

Warpath: Jurassic Park FAQ/Move List

by falsehead

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***** WARPATH: JURASSIC PARK: FAQ/MOVELIST *****

PlayStation Fighting Game; released (1999) UK (PAL)

FAQ/MOVELIST (Final Version) 08/09/2003

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***** 1) INTRODUCTION/REVISIONS *****

INTRODUCTION - Jurassic park: Warpath is in my opinion a rather fun beat 'em up with some good extras that makes it ideal for those like me who think dinosaurs are damn cool! Although some of the jumping moves are a bit unrealistic the general movement and noises of the dinosaurs and the sheer weight in which they crash around makes it look very like how dinosaurs must have fought for real. Although the various fighters have pretty similar moves, the differences in speed, height and length allows for some surprisingly strategic fighting. Throw in health bonuses and 3D arenas you can uses to damage each other with and the fighting is brutish, simple but very spectacular!

I have listed moves for all the dinosaurs as well as how to unlock all the secret stuff. I have also included separate profiles of each dinosaur, where I include the info found in the games excellent Museum mode and some extra info courtesy of Encarta. Think of the info as the equivalent of a character profile in a "normal" beat 'em up. Hope you enjoy this FAQ and find it as fun to read as I did to write, Dinosaurs ROCK!!!

To learn more about dinosaurs visit the Official BBC Walking With Dinosaurs webpages at <http://www.bbc.co.uk/dinosaurs/>

The latest version of this guide is always posted first at www.gamefaqs.com, if you found this guide on another site please check gamefaqs to make sure you have the latest updates before emailing me with any questions. I may have already answered it!

REVISIONS - Version 1.0 (10/10/2002). First Version.

Provided full movelists for all dinosaurs, profiles and unlocking all the secret stuff. Plan to add more strategy and maybe more combo data in the next update, possibly.

Final Version (08/09/2003) Just tweaked a few things, corrected some mistakes. It's a fun little game, but time to put this FAQ to bed officially. I'd like to see more Dinosaur flavoured beat 'em up, but it seems I am in minority of one.. ah well.

***** 2) UNLOCKING DINOSAURS AND EXTRA MODES *****

a) GETTING ALL THE DINOSAURS

Carchar - Play Arcade mode with two different dinosaurs
Pachy - Play Arcade mode with four different dinosaurs
Spino - Play Arcade mode with six different dinosaurs
Trike - Play Arcade mode with eight different dinosaurs
Cryo - Play Arcade mode with ten different dinosaurs
Alberto - Play Arcade mode with twelve different dinosaurs

This can be on any difficulty setting, when Arcade mode is completed the requisite number of times at the end a message will flash up and tell you a new dinosaur has been unlocked.

c) GETTING ALL THE EXTRA MODES

Survival and Choice Modes - simply complete Arcade mode once with any dinosaur. In choice mode you can choose a stage to fight on. New stages unlock with each new dinosaur you acquire.

Exhibition Mode - Complete Arcade mode with all eight default dinosaurs and five secret ones. Exhibition mode options are found in the Match Options menu.

Bonus FMV - Complete Arcade mode with all dinosaurs.

Third skin colour - complete Survival mode with a dinosaur and you can now press triangle to select a new skin colour for it.

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***** 3) DINOSAUR PROFILES AND INFO *****

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I have included all this extra info separately so if you are just interested in the fighting and movelists then that's all you get in the relevant section. But as there is added info included in the game for the dinosaur nut, I thought I would include it (and more) here in this FAQ for those who are interested! At the bottom of this section I have reproduced the family tree from the game so you can see how all these dino's are related =)

a) ACRO

Full Name: Acrocanthosaurus - "High Spine Lizard"
Height: 6 metres
Length: 12 metres
Weight: 2700 kg
Lived: Cretaceous period 105 - 115 million years ago
Genealogy: Therapoda - Carnosauria

Info Burst: Acrocanthosaurus was a close relative of Spinosaurus which was the largest, but not the only sail-backed dinosaur. Acrocanthosaurus had a much smaller and lower sail. Closely related to Allosaurus, it lived in the early Cretaceous.. Fossils have been found in Oklahoma and Texas. Unrelated sail-back dinosaurs have also been found in North Africa.

b) ANKY

Full Name: Ankylosaurus - "Fused Lizard"

Height: 1 metre
Length: 7 - 10 metres
Weight: 4500 kg
Lived: Cretaceous period 70 - 165 million years ago
Genealogy: Ankylosaurid - Ankylosauria

Info Burst: The Ankylosaurae family of plant-eating dinosaurs (herbivores) were found worldwide during the later Cretaceous period, which ended about 65 million years ago. They moved on all fours, and their broad, low bodies were covered with rows of bony plates, which ended in a clublike tail. Some species had spines on the head, along the back, or on the tail. They were related to the stegosaurs, another type of armoured dinosaur that lived earlier. The slow-moving ankylosaurs probably resembled armadillos, and their fossils usually occur in regions that were once swampy.

c) GIGA

Full Name: Giganotosaurus - "Giant Southern Lizard"
Height: 6 metres
Length: 12 metres
Weight: 7250 kg
Lived: Cretaceous period 100 million
Genealogy: Therapoda - Carnosauria

Info Burst: Giganotosaurus, very large meat-eating dinosaur that lived in South America in the late Cretaceous Period. Palaeontologists believe that Giganotosaurus may be the largest meat-eating, or carnivorous, dinosaur that ever existed. The femur (thighbone) of Giganotosaurus fossils was longer than the femur of any Tyrannosaurus rex (previously the largest known meat-eating dinosaur) fossil, but some palaeontologists believe the legs of Tyrannosaurus rex and Giganotosaurus were about the same length. Giganotosaurus appears to have been more heavily built than the largest tyrannosaur. Even though Giganotosaurus ran on two legs like Tyrannosaurus, and both were gigantic meat-eaters, Giganotosaurus lived nearly 30 million years before Tyrannosaurus rex walked on the earth, and the two dinosaurs do not appear to be closely related. The form of the hipbone fossils found in 1995 suggests that it was more closely related to Allosaurus than to Tyrannosaurus.

d) RAPTOR

Full Name: Mega Raptor - "Huge Robber"
Height: 4 metres
Length: 8 metres
Weight: 1800 kg
Lived: Cretaceous period 87 million years ago
Genealogy: Therapoda - Maniraptora

Info Burst: This Cretaceous Carnivore is guessed to have grown between 25 and 30 feet and length, while standing at an impressive thirteen feet tall. One of this predators biggest asset was its 13 inch sickle claw on its feet. Most of the small "raptors", as they are so often miscalled, grew on average about 8 or 9 feet long, weighing anywhere from 150 to 185 pounds. But Megaraptor, at nearly 30 feet is truly a giant among giants. Hardly anything of Megaraptor has been found so far. Excavations in Argentina have found the giant claw, a hind leg bone and a foreleg bone. That's it.

e) STYGI

Full Name: Stygimoloch - "Demon from the River Styx"

Height: 1 metre

Length: 2 metre

Weight: 1000 kg

Lived: Cretaceous 65-76 million years ago

Genealogy: Cerapoda - Pachycephalosauria

Info Burst: Stygimoloch was a thick-skulled plant-eating dinosaur (a pachycephalosaur) that walked on two legs. This unusual-looking dinosaur had bony spikes and bumps on its skull; the many horns ranged up to 4 inches (100 mm) long. Pachycephalosaurs probably engaged in head-butting both as a defence and as intra-species rivalry.

f) STYRAC

Full Name: Styracosaurus - "Spiked Lizard"

Height: 2 metres

Length: 5.5 metres

Weight: 3000 kg

Lived: Cretaceous period 65 million years ago

Genealogy: Cerapoda - Ceratopsia

Info Burst: Styracosaurus was a dinosaur that walked on four short legs. This large plant-eater had a six-spiked frill projecting from the back of its skull. It also had an upward-pointing horn on its nose (2 feet (60 cm) long and 6 inches (15 cm) wide), and two small horns above its eyes. These spikes and the horn probably provided protection from predators, and were possibly used in mating rituals and rivalry. It had a short, thick, pointed tail, a large, bulky body, a large skull and a beak. Styracosaurus hatched from eggs.

g) SUCHO

Full Name: Suchomimus - "Crocodile Mimic"

Height: 4 metres

Length: 11 metres

Weight: 3600 kg

Lived: Cretaceous period 100 million years ago

Genealogy: Therapoda - Tetanurae

Info Burst: Suchomimus had a two-foot-high sail on its lower back. This dinosaur had a very long snout [1.2 m (4 ft) long] and huge, foot-long thumb claws although it looked very ferocious it was actually omnivorous and lived mostly on fish and other small water dwelling creatures.

h) T-REX

Full Name: Tyrannosaurus Rex - "Tyrant Lizard King"

Height: 6 metres

Length: 14 metres

Weight: 6000 kg

Lived: Cretaceous period 70 million years ago

Genealogy: Therapoda - Tyrannosauria

Info Burst: Tyrannosaurus Rex was a large, bipedal, carnivorous dinosaur, of the latter part of the Mesozoic era. Tyrannosaurus was well equipped for preying on the large herbivorous dinosaurs of the time, about 70 million years

ago. Its long skull was equipped with powerful jaws in which were set sharp, doubly serrated teeth, some of which were 15 cm (6 in) long. The tiny forelimbs, seemingly out of proportion to the rest of the animal's massive body, each bore two sharp claws; the powerful hind limbs each were armed with three forward-pointing claws, well suited for tearing flesh, and a fourth backward-pointing claw. Fossils that were found in North America (Montana and South Dakota) and Mongolia in strata of Upper Cretaceous age indicate that the species came into being and became extinct in the relatively short space of a few million years

i) CARCHAR

Full Name: Carcharodontosaurus - "Shark Tooth Lizard"

Height: 4 metres

Length: 12.5 metres

Weight: 7250 kg

Lived: Cretaceous period 100 million years ago

Genealogy: Therapoda - Carnosauria

Info Burst: Carcharodontosaurus was a huge meat-eating dinosaur from the Cretaceous period. This North African carnosaur had a massive tail, a bulky body, and heavy bones. Its arms were short and had three-fingered hands with sharp claws. Although Carcharodontosaurus was larger than T. rex, its brain was smaller. Carcharodontosaurus was closely related to Giganotosaurus but not to T. rex. Carcharodontosaurus was a more primitive dinosaur than T. rex.

j) PACHY

Full Name: Pachycephalosaurus - "Thick Head Lizard"

Height: 3 metres

Length: 6 metres

Weight: 1800 kg

Lived: Cretaceous period 65 - 76 million years ago

Genealogy: Cerapoda - Pachycephalosauria

Info Burst: Pachycephalosaurus, plant-eating, birdlike, beaked dinosaur that lived in North America in the late Cretaceous Period. Pachycephalosaurus had a 25 cm (10 in) thick, bony, domed head with a crown of spikes and bumps. The thickness of the skull left little space for a brain, which was very small for the size of the head. Because of its durability, the skull has been better preserved than any other part of the skeleton. Its small leaf-shaped teeth were not designed to grind plants efficiently; so much of the breakdown of plant material is thought to have occurred in a large fermenting gut, similar to that of cows, or in a gizzard, as used by some birds

Fossils of Pachycephalosaurus are quite rare, perhaps because the dinosaurs lived mostly in drier upland areas rather than near rivers or the coast. Their bodies were designed like battering rams-the spine could lock rigidly to withstand the force of impact. The thick skull of Pachycephalosaurus may have allowed it to butt heads with other Pachycephalosaurus dinosaurs without injuring its brain; these dinosaurs also may have fought by ramming their heads into the soft bellies of other dinosaurs.

k) SPINO

Full Name: Spinosaurus - "Spiny Reptile"

Height: 5 metres

Length: 10 metres

Weight: 4500 kg
Lived: Cretaceous period 110 million years ago
Genealogy: Therapoda - Carnosauria

Info Burst: Spinosaurus' sail may have been for heat dissipation - it lived in a swampy environment near the equator during the warm Cretaceous period. The sail may have also been used to attract mates or seem bigger than it was.

l) TRIKE

Full Name: Triceratops - "Three Horn Dinosaur"
Height: 3 metres
Length: 9 metres
Weight: 5400 - 11000 kg
Lived: Cretaceous period 65 - 72 million years ago
Genealogy: Cerapoda - Ceratopsia

Info Burst: Triceratops, genus of quadruped, herbivorous dinosaurs weighing several tons, that lived during the Cretaceous period, more than 65 million years ago. In all but the earliest species of the ceratopsian group-to which Triceratops belonged-one or more horns protruded from the front of the skull, and all ceratopsians had a parrotlike beak formed by a unique bone, the rostral. Triceratops had three horns-one centrally located just above the nostrils and a pair that projected from the forehead-hence the name. The skull, more than 1.8 m (6 ft) long in some fossil specimens, was quite large in proportion to the rest of the body. A bony frill at the back of the skull protected the neck and served to anchor powerful jaw and neck muscles. The ceratopsians appear to have migrated east to North America, where they became extinct at the close of the Cretaceous period.

m) CRYO

Full Name: Cryolophosaurus - "Frozen Crested Lizard"
Height: 3.5 metres
Length: 6 metres
Weight: 1350 kg
Lived: Jurassic period - 190 million years ago
Genealogy: Therapoda - Allosauridae

Info Burst: Cryolophosaurus had a forward-facing crest on its head. It is also known (informally) as Elvisaurus, due to the crest's likeness to Elvis Presley's hairdo. The Antarctic, where Cryolophosaurus was found, was warmer when Cryolophosaurus lived than it is now - during the Jurassic period, the Antarctic was closer to the equator and part of a larger continent - plus, the climate in general was warmer.

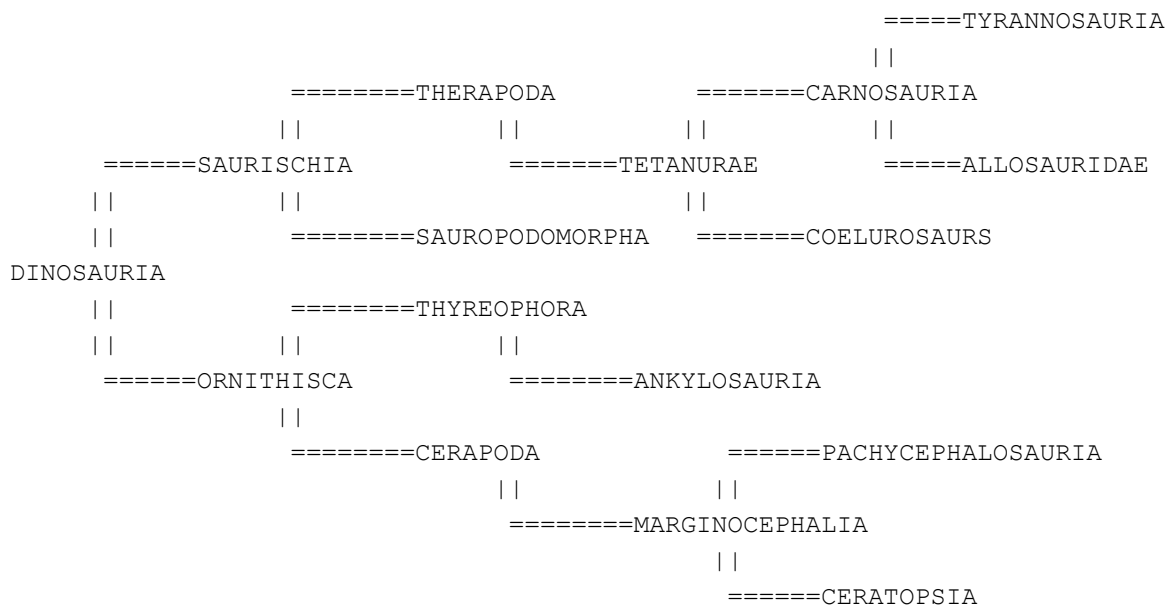
n) ALBERTO

Full Name: Albertosaurus - "Lizard from Alberta"
Height: 4 metres
Length: 9 metres
Weight: 2700 kg
Lived: Cretaceous period 80 million years ago
Genealogy: Therapoda - Coelurosaur

Info Burst: Albertosaurus, formerly known as Gorgosaurus, genus of carnivorous dinosaur that lived in Alberta and Montana (Canada) in the Late Cretaceous

period from about 100 million years ago to the time of the extinction of the dinosaurs, about 65 million years ago. Not quite as large as the related Tyrannosaurus rex, the bipedal Albertosaurus had a similar appearance and weighed up to about 3 tons.

DINOSAUR FAMILY TREE



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***** 4) CONTROLS AND SHARED MOVES *****

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All the dinosaurs share some moves:

L1 and L2 will side step or side jump the dinosaur left or right

R1 blocks mid and high attacks

D+R1 blocks Low attacks

R2 taunts, this will build the rage metre up, when the rage metre is full the screen flashes red, to perform a rage attack hold R2 and press any attack button to inflict a massive damage combo on your opponent.

forward, forward (f, f) will perform a front dash/hop

back, back (b, b) will perform a back dash/hop

Circle + Cross when pressed while near a fallen opponent allows you to jump on top of them and pin them down. Keep bashing circle and cross to keep the pin going. To escape a pin, press any attack button as fast as you can.

Energy can be replenished by eating the humans or animals that stray onto the fighting area, but you must use a low bite move to get them all they will just get squashed or flung away. You can also knock dinosaurs into rocks, flaming barrels, electric fences etc, But don't stumble into them yourself!

Each character has two dash attacks, to perform these successfully you must watch the dinosaurs animation, when it reaches the final part of its dash and appears to be coming out of it that is the time to initiate the final button press.

Here is a lovely rendition of the d-pad positions:

```
  O  O  O
  \  |  /      --O means "forward" (f)

O--  --O      \
          O  means "down-fowards" (df)

 /  |  \
O  O  O      O-- means "back" (b)
```

A capital F or D or U means press and HOLD that button while performing the rest of the button presses.

If the f, d, u, b is in small case then that means just tap. A comma separating the commands means the buttons must be pressed in quick succession, but not at the same time. A Plus sign + indicates when two buttons must be pressed together.

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***** 5) DEFAULT DINOSAURS MOVELISTS *****
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*****
a) ACRO
*****
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Square (light) - Lunge and Bite
Triangle (heavy) - Tail Whip
Cross (light) - Head Slap
Circle (heavy) - Head Down Hook

D, cross - Crouch and Lunge Bite
D, triangle - Rising Bite
U, cross - Leaping Stomp [knocks down opponent]
U, triangle - Leaping Bite
f, f, cross - Sliding Head Flip [knocks down opponent]
f, f, triangle - Sliding Tail Swipe

cross + square - Rolling Neck Grab [knocks down opponent]
square + triangle - Leg Grab [knocks down opponent]
circle + triangle - Flip in Air [knocks down opponent]

b + square - Hind Leg Slash
df + triangle - Counter Tail
b + cross - Low Spin Attack
df + circle - Counter Bite
f, f + circle - Vicious Lunge [knocks down opponent]
d, b + triangle - Delay Tail Swipe

COMBOS

- 1) Triangle, Cross, Square, Triangle, Cross, Circle, Circle
- 2) Triangle, Cross, Square, Cross, Circle, Square, Triangle

STAGE: 76 Station

STRATEGY

Acro is another great dinosaur to start with. He lacks some of T-Rex's power and defence, but has a little more speed to play with. He also has a couple of counters to throw into the mix making him a more thoughtful version of T-Rex and therefore one of the best dinosaurs in the game. You can play Acro effectively either offensively or defensively. Against the faster and shorter dinosaurs you should use his tail swipes and lunges to push them back so you can charge up your rage meter. With the larger types, make use of your counter type moves and blocks to throw them off balance. You can hit back faster than they can. Acro has superb reach with his long neck and snapping jaws, use his bite and snap attacks to keep poking opponents back giving you time to follow up with a slash or charge.

b) ANKY

Square (light) - Tail Strike
Triangle (heavy) - Sliding Tail Strike
Cross (light) - Body Smash
Circle (heavy) - Leaping Body Smash

D, cross - Low Shove
D, triangle - Low Tail Club
U, cross - Jumping Body Slam [knocks down opponent]
U, triangle - Leaping Head Butt
f, f, cross - Vicious Charging Smash [knocks down opponent]
f, f, triangle - Spinning Tail Swipe

cross + square - Tip Up [knocks down opponent]
square + triangle - Flip Up [knocks down opponent]
circle + triangle - Trip Up [knocks down opponent]

b + square - Charge
b + circle - Low Tail
b + cross - Counter Tail
b + triangle - Counter Tail
d, b + circle - Stomach Butt
d, b + triangle - Counter Tail Spin

COMBOS

- 1) b + Square, Circle, Cross, Triangle, Circle, Triangle, Square
- 2) b + square, Circle, Cross, Cross, Cross, Triangle, Circle

STAGE: Visitors Centre

STRATEGY

Anky may be small and low, but he is one mean dinosaur, far superior to his fellow quadrupeds Trike and Styrae. He can run quickly and has an excellent reach with his tail swipes. It's easy for him to dodge high attacks from the large dinosaurs and he can perform several counter moves as well. His attack speed is surprisingly fast and his light, fast tail strikes and body slams can wear an opponent down quickly. The secret to Anky is to keep him coming, be relentless. Be aware that some of the bipedal dinosaurs can actually jump on top of Anky, so try not to get underneath them as you can suffer severe damage.

c) GIGA

Square (light) - Right Kick
Triangle (heavy) - Left Kick
Cross (light) - Bite
Circle (heavy) - Head butt

D, cross - Lunge and Bite
D, triangle - Rising Head butt
U, cross - Jumping Claws [knocks down opponent]
U, triangle - Jumping Head butt
f, f, cross - Running Lunge [knocks down opponent]
f, f, triangle - Dash Head Butt

cross + square - Mega Bite [knocks down opponent]
square + triangle - Head Flip [knocks down opponent]
circle + triangle - Side Flip [knocks down opponent]

b + square - Counter Bite
f + triangle - Counter Knee
b + cross - Counter Head Butt
d, f + circle - Counter Bite
f, f + circle - Stomach Jab [knocks down opponent]
d, b + triangle - Side Stomp [knocks down opponent]

COMBOS

- 1) Triangle, Square, Triangle, Cross, Circle, Triangle, Circle
- 2) Triangle, Square, Triangle, Triangle, Cross, Cross, Square

STAGE: Paddock

STRATEGY

Giga is the largest of all the dinosaurs and thus the most powerful. He is however the most sluggish. He has a number of counter moves to compensate for this, but he still needs to be played in a fairly defensive manner. You'll find yourself under a barrage of fast attacks from almost all dinosaurs. Its best to stick with the basic moves to push opponents back and give yourself space to power up the rage gauge and try and time one humungous retaliation. Giga unleashed can demolish even T-Rex health bar in a few seconds. But it's all about holding back until you see an opening. Don't let enemies bait you into attacking to soon. You'll be knocked flat.

d) RAPTOR

Square (light) - Kick
Triangle (heavy) - Flying Kick
Cross (light) - Bite
Circle (heavy) - Bite and Retreat

D, cross - Foot Bite
D, triangle - Face Slash
U, cross - Leaping Claws [knocks down opponent]
U, triangle - Leaping 1,2 kick
f, f, cross - Charging Kick [knocks down opponent]
f, f, triangle - Charging Spin Kick

cross + square - Neck Twist [knocks down opponent]
square + triangle - Flip Up [knocks down opponent]
circle + triangle - Foot Tug [knocks down opponent]

f + cross - Counter Slash
d, f + square - Short Kick
f + circle - Short Snap
b + triangle - Sweep Kick
d, b + circle - Counter Bite
d, f + triangle - Knockdown Kick [knocks down opponent]

COMBOS

- 1) f + Cross, Square, Cross, Circle, Triangle, Square, Circle
- 2) f + Cross, Square, Cross, Triangle, Square, Cross, Triangle

STAGE: Raptor Pen

STRATEGY

Mean! The raptor is fast on its feet, and like its other friends in the small two-legged category it is much more offensively orientated. To win with Raptor is to wage a war of attrition. Lots of small snaps, jabs, sweeps and leaps. Keeping up a barrage of attacks that doesn't give your opponent time to breathe. You basically need to take advantage of every pause, and always get stuck in when an opponent is floored. Raptor is not too strong and a few well placed heavy attacks from a larger dinosaur can knock that health bar down to nothing. So keep cool and never let them get their rage meter powered up. In real life Raptor type dinosaurs hunted in packs and several could worry a much larger dinosaur to death. You're on your own here, but the principle is the same.

e) STYGI

Square (light) - Head Jab
Triangle (heavy) - Tail Spin
Cross (light) - Crush Butt
Circle (heavy) - Head Uppercut

D, cross - Low snap and retreat
D, triangle - Rising headbutt
U, cross - leaping face kick [knocks down opponent]
U, triangle - Crashing head butt
f, f, cross - Head on charge [knocks down opponent]
f, f, triangle - Sliding stomach jab

cross + square - Lift and sweep [knocks down opponent]
square + triangle - Back Flip Kick [knocks down opponent]
circle + triangle - Stomach Gouge and Knee crush [knocks down opponent]

f + square - Head Crash
f + triangle - Speed Jab
f + cross - Dash Head butt
f + triangle - Delay Tail
f, f + circle - Counter Kick
d, b + triangle - feint Headbutt

COMBOS

- 1) f + square, cross, square, circle, square, triangle, triangle
- 2) f + square, cross, square, cross, circle, circle, square

STAGE: Site B Lab

STRATEGY

The medium dinosaurs like Sygi, Pachy, Spino and raptor mix excellent speed, with great offensive power and a nice range of defensive moves. Stygi is a prime example of the effectiveness of this blend. Like Pachy he uses his thick head to butt, shove and strike opponents. Using Stygi you should keep up a strong barrage of short, sharp butts and jabs. If you opponent has a speed edge then throw in some counters to keep them off balance. If your opponent has power and size and keeps pushing you back then use the side steps and charges to get in close and knock them down.

f) STYRAC

- Square (light) - Shove
- Triangle (heavy) - Sideswipe
- Cross (light) - head toss
- Circle (heavy) - Jumping head Butt

- D, cross - Sliding stomach gouge
- D, triangle - Sliding Head Flip
- U, cross - Leaping Head Butt [knocks down opponent]
- U, triangle - leaping crush
- f, f, cross - Delay Charge [knocks down opponent]
- f, f, triangle - Sliding side ram

- cross + square - neck gouge [knocks down opponent]
- square + triangle - Flip up [knocks down opponent]
- circle + triangle - trip and gouge [knocks down opponent]

- f + cross - Double Horn Gouge
- f + circle - Head Swipe
- b + square - Counter crush
- b + triangle - Counter swipe
- d, b + circle - Vicious leap [knocks down opponent]
- f,f + triangle - Sliding Charge

COMBOS

- 1) f + cross, cross, square, circle, triangle, triangle, circle
- 2) f + cross, cross, square, cross, circle, square, square

STAGE: Helipad

STRATEGY

Styrac is a scrappy little fighter. Has a nice turn of speed, but is most effective if he can knock an opponent down and punish them on the ground. A lot of his moves have a significant wind up time, more so than Anky, making it easy for him to be pushed back or poked into oblivion. Him and Trike are probably the two trickiest dinosaurs to do well with. They don't manoeuvre so well either and if a sliding move misses they are vulnerable as they recover. Basically you need to get in and floor your opponent as quickly as possible, he can soak up some damage, but he's not as tough as Trike and especially against the speedy Spino or raptor he can have a tough time even landing a blow. Just make sure you make that blow count.

g) SUCHO

Square (light) - claw
Triangle (heavy) - Over arm swipe
Cross (light) - Snap
Circle (heavy) - Lunge

D, cross - Toe Blow
D, triangle - low swipe
U, cross - Leaping crush [knocks down opponent]
U, triangle - Stomp
f, f, cross - rolling smash [knocks down opponent]
f, f, triangle - side smash

cross + square - Head Grapple [knocks down opponent]
square + triangle - High Kick [knocks down opponent]
circle + triangle - Leg Grab [knocks down opponent]

f + square - Hard swipe
f + cross - barge
f + circle - double bite
f + triangle - double swipe
f, f + circle - headbutt
d, b + triangle - slap [knocks down opponent]

COMBOS

- 1) f + square, cross, circle, triangle, square, cross, circle
- 2) b + square, cross, circle, square, cross, circle, triangle

STAGE: Tribal Gate

STRATEGY

He's a funny looking dinosaur, but his long arms and long snout give him a good range advantage. He has pretty average speed and power; he basically plays like a less powerful T-Rex and a less speedy Carchar. However, he does have some of the best ranged strikes of the large bipedal dinosaurs and his rolling smash comes out very quickly and can be an excellent high damage move. Keep pushing faster opponents back until you have a chance to hit 'em with it.

h) T-REX

Square (light) - Kick
Triangle (heavy) - Tail Whack
Cross (light) - Bite
Circle (heavy) - neck Bite

D, cross - Leg Bite
D, triangle - Tail Whack
U, cross - Vicious Claw Strike [knocks down opponent]
U, triangle - Down Bite
f, f, cross - Quick Snap [knocks down opponent]
f, f, triangle - Ducking Bite

cross + square - Neck Roll [knocks down opponent]
square + triangle - Flip Up [knocks down opponent]
circle + triangle - Leg Grab and Bite [knocks down opponent]

b + square - Sweep Kick

df + triangle - Low Tail Sweep
b + cross - Dodge Bite
df + circle - Stomach bite
f, f + circle - Stomach Jab [knocks down opponent]
d, b + triangle - Delay Tail Whip [knocks down opponent]

COMBOS

- 1) Triangle, Cross, Square, Triangle, Cross, Circle, Circle
- 2) Triangle, Cross, Square, Cross, Circle, Square, Triangle

STAGE: Freighter Deck

STRATEGY

As you would expect, T-Rex is a force to be reckoned with. He is the fastest of the two-legged large carnivores and has a tonne of power to play with. He has a long range as well so it's hard to judge a safe distance from him. Playing as T-Rex is rather like picking Paul Phoenix or Ryu, he's easy to learn and easy to master. But you should not get to complacent. If you have ever seen those documentaries about T-Rex you'll know they can be vulnerable. The four-legged dinosaurs have an easier time dodging his best attacks and his size means that in time it takes for him to go in to a low attack, he can be knocked off his feet with an Anky tail swipe or gouged by Trike. The smaller and nippier dinosaurs like Stygi can run rings around him and cause a lot of grief with their armoury of deflection feint and counter moves. The key to success with T-Rex is to keep it simple. Push opponents away with big power moves, taunt to quickly fill the rage gauge and then smash them up with a few well powered up moves.

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***** 6) SECRET DINOSAURS MOVELIST *****
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a) CARCHAR

Square (light) - Snap Kick
Triangle (heavy) - Roundhouse
Cross (light) - Chomp
Circle (heavy) - Head Swipe

D, cross - Toe chomp
D, triangle - Rising head swipe
U, cross - Jumping Claw [knocks down opponent]
U, triangle - Jumping Smash
f, f, cross - Charge [knocks down opponent]
f, f, triangle - Running kick

cross + square - Neck twist [knocks down opponent]
square + triangle - Head Flip [knocks down opponent]
circle + triangle - Neck Roll [knocks down opponent]

b + square - Head jab
f + triangle - Rising Knee
b + cross - Head sweep
d, f + circle - Rising head butt
f, f + circle - Sliding Kick
d, b + triangle - Flip Over [knocks down opponent]

COMBOS

- 1) Triangle, square, triangle, cross, circle, triangle, circle
- 2) Triangle, square, triangle, triangle, cross, square, triangle

STAGE: Jungle Basin

STRATEGY

Carchar basically play almost identically to Acro. Despite a few move variation's he's the same. A good, solid mix of speed, defence and power that everyone can get to grips with easily. Personally I would choose Acro over Carchar, simply because Acro looks a bit cooler with his spiny back! =D

b) PACHY

- Square (light) - Tail Spin
- Triangle (heavy) - Stomach Butt
- Cross (light) - Head Butt
- Circle (heavy) - Head Swipe

- D, cross - Low barge
- D, triangle - Low Headbutt
- U, cross - Jumping Face Kick [knocks down opponent]
- U, triangle - Leaping Head Smash
- f, f, cross - Vicious Stomach jab [Knocks down opponent]
- f, f, triangle - Sliding head Butt

- cross + square - Butt and tail Smack [knocks down opponent]
- square + triangle - Rolling back flip [knocks down opponent]
- circle + triangle - Barge and Bite [knocks down opponent]

- b + square - Head Smash
- f + circle - counter stomach jab
- f + cross - counter side butt
- f + triangle - Counter Tail
- f, f + circle - Jump Kick to Stomach [knocks down opponent]
- d, b + triangle - Counter Side-swipe

COMBOS

- 1) f + square, cross, square, circle, square, triangle, triangle
- 2) f + square, cross, square, cross, circle, circle, square

STRATEGY

Like all the trim two-legged dinosaurs, Pachy has speed and plenty of offensive power. He also has a lot of counter moves at his disposal making him a bit of a nightmare for slower larger dinosaurs to battle. Keep Pachy moving and in the face of the large carnivores and his barrage of headbutts and kicks will wear them down. Against the four-legged types he should use his great mobility as he is in more danger of being floored by a fast tail swipe or quick throw. Against dinosaurs of the same type like Spino and Stygi you've got a real fight on you hands. Whoever can master the feints, counters and Rage Gauge will come out on top here.

c) SPINO

Square (light) - Roundhouse
Triangle (heavy) - leaping Kick
Cross (light) - Nip
Circle (heavy) - Bite

D, cross - Ankle Biter
D, triangle - swipe
U, cross - Jumping Stomach kick [knocks down opponent]
U, triangle - Jumping Headkick
f, f, cross - Running kick [knocks down opponent]
f, f, triangle - Running somersault and kick

cross + square - neck grip [knocks down opponent]
square + triangle - Flip up [knocks down opponent]
circle + triangle - Grab and throw [knocks down opponent]

f + cross - Lunge Bite
d, f + square - Counter Bite
f + circle - Counter Kick
b + triangle - Lunge headbutt
d, b + circle - Bodyblow
d, b + triangle - Super stomach kick [knocks down opponent]

COMBOS

- 1) f + cross, square, cross, circle, triangle, square, circle
- 2) f + cross, square, cross, triangle, square, cross, triangle

STAGE: Embryo Lab

STRATEGY

Spino the weakest dinosaur in the game when it comes to power, but he sure makes up for it in sheer relentless speed. If Warpath was a human fighting game, Spino would be the Japanese schoolgirl fighter! His side steps are lightning fast and you can his armoury or nips, snaps and claws into devastating combos. Like Raptor you must get in close and keep up the pressure, never let yourself get pushed back or floored. If a big dinosaur knock you down and jumps on you, you can say goodbye to the rest of the round. Also make use of Spino's manoeuvrability to catch some energy boosting snacks and even pushing the big fellas into damage causing scenery. You can win Spiny dude!

d) TRIKE

Square (light) - Headbutt
Triangle (heavy) - Lunge Headbutt
Cross (light) - Jumping Head strike
Circle (heavy) - Headbash

D, cross - Sliding attack
D, triangle - Sliding bodyslam
U, cross - Dive [knocks down opponent]
U, triangle - Stomp
f, f, cross - Delay Headbutt [knocks down opponent]
f, f, triangle - Sideswipe

cross + square - Choke throw [knocks down opponent]
square + triangle - Flip Up [knocks down opponent]
circle + triangle - Trip up and gouge [knocks down opponent]

f + cross - Horn attack
f + circle - Quick Head swipe
b + square - Kick
b + triangle - Double Headbutt
f, f + circle - Leaping stomp [knocks down opponent]
d, b + triangle - Sliding Headbutt

COMBOS

- 1) f + cross, cross, square, circle, triangle, triangle, circle
- 2) f + cross, cross, square, triangle, square, circle, square

STAGE: Hunters Camp

STRATEGY

Trike is basically Styrac with a little more armour on board. The same tactics apply here. Trike is slow with poor manoeuvrability but if you can knock your opponent down you can perform floor attack easier than the larger bipedal dinosaurs. You're always going to be on the defensive play with the two Triceratops, but familiarity with other dinosaurs attack patterns will allow you to better time your best attacks and pull off a satisfying victory.

e) CRYO

Square (light) - Lunging Headbutt
Triangle (heavy) - Head strike
Cross (light) - Nose jab
Circle (heavy) - head jab

D, cross - Foot bite
D, triangle - low chomp
U, cross - Jump kick [knocks down opponent]
U, triangle - Descending crush
f, f, cross - dash and jab [knocks down opponent]
f, f, triangle - running side sweep

cross + square - Neckflip [knocks down opponent]
square + triangle - Toss [knocks down opponent]
circle + triangle - Drag and gouge

b + square - Counter sweep
df + triangle - Turning tail swipe
b + cross - dodge and lunge
df + circle - leg assault
f, f + circle - Vicious headbutt [knocks down opponent]
d, b + triangle - Vicious shove [knocks down opponent]

COMBOS

- 1) Triangle, cross, square, triangle, cross, circle, circle
- 2) Triangle, cross, square, cross, circle, square, triangle

STAGE: Lost Valley

STRATEGY

Cryo is the "oldest" dinosaur in this motley bunch and the only one who actually hails from the Jurassic era! He plays in a fairly similar way to T-Rex. He lacks some of T-Rex's sheer naked power, but his larger arms and longer neck gives him more range and in some ways he is a superior fighter. He

has several good attacks that can be initiated from a distance, and they often come out so fast to be dodged or blocked. Play him offensively, but remember to watch out for those smaller dinos and their superior speed.

f) ALBERTO

Square (light) - Snap Kick
Triangle (heavy) - Roundhouse
Cross (light) - Bite
Circle (heavy) - Stomp and Bite

D, cross - Ankle bite
D, triangle - Rising Head swipe
U, cross - Jumping double claw [knocks down opponent]
U, triangle - descending headbutt [knocks down opponent]
f, f, cross - Vicious snap [knocks down opponent]
f, f, triangle - Running leg swipe

cross + square - neck throw [knocks down opponent]
square + triangle - flip over [knocks down opponent]
circle + triangle - Beat up [knocks down opponent]

b + square - Quick head jab
f + triangle - High kick
b + cross - Sway
d, f + circle - Counter Kick
f, f + circle - Vicious Stomach attack [knocks down opponent]
d, b + triangle - Charge [knocks down opponent]

COMBOS

- 1) Triangle, square, triangle, cross, circle, triangle, circle
- 2) Triangle, square, triangle, triangle, cross, cross, triangle

STAGE: Universal Studios

STRATEGY

Well Albert is another of the big carnivores who again pretty much plays like Acro or Carchar. Well it's no different to Tekken having Jin, Kazuya and Heihachi right? His name comes from the place he was discovered, "Alberta". Like his fellow bipedal carnivore fighters he's another good mix of power, speed and defence, though not outstanding in any one category.

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Also check out another site I write for <http://www.thunderbolt.be>

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***** THE END *****
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