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01. INTRODUCTION

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After getting so many requests for me to do a FULL guide for Dino Crisis 2 and *flames* for me not doing a FULL guide for it (or flames telling me how crappy my spoiler-free guide was...), I decided to go the distance, and do a full guide for Dino Crisis 2. This is a full walkthrough, and does contain spoilers for the game, so read at your own risk. If you do not want any spoilers, then check out my "crappy" Spoiler-Free guide for Dino Crisis 2, on the Dino Crisis 2 page at www.gamefaqs.com. ^_^

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02. Legal Stuff

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- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- FAQ Domain <<http://faqdomain.cjb.net>>
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If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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03. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. It's done!

Version 1.02 (10/26/00)

- Updated the format of this FAQ.

Version 1.01 (10/13/00)

- Added the Extinct Point Service Guide section to the document

Version 1.00 (10/12/00)

- Completed the walkthrough for the game
- Finished up the Item List, revised the Dino File location list
- Added the 'Secrets' section
- Revised the walkthrough to list semi-sections for easier reading, and added headers to tell you when you switch characters in the game
- Revised the Weapons and Tools lists

Version 0.70 (10/11/00)

- Updated the walkthrough through some of the underwater portion of the game.

Version 0.60 (10/10/00)

- First non-beta version of the FAQ, first released version.
- Contains about 30-40% of the game walkthrough, and all of the weapons, recovery, and tools lists are complete.

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04. Weapons

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All of the weapons and extras in the game can be bought with Extinct Points™. Extinct Points™ are earned whenever you kill an enemy, and it all depends on how you kill the enemy, how fast you kill it, and with what you kill it with. This section points out the ranking of each weapon, comments, and the price of the weapon.

Handgun
Specifications:
Speed 80

| Attack Power 20
| Range 30
| Price N/A

| Comments:

| Like the previous game, you get the Handgun right away in the game. It's
| a weak weapon, but it suffices for the first part of the game...

| Sub-Machine Guns

| Specifications:

| Speed 90
| Attack Power 20
| Range 80
| Price 12,000 EP

| Comments:

| Much better than the Hand Gun for a few reasons: A) You have twice the
| firepower, and B) The rate of fire is much higher than the hand gun.
| Recommended for Raptors, since you can take 'em down quick, and therefore
| allowing you to get more EP (Extinct Points).

| Needle Gun

| Specifications:

| Speed 70
| Attack Power 80
| Range 70
| Price N/A (You get it w/ the Diving Suit)

| Comments:

| Your under-water weapon. For it's use, it's quite powerful, but still...

| Shotgun

| Specifications:

| Speed 70
| Attack Power 30
| Range 70

| Price Dylan's gun.

| Comments:

| Just a bit more powerful than Regina's hand gun, but stronger, and you
| can take out more than one enemy at the same time. Using it against
| Raptors is also a good idea.

| Main Machine Gun

| Specifications:

| Speed 90
| Attack Power 60
| Range 40
| Price 35,000 EP

| Comments:

| What a great gun! Much more powerful than the Sub Machine guns, although
| it's weight slows you down when moving...

| Shock Gun

| Specifications:

| Speed 40
| Attack Power 0
| Range 30
| Price N/A

| Comments:

| It "shocks" underwater. Hmmm...well, it sucks. :P

| Fire Wall

| Specifications:

| Speed 70
| Attack Power 30
| Range 90
| Price 5,000 EP

| Comments:

Basically a flame-thrower, and quite useful at some times in the game.

Stun Gun

Specifications:

Speed	100
Attack Power	10
Range	90
Price	N/A

Comments:

Like the name implies, it "stuns" enemies with a laser. Great for when you are in a tight situation.

Anti-Tank Rifle

Specifications:

Speed	30
Attack Power	90
Range	70
Price	38,000 EP

Comments:

Whoa! This gun simply rocks, IMO. Even though only Dylan can use it, it's still cool as hell. Think of it as a proton-cannon, only in a smaller form. It can take out lots of enemies at once.

Chain Mine

Specifications:

Speed	70
Attack Power	60
Range	50
Price	12,000 EP

Comments:

Just like the mine thrower from Resident Evil 3, only much more useful. It lays out numerous mines in it's path, causing whatever gets in it's

| path to go KABOOM.

| Aqua Grenade

| Specifications:

| Speed 30
| Attack Power 70
| Range 10
| Price 18,000 EP

| Comments:

| The best weapon for underwater usage, this is basically an underwater
| grenade launcher. The way it looks underwater simply rocks...

| Machete

| Specifications:

| Speed 100
| Attack Power 50
| Range 90
| Price N/A

| Comments:

| Another one of Dylan's weapons, but this one is fairly weak. Just a quick
| knife for almost any use in the game.

| Solid Cannon

| Specifications:

| Speed 60
| Attack Power 70
| Range 50
| Price 18,000 EP (Dylan)

| Comments:

| This baby may look powerful, but looks can be deceiving. All it does is
| cause a energy field that knocks out your enemy.

Rocket Launcher

Specifications:

Speed 20
Attack Power 100
Range 10
Price 50,000 EP (Dylan)

Comments:

Gee, yet another rocket launcher for a survival-horror game from Capcom. Whee... You know what to expect here. Very expensive, very powerful, but slow as hell.

Missile Pod

Specifications:

Speed 20
Attack Power 80
Range 100
Price 50,000 EP (Regina)

Comments:

Whoa. Another rocket launcher, only this time, this one is semi-innovative. It shoots many rockets at once, therefore increasing it's range by a large margin, but it's power decreases for some reason...

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05. Extras/Tools

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All of the weapons and extras in the game can be bought with Extinct Points™. Extinct Points™ are earned whenever you kill an enemy, and it all depends on how you kill the enemy, how fast you kill it, and with what you kill it with. This section points out price of each extra item, and some comments about each one.

Hand Gun

| Specifications:

| Price 15,000 EP (Dylan)

| Comments:

| This makes Dylan's Machete stronger.

| Inner Suit

| Specifications:

| Price 20,000 EP (Both)

| Comments:

| This is some body armor that stops bleeding.

| Power Battery

| Specifications:

| Price 15,000 EP (Regina)

| Comments:

| This makes Regina's Stun Gun stronger.

| Light Armor

| Specifications:

| Price 35,000 EP (Regina)

| Comments:

| Strong armor for Regina.

| EPS Silver Card

| Specifications:

| Price 20,000 EP (Both)

| Comments:

| This lengthens the combo string during fights, therefore allowing you to gain more EP.

| EPS Gold Card

| Specifications:

| Price 40,000 EP (Both)

| Comments:

| This also multiplies the amount of EP's you get from beating an enemy, but doubles the amount of EP's you get.

| EPS Platinum Card

| Specifications:

| Price N/A (Both)

| Comments:

| This card gives you unlimited ammo for the next time you play the game.

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06. Recovery Items

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| Medpack S

| Specifications:

| It will recover your health only by a little.

Medpack M

Specifications:

It will fully recover your health, but will not stop the bleeding.

Medpack L

Specifications:

It will recover your health completely and stop the bleeding.

Hemostat

Specifications:

Stops the bleeding, but will not recover your health.

Rescue Pack

Specifications:

You can return to life with your health fully restored.

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07. Game Basics

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- Don't try to conserve ammo. Dino Crisis 2 is built on the foundation of action, and not necessarily surviving on a bare minimum of ammo consumption. You should use whatever ammo you deem required for the situation.
 - If you start to run low on ammo, don't worry: There is usually an Extinct Point Service nearby whenever you run low on ammo/health.
 - Use the Extinct Point Service whenever you can. These wunnerful places allow you to refill on ammo, weapons, recovery items, tools, and upgrades in your weapons. You can also save your game at the Extinct Point Services.
 - Run-n-gun all the time. Doing this (running while aiming/shooting the dinos) allows you to avoid their attacks, and increasing your point values after the kill. Doing this also decreases the chances of your character getting damaged, and whenever you get out of an area unharmed, you will recieve a bunch of bonus points.
 - Keep in mind that the Extinct Point Service areas are easy to see, since they are the bright-purple screens on walls in 'safe areas'.
 - Remember that Dino Files can usually be found on dead corpses, and/or lying around a Extinct Point Service area.
 - Keep an eye on your vitality meter (health bar). If it's green, then you're okay for the most part. When it turns red, that means you are bleeding, and you should take a recovery item that stops the bleeding as soon as possible.
 - Use the Quick-Turn feature as much as possible. This saves plenty of time, and can save your life when fighting off multiple dinos. Using this awesome feature can also cut down on the frustration level of the gamer while fighting a lot of enemies at once.
 - Use the boost function on the Diving Suit to get over obsticles, and to avoid enemies as well.
 - Whenever you get knocked down by an enemy, or are trapped in a dino's grip, mash all of the buttons on your controller to kick out of the attack and/or to get up faster than normal.
 - Towards the end of the game, do not waste your EPS credits on heavy weapons such as the Rocket Launcher, because you will need as many credits as possible for AFTER you beat the game. Trust me on this. But you can purchase at least one expensive weapon sometime in the game to fend off large beasts, but do not buy anything before the final boss, or in the Missile Silo.

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08. Walkthrough

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***** NOTE:

For this walkthrough, 99% of the time I WILL NOT tell you if there is a dino in the area, or how

many there are. I will only point out specific enemies that are essential to the game and/or require special assistance to defeat. I will, however, tell you what the main species of dinos are in each area, so you'll know what to expect.

</NOTE> *****

1) The Jungle

You'll begin the game as Dylan, watching Regina run off. Head through the door he previously chopped at with his machete. Once through the door, make your way towards the crashed jeep here, and search it to find a recovery item. Head left and down the ladder.

Continue to the west, killing off as many raptors as you can before exiting this area, and entering the new one. Be sure to grab the recovery item in this area before exiting. Once you are in the next area, kill the raptors, and climb up the ladder that leads to the roof of a small crate. Take the recovery item from the top, and then continue into the next area.

In this last area before the water tower, there are many raptors, so be sure to kill them fast and in numbers to gain combos and higher scores. At the end of this area is a large square door near some chain-linked fences. Head through it to enter the Water Tower, and your first 'safe area' and Extinct Point Service. Grab the first dino file from the ground (velociraptor), then use the Extinct Point Service to save your game, and refill on ammo if needed.

2) Military Facility

Move ahead past the Extinct Point Service area, and climb the ladder to grab the recovery item from uptop. Head back down the ladder, and move on into the Military Training Facility door. Outside here, there are lots of raptors, so be ready. Run ahead, and you will find another recovery item inside the tunnel area. Go right of the tunnel, and through the next door to encounter...

...a T-Rex. But don't worry! He only has one eye, and can't really see you or smell you that easily. Do not shoot him, or you will waste ammo. Just make your way to a red ladder leading to a recovery item on top, take the item, and head down the next ladder to watch a short cut-scene.

In this empty room, run forward and to the right to find a small table. Check this table to find a Dino File (Tyrannosaurus Rex). Head through the only open door next to the reception desk. Run through the corridor, and enter the Medical Room to the left. In here, grab the Doctor's Papers next to the corpse, and use the Extinct Point System

near the door. Run to the back of the room to find the Key Plate on the bed. Okay, now return to where you met the T-Rex. Be careful as you exit the area, because there are now some raptors in the area.

Outside, avoid the T-Rex, and head through the door that leads to the Hardware Storage area. Run into the first room and take the file off the counter. Approach the red light in the back of the room, and use the Key Plate on it to reveal the Research Facility Keycard. Watch the cut-scene, and you'll end up playing as Regina.

--Begin Regina-----

Your goal as Regina is to make your way to the Military Facility alive. Run forward, and use your stun gun on the red panel next to the door to unlock it. On the other side, search the corpse to find a Dino File (Allosaurus) and search the other corner to find a recovery item. Head across the bridge.

Continue through the jungle's southern path, while grabbing any recovery items you can, and killing as many dinos as possible. When you reach the door that leads you to the poisonous plant area, skip it, and head to the left and through the other door. Here, climb the ladder to activate a cut-scene. Now avoid the large dino, and climb the two ladders and head through the door at the top.

In here is another Extinct Point Service area. Grab the file from the table, and use the Extinct Point Service in the back of the room. Purchase a new weapon: The Fire Wall. It's the cheapest out of the two new weapons, so buy it, 'cause you'll need it. Leave the room and go back outside.

After the cut-scene, equip the Fire Wall as a sub-weapon, then return back outside. Go back to where you met that large dino that was after you, and avoid him again and re-enter the jungle. Once back here, go through the door that has the poisonous plants, and use the firewall weapon to clear them out. Make your way to the west, then to the north, and head through the door at the end. Run through the next area, while killing the other poisonous plants, and unlock the door at the end, and enter it.

3) Military Facility (2)

You will find that you are now in the Water Tower once more, so save your game at the Extinct Point Service, then use the same route as you did earlier to get to the Military Facility. Once you are back at the Military Facility, avoid the Pteranodons in the sky, then head through the small shutter door that you entered earlier with Dylan. Inside you'll find the Key Plate that he has left out for you. Head forward and talk to him really fast, then exit back outside, and head through the double doors to the left of where you just went into, in the Military Facility/Entrance.

In this hallway, make your way past the Medical Room, and use your Stungun on the panel next to the door to unlock it. Enter this door, the Control Room.

Inside here, head up the stairs to find a file, then run back down the stairs, and head to the colorful panel on the other side of the room. Place the Black Key Plate inside, and remove the Blue (Bl.) Key Plate from the panel. Dash back to where Dylan is trapped, and use the Blue Key Plate on the blue control panel next to the door Dylan is trapped inside to rescue him.

--Begin Dylan-----

After you've taken control of Dylan, leave the Patrol Ship. Avoid the large dino out here (Allosaurus), and head through the only unlocked gate, the one that leads out to North Route #1.

4) Jungle (2)

Follow this route (and use your Map), and make your way to the Save-Shop to the North of the Jungle, all while killing as many dinos as you can to boost your Extinct Points. The save point is at the Water Tower. Take the door that leads to the Marsh/Poison Plants North Area, just near the Extinct Point Service panel.

Head south, and then to the south-east into the Research Facility to the south (use your map if you need to know where this is).

5) Research Facility

Once back in the Research Facility, use your Machete to cut off the vines off the door that is across from the Control Shack door. Enter here, and make your way around the back of the stairs, and use the Research Facility Keycard on the red panel next to the door and enter it.

Go to the east of where you enter from, and enter the Power Source Door. Check the green panel next to the door, and operate it to close it. Run down to the other side of the room, grab the file near the door, then use your machete to get rid of the vines on the door. Enter this door. Immediately turn left, and close this small terminal as well. Run to the other side of this room, and take the recovery item here. Open the small cage that is closed by a spoon here, then move on to the next vine-covered door. Take the file near the door, then close the next small terminal near the door. Enter the door.

Head south to the next door at the end of the hall, and attempt to unlock the door with your Research Facility Keycard and...a compy steals it. Crap. Now you must get it back. Run after it, and chase it into that cage that you have left open. This may take a while, but as long as you closed all of the terminals that I have instructed you to, he shouldn't be able to run away from you. Take the Research Facility Keycard again, as well as the Dino File (Compy). Now head back out to that door you were ABOUT to open when the Compy stole your card, and enter it.

Inside here, you'll find another file, as well as the Starter Battery. Once you have this item in your possession, head back to the Patrol Ship.

6) Patrol Ship

After the cut-scene, activate the Navigation System, and choose to go to the 3rd Energy Facility. Head through the door in front of Dylan to play a cool mini-game...

Blasting 'da Plesiosauruses:

The first minigame in the game, this one will test your patience, since the controls for the game basically suck, as it can be tough to aim at the dinos that are constantly attacking your ship. Fire at the Plesiosauruses and the Pterandodons as they come at you, and beware of the Plesiosauruses that come at you quickly from the sides, and damaging your ship easily.

After the fight is over, you will recieve some massive Extinct Points, and take over as Regina. Exit the Patrol Ship, and out onto the Dock, but on the way, grab the recovery item on the catwalk. Once you get out near a crashed truck, search it to find a Dino File. Now search the area near a dead body for another file. You now need the 3rd Energy Facility Keycard. Return to the Patrol Ship, and go back to the Jungle.

Once back here, head up the ladder to where the Allosaurus is. Now head through the door that is unlocked (the one that you went through with Dylan earlier), and enter the next watery area. Just past the two ladders here is a waterfall. Search the waterfall a few times and a leaf will fall out. Wait for the leaf to stop, and something will come out of it. It's the 3rd Energy Keycard. Take it, return to the Patrol Ship, and go back to where you found the file near the dead body.

7) 3rd Energy Facility

Use the Keycard on the door to the right of the dead body. Head around

the catwalk, into the next door, up the stairs, and into the save room. To the left of the stairs is the Key to the Box, and a Extinct Point Service. Take the key and save your game. It might also be a good idea to purchase either the Sub Machine guns or the Missile Pod Launcher, as well as the EPS Silver Card, and the Inner Suit. Also, search the countertop to the right of the Extinct Point Service to find a Dino File. Leave this room, and head down to the small boat near the save room, and use the Key on the box there to get a 4-digit number (it's flashing, not too hard to spot if you look close enough you know...). Remember this number for later (write it down...). #2350 was mine. Return to the save room.

Once back in the save room, head out the door next to the Extinct Point Service, and head outside. Search the dead body out here for the Mechanic's ID Card. Return to the save room, and use the ID Card and the number you found on the elevator in here, then take the elevator down.

Run forward, down the stairs, and through the first door into the first room. Go to the left of the elevator, and find the 3 red lights and a blue screen. Activate the power here, and whenever the lights turn red again (they'll turn green after you activate the power), hit them with your stun gun to stop them from flashing. Do this over and over again until the lights turn blue. Now power has been restored to this area. Run over to the other side of the room, and take the Diving Suit from the orange glass case, as well as the file near the computer. Climb down the small ladder, and you will go underwater for the first time. Once underwater, fight off the new swimmers here, then go to the other side of the room, grab the recovery item, then exit the room through the only door (check your map for details). The next room is a save room, so save your game and buy the Aqua Grenade. Make your way through the next few rooms until you reach a very large room. Make your way towards the back of this room, and you'll find a recovery item that you can get to. Grab it, then use the boost feature on your suit (Triangle) to hop up onto the platforms. Now just make your way across these multiple platforms until you reach a door.

There is a weak pillar underneath the door, so blast it with your Aquagrenade, then head through the door. Flip the switch near the door to activate the elevator, so if you fall back down to the first floor, you can just use the elevator to return here. Now head forward and hop onto the platform with the dead body, and an item. This is the Plug. Take it, then return to the save area a few rooms away. Use the Plug on the big control panel that is near the Extinct Point Service computer, and activate it to open up some new doors. Grab the File here too. Save your game when you're done.

Return the the east, and to the next save area near an elevator. Save your game, load up on Aquagrenades, and ride the elevator up. At the top, make your way to the end of the corridor and grab the City Keycard from the dead body. After getting the Keycard, go to the left of the corpse, and take the Dino File that is just sitting there for you. Now ride the next elevator to the left of the Dino File down.

Head through the door, and watch the cut-scene, which is followed

by...

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BOSS: Plesiosaurus

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This rather large swimming dinosaur is no match for you if you have an AquaGrenade launcher with you, and at least 10-15 grenades on you as well. The key here is to find a good spot where you are able to see from both sides, that way you can see which side he is coming at you from. He usually swims at you from one side, turns around, attacks, goes past you, then turns around and does the same thing over. A key time in his attack scheme is when he swims above you to get to the other side of you. This is when his belly is revealed, allowing you to get at least 2 shots in while he is basically defenseless. Use this time to get some cheap shots in. It should only take about 15 solid shots from your AquaGrenade to take him down. After he's been taken care of, you'll get a hefty 10000 points!

Now your goal is to reach the top of the center area in this Reactor. To get there, just follow the platforms with the red lights until you reach a door. Along the way you will find at least 3-4 recovery items to take. Operate the red panel next to the elevator door to supply it with power, then use the elevator. Head down the stairs once you are back on the surface, then watch the cut-scene, and switch characters back to Dylan once more.

--Begin Dylan-----

Head through the doors that Regina went through, and then enter the purple doors to the right of the screen, and into the Save area. Avoid the large Allosaurus, and save your game at the save point on the other side of the area, and buy a Chain Mine and an Anti-Tank Rifle. Kill the Allosaurus with the Antitank rifle (take that bi-atch ;), then leave this area.

Head down the path past the save point door to find a Dino File near another corpse. Find the gate covered with vines all over it, and use your Machete to cut 'em down. Head through the gate, watch the cut-scene, then move on through the next two doors until you reach a rock blocking a cave.

8) Cave

Use your Chain Mine to clear the rock away, and enter the cave. Run forward and use the Chain Mine to clear the rock blocking the recovery item to the right, then take the left path, and go up the ladder. You'll fight some Inostrancevia's up here, so wait until they get up on their hind legs, and then blast them with a shot to the belly with your Antitank rifle. Go left and take the recovery item, then go right

and continue through the cave. Just make sure to follow the yellow signs on the walls (David's survival markings), and you will find the way out of the cave easily. Whenever you find a rock blocking your way, use the Chainmine to clear it out, then head through it. Eventually you will find the way out at the end of this linear cave.

Out here, save your game at the Extinct Point Service save/shop, then reload your ammo for all of your weapons. Now climb the ladder to play another mini game...

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Flare-or-Die:
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This one is simple. Your objective is to reach as far as you can in this area, while staying alive. Use the Sub-Weapon control to fire a flare into the air, and your partner will fire at that location. You will be followed by some Allosaurus's, so be sure to have your partner fire at them. Also have your partner fire at the large crates to unblock your path. You will switch partners a few times over, so just continue where your other partner left off once you regain control of someone. Do this until you meet up with Dylan at the end of the area.

--Begin Dylan-----

When this is over with, you will regain control of Dylan. Grab the Dino File from the corpse, then save your game at the Extinct Point Service area near it. Now run through the gates to play another minigame...

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Blast the Triceratops:
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This one is just like the minigame on the Patrol Ship, in which you have to gun down the ramming Triceratops' that are coming at you. They'll come at you from all sides, so be ready. Blast them when their bellies are towards you for best results. After you take down a few of the Triceratops' for good, the game will end, and you will watch a cool ass cut-scene.

9) Edward City

Search the corpse in front of you to find a new Dino File, then head to Dylan's right to find Robson's Store. Enter it, then grab the file on the counter, and save your game here too. Take the recovery item from the store, as well as the Living Quarters Key from the rear of the store. Leave the save room from where you came in from, and enter the door near the corpse where you found the latest Dino File. Go down the corridor, and enter the door (use the newfound key to open it), and play the next minigame...

=====
Tank-a-saurus Rex:
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This minigame is cool, and rather easy. You must follow the path and reach the other end of the path without dying, all while a giant T-Rex is giving chase. You can blast it with your tank, blast away crates that are in your way, and use a flash bomb to slow the T-Rex down. I suggest using most of your flash grenades as you can early, so that you can get a great head-start. Blast the crates that block your way, and position the tank gun so that it faces the T-Rex, and you can shoot him while still driving straight. Use the rest of your flash grenades towards the end of the path to ensure your victory.

After the minigame ends, grab the Gas Mask from the ground in the next area. Watch the cut-scene, then save your game inside the Patrol Ship. Take the Patrol Ship back to the Jungle.

10) Jungle (4): Missile Silo

--Begin Regina-----

Head out into the Jungle again, and use your map and head to the path that is unexplored that leads to the Missile Silo. Once you reach the ladder that leads to the path, go down it, and Regina will automatically equip the Gas Mask. Run through the next poisonous gas area until you reach a door. Go through the door. Inside here is a save room, so save your game, and reload your ammunition and weapons as well. Exit through the green door to go outside. Now go down the nearby stairs, and through the door. Access the flashing computer here to get the 3rd Energy Disc. Search to the left of this computer to find a hidden Dino File as well. Leave the room, and go back up the stairs to watch a kick ass (yet frightening...) cut-scene. After all of the cut-scenes end, you will be forced to fight a boss...

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BOSS: Giganotosaurus
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Whoa there big fella! Even though he may look big and bad, he's not hard to beat...really. All you have to do is switch on the gas from the two green valves on each side of the catwalk, then shoot the gas to flame the Giganotosaurus. If you're quick, you can run back and forth without him touching you, but sometimes he'll roar and cause you to fall over. If he attacks you, just button mash to get out of his attack, then run to a valve. You must do each valve over and over again, going from one valve to another. After enough damage, he'll go down.

Run to the other end of the catwalk, and activate the blue screen. The lights will turn green, and then flash red. Hit them with your stungun to change them back, and after a while, they'll turn blue, and the next catwalk will be open to you. Run over it, and use the next elevator to get to the top of the Silo. Run to the missile silo, and deactivate it. Whew, that was close. Now head back down the elevator to watch a kick ass FMV.

When you regain control of Regina, save your game at the save point behind her. Go down the stairs on the other side of the room, and enter the next area. Here you'll find some more Inostranceivas, so use the Chain Mine to knock them onto their backs, and blast 'em. Move through the next series of rooms until you get to another minigame...

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Raptor Gunner:
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For this minigame, David will attempt to turn a large valve, while large groups of Raptors attack from all sides. Your job is to gun them down with your turret gun. Shoot a raptor twice to launch them into the water, then move onto the next raptor. Do this for a bit, and eventually David will get the valve turned all the way.

--Begin Dylan-----

After the cut-scenes, you will gain control of Dylan, and you will find the girl again. Now you have to follow her, all while protecting her from dinosaurs along the way. Crap. Another 'Birkin' experience from Capcom...

Follow her, and whenever she stops, you know a dino is going to attack. Be ready for this, because if she dies, then it's game over. By the way, you cannot heal her with recovery items, so be sure to protect her until you reach the area she has lead you to. Once you get there, she'll run off, and you'll be back by yourself again. Climb the ladder where she ran to, and some lasers will block your path. Damn. Okay, see those colored panels littered around this small area? Good. Go to each of the four colors:

- Green
- Yellow
- Blue
- Red

Activate all four of them, then activate the control panel near the lasers to remove them. Enter the double doors here. Run forward and grab the file from the countertop, then head through the next few doors until you reach another room with another File. Grab the recovery item from the ground near the save computer, and use this time to reload on some strong ammo, buy a Rocket Launcher, and fill up your supply of recovery items to the max, especially with Med Pack L's and Rescue items. Enter the next door, and go down the stairs to meet

up with the girl again. Watch the cut-scene, then follow the girl into the next room...

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FINAL BOSS: GIGANOTOSAURUS

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For a final boss, this guy isn't all that hard, since you don't even need to shoot him with anything, unless he really gets on your case and attacks relentlessly, in which case you unload on him with your rocket launcher until he backs off a bit. Okay, when the fight first starts, run left and then forward across the bridge, and run non-stop until you reach the other side, because he'll smash the bridge, and if you fall, then it's game over. Once on the other side, notice the center control panel for later, then run left, and activate the communication line to the satellite at the end of the catwalk. Now run back and past the center computer, and follow the catwalk to the south to find the target computer, which allows the Giganotosaurus to be targeted with the satellite weapon. Dash back to the center computer, and activate it to watch his ass fry.

When you regain control of Dylan again, run back to the southeast part of the room, and exit through the large doors to watch one cool ass ending FMV!

MY GAME TIME (SECOND TIME AROUND):

<07:34:52>

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09. Item List

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ITEM NAME	DESCRIPTION
Black Key Plate	It can be used to unlock the electronic lock in the Military Facility.
Yellow K. Plate	It can be used to unlock the electronic lock in the Military Facility.
Blue K. Plate	It can be used to unlock the electronic lock in the Military Facility.
Red K. Plate	It can be used to unlock the electronic lock in the Military Facility.
Green K. Plate	It can be used to unlock the electronic lock in the

	Military Facility.
Purple K. Plate	It can be used to unlock the electronic lock in the Military Facility.
Research Facility Keycard	You need this keycard to enter the Research Facility. It's a shiny silverish keycard.
Starter Battery	A battery used for starting instruments and equipments.
3rd Energy K.C.	A card needed to get into the 3rd Energy Facility.
Box Key	A key that opens a box on the boat.
Mechanic ID	A card which verifies that you are a 3rd Energy Facility mechanic.
Plug	A plug which is needed for the operation of the cooling aqueduct shutters.
City Keycard	You need this keycard to enter Edward City from the lakeside.
Living Q. Key	It will open the door to the living quarters.
Gas Mask	It was brought from the Military Facility when nerve gas was used to battle the dinosaurs.
3rd Energy Disc	The disc which has all the 3rd Energy research data. The mission's target.

ITEM NAME	LOCATION OF ITEM
Black Key Plate	Can be found in the Medical Room in the Military Facility.
Yellow K. Plate	Can be found in the Control Room, Military Facility.
Blue K. Plate	Can be found in the Control Room, Military Facility.
Red K. Plate	Can be found in the Control Room, Military Facility.
Green K. Plate	Can be found in the Control Room, Military Facility.
Purple K. Plate	Can be found in the Control Room, Military Facility.
Research Facility Keycard	You can find this in the Hardware Storage area in the Military Facility by using the Key Plate on the red panel in the back of the room.
Starter Battery	In the Precision Lab, Research Facility.

3rd Energy K.C.	In the waterfall, near Patrol Ship.
Box Key	First save room in 3rd Energy Facility
Mechanic ID	Dead body, catwalk outside first save room, 3rd Energy Facility.
Plug	3rd Energy Reactor, underwater, on dead diver.
City Keycard	3rd Energy Reactor, underwater, past second save area, near dead body and elevator.
Living Q. Key	Edward City, Robson's Store.
Gas Mask	Edward City, outside of T-Rex/Tank minigame.
3rd Energy Disc	Missile Silo, computer room.

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10. Dino File Locations

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NAME OF FILE	LOCATION
D.F. 1 - Velociraptor	Jungle Save/Shop area. (Water Tower)
D.F. 2 - T-Rex	Military Facility, first room.
D.F. 3 - Allosaurus	Entrance of Jungle, corpse.
D.F. 4 - Compy	Largest Save/Shop area in Research Facility (southern-most).
D.F. 5 - Pterodon	Near truck, 3rd Energy Facility.
D.F. 6 - Mosasaurus	Save/Shop area, near Boat Key.
D.F. 7 - Plesiosaurus	Near corpse, east 3rd Energy Reactor.
D.F. 8 - Inostrancevia	Edward City, entrance.
D.F. 9 - Triceratops	Last Save/Shop area, Edward City.
D.F. 10 - Oviraptor	Corpse near jeep, Edward City.
D.F. 11 - Gigantosaurus	Near computer where you get the 3rd Energy Data Disc, near control panel.

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11. Secrets

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EPS Platnium Card:

To get this special card which gives you unlimited ammo, collect all 11 Dino Files in the game.

Extra Crisis: Dino Colosseum

Beat the game with a ranking of C or better. (NOTE: Some say you can open this just by completing the game on Hard, but I played on Normal, and I still got it by getting a C or better, so...)

Extra Crisis: Dino Duel

Beat the game, then purchase two or more dinosaurs with your EPS points. You can only buy dinosaurs after you have purchased Rick, Gail, and the Tank. This is a fighting game of sorts, just like that Jurassic Park fighter released a while ago, only better...

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12. Extint Point Service Guide

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NORMAL MODE:

ITEM NAME	COST (In EP)
Hemostat	100 EP
Med Pak S	300 EP
Med Pak M	800 EP
Med Pak L	1,000 EP
Rescue Pak	3,000 EP
Power Battery	15,000 EP

Heavy Blade	15,000 EP
Inner Suit	20,000 EP
EPS Silver Card	20,000 EP
Light Weight Armor	35,000 EP
EPS Gold Card	40,000 EP
EPS Platinum Card	Zero EP

WEAPON NAME	COST (In EP)
Firewall	05,000 EP
Flame Launcher	08,000 EP
Chainmine	12,000 EP
Submachine Guns	12,000 EP
Machete Upgrade	15,000 EP
Solid Cannon	18,000 EP
AquaGrenade	20,000 EP
Heavy Machine Gun	35,000 EP
Antitank Rifle	38,000 EP
Missile Pod	50,000 EP
Rocket Launcher	50,000 EP
StunGun	Automatic
Machete	Automatic
Shockwave	Automatic
Handgun	Automatic
Shotgun	Automatic
Signal Bullet	Automatic
Needle Gun	Automatic

HARD MODE:

ITEM NAME	COST (In EP)
Hemostat	100 EP
Med Pak S	300 EP
Med Pak M	800 EP
Med Pak L	1,000 EP
Rescue Pak	10,000 EP
Power Battery	15,000 EP
Heavy Blade	15,000 EP
Inner Suit	20,000 EP
EPS Silver Card	20,000 EP
Light Weight Armor	35,000 EP
EPS Gold Card	40,000 EP
EPS Platinum Card	Zero EP (You have to earn it)

WEAPON NAME	COST (In EP)
Firewall	10,000 EP
Flame Launcher	16,000 EP
Chainmine	24,000 EP
Submachine Guns	24,000 EP
Machete Upgrade	15,000 EP
Solid Cannon	76,000 EP
Missile Pod	100,000 EP
Rocket Launcher	100,000 EP
StunGun	Automatic

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