

Dino Crisis 2 Mini-Game/Boss Guide

by Nemesis

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Dino Crisis 2: Mini-Game/Boss Guide
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01. Mini-Games

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NOTE: The names for each of the mini-games are the names that I have made up. They are not listed in the game by these names.

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Blasting 'da Plesiosauruses:

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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.

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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.

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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.

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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.

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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.

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02. Bosses
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There aren't many bosses in Dino Crisis 2, but the ones that are here can be tough, unless you know how to deal with them. Read on to find out the easiest way(s) to defeat them.

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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!

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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.

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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!

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