

Dino Crisis 2 Speed Walkthrough

by Ghidrah

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DINO CRISIS 2
THE SPEED GAME
Version 1.2

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If anyone wishes to use this on their site, I would like to know. I don't have a problem with it's use by others on Gaming forums, FAQ sites or being copied for personal use, etc. I would like to know if it's to be used on a site, just so I could drop by and see it

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01.  
DC2  
INTRODUCTION

This guide provides all the information needed to minimize the hassle of playing a Dino Crisis 2 speed game.

The speed game will be played non-enhanced, (no cheat codes or Shark)  
The ubiquitous Ghidrah will know if you do, I will visit you in the night and place a large lump of chilled jellified spam in your PJs!

The Dino Crisis series of games lends itself to speed gaming like the Resident Evil and Silent Hill series of games do. Once the games have been played to death in normal and hard mode, there's only one thing left that will bring the excitement and the fear factor back, it is to speed the game. Speeding the game without saves and running against the clock can extend the replay lifespan

indefinitely.

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02.

### Requisites

Remember that your time may vary considerably plus or minus from my time because of a wide array of instances.

#### "KEEP YOUR BLOODY FINGER OFF THE (R1) BUTTON"

Press only when ready to fire directly at the target. Holding the (R1) button slows Regina and Dylan down considerably. When accumulated over the entirety of the game, it can add about two minutes to the game time

R2, (R2, 180° spin, Quick Turn), hence known as (R2). The (R2) is a wicked fast 180° spin, it's use will make your DC2 gaming experience funnererer and maintain a healthier playing character. Thereby conserving time accessing inventory for Med use. Inventory access eats up the clock. (R2) will be used for nearly every direction reversal. It comes in handy when the Dinos are breathing down your hairy neck. R1, fire, backstep while firing, (R2), run. If adept and or lucky, you'll rarely need to (R2) out of danger. More often than not, if downed, you'll rise and continue on to the next door or gate.

(01) Being able to evade the Dinos in the game (not bumping into them a lot).

(02) Not taking hits from them, time spent healing, is time spent not running.

(03) Hitting your marks for doors, begin pressing the action button just before the door. Stopping on objects that must be acquired in the game.

(04) Walking, THERE'S NO WALKING IN DINO CRISIS!

(05) Shooting Dinos, "DON'T" when you can avoid them, eachba timeba youba goba tuba (R1), youba slowba downba.

(06) Spending unnecessary time in inventory, the CLOCK KEEPS TICKING in Inventory.

#### TEST

Inside Cooling Aqueduct, First, I saved, loaded from save one, sat in front of SAVE/SHOP BOX for 3 minutes and saved. From save one, loaded and went immediately to Inventory. Sat in Inventory for 2 minutes, exited Inventory and sat for the remainder of the 3 minutes and saved. The results were the same, 3 minutes for both tests.

(07) Running into walls and the paths edges. They are very convoluted in some places, obviously meant to trip us up. All the more reason to be thoroughly familiar with the path you run. If taken into account, it could total into one or two minutes in the entirety of the game, for some people even more time. So, stay away from the edges.

(08) Indicision is a killer, standing around trying to figure out what you need and or where to go, or did I forget this or that. If you must stop to think, hit "PAUSE". It's possible that using pause still consumes some time, pausing and unpausing many times throughout the game may contribute fractions of a second with each use over the entirety of the game.

#### TEST

Inside Cooling Aqueduct, Saved, Loaded off of save one, immediately entered "PAUSE" sat in pause mode for 2 minutes. Exited pause and waited for the remainder of the 3 minutes to run out and saved. The time on the game read 1 minute and 12 seconds. The 12 seconds can be attributed to the 7 or so seconds required to save and the difference between starting the stopwatch at LOAD and waiting for the game to appear for the PAUSE button to be pushed

(09) Spending time in the SAVE/SHOP BOXES. In this version of the game, you need access the SAVE/SHOP BOXES five times only.

(10) Saving, time spent in ingame saving is a big waste of time!  
I have tested the time spent saving in the game, It uses up about 7 seconds of game time, (depending on how adept you are pushing buttons), not to be confused with real time, however, real time is what you must work with and that's what the game tabs at the end.

#### TEST

I cleared all hostiles between Water Tower and Control Shack outside the Research Center. The first run was a save at Water Tower, run to the SAVE/SHOP BOX at the Control Shack, (without saving), return to and save at the Water Tower. The second run was the same, except I saved at the Control Shack. This produced a 7 SECOND DIFFERENCE between the two runs, proving that saving swallows up game time. This same span in real time lasted 12 seconds, The anomaly is due to the time lapse between pressing the buttons and the scene fading in to where you can actually do something with the character this is what the final time is based on.

I suggest the save in the Final conflict with El Gigante for those who still have probs with him. Up till I had the confidence to play through this area, I had cut out all saves but this one. If you are still making 2 or more saves in the game, you won't realize the times your capable of. You could do a full load up on Meds, I still buy 2 large ones myself, when combined with the others existing in inventory, it is enough for me to weather the storm that is El Gigante.

(11) When approaching an Alosaur, if possible try to pass it between a wall/barrier and the dino, They seem to have a problem tracking you for short distances along walls or barriers for a bite.

(12) Don't boost underwater unless you have to. Save it for boosting up to the areas that Regina can't climb to only. Don't make the mistake in thinking that boosting is a faster method of linear propulsion than walking, it isn't!

(13) You need to be able to hear all the uglies that make noise, to do this, you need quiet. You may not be able to shut up your sister, brother or the neighborhood dog without suffering the consequences, but you can lower and or kill the game music in OPTIONS. Leave BG sounds alone, unless you're a Tommy wanabee.

#### TEST

Underwater in the Cooling Water Circulation Chamber, Straight line from one end of the room to the other.

1. Walking, 13 seconds
2. Boosting 19 seconds

WEAPONS SERVICE: Only the weapons used in the speed game will be outlined in this section. They are set in order of appearance, by default and or purchase. If you are playing correctly, you will have just enough EPs to make the first weapons purchase in the game. After that, the game provides you with all the EPs you need for later weapons purchases.

RECOVERY SERVICE: Will be accessed near end game only, to load Meds for the final conflict with El Gigante. Therefore no information on it will be provided.

TOOL SERVICE: Will not be used in the speed game, no information will be provided.

You will not stop to pick up Med Kits unless you have used up what you started out with, are hurting to the "MAX" and they are directly in front of you in the prescribed path set in the walkthrough. Out of the Med Kits that are directly in your path, you will acquire only those that are free from Dino harrasment. (If you're in imminent danger, you won't be stopping.) At the end of every leg a character runs, Reg and Dylan are healed to full for their next excursion.

We will stop at the SAVE/SHOP BOXES five times at most. Four of them to purchase the Flame Launcher, Twin pistols, Aqua grenade and lastly the Solid Canon and Chainmine, which are detailed in Weapons Service. The last time at the Facilities SAVE/SHOP BOX for Meds. I'm working on not buying the Twins at 3rd E. anymore, they don't seem to be as effective at the faster game times than the slower games. I'm taking as many hits with them as without.

Prior to the Final Conflict you may purchase enough Meds to fill all slots if you like. I usually buy two Meds, if I'm lucky, I can get out with using two.

For the more experienced players, (NO SAVES) are to be made in this speed game.

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. The main reason for a normal mode game is that the Save/Shop Box items are double cost in hard mode.

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03.  
Version Amendment

Here goes, the second and I hope the last up date for DC2. I put the game down for some long time before picking it up again. A NET friend, Mark, (Hubs@mchsi.com) Mark E Hubby, a killer DC player, who slapped my DC1 speed time around, had the audacity to take it upon himself to slap my DC2 times around too often, (CREEP) I kind of burned out on the game and Mark hosed the rest of me out to a soggy limp cinder.

With all things, at some point, you hope, you begin to question why you do things the way you do. I did that! In this instance, the results knocked some considerable time off my game and I finally got to slap Mark around, (sticks tongue out at Mark).

Low and behold, there's a new kid in town and his SN is Maniac, (returnofthemaniac@hotmail.com)

Maniac has added the, I hope last trick to the guide before I post it back onto the NET, a considerable time saver in the 3rd E. Reactor room, "Nessie gets to live". It'll be discussed later in it's position in the game.

Basically, many of the changes are subtle.

A big point to make here is to,

1. "GET BETTER AT DODGING ALL THE HOSTILES"
2. Minimize stopping to turn and shoot
3. Shoot only what you can't get around. Often one round will knock a target out of the way long enough to get by and to the next exit.
4. Keep YO fingah off de (R1) button

The rest of the changes will be edited into the guide. As with all speed gaming, knowing where your items are and making smooth transitions from path to path will probably make one of the greatest time savings you can acquire.

Mr. Mark Hubby, (Hubs@mchsi.com) Mark is the best DC player I know, he has come up with many fine tuning techniques throughout this game, all of which will be talked over at it's game point in the guide.

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## WEAPON'S SERVICE

SHOTGUN: Default weapon. Can be used along with a sub weapon. This pistol-gripped autoloader does very well for itself. It's an adequate refire weapon and more than great range. It can be used on the run and while back stepping. 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 general direction. Up close, (in your face style) it can take 1st Gen. raptors out in one round. To me, it's a waste of ammo to fire at Dactyls and Inos with the Shotgun. However, I replace it with the Solid Canon at the Edward's City Dock.

MACHETE: Default sub weapon. For me, it's only used for the ivy-covered doors that bar Dylan's access from important areas of the game. It also doubles as a minor weapon for those times when you're low on ammo. When I first played DC2 I used it and was often frustrated. Here, you're playing a speed game, you must learn to dodge more efficiently! The Platinum EP Card makes ammo use a moot point.

SEMI AUTO PISTOL: 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 much lead in a reasonable time frame. It works well up close and will take a 1st Gen. 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 Dinosaurs in front and up close, back stepping often seems to keep them at bay long enough to be killed. When speed gaming, Regina will remain with the pistol until she docks the 3rd E Facility. You may elect, as I am now doing, to ignore the Twins. If your times are winding down to the 1:08:00 time frame, they will be less useful in protecting Reg.

STUN GUN: Default sub weapon. Again, for me, this is a limited-use device. I use it only for shocking the electrical panels. It can be used to fend off raptors. I didn't waste any time learning to use the device offensively 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 more effectively. If you ran out of ammo, it could be used in a pinch. If there is more than one dino to deal with, forget it. It's pretty much useless against all monsters, except the raptors. In this speed game, you'll already have the Platinum EP card, so ammo is irrelevant.

FLAME LAUNCHER: 8K EPs. A two-handed weapon, I use the device for clearing the plants out in the poison marsh area only. 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 Dinosaurs, too, but takes too long to cook them thoroughly without rotation. You can't run while using the Flamer. This is a walk and flame gun, which makes it impractical as a useful weapon when speeding, add that to it's short range and that it's useless on Dactyls.

SUB MACHINE GUNS: 12K EPs. A two-handed weapons, 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, tres kewl! This becomes a deadly weapon in a normal game and in the slower speed games. Multiple targeting 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 twins are good, not great at Dactyl hunting - you can actually see them, (Twins) tracking Dactyls in flight. It pays to use a "kill-and-move" tactic.

NEEDLEGUN: Default, main weapon for the Deep Sea Suit. This gun fires three needles, (flechettes) 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. If you follow the walkthrough closely and are proficeint with your weapons, you'll have enough EPs to buy the Aquagrenade as soon as you enter Water Circulation System Control Room. At most you'll use the Needlegun on four Crocagators.

SHOCKWAVE: Default. A sub-weapon for the Deep Sea Suit. Shockwave expels a Sonic, or percussion wave at Mosa, momentarily stunning the Mosa and allowing you to finish off the Crocagator with the Needle gun or the Aquagrenade. I never use it. If you've played the game 5 or more times, you remember where they come up and will be ready for them with the Aquagrenade. When I'm just goofing, I like to use the boost to jump out of their way then bear down on them with the Aquagrenade. We won't have the time for goofing today.

AQUAGRENADE: 20K EPs. 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, you have to wait for the discharge to contact target#1 before you can reaim and fire on target #2. 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. You more than likely will never need to use this option. One thing that bothers me, is that it doesn't always target the Mosa, quite often I turn (R1) and fire, missing the Mosa. This happens to all the weps at some point in the game, usually when you're firing at something that's close to a wall or off screen. The solution to this is to tap (L1), this retargets the closest hostile, where ever it is. As long as the target is in Line Of Sight, it'll be hit.

SOLID CANNON: 18K EPs. 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 it's lingering effects. It's range is short, but it's effect is devastating. The cannon will take out Raptors, Dactyls, Oviraptors Ultra raptors and Allosaurs. Why it doesn't bother the Inos, I don't know. If an Ino is up on it's hind legs or on it's back, it'll shock it for the needed time to escape or outright kill it. You can run through the discharge without being damaged, but the monsters can't - which is a good thing when you're being run down by Ovis, dactyls and Raptors. The Solid Canon also has a limited effect on El Gigante, you kind of have to be lucky and be discharging when El has his MAW open for a nibble.

CHAINMINE: 12K EPs. This one throws 5 mines out in front of Regina or Dylan, destroying boulders and flipping Inostrancevias onto their backs, (blows up a boulder, but only flips an Ino, go figure) 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, you don't need the EPs. This is excellent in the speed game, too bad it isn't a run and shoot wep.

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FORCED SHOOTS

1. Nessie and Dactyl Shoot

From Landing to 3rd E.

To date, I achieve at best 2:17, at worst, 2:23, still working on it.

2. Triceratops Shoot

This is a squirrely one, the range, so far, has been wide. I'm having a hard time figuring out what if any the criteria is for the lower as opposed the higher time. I know this, that it isn't the number of hits on the triceratops alone.

3. Aqueduct, Raptor Shoot

Protecting Lunch, I mean Dave.

These are the three areas in the game created to build your EP count for the probable purchase of heavy weapons later in the game. Especially helpful for new players who are getting hammered playing the game and using up too many Meds. They need the extra cash for new weps, ammo and Meds. Speed gamers need the first Shoot for the few weps purchased at 3rd. E. and at the Edward's City Gate, if they follow this guide. How Dylan knew Regina would end up at the Edward's City Gate, I don't know. Speeders spend all their efforts into not shooting hostiles, ergo, the way low EP counts at score time. Speeders who follow this guide, don't need the two other shoots.

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06.

THE WALKTHROUGH

- 01. Dylan, Military Facility
- 02. Regina, Research Facility & rescue Dylan
- 03. Dylan, To Research Facility
- 04. To 3rd Energy Facility
- 05. Regina, 3rd Energy Facility To Edward's City Gate
- 06. Dylan, Edward's City Gate To Edward's City
- 07. Regina, To Missile Silo
- 08. Dylan & Paula, To Facility
- 09. Dylan, Final Conflict

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(01)

DYLAN TO MILITARY FACILITY

Dylan's recovery inventory consists of 1 Hemostat, 1 small Med Pak, 1 Medium Med Pak and 1 Resuscitate, which I wish I could get rid of. I've accidentally used it a couple of times in the past. It's a shock to be dragged back to the beginning of the particular conflict instead of continuing from the spot where you would have been if you had used a Med instead. It has it's uses, If you've been killed, it'll make your life easier to use it instead of restarting the game. I only consider it when past the halfway mark in the game and only if I'm smoking it for a hopeful new record. If I've been hammered through the game, I'll dump and restart, or just put it down for a day or so. Burn out happens!

(X) out of all the very good sehr kuhl FMVs, Like DC1, I don't know when the Mission clock starts, so you're better off getting down to business immediately.

DOCK/CARRIER LOT, (X) the cut scene and head to JUNGLE, NORTH ROUTE 1. As mentioned earlier, we'll be ignoring all of the Meds, we will only pick one up if we're hurtin for certin, it's directly in line and we're not being hassled by raptors.

You want to beat feet to the WATER TOWER and then to the Military Facility. Between Dylan and Regina, we have to make up 8K EPs for the FLAME LAUNCHER, It's best to let Dylan do the work with the Shotgun. If you can pick up three five Dino combos with no damage points, you'll be more than fine.

This can be done at JUNGLE, NORTH ROUTE 1 and at PASSAGEWAYS TO MILITARY FACILITY 1 & 2.

JNR,1, Run past the three raptors at the container, to the fault ladder, climb up, (R1) and take them out with three rounds, (on occasion, can be done in two rounds if the three are in view), if not, it's not worth the turn around to finish off the 3rd raptor, so fire three rounds if you can't see all three raptors. The path forks left and right, run wide right to call out and shoot the raptor at the 2nd fork. The next raptor often appears from behind Dylan, (R1) and fire. (R2). If it doesn't pop out before finishing off the first one continue running to the exit ladder, another will show up to complete the 5. Ignore the rest of the raptors in NJR1, run to the ladder to NJR2 and climb down. Sometimes, the two raptors appear further on in the upper level near the ladder to NJR2. If you didn't get slammed, you picked up at least 2.7K EPs.

JNR,2, You can usually run by all the raptors in JNR2. If you're still having problems, run and shoot through only the raptors in your way, don't stop running.

JNR,3, Same rule, run by all and keep your finger off the (R1)! Climb down the ladder.

JNR,4 Stay along the wall on the right, run straight to and the climb up ladder, ignore the dino that usually shows up ahead as you approach the ladder. Ignore the one behind you. Climb up and run by the container on your right (with the Med. on it) to the next fault. Drop down, run to and enter the WATER TOWER.

WATER TOWER, (X) the cut scene. Ignore everything in this room and move out to the exit door to PMF1.

PASSAGEWAY TO MILITARY FACILITY 1, The first raptor will either be waiting on the right at the jeep, or will jump out from the bushes to Dylan's left, both positions are most often easily passed.

I run left to the bush side to avoid the raptor that may be at the jeep, and swing out right if it isn't to avoid the raptor that will jump in from the left. Pass the jeep bearing left to swing around raptor#2. The third raptor will usually be approaching Dylan from just past the jeep further along in the cell. Shoot it while running, stop just passed it (R1) and FIRE, taking out the two behind Dylan. (R2), continue on to the next gate. Stop about 10 feet from the gate, turn and fire at the two approaching from the rear. This will give Dylan the second wad of 2.7K EPs.(R2) and exit. Sometimes the 5th raptor is much further back and may take an extra round or two.

PASSAGEWAY TO MILITARY FACILITY 2, This place is a tad tricky, many of the Gojira wannabes are out of the camera's lens. Try to stay in the middle of the road. Start running and fire at the first raptor near the ladder. Some of the shot will pass it and hit the second raptor off screen. Continue running, fire two rounds at the second raptor removing it. Run straight, two raptors will be moving up from behind. The third raptor almost always appears from the Facility Gate, smoke it on the run. Continue to hold (R1) and fire, Dylan will spin around and pick up the last two dinos following him from the rear. (R2), run to the Military Facility door. This was your last chance for a guarantee 5 banger, good shooting, another 2.7K EPs. Dylan now has all the EPs that Regina will need to get the Flame Launcher. Some times the Gate raptor arrives late and you must continue moving to kill it and stay out of the jaws of the two following.

MILITARY FACILITY, FRONT, (X) out of the two cut scenes involving Blinky. Run Dylan's now futuristic buttocks off up and over the walkway and containers (Ignore the Med) to the MILITARY FACILITY, FRONT ENTRANCE, hastily make your way



to the Medical room and get the Key. Exit the Medical room, ignore the raptors in the hallway. I hit the opposite wall hard and slide along it to the corner, I then head for the door. Smoke the one that may be in the middle of the hall blocking the door. Ignore the raptors at the front entrance, I swerve right to the wall and swing left to the door. Run back to HARDWARE STORAGE, use the key and get stuck, That's a good thing.

It's now Regina's turn to kick some green skin, but not much! All you want her to do is run. Remember she runs faster when she isn't aiming, she needs all the MPH she can get.

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(02)  
REGINA TO RESEARCH FACILITY & RESCUE DYLAN

Regina's Recovery Inventory consists of 1 small Med Pak, 1 Medium Med Pak and 1 Resuscitate "DO NOT USE THE RESUSCITATE"

Yo, Yo, Yo! Looky heah! Looky heah!  
Da name is Regina, ain't findin no Ho meanah  
YO, See dah heat I'm packin,  
I be chill'd when I be whacking dem GREEN Toady boyz!  
Lissin up, Giddy yup, out mah faze fo I cap ya!  
Got no time to mess, bess clear out wit dah res  
Fo I thrillzya when I drillzya wit Hot lead 'n' coppa! YEEEH!

(these lyrics, to be accompanied by standard Rappa background muzak. The usual hand and body flailing, camera mugging and all around posing with angry faces)

DOCK LANDING SPACE. Run West to the Gate, stun the gate lock, enter and pass through DOCK SUSPENSION BRIDGE exit.

JUNGLE ROUTE SOUTH 1, Stay cool through here, it's twisty turny and the Raptors jump in from all over the place. Your objective is to get to the fault ladder in one piece, hopefully without taking any hits. The raptors appear in this order left, right and middle of the route you're traveling, so pass the 1st one on Reg's left, the next on the right side and the 3rd on the left again. Sometimes #2 & #3 appear together off screen, making it impossible to pass between them. In this instance it's best to fire feeler rounds off screen to dump one of them. Pass them and climb der ladder.

JUNGLE ROUTE SOUTH 2, More twisty turny here, stay wide right. If the first raptor is in the middle to right side of the passage, (facing it), swing hard left to pass it on it's right side. If the first raptor is to the left side of the passage, (facing it), stay to the right. This will give you more time. The second raptor may already be in the path waiting for you, it can be passed too, however, it may be necessary to stop and eliminate both if they are too close. 80% of the time, they both can be ignored and allow Regina to make it to the gate unharmed.

Physically running into them and or scraping along the sides of the path will slow your progress down to the point that you may be grabbed and or leapt upon. There's a dog leg coming up, if you made any errors while running this spot, bumped Dinos, ran into the sides of the path, etc, clear them at the dog leg if you can make it there. As much as I dislike to waste time, if your in imminent danger, (R2), and backstep while shooting. I hope it isn't necessary.

PASSAGEWAY TO RESEARCH FACILITY. Run to the first ladder, (X) out the cut scene at the ladder, (R2 and run). Make sure you don't run right into Al's mouth. (Not that he wouldn't appreciate it) Hello, my name is Albert, "I'm an Allosaur". He reminds me of the UBS guy from MAD TV. Ignore him, run straight, you'll make it inside the door.

RESEARCH FACILITY, BACK. Climb the ladder. To avoid damage, 90% effective, run to the back wall, turn right and run past both raptors. A third raptor may be on the ledge or jumping up onto it as you approach the next ladder down to ground level. Ignore them all, jump down and enter the CONTROL SHACK. Once inside, (R2), exit and (X) the cut scene. Meet and tie up Miss Jurassic Park 3 million AD. SAVE/SHOP BOX, buy the FLAME LAUNCHER. (R2) and blow this shack, your aiming for the Poison Plant area so scoot. Ignore all Dinos on your way to the door to the Poison Plant Area, shoot only when forced to.

PASSAGEWAY TO RESEARCH FACILITY. Al will be at two possible locations, at the ledge close to the door at Research Facility Back or between the first two ladders on the middle fault level. In either case, bear hard left out of the door and swing out along the fault to the ladder. Climb down, if Al is between the ladders, stay against the edge to his right and hit the ladder fast, he may try to swipe you with his tail. Run and exit the gate.

JUNGLE ROUTE SOUTH 2, As usual, the raptor will pop out from the standard points, stay on the path, don't scrape the sides and beline it to the exit door. At this rate of game play, I get dragged down at or near the exit door to the MPPSA about 50% of the time now. Mr. Hubs says he has good success with a last second wide swing, It doesn't seem to be effective for me, I'm probably doing it at the wrong time.

MARSH, POISON PLANT SOUTH AREA These next two areas are good for creating time savings later in the game. They need to be prep'd for it and this is how you do it.

(X) through the warning and load the Flame Launcher. Our mission here is to burn some of the plants in each cell (to make sure they are out of the way). As you know, if at least one plant remains in each cell, no dinos will appear there later in the game which is a good thing when your trying to cut time. What we want to do is, burn only the plants needed to make Regina's and Dylan's run through the area safe, also to minimize the amount of walking the Flame Launcher requires while toasting the plants.

Take out the first three plants in MPPSA and leave the rest of plants alone. Weave through them, stay in the middle of the path as you pass the next to last two plants that take position opposite each other and exit the gate.

MARSH POISON PLANT NORTH AREA (X) through the warning, ignore the two near the gate and burn the next two at the elbow.

(I used to ignore the two plants at the elbow, it made Regina's run through the area slightly faster, although more dangerous for both characters. For Dylan, running back and forth through the area, avoiding the plants gas, slowed him down beyond the savings Regina made.)

Once through the elbow, move to the right side of the path and stay tight to it, ignoring the group of four to Reg's left. Stay to the right as you swoop right around the corner. Take the last group of three near the fault ladder, I have made it passed them only once without being killed, so, it isn't worth the time saved trying to leave them. Switch back to the pistol and exit this area to the WATER TOWER. Pass go, pass jail, pass everything in here and get your ass to Mars, I mean the Military Facility. When you enter PASSAGEWAY TO MILITARY FACILITY 1, (X) the cut scene, exit this cell and pass through the PASSAGEWAY TO MILITARY FACILITY 2. Enter MILITARY FACILITY FRONT, avoid the Dactyls as best you can, go serpentine. Don't get into a shooting match, you'll lose and waste time, if you get knocked down get up as fast as you can and continue on.

HARDWARE STORAGE, get the key and head out.

MILITARY FACILITY ENTRANCE. Ignore the Raptors, swing left and then right to the Medical room hallway door. Enter the hallway, there will be from zero to three raptors in the hall, usually two to three. They can all be ignored on your way to the Control room, but you'll never make it into the Control room while they're out there. Stop near the door and remove the one there and the one that will be bearing down on you from the corner. Move out toward the Medical room door and remove the third Raptor if it's there, this will clear the hall for Reg. to swipe the lock and enter the door safely.

CONTROL ROOM Enter and do the key switch, get the Blue Key as efficiently as possible and make your way back to HARDWARE STORAGE, all the while avoiding teeth and beak on and over the ground. Use the key and free Dylan!

I consider this point the first leg of the game, which is now complete. Regina and Dylan reappear back at the ship, discovering that it has been ransacked weasels. Suffering a detrimental loss to the power system, it will be Dylan's job to search for the replacement parts. There is no reason to watch the cut scenes so (X) through all of them.

Did you get slapped around and called Susan in this section? Did you have to be Medicated?

Don't bother the SAVE/SHOP BOX

(03)

DYLAN TO RESEARCH FACILITY

Get Dylan moving as soon as the cut scene with Paula is through, (R2) and book out the door, he's going to be running through a lot of Dino flesh. Make no stops and kill only to protect.

Get Dylan up to and running on the dock. Run over to the gate which leads to JUNGLE PASSAGE TO NORTH ROUTE. Ignore Al, he's on the large container near the gate, pass through the gate, cross the first pond, climb the ladder, ignore Al, make your way into the second pond and retrieve the THIRD ENERGY FACILITY KEY. I start tapping the action button as soon as Dylan is in pond #2, I think it gets the card quicker. Don't dally here Al's hungry, run to and climb the last ladder and run to the exit gate.

JUNGLE NORTH ROUTE 1, look and sound familiar? OK, make your way to the WATER TOWER, All raptors are more often than not easily ignored, if you get knocked down near an exit to the next cell, get up, run and exit. Don't waste time getting up and killing them. If you're good at evasion run around Dinos, "REMEMBER", (when your at arms ready you move a slower). Luckily Blinky is in the neighborhood and has scared all the raptors away from JNR2, free sailing here eh!

JUNGLE NORTH ROUTE 3 & 4, As mentioned, ignore the raptors, enter the Water Tower and exit immediately to the Marsh area.

MARSH POISON PLANT AREA NORTH & SOUTH, leaving the plants in each cell makes mucho sens-o now-o eh-o, midnight come an me want go home!  
(ooh, I just had the urge to count bananas, I think I'll eat one instead, I like them when they start to speckle)  
You do have to remember where the buggers are though, this will take some practice. No Worries! Exit the Marsh area and continue on to the Research Facility

RESEARCH FACILITY BACK, ignore Al, although there are times when he'll be at the lowest level waiting for you. If he is at the lowest level, you'll be able to run right by him to the first ladder. If Al is on the middle level, run toward the second ladder then veer left out into the center of the level and toward the third ladder. As mentioned earlier in the guide, try and use the walls to avoid damage from him. Making wide swings from left to right directly in front of him can confuse Al too, but eats up linear running time. Enter the compound, move to the first ladder, climb and fire one or two rounds into the two raptors that collect at the top of the ladder, this will give you the time you need to hack the door to the Research Facility without fear of attack. Climb down the second ladder, hack the Ivy covered door and enter the Research Facility. The third raptor that usually jumps up to the top of the walkway and then down again with the other two seems to get stupid when you kill or damage the first two at the ladder.

RESEARCH FACILITY ENTRANCE, waste no time, head for the security door, (X) out the cut scene and run. Pop the first Ovi on the run.

(Oviraptors,) these guys are fast, therefore, you must be very accurate in your run to the door. Don't slow Dylan down by sliding along the railing, don't stay to the window side of the circular walkway, the \*\*\*\*\* jump in from the window openings. Don't continually swing wide to the left or right, mini swings might prevent a close Ovi from jumping on your back and slashing you, maybe not. Whether you ignored the ones at the cut scene or not, there will be three behind you when the door comes into view. If possible, wait till Dylan is in front of the security panel near the door, (R1) and fire. If they're close on your 6, before you get into position, you may have to (R1) and backstep while firing as needed to the door. Sometimes you don't have the opportunity and get taken down anyway. They only make a quiet little pitter patter as they approach so you must keep a sharp ear and eye out for them. Use the key and enter the door.

RESEARCH FACILITY PASSAGE, turn East and enter the door on the right at the far end of the hall.

POWER SOURCE ROOM, ignore the tiny pansy door, Pansy may never get to this point for you to worry about it. Run to the end of this room and cut your way through the ivy. Enter the door.

RESEARCH LOUNGE, close the pansy door, (don't think you can cut some time here by leaving this door open), trust me, you'll suffer for it when you try to get Pansy in the cage room. There have been times when Pansy has run to this end of the room instead of the cage room even when the door is closed. Move into the cage room, close the pansy door and open the cage. Ignore the Med Kit unless you've been hammered and used up a med, (It's possible) that the colorful Med may attract said Pansy into cage room. "It could happen!"

Run West to the door with the ivy, leave this last pansy door to the left of the ivy door open. Cut through the ivy and exit.

RESEARCH FACILITY PASSAGE, Turn left and proceed to the Precision Lab security door, use the Key Card and (X) out the cut scene.

Now you must get Pansy to enter that pansy door you just left open. Pansy will have run out into the North center section of the R.F.PASSAGE, you want to stay close to the wall on Dylan's left. Proceed out along the wall, hug the vine/tree thing, pull out your quartz crystal, "Feel de powerful love!" "Stimpy, I tell you, I feel de love oozing out all of de pores in my body".

Enough with the love already! Move over to the wall with the security door and continue a few paces. The pansy will appear, turn into the center of the room and advance toward said pansy in halting steps, (run a few steps and stop, run a few and stop), all the way back to the pansy door you left open. This is the fastest way I have found to get it into the door. You have to herd the beast to the door,

"BE the BORDER COLLIE"

Once it's passed through the door run back into the lounge and close this Pansy door. Pansy will be somewhere in the Lounge, (hopefully at or in the cage room) herd him again (haltingly) into the empty cage and retrieve the R.F.Key, you'll also have the only Dino File you'll get in the game forced on you, don't read either of them. Exit the Research Lounge returning to the Precision Lab security door, you'll be attacked by OVIS, so exit on the run, stop at the Precision Lab Security door, If it's close, turn your back to the door and finish off the next Ovi as it approaches. Use the key and enter the Lab.

PRECISION LAB, get the STARTER BATTERY and exit. Another wave of OVIS will accost you, start running to the exit security door. The odds are high that you'll have to kill all three Ovis to access the door safely. If your good and lucky you'll have the agility to hit the door lock, open inventory, pull the Key card and exit this room to the Research Facility Entrance, without any damage. I'm successful maybe 80% of the time, the rest of the time I must turn and fight to minimize or eliminate damage. Once out into the circular walkway, proceed to the exit door, Fire as needed to remain healthy.

RESEARCH FACILITY ENTRANCE, So, get going! Only shoot what's in your way, Ignore

Al outside, stay high, take the second ladder, stay along the wall and make your way back to the JSR2 gate. Now head for the MPPSA gate, the raptors here are aching for a bite, so stay alert and avoid scraping the path edges. MARSH POISON PLANT AREA NORTH & SOUTH The two areas are set up for an uneventful run, best speed forward to the WATER TOWER.

Move through the Water Tower and head to DOCK LANDING. From the Water Tower, run to the JUNGLE PASSAGE TO NORTH ROUTE gate. Avoiding conflict the entire way by ignoring all the dinos, it can be done 99% of the time. When at NJR1, the direction you take will depend on whether there is a raptor to greet you at the fork. Bear right at the fork instead of left if no raptor is visible. If one is there, shoot it and head left for the fault ladder. Once you drop down the ladder, hug the fence to the gate.

"But PAW, ah lahkes it, I lahkes the killin. Killins fu-un"! "Cleatus, shut yer pie hole -n- get ta goin, ooh and uh leave that thar sheep here"!

Where the heck did they come from?

Now that Dylan is in the Jungle passage North Route, you must be even more careful, you left Al in a pissy mood. When you approach the fault ladder drop down and keep Dylan's left side close to the wall, Al seems to have a problem turning to follow Dylan and Regina against walls, this will give Dylan the time he needs to make it to the next pool and through the gate.

DOCK LANDING SPACE. Now, when you get into the Dock Landing Space, you guessed it Al! Deal with it by avoiding him. Most times he's still on the containers and no threat to Dylan's run to the Dock ladder. Sometimes he's between the Dock ladder and Dylan, I hate it when that happens. He's a jumpy twit and may land on you for a take down, or just bite, shake and throw him to the ground. Hopefully your not on the verge of death and can take the punishment. If he's hogging the lane to the Dock, you can hug one side of the lane, like against the container and at the last second veer out avoiding the fence corner, (which may trap you). If you time it right it'll work, wrong and you'll suffer. You might try a round or two of the shotgun as you approach in conjunction with the fancy footwork.

Climb down the ladder. "Safe at last, safe at last, God almighty I'm safe at last". Well' for a few seconds anyway. (that's not plagiaristic is it?)

Dylan makes his way into the ship and hands the Battery off to Regina. You'll then have Dylan move to the fantail and perforate all the nasty air and sea creatures who wish to do you harm.

This is the completion of the second leg of the game congratulations!!!  
Did you get hammered on your yoyo trip back and forth to the ship? Did you have to take a Med.?

(04)  
TO THE 3RD ENERGY FACILITY

It's now time to get this tub under way, Ready yourself for the Lizard and Dactyl shoot. You can rack up to from 20K to 60K plus EPs. (I can't say for sure, but it "SEEMS" like the faster you clear the screen the more Dinos are sent at you from all over the screen. Obviously a head shot on the Plesiosaur is a quickest. Quickly button your way to the Aft Machine gun and smoke some flesh.

(05)  
REGINA, 3RD ENERGY FACILITY TO EDWARD'S CITY GATE

If you were slick enough to make it through the first and second leg of the Dino Crisis Gauntlet without using any Meds. congratulations! It will be a tad more difficult on this run, there are Dactyls from above and plesiosaurs from below and they all want a piece of Regina.

For quite some many game plays, I always bought the Twins here, I'm avoiding the Twins now, (machine Pistols). Now, I mostly believe that they aren't any safer to have here for saving time from attacks than the default pistol. There are too many instances through this area where the Twins can't help with the running time over attacks ratio, it doesn't change much if at all. At this pace, you get hit as much with the twins as without. So, save the time of purchase, arming and disarming of the twins and remain with the default pistol and stun stick. Figure on taking some hits regardless of what you're armed with, don't waste time on revenge, just get up, run and heal if needed when it's safe to do so.

There are two Plesiosaur pens that Regina must run through before she can enter the two Dactyl pens. I usually make it through the first pen untouched, (not always) you might have to fire a few rounds at the one that appears at the end of the walkway just before the last turn right to the gate. In the second pen, I make it 3/4ths the way around the walkway, till the last right turn before the gate. A longneck rises with a splash before the screen changes to show it. I fire as soon as I see the splash. It helps much of the time, but not always. Run as straight as you can in the Plesiosaur pens, without running into the railing, (their necks are long enough to get you on the other side of the walkway).

I haven't found any reliable trick for avoiding an attack in the first Dactyl pen, it's hit or miss, If you can make it to the niche on the left in the long runway before an attack dip into it, it may confuse the dactyls targeting for a split second. Try stopping for a nano too, it might force the dactyl to fly over instead of making a hit. Both ideas are 50/50, in either case, they are still better than recouping from a knock down.

Run along the containers and take a sharp right and then left to the passcode device in the last Dactyl pen. Try your best to hit your mark at the security door to 3RD ENERGY FACILITY WALKWAY 3.

On most of my runs, I'm able to make it through the first four cells without enough damage to warrant a Med.

I'm still in good shape, run past the boat to the 3rd E. Control Room. There will be one last longneck getting in your way, if it hits you twice, it may give the second one time to get within striking range before you get to the door. If you try to slow it down by shooting it, wait till you have taken the first left turn on the half loop to the Control Center, this may not do you much good, again, the slow down and the probable bite may give the second one time to get one in too. This is the one true place where the twins helped the most.

### 3RD ENERGY CONTROL ROOM

Turn left at the top of the stairs, get the BOX KEY on the counter and continue outside for the MECHANIC'S ID CARD. Try withholding fire on your way to and from the Mechanic. On the way back to the Control Room, stay to the left along the wall, I seem to take less hits along the wall than swerving. Go right as you enter the Control room and head for the stairs. This is faster by 1 plus seconds than it is going left passed the elevator, depending on your agility quotient.

(If you check the map of the room you'll see for yourself)

Return to the smallboat for the ELEVATOR CODE, No need to blast the Nessie running to the boat, it's a different story however, on the way back. It isn't so easy to blast Nessie returning to the Control Center, the right turn puts you out of aim. Either the pistol isn't as accurate as the twins, or the twins throw so much lead that the misses aren't relevant. The plus for the Twins in this instance is that it's tracking range is much wider and it dual tracks. Once the pass code is acquired return to the Control Room and access the elevator.

### (NOTE)

Mr. Mark Hubby has spent some considerable time on recording the access codes numbers off the small boat, he has calculated the odds on certain numbers to show up most often, for his CD, I don't know if his projections are reliable for all CDs, so, if you wish to consider using this trick in lowering your time,

keep track of the numbers over an extended period, I would suggest writing them down every time you play through. If 1530 shows up 40 times out of 100 play throughs, and the rest of the possibilities average below this count, then you can safely assume 1530 will pop up on that average. The other possibilities can be calc'd in the same fashion, giving you a list of probability numbers to try in order. Mark has it timed at about 1 minute and 7 seconds to travel to and from the small boat. I'm guessing from the elevator in 3rd E., to the boat and back to the elevator.

I have tried it many times after killing off all the Long necks in the pen to prevent an attack and can't do it in less than 1 minute and 16 seconds.

Even if you miss the passcode on the first, second and possibly third try, you'll still make out somewhere around even time, as if going for the code. On the 3rd and certainly the 4th try, give it up.

I never use the trick, I operate on a principle of guaranty, it works this way 90 plus % of the time, the other 10% is your error, not the random number counter in the game

Access the elevator and exit to the corridor. If you were using the Twins, switch back to the default pistol. Make your way down to the SUB LEVEL ELEVATOR, and play "SHOCK THE PANEL". Hopefully your good at the panel game and don't flub it,

If you hit all your panels on time, you're talking about 33 seconds. There are at least two formulas to this game, they diverge slightly after the fifth swat. If you fail the first attempt, you'll get retries. The formular changes more drastically from the latter first try deviation.

Get the suit and take the elevator ride down to the Crocagator Pits (Mosa rooms). As you well know, you can't realistically out maneuver the crocks it's a waste of time and effort. So it's advantageous to remove them immediately.

When the elevator cut scene ends, wait a second and tap shockwave, this gives Reg enough time to make it down to the 3rd level walkway.

(don't boost down to the 3rd walkway, walk it)

Stay along the wall to Reg's left, often the first crock passes her, the second also approaches from the rear and actually pushes Reg forward, often over the edge. Make the drop to the bottom and enter the exit door.

WATER CIRCULATION SYSTEM CONTROL ROOM,

Access the SAVE/SHOP BOX. I'll take "Deadly AQUAGRENADE" for 20K please Alex! Arm Regina immediately and move out to the COOLING WATER CIRCULATION CHAMBER, your going for the Plug. Remember, you can hear the muffled sound as the crocks approach, so listen for them.

UNDERWATER TRANSPORT PASSAGEWAY 1, Angle your approach left toward the inside corner as you enter the room and proceed to said corner in a straight line. As the head of the first crock appears low at the corner, (R1), hold for a second or two and Fire while on the move.

(if you fire too soon, you miss and will be forced to fire again)

Don't stop walking toward the corner. The second crock appears from above and will pass right over you. If you hug the corner as you turn and take it smoothly, (without bumping and clustering) you'll have the time you need to make it to the gate without firing another shot.

(If you screw the pooch on this maneuver up, two more crocks will approach from the rear. Keep walking, you usually make the jump over the gate. Wait till you have cleared the gate top before hitting (R1) and fire. This will spin Reg, hitting the second crock. Quickly hit (R2), spinning Reg around to point her at the exit door. Ignore Manny, the third crock.

Enter PASSAGEWAY 2. You can see Alec above, quickly move to the exit door, a crock will bear down on you as you pass the elevator to the next door, ignore it.

COOLING WATER CIRCULATION CHAMBER. You know where to go, The crocks don't always appear from the same places or directions, so pick the straightest route to the first boost up and listen for the sound they create as they move through the

water. Eliminate the two or three crocks that may appear, (hope for only one) and start boosting up to the central walkway. Ignore the MED PAK on the first boost unless your out of meds and really hurting.

Once you've completed the second boost up to the level of the central walkway, stop, turn right in the circle and face the central walkway. You can see the "Central Walkway" in the lower right hand corner of you TV screen. It has the corners cut off like an octagon.

Begin walking directly at the central walkway, stay centered on it. Just as Reg falls off the platform, you'll get an on screen perspective change showing her drop off. Hit boost, she'll shoot up and land on the central walkway, (saving lots of time and gator trouble)

Continue on as normal, remove any gators that approach as you make your way to the leaky platform.

(The drop and boost technique was suggested by Mr. Hubs in an unrelated event, as an improvement to boosting off from the upper level of the Water Circulation System Control Room to the exit door. Dropping off the ledge before boosting gives Regina the extra leaping distance needed to plop her right at the foot of the exit door. I always had to take at least one step.

Whodahtunk, I boosted that way by accident many times in a panic, always cussing myself out for clustering, never seeing the true value of the action. Then BAM! two new places to use it that saves bunches of time. KUDOS yet again to Mr. Hubs.

(Here's another one from Mr. Hubs, this next tech was a hit or miss for me till Mark Hubby, (Hubs@mchi.net) quantified it. My description for the event is slightly different than his discription to me. A touch more detail than Marks, it does produces the same guaranteed effect)

Stay to the right side of the central walkway as you approach the jump point to the platform with the leaking pylon. About 4 or 5 steps to the jump point, turn left, and make a diagonal jump to the leaky pylon. You want to be just to the right of the broken ladder laying on the platform when you land. The platform has grates in it's flooring, you want to be on the left side of the center grate. This allows you to avoid the text that appears on the screen saving more time.

(R1) and FIRE! As soon as you are free from the cut scene, boost up to the door and exit. Ignore the crockagator that may be swimming up your 6.

Enter UNDERWATER TRANSPORT PASSAGEWAY 2. Get to Alec, ignore the Mosa, pick up the plug, walk off the platform, drop down to the door and exit.

UNDERWATER TRANSPORT PASSAGEWAY 1, Jump the gate, stop and smoke the Mosa. If you're lucky, only one will show till you make the corner, ignore any of them after turning the corner, exit.

WATER CIRCULATION SYSTEM CONTROL ROOM.

Install the plug and return to the COOLING WATER CIRCULATION CHAMBER. Remember to follow the same procedure as the first pass through these rooms. Once inside the CWCC, locate and enter the door to the COOLING AQUADUCT, Elevator up, Pick up the CITY KEY CARD, make your way to the next elevator and down to the 3RD ENERGY REACTOR.

FLASH

A very bold maneuver has been brought to my attention, we have a newcomer to the speed fold. "Maniac" has brought yet another improvement to the DC2 speed guide, aside from Mr. Hubs, "Maniac" (returnofthemaniac@hotmail.com) has been the only other valid contributor to the DC2 speed guide. Maniac is the first to point out the shield trick and therefore deserves full credit for a killer trick!

Regina is approaching the final contest in the 3rd Energy Area. This is the fastest way I have been able to deal with Mr. Manners, (Nessie) and get outa town without a scratch. The not so old way was very fast, "one minute" from start to finish and I felt quite smug at having found it on my own. With some



finessing from Mr. Hubs, it was brought down to as close to an absolute as it can get. I'm going to leave it in the guide, because, although exacting in its requirements, it may still be easier for some to accomplish than with the new, bolder approach to the Reactor room.

The route used by Mr. Maniac, no surprises here, is the same as the route I used in the later technique. Basically it's very simple, so simple in fact that I should smack myself for never seeing or trying it before. Maniac's Trick, "Shoot the shields with the Aquagrenade". Can it be any simpler than that? Maniac's shield trick and a few maneuvers I added for safety and speed shaves nearly 10 seconds off the previous time needed to complete this area. For sure, 10 seconds is like an eternity in speed gaming OK!

Never stop walking/moving forward in this whole exercise.

Here we go!

### 3RD E. REACTOR ROOM MAIN FLOOR

When freed from the Entrance cut scene, begin walking forward into the long corridor. Move to the right side of the corridor, (Regina's right shoulder will be along the wall) Nessie will appear as usual. Just as Nessie begins to lower its head, boost up and over, if timed right, you'll land further along the walkway unscathed. Once on the floor, continue walking toward the first platform. Bear left at the bend and stay tight to the left wall of the walkway, (Regina's left shoulder along the wall). There's a big "X" on the wall, hit boost as you pass the "X". Boost, keep Reg tight to the wall and as she approaches the corner, bend her left into it. She'll land on the 1st platform close to the Med Pack. Continue forward (toward the exiting platform) and make your 2nd boost.

(Notice in the background as you make the 2nd boost, Nessie is on the way back, If you did everything correct to this point, you'll be far enough ahead to avoid taking a hit on the 2nd platform. If you aren't far enough ahead, you must quickly hit (R1/R2) this readies and spins Reg around to face Nessie, preventing her from being pushed off the 2nd platform.)

Drop off the end of the 2nd platform pointing at platform #3, (Nessie will begin swimming by as you drop off) Hit boost within a 2 second span of dropping off or you won't make it to the 3rd platform.

(Nessie will stay in front of you till you make the last boost to the exiting platform).

Once on the 3rd platform, make your way to and boost up to platform #4 and finally to the exiting platform. Nessie will be on His not so merry way off screen. While boosting to the exiting/final platform, press and continue to hold (R1) through this entire maneuver. This will force Regina to turn toward Nessie, you must manually turn her back to face shield #1.

(Notice, that each hit on the shield increases the number of cracks and makes them longer If they AIN'T growing, you "AIN'T" hitting the shield so pay attention)

Fire the 1st round at shield #1 while still in arc to the exiting platform. Once on the platform, begin walking toward shield #1, firing 2 more rounds, the shield will shatter. Proceed to and continue firing at shield #2. It may take 3 to 4 rounds to shatter it. Make your way to the elevator.

If you're a tad slower, you'll be accosted by Nessie on its return. If you're still out on the open platform, just boost as Nessie gets near, you'll float out of its way and may continue on to the 2nd shield.

For me, that's 00:50:56 seconds. No faster way without a shark or codes I'm sure. Mark Hubs states that he can do it in 00:50:00

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Now for the slightly older tried and true. In some cases more satisfying for those that need to blast Nessie and or like to acquire or need the EPs. This technique may be worth more to you in a hard mode game considering the cost of weps. Although the bonus cards if taken in the hard mode game might negate the need for Nessie's EPs.

When Regina exits the little hall to the Reactor Room, (X) out of the cut scene. It'll be a short walk, you will bear right, entering a long corridor. You want to look for the two side-by-side lights along the floor on Regina's right. Just passed the lights is a dark spot on the same side of the corridor, stand in or very near that dark spot. You will have a clear view of the necessary length of the corridor.

Nessie will show high, from the far upper left end of the corridor. Nessie will be bearing down on you from behind the lighted platform, (with the three light poles).

From this point on, you must be very exacting in your movements. When his/her head is just passed the lighted platform, go to (R1).

\*As Nessie (BEGINS) to lower for a bite, !FIRE! (for all of this to work, you must hold (R1) and not let go for the entire sequence of this event). The trick here is to use the (L1) shoulder button, this button switches to the next closest enemy, no matter where it is coming from. Because this corridor is so tight and there's so much junk around, it confuses the game's weapons tracking system, you must reacquire the target after every shot. Keep your head, hold the (R1) button, tap the fire button and tap the (L1) button, you'll get three hits on Nessie before it passes over you.

(follow the sequence below, beginning at the asterisk, (\*) above for this event to be successful)

HOLDING (R1), FIRE, (L1), FIRE, (L1), FIRE, (R2) while still holding (R1), (L1) FIRE, (L1), FIRE. 10000 + EPs.

I have achieved 10640 EPs on many occasions.

I always feel exhilarated upon completing this maneuver, but, mostly relieved that it worked again. If I fail this event, I let Nessie kill Reg, use the Resusc Pak. and retry. If I fail, on the first or second time, it's usually do to nerves and or firing before the last round has made contact. You can push the controls too fast and botch the maneuver.

Let's get out of here and back up to the surface. If you look at the map of the 3rd E. Reactor, you'll notice that the Exiting Walkway is North of the first Jump point. As you walk around to the first jump point and make it, instead of turning left and then boosting, continue walking North right passed the M.Med, boost up to the next platform and continue forward. Walk right off the platform like you did in the Cooling Water Circulation Chamber and then boost, Regina will land on the next platform, (thanks again Mark). Continue walking, boost and turn right in the arc to position her for the final boost to the Exiting Walkway. You don't need to pick up any Meds, Regina won't face any more Ugliers in this area.

Once on the surface, Regina books to Edward's City, leaving Dylan all alone and lonely on the dock. Maybe hotter weapons will make him feel better? Let's access the SAVE/SHOP BOX on the ship and have a boo.

Did you need to take any Meds?

This is the end of the 3rd leg of the game. For next section, Dylan is going to need the CHAINMINE and the SOLID CANON, return to the ship and buy both. Arm with the Solid Canon for now, you'll switch to the Chainmine after you cut through the ivy covered gate. Your not playing for EPs in a speed game so there's no need for the Silver or Gold EPS cards. OK, now that you have the last of the MUY EXCELENTE ARMAS, your going to purchase get back out onto the dock. (how's my Spanish?)

(06)

DYLAN, EDWARD'S CITY GATE TO EDWARD'S CITY

You now have Dylan back on the dock and running through Edward's gate. He's now on CITY FRONT HAUL ROAD, and can hear the raptors approaching. Weave past all of them till you arrive at LAKESIDE GATE, (R1) and FIRE. You can roast their neurons as you go, beware, they'll regroup and follow you to the gate anyway, so hold out till the last second before you start cooking, they taste best when fresh. Dylan won't be able to hack away at the ivy with them putting their filthy Raptor mouths all over him, (you don't know where they've been). After you enter Lakeside, switch sub weapons to the Chainmine and find Regina. (X) through the meeting with Reg, Dave is still marking the trees, no wonder the Dinos are so upset!

When you separate, move through the next two gates to the CAVES. You'll be ignoring the Ovis if you can or shocking them to the point that their little reptilian testicles suck up inside their filthy bodies. In the last Ovi pen, I wait till I just touch the bridge, I release one round, this throttles the three Ovis that matter as you approach the last gate. This last round dispenses with any foolish ideas they may have of breeding in the future.

From CAVE 1, to CAVE 4, you will use the Chainmine only and only if you must. This is my route.

CAVE 1, Blow up the boulder and enter, this path is simple, follow it to the ladder and ignore the Med behind the boulder. Climb the fault ladder to the next level.

CAVE 2, As you begin running down the tunnel, a cut scene will start, (X) it out and proceed, if you push and hold (LEFT & FORWARD), as you exit the cut scene, Dylan will already be swinging hard left around the 1st Inostrancevia. Many of the buggers can be passed in this manner if you get to them quickly after siting.

As you swing around the first Ino, you'll see #2 ahead. This guy can be a pain, (likes to block the path) chainmine his butt, make way to the ladder and climb.

CAVE 3, Once up the ladder, blow the boulder at the fork and take this tunnel. Stay to the right side on the tunnel, an Ino may be waiting for a bite, if so, swing hard left around it and continue straight through this lava cave into the next tunnel. You'll pass an Ino hole on your right and exit out into another lava cave. With lava flowing to Dylan's right.

An Ino may be bearing down on you from off screen, keep Dylan's right side to the edge of the path and swing out hard left around it as the Ino comes into view. (if you slam into it, mine it and run) Continue through the tunnel until you reach the ladder and climb down.

I like it when one falls into the lava. Climb down to the last cave.

CAVE 4, There will be two boulders, take the brownish one to the left. Two inos will approach as you enter the last lava field. Swing to the left pass the first one, if you're lucky there will be a large enough break between them so you can swing hard right passed the second one. More often than not the break isn't there, if not, stun the second one. One more Inostrancevia may appear in between the lighted area with the grass and the exit gate, Louis is easily passable to the gate.

The Inostrancevias can hurt you, but they're a little slow on the, "Oh look, there's food!" up take. If you can maneuver the caves without spending any undo time on them, you'll save close to ten seconds. Don't worry about taking hits, like all new sections of the game, the characters start with full health.

COMMAND ST./INNER COMPOUND

Ignore the SAVE/SHOP BOX Room and ready yourself for the ALLOSAUR NEST. If you can dodge these guys on the run go for it, you'll save a lot of time not firing flares to kill them between the containers, however, you'll need them at the containers. You can take some bumps from them even when paired up. The safest

way is to stand still and pump a few flare rounds into the air until your partner kills them with the canon and blows the container out of the way. When it's Dylan's turn, switch to the Solid Canon, it'll save some time not getting hit by the Big Als. I noticed that when I used the Solid Canon on them, and it's Regina's last turn running, the Als are at times further away from the trucks allowing me time to slip by both of them without damage. But not always. Try for the walls on the same side as the ladder. When you finish this section you'll make your way to the TRICERATOPS RUN. Good Luck!!!

TRICERATOPS RUN, this run is another forced shoot for EPs, get through it the best you can. (X) out of all the Cut scene/FMVs to arrive on the jeep and prepare to shoot. If you continue pounding the dinos, it lasts up to 1:34 seconds. The average is about 1:23 and the fastest was 1:01 a considerable difference.

To keep this game moving, after the Triceratops shoot, we must (X) out some excellent CGI. Even the grass looks and moves like real.

We end up in Edward's City, destroyed by the Dinos. There's nothing left to this place, no survivors, NADA! So, it's up to Dylan to find a way out of here. Go to ROBSON'S DRUG STORE and get the Living Quarters Key, exiting pronto. If you armed Dylan with the Solid Canon at the Alosaur Nest, you'll be fine as kind. Make sure you fire continuously as you run to the first door You'll appreciate it later. Make your way to the Living Quarters Door, fire on only what threatens Dylan.

Are you Ready for the Blinky Gauntlet?

Now the best advice I can give for this area is, be holding the forward button so as you regain control of the Tank you'll be moving. Fire two rounds off, just before the first set of containers fire off a flash round. Remove the first two sets of containers and as soon as Blinky is about 20 yards from the tank fire another Flash round. By the time you approach the last barrier you should have two flash rounds. Release a flash round and shoot the containers. Now there are no more containers and you have one flash round. Turn the turret on Blinky fire off a round, wait a second, release the last flash round and then another round from the turret. This will put a little distance between the two of you for the Right, left, left, right section of turns. More times than not he catches up to me and gets at least one bite in. Keep the turret on him at all times with continuous fire. If you make enough hits on him with the Canon, you'll knock him out for a few seconds to give you some time to navigate the zigzag course of turns coming up. Once the Gate lowering scene comes into play, (X) it out and reappear at the opposite side of the gate. Get the GAS MASK and (X) out the cut scene. You'll reappear at the ship. Have Regina set the coordinates for the return to the JUNGLE AREA.

Congrats, you've completed the 4th leg of the game.  
Did you need to take any Meds?

Regina's in control again and will be on her way to the Missile Complex. Her mission is to stop the launch and retrieve the 3RD ENERGY DISC. As in all prior sections of the game the main concern is running. Beat feet!

(07)

REGINA TO MISSILE SILO

Get Regina moving, Don't forget that Al is still up on the DOCK LANDING SPACE. Pass through the Lock door, stop and arm with the Twins if you bought them at an earlier point in the game and feel secure with them. For the amount of shooting you'll do, it may not be worth the time spent switching to them, it's not really necessary. Pass all the raptors, fire off rounds at the off screen pair that may not be visible, in the hopes of downing one of them if their bunched up. Climb the ladder, run passed the next two, it may be necessary to take out one or both near the door, they appear to be faster than their earlier bros.

MARSH POISON PLANT AREA when you get to the POISON GAS AREA LADDER climb down, run to and enter the WASTE DISPOSAL CHAMBER. Pass through LAUNCH SITE, do an end run around the three raptors, as you go by them, stay close to the damaged areas on the ground. It prevents the raptors from getting between you and it for an attack. It seems to work better than firing on them and or swerving back and forth. Climb down the stairs and enter the door.

DATA CONTROL ROOM. Snatch the 3RD ENERGY DISC, switch to the default pistol if you were using the Twins, (for the stun stick), scoot back to the LAUNCH SITE AREA, (X) out the cut scene and return to the Data Control room. (X) out the cut scene, continue Xing out the cut scenes until you are in control and moving to the first Gas Post to set El Gigante on fire. Regina must set him ablaze six times before he lays down for a much needed Facial. (not to mention all the aloe he can find) From here Regina has to complete the large electric panel swatting game before she can use the lifts so get her going. Run Reg around the Gantry and use the elevator to access the shut down panel and then the rocket. My best time remaining to date on the Timer is 7:36:00. Well, that's out of the way, let's book and get to the next blood pressure raiser. (X) out the cut scene.

MISSILE CONTROL ROOM, Arm Regina with the Chainmine and and blow this joint, down the stair, and exit. Remember only flip the INOS, don't hang to kill. You can pass the first two without damage, sometimes, a second pair will show up before the door, deal with them to avoid damage and time loss. The next room will require you to deal with one or both of the next two Inos. Often they are the last you'll confront. You end up outside.

AQUEDUCT, (X) out of all the cut scenes till you end up at the "I'VE GOT TO PROTECT LUNCH SHOOT, I mean Dave, he must open the sluice gate" All I can say is do your best to keep the filthy raptors off Dave.

When you have finished protecting lunch, I mean Dave, (X) out the cut scenes till you see Dylan up on the bank ub da ribba.

I like to separate the Missile silo section from this section because it's the finale and it switches from Regina to Dylan as he makes the final assault in the game. So, congratulations on completing the 5th leg of the game.

Your next mission is to protect Paula till she can make a safe run for the Facility entrance. I prefer the Solid Canon here, for what I see as obvious reasons, which I mentioned earlier in the walkthrough. I liked the ATR too but it's slower on the refire and you can't run/shoot, so, that's not going to work for a speed game. The Solid Canon does such a good job protecting Paula to this point that if she takes a hit or two here and there, it won't affect her health much.

I prefer to stay at weapons ready, behind Paula and pointing right at her. I wait for the OVIS to come in and attack her before discharging the canon. Paula isn't harmed by the discharge so she stays healthy. I'm getting really good at protecting her this way. Most of the time, like about 90% lately, I'm able to get her to the wall with no hits at all. Others maybe one or two hits. I can almost guarantee a hit or two at the wall. 99% of the time I get her to the safe area over 80% green.

Be aware, that the (L1) button is for quick target changes. If you have two Ovis entering from opposing directions, sometimes Dylan will turn on one without your directing him to, this can be dangerous for Paula. Use the (L1) button to quick switch to the next closest hostile, manually turning Dylan will get Paula in trouble.

Ever wonder why the Ovis ignore Dylan in this area?

(08)

DYLAN AND PAULA TO THE FACILITY

Dylan, protect that sweet daughter of yours in those tight leathers! Get her to the Facility on time!

Once Paula takes off on daddy, Dylan must, foolishly and painfully I would think, run into the security screen. Then he must activate or deactivate, (i'm

not sure which) all the colorful towers, all the while staying alive and without killing raptors.

IT'S VERY IMPORTANT THAT YOU HIT EVERY TOWER ON THE FIRST STOP!

If you miss on the first try, the raptors will be close enough to strike as you free up from the tower cut scene.

Remember always run. Stop only to climb up or down and to work the towers.

Bounce off the security screen, jump down to the main level, ignore the raptors, turn right and stop at the first tower. Activate the tower. As soon as you're free, (R2), run to the ladder and climb to the second level. Run to the next ladder and climb it to the third level. Swing left to the second tower and activate it. The raptors are probably jumping up to the tower level, so don't flop around at the tower. When free, Ignore the raptors and jump back down to the second level. Instead of running to the next ladder, jump down to the main level right at the third level ladder.

Run across the pavement to the other main level tower. The raptors will have made it down and advanced to pouncing range. Once you get to the tower turn and fire with the Solid Canon, make sure you get all three. Activate the tower, (R2) and climb the ladder to the second level. As you climb, the raptors will be back and after you again. Once at the top, ignore them and make your way to the third level ladder. Climb and activate the forth and last tower. The raptors are jumping up to the tower level by now, ignore them when free from the Tower cut scene and jump down the ladder to the second level. As with the other side, jump down to the main level right at the ladder to the third level.

The raptors are on your tail again, but, you will be able to get to the Security screen ladder before they can sink a tooth in you.

Deactivate the Security screen and access the FACILITY ENTRANCE. Ignore everything, make your way to the SUPERINTENDANT'S ROOM, and access the SAVE/SHOP BOX. You will want to load up on 2 to 4 Large Meds for the show down with El Gigante. There have been times when Gigante has pounded Dylan into pat  , and then I've made it through with one Medium Med. So, because you can't count on an easy run, you must assume PAT  . Hopefully, with the meds that you may still posses and the Meds. you buy, you'll have enough to complete the run.

WARNING, "INCASE OF PANIC, DO NOT USE THE RESUSCITATE" WARNING,

It's use will send you back to the beginning of the conflict instead of healing you where you stand. If you still have problems with Gigante, you may opt to save here, as you know there won't be another chance to. Better to take a save here and still get a decent time as opposed to dying and losing over an hours worth of work. Your choice!

(09)

FINAL CONFLICT

OK, enter the last room, fly down the stairs and meet up with Paula. (X) out of the cut scene (It's very informative and cool to listen to but you've probably been Xing out this cut scene for some time now.) Follow Paula to the large doors, take a deep breath and start reciting that Psalm, Though I walk through the valley of death thing. Except for the button pushing, you'll spend all your time running, being pounded into the ground and getting back up to run some more.

At no time will you purposely retaliate on Gigante.

Also, try not to use up your Meds too quickly!

For some time, I was using the Solid Canon on constant fire mode through the Gigante Gauntlet, suggested Mark E. Hubby, the only other DC killer I know. I no longer do this, I get pounded just as much with it as without it and the holding of (R1) makes Dylan run more slowly. This may give El a few more hits on Dylan. Mark believes it may have some effect on El Gigante. I think it hurts him if his mouth is open during an attack, he jerks back for a second, but, I still get

pounded. Apparently he ignores the pain when he feels like it and hammers me into the floor like a bent nail. He is without Ruth!!! There may be a trick in that firing when his mouth is open will prevent attacks, it doesn't seem to matter when he's in a meat tenderizing mood.

Another point that Mr. Hubby made, that is true in all occasions. Normally, when El roars, you get turned around and tossed back and down to the floor, however, when holding (R1) while running and or firing off the Solid Canon, Dylan can stand. He's turned around, forcing you to (R2), but you don't have to fumble around getting up first. Good eye as usual Mark.

(X) out of the cut scene and start running when you get control of Dylan. As soon as your up from the pounding you receive on the other side of the now destroyed access ramp, turn left, run to and activate the COMMUNICATIONS COMPUTER. Once you are free from that, (R2) and get ready for what most likely will be the beginning of a severe thrashing. Make sure you keep a sharp eye on Dylan's health meter, do the best you can to get over to the TARGETING COMPUTER, waaay over on the opposite side of this BEEG RHOOM! Once there, activate the computer. It some how knows exactly where Gigante is going to be for his roasting. Almost home free, now for the scary part, you may have been eating up Meds like they were mentholyptus cough drops, and you're getting low. So, it's very important that you know where you are at all times, and be health meter aware. Quite often Gigante blocks Dylan from your sight, in all that mess, you end up running in the wrong direction.

DON'T DO THAT, IT'S DANGEROUS!

Once you make it back to the central computer activate it pronto Tonto! (X) out both cut scene breaks.

My best time remaining on the attack sequence is 3:50. But on that particular run, he didn't pound me at all, I was knocked down a few times with his roar, basically he just watched me run.

When all is said and done, and all the cut scenes have been X'd out get the flock out of this room for the ending. Regina, Paula and Dylan gather in the Vortex Generator room for what appears to be their final good byes. I think Regina made it back and accomplished her task, what do you think?

=====

07

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FIN

Run credits.

The ranking screen pops up and what did you see? Unless you clustered horribly, you should see an "S" for a rank.

My best time to date is 1:06:40. This time reflects the slightly new priorities and their order of access during game play. As I mentioned at the beginning of the guide, one of the biggest time savings will come from finessing your run, e.g. stay away from the sides of the path, don't bump into objects and hostiles, know where your items are and lastly flying like the wind through inventory and the BUY/SAVE BOXES.

Mr. Hubs had thrashed my time again, (par for the course) with a 1:06:17. Mark used the elevator trick at 3rd E which saved him approximately 00:01:07. As I mentioned earlier in the guide, I can't do it in less than 1:16 and that's with all the hostiles removed first.

9/1/02

Mr Hubs, in conjunction with Mr. Maniac's new trick and utilizing the elevator trick in the 3rd E. Control room has posted a 1:05:56 or 59. So much for the 1:06 barrier congrats Mark!

Hope it was good for you!

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