movements are sluggish in the water, so don't think you can out-run these guys - you can't - but you should get to know the controls on the suit before you go off to the rest of this level. Switch to Weapons. Your main weapon here is the needle gun - it works well against the Crocs. There is something stronger coming up, but for now it'll do. Your sub wep is the Shock wave. It'll stun the fish and give you some time to think if you need it. I never use it. Now press triangle. TRES KEWEL, EH? I use this and the Needle gun to avoid and kill the fish 'til she gets the next weapon. Learn to use them all

and make your own choices. Swing over to the west side of this area and drop down. Get the Med and hear the odd muffled noise - trouble's a-comin'. There is a Medpak - get it and hit ready. Be prepared for the Croc. ("Make it bleed Mommy!" "Now now Johnny, behave!" " Yes Ma'am.") Proceed along the walkways, dropping and killing your way to the bottom. There is a Large Med. Get it before you exit this room.

Enter the WATER CIRCULATING SYSTEM CONTROL ROOM. Stop at the Save/Shop Device and do save. New weapon - AQUAGRENADE. Buy it and arm yourself with it right away. Buy any meds you need - not too many, though. There are some laying about down here. Make sure you save here and close out the box. Proceed to the right and get File #6 (Preventive Maintenance). We're looking for a plug. If you click on the control panel to her right, it'll tell you it needs the Plug - so, let's find the bloody plug, eh? I like to use the triangle button to drop down and turn to the exit doors. Ensure that you switched main weapons to the A. grenade and enter UNDERWATER TRANSPORT PASSAGEWAY 1. It heads South and turns east. It's a tight area - be frosty and ready. Jump the doors and enter PASSAGEWAY 2. As you make progress through this area, you'll get a perspective change showing you Alec and the Plug. Try as you might, you just can't get there from here. There is a lift in this room but it isn't working yet. There's Crocs in here, so don't tarry long.

Enter the COOLING WATER CIRCULATION CHAMBER. Be on your toes in here, mates - there's tons of places for Crocagators to hide and come at you from. This is one of the rooms where you will need the use of the bubble-burst-up thingy. Remember, our objective is to get that plug. If you're getting hammered by the crocs, you can duck inside that door. It's the COOLING AQUADUCT. There is a Save/Shop Device in there. There is a Med to Regina's right - don't get it yet - explore the room first for the feel of it. Return to the Medpak and pick it up. Boost up - get good at boosting and walking - you'll do yourself a favor. Regina makes her way up and around to another MedPak and another jump. (Being able to walk, boost and fire may come in handy in a sec. It's a big-time drag to fall back down to the floor and have to do it all over again.) Often a crock will attack as your in the process of boosting. Once you get to the pillar that bubbles, you want to shoot out the leg. Boost up to the door and enter. A lever to your right - pull it! You may not need it, but if you fall to the floor and have to go all the way around again, you'll appreciate the elevator in this room. Make your way over to Alec, get the plug and be thankful it's not Regina. Return to the WATER CIRCULATING SYSTEM CONTROL ROOM and plug that plug hole with the plug, please. Now that the aquaducts are open, we are on the end-side of this level, sloshing to meet the End Boss. We want Sweet Cakes to get her buttocks to the COOLING AQUADUCT. If you have been using the A.Launcher like I have, you only have 8 rounds left, so, load up before you head to the Boss. If you've been using the Needle gun, then you can hold off. Consider saving and filling up your Grenade. Depending on how good of a shot you are and how many times you get hit, this could take a while. There will be Meds. strewn about. Take the lift up, follow the hall all the way around to the gates and on to the suit. Pick up the Edwards City Card and continue. Another Dino File, #17 (Plesiosaurus). A big MAMA JAMA if I ever saw one. Ride the lift down and enter the 3RD ENERGY REACTOR. Now, for safty sake, we're going to deal with Nessie first, then explore. If you continue to walk straight ahead, you'll enter a long aisle. This is the safest place to battle Long neck. Proceed only far enough into the aisle to see the other end, look up and wait for her to swing around and bare down on you. When you first see her, press ready. When her mouth is close, open fire. If you do it right, you'll see a 630 point register on the screen. If you can react quickly, release another round, 420 points, swing around (R2) and let another go at her belly before she disappears around the corner. That'll give you

another 420 points. Turn and walk to the opposite end of the aisle, turn and move back into view of the aisle before she can make her return. Follow the same M.O. as first mentioned. If you have been aiming well, you can take her down in 4 shots total. The last one will total 10K + EPs. So the coast is clear - let's see what we can see. OK, there ain't much to see. Climb up, then, and take all the Meds you find, if you can carry them. Turn South, boost up and up, dead end, turn North, boost and continue. Regina should be facing North now, looking at a jump forward and up to another walkway. This is where the shutters were blocking your escape from this level. They were lowered when Nessie passed on. Ride the elevator to the surface and exit this level.

Another leg of the game has been completed.

(11)

DYLAN, CITY FRONT, DOCK

Congratulations, you are now at the CITY FRONT DOCK. Regina is in quite a hurry, leaving without Dylan like that. That's ok, though, we want to get Dylan inside the ship and do some needed weapons upgrading.

Access the Save/Shop Box - there are new weapons. The Chainmine at 12K EPs spits out a series of mines and the Anti-Tank Rifle at 38K EPs has some very heavy firepower - devastating to anything in it's path. Light Armor 35K EPs has been added to the TOOLS SERVICE. Again, if you are taking big hits, this will lower the damage. Before you leave the Ship, switch weps to the AT Rifle. Now, go to Edwards City. Enter CITY FRONT/HAUL ROAD. Enter the door on the left, CONTAINERS AND MATERIALS YARD. This is a Save/Shop area. It also contains an Allosaur. The AT Rifle slaps them around and calls them Susan. Run toward the opening, let Albert run by you, turn and fire at him from behind - at most, five rounds. I don't recommend saving here if you're playing in hard mode. It seems as if the game punishes you for saving and calls all the raptors to lunch. If you're getting good at killing, then by all means, save. In normal mode, the room stays clear and you may leave unmolested. When you get out to the Haul Road, turn North and proceed to the trucks on your left. There's another Dino File File #20 (Inostrancevia, Low crawlers).

Turn east and head for the ivy-covered gate. Enter LAKESIDE - Dylan meets up with Regina. They discover that Dave has been marking the trees with urine again, so they split up YET AGAIN to look for Dave and make him stop peeing on the trees. I would switch weapons to the Solid Cannon for this next run. Have I mentioned that I hate Oviraptors? Make your way through LAKESIDE 1 and 2 to CAVE 1. Switch weps to AT Rifle and Chainmine. See the funny colored rock? Approach it and hit "O", the sub-weapons action button. If you're into point-gathering, you will use the Chainmine to roll the low crawlers and the AT Rifle to finish them off. There are a few off-branches in the caves that don't go anywhere. They're short, so you won't waste too much time if you get lost. One or two of them have MedPaks, like the first fork you run past. Leave them - it's not worth the mines to get at them. Proceed through the caves from Cave 1 to 3. You'll come to the first fork in the cave. Bear left and climb the ladder. Bear right after the two Inostrancevias and climb the ladder. There will be a boulder on the right and an INO bearing down on you from the left. Use the Chainmine on the boulder and proceed. The path will branch off to the left. Continue in a straight line, always looking for Dave's mark on the wall. Don't fear, though, all caves end up in the same place - a Save/Shop area. Climb down the ladder. You'll approach two boulders - blow the left one with the brown over it's top. Continue and stay to the left at the next

fork. You start to see some light and grass or moss on the ground. Pass through the gate and enter COMMAND ST, INNER COMPOUND. Save here - there's a grueling march for the next 5 minutes without being able to save, so do it here.

Dylan climbs to the top of the ladder. He meets up with Regina and they get cornered by a whole nest of Alberts. You'll take turns protecting each other while the other runs the Dino gauntlet. Good luck!!

Your best bet to survive the first half of this gauntlet without needing many MedPaks is to stand still, fire the flare gun and let the Dinos get pounded by Dylan's Artillery fire, then move to the next obstacle. When Regina makes it up to the last cannon, this section is over. Now prepare for the second half of the gauntlet. This will be the Triceratops run. Climb down the ladder to the next area. There is a Save/Shop box. Save again, please. Pick up the Dino File File #17 (Triceratops).

Run out past the gate to the buildings to start the next half of the gauntlet - the Triceratops run. This isn't very difficult, but it can be a little deceiving - the Triceratops hit the jeep on off cadence, so you can get hit when you don't think it's possible. Also, be prepared for the 2nd animal to run in from the opposite side of the road to slam the jeep.

The up-coming CGI is some of the coolest FMV I have ever seen. How they figured out how to make the grass sway like that from the rocket percussions was incredible. Having all those objects moving at once was wonderful!

(12)

DYLAN, EDWARD'S CITY

When all is said and done, Dylan, Regina and Dave meet in the Living quarters area. The Chopper is smoking in a pile. They agree to separate and look for anything to assist in their escape. Get Dylan poking around into everything. He'll find another Dino File, File #16 (Oviraptor) near the overturned jeep with the bodies next to it. Continue through this area till you see ROBSON'S STORE. Enter - it's a Save/Shop area. There are some things in here you will need, so search them up and get back outside. File #7, (the Shop Owner's Papers), a small MedPak and the LIVING QUARTERS KEY. Back outside, you'll be hassled by more Dactyls, so pull out the old Solid Cannon. Lay down covering fire so that Dylan can head west to the door. Pass through it into the LIVING QUARTERS 2 area. Switch weapons if you like - the AT Rifle does well against the Ovis. If you have any shot gun rounds left, use some of them up. Otherwise, keep the Cannon. There is another (locked) door, at the end of this alley and a Med up on the porch's flat roof. Use the LIVING QUARTERS KEY.

Once on the other side, you'll have another of these weird little shooting games. This time, however, you'll be driving a tank, fending off Blinky and trying to get to the other side of the lowering drop gate, and another level Boss. You can drop him a few times if you're lucky enough to hammer him good in the moosh. But, I find that I survive the conflict much better if I use the Sub weapon on Blinky and keep the turret on the containers. When I run out of containers, I swing onto Blinky and use the big gun on him. You get points for stunning him, anyway. If you set off the subs at the right time, you can stay relatively healthy for the duration.

LET'S DANCE!!!

So, you're alive and on the other side of the gate. There's more debris all over the place - start looking for goodies. Ah! the fabled Gas Mask! At last, now we can go somewhere else that's stinky. Head toward the (cut scene)- YIKES!! it's Exploding Disc Boy. Why, Tank you, Paula! Regina shows up. Hmmm, still no Dave. OH, bloody hell - violin music. Dylan is laying another sob story on Regina. Please, can we go back to the boat now? I need to have my eardrums cauterized!

Congratulations, you've completed the third leg of the game!

(13)

REGINA, 2ND RETURN TO DOCK, LANDING SPACE

Back at the ship, get Regina to save and check out the Save/Shop Box. The TOOL SERVICE has another addition - the EPS GOLD CARD. It is supposed to double the amount of EPs you get for the kills you make. You should have quite a large stash of EPs now. There shouldn't be a problem for you to buy any of the protective body gear, if you haven't already. So, now that you're all loaded up and ready to go, let's get back to the JUNGLE.

Get Regina up onto the DOCK and over to the Southwesy Gate. Stun that mutha open and hit the happy trails of Dino Land. Before you exit the second gate, load up with the heavy machine gun or the twins. (You can run with the twins but not with heavy mach.). It's slow going with the Machine gun. If you're doing well and feel confident, use the twins or the 45. Enter the MARSH POISON PLANTS/SOUTH AREA. Watch out for the Ovis. At the fork, turn South and climb down the POISON GAS AREA. Beat feet to the WASTE DISPOSAL CHAMBER. Move to the Save/Shop Box and load up Meds and ammo, then save. If you didn't have the twins out and you did purchase them at the beginning of the game, pull them out now.

(14)

REGINA LAUNCH SITE/MISSILE SILO

Raptors will be coming from all sides here. You want to be looking for a set of stairs. Ready? Exit the Green door east of the Save/Shop Box and locate the stair. Once you're through the door at the bottom of the stairs, search the room. You're going to find the 3RD ENERGY DISC and the final Dino File, File #23 (Gigantosaurus). (You'll be glad you got all of the Dino Files at the save portion at the end of the game.) In a moment, you will exit back out the room. (It's the only thing you can do anyway.) Climb back up the stairs and watch a fun cut scene. See Blinky get his come-upance from the truly big boy in the 'hood. Before you leave this room, switch weps to the 45. Now go watch the meat show. After Regina runs back to the room, (cut scene) Dylan pops in and they decide to sabotage the missile because it's self-activated from the damage - whatever. Regina jumps onto the lift and drops down to MISSILE SILO INSIDE so she can stop the launch. As she lands, she finds out all hell is breaking loose in the silo area. El Gigante is doing the Macarena and disturbing everyone's siesta. There are active gas posts at two points on the walkway. You must open them and ignite the gas in the face of El Gigante. This will take six gas shots in the face to charbroil him. I wish we had a rotisserie big enough to hold this bad boy. Now you must deal with one of those Shorting control panels to activate the lifts. This one is from hell. It's much harder than the one in the 3rd Energy Sub Level Elevator Area because there are more panels

and they are placed in a line that turns at a right angle between panel 3 and 4. Once you have this done, head up to the top of the gantry and disable the launch sequence. When you're done with this, head back to the surface level. El Gigante wakes up and rampages one last time before knocking the missile out of the gantry and killing him. Regina is now in the LAUNCH CONTROL ROOM. Have her save. Now you are going to run a gauntlet of Inostrancevia. (I suggest loading up the Chainmine and using it to flip the low crawlers out of the way.) If you're hogging points, you'll want to finish them off with the AT Rifle. You will enter the BACKDOOR ACCESSWAY 1. Head South and turn west to a door leading to ACCESSWAY 2; get there in one piece. You'll then travel west and make a turn South at the end of Accessway 2. Exit to LAUNCH SITE BACKDOOR ENTRANCE and a short boat ride to the RIVERSIDE FRONT OF WATERGATE, where you'll spend some time in a Dino shoot, protecting the meal du jour, Dave. Yup, he shows up long enough to get tenderized for lunch. (Another point - rack up for the last push to the finale.) It's not like you really need any more EPs; you should be swimming in them by now.

Congratulations on completing the fourth leg of your journey down Inostrancevia lane.

(15)

DYLAN, TO THE FACILITY

Dylan takes a swim and rolls up on the shore of the JUNGLE UNKNOWN AREA. Paula is there waiting for him and wants to show Daddy the etchings at her place. This area is crawling with Oviraptors. They come from all directions, often at the same time. If you try to turn Dylan to face Ovis one at a time, Paula will take heavy damage and may not make it. If you're good with the controls, you can get her there with moderate to heavy damage, but make it none the less. A fellow Capcom poster suggested a way that I like very much and works well. Stay behind Paula and keep your fav weapon at the ready, pointed at her. Do not let the R1 button go, except for when you are forced to spin out to follow her as she moves on. This technique works very well and I have been able to get her to the wall often, with minimal damage. (Maybe one or two hits, at most.)

I add this to his design. I prefer the Solid cannon. It's lingering effects kill even after you have fired. As long as you point at Paula, she will remain mostly untouched. There is a dangerous interface at the wall. If there is a chance to have her hurt, it is here. When she begins to climb the wall, have Dylan switch to the AT Rifle and run to the Ladder. (The Solid Cannon is good for close up killing but the ATR kills at long distance and you will need it here.) When this happens, one of two scenarios can take place. One part always occurs - an Ovi pops out from the bushes near the ladder. Spin Dylan and fire, eliminating this target. A second Ovi will appear on the elevated walkway where Paula has climbed up, so Dylan must quickly climb up and fire on the second Ovi.

Occasionally, a second Ovi appears at the base of the Wall and jumps the distance as Dylan is climbing the ladder. Or, the Ovi is already at the top of the wall and attacks Paula as soon as she stands. This is the only time Paula takes any damage in this section of the game when I play. I estimate that out of ten games using this tech, five are no-damage runs, three are one to two hits and two are three to four hits - those are "Cluster" days.

The Solid Cannon works quite well with the Tower setup, too, in the FACILITY AREA FRONT. The Cannon allows you to continue running while shooting and lowering your time. If you're still hurting for EPs, and/or

low on Meds, then use the ATR - you'll rack up some big EPs for supplies.

Setting the towers is a simple matter of climbing the center ladder where Paula climbed. Have Dylan climb and run into the invisible sheild. This will make it visible and start the Tower setup. Now climb down and run, either to the Green east or Yellow west tower and activate it by standing in front of it in the lined walkway leading up to it and press X (action button). I suggest that you turn and climb the nearest ladder, and do the accompanying tower. The lower Green tower has the upper Red tower. The lower Yellow Tower has the Upper Blue tower. Do them together, so as to cut down your time. When done, climb up the central ladder and operate the Control console.

(16)

DYLAN FACILITY

Enter the FACILITY ENTRANCE. There is a File - File #10 (Superintendent's Will). Continue through the glass doors and blue walkway to the SUPERINTENDENT'S ROOM. Sitting on the center console is your final file, File #11 (Noah's Ark Plan).

You now have a total of 27 Files: 11 Dino Files and 16 Researcher, Military, Manager and other miscellaneous Files.

Proceed to the Save/Shop Box near the door you will use to exit this room and save your position. You should have something like, at a minimum, 100K EPs, so fill up on all the Large MedPaks you can carry. If you have any Small Meds., use them up to make room for Large Meds. Trust me! Now, if you Pop up to the Weapons window, you'll find that a Rocket Launcher for 50K EPs might come in handy. Truthfully, you don't need it. Basically, you'll be spending all your time running and pushing buttons and healing yourself to worry about shooting at the bane of your existence, your worst nightmare of the moment.

Consider that the EPs don't roll over to the next game. Only one thing rolls over, and we'll get to that when the time comes. Right now, we gotta gear and psych Dylan up for the FINAL CONFLICT!!! So, you have all the Large Meds you have room for. You did or you didn't buy the Launcher. (There are a few spots to get a shot in, but it's less than a gnat to him.) If you get a good square shot on him, you'll pull 1200 EPs; a decent shot, 600. Make sure you save here because you won't get another oportunity to save. If you flake in a few minutes and begin to cluster all over the place, you'll wish you had saved here now, so DO IT!!!

Blow this dump and enter the LARGE LABORATORY HALL. Continue down the flights of stairs to Paula (big cut scene). Dylan explains much to himself!

When the cut scene is over, follow Paula to the large doors.

"It's deep breathing time, Bleeds." What's ahead of you is not long and drawn out, although it may seem that way. There is an excellent FMV of the satellite's priming and ignition sequence. I think they let us down on the Gigantosaurus death scene, though. The CGI quality went way down at this point. Well, let's get on with it then, eh?

(17)

DYLAN'S FINAL CONFLICT



Enter the OVERSIZED TRANSPORT CHAMBER. When you are released from the first of the cut scenes, you will be facing east. If you bought the Launcher and armed yourself with it before entering the OT Chamber, pump one into Gigante's face. Run to the walkway and run it's whole length, do not lallygag - no sight-seeing and no bumping into anything. El Gigante is not forgiving. Make your way to the central computer. When you are released from the cut scene, pump another one into Big G. The countdown timer will be visible. Turn west, run to and activate the EMERGENCY CONTROL TERMINAL to connect the communication line to the Anti-Satellite. When completed, pump another one into G; this is where you may begin to get incessantly pounded, mercilessly. Turn east and run your buttocks off to the second suspended walkway. Remember to keep an eye on your health. It should soon be apparent why you loaded up with the Large Meds. Run South on it to the opposite side of the room, turn west and run to and activate the CONTROL PANEL for getting the targeting computer to lock on El Gigante. Your next to last bit of control in this game is about to come to an end. Your next to last task is: to return to the central computer and energize the whole system for the light show. Keep your eye on your health - you don't want to have to restart now, so keep Dylan healthy. Can anyone tell me how the heck Dylan survives being so close to all that heat? I have played this game 12 times on normal and 6 on hard, and sometimes I can do this area with, maybe, two or three Meds. Other times, Gigante relentlessly hammers Dylan into the pavement. I end up using nearly every Med I have. I adamantly refuse to use the resuscitation paks. You get one in your inventory at game start but you must be careful not to use one by mistake. It will put you back to the beginning of your current conflict as opposed to keeping you where you are.

When the smoke clears, pick Dylan up and get his Gluteus Maximus moving out of this pit. WHOA!!! would you look at that hole!!! There's only about 3 plus minutes left to get everything in order. SCOOT!

Paula, Dylan and Regina reunite in the 3rd Energy Generator room. Paula gets trapped under a fallen electronics tower, Dylan tells Regina what to do and sends her off through the gate. All Hell breaks loose! One thing to notice folks - one tiny ray of sun shining down on this tragic moment; time appears to stop for a fraction of a second before the camera pans up and out for the big explosion. I believe that Regina makes it back to normal time, somehow builds another Vortex generating device and returns a bubble to the precise area where Dylan and Paula are crouched, removing them from the horror. Who knows, maybe she saves all the children from the stasis tubes in the Large Laboratory Hall as well. I can hope, can't I???

(18)

"FIN"

So the game is over and you're wondering, "What the heck was all that about?" Well, everyone has their own opinions on the subject, as do I. Remember the old saying; "One thing about opinions and buttoholes, everyone's got at least three???" You don't have to agree with them, or they with you, just don't get too worked up about it. Hopefully, if Capcom wishes to do their customers any favors, not to mention justice to the story, they'll have a sequel to DC2 that will explain some of the missing info about the history and chronological events leading up to ARK and Dylan's involvement with it.

The credits are running by and some tres cool effects are running behind them. One of my faves is the Dino walking with the credits

rolling over it's hide. I love the way DINO CRISIS rolls over and up. I snagged that shot with a capture prog and used it as a sig pic for a while.

At the end of all the credits, the ranking screen pulls up. You will get one of three background pictures - one of Paula, one of Regina and one of Dylan. I'll leave the experience of the visions to you.

The top line on the ranking window gives your total game time in hours, minutes and seconds. The second line gives your Extinction Point total. The third line reads the number of Dino Files collected. Your total will read 11/11 and below this it will read, "collection complete". That's a good thing. Lastly, on the lower right side of your screen, you have your ranking. This will range from a BIG FAT "D", being the lowest rank, all the way up to a BIG FAT "S", being the highest rank.

Now hit "X"; when you do, you'll be notified that you will now be packing the Platinum EPS card on your future outings in the future Jurassic, Cretaceous or whenever it is. This entitles the bearer to unlimited ammunition for all purchased weapons.

OH, YEAH!!! "X" again to go to your Memory card, in whatever slot you have it in. I like to save in the 1st position on the card, for quick starts. Save your game. We have so many games at the house now that we use some memory cards just to store completed games and two to play and save intermediately throughout the game. It works well when you are cascading one save after another. (Just in case you miss something and have to go back. Who wants to restart a quarter of the game back? Losing, in some cases, 30 to 60 minutes of play because you forgot to get the battery or the Key Card in the pond. (shudder) I hated it when that happened.

Well, that's all folks. I hope the walkthrough was informative and enjoyable at the same time, without being too over the top. I'll be scraping up a DC2 speed game in the near future. If these two are accepted, then I'll have a matched set of DC walkthroughs.

It was much easier to write the DC2 version. The practice from the first two helped in the perspective department. I'm learning how to spell and punctuate, so that makes IMOKRU's job easier, which translates into a happier IMOKRU. Not having to spend so much time correcting work from one of "Jerry's Kids" was easier on her. After all, I would grovel and mule at her feet around 9:30 to 10:00 at night, right after she gets home from work, dead on her feet, tired to da bone, and she would do a bunch of pages 'til her eyes crossed.

She didn't yell at me at all this time - I think the prozac in her coffee really works!!! I'll know for sure when she gets to this part of the walkthrough. I figure as long as I have some space between us, and handy access to the front door, she can't catch me. I'm still faster than she is, although I haven't figured out the part about how to get back in the house. Maybe I'll make sure to have company over - she wouldn't do anything rash in front of company, I hope.