

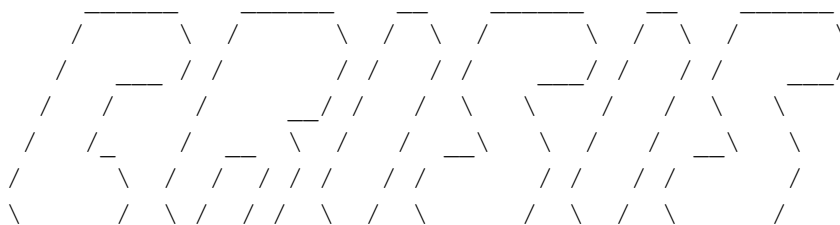
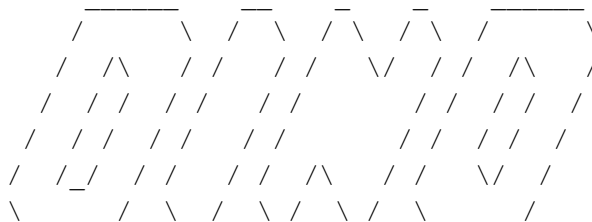
Dino Crisis Walkthrough (NA)

by Duo Maxwell

Updated to v1.0 on Dec 27, 2000

This walkthrough was originally written for Dino Crisis on the PSX, but the walkthrough is still applicable to the PC version of the game.

Date: Wed, 27 December 2000 03:16:00



DINO CRISIS WALKTHROUGH v1.0 (US VERSION)
for Sony Playstation
by Stinger 3:16

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 - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
 - You must check for any new updates from <http://www.cheatcc.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

2. For Reader

If you want to ask me a question, don't forget to put the game's name in the

subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those assholes that send me flames and hate mail) and helping you (if I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

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01. R E V I S I O N H I S T O R Y
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VERSION 1.0 (27 December 2000)
Minor update.

VERSION 0.9 (14 July 2000)
Updated 'Software Information' section.

VERSION 0.8 (04 April 2000)
Added 'Software Information' section.

VERSION 0.7 (10 March 2000)
Added Miscellaneous #3.

VERSION 0.6 (19 January 2000)
Remove List of the Damned #3 and add another to #4.

VERSION 0.5 (16 January 2000)
Some jerk have entered my List of the Damned. Go check it out.

VERSION 0.4 (10 November 1999)
Added some files.

VERSION 0.3 (03 November 1999)
Added 'Supplies List' and 'Files' section also add the telephone problem on the
Miscellaneous section.
Well, well, well... What do we have here? Yes, another bastard has enter my List
of the Damned. Congratulations asshole!!! And I also have got VEGA's e-mail
address. Check on my List of the Damned.

VERSION 0.2 (17 October 1999)
Change the logo. I think it's better than the previous one.

VERSION 0.1 (14 October 1999)
First release. Contain most of this walkthrough.

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02. B A S I C M O V E S
=====

Up Move forward
Down Move backward

| | |
|----------|--|
| Right | Turn right |
| Left | Turn left |
| X | Action/Shoot (while holding R1) |
| Square | Run (while holding forward) |
| Circle | Open Character Menu |
| Triangle | Cancel |
| R1 | Aim |
| R2 | Turn 180° |
| L1 | Move your aiming to another enemy (while holding R1) |
| Start | Pause |
| Select | Game Option |

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03. S A V I N G Y O U R G A M E

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Unlike Resident Evil Series or Silent Hill, in Dino Crisis there are no typewriter or notepad. Instead, on the map, you will see a room with a letter 'S' inside it. It is a Save Game Room. All you have to do is go into that room and then just exit that room. Then you will be given an option to save your game. So you can save as many as you like because you don't need anything to save your game.

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04. F R E Q U E N T L Y A S K E D Q U E S T I O N S

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Q : I have the new Dr. Kirk ID and the Initializer and Stabilizer put together. For some damn reason I can't get the slots on B2 or B3 to open so that I can put the Initializer or Stabilizer into place!!! I tried the ID on almost everything in sight!! I am stumped... could you possibly tell me where I am supposed to go/do to allow those panels to open?!!!

A : You have to simulate the computer in front of Room 48 first, then you can put the Initializer and Stabilizer on its proper place.

Q : I had problem hope you are free to help me in the code in Dino Crisis, I'm now stuck in this B1 lab where I need to type in the code to access the area. I had been surfing everywhere but their walkthrough isn't complete. So after surfing through so many peoples article I found that yours is the most clear, so I wrote this mail to you hope you could help me. Thanks for your time.

T H E
T H I R D E F N F E
B A L L O N
H I R O R R S G S Y
1 2 3 4 5 7 9

A : The answer is ENERGY

Q : Is there any codes you need to put in for game shark to play Dino Crisis?? I just bought this game and I can't play it!!! Please!!! I need help, I have been looking everywhere and I can't find one reason, I can't find it!!! Thanks.

A : Sorry, but I can't help you because I don't understand that kind of thing. My Dino Crisis works fine.

Q : I have a huge problem here... I can't pick up the shotgun shells!!

A : Just press the Action button (default is square), but if you still can't pick it up maybe your inventory is full.

Q : How do you know codes 705037 and 367202?

A : 705037 : If you upside down SOL you got 705, LEO you got 037.

367202 : Actually it's not 367202 but 367204 and I got it from moving the shelf and hearing the conversation.

Q : I have a problem, I have finished Dr. Kirk scenario so right now I'm playing the operation Wipe Out scenario, in level three I have killed all the Dino but I couldn't get the hell out of there, so HELP.....HELP.....

A : To finish every level on Operation : Wipe Out you must go back where you start and ascend/descend the stairs.

Q : I am having difficulty with getting the 78814 password to function in the B2 Save room. Can you tell me in detail what has to be done in order to bypass the 78814 computer, after securing the Initializer and Stabilizer? Thanks.

A : Go to Room 48 and use the Fingerprint Machine on the circuit box near the corpse. Go to B2 Save Game Room and use the ID Card on the computer near the corpse to upgrade your ID Card.

Q : Hello, I would first like to say thank you for your walkthrough it was well accepted. I do have a question though. I was wondering if the L-Disk is the same as the DDK-L Disc. I was looking through your lost and found and did not find that you listed an L-Disk. I tried to go thru that portion of the game and had some trouble. I went to the computer on the north wall and went to the left switch and nothing happened. The area that I am referring to is the area in the S-2 room or page 6 of 17 middle of the page. If you can help me I would greatly appreciate it, and thanks again!

A : The L-Disk is different with DDK-L Disk, and I already put both of them on my walkthrough before you asked this question. In order to activate the computer on the North wall you must have the L-Disk and R-Disk.

Q : You know you said that you have to get the third ending to get Operation : Wipe Out no matter which game (1st, 2nd or 3rd) it is? Well apparently, I got the it not by getting the third ending but by getting the second (Gail : Alive, Kirk : Unknown). Oh yeah, and the mode was on easy. So are there any differences in getting this mode whether you play it on easy or normal?

A : I got Operation : Wipe Out by finishing the game using the third ending on Normal Mode, so I think there's a difference between the Normal and Easy mode.

Q : Hey in Dino Crisis after you follow the Gail first time, u didnt say where to continue for gail u just then started with Ricks way so Im confused and dont know wat to do after GAIL'S WAY the first time.

A : I separate it by one line, but on this version (0.6) I made it more clear.

Q : I have read your walkthrough and it was a great help but I am stuck. Can you please help me? I need to activate the third energy generator but the computer says a special keycard is required and even when I update the Dr. Kirk one it still doesn't work. Can you help me please? and also, what is the fingerprint machine for? Thanx.

A : To activate the third energy generator, you have to upgrade your ID Card and

simulate it on the computer in front of the Room 48. The fingerprint machine is for upgrading your ID Card.

Q : Hi! I have read your FAQ at cheatcc.com. I can't print it out because I am using a mobile phone that has direct access to the internet! By the way, are you living in Jakarta, Indonesia and are you Indian. Sorry I didn't put a question mark because I don't have one on the keyboard and I asked you some weird question, but I have this friend in Jakarta and his name is Veer. He also has this friend called Arun. I thought he might be you, but maybe not. Sorry I asked you a weird question, but I like your FAQ for Dino Crisis! It is really cool and I wonder where you get it. See Ya!

A : First, my name IS NOT Arun, my name IS STINGER 3:16. Second, I don't get this FAQ, I MADE it!!!! I'm not a plagiarist, and I never ever rip-off someone else's work.

Q : I had Dino Crisis and it would not play. I purchased the converter with it. Was the only thing I was missing was the enable code, or do I also need a mod chip in my playstation? A bad ass game huh?

A : I'm sorry, I can't help you.

Q : What happens if you complete the game the 4th time, although it'll start to become boring?

A : Nothing happens.

Q : Where I can get the L-Card please help I'm stuck.

A : Check my 'Lost and Found' Section.

Q : I followed Gails idea and got the already assembled stabilizer and initializer. I am now back in the save room on B2 and I don't know what to do. I have no idea where or why to use the fingerprint machine and when I update the keycard in the save room nothing happens. The computer only runs the simulation and so I'm stuck here. Please guide me step by step to the activation of the third energy generator. I would be extremely grateful.

A : 01. Use the fingerprint machine on the circuit box near the dead man (Room 48)
02. Choose yes (the left option).
03. Go to Save Game Room on B2.
04. Use the ID Card on the computer near the corpse.
05. The combination number is 78814.
06. If you done correctly, the ID Card now in the last slot of your inventory.
07. Now simulate the computer on Room 47 (the computer will say system ready).
08. Go back to Room 46.
09. Across the bridge.
10. Press the action button in front of the green switch.
11. Use the 'white thing' (Stabilizer or Initializer).
12. Go down to B3 using the elevator in this room.
13. Follow the path, ascend the stairs, descend the stairs.
14. Press the action button in front of the green switch.
15. Use the 'blue thing'.
16. Walks West and activate the computer.
17. Go back to B2.
18. Across the bridge and activate the computer.
19. Now, you should have activate the third energy generator.

Q : Hi, first of all i wanted to tell you that i really liked your faq...
I finished the game for the first time and i got a new costume but i do not know how to use it? It seems that i didnt got a save slot with the costume, and i didnt got that "mad move" stuff can you help me?

A : After you finished the game you must save your clear data. After you saved it, then load a game and select that file and you can choose your costume.

Q : Sorry to bother you but i can not find the ddk-s disk anywhere i have tried your guide an it doesnt give enough details for me to find it can you please help me.

A : One in the Save Game Room at B2, and the other in Room 53 (on the floor).

Q : Hi, I read your FAQ. I think its great. Its one of two Dino Crisis FAQs on my computer, but I noticed that you wrote you can only get the Operation Wipe Out mode from beating the third ending (where everyone survives). I was able to get that mode upon beating the game the second time and I got the second ending (Gail dies, Kirk lives). I suppose your score may have an impact.

A : Sorry, it's my mistake. I have tried again, and you can get Operation : Wipe Out by finishing the game using any endings. So you can use the first, second, or third ending to get the Operation : Wipe Out. But your play-time, continues, and saves effect whether you get Operation : Wipe Out or not.

Q : 1) where did you find the codes 0207 and 0367 at the end
2) what do you get when you beat the game?
3) i don't get the operation : wipeout parts. could you explain that to me?

A : 1) It's not 0207 but 0204. I found it by divide the last code 367204 -> 0367 and 0204.
2) You can check it on my walkthrough.
3) You can check it on my walkthrough.

Q : Sorry for disturbing you, I have a question regarding the "left elevator" I cant enter the room 11 (under the Stair, going to 2nd floor) in fact i have already a DDK N,DDK L,DDK E. help me im stuck here....

A : To open that door you must have two DDK-N disk.

Q : I am playing in Normal Mode, and I have received the bloody note (1281) from the man dead. I used the fingerprint on the circuit box nearthe corpse and the scene with Doctor Kirk was O.K. and I received the A Level Card. I agree with Gail and I went to Room 47, used the elevator and finally arrived to Room 51, inside the Room 51 I got the elevator and I take 2 things 1 blue and 1 white (I hope Stabilizer + Initializer).
I returned to "Save Game Room" on B2, used the ID Card and with the combination number 78814 in the computer the gate system wak O.K. I returned to Room 47 and I activated the computer (think that is one of them that say that all systems are ready, but you need a key card????). I returned to Room 46 and start to crossing the bridge, and you say that we must to press action in front of the green switch, I tried but I couldn't done, help me!!!
Also I see that when I go to the computer on Room 46 the colour is in red, I push and select yes, but nothing happen.

A : If you have upgrade the ID Card, then when you simulate the computer on Room 47, it will say "System ready, plase put Stabilizer and Initializer". After that, you can cross the bridge on Room 46 and press the action button in

front of the green switch (actually, next to the green switch, to open the container).

NOTE : Before you successfully simulate the computer on Room 47, the switch on Room 46 is red. After you simulate them, the switch will turn green.

Q : I am at one the last section of the game, when you said " Go back to Save Game Room on B2. Use the ID Card on the computer near the corpse. The combination number is 78814. Go back to Room 47. Activate the computer in front of the South door." When I try that, it gives me a warning that I need a special key to use the computer, where is the special key or have I missed something ?

A : You haven't upgrade your ID Card. The special key is your ID Card. After you upgrade your ID Card try again. To upgrade your ID, first you must use the fingerprint machine on the circuit box on Room 48. There will be an option, choose YES. If there's no option, then you using the fingerprint on the wrong place. After choose YES, go to Room Save Game Room on B2. Use the ID Card on the computer. The combination number is 78814. If you done correctly your ID Card now in the last slot on your inventory.

Q : I have been using your dino crisis walkthrough and now i am stuck. I am in easy mode. I cannot get down the left elevator. I did use the id print machine on the dead guy in the same room but the elevator wont open . I am following gail.

A : You must upgrade your ID. Go to Area IV. Use the Fingerprint Machine on the dead man (twice). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812.

Q : Wow, now you've really updated your FAQ and it looks great so far! There's one thing I don't seem to find on you FAQ though (my apologies if there's a mistake) and that's about the health. I've spent hours finding out on how you can check Regina's health. On the RE series they've got a pulse like bar to indicate it but on Dino Crisis, they've left it out. Can you help me here please? I reckon you have to use your initiative and determine Regina's conditon. At least when her life is at critical condition, she indicates that by bending over a bit and putting her arm around the other (or was it her body, I forgot), like in RE2.

A : If she hurt a bit, when she walks she will leave a blood trail. If she hurt a lot, she will holding her stomach. That's all I know.

Q : Hi, You have a great faq on Dino Crisis. I just have a few questions to ask.

1) In the room with the computer were we use the code 47812 there is a telephone. I activated the telephone and Regina dialed a number. The phone was ringing but nobody picked it up. Then another option game up. If you choose yes she will press some buttons once more and you will not be able to use the phone again but if you choose no then you can dial again. Since I did not see it in your faq do you know what it is all about?

2) There are 2 numbers we can use on the computer. You talked about 47812. But I used 46907 and it also accepted it. Do you know the difference between the two codes?

Keep up the good work

A : I don't know about the telephone, but maybe it's nothing. About the 46907, it is used to upgrade your ID to open the elevator. I don't know if number 47812 can open the elevator too.

Q : Howdy. Sorry to bother ya, but i've got a quick question about the cheat codes in your walkthru for dino crisis. I have an action replay and the code to get the game to run works fine, but if i try any other codes, it freezes on the action replay start screen before the game even starts. I just got my action replay so i'm not sure how they work, but any help would be gladly appreciated. thanks.

p.s. your walkthrough was most helpful, I dont know japanese either and you saved my ass. Cheers to ya!

A : Are you sure you have input the right codes? I only have tried the infinite health, infinite bullets and save anywhere and all of them works fine.

Q : Only looked at your walkthrough once excellent. But now that we are well and truly stuck there is no more info on your page. Have you got any further yourself yet? If so can you help with codes for basement 3 - 4 didgit code by glass fronted shelf in the corner of the room with 'C' on main door.

A : You can check my newest walkthrough at www.gamefaqs.com. That version contain the answer for your question. If you want to see the latest version of this walkthrough, always check www.gamefaqs.com.

Q : Hi, first of all I would like to congratulate you on writing the BEST Dino Crisis FAQ on the internet. Very few people would actually spend so much time and effort into making a map, that really helped us out.

However, I am a bit confused about the mad skills I aquire after completing 2 missions. How do i use it and what does it do? I cannot read japanese so please help me (well, you don't read japanese either, but I bet you know much more about the game than I do).

A : I'm sorry, I can't help you. I don't even have any idea what is Mad Skill about. I once think that Mad Skill is a new difficulty level (Easy-Normal-Mad) but on the save screen it still say Normal / Easy not Mad. So I don't know what the hell is Mad Skill.

Q : Hi thanks for the walk though helped a hell of a lot , but guess what you guessed it stuck again . In room 47 it says press green switch, why is mine still red the one at the top of the stairs and the bottom one because when you activate the computer at the side it tells you that you haven't completed some think. I have done the computer in room 46 and it tells me I need a special key plus none of the lifts work and I can't seem to go down any of the stairs no more. Sorry to be a pain but would be very chuffed if you can help

A : You need to upgrade your ID Card. I have explain it on my walkthrough. Special Card = ID Card. You can check the answer on the previous question.

Q : I would like to know that I do, I already tried of everything and I don't know more to do. I am in the computer of the room 41 in the second floor, what do I make? Will that give access for the third floor? I don't know like me I pass for the third floor!

A : The computer in Room 41 will open a shortcut to Room 56 (third ending). To open the shortcut you must remember the words (mind games).

Q : After following your brilliant walkthrough (whilst venturing off on my own occasionally) I find I am stuck. I followed Gail, got the lifts working, did the fingerprint machine etc but now I can't get the lift to take me down into the basement to carry on with the game.

A : In order to enter the elevator, you must upgrade your ID Card. To upgrade

your ID Card you must use the fingerprint machine on the dead man on Room 11. Choose YES. Now use the computer on Room 14. The combination number is 46079. Now, you can enter the elevator.

Q : I enjoy playing with you dino crisis walkthrough ! I only had a minor problem I've got the stabilizer and initalizer ! When ever I try to use them on the switch on the computer I seems like it isn't opened or not activated ! Could you help me ????

A : You can find the answer on this walkthrough.

Q : What is the real shortcut?

A : On my previous version of my walkthrough, I have write a shortcut on Room 41. But Ntoko give me another shortcut. His shortcut is shorter and easier than the previous one, so I give it a name which is 'the real shortcut'.

Q : On your Dino Crisis walkthrough you have GameShark codes on it. Do these gameshark codes work on american gamesharks. I would appreciate if you would e-mail me back.

A : I'm not sure, but on my gameshark it's work.

Q : Hello, it's me again. I am sorry to make you waste your time once again but I want to know something else : are you sure that we cannot win another character in Dino Crisis? But also, can't we find Cooper? Is he really dead? I am wondering it because we always see, at the end, that he is "unknown", doesn't that mean that there is a way to find him? Thank you for your help. I am waiting for your answer. Bye.

A : Don't worry, you're not disturbing me. I'm sure that we cannot win another character. And for Cooper, did you watch the opening movie? There you can see that Cooper has become a T-Rex dinner. So the only way you can find Cooper is inside the T-Rex's stomach.

Q : Hello,I'am stuck in DINO CRISIS and I hope you can help me. I've cleared the game eighth times and now it said I must clear the game in a shorter time frame. What must I do?

- 1) Who is Mickey and Erik?
- 2) What's the telephone for?
- 3) Where and how can I use "Level B" and "EV" card?

Thanks and goodbye.

A : I finished my third game (with all the endings) and also got the message to finish the game in shorter time, but I never tried to finish the fourth time (boring).

- 1) Who the hell is Mickey and Erik, never heard of them.
- 2) It's nothing (I think)
- 3) Level B is for open the Security Level B door and the EV card is a check out pass-card (I don't know the detail, just follow the story).

Q : I'm having a problem in this game. I have win it for for the second time. Now I'm trying to win it for the third time. I always get the third ending (Helicopter). But now I CAN'T PICK UP the rocket launcher bullet (at the helicopter after Regina kicks Kirk's ass scene). For your information I'm using the ancient costume.PLEASE HELP ME!!!!

A : Are you sure you can't pick it up? Because there are two set of bullet, so after you pick the first one, there is still one left, so it looks like that you can't pick it up.

Q : Just try to finish 1st time agree with Rick and try to fight for T-Rex (according to your FAQ - at least on Dino Crisis 1) but believe me , I can't shoot more than 2 times with shotgun !!! Is there any trick for finishing that ???? Thanks for your kind help!!!

A : Don't use the shotgun, but use the Grenade Launcher. After 3-4 shots, you'll finished the T-Rex for good.

Q : First, I am thanking you for that helpful walkthrough. Do you have some cheats in Dino Crisis like infinite ammo,no continuous,no saves etc...?Please don't put it in gameshark. I don't have one. How can I use the costumes? And, is there Dino Crisis two and an english version? Thankz and hope you answer my question.UR2KUL!!!

A : As far as I know, there is no cheat for Dino Crisis. After you finish your game, you will be given an option to save your game, do so. Then just load your save game and you can select your costume. For Dino Crisis the English version, some people said it will be out this September.

Q : I Have a problem I hope you will help me. I'm in Room 16 now, I can't unlock the North door to go in to Room 22. Must I need an ID or DDK? If yes, please tell me where can I get those things. Thank you.

A : Yes, you need two DDK-L . Both of them Room 19. One on the table and the other on the dead man (Tom) body.

Q : I do not know the way to Room 30, I try to read your map carefully but still don't understand. Can you please tell me the easy way to go there. Thank.

A : The way to Room 30 is through Area IV, then Area X. From Area X, just enter the door on the end of this area and you will enter Room 30.

Q : I played your dino crisis and don't know where can I find the Dr.Kirk. Also whose fingerprint I should take and where i can use it ? How can I open the elevator? What's the gate code number? Could you tell me?

A : Go to Area IV. Use the Fingerprint Machine on the dead man (until a Yes - No option appear). Or go to Room 11 and use the Fingerprint Machine on the dead man (until a Yes - No option appear). Go back to Room 14. Use the ID Card on the computer. The combination number is 47812(if you take the fingerprint on Area IV) or 46079 (if you take the fingerprint on Room 11).

Q : I read your walkthrough, but I'm stuck now, I can't switch off the laser fence in Room 43 to enter Room 44. Can you please tell me how can I do so, I need your help. Please, I'm stuck for 3 days already. I can't continue the game. Please help me. Thank you.

A : Do you remember how you can deactivate all the previous laser fence? You have to wait for Gail to deactivate it (turns the light into green). So is this laser fence. If you follow my walkthrough, by the second time (the first time is when you come here through the air duct) you got there, you can deactivate the fence (Rick call you, telling that he has been deactivate it).

Q : Do you happen to have a Dexdrive? And if so, can you send me a saved file to 'Operation WipeOut'???

A : No, I don't have a Dexdrive.

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05. W A L K T H R O U G H

=====

* OPERATION : DR. KIRK

You're in the Backyard of the Facility. Go West to meet Gail. You will see a scene. After the scene enter the Material Storage (the room with green door). Inside the Material Storage take the BG Area Key on top of the left shelf, and take the Resuscitation on top of the right shelf. Exit from Material Storage. Go to the South door and you will see another scene. Rick asked you to activate the generator and then Gail will take the BG Area Key. Follow him to the Backyard. Enter the West door to the Passageway to the Backup Generator. Follow the path until you see Gail checking a human corpse. After the scene, check the corpse and take the Med Pak M. Then talk to Gail. Enter the Backup Generator Room 1F (the room behind Gail).

Inside the Backup Generator Room 1F, go to the end of this room where you will see two panels; one in front of you (first panel) and the other on your right (second panel). This is the puzzle you must solve, it's very easy. Press X in front of the first panel. The right combination is (from left to right) Red - Blue - Green - White. Or just simply press Right, Center, and then Right again (Right - Center - Right). Now press X in front of the second panel. That should activate the generator. Now try to exit this room and you will hear a scream and a gunshot. Continue to exit this room. Outside, you will notice that Gail is missing. Walk forward and you will see some scene. After the scene, a big lizard will attack you. You can kill it, but it's not necessary. Just run to the other end and exit the Passageway to the Backup Generator. After you arrive at the Backyard, another scene takes place. Quickly enter the Backyard of the Facility.

Rick will contact you and tell you to meet him on the Control Room 1F (in your map, it's the blinking red room). Now enter the Office Hallway (the door to your North). Inside the Office Hallway walks North and you will see a scene. Continue walking to the West and you will see a laser fence. Next to it, there's a red switch to deactivate it, but right now you can't deactivate it (when the red light turn green then you can deactivate it). For now, enter the ventilation opening. Then follow the path and go down at the first hole you see. Now you're in the Control Room Hall (BTW, the room behind you is a Save Game Room). Walk South then West a little. Take the 9mm Parabellum and enter the Control Room 1F.

Inside the Control Room 1F there will be some scene. After the scene, go to the Management Office (the Save Game Room). Inside the Management Office, take the Shotgun. Then walk to the door North of you. Next to the door, there's a red switch. Push it. Then take the DDK Input Disc H. Take the plug (inside the card box). Now enter the half part of this room. There, you will see a dead man. Take the Panel Key 2 near the dead man. Then open the safe, the combination number is 0426. Take the Entrance Key and the Resuscitation. Exit through the North door. You will arrive at the Management Office Hallway. Another scene will occur. There's a Dino in this room. Deactivate the laser fence. Enter the Locker Room. Take the Recovery Aid and the An Dart M. But the most important thing in this room is the DDK Code Disc H on top of the locker. Exit from this room.

Now enter the Main Entrance. Take the An Aid in the corner of this room. Go to the second floor. There's An Aid hidden in the crate. Push it and take the Aid. Enter the Hall 2F. A Dino is waiting in this room. Take the SG Bullets and An Aid. Now enter the Lounge. There's another Dino in this room. Open the safe at the wall on the back room. The combination number is 8159. Take the Handgun Slides. Before exit from this room take the Resuscitation. Right now you should have 2 DDK-H Disc; one is the input disc and the other is the code disc. Go to the door leading to the Chief's Room. Press X on the switch beside that door.

The Code is : H B C E F A G D I
The Key is : B C F G I
The Answer is : H E A D

Enter the Chief's Room. You will see another scene. Now you have Panel Key 1. After the scene take the DDK Input Disc N. Use the Panel Key 1 and Panel Key 2 on the red box near the window. Panel Key 1 on the Left and Panel key 2 goes to the Right. The combination number is 705037 (if you upside down SOL you got 705, and LEO you got 037, combine those two and you got 705037). Take the Key Card L. Now try to exit from this room and a T-Rex will shatter the window. The T-Rex eats the survivor and now, it wants to eat you too. Shoot it with your Shotgun (don't use your Handgun). After 4 - 5 shots it will go. Now go back to the First Floor. Enter the Front Area of Entrance. On the end of this area there's another corpse. Take the DDK Code Disc N near the corpse. There's also SG Bullets and An Aid in this area. Take it if you need. Go back to the Main Entrance. Go to the door on the South (under the staircase). Rick will contact you. Unlock the door (you know how, right?).

The Code is : A B N D E F G H
A B W C D F G H
A B D F G H O M
A B D E F G H R

The Key is : A B D F G H

The Answer is : NEWCOMER (Eliminate all A-B-D-F-G-H from the Code)

Enter the Elevator Hall. Take the plug and the Recovery Aid. And take the map on the center of the room. Enter the Lecture Room Hallway. Deactivate the laser fence. Enter the first door you see. You're now in the Office. There's a Dino in here. Then exit from this room. On the Lecture Room Hallway continue follow the path and you will see another Dino. The reason I tell you to enter the Office first is if you don't, you will be surrounded by two Dinosaurs, and it's hard to kill them both on the same time. Continue follow the path until you see a dead man. Take the plug from the dead man. Enter the Lecture Room. Take the BG Room B1 Key on the end of this room (near the whiteboard). A Dino will attack you. Gail will enter and kill that bastard. After the scene go back to the Office and unlock the North door. After that, go back to the Control Room 1F. Another scene will occur. Gail tell you to restore the power for the basement.

Go back to the Backyard of the Facility. Enter the door at the West part of this area. Take An Aid if necessary. Go down the stairs to the Backup Generator Room B1. On the West wall of this room you will see a panel with a flashing green light. It's the battery charger. Take the Startup Battery Red. Then use the Battery on the panel on the South wall. Press the Right, Center, Left, Right, Center, then Right (Right - Center - Left - Right - Center - Right). Now activate the generator. Don't forget to take the plug (you must move the shelf first).

Rick will asked you to meet him at the Control Room 1F. Go there. After arrive at Control Room 1F, Gail said that he saw something on the basement, then Regina received a call from someone, maybe Cooper or Tom, and Rick wants to save him. But Gail wants to search the basement for the survivor, it might be Dr. Kirk. Gail and Rick argued. You will be given an option. Choose whatever you want because it doesn't effect the ending.

A) FOLLOW GAIL

Exit from the Control Room 1F. Down the stairs to B1. You're now in the Medical Room Hallway. Walks North then East. There's another scene. Now enter the Medical Room (Save Game Room). Take the Med Pak M on the shelf and take

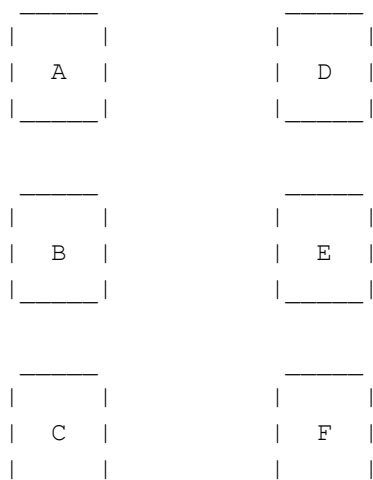
the ID Card on the desk. Exit this room. Enter Hall B1. There, you will meet Gail. He saw someone and chase him, but the gate between Gail and Regina is closed before Regina could across. So you must find another way, which is through the elevator from the first floor.

Now enter the Hallway for Carrying in Materials. When you across the broken elevator, a Dino will pop-out and attack you. Kill it. Continue walks East. Deactivate the laser fence. Unlock the door to Backup Generator Room B1. Now go back to the first floor. Go to the Management Office Hallway. Deactivate the laser fence and enter the Toilet. Inside the Toilet there's a Hemostat and Recovery Aid. Exit and enter the Strategy Room. Inside the Strategy Room take the DDK Code Disc E, plug, and the Fingerprint Collecting Device.

Go back to the Front Area of Entrance. Use the Fingerprint Device on the dead man. Or go to the Elevator Hall and use the Fingerprint Device on the dead man. Now, go back to the Office. Use the ID Card on the computer. The combination number is 57036 (if you take the fingerprint on Front Area of Entrance) or 58104 (if you take the fingerprint on Elevator Hall). Now you have change your ID Card from Colonel (to open the Strategy Room) to Researcher (to open the elevator).

Now go back to the Backyard. There, Rick will contact you. He said that Tom has died. Enter the Large Size Elevator Passageway. Two Dinos are waiting for your flesh. Kill them. In this area there are Slag Bullets and Resuscitation. Take them of course. Enter the Large Size Elevator. Another scene. After the scene, take your weapon and enter the Large Size Elevator Control Room. Inside, take the DDK Input Disc L and check Tom's body to receive another DDK Code Disc L. Enter the second part of this room. Take the Facility Outdoors Map on the wall.

Enter the Passageway to the Power Room. Avoid the Pterodactyl and take An Aid. Enter the Elevator Power Room. Descend the ladder. Take the Med Pak M and the B1 Crane Card. In the center of this room, you will see six panels :



- First : Activate C Panel and choose Red
- Second : Activate D Panel and choose Red
- Third : Activate B Panel and choose Green
- Fourth : Activate E Panel and choose Green
- Fifth : Activate A Panel and choose Blue
- Last : Activate F Panel and choose Blue

There will be a scene. Exit this room. Tap X rapidly to avoid game over. If you success, you will see a great scene. Go back to the Large Size Elevator. Press the green switch to activate the elevator. There will be some more scenes. You are now in the Carrying Out Room B1. Ascend the ladder. Use the B1 Crane Card on

the crane machine. Now you must another puzzle. What you have to do is to move the container to make a way to the other side of this room.

Here's how to solve it :

First : Choose Up, Down, Left, Hook

Second : Choose Left, Release

Third : Choose Up, Hook

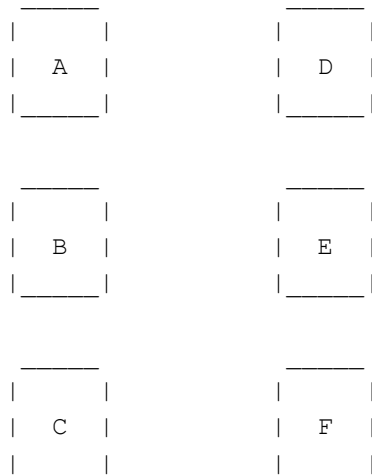
Fourth : Choose Exit

Take the Recovery Aid (push the shelf) and take An Dart M (near the North door)
Exit to the Hallway for Carrying in Materials.

B) FOLLOW RICK

Go back to the Backyard. Enter the Large Size Elevator Passageway. There are two Dinos in this area. Kill them. In this area there are Slag Bullets and a Resuscitation. Take them of course. Enter the Large Size Elevator. Another scene. After the scene, take your weapon and enter the Large Size Elevator Control Room. Inside, you will meet with Rick and Tom. Tom is dying, he will give you the DDK Code Disc L. Take the DDK Input Disc L on the table. Enter the second part of this room and take the Facility Outdoors Map on the wall.

Enter the Passageway to the Power Room. Avoid the Pterodactyl and take An Aid. Enter the Elevator Power Room. Descend the ladder. Take the Med Pak M and the B1 Crane Card. In the center of this room, you will see six panels :



First : Activate C Panel and choose Red

Second : Activate D Panel and choose Red

Third : Activate B Panel and choose Green

Fourth : Activate E Panel and choose Green

Fifth : Activate A Panel and choose Blue

Last : Activate F Panel and choose Blue

There will be a scene. Exit this room. Tap X rapidly to avoid game over, and the Pterodactyl is history. Go back to the Large Size Elevator. Press the green switch, then back to the Large Size Elevator Control Room. Some more scene. You are now in the Carrying Out Room B1. Ascend the ladder. Use the B1 Crane Card on the crane machine. Now you must solve another puzzle. What you have to do is to move the container to make a way to the other side of this room.

Here's how to solve it :

First : Choose Up, Down, Left, Hook

Second : Choose Left, Release

Third : Choose Up, Hook

Fourth : Choose Exit

Take the Recovery Aid (push the shelf) and take An Dart M (near the North door) Exit to the Hallway for Carrying in Materials. There will be a Dino in this room. Kill it if you want or exit to the Hall B1. Continue to the Medical Room Hallway. You will see a scene. Now enter the Medical Room (Save Game Room). Now Tom is dead, thanks to our "hero" Rick.

Go back to the first floor. Go to the Management Office Hallway. Deactivate the laser fence and enter the Toilet. Inside the Toilet there's a Hemostat and Recovery Aid. Exit and enter the Strategy Room. Inside the Strategy Room take the DDK Code Disc E, plug, and the Fingerprint Collecting Device.

Go back to the Front Area of Entrance. Use the Fingerprint Device on the dead man. Or go to the Elevator Hall and use the Fingerprint Device on the dead man. Now, go back to the Office. Use the ID Card on the computer. The combination number is 57036 (if you take the fingerprint on Front Area of Entrance) or 58104 (if you take the fingerprint on Elevator Hall). Now you have change your ID Card from Colonel (to open the Strategy Room) to Researcher (to open the elevator).

Go back to the Elevator Hall. Use the left elevator. A Dino will pop-out from the top of the elevator. Kill it. You're now in the half part of the Hall B1. There's An Aid on the table. Then unlock the North door.

The Code is : L F A C E D O E G H
 R F A C T D O E R Y

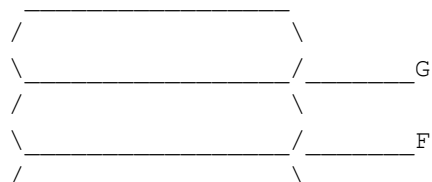
The Key is : 3 4 5 6 7 8

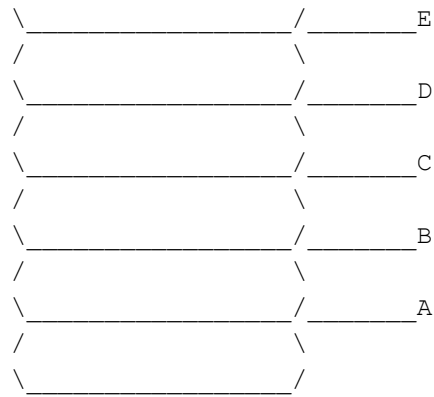
The Answer is : LABORATORY (3=C, 4=D, 5=E, etc. Eliminate those from the Code)

Enter the Main Hallway B1. Deactivate the laser fence. Two Dinos waiting to be killed. Enter the Library Room. There's a Dino in this room. There's also a Med Pak M in this room. Enter the Research Area Hall. Two more Dinos. Take An Aid. Deactivate the laser fence. Enter the Research Meeting Room. Take the DDK Input Disc E and a plug. Exit from this room. Continue to follow the path. Take the Med Pak M. Enter the Computer Room (Save Game Room). Take a plug and a screwdriver. Activate the computer near the yellow files. The combination number is 7248.

Go back to the Research Meeting Room and open the East door. You're now in the Gas Experiment Room. Take the Med Pak M. Push the panel in front of the gas chamber. Push the Green, Red, and then Blue (Green - Red - Blue). Enter the gas chamber. Another scene. You will receive B1 Key Chip. Check the dead man to receive Small Size Key (If you kill that man with the gas, you will not receive the key. You can use the key on the Medical Room. Inside the Medical Room you will see two small boxes. You can only open one. The left contain one Resuscitation and one Med Pak M. The right contain one Multiplier and one Med Pak M. So decide which one that you need most). Exit from the gas chamber and a Dino will attack you. Tap X rapidly. You will escape and locked the Dino inside the gas chamber. You can escape or you can kill it. I, myself, suggest you to kill it. It's very fun to see that sucker meet it's maker.

Back to the Library Room. Use the B1 Key Chip on the computer on your left side. The combination number, of course, is 3695. Here's another puzzle for you. What you have to do is to match those two images.





First : Press B twice
 Second : Press C once
 Third : Press E once

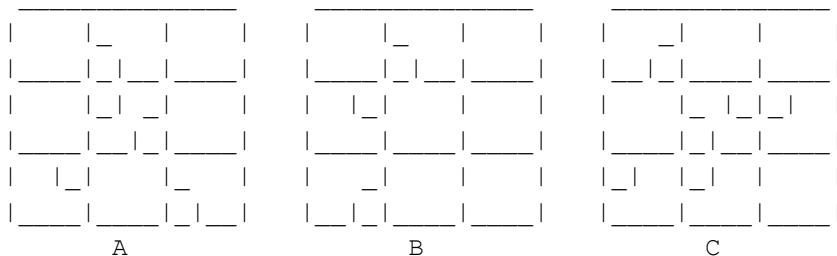
Now use the B1 Key Chip on the locker with the green light. You will receive Key Card R. Before exit, take the Handgun Sights in the middle of this room. Go back to the Computer Room. On the North wall you will see a computer with a switch on its left and right side. Use the Key Card R on the right switch. And choose yes to call Gail. After awhile Gail will enter the room and help you with the computer. Unlock the door.

The Code is : T H E
 T H I R D E F N F E
 B A L L O N
 H I R O R R S G S Y
 The Key is : 1 2 3 4 5 7 9
 The Answer is : E N E
 R G Y (ENERGY)

Enter the Experiment Simulation Room. After the scene, check the panel on the center table. You must push several buttons :

Alpha : Ignite the Third Energy circuit
 Beta : Set the Initializer
 Gamma : Set the Stabilizer

So push Beta, Gamma, Alpha or Gamma, Beta, Alpha. Another scene will occur. Before exit from this room, be sure to take the Shotgun Stocks and An Dart L. Exit the room. Another scene. Use the screwdriver on the circuit box. Another puzzle with you.



Panel A : Don't do anything on panel A
 Panel B : Turn right once
 Panel C : Turn right once
 You must put the panel in order, which is C, A, then B.

Another scene, and as usual Rick and Gail argued (I wonder why they on the same team). Choose your way, and like before, your choice will not affect the ending.

 A) AGREE WITH GAIL
 Exit this room and enter the Research Area Hall. There are two Dinos in this

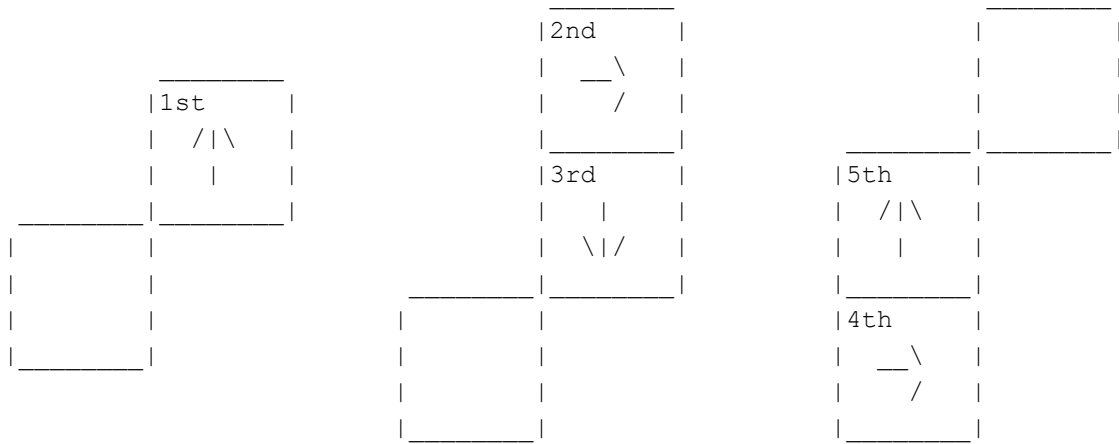
room. Kill them. Go to the Library Room. Again, two Dinos in this room. Exit to the Main Hallway B1. Two Dinos in this room. Go back to the Hall B1. One Dino in this room. Now, go to the Carrying Out Room B1.

B) AGREE WITH RICK

Enter the Experiment Simulation Room. Check the computer on the end of this room. Another puzzle. This puzzle looks like a mind games. Write the code on a paper if you have any trouble to memorized them. The code is random so I can't put it on my walkthrough. After you solve all three, enter the emergency evacuation hatch.

You will meet Dr. Kirk (and Gail). After the scene, you will receive the Comm ID Card. Go back to the Control Room 1F. Use the elevator inside the Control Room 1F. You are now in the Communication Room. Actually this is a Save Game Room, but why they don't put 'S' on the map. In this room you can take a Slag Bullets. Then take the Antenna Key inside the emergency box next to the West door. Exit to the Passageway to the Communication Area. Enter the Communication Antenna Room. Use the Antenna Key on the emergency box. Scene. Exit from this room. Rick will contact you, and a T-Rex will try to chomp you. Quickly run to the other end. Stay on the Southeast corner and shoot at the T-Rex. After two shots (with Shotgun) you will escape automatically. Another scene.

Now go to the Front Area of Entrance. Open the East door and you will enter the Passageway to the Heliport. A Dino will pop-out, kill it. On the second corner, a Dino will pop-out too, kill it. In this room, there is a Hemostat. Take it if you need it. Enter the Hangar. Ascend the ladder. Take the Grenade Gun and the Grenade Bullets. Now go to the center of this room. In the center there are eight pushable crates :



Next to the exit door, there's another Grenade Bullets, take it. Exit from this room, and you will see a FMV. Run awhile for a few minutes and Rick will call you. Follow him to the Northeast door (Liaison Elevator No. 2). After the scene you're in the Underground Passageway to the Facility. Walk West and you will see some scene. Enter the Materials Room. Take the C. O. Passcard and An Aid. Don't forget to read the memo. Now exit and enter the Liaison Elevator No. 1. Scene.

You're now in the Carrying Out Room B3. After the scene, enter the Backup Generator Room B3. Take the Startup Battery W from the glass panel. There's a Multiplier in this room. Exit from this room. Talk to Rick. After he's gone, you can take An Aid and Grenade Bullets. Now enter the Control Room B3. In this room there's a Multiplier, B3 Crane Card 2, plug, and B3 Crane Card 1.

Enter the General Weapons Storage. Walk North and you will be attacked by a strong Dino. Tap X rapidly to avoid game over. Don't kill them, because it's

only wasting your ammo. Just enter the Transport Passageway. Kill that damn Dino. Take the C. O. Area Key and the B3 Crane Card 3. Quickly back to the General Weapons Storage and ascend the ladder. Ascend another ladder. Use the B3 Crane Card 1 on the crane machine. Now you have another puzzle to solve. What you have to do is to make a way so you can get to the dead man.

First : Choose Right, Hook
Second : Choose Left, Release
Third : Choose Up, Hook
Fourth : Choose Release
Fifth : Choose Right, Up, Hook
Sixth : Choose Up, Down, Release
Seventh : Choose Right, Up, Down, Hook
Last : Choose Exit

Descend the ladders. Take the Resuscitation if you need. Go to the dead man. Take the DDK Input Disc W. Go back to the Carrying Out Room B3. Now enter the West door to the Passageway to the Carrying Out Room. Kill another pair of Dinos. Enter the Rest Station. Take the Facility B3 map. Enter the Central Stairway. There are two Dinos in this room. You can kill them or put them to sleep. Ascend the stairs.

You're now in the Passageway to the Experiment Area. A Dino is waiting in this room. Take An Aid if you want. Enter the Security Pass Room. Enter the second part of this room. Take the B2 Key Chip 1 near the corpse. Take the DDK Input Disc S. Check the computer to shut down the alarm (not the computer on the wall). Exit to the Passageway to the Experiment Area. Enter the ventilation opening. Follow the path. Go down at the end. There's An Dart L in this room. When you try to take the Key Card Lev C, a Dino will attack you. Kill it, then take the Key Card Lev C. Enter the Stabilizer Design Room. Inside, take the DDK Code Disc W. Now enter the Researcher Rest Room. There, you will meet Gail. After the scene, take the Slag Bullets. After that, go back to the Rest Station. Unlock the South door.

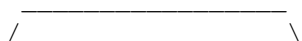
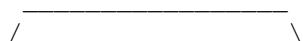
The Code is : W B A D T H E I R C
 D D D H W
 C B C G A
 F G H I Y

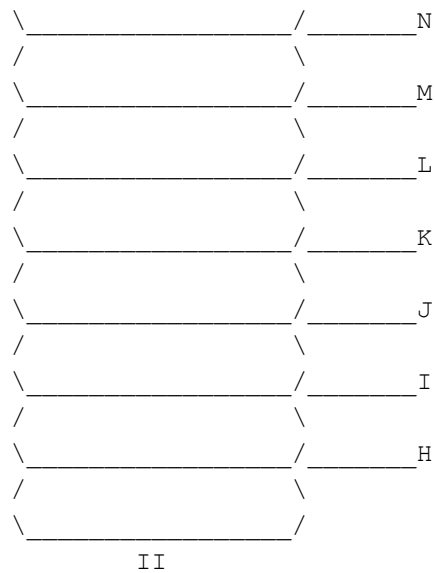
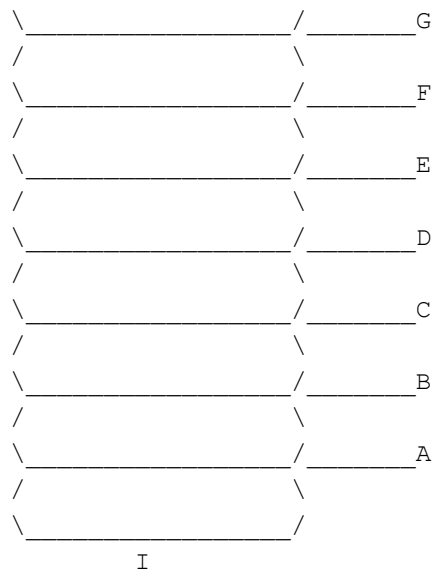
The Key is : 2 3 4 6 7 8 9

The Answer is : WATERWAY (2=B, 3=C, 4=D, etc. Eliminate those from the Code)

Enter the Disembarkation Immigration Office. Go to the center of this room. Rick will enter and you will see another scene. After the scene take the B2 Key Chip 2. Take the plug from the dead man. Now go to the Carrying Out Room B3. Walk toward the elevator. You will see the T-Rex. After the scene, press X in front of the panel to take the Startup Battery W. Enter the Backup Generator Room B3. Use the Startup Battery W on the panel in front of you. The right combination is A - C - D. Then press X on the other panel. Exit from this room. Enter the Large Size Elevator. Take the Port Card Key, DDK Input Disc D, and plug (all from the dead men). Exit from the elevator. Go back to the Disembarkation Immigration Office. Another scene. Take the DDK Code Disc S from the floor.

Go back to the Security Pass Room. Enter the second part of this room. You will see a computer with a switch on its left and right side. Use the B2 Key Chip 1 on the left side and the B2 Key Chip 2 on the right side. Activate the computer. The combination number is 0392. Another puzzle for you. Just like the previous puzzle you have to match those images.





First : Press B twice
 Second : Press C once
 Third : Press D once
 Fourth : Press C twice
 Fifth : Press D twice

First : Press H twice
 Second : Press I twice
 Third : Press L once
 Fourth : Press K once
 Fifth : Press J twice
 Sixth : Press K twice

Right now, on Box I all the white must be in the bottom, and on Box II all the red in the bottom. Now you have to trade the white on Box I with the empty on Box II, and the puzzle is solved.

After that, unlock the East door.

The Code is : S A T U R D A Y
 B A B Y
 N I L L G H I T
 Z F E V E R

The Key is : 2 5 6 7 9

The Answer is : S T A
 B
 I L I
 Z E R (STABILIZER)

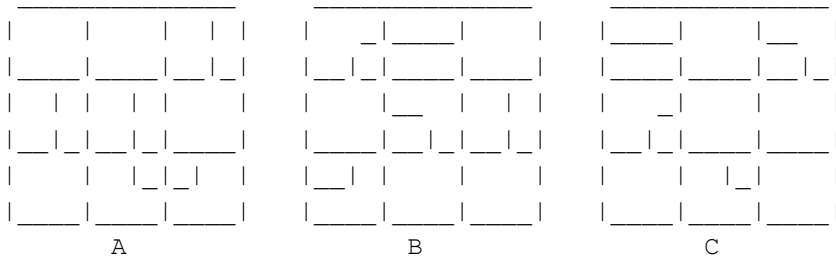
Exit from this room. You are now in the Parts Storage. Go through the North door. Take the Resuscitation. Deactivate the laser fence. Enter the Stabilizer Experiment Room. There's a Dino in this room. Take the DDK Code Disc D. Open the safe in this room. The combination number is 1281. Take the Shotgun Parts. Go back to the Parts Storage. Unlock the South door.

The Code is : 04 15 03
 20 15 18
 06 11 09
 18 11 07

The Key is : GF

The Answer is : DOCTOR KIRK (04=D, 15=0, 03=C, etc. Eliminate number 06 & 07)

Enter the Passageway. Use the B2 Key Chip 2 on the green switch. Next, use the B2 Key Chip 1 on the next switch. Take An Aid. Enter the Third Energy Area B2. Press the switch on the North wall to activate the bridge. Enter the Third Energy Control Room. Descend the stairs. Take the Key Card Lev B on the computer on the East wall. Ascend the stairs and take the plug. Enter the Power Freq Room. Take the Facility B2 map on the North wall. Examine the board on the East wall. Here comes another puzzle.



Panel A : Turn left once
 Panel B : Turn left once
 Panel C : Don't do anything on Panel C
 You must put the panel in order, which is B, C, then A.

Back to the Third Energy Control Room. Activate the computer North of you. After the scene, back to the Power Freq Room and you will see that she's dead. Examine the corpse and you will receive the Researcher Memo. Use the Fingerprint Collecting Device on the circuit box near the corpse. Walks East and a scene will take over. You are now in the Passageway to Personal Lab. Enter Dr. Kirk's Personal Lab. Move forward. Dr. Kirk will put his gun in your head, but fortunately Gail came to save your ass (Where the hell is Rick when you need him? Gail has saved your ass twice, but Rick? None). You will receive Key Card Lev A.

Another option to choose. And yes, this one also doesn't effect the endings.

 A) AGREE WITH GAIL

Exit the room. Enter the Third Energy Control Room. Enter the elevator. Now you must go to the Special Weapons Storage to get the Stabilizer and Initializer. There will be A LOT of Dinos on your way to the Special Weapons Storage. After arrive at the Special Weapons Storage in one piece, enter the second part of this room. Use the elevator. Take the Stabilizer and the Initializer.

B) AGREE WITH RICK

If you choose to agree with Rick, you will receive a Planning Disc. Go to the Parts Storage. There will be many Dinos everywhere. Enter the door which require a Level A card to enter it. Use the Planning Disc on the computer. The right combination is 367204. Take the Core Parts 1 and the Core Parts 2. Don't forget to take the Grenade Gun Parts in this room. Back to the Stabilizer Design Room. Use the Planning Disc on the computer on the East wall. The combination number is 0367. Take the Protect Parts 1-B. Use the disc on another computer on the South wall. The combination number is 0204. Take the Protect Parts 1-A and the Protect Parts 2-A. Now go to the Stabilizer Experiment Room. Enter the Level A door. Use the Planning Disc on the glass shelf on the Southwest corner of this room. Take the Protect Parts 2-B. Now use the Core Parts 1 on the computer North of your position. This is NOT a scene, it's an easy puzzle. You then will receive the Initializer and the Stabilizer.

 Go back to the Security Pass Room. Use the ID Card on the computer near the corpse. The combination number is 31415. Go back to the Third Energy Control Room. Activate the computer in front of the South door. Go back to the Third Energy Area B2. Across the bridge. Press X in front of the green switch. Use the Stabilizer. Go to the doors on the East wall. From there, walk South and you will see an elevator. Go down to the Third Energy Area B3. Follow the path. Hey, if the e-mail address on the top of this faq isn't arunraya@centrin.net.id and the name of the author isn't Stinger 3:16, then, this is a faq that has been plagiarized. So please send his name and email address to Stinger 3:16

(arunraya@centrin.net.id). Now you can continue reading this walkthrough. Ascend the stairs, and descend the other one. Follow the path and you will see another green switch. Press it. Use the Initializer. Walk West and you will see a computer. Activate it. Go back to the Third Energy Area B2. Across the bridge one more time. Activate the computer. There will be some more scene. Enter Dr. Kirk's Library Room to meet Gail. You will receive the Pulse Receiver. More scene.

Choose your way, and this time, it effect the ending.

A) AGREE WITH GAIL (DR. KIRK : RECAPTURED, GAIL : DECEASED)

Go back to the Stabilizer Experiment Room or the Special Weapons Storage (it's depending at your last choices . If you agree with Gail, then you go to the Stabilizer Experiment Room. But if you agree with Rick, you go to the Special Weapons Storage. If you don't understand my explanation, just go to the red area on your map). There are Dinos everywhere, so stay alert. More scene. Enter the Passageway to the Port. Follow the path. Enter the Port. Enter the North door to the Hovercraft Storage. Take the bullets. Go out from the boat. This is your last battle with the T-Rex, so shoot it. After a couple shots, it over. Enjoy the FMV.

B) AGREE WITH RICK (DR. KIRK : UNKNOWN, GAIL : ALIVE)

Enter the Hovercraft Storage. Descend the stairs. Go back to the Port. Use the Energy Tank on the barrel on the Southeast corner of this room. Back to the Hovercraft Storage. Descend the stairs. Take the bullets. Exit from this room. This is your last battle with the T-Rex. Everytime the words 'FIRE' appear on your monitor, quickly shoot the T-Rex. After a couple shots, it's all over. Enjoy the FMV.

C) THIRD ENDING (DR. KIRK : RECAPTURED, GAIL : ALIVE)

There are two ways to gain the third ending.

1. Agree with Gail

Don't go to the red area. You must go to the Underground Heliport. There are three ways to reach the Underground Heliport (from the hardest to the easiest) :

- ~ Enter the Passageway to the Carrying Out Room. There are two Dinos in this room. Another pair of Dinos in the General Weapons Storage. One Dino in the Transport Passageway. Enter the Heliport Transport Passageway. Press the green switch to activate the elevator. Enter the Underground Heliport.
- ~ Go to the Researcher Rest Room. On the East wall of this room, you will see a computer on the wall; activate it and you must solve the puzzle four times and after you solve it a door will opened and if you enter it you will arrive at the Heliport Transport Passageway. Press the green switch to activate the elevator. Enter the Underground Heliport.
- ~ Enter the Central Stairway. There are two Dinos in this room. Enter the security Level A door. You're now in the Port Transport Passageway. Enter the Heliport Transport Passageway. Enter the Underground Heliport.

Go to the center of this room, and you will see a helicopter. Now exit and go to the red area on your map (it different depending from your choice on how to get the Stabilizer and the Initializer). You will see a scene and after the scene, exit the room and ride the elevator. You will see another scene and you must deal with the T-Rex. After a couple shots, it's over. Enjoy the FMV.

2. Agree with Rick

Don't go to the red area, instead use your Pulse Receiver to locate Dr. Kirk. He's in the Underground Heliport. There are three ways to reach the Underground Heliport (from the hardest to the easiest) :

- ~ Enter the Passageway to the Carrying Out Room. There are two Dinos in this room. Another pair of Dinos in the General Weapons Storage. One Dino in the Transport Passageway. Enter the Heliport Transport Passageway. Press the

green switch to activate the elevator. Enter the Underground Heliport.

~ Go to the Researcher Rest Room. On the East wall of this room, you will see a computer on the wall; activate it and you must solve the puzzle four times and after you solve it a door will be opened and if you enter it you will arrive at the Heliport Transport Passageway. Press the green switch to activate the elevator. Enter the Underground Heliport.

~ Enter the Central Stairway. There are two Dinos in this room. Enter the security Level A door. You're now in the Port Transport Passageway. Enter the Heliport Transport Passageway. Enter the Underground Heliport.

Go to the center of this room. You will see Dr. Kirk trying to escape with the helicopter. You try to sneak out behind him, but Rick blew it all. You will see another scene. Take the bullets. Exit this room. Some more scene. Now you must fight the T-Rex for the last time (at least on Dino Crisis 1). After a couple shots, it's over man. Enjoy the FMV. This is the best ending.

* OPERATION : WIPE OUT

In Operation : Wipe Out you can't save your progress and you can't use the maps. So if you're confused about the place, then use my maps.

MISSION 01

TIME LIMIT 05:00
TARGETS 10
LOCATION FACILITY B1
WEAPON Shotgun
Handgun Custom
Grenade Gun
SUPPLIES Med Pak M 02
Hemostat 02
9mm Parabellum 68
40S&W Bullets 30
SG Bullets 05
An Dart M 03
An Dart S 03
Poison Dart 01
Grenade Bullets 01

INSTRUCTION Eradicate all dinosaurs within the time limit, then return to the drop zone and escape.

You're in the Medical Room Hallway. No Dinos here. Enter the Hall B1. Two Dinos in this room. Enter the Hallway for Carrying in Materials. One Dino in the end of this room. Go to the Main Hallway B1. Two Dinos in this room. Enter the Library Room. Two Dinos in this room. Enter the Research Area Hall. Another pair of Dinos in this room. Only one Dino left. Enter the Research Meeting Room. No Dinos here. Enter the Gas Experiment Room. Ah, there you are. Kill the last Dino. Now you should have killed all the targets. Go back to the Medical Room Hallway and ascend the stairs.

MISSION 02

TIME LIMIT 04:00
TARGETS 6
LOCATION FACILITY B2
WEAPON Shotgun + Stock
Handgun + Sight
Grenade Gun
SUPPLIES Med Pak S 02
Hemostat 02
9mm Parabellum 68
SG Bullets 05
Slag Bullets 05

An Dart S 09
Heat Bullets 01

INSTRUCTION Smarter and stronger enemies lie just ahead. Finish this mission ASAP!

You're in the Passageway to the Experiment Area. One Dino in the corner of this room. Enter the Security Pass Room. Enter the Parts Storage. No Dinos in this room. Go to the Experiment Room Hall. Two Dinos in this room. One in your right and the other in your far left. Enter the Stabilizer Design Room. One Dino in this room. Exit and walk to the Research Rest Room. On your way there, you will be attacked by a Dino. Kill it. Go to the Passageway. Kill the last Dino. Go back to the Passageway to the Experiment Area and descend the stairs.

MISSION 03

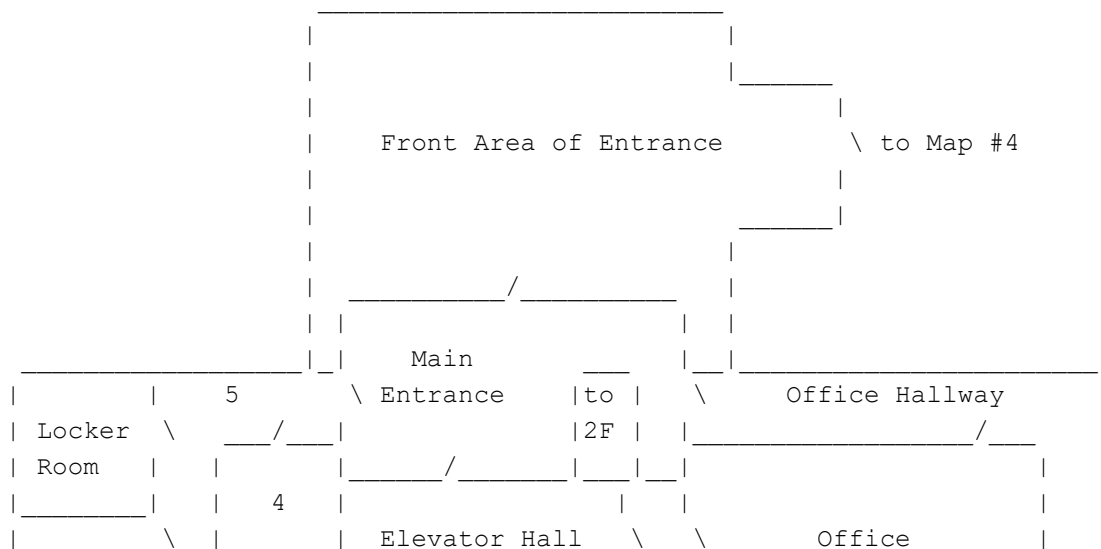
TIME LIMIT 03:00
TARGETS 7
LOCATION FACILITY B3
WEAPON Shotgun Custom
HG Custom + Sight
GG Custom
SUPPLIES Med Pak M 02
Hemostat 02
40S&W Bullets 60
Slag Bullets 60
An Dart M 03
An Dart S 03
Poison Dart 01
Heat Bullets 02

INSTRUCTION Your new targets are large and vicious. Be careful at all times so you can return alive!

This is the final and the hardest mission. All the Dinos here are the tough Dino (they can kill you with one hit). The time limit is very short. Good luck. You're in the Central Stairway. There are two Dinos in this room. Enter the Rest Station. No Dinos in this room. Enter the Passageway to the Carrying Out Room. Two more Dinos in this room. Enter the Carrying Out Room B3. No Dinos in this room. Enter the General Weapons Storage. Two Dinos in this room. They are very near to you. Enter the Transport Passageway. Kill the last Dino. Back to the Central Stairway and ascend the stairs. Congratulations, you have completed Operation : Wipe Out.

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06. M A P S
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M A P # 1 : F A C I L I T Y 1 F



to Map #1

\ Large Size Elevator
Passageway

M A P # 5 : F A C I L I T Y O U T D O O R S B 1

Underground Passageway to the Facility

Liaison
\ Elevator
No. 2

Materials Room

33

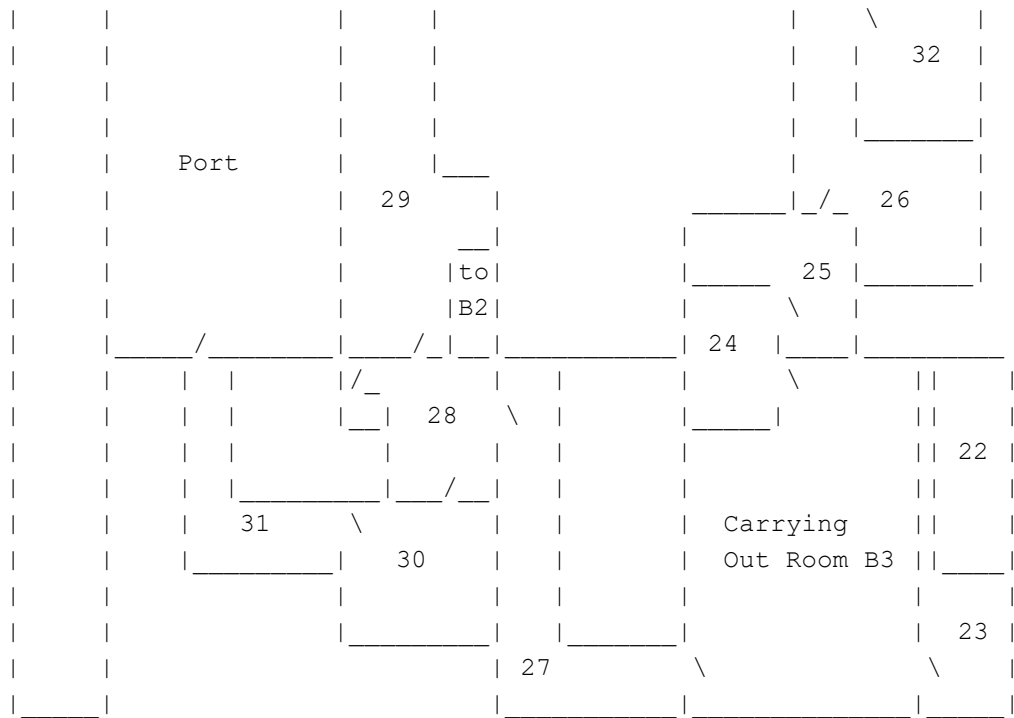
Room 13 : Liaison Elevator No. 1

M A P # 6 : F A C I L I T Y B 2

Stabilizer Exp

14

15



- Room 22 : Large Size Elevator
- Room 23 : Backup Generator Room B3
- Room 24 : Control Room B3 (Save Game Room)
- Room 25 : General Weapons Storage
- Room 26 : Transport Passageway
- Room 27 : Passageway to the Carrying Out Room
- Room 28 : Rest Station
- Room 29 : Central Stairway
- Room 30 : Disembarkation Immigration Office (Save Game Room)
- Room 31 : Passageway to the Port
- Room 32 : Special Weapons Storage
- Room 33 : Heliport Transport Passageway
- Room 34 : Hovercraft Storage (Save Game Room)

MAP LEGENDS

- to XX = Staircase to XX Floor
- / or \ = Door
- Green Area = Area you have explore
- Grey Area = Area you haven't explore
- Blue Area = Your current area
- Red Area = Objective area

07. S T R A T E G I E S

1. Learn to use the shutters to your advantage. You can use the electronic shutters to trap the Dinosaurs and then shoot them. This becomes very useful when you play operation wipeout given that you will be given a lot of 9mm and 40SW bullets which don't scare the dinosaurs.
2. Learn to mix items in order to create deadly darts. When mixing to make deadly darts lay more emphasis on level than volume. The more level the dart has the deadlier it is. This darts become very useful especially in Basement 2 and 3 where a well mixed dart could save your life from those tough dinosaurs. In the game darts are the best things to use because using bullets will result in the dinosaur attacking you once, twice or more times.

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08. E N D I N G S

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In Dino Crisis, there are three different endings, but you probably already knew that. If you finish your game for the first time, then you will receive a mad skills and two different costumes (Army and Battle). The second time you finish your game (with the different ending, of course) you will receive the third costume (Ancient). The third time you finish your game (so you have seen all the endings) you will receive infinite bullets for Grenade Gun.

You can play Operation : Wipe Out if you have finished the game using any ending, no matter it's your first, second, or third game. It works for both Normal Mode and Easy Mode.

Of course your play-game time, continues, and number of savings also effect that bonus, but I don't know exactly.

NOTE : If you play using the Ancient costume, your weapon will change into a bone like weapon. Your Grenade Gun will change into a big fish. It's quite funny to see Regina walking and runing around carrying a big fish on her hands.

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09. W E A P O N L I S T

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| | | |
|----------------|---|--|
| Handgun | Made by Glock of Austria. Uses the 9mm Parabellum Bullets. | Glock 34. Easier handling but modest stopping power. |
| Shotgun | A pump-action Shotgun by L. Franchi. | Shotgun Model PA3. |
| Grenade Gun | Grenade Bullets and Heat Bullers are usable. By Hecker and Koch of Germany. | 40mmHK Grenade Pistol. |
| Handgun Sights | A critical hit will inflict tremendous damage. | Parts that can increase hit probability. |
| Handgun Slides | You can remodel your Handgun into a Glock 35 by using this. | Parts that can make the 40S&W Bullets usable. |
| Shotgun Parts | Parts such as the fore grip and barrel upgrade the weapon to a SPAS12 | Parts that increase the power of a Shotgun. |
| Shotgun Stocks | By attaching it, the time lag for reloading | Parts that allow a Shotgun to fire |

| | | |
|-------------------|--|--|
| | is eliminated. | continuously. |
| GG Parts | By remodeling the cylinder, Grenade Bullets can be fired continuously. | Parts that allow a Grenade gun to fire continuously. |
| Handgun + Sight | Critical hit probability is increased. | The Glock 34 is equipped with Special Sights. |
| Handgun Custom | The Glock special model. Uses the 9mm Parabellum and the 40S&W Bullets. | Glock 35. The 40S&W Bullets are usable. |
| HG Custom + Sight | Critical destruction rate increases uses the 9mm Parabellum & the 40S&W Bullets. | The Glock 35 with a sight attached. |
| Shotgun Custom | A military Shotgun by L. Franchi. | Shotgun Model SPAS12. High-powered Shotgun. |
| Shotgun + Stock | Increased stability allows faster follow up shots. | The PA3 Shotgun is fitted with a stock. |
| SG Custom + Stock | This rig couples increased stopping power with rapid fire capability. | The SPAS12 is fitted with a stock. |
| GG Custom | Allow continuous fire with customized ammo feed cylinder. | 40mmHK Grenade Pistol. "Regina Custom". |

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10. SUPPLIES LIST

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| | | |
|------------|--|--|
| Hemostat | Prevents loss of health due to bleeding. | Stops the bleeding but will not recover your health. |
| Hemostat + | Prevents loss of health due to | Stops the bleeding but will not recover your |

| | | |
|----------------|---|---|
| | bleeding. | health. |
| Hemostat + + | Prevents loss of health due to bleeding. | Stops the bleeding but will not recover your health. |
| Med Pak S | Has the ability to soften the pain temporarily. | Will temporarily recover your health. |
| Med Pak S + | Has the ability to soften the pain temporarily. | Will temporarily recover your health. |
| Med Pak S + + | Has the ability to soften the pain temporarily. | Will temporarily recover your health. |
| Med Pak M | You can recover your health completely. | Will completely recover your health. |
| Med Pak M + | You can recover your health completely. | Will completely recover your health. |
| Med Pak M + + | You can recover your health completely. | Will completely recover your health. |
| Med Pak L | You can recover your health completely and stop the bleeding. | It can recover health and also stopping the bleeding. |
| Med Pak L + | You can recover your health completely and stop the bleeding. | It can recover health and also stopping the bleeding. |
| Med Pak L + + | You can recover your health completely and stop the bleeding. | It can recover health and also stopping the bleeding. |
| Resuscitation | You can return to life with your health fully restored. | Effective when you have lost your life. |
| Anesthetic Aid | Increases the potency of items with | Select the "MIX" icon on the sub screen |

| | | |
|-----------------------|--|---|
| | Anesthetic properties | before use. |
| Recovery Aid | Increases the potency of items with recovering properties | Select the "MIX" icon on the sub screen before use. |
| Intensifier | Increases the power of a particular item. | Select the "MIX" icon on the sub screen before use. |
| Multiplier | Mixing this with another medicine will allow you to multiply that item. | Select the "MIX" icon on the sub screen before use. |
| Anesthetic Dart S | It takes more than one shot for it to work, since the effect is weak. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart S + | It takes more than one shot for it to work, since the effect is weak. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart S + + | It takes more than one shot for it to work, since the effect is weak. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart M | It can tranquilize with a single shot, but the effects do not last long. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart M + | It can tranquilize with a single shot, but the effects do not last long. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart M + + | It can tranquilize with a single shot, but the effects do not last long. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart L | It can tranquilize with a single shot, and the effect lasts for a long time. | Darts for the Shotgun. This makes the enemy sleep. |

| | | |
|-----------------------|--|---|
| Anesthetic Dart L + | It can tranquilize with a single shot, and the effect lasts for a long time. | Darts for the Shotgun. This makes the enemy sleep. |
| Anesthetic Dart L + + | It can tranquilize with a single shot, and the effect lasts for a long time. | Darts for the Shotgun. This makes the enemy sleep. |
| Poison Dart | The warhead is armed with a deadly poison that kills an enemy with one shot. | Darts for the Shotgun. Kills an enemy in a single shot. |
| 9mm Parabellum | Standard bullets that either Glock 34 or 35's use. | Bullets for the Hand Gun. |
| 40 S&W Bullets | It has greater attack power than the 9mm Parabellum Bullet. | Bullets for the Hand Gun (For Glock 35). |
| Shotgun Bullets | Buckshot loads disperse to hit a wider target area. | Bullets for a Shotgun. |
| Slag Bullets | The larger shot size makes them more destructive than the SG Bullets. | Bullets for a Shotgun. |
| Grenade Bullets | Exploding bullets for use with the Grenade Gun. | Bullets for a Grenade Gun. |
| Heat Bullets | Flame type bullets for the Grenade Gun. | Bullets for the Grenade Gun. |
| Infinite Grenades | A special item that Regina brought herself. | Allows you to use the Grenade Gun unlimitedly |

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|-------------------------------|---|---|
| BG Area Key | The words "Backup Generator Area/Ground Level" are carved into it. | An old-style cylinder key. |
| Entrance Key | The words "Main Entrance" are carved into it. | An old-style cylinder key. |
| DDK Input Disc ? | Collect the "Code" disc with the same mark and set both parts into the door. | It is used to unlock the corresponding DDK lock. |
| DDK Code Disc ? | Collect the "Input" disc with the same mark and set both parts into the door. | It is used to unlock the corresponding DDK lock. |
| Plug | Used for red, green and yellow boxes. Multiple plugs may be necessary. | Used to open the emergency boxes. |
| Panel Key 1 | It appears to be a panel that can unlock an electronic lock. | A medal and 3 symbols are carved into this panel. |
| Panel Key 2 | It appears to be a panel that can unlock an electronic lock. | A medal and 3 symbols are carved into this panel. |
| Key Card L | The letter "L" is carved into the card. | A key card that can unlock an electronic lock. |
| BG Room B1 Key | The words "Backup Generator Room B1" are carved into it. | An old-style cylinder key. |
| Startup Battery R | It is fully charged. | Charged battery for use with the Backup Generator. |
| B1 Crane Card | The card seems to be used when transporting chemical materials. | An automation program card used to control the crane. |
| Fingerprint Collecting Device | When an ID Card is created, this device is used to input the identification data. | There is fingerprint data already saved. |

| | | |
|-------------------|---|---|
| Screwdriver | A specially shaped screwdriver that is used for computer maintenance. | A tool for maintenance. |
| B1 Key Chip | The number "3695" are handwritten onto it. | Unlocks the library room cell. Needs rewriting. |
| Small Size Key | The words "Emergency Case" are carved into it. | A small key made of aluminum. |
| Key Card R | The letter "R" is carved into the card. | A key card that can unlock an electronic lock. |
| Comm ID Card | It can activate the elevator that leads to the Communication Room. | Certifies the access type of "Communicator" |
| Antenna Key | A startup key in shape of a card. | A card that is used for activating the antenna. |
| C. O. Pass Card | Without this passcard, you will not be able to access all of the floors. | Enables access to the B3 floor from the C O Area. |
| Startup Battery W | Supplies the startup power for the Backup Generator and the Main Generator. | A large white battery. |
| B3 Crane Card 1 | Apparently, it cannot be used for the crane on the B1 floor. | An automation program card used to control the crane. |
| B3 Crane Card 2 | Apparently, it cannot be used for the crane on the B1 floor. | An automation program card used to control the crane. |
| B3 Crane Card 3 | Apparently, it cannot be used for the crane on the B1 floor. | An automation program card used to control the crane. |
| C. O. Area Key | The words "Carrying Out Area" are carved into it. | A standard type of electronic key. |
| B2 Key Chip 1 | There is no writing carved into the usual place. Data | A different version from the B1 Lib Room |

| | | |
|-------------------|--|--|
| | needs rewriting. | Key. |
| B2 Key Chip 2 | The numbers "0392" are carved onto it. | A different version from the B1 Lib Room Key. |
| Key Card Lev C | The level of this card is "C". | A card that can unlock the electronic lock of doors. |
| Port Card Key | Part of a strict security system. | Opens the gate that leads to the port. |
| Key Card Lev B | The level of this card is "B". | A card that can unlock the electronic lock of doors. |
| Researcher Memo | The number "1281" are written. | Numbers are written in blood. |
| Key Card Lev A | It can be used to enter all areas of the facility. | This is the highest level keycard. |
| Planning Disc | With this, you can build the Initializer and the Stabilizer. | Allows you to access to the research database. |
| Core Parts 1 | To be combined with Protective Parts 1-A and Protective Parts 1-B. | The main parts of the Stabilizer. |
| Core Parts 2 | To be combined with Protective Parts 2-A and Protective Parts 2-B. | The main parts of the Initializer. |
| Protect Parts 1-A | A critical part to the Stabilizer. It protects the core parts from shock. | Constitution parts for the Stabilizer. |
| Protect Parts 1-B | A critical part to the Stabilizer. It protects the core parts from shock. | Constitution parts for the Stabilizer. |
| Protect Parts 2-A | A critical part to the Initializer. It protects the core parts from shock. | Constitution parts for the Initializer. |

| | | |
|-------------------|--|--|
| Protect Parts 2-B | A critical part to the Initializer. It protects the core parts from shock. | Constitution parts for the Initializer. |
| Initializer | These parts create the energy that is required to start the generator | Parts used to start the Third Energy Generator. |
| Stabilizer | The parts necessary to stabilizer control of the generator. | Parts that control the Third Energy Generator. |
| Pulse Receiver | You can use it to find the location of Dr. Kirk. | It can receive a signal from the transmitter. |
| Energy Tank | The tank capacity meter reads "Empty". | The power source of the nuclear engine. |
| Secret Disc | The disc contains information about using the Third Energy as a weapon. | Contains all of the data about the Third Energy. |

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12. E M E R G E N C Y B O X E S

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* GREEN BOX

| LOCATION | PLUG(S) NEEDED |
|----------------------|----------------|
| Control Room Hall | 1 |
| Research Area Hall | 2 |
| Experiment Room Hall | 1 |
| Central Stairway | 1 |
| Power Freq. Room | 1 |

* YELLOW BOX

| LOCATION | PLUG(S) NEEDED |
|----------------------|----------------|
| Strategy Room | 1 |
| Control Room B3 | 1 |
| Underground Heliport | 1 |
| Hovercraft | 1 |

* RED BOX

| LOCATION | PLUG(S) NEEDED |
|----------------------|----------------|
| Elevator Hall | 2 |
| Main Hallway | 2 |
| Communication Room | 1 |
| Control Room B3 | 3 |
| Experiment Room Hall | 2 |
| Hovercraft Storage | 1 |
| Central Stairway | 3 |
| Power Freq. Room | 2 |

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13. F I L E S

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01. NEW EMPLOYEE EDUCATION

Please inform the new employee assigned to this department about the "DDK" system as follows :

The Digital Disc Key or DDK, is a system that secures our most important areas with an advanced locking device. To release the locks protected by the DDK, prepare and set the following two data discs at the locking device near the door :

"DDK CODE DISC X"

"DDK INPUT DISC X"

The type of the DDK you need is indicated on the door : "A", "B", etc. If the DDK type you use does not match, you cannot release the lock.

Before operating the system, make sure that your DDK type matches the door you wish to unlock.

02. JOURNAL OF THE GUARDSMEN

Before tonight's experiment, the chief and Dr. Kirk will be having a meeting at the 2nd floor lounge from 1:00 p.m. Those who are scheduled to guard should keep a preponderant eye on the area in front of the Chief's Room, and the surrounding vicinity.

Before taking positions, be sure to re-supply your ammunition in the custody room. The weapon storage in the custody room can be opened with the combination, "0426". Also, we have received information that spies have sneaked into the facility recently.

If anything happens, you may have to enter the rooms of the chief and the professor in order to insure their safety. You will find the disk that contains the information you will need to access their rooms on top of the locker.

That's all for now.

03. CHEMICAL MANUAL

New Product Descriptions :

* Recovery Aid

* An. Aid

* Intensifier

* Multiplier

The four chemicals listed above feature our company's latest advancements.

They are designed to perform exceptionally, particularly on the front lines, where only the minimum amount of equipment is accessible.

Features :

By mixing chemicals, the following 2 types of supplies can be created :

* Recovering Type : It quickly recovers lost vitality.

* Anesthetic Type : Applied to the need of a bullet or needle, it can put the target to sleep.

Supplies that are produced by chemical mixing can be made even more effective with additional mixing.

04. MEMO FROM AN ANTENNA OPERATING ENGINEER

As a result of tonight's experiment, a strong magnetic storm may occur. Consequently, the Communication Department will close at 6 PM.

At that time, the antenna will be temporarily stored.

To prepare for the emergency, be sure to check the weapons storage locker in the lounge.

You can unlock it with the combination, "8159".

Recently, inexperienced guards have been assigned here, and a common problem is that they do not know how to use the DDK. Here are some points that may not be clear in the manual.

Make sure that your staff becomes familiar with this important information. After you set the DDK to the door's locking device, you'll be asked to enter the password code. You will then need to derive the code by using the basic elimination rule. Eliminate the key letters to reveal the correct code. Be sure to try this out by setting an actual DDK to the door locking device.

For example,

CODE : "OXPYEZN"

KEY : "XYZ"

In the above case, the correct password would be "OPEN".

05. PERSONNEL CHANGES

"Personnel Changes of Researchers"

OLD

Section : Special Aircraft Experiment Room

NEW

Section : Third Energy Physics Laboratory

Registration Number : 57036

Name : Mark Doyle

06. NOTICES TO THE STAFF

Three years have passed since the tragic disaster. The performance of the newest Stabilizer will be tested in tonight's experiment.

Three years ago, the Third Energy destroyed the facility and killed as many as 150 personnel, just from a single overflowing accident. So, to prevent a similar disaster from happening, we will take every possible precaution to reinforce our security.

One more thing...

We recently had a case in which someone used the terminal in this room and forged a fake ID to gain unauthorized access. Today, we are going to have a meeting in the strategy room on how to cope with the problem. In any case, all personnel should protect the security of the terminal. Anyone leaving this room unattended should lock the door without fail.

07. MEMO ON THE WHITEBOARD

The change of personnel documents for this individual have not been turned in yet :

Paul Baker

Pager Number : 1123

Researcher Personnel Changes :

OLD

Section : Special Aircraft Experiment Room

NEW

Section : Third Energy Stabilizer Experiment Room

Registration Number : 58104

Name : Paul Baker

08. DEAD MAN'S MEMO 1

"Today's to do"

Prepare the DDKs needed to enter the Laboratory Area. Tomorrow I have to go to the Computer Room to do maintenance on Dr. Kirk's computer.

But, I think I left a DDK at the Large Size Elevator Control Room when I went there yesterday to do the elevator maintenance. I'll have to check it later today.

As for the other DDK, I think the rookie guy Tom, who was recently assigned to the Laboratory Area, has it. I'll have to borrow it from him.

I have no idea how that jerk approached Kirk, but he seems to have gained his complete trust. It's weird how nobody knows his past history...

09. MEMO TO THE DOCTOR ON DUTY

Dr. Sherwood,

The ID Card on the desk belongs to one of my patients. Please hand it to Colonel Clay when he shows up. He told me that he was going to hold a meeting in the Strategy Room on the 1st floor to make preparations for tonight's experiment.

Please make sure to hand the card to him since one is required to enter the Strategy Room.

10. DATA FOR OPERATION MEETING

Subject : Reinforcement of ID Management

Earlier in the week, there was a case in which someone used the terminal that rewrites the ID Cards to gain unauthorized access.

This person acquired the fingerprint data from the corpse of a staff member who had died in the accident. He forged the dead man's ID by using the fingerprint data, and entered the laboratory area by way of elevator.

The problem is that the Fingerprint Collecting Device can acquire usable fingerprint data, even from a corpse. Since we will be having an experiment today, there will be many outsiders visiting this facility.

When creating the ID Cards for the guests, keep a careful eye on the device.

11. SECURITY MANUAL VOL. 1

"DDK", the electronic lock system of this facility, has been updated. A more intricate code system has been introduced, and the security level has been improved.

You will need to be aware of the following information when entering the password.

Number-Based "KEY" Decoding, Part 1

In a case where numbers are written instead of letters in the "KEY" field, the numbers could represent the codes for the corresponding characters.

Here is an example of a corresponding chart between the letters and the code numbers.

A=1, B=2, C=3....

12. RESEARCHER'S JOURNAL 1

March

"Third Energy"...

It is the system that can produce infinite energy from the air. The completion of this system will signify the end of one of society's greatest problems.

...It is true that the system was initially developed for military use, but we took part in the project because there is a silver lining in it for our future.

But something is terribly wrong. The military has been giving us excessively favorable treatment for the simple development of a fundamental energy system. I must discover the true purpose of this project, before irreparable harm is done. What on earth is that kid planning to do...?

April

...I haven't found any clues in the past month. He is indeed a genius. He seems to have noticed our secret investigation activities. I heard that he established a secret lab in this floor somewhere.

The only way to learn of his true intentions, will be to find that lab.

July

At long last, Mike has found a clue pertaining to the location of the secret laboratory. He said that he hid the clue in our secret place inside the Library Room.

Kirk has been meeting frequently with Colonel Clay, the leader of the project, in the Computer Room lately. What are they up to...?

13. SECURITY MANUAL VOL. 2

"DDK", the electronic lock system of this facility, has been updated. A more intricate code system has been introduced which improves the level of security.

You will need to be aware of the following information when entering the password.

Number-Based "KEY" Decoding, Part 2

In a case where numbers are written instead of letters in the "KEY" field, the numbers could indicate the rows to be deleted.

For example, if "2" is in the "KEY" word, you should delete all of the letters from the second row of the "CODE".

14. MEMO IN DATA STORAGE

Dear Paul,

I finally found the clue. This is the key card that you need to enter his secret lab. The only chance to enter it is during tonight's experiment. Obtain the other key card without hesitation.

The other key card is in the Chief's Room. I heard the secret codes for the safe are written on the Panel Keys.

Now, if we find out where the laboratory is, everything will be solved. I'll leave that to you.

Good luck.

Mike

15. DOCTOR'S JOURNAL

It is easy to unleash any kind of power. The real task is keeping the power under control. The improvement of the "Initializer" ignition device has enhanced energy efficiency to the maximum.

Despite that progress, we have been unable to advance the development of the "Stabilizer" safety valve since the accident that happened three years ago. The "Third Energy Theory" will surely alter human history drastically. But

as long as there is an uncertain element regarding the control of this power, even if it is only 0.1% of a probability, my work will be nothing but a terrible failure.

The restraining power of the "Stabilizer" we used in tonight's experiment was insufficient. The area affected by the excess energy is estimated to be a radius of 3.300 feet.

The result of tonight's experiment may please the military people in a sense. The giant creatures that emerged just after the experiment have given me much inspiration.

The most important thing to do right now is to leave here safely. As soon as I finish analyzing the data, I'll evacuate via the bottom floor.

16. DEAD MAN'S MEMO 2

Where the heck did these monsters come from?! I managed to slip away, but I've been cornered here in the basement ever since. The only way I can get out is through the port on level B3. I should be able to find a boat or something used to transport research materials.

The only problem is getting there in one piece...

17. STAFF MEMO

Attention : Alan

The weapon container at the General Weapon Storage will be carried out from the port next week. Please finish the maintenance of the crane within the week.

I will hand you the DDK to enter the port so that you can finish the job. Make sure that you keep it on you at all times.

18. NOTICE MESSAGES 1

Since we are going to move the experimental Generator outside today, we expect to see external staff within the test area. As a final reminder, if the "overload" occurs in this laboratory, it will mean the obliteration of the entire facility.

If you don't want to be evaporated, guard the area with extreme caution today. The staff has been working double overtime recently. Dr. Kirk in particular has locked himself in his private quarters for nearly a week. Nobody has seen him. Take good care of the researchers and remember that the experiment's success depends upon their ability to think.

Recently the credibility gap of Dr. Kirk has been varied among the staff.

Keep your eyes on the ID Rrewriting Device here to prevent illicit use. There has been an instance of someone abusing the Rewriting Device on the first floor.

Keep your eyes open.

19. NOTICE MESSAGES 2

Those who attend the activation of the Generator for the first time in tonight's experiment should remember the following procedures :

To activate the Generator, the following two devices have to be set in advance.

Initializer

Stabilizer

The functions of the two devices are as follows :

Initializer :

Generates the necessary energy for the first reaction when activating the Generator.

Stabilizer :

The Third Energy reaction takes in the air and generates the energy in a

chain reaction under a certain level.

You will find the models of the two parts in the case set at the center. If you have not seen them, be sure to check and see what they look like. If you split the numbers that you use when obtaining the Core Parts and add "0" to each of the split numbers, they will give the pass numbers you'll need when obtaining the other two protective parts. Be careful when handling the pass numbers of the Core Parts.

20. RESEARCHER'S JOURNAL 2

The kid pointed out the mistake in my calculations of the estimated value. The simulation of the Stabilizer, I mean. It seems that I miscalculated the timing of the energy reaction at its critical point by 6 nanoseconds.

I admitted that I made a mistake, but he has a serious attitude problem. He doesn't seem to understand we're all exhausted from having to work all day and night on a regular basis.

Written by : M

To M,

Everyone feels the same way about Kirk as you do. It's time to let him know how we feel. I heard that you could create a lethal poison by mixing certain drugs together. They said you just have to mix the strongest anesthetic with something else.

...Well, that may be going a bit too far, I suppose...

Written by : K

To K,

You are pathetic. Can't you see Dr. Kirk devotes himself to the experiment without a care of anything else? Blaming others for your mistakes only exemplifies your cowardice.

I hold all of you responsible should the experiment go wrong thanks to your blundering. Maybe you should be the one watching your back in case someone should "accidentally" inject you with poison.

Written by : ???

21. RESEARCHER'S JOURNAL 3

Since I was assigned to this department, all I've done is sample the simulation data of the Generator. Even a college student could handle these tasks. Why doesn't Kirk want us to operate the Generator? Doesn't he trust our ability and skill?

Written by : O

To O,

I don't think the problem is so simple. Because his ID Card is required to operate the Generator, once an accident occurs, Kirk is the only person who can stop it. I don't see what the military is planning to do with this conniving nonsensical procedure...

Written by : N

I have an idea. It's about that guy Tom who was recently assigned to the B1 area. He often comes to me to ask about our job...

I guess he can't resist my charming personality. Why don't we invite him into our group and have him spy on Dr. Kirk? This should work as he is good at gaining the confidence of other people.

Written by : B

To B,

Don't be so simpleminded. Have you already forgotten how you'd been trying to get Kirk's attention until recently? Learn to think a bit more logically first. At any rate, the male researchers here don't seem to know much of anything beyond research. Maybe you ought to try showing the next one you become close friends with the wonders of shampoo and the washing machine.

Written by : C

22. GENERATOR INSTRUCTION MANUAL

"How to activate and control the generator"

1. Prepare to activate the Generator by operating the main panel on the upper floor of the Control Room.
2. Move to the B3 area of the Generator to set an Initializer.
3. Operate the panel near the Initializer to connect the "inhale shaft" to the Generator.
4. Move to the B2 area to set a Stabilizer.
5. Activate the Generator.
6. Go back to the Control Room and adjust the output on the lower floor.

* When activating the Generator, make sure the Doctor is present. To avoid accidents, the Generator cannot be activated without Dr. Kirk's ID Card.

23. RESEARCHER'S MEMO

Kirk has been hiding everything from the researchers recently. In a demonstration of solidarity, the B1 lab area staff have decided to investigate what Kirk and the military personnel are up to.

As a start, we managed to set a wiretapping device at the Parts Storage area where they've been holding meetings. The device is sound activated and records automatically. It can also play back the recordings.

It may be the best way to come up with some clues. We need Kirk's ID Card to check the Generator. We already know his registration number.

It is 31415.

All we need now is to forge his ID Card is his fingerprint data...

24. NOTE TO THE STAFF FROM DR. KIRK

Notice :

Preparing the Stabilizer and the Initializer.

Make sure these two devices are ready in time for the experiment.

Each of these two devices consist of the following three parts

Core Parts

Protect Part A

Protect Part B

This means six parts are needed in all. These parts are separately stored in the Experiment Room, the Design Room and the Parts Storage Room. Once you have acquire all 6 parts, you can assemble them in the Experiment Room. The Weightless Manipulator must be operating by staff of level A class.

25. OLD DOCUMENT

"Third Energy as the Final Weapon"

by Edward Kirk

If the Third Energy reaction exceeds the critical point, it evokes the "overload" phenomenon.

When this happens, we can't control it. The huge amount of energy creates chain reactions and begins to disintegrate the surrounding air. The ensuing explosion will vaporize anything in the near vicinity.

If we could control the area where the "overload" occurs, the Third Energy will literally become the "Ultimate Weapon."

The power of the weapon depends on how much energy we can restrain before the explosion occurs. In other words, the capability of the Stabilizer is the key to everything.

The Third Energy was supposed to be the project of the development policy :

"Create the basic power source for the Permanently Stationed Weapon."

If we change the policy of the project here and now, this government will be able to obtain the most deadly destructive device in the world.

However, our current budget is completely out of the question. You'll find

my estimate of the budget in the next chapter. Please review and consider.

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14. L O S T A N D F O U N D

=====

I made this section for those of you that already play the game and now you want to play it again but you stuck somewhere because you don't find the proper key or card. So rather you read all my walkthrough, it's better for you read this section. I hope this section is useful for someone out there.

| NAME | LOCATION (CHECK MY MAP) |
|-------------------------------|-------------------------------------|
| BG Area Key | Material Storage |
| DDK Input Disc H | Management Office |
| Panel Key 2 | Management Office (near the corpse) |
| Entrance Key | Management Office (inside the safe) |
| DDK Code Disc H | Locker Room |
| Panel Key 1 | Chief's Room |
| DDK Input Disc N | Chief's Room |
| Key Card L | Chief's Room |
| DDK Code Disc N | Front Area of Entrance |
| BG Room B1 Key | Lecture Room |
| Startup Battery Red | Backup Generator Room B1 |
| ID Card | Medical Room |
| DDK Code Disc E | Strategy Room |
| Fingerprint Collecting Device | Strategy Room |
| DDK Input Disc L | Large Size Elevator Control Room |
| DDK Code Disc L | Large Size Elevator Control Room |
| B1 Crane Card | Elevator Power Room |
| DDK Input Disc E | Research Meeting Room |
| Screwdriver | Computer Room |
| B1 Key Chip | Gas Experiment Room |
| Small Size Key | Gas Experiment Room |
| | (if you don't kill the man here) |
| Key Card R | Library Room |
| Comm ID Card | Carrying Out Room B1 |
| Antenna Key | Communication Room |
| C O Passcard | Materials Room |
| Startup Battery White | Backup Generator Room B3 |
| B3 Crane Card 1 | Control Room B3 |
| B3 Crane Card 2 | Control Room B3 |
| B3 Crane Card 3 | Transport Passageway |
| C O Area Key | Transport Passageway |
| DDK Input Disc W | General Weapons Storage |
| B2 Key Chip 1 | Security Pass Room |
| DDK Input Disc S | Security Pass Room |
| Key Card Lev C | Experiment Room Hall |
| DDK Code Disc W | Stabilizer Design Room |
| B2 Key Chip 2 | Disembarkation Immigration Room |
| Port Card Key | Large Size Elevator |
| DDK Input Disc D | Large Size Elevator |
| DDK Code Disc S | Passageway to the Port |
| DDK Code Disc D | Stabilizer Experiment Room |
| Key Card Lev B | Third Energy Control Room |
| Key Card Lev A | Dr. Kirk's Personal Lab |
| Stabilizer (Gail's way) | Special Weapons Storage |
| Initializer (Gail's way) | Special Weapons Storage |

| | | |
|--------------------------------|----------------------------|--|
| Planning Disc (Rick's way) | Dr. Kirk's Personal Lab | |
| Core Parts 1 (Rick's way) | Parts Storage | |
| Core Parts 2 (Rick's way) | Parts Storage | |
| Protect Parts 1-A (Rick's way) | Stabilizer Design Room | |
| Protect Parts 1-B (Rick's way) | Stabilizer Design Room | |
| Protect Parts 2-A (Rick's way) | Stabilizer Design Room | |
| Protect Parts 2-B (Rick's way) | Stabilizer Experiment Room | |
| Stabilizer (Rick's way) | Stabilizer Experiment Room | |
| Initializer (Rick's way) | Stabilizer Experiment Room | |
| Pulse Receiver | Dr. Kirk's Library Room | |
| | | |

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15. M I S C E L L A N E O U S

=====

01. Have you ever wonder what is the meaning of 'H', 'D', 'L', 'S' etc on DDK Disk? (ie DDK-H, DDK-D, DDK-L, DDK-S, etc). Well it's actually a hint for the answers.

For example, if you use a DDK-H, so the answer must be begin with letter H. If you use DDK-S then the answer begin with letter S.

- DDK-H = HEAD
- DDK-N = NEWCOMER
- DDK-L = LABORATORY
- DDK-E = ENERGY
- DDK-W = WATERWAY
- DDK-S = STABILIZER
- DDK-D = DOCTORKIRK

If you don't believe me, try it yourself.

02. Wondering what is the telephone in the Office for? It's for identifying the corpse on the Elevator Hall, so you can get his registration number. First check the whiteboard and read the memo. Then use the telephone and choose yes to call Baker. Then after no one answering choose yes to make the phone on HOLD mode. After that go back to the Elevator Hall and you will hear some beeping sound. Check the body and you will knew that he was Paul Baker. And I have add some names on the credits section. Also, I will not give any credit to anyone that mail me about this problem after this walkthrough is released.

03. You can't bleed to death. I got Regina in ultra-critical condtion. Where one swipe of a raptor's tail would be the end of her, and bleeding all over the floor, and never died. The bleeding always stops before she dies.

=====

16. A C T I O N R E P L A Y C O D E S

=====

I got these codes from Cheat Code Central (www.cheatcc.com) and I have got their permission to put these codes in my walkthrough.

| | | |
|--|---------------|--|
| | | |
| Allows Game to Play in a Mod-Chip System | D0029588 0005 | |
| | 8002958A 1000 | |
| | | |
| Allows Game to Play in a Mod-Chip System (Alternate) | D014957C 023A | |
| | 8014957E 1000 | |
| | | |

| | | |
|-----------------------------------|---------------|--|
| Infinite Health | 800B9574 04B0 | |
| | | |
| Infinite Ammo & Items | 8006AC06 2400 | |
| | | |
| All Weapons | 800C15A8 FFFF | |
| | | |
| Save Anywhere (Press L1 + L2) | D00B1418 0005 | |
| | 800B7A48 0007 | |
| | | |
| Faster Special Move (Press X) | D00B1418 0040 | |
| | 800B94A0 0100 | |
| | | |
| Small Regina | 800B9500 0500 | |
| | 800B9504 0500 | |
| | 800B9508 0600 | |
| | | |
| Big Regina | 800B9500 1F00 | |
| | 800B9504 1F00 | |
| | 800B9508 1F00 | |
| | | |
| View First Ending (Press Select) | D00B1418 0100 | |
| | 800B7A48 000A | |
| | D00B1418 0100 | |
| | 300B7A5B 0000 | |
| | | |
| View Second Ending (Press Select) | D00B1418 0100 | |
| | 800B7A48 000A | |
| | D00B1418 0100 | |
| | 300B7A5B 0001 | |
| | | |
| View Third Ending (Press Select) | D00B1418 0100 | |
| | 800B7A48 000A | |
| | D00B1418 0100 | |
| | 300B7A5B 0002 | |
| | | |
| Have All Maps | 800C15D0 FFFF | |
| | 800C15D2 FFFF | |
| | 800C15D4 FFFF | |
| | 800C15D6 FFFF | |
| | 800C15D8 FFFF | |
| | 800C15DA FFFF | |
| | | |
| Have All Items | 800C15A4 FFFF | |
| | 800C15A6 FFFF | |
| | 800C15AC FFFF | |
| | 800C15AE FFFF | |
| | 800C15B0 FFFF | |
| | 800C15B2 FFFF | |
| | 800C15B4 FFFF | |
| | 800C15B6 FFFF | |
| | 800C15B8 FFFF | |
| | 800C15BA FFFF | |
| | 800C15BC FFFF | |
| | | |
| SUPPLIES MODIFIER CODES | | |
| Slot 1 | 300C18CC 00?? | |
| Slot 2 | 300C18D0 00?? | |
| Slot 3 | 300C18D4 00?? | |
| Slot 4 | 300C18D8 00?? | |
| Slot 5 | 300C18DC 00?? | |

| | |
|--|---------------|
| Slot 6 | 300C18E0 00?? |
| Slot 7 | 300C18E4 00?? |
| Slot 8 | 300C18E8 00?? |
| Slot 9 | 300C18EC 00?? |
| Slot 10 | 300C18F0 00?? |
| | |
| MAX SUPPLIES CODES | |
| Slot 1 | 300C18CD 00FF |
| Slot 2 | 300C18D1 00FF |
| Slot 3 | 300C18D5 00FF |
| Slot 4 | 300C18D9 00FF |
| Slot 5 | 300C18DD 00FF |
| Slot 6 | 300C18E1 00FF |
| Slot 7 | 300C18E5 00FF |
| Slot 8 | 300C18E9 00FF |
| Slot 9 | 300C18ED 00FF |
| Slot 10 | 300C18F1 00FF |
| | |
| MAX SUPPLIES MODIFIER CODES | |
| Slot 1 | 300C18CC FF?? |
| Slot 2 | 300C18D0 FF?? |
| Slot 3 | 300C18D4 FF?? |
| Slot 4 | 300C18D8 FF?? |
| Slot 5 | 300C18DC FF?? |
| Slot 6 | 300C18E0 FF?? |
| Slot 7 | 300C18E4 FF?? |
| Slot 8 | 300C18E8 FF?? |
| Slot 9 | 300C18EC FF?? |
| Slot 10 | 300C18F0 FF?? |
| | |
| ITEM BOX CODES | |
| Item Modifier Slot 1 | 300C6138 00?? |
| Max Items Modifier Slot 1 | 800C6138 FF?? |
| Max Items Slot 1 | 300C6139 00FF |
| | |
| Quantity Digits to Accompany Item Modifier Codes | |
| 00 - Nothing | |
| 01 - Shotgun | |
| 02 - Shotgun Custom | |
| 03 - Shotgun + Stock | |
| 04 - SG Custom + Stock | |
| 05 - Handgun | |
| 06 - Handgun + Sight | |
| 07 - Handgun Custom | |
| 08 - HG Custom + Sight | |
| 09 - Grenade Gun | |
| 0A - GG Custom | |
| 0B - Shotgun Parts | |
| 0C - Shotgun Stocks | |
| 0D - Handgun Sights | |
| 0E - Handgun Slides | |
| 0F - GG Parts | |
| 10 - SG Bullets | |
| 11 - Slag Bullets | |
| 12 - An. Dart S | |
| 13 - An. Dart M | |
| 14 - An. Dart L | |
| 15 - Poison Dart | |
| 16 - 9mm Parabellum | |
| 17 - 40S&W Bullets | |

| | | |
|------------------------|--|--|
| 18 - Grenade Bullets | | |
| 19 - Heat Bullets | | |
| 1A - Infinite Grenades | | |
| 1B - Hemostat | | |
| 1C - Med. Pak S | | |
| 1D - Med. Pak M | | |
| 1E - Med. Pak L | | |
| 1F - Resuscitation | | |
| 20 - An. Aid | | |
| 21 - Recovery Aid | | |
| 22 - Intensifier | | |
| 23 - Multiplier | | |

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17. C O M P L I M E N T S
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I made this section to show my gratitude for those of you that have send me your compliments. I really appreciate it. Thanks again.

Foo Chuan Yee (Foo.Chuan.Yee@wdc.com)

Thanks for providing the wonderful walkthrough on Dino Crisis. Your FAQ is the best among all Dino Crisis FAQs available from the web. It is so neat and informative. It even comes with those nicely drawn maps!
I couldn't have completed the game without the help of your FAQ on the "ENERGY" DDK passcode.
Thanks again.

Johan K (jkn@telia.com)

Hi!
My name is Johan and I'm from Sweden. I looked a little at your FAQ / walkthrough for the great game Dino Crisis for the Sony PlayStation and I think your guides is the best of the guides for Dino Crisis at www.gamefaqs.com, yet...

Jim Bolland (info@a-p-i.net)

Hi there,
I wondered if it would be OK to use your brilliant DINO CRISIS FAQ on our website.
If this is OK, please could youemail me any updates that you make to version 0.2.
Many thanks and congratulations on a great piece of work..!

Flament Alexandre (A.E.U.R.1@wanadoo.fr)

salut,
faut avouez que ton fags est super, je suis entrain de le convertir en francais, je te dirai si il manque qu'elle que chose.

Alex (Ticofl@aol.com)

I like to thank you for posting the strategy gides. If you dint put them up I don't think I could never finish some of this games (Dino Crisis). You are doing a good job.

Sigit Pranoto Santoso (nichos@cbn.net.id)

First thing I'll say thanx to you... could you tell me your real name? Because I little bit confuse. How I've to call you? But you wrote Stinger.. woow that like a weapon in the Metal Gear Solid... I'll telling you that you're great man!!! I like your walkthrough... Ok I hope this is enough for you... Ok bye..

nh3riotstarter (n_h_3@hotmail.com)

Thanx a lot for your work!!! WALKTHROUGH v0.7 of dino crisis is great !!!
Really !!

NoMoment (nomoment@hotmail.com)

Hey Stinger. First off, I'd like to thank you for making such a wonderful DinoCrisis Walkthrough. The maps are beautifully done and the faq is incredibly well written. Without the passwords you provided in the walkthrough, i'd probably be stuck in the game immediately. Thank you.

Damien (damien@bluewave.co.uk)

Hey Stinger 3:16! Just want to thank you for your Dino Crisis Walkthrough. I don't know how you managed to do the farking thing in Japanese and have such a level of detail. You are a true Gaming God. Thanks again!

Andrew (jamahr@flashmail.com)

Great job on the DC FAQ. The fact that you included maps helped a lot. Yours is probably the best FAQ that I've used so far from Game FAQ's, and thats about as high a compliment as you can get for this sort of thing. Anyway, I hope these letters you get make it worth your effort.

Diane (COOLBEAUTY@webtv.net)

Despite ALL your brilliancy in writing an excellent walk through for Dino Crisis for Playstation..... I am LOoooooost. Where can I find your newest updated pages for the walkthrough, and will you be writing one from the English version? Stinger - you are "THE" gaming God.
Thank You!!!!!!!!!!

Beck925@cs.com

I just wanted to drop you a line and tell you that I think this is by far the best walkthrough of any game that I have seen. I wish someone would have taken the time to do FFVIII as well...lol. Thanks again and by the way, the lost and found at the end did help.

SiSgo77587@aol.com

Thanks your dino crisis walkthrough has been a big help you did a good job.

BeastieBoys03@aol.com

Wow. I've read all of the Dino Crisis Fags on www.gamefaqs.com, and your absolutly destroys every other one. You thought of everything, I hope you plan on doing on for RE3 also.
Thanks for the kicks ass job.

Chris Miller (Bdghill33@aol.com)

Just wanted to say thank you for putting out such a comprehensive walkthrough. I don't normally use them as it sometimes spoils the game, but even the best of us get stuck. After checking out other walkthroughs for the game yours stood out. Especially the pipe puzzle solution which is the reason why i went searching for assistance on the "net". Your diagram and steps were very easy to follow and kept me from putting my foot through the TV in frustration. Once again thank you and an outstanding job on your walkthrough of Dino Crisis.

acidzero@aol.com

Hi I used your walkthrough for Dino Crisis and I just wanted to say that you did a great job on it.

Shane Feiertag (residentevl@hotmail.com)

Howdy, Whats up? Just had to say I just checked your walkthrough for Dino

Crisis and I have to say good job. I imported the Japanese version and printed out your v0.5 for that. It was helpful, but I also bought it when it arrived in the U.S. and just printed out your latest version of the walkthrough and much better. Keep up the good work and I'll be watching for your name for other walkthroughs I check out.

Thanks for all the help.....

Shane

Abbas Ahmed (amfar@cyber.net.pk)

Thanks Man For The Hint. Your Walkthrough Is The Best. You Are The Gaming God Of The Century!!! Without Your Walkthrough For Dino Crisis I Could Never Have Finished The Game.Thanks Dude.

J3troy@aol.com

Thanx you're helping me and alot of other gamers out by making the only full us dino crisis walkthrough!

You da man!

Enrique Canale (ecanaler@yahoo.com)

First of all let me congratulate you for a terrific and excellent job on your walk-trough. It has helped me a great deal when i'm stuck, i do not usually use walkthroughs, some of them are really incomplete and uninformative, but yours is a really piece of hard work!. Congratulations again.

Regards

Enrique

Bader Saeed (zeid@emirates.net.ae)

Fist of all I'd like to thank you about your incredible faq and walkthrough which helped me so much that I finished the game in one day so I'm realy appreciated for that.

thalevi@visonic.com

HELLO TO YOU !!!

I read your dino crisis guide and I find it very good and useful.

BRAVO

Good afternoon from Israel

THANK YOU VERY MUCH

Jerusalem (HJerusalem@t-online.de)

Hi body,

how's going?

I'm from Germany and bought the US-Version of Dino Crisis(man, that game's great!!!):).

I was just surfing around in the Internet and (aplause please!!!) I found your absolutely great (no kidding) Walkthrough (hope I spelled it right).

So, I just wanted to ask ya, where ya from and if you could tell me, where I could get some Updates from your FAQ (did you wrote Faq's about other Games too?)

So, that's all I wanted to tell ya.

Thanks for FAQ and I hope you'll write me back. bye ya :)

PS : Hope ya got da dumb little Motherfucker that solled your FAQ. -don't be scared!!!-kick ass!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Enrique Canale (ecanaler@yahoo.com)

Stinger,

Are you planning to develop a walkthrough for Resident Evil: Nemesis?, if you are and with the work that you did for DinoCrisis it will be another excellent job.

I wish I knew of your work earlier when i was playing Parasite Eve & Resident Evil 1 and 2.

Congratulations

Gene Holman (GEHOLM@imrinc.com)

Just dropping you a line to say THANK YOU THANK YOU THANK YOU for your walk thru. I am one of the pitiful souls who can NEVER finish video games without help and yours was invaluable. To give you an idea of how crummy a player I am it took me over 60 hours of play time to finish Resident Evil Director's Cut. Now that you've finished laughing, thanks again and keep up the good work. =O)

=====

18. S O F T W A R E I N F O R M A T I O N

=====

by Melesio Mejia Contreras

e-mail : Melecorporation@hotmail.com

website : <http://orbita.starmedia.com/~melecorporation2k/>

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=====

1.00 PRESENTACION

1.00.1 PROBLEMAS CON EL INGLES

Hola tal vez te saques un poco de onda por que este FAQ este en ingles y español Bueno lo que pasa es que la gran comunidad de video juegos en Internet esta en Ingles pero yo quiero que tanto las personas que hablen español e ingles sepan como Usar este faq y si les interesa podrán dejar de sufrir sacando todos los finales de un Juego solo tendrán que ver los finales y listo..

1.01 INSTRUCCIONES

Para entender este faq lo que haré es lo siguiente escribiré en los dos idiomas Texto por texto, así si hablas español lo entenderás y si no también, lastima que Solo se hablar esos dos , yo por mi hubiese escrito también en japonés pero Apenas ando en eso.

I'll write this in both idioms, so you can understand all im telling you. I'll translate text by text..

1.02 DESCRIPCION DE ARCHIVOS

Well this section has been created by all user that want to know about the Psx software , this section is for all that want to see the movies or want to heard the audio files from psx files I provide the name of the most important files for example :

bueno esta sección ha sido creada para todos esos usuarios que quieren saber acerca del software del psx, esta sección es para todos aquellos que quieren ver los cinemas en su PC y escuchar todos los archivos de música, solo les doy los nombres de los archivos mas importantes por ejemplo:

all files with extension;

todos los archivos con extensión:

*.xas

this is a popular audio file for psx in this file you can heard the dialogs from the game and background music

este es un popular archivo de play en este archivo encontraras toda la la música del juego

*.str

this is stream file you can find here all the movies from the game and you can discover secrets movies that you can't find in normal game (not at all games of course) so you can save in format bmp and put it as a wallpaper too.

Este archivo es donde se almacenan todos los cinemas del juego, aqui Podras encontrar si tienes suerte cinemas secretos, ademas podrás tomar Alguna foto del cinema y ponerlo como tapete...

*.iki

this is movie file you can find here all the movies from the game and you can discover secrets movies that you can't find in normal game so you can save in format bmp and put it as a wallpaper too.

Este archivo es donde se almacenan todos los cinemas del juego, aqui Podrás encontrar si tienes suerte cinemas secretos, ademas podrás tomar Alguna foto del cinema y ponerlo como tapete...

*.tim

this is a file with some images from game so you can save in format bmp and put it as a wallpaper.

Este es un archivo de imágenes fijas o sea como especie de fotos Podrás abrirlas y ponerlas como tapete en formato BMP

1.03 COMO ADQUIRIR EL PROGRAMA (IT'S FREE , ES GRATIS)

Ok you maybe said, well that's cool but how I do that?
If you contact me I can send you the software free but you got to send me your entire profile real name not nickname and your country, don't try to fool me because don't going To give you that software..

ok tal ves digas, esto es genial, pero como hago eso?
Si tu me contactas puedo enviarte el programa gratis pero tendras que enviarme Todos tus datos personales como nombre real, no apodo, tu pais , edad No traten de mentirme por que no les envio nada ok.

2.01 RESIDENT EVIL 3 : NEMESIS

Megabytes: 637.047361

Audio files:

there are:

d:\CD_DATA\STAGE1\voicem1.xas
d:\CD_DATA\STAGE2\voicem2.xas
d:\CD_DATA\STAGE3\voicem3.xas
d:\CD_DATA\STAGE4\voicem4.xas
d:\CD_DATA\STAGE5\voicem5.xas
d:\CD_DATA\VOICE\voicem0.xas
d:\CD_DATA\VOICE\voices0.xas

This are the audio files so you can hear everything you want the times that you want for example in the file voices0.xas in the track one you'll find the ending theme in piano.

Estos archivos tienen todos los sonidos del juego aqui podrás escucharlos las veces que quieras, por ejemplo en el archivo voices0.xas en la pista uno encontraras el Tema final en piano

Video files:

there are:

d:\CD_DATA\ZMOVIE\enda.str this is the end movie for Jill and Carlos
es el final de jill y carlos
d:\CD_DATA\ZMOVIE\endb.str this is the end movie for Jill, Carlos, Barry
es el final de jill ,carlos y barry
d:\CD_DATA\ZMOVIE\ins01.str you'll find Nemesis by first time killing Brad
encontraras a nemesis matando a brad
d:\CD_DATA\ZMOVIE\ins02.str discover by yourself ,,,descubrelo por ti mismo
d:\CD_DATA\ZMOVIE\ins03.str discover by yourself
d:\CD_DATA\ZMOVIE\ins04.str discover by yourself
d:\CD_DATA\ZMOVIE\ins05.str discover by yourself
d:\CD_DATA\ZMOVIE\ins06.str discover by yourself
d:\CD_DATA\ZMOVIE\ins07.str discover by yourself
d:\CD_DATA\ZMOVIE\ins08.str discover by yourself
d:\CD_DATA\ZMOVIE\ins09.str discover by yourself
d:\CD_DATA\ZMOVIE\opn.str here is the large intro for RE3
es el intro grande del juego
d:\CD_DATA\ZMOVIE\roopne.str here is the small intro for Nemesis
es el intro pequeño del juego

Images files:

there are :

d:\CD_DATA\ETC*.tim

Well sorry but here is a lot of files and to much for mention it so you'll find

some cool images like the jackal mode.

Lo siento son muchos archivos a nombrar así que intenta entrar tu mismo Veras imágenes padres como la de jackal mode

here is the analysis for DINO CRISIS

Megabytes: 373.705216

audio files:

there are:

d:\PSX\DATA_XA\STAGE00.xas heard by yourself
d:\PSX\DATA_XA\STAGE01.xas heard by yourself
d:\PSX\DATA_XA\STAGE02.xas heard by yourself
d:\PSX\DATA_XA\STAGE03.xas heard by yourself
d:\PSX\DATA_XA\STAGE04.xas heard by yourself
d:\PSX\DATA_XA\STAGE05.xas heard by yourself

this are the audio files so you can hear
everything you want the times that you want
there are only voices in this files so you
can listen all conversation

video files:

there are:

d:\PSX\MOVIE\END1.STR this is the end for regina,rick,and dr.kirk
final para regina rick y dr. kirk
d:\PSX\MOVIE\END2.STR this is the end for regina,rick,gail
final para regina rick y gail
d:\PSX\MOVIE\END3.STR this is the end for regina,rick,gail,dr.kirk
final para regina, rick , dr. Kirk y gail
d:\PSX\MOVIE\MAKU.STR this is when the helicopter is atacked by T REX
cuando el helicóptero es atacado por el t rex
d:\PSX\MOVIE\OPENING.STR this is the large intro
es el intro grande
d:\PSX\MOVIE\STUFF.STR this is the movie for the staff roll
es el cinema para los créditos
d:\PSX\MOVIE\DEMO.STR this is the small intro (they came of nowhere)
es el cinema Para (they came of no where)

images files:

does not exist Tim images

no hay imágenes tim

3.01 AGRADECIMIENTOS

this is for me one of the best games ever made so i want to give a thanks to
stinger 3:16 for make fags like this and a specially thanks to
Ing.Victor Spindola Farfan for the analysis of the structure of the files In
mac format.

Este es uno de los mejores juegos que he jugado y gracias a stinger 3:16
Por hacer guias como esta y especialmente al C.P. Victor Spindola Farfan
Por los análisis en formato mac

3.02 NOTA DEL AUTOR

Please if you want to add news things to this section just tell me
What do you need to know.

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this is specially for the faq master stinger 3:16

Feel free to send me any comments or mistakes to:
Melecorporation@hotmail.com

4.00 CORREOS DE TODO EL MUNDO

mails:

FROM Philippines:

I've read the FAQ you created about Resident Evil 3 -NEMISIS-, and would like to request for the software you said that can read Playstation files i really want to see those images and the movies you said.

P.S.

If you are the one whose gonna send me bad viruses then maybe you should notsend me any thing at all.

Thank you very much

R= I SEND HIM THE SOFTWARE

FROM TAIWAN:

Hello, I am interested in your software that claims can view the files on the RE3 disc. I don't exactly know what type of personal profile you want. My name as appeared in this email is real and I am living in Taiwan. If you don't believe you may ask stinger3:16 to verify my identity or see the credit section of his Dino Crisis Faq. Thank you very much.

PS: Please don't circulate my email address to others because this is my real email to the ones I trusted. Thanks :)

R= I SEND HIM THE SOFTWARE

INDONESIA

Hi, there !

i'm wendy, 15 guy indonesian

great times a lot i've had, using ur FAQS along the game !

though havn't finished the game up ! :(

anyway, just noticed u got a software that can listen-see-save sorta software for RE 3

i would like to hav it !

plz mail me back and inquire me whenever u need to !

looking forward ur next reply !

anyway got any soft wares that can possibly do the same things for TOMB RAIDERS ?????

your FAQs reader !
wendy-tandy

R= I SEND HIM THE SOFTWARE

BRAZIL
Greetings!

I was browsing the 'net looking for FAQ's about Resident Evil 3, when I found this one written by Stinger 3:16.
Added to the faq there was a section called Software Information, where you said you've got an application that seems to convert psx-encoded files into bmp's , video and audio files.
Could you answer me some questions?

- Sorry about this stupid one, but... the application converts the files to which plataform: PC or another? Does it work under Windows 9x, DOS or what?
- Which video and audio output formats are created after the conversion: *.avi, *.mpg, *.wav, *.mp3 or other ones? Can my Windows Media Player understand them?
- Does this application work with any psx games? Or maybe at least all the ones from Capcom (RE 1 and 2)?
- Have you written this application yourself? If so, using which tool? I'm asking this as I don't have the slightest idea of how gaming softwarehouses create their products...
- Finally... can you send it to me? :)

R= I SEND HIM THE SOFTWARE

PHILIPPINES

Hi there.
I saw your information on software. Sounds really cool,
Can you also send me the software? And by the way, I'm Jun Jun Hernandez,
from
the
Philippines. Thanx!

R= I SEND HIM THE SOFTWARE

SWETEN
it's a very good Resident Evil 3 NEMESIS faq my name is kent darehed and i live in sweden so can i have the program that can view the files on the psx cd if you want more info about me write a mail back to me

R= I SEND HIM THE SOFTWARE

THE SHORTEST OF ALL

USA

Robert j hill
USA

R= I ASKED FOR MORE INFO AND I SEND HIM THE SOFTWARE
SINGAPORE

I need the software to play the movies and sounds from
PS games .I just read your walkthrough on Dino Crisis and i think it rocks!
You said that you would send the software if i gave my profile
so, here goes:

Hope that's enough info. Hope to hear from you soon
Thank you very much...

R= I SEND HIM THE SOFTWARE

NOTE: SOME PEOPLE THINK THAT I MADE THE RE3 AND DINO CRISIS FAQ
I DON'T MADE THAT FAQ I JUST ADDED SOFTWARE INFO. THE FAQ WAS MADE
BY STINGER 3:16 HE JUST DO ME THE FAVOR FOR PUT MY INFO IN HIS FAQ
SOME PEOPLE MAIL ME AND SAID YOUR FAQ WAS GREAT BUT IS NOT MY
WORK , THIS IS FOR STINGER 3:16 THAT MAKE WONDERFULL FAQS

=====
if you have any Question about the chip set mode for psx feel free
to let me know it

y para todos aquellos que hablen español siéntanse libres de enviarme
cualquier comentario o pregunta acerca de cualquier guía de stinger 3:16
y si puedo los ayudare con gusto..también tengo un emulador para PC
y si quieren con gusto se los envié para que jueguen play en su pc...

by Melesio Mejia Contreras
e-mail : Melecorporation@hotmail.com
website : <http://orbita.starmedia.com/~melecorporation2k/>

copyright 2000 MeleCorporation Associates Inc.

=====
19. C R E D I T S
=====

Albert Johannes (albertjohannes@hotmail.com)
For the information about where to use the key I found on the gas chamber
(from the dead man).

Dave Adams (DA@homeserve.freemove.co.uk)
For the information about the shortcut on Room 41 to reach the heliport (3rd
ending).

zweigon@pacific.net.sg
For the information about L1 button (to move your aiming to another enemy).
Must be more than one enemy in order to work.

Guy (hsakuragi@xoommail.com)
For the information about having the third ending through Gail's way.

NoMoment (nomoment@hotmail.com)
For all the information on section 6 (Japanese version).

Steven Hook (csho@asiaonline.net)
For all the translation about room, weapon, item, and supplies names. A BIG

thanks to you, you've been a great help for my walkthrough (Japanese version).

Nzumbe Ntoko Jr (nmntoko@yahoo.com)

For the information about number 46079, the real shortcut, and the strategies.

Alvin C Webcraft (big_shamu@hotmail.com)

For the information about all the English version code.

Duker900@softhome.net

For the information about the telephone at the Office.

Chris Redfield (biohazard@death-star.com)

For the information about the telephone at the Office.

Randy Custodio (blackthor06@yahoo.com)

For the information about the telephone at the Office.

Isaac Quintana (isaac.quintana@das.honeywell.com)

For the information about the telephone at the Office.

Patrick Waring (pjwaring@hotmail.com)

For the information about the telephone at the Office.

Robert Boucher (Robert.Boucher@nasd.com)

For the information about the telephone at the Office.

BoSHaheen (boshahaheen@hotmail.com)

For the information about the telephone at the Office.

Metal Storm (moehawk@hotmail.com)

For the information about the telephone at the Office.

David (davekum@mitra.net.id)

For the information about the telephone at the Office.

Wraithchilde (wchilde@bellsouth.net)

For Miscellaneous #3.

=====
20. S P E C I A L T H A N K S
=====

1. GOD for everything
2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. Those of you who sent me your compliments, thanks man
7. You for reading my FAQ

=====
21. V E R Y S P E C I A L T H A N K S
=====

Very special thanks to these people (in alphabetical order) :

1. DJ Liquid
2. Mats Yngwe
3. Melesio Mejia Contreras

You guys are truly my friend. You guys were there when I need your help and support. I'm so lucky to have a friend like you guys.

=====

22. L I S T O F T H E D A M N E D

=====

I remove all the names inside my List of the Damned except the first two. From now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA

E-mail : vdirect@bdg.centrin.net.id

Website : <http://www.vegindo.com>

He plagiarized my Dino Crisis walkthrough and sell it in his store. He sold it for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian language, I can still recognize it. That stupid son of a bitch translate it words-by-words. The book's title is GAME GUIDE Volume 9. All the previous volume of that book is also ripping someone else's faq (especially from GameFAQs) and translate it into Indonesian.

For HS, the animal that I suspect responsible for that, I got few words for you :

F*** YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.

For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.

2. Name : Game Station

E-mail : gameguys@bdg.centrin.net.id

Website : <http://www.vegindo.com/gamestation>

Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.

He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-

For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f***ing brains out from your f***ing head.

Reader, please send this asshole some 'nice' stuff.

3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay

E-mail : x-boy@gundam.com

This son of a bitch is the webmaster of that fucking site (www.vegindo.com). He's the world's dumbest son of a bitch that I have ever met. In their fucking messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a bitch.

If you said that we just finished the game and then write it down, why don't you do that by yourself, motherfucker?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your fucking crew :

DIN PAPPA ÄR EN GRIS KNULLARE, SÅ KAN KNULLADE DIN MAMMA OCH HON FÖDDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!

Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

=====
23. I M P O R T A N T N O T E
=====

Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

=====
24. A U T H O R ' S N O T E
=====

For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)
- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)

- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page (http://www.geocities.com/charmin_guy_011285)
- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)
- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page (http://www.geocities.com/i_am_nemesis_99/)
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugia12's Page (<http://www.geocities.com/lugia12/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds (http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm)
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain (rwartow.tripod.com)
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Review (<http://www.pcgamereview.com/>)
- 59) DC Guide (<http://www.dcguides.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)
- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)

- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)
- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)
- 94) BDGames (<http://www.bdgames.net/>)
- 95) <http://www.nonsologiochi.com>
- 96) Sjel's walktrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

Thanks for reading my FAQ and please send in any comments, questions, or informations!

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