
DINO CRISIS
Complete Walkthrough
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Alias AJ

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Original ver SEP/27/04

www.planetdreamcast.com/residentevil
www.rebiohazard.com *under repairs*

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Using the CODE FEATURE

This search feature thingy is the latest trend among walkthroughs so I'll use it too hehe, if you instantly want to jump to a section rather than scroll up down trying to find it then, just hit Ctrl+F to open the search bar, type the 4 letter code which is written in front of the topic in question and hit search, you will be taken immediately to that area.

No	Description	Code
1.	Version history	vhis
2.	Information	infx
3.	Introduction	ino9

September 27th

The FAQ is ready to upload, and I'll do that in a little while, have no idea how much time it might take for it to be uploaded.

End Section

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Game : Dino Crisis

Platform : Sony PlayStation, PC, Sega Dreamcast

Release dates : PSX (NA) 08/31/99
PC (NA) 12/04/00
DC (NA) 11/14/00

Game Genre : Survival Horror / Adventure

ESRB Rating : Mature, 18+

Playable characters : 1

Number of NPC's : 5 (counting cooper)

Scenario's : 1

Mini-Games : 1 Operation Wipeout

Number of Endings : 3

Boss Fights : 4

Most annoying enemies : The Theizinos

Personal Information

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Author age : 17

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Comments : One of the most beautiful games made on 32-bit technology, its a must-get for all survival horror fans, dont miss it.

End Section

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ino9

The year was 1999, fans of the survival horror genre was anxiously waiting the playable demo of Resident Evil 3 which was to be shipped with a new game Capcom had created, it was called Dino Crisis. Little did anyone know that this little game was the start of an impressive new breed of survival horror games. One's that dont have slow and sluggish ghouls, but rather enemies which are twice as ferocious as the average zombie is.

Dino Crisis, in my opinion, is a true benchmark in gaming, and one of the most beautiful games ever created, especially considering the fact that it was built on a 32-bit machine, the game features fully three dimensional backdrops, but doesn't loose the tension and the odd awkward camera systems that we're all used to in the games which have static backgrounds. You can say that Dino Crisis was a new kind of Resident Evil as far as the game was concerned, but it was much more advanced then any Resident Evil game to date.

The game was mostly based on thrills and tension, which were created very perfectly by the lack of ammo you are provided in the game, the game also introduced some unique RPG style features in the survival horror genre, like multiple part upgrades for a single weapon and the ability to mix two different kinds of medical items to either form a more powerful medical item, or in some cases you could even make poisonous darts by mixing the right chemicals, these darts would be strong enough to knock any enemy out for a long time, or take them out in a single shot.

Dino Crisis isn't just eye candy, behind the beautiful graphics and the over all scary-ness of the game, there is a very deep story which is enthralling and exciting to say the least, you will start as Regina, a operative for some secret service, she is sent in with her partners, one of who is a shady guy with a heart colder then ice, while one of them has one softer then butter. Although the game lacks in the NPC department, that also creates more tension, as you dont have too many people around you to guide you through the area's.

Lets not forget the main feature of the game, the dinosaurs themselves.

They are beautifully created and seem straight out of Jurassic Park. From the fast and agile Raptors to the aggressive and powerful T-REX. All the dinosaurs move almost like their movie counter parts and attack just as viciously, you'll be jumping out of your seat more then once when a raptor suddenly breaks through a window and attacks you or when you start hearing the T-REX's trademark thumping sounds getting louder and louder.

Overall, I say this is one of the best games ever created, and one that every fan of survival horror games should play, the future installments of this series dont disappoint either as they are all top notch games, be sure to check this series out and add it in your permanent collection.

Capcom's Intro...

Dino Crisis became one of the best loved and most successful games ever when it was launched on the PlayStation, Dreamcast and PC. Creating panic, terror and fear in the gamers world over.

You play Regina, the sexy government agent, sent to a remote island to trace the whereabouts Dr Kirk, a genius scientist who's been conducting suspicious experiments. But the experiments have left the island swarming with vicious dinosaurs who's soul ambition is to tear Regina from limb to limb.

You will have to overcome your fear and solve various puzzles in order to guide Regina to safety.

GAME FEATURES

- * Classic Survival-horror gaming, creating a true fear-factor.
- * The game uses a revolutionary 3D engine.
- * Dinosaurs roam the island with realistic animal movements.
- * Dinosaurs chase Regina room to room, busting through doors and windows.
- * The dinosaurs smell Regina's blood when she's injured and begin hunting her down.
- * Sense the trepidation as the screen shakes when the T-REX closes in.

System Requirements:

(PC version only)

OS: Win95, 98, 2000, Me

CPU: Pentium 233 (required), Pentium II 350 (recommended)

RAM: 32MB (required) 64MB (recommended)

CD-ROM: X4 or higher

Sound: Microsoft(r) Direct Sound

Graphics: Microsoft(r) Direct 3D

End Section

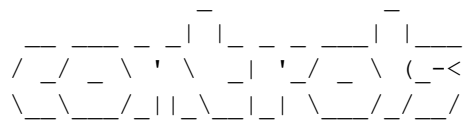
Doctor had been experimenting with a new force called the Third Energy, which has the potential to swap area's from one place in a timeline with the same place millions of years ago, which causes the pre-historic monsters from millions of years ago to appear in the island and the facility, the guards and scientists stand no chance against the prehistoric creatures and they get killed and eaten pretty easily. When the hero's arrive the whole island is already quieter then hell.

One of the members of the team, Cooper, is attacked and eaten immediately after landing by a T-REX, the deadliest of the dinosaurs, the rest arrive at the facility safely, but they have no idea that the facility will hold a deadly game of life and death for them. They must complete their mission , but their own lives are stake as well. One little mistake can mean life or death.

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DEFAULT CONTROLLER

- R1 : Take aim
- Circle : Inventory menu
- Triangle : Cancel / Dash
- Square : Cancel / Dash
- X : Decide, check, attack when aiming
- R2 : 180* turn
- Select : Options menu
- Start : Pause game

TYPE B CONFIGURATION

- R1 : Take aim
- Circle : Decide, check, attack when aiming
- Triangle : Inventory menu
- Square : Cancel / Dash
- X : Decide, check, attack when aiming
- R2 : 180* turn
- Select : Options menu
- Start : Pause game

TYPE C CONFIGURATION

threatening injuries would not stop this guy from trying to finish his mission, so basically he was the perfect candidate to be the leader of this operation. Can Gail finish this one ?

RICK :

Rick is probably the most fun-guy out of the entire squad of his agency, but that's not the reason why he was sent with the team, Rick is exceptionally well trained when it comes to computers and security terminals, he can crack just about any code in a matter of minutes, and since this island is mostly activated by computer technology Rick's assistance in this mission is a must. His combat skills are not as good as the other members, but he can take care of himself and fire off some rounds if the occasion calls for it. Personality wise Rick is probably the most soft hearted person to join such a rogue agency, he always puts his friends first even if it costs him the current mission.

DR KIRK :

Dr Kirk is a brilliant scientist, but unfortunately like most of the other genius scientists, most of his experiments revolve around weapons or destructive elements. On paper the people knew him as a scientist who was working for the good of mankind, but behind the curtains he would always be working on something deadly, but after the government stopped funding his experiments, Kirk staged a phony death for himself and escaped to an isolated island facility funded by unknown governments, who were paying him with all the men and equipment he needed to carry on his works. Recently Kirk has been working on something called the Third Energy, not much is known about it as of yet.

AGENT TOM :

Tom is one of the most successful spy in some years now and his spying skills were put to test when he was asked to infiltrate the facility where Doctor Kirk was working on, he was the first person to send images of the doctor very much alive. Tom infiltrated the facility posing as one of the scientists and in very little time was able to make it up to the high class clearance people, he also established a place as one of Kirk's loyal people and he would know more about Kirk's experiments than most people on the staff did. But would tom's skills let him escape this island alive ? find out in the game.

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VELOCIRAPTOR -----

Velociraptor or Raptors as they are called in short, are the most common kind of enemy you will face in the entire game, if you have seen the Jurassic Park movies, then you should have a very good idea of what these dinosaurs will look and act like, summarizing in words, Raptors are natural hunters and they have the speed and agility to go with it, whenever you face a raptor the best thing to do would be to take it out quickly before it can charge for you, if you happen to have some sleep darts available those are your best choices. But if you're in a wide open area with lots of room to go by it's always best to try and run away from the raptors, but in confined spaces like narrow walkways, never run into one head on, because if you get too close to them they will take a bite of you in nano seconds, also watch out running behind them as they can use their tail to smack you down, sometimes impact will also cause your weapon to fall down. Later on in the game you will fight more stronger and deadlier raptors but the same basic rules apply for them too.

PTERANODON -----

These are the flying dinosaurs which mostly attack you in the outer area's like roofs or large open elevators, area's like that, the best thing you can do when facing one of them is just run away in a zig zag pattern, because they are flying too fast for you to take aim and shoot at them also when you run away from them never, I repeat, never run in a straight line because they will often dive down and use their sharp beak to attack you, which can cause quite some damage, also if you fall down near these birds then they will lift you up by the arms and start to fly towards a wall or something to smash the character, at this time start mashing the buttons like crazy to have your character escape the grip of this highly annoying bird of prey.

THEIZINOS -----

These are the deadliest of the normal dinosaurs you find in the game, they're not that fast but the power and force of impact makes more than due for it, you will only run into them at the later stages of the game, but whenever you do stick a dart in them so they won't bother you for some time at least, if you're out of darts, nothing but the shotgun shells will do, the handgun will have little to no effect on them, running around them is easy since they are much more slow at

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Here is a list of Beginners Tips that all players of this game should know about, read through them carefully and use them in the game for the sake of your survival.

In times of danger :

At several points in the game you will come face to face with flashing DANGER icon's during the game, when ever you see one of these just start mashing the buttons like there is no tomorrow, the DANGER screen's happen during scenes most of the times, and if your not quick enough then you will either be damaged more then you normally should have (e-g a dinosaur attacking you again unless you press keys) or you will sometimes be instantly killed (e-g dinosaur throwing you into spinning fan unless you mash the buttons).

Lack of space :

The bad thing about Dino Crisis is that even though you can store an infinite amount of key items, the game will only let you store 2 pages worth of support items like medi packs or ammunition, you should keep this under consideration when your about to pick something up, and you should use one of those boxes on the walls very wisely, take a load off your items whenever you access one, but remember where you dropped them, since you might need them later on.

Mixtures :

Dino Crisis has a new feature implemented into it, its called the MIX feature, you can find it in Regina's character's inventory screen, with this option you can mix two different kinds of medical items or the AN AID's or the intensifier or such items that you find in the game, by doing so you can either increase the healing power of that medical item, increase the number of that item, or you can even make poisonous darts using that menu, its always fun to try out different combo's so you should definitely spend some time mixing stuff together.

Running isnt cowardly :

Its not always right to stand your ground and fight any and all enemies that you face, but since this is a survival horror game, the emphasis is based on worrying about your own survival, the game lives up to the slogan real well as you are given a very low amount of ammunition during the course of the game to go by, how you use the ammo at your disposal will be up to you but I would suggest that you spend a few minutes practicing how to dodge dinosaurs and use that method to pass through most of the game, and believe me you CAN quiet easily dodge all the enemies.

Map, oh map :

If you ever get stuck in the game, always check on

the map you can find in your inventory, the personal map will indicate the important area's or the area's you have to go in with RED color's and the save rooms are indicated in BLUE, so your never away from advancing the story further or making it to the save room without getting lost.

No Ink Ribbons :

Thats right, there is no limit to the amount you can save, when ever you reach a save room, you can save there as many times as you wish, keep that in mind and save your game periodically because you never know when you might come up in a dangerous situation which could very well bring your game to an end.

Those DAMN DDK's :

Cant figure out a DDK lock ? Remember the one rule that DDK locks can be decoded by the simple rule of elimination, eliminate what is in the KEY area from the jumble of letters in the CODE area, then the remaining letters will spell out the answer for you. If you still cant figure out just see the damn walkthrough.

MEDICAL ITEMS

Here is a list of Medical items you will find in the game, and their uses , for what good do they do, right ?.

1. HEMOSTAT

Hemostat, the simple name of a very simple used medicine, but a damn necessary one. Whenever your character is hit repeatedly you would notice that drops of blood start to form around Regina's feet, if you let the bleeding continue so that it stops itself, then it will take a very very big glob of your health along with you. At that time use a hemostat and the bleeding shall instantly stop. This is one of those items that you should carry a few of in your menu. Hemostats can be used any time and you can NEED them any time too.

2. MED PACK S / S+

You wont find these normally in the game, you can only obtain these by mixing hemostats together, they wont stop the bleeding but they will only recover a minor amount of health, ideal for when you've just been attacked by a single raptor or two and you just want to gain a small amount of health before you exit to the next area. Dont keep too many of these are they are not used a whole lot, and are utterly not that powerful.

3. MED PACK M / M+

These are the most common kind of medical items you will be using through out the whole game, you can make the + one's by mixing the right items, but their effect is still pretty

placements will be different, as you start with all the weapons in easy mode, and in some places the dino's numbers will also be different. But that doesn't mean it cannot be used for easy mode aswell. Carry on.

START

After the initial scene is finished you will be taken to the first area of the game, a fully 3D rendered area might I add, nothing like you've seen on the Resident evil games on the psx. Anyway, the scene will start with your heroin Regina, Gail (the man with white hair) and Rick (the cool looking afro dude). Rick shows some signs of fear about the mission but after making some fun, Gail acts macho and goes in to take care of the guards himself, after a little while you'll be called in too, Regina will automatically walk through the first door.

Note : The good thing about Dino crisis is that each area has a specific name so it will be easier for the readers to recall if I tell them to go to a certain area.

Regina will enter BACKYARD OF THE FACILITY. After your through another scene will start, Rick will tell Regina that he will take care of the control room and runs off, after that you'll be given control of Regina. Now move around to feel the controls and visit the inventory screen to have a looksey. When your done, run a bit forward and head to the top of the screen, here another scene will start, Gail's found some holes in the wire fencing and looks like something tore right through it. Regina believes this is Gail's handy work but he brushes her off. Done with the scene, when your back in control of Regina, enter the door in front of Gail where he's crouched down, your in MATERIAL STORAGE.

Here just run forward and take the spinning BG (backup generator) key. After that turn around and push that silver crate, behind it is a box, take note that you'll find all kinds of supplies from health to ammo in these boxes, be sure to check them out. This one has a Resuscitation. Take it and head back to the previous area.

Here, head for the door where you originally entered this area from and another scene will start, Rick will radio Regina and tell her that he's made it in, but the place is deserted, then he asks Regina to locate and power up the backup generator, which is where we were about to go anyway, Gail joins you after the conversation and takes the key you just found. Follow him back outside and enter the door on the top of the screen, you'll enter PASSAGEWAY TO BACKUP GENERATOR.

Here just run through the straight path until another scene starts, Gail will be crouched down with a dead body which is torn from the middle, Regina thinks its some sort of animal attack. Gail doesn't want to waste time so he gets up and continues his way. After your back in control of Regina, check the body once and you'll find a Med Pack M.

Continue your way up, talk to Gail along the way if you wish to and then enter the door to the 1F BACKUP GENERATOR. Here, just run forward and check on the machine at the very end, you need to solve a little puzzle in order to turn the power back on. To solve this one, first look at the 4 levers on the side wall, see the order of color they are in, RED, BLUE

GREEN and WHITE.

Now check the machine, you will have to re-arrange the 4 conductors in there to match the color pattern with the levers, I dont think this will be a hard one for you guys, after you've matched the color pattern, exit out and check on the levers, and activate the lever. The generator will come back to life and power's on.

Try to exit the area and Regina will hear gunshot and Gail's scream from the outside, run quickly back to the passageway, Gail is nowhere to be seen. but there are some blood spots around, Regina hears some hissing and raises her gun. She checks and there is a hole in the wire fence. She thinks of the worse for Gail and continues on to find a huge blood trail. But before she can check anymore she is attacked by a velociraptor. Regina cant believe her eyes but whats important is to survive this beast.

Now after your given back control or Regina, dont bother shooting the dino even though these one's die pretty easily, its easier to avoid it and since your never coming back in this area again, its useless to kill this one. Once your in control, swing around the dinosaur's left side and make your way to the BACKYARD, the dinosaur should not be able to catch up with you. Once your at the backyard, run forward, and a small scene of the dino jumping the fence to come after you will take place, once in control head in the facility ASAP.

Here, another scene will happen, the dinosaur will leave Regina alone, Rick calls in and when Regina tells him what she saw, he doesn't believe her, he tells Regina to come meet her at the Control room, and then the game will show you a map of where the control room is. Now you have to make your way there.

After your given back control head for the farther door, the one where Rick entered originally, you'll be at OFFICE HALLWAY. Here just run forward, dont bother about the dinosaur hissing you hear, it wont tear out of the windows...yet. Run some more forward, Regina will automatically check the open vent and suggest that she can climb up the vent and travel through them. Climb up the vent and you'll enter PIPING CHECK PASSAGEWAY.

You wont find any dinosaurs in vents so its safe here, run forward and turn around the corner, run some more forward and drop down the first vent you come up to on Regina's left side. There's another vent a little further ahead but that one is useless for us. For now you'll drop down into CONTROL ROOM HALL. There will be a door right behind you but dont enter it, instead run in the opposite direction and turn round the corner. Dont enter the door yet, there will be a box of 9mm Parabellum rounds a bit further ahead, check them and take note of that green box on the wall. I will explain about those in a little while.

Turn back and enter the door you just passed, you'll enter CONTROL ROOM 1F. Here, another scene, Rick and Regina will finally meet up, they will talk some about their mission and how its already a disaster, Regina see's that the camera monitoring terminal's for the B1 area are still not working, Rick suggests that there might be a different generator for them. Now you have to find the generator for the B1 area's for surveillence. After your back in control, exit the control room, Rick will wonder where the dino's are coming from and gets to work on the computer terminals.

Once back outside, head for the vent again, but this time enter the door that was behind the vents, you'll enter MANAGEMENT OFFICE and a peculiar music will begin.

NOTE : If you check the map at this very moment you will notice that a S is visible over the room your in right now, this means that this is a save room, you can save as many times in these rooms whenever you wish, to save just try to exit the save rooms from any exit and the game will prompt you if you want to save, choose yes and save your game as you please.

Now once in the management office, first thing you'll notice is a silver box right next to you, check it and you'll find a SHOTGUN. Booyaka. But don't bother equipping it yet as we will be running away from the dino's for most part of the game, now you'll also see a spinning disc on a table. Take that, this is DDK INPUT DISC H. I will explain about these too when the time comes to use them.

The game will tell you that there's something else behind it, check it and you'll find a PLUG. Note time again.

NOTE : Remember the green box I told you about, well you will find boxes of several color's attached to the walls around the facility, and you will need a certain number of plugs to open each box, these boxes will contain *goodies* ranging from medical items to deadly ammunition. The items you find inside will depend on the color of the box, if you open a green box, it'll have medical items, yellow boxes can contain a mixture of both, and red boxes will mostly have ammo or poisonous darts in them. Also note that you can keep your spare items in these boxes too, once you open a box you can re-visit THAT box as many times as you wish, but remember that the number of plugs are limited so keep some plugs handy for the later parts of the game when you'll need powerful ammo.

Phew, after that's done, head for the other exit out of the door but don't exit it yet, instead check on the switch near the door and you'll turn the power for the PC in this on, go check on the PC and you'll be given some handy information on the DDK discs your going to use through-out the game. Now check the little inlet office (still in the same room) and Regina will find a badly mangled body with something next to it.

Take the PANEL KEY 2 from the ground, and check on the locker here, you will be asked to input a code here, but we don't know what it is yet. Now head back and exit out of the door near the switch, you can save the game if you wish. You'll emerge in MANAGEMENT OFFICE HALLWAY.

Here you'll have another scene, Rick will tell Regina that he has unlocked some of the laser shutters you saw, one being right next to Regina, and its lock color will turn from red to green, means you can open and close them now at will. But first, turn to Regina's left from where you are and run forward, enter the white door you see in front of you, there is a raptor here so be on the watch for it, you'll enter the LOCKER ROOM.

In here, ignore the posters on the wall, and check the blue file on the table in front of you, its the journal of the guardsman. Unlike RE you wont be able to save the files so you have to read through them carefully so as not to miss any codes or passwords. Reading through the file you will see that the code for the weapon storage is 0426. Remember that and exit the file, before leaving the room take the DDK CODE DISC H from the top of the locker, now exit back to the hallway, and head back into the MANAGEMENT ROOM, the dinosaur should still be in the hallway. Now head to the locker in here and use the code we found, the locker should open up. But there are no weapons inside it :(. You'll find an ENTRANCE key, and Resuscitation. Take the items and exit back to the hallway.

Here ignore the nearby raptor once again, and check the switch next to the laser shutters, open the shutters, run to the other side and check the switch here to close the shutters so the raptor wont be able to come after you here anymore. There is a vent hole here too but ignore that and enter the door to the MAIN ENTRANCE. After a brief view of the main entrance, when your back in control, run forward and turn to Regina's left, check the large doors and Regina will use the Entrance key, go through these doors to the FRONT AREA OF THE ENTRANCE.

Here, turn to Regina's left, and head all the way around the walkway and keep on heading forward until you come to some HUGE doors and a dead guy next to it with a file and a spinning box, first up, check the box and you will find some SG rounds for your shotgun, yay, now take the DDK CODE DISC N from near the dead body, and check the file next to him, this will tell you a little about the man, but nothing we need to read right now, maybe later. Check the dead body before you leave, you can find a AN AID on him.

NOTE : There are items like An Aid, or Multiplier that you can use to either upgrade your medical items or increase them in number, in the inventory menu you will find an option called MIX, check it and you will be prompted to mix two items together, you can only mix the medical items, darts are also included in it, you can make literally tons of varieties of medical items or stronger darts, its really hard to explain in words so its better that you experiment with the MIX option yourself, that will be far more rewarding.

Now, once your done in this area, head back to the MAIN ENTRANCE. Here, ignore all else and take the stairs up to the second floor, run around the stairs, and push the big box thing and you'll find another AN AID here, now head for the only door you see here, you'll enter HALL 2F.

Okey, in this room you'll probably see a raptor sleeping right in front of you, ignore all other doors for now and run STRAIGHT to the door on the opposite side of the one you entered from, there's a box with a Hemostat near the door, take it and enter PASSAGEWAY TO THE COMMUNICATIONS AREA.

There's a path leading back there, but for now just enter the door right in front of you, ignore that passage completely. You'll enter the COMMUNICATIONS ANTENNA TOWER room, this room will serve a very important purpose much later in the game, so remember its location. For now, walk forward and read the memo in the yellow file, it will tell you some useless stuff but you can find a code in there, which is 8159. Remember that code as we'll be using it in a little while, be sure to read through this file atleast once 'cause of the DDK info , exit back to the previous area and then back to the HALL 2F.

Here, run forward once more and enter the double doors you see on Regina's right hand side. You'll enter the LOUNGE. In here there's a raptor right in front of you, now if your a beginner then I'd advice you to kill it but because it can cause trouble on the way out of this room, but if your confident with your skills carry on head around the corner and check the panel besides the shelf, here enter the code you found earlier, that's 8159, and it will open to reveal some handgun parts, meanwhile the dinosaur from the previous hallway will break through the door and come after you. Equip the handgun parts with your handgun, hopefully you escaped the room

unscratched and are back at HALL 2F.

Here, run exactly in front of Regina, check the box near the couch for some more SG shells, now check the door with the flashy panel besides it, check the panel rather than the door, and you will be asked to put in the code and input DDK H discs. Another note time.

NOTE : During the game you will sometimes come in front of doors such as this which will require you to input the code and input discs of a certain alphabet, like N, H, S etc. To open these doors you would have to solve the DDK lock puzzle, the earlier one's are quiet easy but the later one's get really hard, but I'll be here to give you the answer if you don't feel like doing it yourself.

As for the first DDK code, if you have been paying to attention to all the files that had the information about them, you would have little trouble figuring out what the first code is, here's a little illustration.

```
|-----|
| CODE DISC : H B C E F A G D I |
| DDK       : B C F G I         |
|-----|
| PLEASE INPUT THE PASSWORD     |
|-----|
```

This is what the basic interface would look like, with a keyboard at the bottom asking you to enter the password, now the first one is really simple, all you have to do is eliminate the letters you see in the bottom row from the list in the first row, you will get the answer.

The answer is HEAD.

The door shall unlock now, and you can enter the CHIEF's ROOM. In here another scene will start, a barely alive scientist will tell Regina about something, he gives her PANEL KEY 1, and before he can reveal much more, he dies. Once your back in control, check the box on the top side for more SG bullets, now check the area behind the chief's desk and in the corner, by the big window, you will find a panel which will ask you to enter the 2 panel key's, remember we picked one earlier in the game, but before you enter the panel key's into the control box, check the panel key's, you'll find some marks on them, these marks are actually numbers written upside down, first read the numbers on the first panel key, then read the numbers on the second panel key, you will get a 6 digit code.

Now enter both the panel key's into their respective slots and you will be asked to input the code, the code in question is 705037. Once you enter it, the panel will open, revealing the KEY CARD L. Take it, also take the DDK INPUT DISC N from the same table, try to exit but before you can, a big ass T-REX's head will break the window and lunge for you, he spots the dead scientists and eats him without trouble. Now he's after Regina. Regina will be cornered in the room and she cant escape.

As soon as you gain control of Regina, equip the shotgun and load it with shotgun shells, now wait for the T-rex to open its mouth and when its lunging forward towards Regina shoot it right then, but SHOOT it, because if your even a second late then the rex can scoop

Regina for a quick and instant kill, Keep doing the above thing a couple of times and the T-REX will eventually get bored and leave Regina, Regina checks the window for good measure and your back in control. Alternately you can try to make a dash for the exit door as soon as you get in control of Regina, but that has only worked for me once in my whole life, otherwise I always get eaten.

Once the T-rex is gone, just exit back to the HALL 2F. Now we have both the input and code DDK disc's N, we only need to find the door. Head for the door which takes you back to the staircase and make your way to the first floor MAIN ENTRANCE. Here, just run behind the stairs, you'll find a box here with another AN AID in it, try to get near the double doors and Rick will radio in Regina. He will tell her that he saw a humanoid figure on the monitor, it should be near the training room, he asks Regina to check it out. It might be the good doctor they're after.

Once your back in control of Regina, check the flashy panel besides the door, and you guessed it, its time for another DDK puzzle. Now if you want to figure this one on your own be my guest, this one's slightly difficult then the first one, but the pattern is almost similar, just eliminate the letters from the bottom row from the letters in the top one, and you'll get your password.

HINT : This is a very useful hint and you can sometimes even guess what the correct password is by following it, the password will ALWAYS start with the letter of the DDK disc's you have, like DDK H, the password was HEAD. It follows this pattern on all DDK codes so you can guess your way through the puzzle too.

Oh, btw, the password for this lock is : NEWCOMER.
See, DDK N, password NEWCOMER, its a pattern.

Here you will enter the ELEVATOR ROOM. First things first, check the box near the red box on the wall for another plug, now if you have sufficient plugs or you wish to, open the box and you'll find some ammo inside, take it, deposit your useless stuff like extra AN AID's or extra ammunition even, and carry on. Check the green panel near the center of the room and you will find the map of the facility in it. You can now view the entire map from your inventory menu. The elevators here will be useless for now as you wont have access, but don't forget to move the shelf behind the map panel for a HEMOSTAT under it, now exit through the only other door in the room. Keep that dead scientist in mind as we'll be returning here shortly.

You'll unlock the door from the other side and enter the LECTURE ROOM HALLWAY. Here check the box in front of you for a HEMOSTAT open the laser shutters and run past them, ignore the door besides them for now and carry on down the hallway, suddenly a dino will break out from the same door, and another one will come out in front of Regina, you will be surrounded, but fear not you can easily run past them. Swerve around the dino in front of Regina, and make your way down the hall, turn at the end, check the dead body before you enter the double doors for a PLUG, now quickly enter the door to enter the LECTURE ROOM.

Here, just run forward and in the front row take the BG ROOM B1 KEY from the front desk, another scene will start, Regina will be attacked by a dinosaur from the vent, you will see the word DANGER on screen.

NOTE : When ever you see the words DANGER on screen, START MASHING THE BUTTONS !!. There will be some danger scenes where you can avoid getting hurt more by mashing the button's quickly, or even avoid instant death in some cases, we'll see those later.

For now, if you mash the buttons quickly enough, the dinosaur will NOT attack you again (less damage) and will be shot down by Gail !!. But but but.. wasn't he dead ? oh well I guess not. Regina is happy to see Gail, mostly because of his good timing. Gail tells her that his radio is broken and goes off to Rick to get it repaired.

Once your back in control of Regina, exit back to the hallway, and run back down the hallway, this time enter the door which was next to the lasers, which I told you to ignore before, you'll enter the OFFICE. In here, check the red file for some information about the keycard system, which is useless for us for now, run more forward and in the opposite corner of the door you entered from, you'll find a computer terminal, this is also useless for us for now, so ignore it, but do take note of the note on the notice board, it will have some numbers on it, not useful now but will be a little later on. Now exit through the only other door in this area, you'll come out in the OFFICE HALLWAY.

This is the same hall where you found the first vent in the game, now what we have to do is find the B1 backup generator and since we already have its key, we just need to find the door. Now make your way back to the area where you first entered the facility from at the start of the game, which is just one room away from you. Once your at the BACKYARD OF THE FACILITY, head through to the area where you and Gail had the first chat, continue farther in that direction, there will be a wire meshing door here, open the door with the B1 key you had, enter it, here pick up the AN AID and use the ladder to go down to the BACKUP GENERATOR B1.

This room is exactly similar to the first floor generator room, you'll need to use the same method to solve this puzzle too, but before you do that, check the green light along the way and take the RED BATTERY out of the recharging socket, now head for the puzzle panel at the end of the room, first put the battery in the slot and then do the same color pattern matching routine as you did before, RED BLUE GREEN WHITE. Check the panel next to it and activate it, the backup generator will activate aswell and the power will be back on.

Rick will radio you in again, and tell Regina that the power is back on and now they can view the B1 camera's too, but then he asks Regina to come back to the CONTROL ROOM, because he has something important to talk about, before exiting the generator room, push the shelf right next to the lever's we just used to find another PLUG, take it and make your way out of the GENERATOR ROOM. Now make your way back to the CONTROL ROOM, I think you should know the way there yourself, anyway, make your way to the control room.

By the way, along the path when you reach the OFFICE HALLWAY, you will get attacked by a raptor breaking through the window, and it will become another DANGER screen, quickly mash the buttons so the raptor will not be able to damage you anymore, quickly exit and make your way to the control room.

Once your in here, another scene will begin, Gail who is already

in here will claim that he saw someone human move in one of the underground monitors, and he asks for Rick to open the shutters leading underground, while this is happening, suddenly someone sends Regina a distress signal on the radio, they think it could be cooper (the one who got eaten in the opening FMV) but Rick informs them that one of their operatives TOM entered this place long before they did posing as a scientist, it could be him, and he might in trouble.

Gail and Rick get in a fight and go separate ways, your turn to decide now who you want to go with, Gail's choice is to check the person in the underground first, and Rick's choice is to go help their partner first. Choose.

IF YOU CHOOSE RICK'S METHOD THEN SCROLL DOWN TO WHERE THE HEADING RICK'S METHOD IS.

NOTE : This is your first choice making time, you will come up with these a few more times later on, this time I would suggest that you go with Rick's choice, it saves some time and well.. its better.

#####

| GAIL'S METHOD |

#####

" Search for clues to find Doctor Kirk. "

If you choose Gail's method, then after the scene is over get out of the control room, and make your way to the shutters leading to the B1 area, they should be on the left side from where you are remember the green box, go down screen from it, you'll reach the MEDICAL ROOM HALLWAY, head forward in this hall, enter the first door you see here, this is the MEDICAL ROOM, good for us. Check the cabinet on the corner to find a medical pack M. Take the KEYCARD from the table and read the memo next to it to find some information on how to use it.

Check the inlet office, you'll see two small locked boxes, you can open them much later in the game, now exit back to the hall and run past the compy's eating the raptor, enter the door at the end, you'll enter the HALL B1. You'll find Gail in here and a scene will start, Gail and Regina spot DR Kirk and give chase, Gail is able to follow him through the falling shutters but bad for us that Regina cannot, the area where they headed gets closed off. Immediately after that Gail radio's Regina in and tells her that he has a positive ID on the dock, he tells her to get there ASAP, Regina spots an elevator through the shutters and tells him that she can use it to get past the shutters area.

Now head back to the MEDICAL ROOM HALLWAY, and make your way back to the CONTROL ROOM HALLWAY, from here go to the MANAGEMENT ROOM, then MANAGEMENT ROOM HALLWAY, from here turn to Regina's right and open the electric shutters, enter the door at the end of the hall by using the card key we picked up in the medical room, the other door here is completely useless so ignore it. Your in the STRATEGY ROOM.

In here, you'll find plenty of items, first off, from the big table in the middle, take the DDK CODE DISC E, also take the F.C DEVICE, we will use this later on aswell. Also on the farther side of the room, check the box for a plug, and use it on the item box nearby if you wish to, now exit back and head back all the way to where the game started. That's 'cause we need the DDK CODE and INPUT DISC N, once there you'll get a radio message from Rick that he found TOM but he had already died. The camera will focus on a door yet unexplored. Enter the door to LARGE SIZE ELEVATOR PASSAGEWAY.

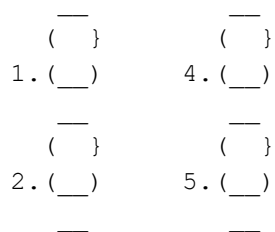
Once in this room, head around, take the small left and take the SLAG shotgun ammo off the crate, there are 2 raptors in this room but I think everyone should be well trained to dodge them, and the dinosaurs themselves are too slow and sluggish, take the other item a resuscitation, then head around the large crate at the end and enter the large doors. Your at the LARGE SIZE ELEVATOR.

Once here, another scene will begin, Regina will be attacked by a new kind of dinosaurs, the flying Pterenadons (yes they actually HAVE names). In the scene the flying dino will knock Regina down and grab her, her gun will fall down and a flashing DANGER will appear out of nowhere, start mashing the buttons to escape from the death claw of the dino, or else he will ram Regina into the wall which will cause SERIOUS damage, once your back in control, first head back for your gun and take it off the ground, even if you only dropper a single gun, all the guns from your inventory would have disappeared so be sure to pick it up. Run in zig-zag patters to prevent the flying beasts from causing you some serious damage. Once you have the gun in hand, run around the control panel on the large elevator (inaccessible as of yet) and enter the door behind there LARGE SIZE ELEVATOR CONTROL ROOM.

In here, you will find Tom's dead body, check his body to find the DDK INPUT DISC L, and from the nearby table get the DDK CODE DISC L , that was convenient. now make your way to the other door in this room, through it, check the map on the back wall and you'll file the OUTDOOR map, now exit through the door at the other end to enter the PASSAGEWAY TO THE POWER ROOM.

There are flying dino's here to so be on your guard and run in a zig zag pattern, immediately head around the large turbine fan on the ground and make your way across the winding path to the door at the very end, ps, if you want to , take the Recovery aid from near the door, enter through the door to reach the ELEVATOR POWER ROOM.

In here, go down with the ladder in front of you, run to the right side of the screen and take the B1 CRANE CARD, push the shelf near the card to find another HEMOSTAT, now head to the central part of this room to find 6 big control panels. The basic layout would be something like this.



() ()
3.() 6.()

On each panel there are three switches, RED BLUE and GREEN, they correspond to the colored pipe they are going to drop, what you have to do is arrange the pipes in a certain order so they all reach from one end to the other without interruption, once you do that the puzzle will be over, to solve the puzzle follow the following steps.

1. Press RED on panel no 4.
2. Press GREEN on panel no 5.
3. press BLUE on panel no 6.
4. Press RED on panel no 3.
5. Press GREEN on panel no 2.
6. Press BLUE on panel no 1.

If you did the above steps correctly then the pipes will be in the correct order and you will have another scene in which the elevator generator will come back to power. If during the steps you pressed the wrong color switch accidentally, then press the same switch button on the same panel and the pipe will be taken back. Don't worry.

Once your done with the puzzle gig, make your way back outside to the PASSAGE, once your here another scene will start, Regina will be back attacked by a Pterenadons who will lift her up and start to fly toward the turbine fan, which is now running. Here is one of those instant life or death DANGER scenes I was talking about, start mashing the buttons like mad hell because if you don't then the Pterenadon will drop Regina into the fan and its game over. But if you DO manage to mash the buttons enough times, Regina will escape from the grip of the beast and fall down on safe land, the Pterenadon on the other hand gets sucked into the fan, which ends up spraying blood all over the wall.

Now make your way back to the LARGE SIZE ELEVATOR room, and check on the control panel twice to start making it move downwards.

The large size elevator will start moving and take you to the CARRYING OUT ROOM B1. Once here the Regina finds her pathway blocked by crates leading to the other side, Regina spots a crane from her position and since we already have the crane card, we can use it .

Head to the left of the screen and take the small ladder to the upper walkway, here push the shelf aside to get a Med Pack M. After that head forward, check on the crane control panel and use the crane card from the item menu on it, the game will ask you if you want to use the crane, select yes and we're on. From the eye of the control panel, the area should seem something like this..

— () () C ()
(_1) (_4) L ()
E
— () () A ()
(_3) (_5) R P ()

_ _ A
() () T ()
(_2) (_6) H ()

Glossary

1 to 6 = The numbers of the crate you should move

CLEAR PATH = a clear area in the middle, either for dropping
crates or whatever..

The three crates on the right side are not to be tampered with.

Okey, so your crane can only do the following commands.

MOVE LEFT

MOVE RIGHT

MOVE UP

MOVE DOWN

HOOK

RELEASE

So you have to make due with these commands, use the crane to make
a clear path from left to right, its easily accomplishable in only
three steps, but farther into the game you will find another puzzle
like this which will be much more complicated.

NOTE : If you use the UP command, then the crane will move all the
way up the screen, but if you choose down command after that then
the crane will only move one crater length down the screen, and
vice versa, this setting also applies for Left and Right.

Step 1

First choose, UP, the crane will go to the top, then choose DOWN,
the crane will come one block down, then choose HOOK, the crane
will hook the crater in the middle.

In short, UP, DOWN, HOOK

f

Step 2

First choose left, so the crane is on top of the empty space there.
Then choose drop, then choose UP, DOWN then HOOK, the final crater
in the middle row will be hooked, choose START, the crater will be
brought back with the crane to the starting place in mid air, but
the path is clear, you can run down now.

In short, LEFT, RELEASE, UP, DOWN , HOOK

After your done, head down and make your way across the path and
enter the large doors on the other side of the area, now you'll
come out in HALLWAY FOR CARRYING IN MATERIALs. Here just run to
the door on the opposite side and enter it, you'll come out in
a familiar area, its the same place where Gail gave chase to
Dr Kirk, but the shutters are still down, you really need to find
the elevator. oh well. Now since you've already taken the keycard
from the MEDICAL ROOM before, make your way directly to the MAIN

ENTRANCE of the facility, remember where the stairs to go to the SECOND FLOOR are. GO THERE.

(PS, this part was not useless, you need to do this part to turn the power for the large elevator on)

CONTINUE DOWN TO "AFTERWARDS"

End Gail method.

#####

| RICK's METHOD |

#####

" Rescue your comrade immediately "

If you choose this method from the choice screen then the game will take you to the map and prompt you to go to the area where the game began from originally, remember ? now I think you should know how to get there, make your way there ASAP, ignoring any and all dinosaurs along the way, once you reach the BACKYARD, you will see Rick enter through a as of yet unexplored door, it was behind the place where the three were standing when the game began. Follow him, enter the door to enter the LARGE SIZE ELEVATOR PASSAGEWAY. DAMN that sounds menacing.

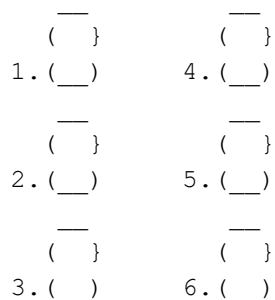
Once in this room, head around, take the small left and take the SLAG shotgun ammo off the crate, there are 2 raptors in this room but I think everyone should be well trained to dodge them, and the dinosaurs themselves are too slow and sluggish, take the other item a resuscitation, then head around the large crate at the end and enter the large doors. Your at the LARGE SIZE ELEVATOR.

Once here, another scene will begin, Regina will be attacked by a new kind of dinosaurs, the flying Pterenadons (yes they actually HAVE names). In the scene the flying dino will knock Regina down and grab her, her gun will fall down and a flashing DANGER will appear out of nowhere, start mashing the buttons to escape from the death claw of the dino, or else he will ram Regina into the wall which will cause SERIOUS damage, once your back in control, first head back for your gun and take it off the ground, even if you only dropper a single gun, all the guns from your inventory would have disappeared so be sure to pick it up. Run in zig-zag patters to prevent the flying beasts from causing you some serious damage. Once you have the gun in hand, run around the control panel on the large elevator (inaccessible as of yet) and enter the door behind there LARGE SIZE ELEVATOR CONTROL ROOM.

In here, a scene will begin, Rick will be besides a badly injured Tom, who will go unconscious after giving Regina the DDK CODE DISC L. When your back in control, first take the other DDK INPUT DISC L from the nearby desk, that was convenient, now make your way to the other door in this room, through it, check the map on the back wall and you'll file the OUTDOOR map, now exit through the door at the other end to enter the PASSAGEWAY TO THE POWER ROOM.

There are flying dino's here to so be on your guard and run in a zig zag pattern, immediately head around the large turbine fan on the ground and make your way across the winding path to the door at the very end, ps, if you want to , take the Recovery aid from near the door, enter through the door to reach the ELEVATOR POWER ROOM.

In here, go down with the ladder in front of you, run to the right side of the screen and take the B1 CRANE CARD, push the shelf near the card to find another HEMOSTAT, now head to the central part of this room to find 6 big control panels. The basic layout would be something like this.



On each panel there are three switches, RED BLUE and GREEN, they correspond to the colored pipe they are going to drop, what you have to do is arrange the pipes in a certain order so they all reach from one end to the other without interruption, once you do that the puzzle will be over, to solve the puzzle follow the following steps.

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If you did the above steps correctly then the pipes will be in the correct order and you will have another scene in which the elevator generator will come back to power. If during the steps you pressed the wrong color switch accidentally, then press the same switch button on the same panel and the pipe will be taken back. Don't worry.

((PS, were still doing RICK's area scenario,
I told ya it'd be the right one lol))

Once your done with the puzzle gig, make your way back outside to the PASSAGE, once your here another scene will start, Regina will be back attacked by a Pterenadons who will lift her up and start to fly toward the turbine fan, which is now running. Here is one of those instant life or death DANGER scenes I was talking about, start mashing the buttons like mad hell because if you don't then the Pterenadon will drop Regina into the fan and its game over. But if you DO manage to mash the buttons enough times, Regina will escape from the grip of the beast and fall down on safe land, the Pterenadon on the other hand gets sucked into the fan, which ends up spraying blood all over the wall.

Now make your way back to the LARGE SIZE ELEVATOR room, and check on the control panel once, after activating it you have to go back

to Rick and Tom, Rick will help Tom walk and they will all make way for the large elevator, on the way down Rick asks Regina if she really saw the big-ass dinosaur, the T-rex, and she says yeah. Rick claims that this is just like "that movie" , which one ? take a guess.

The large size elevator will start moving and take the trio down to the CARRYING OUT ROOM B1. Once here the trio finds themselves blocked by crates leading to the other side, Rick tells Regina that Tom wont last long without treatment and she should think of something quickly, Regina spots a crane from her position and since we already have the crane card, we can use it .

Head to the left of the screen and take the small ladder to the upper walkway, here push the shelf aside to get a Med Pack M. After that head forward, check on the crane control panel and use the crane card from the item menu on it, the game will ask you if you want to use the crane, select yes and we're on. From the eye of the control panel, the area should seem something like this..

```

**      (  )      (  )  C      (  )
        (_1)      (_4)  L      (  )
                               E
                (  )  (  )  A      (  )
                (_3)  (_5)  R P  (  )
                               A
        (  )      (  )      T  (  )
        (_2)      (_6)      H  (  )
```

Glossary

** = Where TOM and RICK are

1 to 6 = The numbers of the crate you should move

CLEAR PATH = a clear area in the middle, either for dropping crates or whatever..

The three crates on the right side are not to be tampered with.

Okey, so your crane can only do the following commands.

```
MOVE LEFT
MOVE RIGHT
MOVE UP
MOVE DOWN
HOOK
RELEASE
```

So you have to make due with these commands, use the crane to make a clear path from left to right, its easily accomplishable in only three steps, but farther into the game you will find another puzzle like this which will be much more complicated.

NOTE : If you use the UP command, then the crane will move all the way up the screen, but if you choose down command after that then the crane will only move one crater length down the screen, and vice versa, this setting also applies for Left and Right.

Step 1

First choose, UP, the crane will go to the top, then choose DOWN, the crane will come one block down, then choose HOOK, the crane will hook the crater in the middle.

In short, UP, DOWN, HOOK

f

Step 2

First choose left, so the crane is on top of the empty space there. Then choose drop, then choose UP, DOWN then HOOK, the final crater in the middle row will be hooked, choose STARS, the crater will be brought back with the crane to the starting place in mid air, but the path is clear, you can run down now.

In short, LEFT, RELEASE, UP, DOWN , HOOK

After your done with this easy puzzle, head back down the elevator and another scene will start, Rick will automatically take TOM to safety now, and your all alone again, Rick warns Regina that if she finds Gail again, be sure to knock him down for Rick's sake. After the scene is over, head through the path you just cleared, check the file near the dead body, completely useless, take the not so powerful darts from the box, and head through the large doors at the corner to enter HALLWAY FOR CARRYING IN MATERIALS.

Before you can move, you will have a little scene of Rick and Tom entering the medical room, but Tom spots a raptor ready to attack and pushes Rick out of the way and aims at the raptor, screen fades. Once you get in control of Regina, you will find yourself in a straight hall, ignore the electrical shutters on the right side of the screen as they are nothing but useless for us, ignore the dino here too and enter the door at the very end of the hall to enter HALL B1. This is the same room where the Gail scene would happen if you chose his way, but none-the-less the shutters are still closed. Meaning you cannot check whats on the other side.

Once your in here, run to the MEDICAL ROOM HALLWAY door and enter. Once in here walk a bit forward and Regina will spot some compy's eating a dead velociraptor. That's gross, ignore the compy's as they are nothing but a small sized nuisance, head down the hall and enter the first door you come by, this is the MEDICAL ROOM.

Once in here, another scene will start, Regina will find Rick standing on the doorway of the joining small office, and Tom's dead body is lying over there, he died while trying to protect Rick from the raptor that attacked, Rick will leave the medical room dishearted. Once your back in control of Regina, take the key card from the desk in front of where you are and read the file nearby it for some information about this keycard you just picked up, this card will come in handy for us till the very end, I'll tell you that in advance. Now check the medical cabinet besides the table with the card and you'll find a Med Pack M.

Check the adjoining office where Tom's body is and here you'll find 2 small boxes on the shelf, you cannot open them now, but

later you can find a key which will let you open one of them. Now exit out of the medical room, since this is a save room you can save your game here all you want.

Once back in the hallway, turn to Regina's left and continue down the hall, head up the stairway and you'll enter the CONTROL ROOM HALL. Once here, ignore the control room for now as Rick has no new information for us, and head straight for MANAGEMENT OFFICE. In here, exit out of the other way, save your game if you wish. In the MANAGEMENT OFFICE HALLWAY, turn to Regina's left and turn around the bend, if you left the raptor alive then he would still be here, in this part of the hall you'll find another laser shutter you haven't explored before, open the shutter, and close it on the other side, enter the door at the end of the hall. Ignore the other door as its completely useless. Believe me.

You will enter the room using the key card, once in the STRATEGY ROOM you'll find plenty of key items. In here, you'll find plenty of items, first off, from the big table in the middle, take the DDK CODE DISC E, also take the F.C DEVICE, we will use this later on aswell. Also on the farther side of the room, check the box for a plug, and use it on the item box nearby if you wish to.

End Rick method.

AFTERWARDS

Once your done with both of the methods, make your way to the MAIN ENTRANCE area, where the stairs take you to the second floor, but don't go to the second floor yet. Instead enter the ELEVATOR ROOM, you would have already seen the elevator in the far corner, but this elevator cannot be used without a high level keycard, so what do we do ? .

There would be a scientists body near the map panel, where you got the map from in this very room , remember ? , okey well get next to the body and from your inventory use the F.C DEVICE on it, Regina will automatically take the dead guy's finger print sample. Now all we need to do is find his code and a terminal capable of re-writing the card.

Take the door on the right side to the LECTURE ROOM HALLWAY and from here take the first door into the OFFICE, remember I told you to keep an eye out for the notice on the notice board, read it and it will THIS guy's (who's finger prints we have) code. Remember that, now remember the computer terminal that is in this very room, go check on it, use the ID CARD you have on it and it will ask you to enter the registration number, so now enter the number, which is 58104. Then the computer will ask you to input the finger prints, select yes and the computer will do the rest, you will now have a advanced ID CARD. Now we can go and use that elevator.

Go to the ELEVATOR HALL and check the elevator with the green panel besides it, thanks to the new ID card it should open, take the elevator down, whilst on your way down, Regina will be attacked by a raptor through the elevator roof, this is another

DANGER scene, quickly mash the buttons and Regina will fend off the raptor as she exits the elevator. Once your out of the elevator quickly head for the DDK lock on the double doors in front of you. You should have both the L DDK's from the area where you found TOM.

Now you'll see a new kind of code, one with numbers in it rather than alphabets, if you checked the yellow file in this same room on the central desk then you'd find some more information about it but since we don't have the time or patience, I'll just tell you what the password is.

Its LABORATORY.

This is truly the first password I guessed out lol, like I said the password is a word which will always start with the letter of the DDK your using on that lock.

Anyway, after entering the code, head through the now unlocked door into the MAIN HALLWAY B1. In here you'll immediately hear the noise the raptors make, but run forward and you'll see an electric fence. Since the two raptors here can be a nuisance you can kill them from the safety of the fence with the handgun. Once your done or even if you don't want to kill them, turn the fence off and make a dash for it. Ignore the door right in front and instead turn around the right hand corner, then left, here's another fence, open it and close it from the other side so the following raptors will be left prey-less.

At the end of the hallway is a door and a red box on the wall, if you do have some spare plugs then open this one box, because this one has some awesome ammo in it, namely SLAG and SG shells for your shotgun, 40 S&W bullets for the handgun (they're powerful) and one instant death poison dart. This baby can put any dinosaur besides the T rex to instant death with a single shot, save it for later.

Once your done, enter the door next to the box, your in the COMPUTER ROOM. For now just head around the computers to the other end of the room and exit through the door, pick up the plug next to the door before you leave, this is a save room to save all you want, exit back out into the RESEARCH AREA HALL.

Here you will hear raptors noise but they're far away and cant do anything to you for now, run forward and unlock the shutter, then enter the first door you come across, into RESEARCH MEETING ROOM.

In here, take the DDK INPUT DISC E from the central table, then check on the shelf at the corner to find another plug, now check the blue lighted corner of the central table and it will inform you of a lock code, which is 7248. The door behind you is locked via the computer and it cant be opened normally, check the yellow file before exiting which expands a little more on the story. Now exit back into the previous hallway, and head to the COMPUTER ROOM.

Once your back here, head around the central computers once more and near where the yellow file is access the open terminal, it'll ask you to enter a code, enter what we found a little earlier 7248 into it and it will unlock the door we saw.

Before exiting, check the yellow file near the terminal we just used and it will tell you of some new advanced kind of DDK coding, but like before, since we're really impatient, I'll tell

you what the answers are myself, no use for it right now though. Exit back to the RESEARCH AREA HALL, and make your way to the RESEARCH MEETING ROOM. This time the door on the back wall should be open, enter through it to the GAS EXPERIMENT ROOM.

In here, run forward and through the glass you'll see that there's a live scientist trapped in the gas chamber, you have to use the gas gauges to make the gas breathable so the door can be unlocked. Check the gas buttons, and now do EXACTLY as I say if you want to save that man. (It will reward you with a bonus item).

Press RED first and the gas level will rise, now press GREEN and it will lower, now press BLUE and it'll lower some more, now press GREEN and it will raise a little, now press BLUE to make it lower a whole lot, almost done, now press RED and the gas level will become zero.

Head to the gas chamber through the door on the side, once in walk a little forward and another scene will begin, this guy is just about to die but he mumbles something about Kirk's experiments, then he hands Regina a B1 KEY CHIP and dies, take note of the number on the KEYCHIP. Now check the dead man's body and you'll find a SMALL SIZE KEY. This can be used to open one of the boxes in the MEDICAL ROOM for some goodies.

NOTE : If you accidentally killed the man, then you can still get the KEY CHIP from his body, but you wont find the SMALL SIZE KEY.

After getting the items, try to exit and Regina will be ambushed by a raptor, its another EMERGENCY screen, if you mash the buttons quick enough then Regina will kick the raptor off and close the door behind her trapping the raptor in the gas chamber. Now you can either just run for the exit or increase the gas to kill that damn raptor. Personally, I kill.

Now exit and make your way back to the RESEARCH AREA HALL. This time head around the corner and you'll find another electric fence and two raptors behind it, you can either kill them from the safety of the fence or if your confident enough, open the fence and run for the fun of it. Either way, after opening the fence head to the very end of the hall and enter the door at the end. You'll enter the LIBRARY ROOM.

Once in here, check the box in front of you for a Med Pack M. Now turn towards the left of the screen and run down the corridor. On this corner of the wall you'll find a machine, use the B1 KEYCHIP we got off the dead guy on it, you'll start another small puzzle. First the computer will ask you to enter a number, which is 3695 You can read it off by checking the KEY CHIP.

After inputting the number successfully, you will be taken to a screen somewhat resembling this.

_____ /___EMPTY__\ _____	_____ /___EMPTY__\ _____
_____ /___EMPTY__\ _____	_____ /___WHITE__\ _____
_____ /___EMPTY__\ _____	_____ /___EMPTY__\ _____

will side with.

CHOICE TIME !!.

NOTE : This time in the choice, I would ask you to choose Gail's way mostly because its easier, MUCH easier to do then Rick's method even though Rick mentions tons of dinosaurs, its pretty easy still. Rick's method on the other hand is really really difficult, but it would let you escape un-scratched.

#####

| GAIL's METHOD |

#####

" Break through the area relying upon your skill "

Gail's method is plain and simple, bust some caps and exit the area with guns blazin, I would ask you to prefer this over Rick's idea since its easier and much quicker, after you choose head via the same door Gail used and exit into the RESEARCH AREA HALL, be sure to save your game before exiting.

In here, just run forward, dodge the raptors in here, and it can quiet easily be accomplished believe me, exit into the LIBRARY ROOM area, once in here, you'll find more raptors but the design of this room lets you easily dodge them, head to where the machine was and run to the machine's RIGHT and you'll find doors leading outside, enter them and you'll emerge at MAIN HALLWAY B1.

From here just dash across the open shutters to the right, don't enter the MEDICAL ROOM HALLWAY, but go for the HALLWAY FOR CARRYING IN MATERIALS door. Once in here run across the entire hall, dodging the raptor along the way and enter the large area we cleared with the crane. Once in here a good long scene will begin. Gail's done his duty and finally caught the elusive Dr Kirk. Kirk demands that he be freed but Gail shuts him up with the waving of his machine gun. Gail tells Regina to call in the extraction chopper and forces Kirk to give Regina the key-card she needs to reach it. Then he walks off saying that he'll leave the Doc with Rick, and that he still has to finish some unfinished business.

HEAD TO AFTERWARDS

#####

| RICK's METHOD |

#####

" Cooperate with Rick and escape through the hatch "

Rick's smart method is to use the Hatch in Kirk's personal lab to escape directly, its probably the same way Kirk himself escaped from the lab, but the thing is that the hatch is password locked and of course you'll need to solve another puzzle just to get it unlocked. This is a hard-ass puzzle and I would highly advice you to think against it and choose Gail's method, but if you are gonna

go with this, then choose Rick's strategy from the choice menu.

Head on through to the EXPERIMENT SIMULATION ROOM , save your game before heading in, once inside head for the big machine in the far corner of the room near a hatch and check on it, once activated a scene will begin, Rick will radio in and tell that he hacked into the mother system, and he's forcing it to display the correct password, what this means is that now you will come into another puzzle.

The basic idea of this puzzle is that there will be six boxes on the screen, they will flip periodically to reveal a letter of the alphabet behind them, you have to memorize the letters in the order they appear and after it asks you to input it, enter them in the exact same order, the fun part is that you cannot make more than 2 mistakes, if you do then you will be forced to use Gail's method, which is escaping with brute force. The puzzle is generally easy at the first go but it gets really hard when two or more boxes start flipping at the same time, its really hectic. Do it correctly a few times and you'll escape via the hatch.

PS. On a side note, you might wanna keep a pencil and paper with you for this puzzle.

Anyway, once your done entering the three codes correctly, Rick will tell you to get out immediately and the hatch will open, enter the hatch and you will come out in the CARRYING OUT ROOM B1. Regina will spot Kirk trying to escape and stop him, Kirk will say some cool British accented quotes, Gail will enter the scene now and the rest of the conversation is similar to what you'd see in Gail's scenario.

End Choice.

AFTERWARDS

Either way, when your scene is finished you would have gotten the KEYCRAD required to access the area we're headed for, the game will show you the map now indicating where you have to go, we have to go do to the CONTROL ROOM, where Rick was using the computers early on in the game, you should not be terribly far from it from where you are right now. Make your way to the CONTROL ROOM.

Once your at the CONTROL ROOM, head to the backside, you'll find an elevator which we've completely ignore up till now, check it and Regina will automatically use the KEYCARD and open it, take the elevator up to the COMMUNICATION ROOM. Once here check the box near you for some SLAG bullets, check the red box on the wall if you have some spare plugs, now near the only other door in the room, you'll find an emergency box on the wall, check it for ANTENNA KEY. Now exit out the only door to PASSAGEWAY TO COMMUNICATIONS TOWER. The previous room was a save room so make sure to save your game before exiting.

In this long walkway make your way across, and at the other end you will come to a familiar room, enter the door to the COMMUNICATIONS ROOM, in here walk forward and you'll see a slot to put in the ANTENNA CARD on the machine, use the card here and let

the following scene happen, the antenna will be activated and you can now communicate with HQ, but not in this room, we have to head back to the save room.

Once your back in the passageway, a scene will start, the ground will start rumbling slowly and the vibrations will cause all the doors to lockdown, the rumbling will get very loud and Regina will spot the T-REX right besides her, the T-REX spots her too, Rick gives her a call telling her that the doors just automatically locked, Regina tells him that she's a *bit busy* and asks him to do something about the doors. The T-REX will romp at Regina but she will jump back saving her skin again, but blocking the other doors. You can only run in one direction now.

QUICKLY WITHOUT STOPPING make your way across the walkway and head for the door at the other end, you cant enter it yet, so take out the shotgun and get ready for shooting the T-REX ala we did last time. This time though its MUCH harder, you miss once or don't run continuously across the walkway and your dead. Trust me, you need to be fast in this one.

Once you've shot it some times, Rick will tell her that the doors are unlocked, Regina will enter the door quickly, once back inside she will contact HQ herself and ask the person on the other side to come pick them up ASAP. Now you have to make it to the HELIPORT in one piece, don't worry about Rick and Kirk, they'll be there themselves. Before you can exit back down the lift, Rick will radio again, and he will tell Regina that she must use the MAIN ENTRANCE to reach the heliport area. The game will show you in the map where you need to go.

Take the elevator back down into the control room, and make your way across to the MAIN ENTRANCE any way you want to, once there take the big doors outside, here you'll have a scene and the area will suddenly be swarming with Pterenadons. Run around the top area like we did when we came here for the first time, and when you reach the area with the dead body, check the HUUGE doors behind it to enter PASSAGEWAY TO THE HELIPORT.

Here you will start hearing fence rumbling sounds, these are just raptors waiting to attack you, this area is very long but also very straight forward, just make your way through the straight path and enter the single door at the end to reach the HANGER.

Once in the hanger, run straight and climb the small ladder, run across the walk way and you'll see huge boxes on the ground below. This is another puzzle that we're about to solve in a little while. For now at the end of this walkway you'll find a GRENADE LAUNCHER and some GRENADE ROUNDS. I think you can obviously take hint that something big is about to happen. After taking these items head back to the ladder and make your way down, time to do the puzzle.

This is a general map of the area your about to push boxes through. Its not a 3-d map but it should pretty much clear you on which box you have to push and which you don't.

```

                                     | N
EE      CLEAR AREA\                XX      --0--
##      _          _\##          _      | compass
```

```

1/100      ## _ |B|##   |E|   _ |H|
scale     ##|A|   ## _ |D|   |G|
          |C|   ## |F|
**
_____
_____0|

```

GLOSSARY

EE : Entrance (where you come in from)
 ** : Small ladder, leading to the Grenade launcher
 0 : Grenade launcher
 A to H : Names of boxes you CAN PUSH
 ## : Boxes you CANNOT push.
 XX : Exit

Now lets start with the puzzle shall we...

STEP 1

 From where you enter, make your way to the box B and push it upwards or north according to the map. This will give you enough room to squeeze between A and B and make your way to the CDE boxes via the clear path to the top.

STEP 2

 Now push the box E to the RIGHT according to the map, after that push box D DOWNWARDS according to the map, this will give you access via where the box D used to be, now move onwards to the next line of boxes GFH.

STEP 3

 In this step, get to the left of the box F and according to the map push it towards the RIGHT. This will give you room to push the box G upwards and give you a clear path towards the exit of the area, pick up the grenade rounds before you enter the door however.

Once you enter the HELIPORT an FMV will begin, Regina catches up to Rick and Kirk who are also waiting for the chopper to arrive, but Gail is nowhere to be seen, Rick doesnt know where he is either. The chopper makes its way slowly towards the waiting hero's. Regina meanwhile spots a flock of birds suddenly rising from a direction and thinks that something must have scared them. The similar vibrations start to happen again and the lights start sparking. Suddenly the T-REX bursts into the heliport from one of the walls, it targets the approaching chopper immediately and takes it down with amazing strength. Kirk takes this opportunity and makes his escape. Now Regina and Rick are left in the HELIPORT with an angry T-REX.

Its time for another romp with this mad T-REX, but this time there aint no place to run, there aint no place to hide, and you aint gonna be facing the head of the T-rex like the previous two times. This time its the entire T-REX itself.

As soon as you are given the control back head forward, the wreck of the helicopter is right in the middle of the area and that is what will save us in this fight, its completely useless to fight the T-REX so start running around the wreckage, fortunately the REX cannot cross through the burning wreckage so he will have to run in circles following you too, check the far side of the area if the T-REX is far away from you and you'll find that Rick is working on the control panel of a busted elevator, you have to keep running from the T-REX until he finishes the repairs.

So keep on running around in circles around the wreckage and keep the T-REX away from you, after a couple of minutes Rick will walk out of the elevator, fire a round at the REX and tell Regina to get in the elevator as its now fixed, at this time make your way to the elevator quickly and enter it. Phew....

In ELEVATOR NO 2, Rick and Regina will have a little chat where they both start thinking that its game over for them, when the elevator stops Rick walks out the door, Regina will automatically follow him into the UNDERGROUND PASSAGEWAY INTO THE FACILITY.

Once your in here, run forward and Regina will see some compy's entering the area via a crack in the wall, ignore them completely and make your way down the hall, along the way you'll find an inlet heading off to the right of the screen, go there and enter the door you find here for the MATERIAL'S ROOM.

In this room there will be more compy's but that's not what we're here for, head around the corner and take the card along the dead body, its the C.O PASS CARD. After taking it read the notes near the dead body and they will tell you about an alternate means of escaping the facility, apparently PORT in the floor B3 where they might find a boat or two. After reading through this, exit back to the previous hallway.

Continue your way down and enter the door at the end for ELEVATOR No 1, Rick would have repaired this elevator's controls by now too, so they will get on their way upwards. Along the way Regina breaks the good news to Rick that there might be a way for them to escape the facility, Rick gets excited and asks her what it is already, Regina doesn't tell just yet. When the elevator stops exit it.

You will come out right next to the LARGE ELEVATOR, the same one we took before, there will be an automatic scene here in which Regina will tell him that they can use this elevator to the B3 floor now that they have the pass card. Rick will use it automatically and your on your way down.

Along the way, when you get near the floor B3, the power of the entire facility go out, Rick says that maybe it shorted a fuse, the backup generator kicks in and the elevator carry's on, then Gail suddenly radio's them in and confirms that he's in floor B3 too. He orders them to get the power back on and leave Kirk to him.

Once the elevator stop you'll automatically come out on the main hall of floor B3, its HUUUGE. After some sight seeing, Rick will realize that the WHITE battery for the main generator is completely dead, and they'll need a suitable replacement.

When your back in control of Regina, head left from where the main generator battery part is, enter the door here for the BACKUP GENERATOR B3. You wont be able to turn this on without a proper Key card, so instead head for the batteries area and take out the WHITE BATTERY from it, you can move the shelf located here to find a AN AID. Once you have the battery with you, make your way back to the MAIN HALL B3. Here just talk to Rick and he will automatically install the battery. The main generator will kick in again and power will be fully restored. Rick will head off for the control room of this floor. Once your back in control, head to the same direction that Rick went and enter the door at the very end, near the shutters, the door on the other side cannot be accessed yet.

Enter the CONTROL ROOM B3. Here, just run straight from where you entered and read the memo at the very end, also take the SLAG bullets from the box, now to the other side where Rick is sitting. Along the way where the two boxes on the wall are, you'll also find a CRANE KEY on the central desk, take it, right next to where Rick is sitting, you'll find another CRANE KEY. Take both of the, talk to Rick if you wish and exit out of the only other door in this room, since its a save room, you can save all you wish. You'll exit into the GENERAL WEAPONS STORAGE room. Be sure to equip the shotgun with SLAG rounds or better yet if you have a poisonous dart.

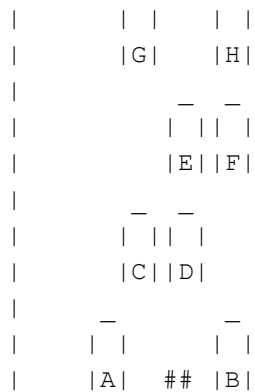
Once in here, turn to Regina's left and start running down the hall, you can pick up a resuscitation along the way, you will see shutters in the back wall, head for them but before you can, Regina hears a sound on the left side of the huge room, the part surrounded by craters, she see's a dead body with a DDK disc spinning next to it. She starts to make her way cautiously to it but before she can, she is attacked by a new kind of dinosaur, The Theizinos.

She barely avoids getting hit but a chain breaks and crate starts to fall down right on top of Regina, you have an immediate DANGEE screen here, mash the buttons as quickly as you can, because if you don't then Regina will get killed instantly, after you've done the button mashing and Regina is safe, she will get up and your back in control of her, you'll spot a ladder leading up but don't take it, and don't bother fighting the dinosaur, they take way too many bullets to die. Save the darts for when a dinosaur is in your path or your certain that you'll get hit if you don't attack. Now remember the shutters, enter them. Your in the TRANSPORT PASSAGE.

In here is another Theizinos, if you have a dart use it ASAP on it to either put it to sleep or kill it immediately, when your done with that, take the items on top of the truck here, ignore all other doors or electric fences as they're all locked down, you can pick up the third and final CRANE KEY from here and the C.O AREA KEY. This is actually gonna open the door on the other side of the B3 MAIN HALL.

Now you have all three cards, exit back to the previous room, remember the ladder near the craters, head up it and use the crane cards on the control panel at the end, you'll have to do a similar puzzle like we did before, but this time its a bigger.

Here's what the interface will look like.



Glossary

A to H : Crates liftable

: DDK disc, your target.

All the rules of doing this puzzle are the same as before, the only thing increased is the count of the crates, so you'll have to do more steps this time. Now follow the following combinations EXACTLY.

STEP 1

UP, HOOK, LEFT, DOWN, RELEASE

This will clear the box G out of the way.

STEP 2

UP, RIGHT, HOOK, DOWN, LEFT, RELEASE

This will clear the box H out of the way, the upper row is empty for us to go through.

STEP 3

UP, RIGHT, DOWN, HOOK

This will capture crate F, but you'll return to base with the crate still hanging on to the crane.

STEP 4

RELEASE, RIGHT, HOOK

This will drop the F crate, then pick up the B crate, it will return to base but the path is already been cleared, all you need to do now is go down and take the reward.

Head down the ladder and go by the path we just cleared, the top line of crates if you were following my instructions, head around them and take the DDK INPUT DISC W from the dead body, now head back and make your way through the CONTROL ROOM B3, back to the MAIN HALL B3.

Once your back here, head around the large central machinery, there should be another box of grenade ammo here that I forgot to mention earlier, take this, at this part of the game if you open any box then I would suggest you to ditch all the handgun and the weak SG shotgun shells, and keep the stronger SLAG bullets and the GRENADE ROUNDS.

You'll need them mostly now.

In the MAIN HALL B3, head around the large crates to the opposite direction of where the CONTROL ROOM door is, and at the other end you will find a door here, it was previously locked but thanks to the C.O AREA KEY we picked up a little earlier, you can unlock the door, head inside the PASSAGEWAY TO THE CARRYING OUT ROOM.

In here, you'll come up with 2 of the dangerous black mutha's, if you happen to have some sleep darts handy then now would be a good time to use them as dodging around them is very difficult, but its not impossible, either way after firing or dodging at them, run to the very end of this straight hall, enter the door leading into the REST STATION, also pick up the MULTIPLIER near the exit door.

In the REST STATION, check the dead body to the left of Regina to get another plug, also check the map on the right hand side wall from where you entered to get the map recorded, there is a DDK door on the far wall but we don't have the keys for it yet, there is only one big door besides that and the one you entered, take it to the CENTRAL STAIRWAY.

Again you'll fight two more Theizinos in here, and again its the same thing, if you happen to have darts, use them, but if your good at dodging dinosaurs you can dodge these one's damn easily, anyway continue down this wide hallway, ignore the electric shutters as you cannot open them yet, instead turn right when you can and take the available staircase up to PASSAGEWAY TO EXPERIMENT ROOM.

In this area, run forward, take the AN AID here, and around the bend you'll find a raptor, but its best just to run around him, you'll see a vent hole here but before climbing into it, visit the door at the end to enter the SECURITY PASS ROOM.

In here, run forward and you'll see you activated the alarm, so quickly head into the small adjoining room via the door, and check the computers on the backside of where your facing to turn it off, after the alarm is off take the DDK INPUT DISC S from the same table, before exiting check the red file off the other table for some more information about Dr Kirk, and also take the B2 KEY CHIP 1 from behind the dead female scientist before exiting too now exit this whole room from the same door you entered from.

Back in the previous hallway, this time take the vent hole up to the PIPING CHECK PASSAGEWAY 2. In this straight vent, run down the linear path and drop down the vent on the other side leading into the EXPERIMENT ROOM HALL.

First off, as you enter this area, head to the LEFT of the screen, and keep running down that hall, there is an AN DART L , near a door which is currently locked, at the end of the hallway are two plug boxes, enter the door near them to the RESEARCHER REST ROOM.

In here, you'll have a small scene, Regina will see Gail in here who's also searching for the Doc, Gail exits after saying that atleast he has less places to hide now, when Gail exits take the AN AID in the room, also read the yellow journal for some more interesting ramblings, also take note of that blue machine on the wall, we wont need it now, but we MIGHT need it later. Exit back

to the previous hallway when your done.

Head back in the same direction as the vent hole was in, and when you reach it, head down the screen from there, you'll find something on a side ledge, before you can take it though, Regina will be attacked by a much stronger version of the raptor, the best thing to do is put it to sleep but its also sluggish like the other raptors so you can just aswell run from it.

Take the item you were about to take, its a KEY CARD LEVEL C. First enter the door which is right next to the hole this raptor came out of, its a level C door but we just picked up the key so it should open. Enter into the STABILIZER DESIGN ROOM.

In here, take the DDK CODE DISC W, from the central desk and exit back to the previous hall, once back here its time to do a backtrip. Since we now have both CODE and INPUT W discs, we just have to find the right door for them.

Anyway, make your way back to the vent, climb it and drop back down to the other side, at the PASSAGEWAY TO EXPERIMENT ROOM head back down the CENTRAL STAIRWAY, and make your way back to the REST STATION room. (where we got the map from).

By the way, when you reach down the CENTRAL STAIRWAY, Rick will give Regina a call and tell him that he opened some of the shutters, but these shutters are useless for us, ignore what he said and continue your way.

Once at the REST STATION, if you had dodged the dinosaurs in the previous room, then atleast one of them WILL bust through the door while your running through it, but ignore it, instead check on the DDK locked door at the far end, this is the W door.

Now, can you guess the password ?, no ?, its WATERWAY.

Head into the DISEMBARKATION IMMIGRATION OFFICE, once the door is open, here just run a little forward and Rick will come into the room behind you, Rick will use the computers and tries to open the other door in this room which will lead them to the sea port. But before anything, the beeper on the dead scientists body on the side starts flashing and he gets a radio call from one of his friends that he's got the port key. He's heading down to B3 on the LARGE ELEVATOR but there's a big dinosaur on his ass.

Rick tells Regina that if they don't get the key, its game over. The game will show you the map indicating that you have to get to the MAIN HALL B3, so I think you should know the way, but before exiting this room, take the B2 KEY CHIP 2 from the terminal behind where Rick is sitting, take note of the number that's written on it, also take the PLUG from the scientists body which just gave you the message and now exit, since this room is a save room, you can save all you want.

Make your way to the MAIN HALL B3, and when you reach it start running for the LARGE ELEVATOR. Another scene starts, Regina starts hearing the sound of people being eaten by the megaphones which connect the elevator, when the huge elevator doors open out walks the T-REX, it see's Regina and charges, but crashes into the power turbines, gets electrocuted and goes limp. Its

not dead yet though. Regina spots the Elevator door closing and the keys behind them.

You wont be able to open the elevator right now because the T-REX knocked the power out, but check the area where the batteries are and take out the WHITE BATTERY, now head into the side door leading to the BACKUP GENERATOR B3, go to the area where there batteries are here, put the white battery in and configure the batteries. I think you should all know by now what the right color pattern is, anyway, its RED BLUE GREEN WHITE for those who didn't, after that check on the lever on the side of it, since we have the LEVEL C card, the machine should work and the backup generator will kick in activating the power.

Now, head back to the MAIN HALL B3, and enter the LARGE ELEVATOR Once in it, you'll find three different bodies in here, each has an item on or besides it, the nearest to the door one has the PORT CARD KEY besides it, take it, the body a little north of this one has the DDK INPUT DISC D, take that too, head down the screen and check on the third body to find a PLUG. Now we have all we needed. Make your way back to the DISEMBARKATION IMMIGRATION OFFICE.

Once you reach here, Regina will automatically toss the PORT KEY over to Rick who starts working on the terminal, soon afterwards he manages to open the port door and Regina and Rick get on their way. When they enter the PASSAGEWAY TO PORT area they find something odd, there is a third energy vortex blocking their way, Rick tries to check if they can pass through it by flipping a coin in it, but the coin disappears inside it, this cant be good...

Rick says that he'll get all information on it and goes back to the computers, when your back in control of Regina, take the DDK CODE DISC S from near the vortex and exit back into the previous room.

Now make your way back to the CENTRAL STAIRCASE, climb up the stairs and enter the SECURITY PASS ROOM, at the end, once in here run directly opposite of the door you entered from and check the DDK locked door, you should already have the CODE and INPUT discs S. Check the lock, can you figure the password ?..

The password is STABILIZER.

Since this is a save room, I would advise you to save before you exit the area. Now enter the PARTS STORAGE room. Once your in here, run forward and a little scene will happen, an automated device will scan Regina, after that scene is done head forward through the sliding door, once through it, don't bother going to the path heading left of the screen because there are 2 doors there we cannot open yet. Instead head down and unlock the door from this side and enter through it.

Your back at the EXPERIMENT ROOM HALL. From where you enter, head up the screen, pass the vent hole that we came in here from earlier, but this time open the laser fence besides it, go to its other side and at the end you'll find a big door locked with level C clearance, since you have the card, you can enter it, take the resuscitation before you enter, now enter to STABILIZER EXPERIMENT ROOM.

In here, first off take the DDK CODE DISC D from the central

display table, after that head for the far corner of the room, take care of the single raptor in here first if you wish to, now at the far corner there is a cabinet with something inside it but its locked, no fret, im here to tell you the code. Input the code 1281 in it and it shall open.

Inside are the final parts for your SHOTGUN, equip them to make advancements to your shotgun, now we have both the D DDK CODE AND INPUT DISCS, but before we go there, I would like you to go on a little side trip.

HEAD DIRECTLY to the SECUTIRY PASS ROOM, remember the one where Regina set off the security alarm when you entered. Okey, once your back here, head into the small inlet office via the door. Check on the machine on the side, you will see 2 slots on each side, first take note of the number written on the B2 KEYCHIP 2 and remember it. Enter the keychips in and enter the code which is 0392. Once your done, another puzzle shall begin. This one is going to be a little harder then its previous counterpart.

This is what the basic interface of the puzzle will look like.



All the basic rules of the puzzle are pretty same as the last one and dare I say its very easy, its really hard for me to explain it all in words, its better if the people do it on their own, the puzzle will originally start off as shown in BEFORE, and you will have to arrange the two bars as they are shown in AFTER, besides being the normal options, you will also have the option to switch between the two bars and flip the colored boxes from one bar to another, try it and in a few minutes you will easily figure out the mechanics of this puzzle.

Anyway, after the puzzle is done, Regina will automatically take out the KEY CHIPS if you did it correctly, now exit out of this room to the PARTS STORAGE room, save your game before you go, at the PARTS STORAGE room, run forward, pass through

the sliding door, and this time turn to the left side of the screen, I told you to ignore this before.

At the end of the hall there is a door locked with DDK locks, and since we already have the DDK D disc's we can open this door, this door's password is something you've been hearing all this time... can you guess it ?..

The password this time around is, DOCTORKIRK

After you enter the password, the door will unlock, head through it to a PASSAGEWAY. Once in here, run forward and you'll find a huge shutter blocking your way, there's a panel on its side, use one of the KEY CHIPS on it and the shutter will open, after this one is open, run forward some more and another similar large shutter will appear, use the second KEY CHIP on the panel besides it and this one shall open too. Once you've opened both the shutters, run forward and you'll find an AN AID in your path take it and enter the door at the very end to reach the THIRD ENERGY AREA B2.

Once in here, you will see another scene, the Third energy generator is right in front of you, Regina radio's in Rick to tell him that she found it, after some flashy cuts of the generator, you'll get back in control of Regina.

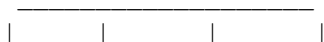
When your back in control, run straight forward and when the camera changes check the lit panel on the wall, it will raise a bridge which will lead into the central control system, but we don't have anything to do there right now, so just raise the bridge and continue running down the path you were before. Enter the door at the end leading into THIRD ENERGY CONTROL ROOM.

Once in here, run a few steps ahead and go down the stairs you see in front of you, take them down to the lower floor. Once at this place head to the backside of the stairs and next to the blue panel you will find the LEVEL B CARD, take this right now. From here, head UP the screen and read the journal on the shelf, some more ramblings about the third energy and the good doc.

Now from where the shelf is, head right of the screen and move the cabinet you see here, behind it is an INTENSIFIER. Now head back up to the upper floor by the same staircase we took to get down. Once your back on the upper floor turn to Regina's RIGHT and start heading down the screen, you'll see a door at the very corner, enter it right now, your in the POWER FREQ. ROOM now, in here first thing you'll notice is an injured female scientist on the corner, check on her and Regina will tell you that she is dying. Aint nothing we can do for her.

Now, to the right of the screen from where the injured lady is, you'll find a big blue lighted panel on the wall, check on it and you will start another very annoying grid style puzzle.

The basic interface of the puzzle is exactly like the last one and the mechanics are also the same, the puzzle will look a bit like this..



Kirk tells the hero's that they need the INITIALIZER and the STABILIZER to make the controls work, and that they should be stored in one of the security room's on floor B3.

by the end of the scene Regina will have gotten the LEVEL A CARD. At this time Rick also walks into the labs, Gail and Rick talk about the parts, they both have their different strategies on how Regina should go get the parts, Rick tells them that the B3 floor is crawling with the dinosaurs, and they're better off if they make their own parts using a PLANNING DISC and some unassembled parts.

Gail suggests that it would be easier and faster if Regina just goes and gets the original parts from where they are stores..

its DECISION TIME.

NOTE : This time I would suggest that you take the Gail method if you are stocked up on ammo (which you should be) because this method is faster and wouldn't involve any codes or item hunting, you just go in and get the real parts.

While if your running a bit low on the ammo then by all means take the Rick method, it will involve you hunting items down on the floor and assembling them into working parts, this will require you to remember codes and the usual Rick stuff.

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| GAIL's METHOD |

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" Head for the B3 LV.A area "

If you choose Gail's method, Rick will tell you to be careful and will run off again, the game will take you to a map of the B3 floor and tell you exactly where we need to go, I think we have been there before.

Do you guys remember the area where we first fought the black dinosaurs, there was a shutter there from where we took the C.O area key, inside that area was a LV A locked door, that's where we have to go.

Okey so from where you are right now run straight and enter the Dr Kirk's LIBRARY ROOM, in here you will find Kirk sitting and Gail is aiming a gun at her, in here, go besides Kirk and use the F.C DEVICE on him, Regina will store Kirk's prints on the machine, I will tell you what his ID number is when we're about to change the ID card.

Now, after you've gotten Kirk's ID number, exit this room, and head up the screen, besides the door we entered here from in the first place, there is also a third door, unlock it from this side and enter it, you'll come out directly in the THIRD ENERGY AREA.

From here, take the door next to you back to the PASSAGEWAY.

From the passageway head back to the PARTS STORAGE area, and from this hall, go directly into the A LVL locked door which comes on the left side of the screen, you would have to come in this room if you were doing the Rick method, but for Gail's strategy, we just came in here for a single item, there are some GRENADE LAUNCHER PARTS in the back side of this room, take them and head back out to the previous area.

From there go to the SECURITY PASS room, and exit from the other side, head down the CENTRAL STAIRCASE, then to the REST STATION. Make your way from here to the MAIN HALL B3. From here head into the CONTROL ROOM B3 and exit out of the other door in there. Your almost there now.

Inter the large shutters on the top to enter the TRANSPORT PASSAGEWAY, remember this area for a little more later on aswell, now in this area, there will be a single black dinosaur, I would ask you to kill it RIGHT NOW, run a bit forward and you'll see the LV A locked door on the top wall, but don't enter it yet, instead open the laser fences and run through them, run through the small hallway here and at the end of it, check through the boxes and you can find the following items, a grenade ammo box and 2 PLUGS.

Take all these items, and head back to the LV A door, I doNOT mean the huge one at the end of the hallway, but the one that comes in the middle on the top wall, open it using your LV A card and enter through it to SPECIAL WEAPONS STORAGE, I think the name gives it away.

In this room, just run forward and enter the small door on the top wall, on the other side, just run upwards and take the small elevator to the upper floor, once up check the glass case right in front of where you are and they shall open up giving you the actual STABILIZER and INITIALIZER. Take both of these and head back down the elevator.

CONTINUE TO AFTERWARDS !!

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| RICK's METHOD |

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" Head for the Parts storage on B2 '"

If you choose Rick's method at the choice screen, he will hand you the PLANNING DISC, and run off, Gail will tell you that do whatever you want just don't fail , and goes off in the small room on the side. Okey so from where you are right now run straight and enter the Dr Kirk's LIBRARY ROOM, in here you will find Kirk sitting and Gail is aiming a gun at her, in here, go besides Kirk and use the F.C DEVICE on him, Regina will store Kirk's prints on the machine, I will tell you what his ID number is when we're about to change the ID card.

Now get back to the previous room, and run upwards, besides the door we took to enter this room originally, there is also a third door in front of you, take it and you will come out directly in the THIRD ENERGY AREA B3, this is a sweet shortcut. Exit back to the PASSAGEWAY, and pass through it, exit the door at the other end to reach the PARTS STORAGE area. This is where we need to be right now.

Okey, so from the door, run a bit down and you will spot a door with a LV A lock on it, since we now have the key, head in the little door, first off from the far corner of the room, grab the GRENADE LAUNCHER PARTS and equip with the grenade launcher, now on to some business, now from the A level door walk right in front of you and there will be a weird machine and a yellow journal next to it, use the PLANNING DISC on the machine and it will ask you to enter the code. The method of inputting the codes is really weird but I think you'll get the hang of it.

Anyway, the code can be found out by pushing the shelf which is on the top wall of the room, there's a PLUG there aswell, anyway, after pushing the shelf, check the blue light to hear the recording of two scientists talking about the third energy generator, at the end of the conversation Regina will hear the beeps of a code, which is similar to the beeps which this machine makes if you input numbers into it, so all we have to do is follow the beeping sounds and input the correct numbers, ...

I told you Gail's method would be easier..

Anyway, for the sake of all those who don't want to rip their eyes out of their sockets, the code is 367204. Enter it after using the PLANNING DISC on the central machine, and two of the sockets on the corner will open up, take the CORE PARTS 1 and CORE PARTS 2 from them.

Now exit out of the small room, and in the previous hallway, take the door which leads to the EXPERIMENT ROOM HALLWAY. From here, make your way to the room near which we picked up the C LEVEL KEYCARD, remember, so enter the STABILIZER DESIGN ROOM.

In here, head to the big machine in the way corner and use the PLANNING DISC on it, after using it will ask you for a passcode, enter the code is 0204 and after entering it take the PROTECT PARTS 1=A and PROTECT PARTS 2-A which pop out. Staying in the same room make your way to the area right in front of where the door you entered from is, use the PLANNING DISC on this terminal aswell, use it and it will ask you for another code, this time enter 0367. After you enter the code another item will be revealed, take it, its the PROTECT PART 1-B. Only one major part left and we're on our way.

Now get out of this room, make your way to where the vent was but head in the room to the RIGHT of the screen, past the laser fences, its the same room we got the shotgun parts from remember. Once in here, run forward and open the small door on the side, its an A level door so we couldn't open it before remember, once through it head to the other corner and you'll find a glass case, use the PLANNING DISC here one last time and it will open revealing the PROTECT PART 2-B.

Now we have all the parts we need.

Staying in the same room, in the center you would notice a big computer machine, use the parts you have, all four on the central machine and it will ask you to assemble the parts yourself, select yes and its another puzzle, this one's very small though.

All you have to do is assemble the parts as they are approaching this can get VERY annoying at times, because even if you have set up the stabilizer, if you mess the initializer you'll have to start all over again, the basic idea of this puzzle is to rotate the parts and join them with the parts which will come in from any direction, very annoying but retro-style fun.

After you've successfully completed the parts, you will be left with the INITIALIZER and STABILIZER, move on to afterwards.

End Choice.

AFTERWARDS

After your done with collecting or making the two required parts its time for us to continue the hunt, now you would remember that earlier on we took the finger print sample of Doctor Kirk, if you forgot to take it, head back to where Gail caught him and take his finger prints with your F.C DEVICE , once you have the sample and the two required parts, make your way to the SECURITY PASS ROOM.

Its the same room where Regina tripped off the alarm, and where we did the two B2 KEY CHIP puzzle in, anyway, once you make it there, check near the back part of the inner area and you'll find a PC terminal next to the dead female scientist, this is just like what we did before, use your ID CARD you have on the terminal and it will ask you to enter the registration code, Kirk's registration code is 31415.

You can find it out by reading the yellow journal in the room where he shot that female scientist, anyway, enter the finger prints when the computer asks you to and it will do the rest, you now have the card of the most powerful man on the entire research team, aint nothing gonna stop us now.

With the advanced ID card and the INITIALIZER and STABILIZER in hand. Save your game in this room, and then make your way to the THIRD ENERGY AREA B2, remember where we saw the huge generator. Head there.

From here, head straight into the THRID ENERGY CONTROL ROOM, and head for the control panel which is right opposite of the door with the shot-dead female scientist, we couldn't access this before because we didnt have the right clearance, now we have it, so check on the machine and Regina will be able to work it, the machine will operate itself, and tell you to input the INITIALIZER and STABILIZER in their respective place. When your back in control of Regina, head back out the same way we got it, back to the THIRD ENERGY AREA B2.

Once back out here, do you remember that bridge we raised but didn't cross before, well now, cross that bridge and once you reach the

other end of it head to the panel like thing on the far wall, open it and place the STABILIZER in it, the machine will close and the STABILIZER will charge up, now cross the bridge again, and head in the direction of the door which leads back to the PASSAGEWAY.

But DONT enter it, instead turn right FROM the door, and continue down this narrow path, at the end of it will be an elevator leading down, take it down to the THIRD ENERGY AREA B3.

Here, just run forward and climb the small stairs, cross over to the other side of the ledge and take the stairs down, now run down this hall, and near the middle, where it turns, you'll find another similar panel on the wall, check it to open it, and use the INITIALIZER on it, after the INITIALIZER gets taken in, continue your way down this hall, and at the very end, activate the computer you find.

Now make your way all the way back to the elevator we took to get to this area, once your up the elevator, go back to the area with the bridge again and cross over it again, near where you placed the first item, you'll find a use able computer, use it and it will activate the third energy generator.

The third energy generator will slowly activate, and it will start a long scene, Regina will do most of the quick work herself in this one, first she runs off to the THIRD ENERGY CONTROL ROOM, and uses the control panel on the lower floor to activate the generator to full capacity so that it over loads, she and Rick have another little conversation over the radio, and they both decide its now or never. After she turns it on, the generator starts to overload and that means we're very near the ending of the game.

The scene will continue, as Regina will get out back to the THIRD ENERGY AREA B2 herself, along the way, you will be taken to the room where Gail and Kirk are, the ceiling starts to fall but Gail pushes Kirk out of the way to save him, Gail gets crushed under it but manages to put a tracer on Kirk before he can escape.

Once your back in control of Regina, you should know where to go right now, that's right, make your way to where Gail is, once you get there, another scene will begin, Regina will help Gail up and they will both make it to the DISEMBARKATION IMMIGRATION OFFICE automatically.

Once there, the scene will continue, Rick tells them that the way to the port is clear and after he see's Gail injured, he says screw Kirk and lets get out of here, Gail says the exact opposite and starts to walk out of the room to go and get Kirk.

Its time for the FINAL CHOICE

NOTE : This is the final choice, and it will determine which one of the three endings you will get, if you choose Rick then you can get one of the endings, but choosing Gail's method you can get one of the two other endings, choose wisely.

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| RICK's METHOD |

#####

" Ignore your duty and go after your comrade "

ENDING I

If you choose this method, Regina will knock Gail out and Rick will carry him off to the port, when your back in control of her, equip the grenade launcher ASAP, and make your way to the port exit yourself, SAVE YOUR GAME BEFORE EXITING THIS ROOM.

Pass through the room where the third energy vortex was, its clear now, pick up the box with the MUTIPLIER before the door at the very end, and enter it as its the only other way out of it. You'll enter the PORT.

In the port, head around the huge central machinery, and at the other end of the place, enter through the small door near the big shutters, you'll enter the HOVERCRAFT STORAGE.

In this room from where you are, head up the screen, and take the small stairs up, at the end of this hall, you'll find a red box on the wall, you should atleast have one plug with you at this point, open the box with the plug and you can find some really awesome items in it like MULTIPLIER and INTENSIFIER to boost your medical items, once your done with shopping head all the way to the other side of this room, past the door we used to enter this area and you'll find Rick working on a hovercraft. Here you will have a scene in which Rick will tell Regina that they need fuel to move the boat, Rick tells her that the boat is powered by nuclear energy and hands her a container to put the fuel in, now where the hell is that !?.

Simple, make your way to the previous room, the PORT. Near the door where we came to the port originally, you will find some huge fuel canisters standing, use the gas tank on those and you will now have a full ENERGY TANK, for the love of god take out the GRENADE LAUNCHER now and equip it. Now return back to Rick and Regina will give him the fuel, But at that time the T-REX's thumping sounds will start to emerge. Regina will tell Rick to leave it to him and Rick carry's on his work on the Hovercraft.

Rick drops off a box filled with some goodies, take all the things inside it and head back to the PORT, this is a save room so DO save your game before you exit.

Now at the port, get ready for the final encounter.

As soon as you enter the port, a scene begins, the angry T-REX tears through one of the huge shutters and knocks some debris around which blocks out all exits out of the port, the T-REX starts running towards Regina and the fight begins. The basic idea of this fight is to run around the machinery in the center in circles, something like what we did at the heliport fight, remember ?. But here the camera will always be looking behind Regina focusing on the charging T-REX, whenever it gets close the game will suddenly pop up a small icon saying fire, at this time fire one shot with your grenade launcher as quickly as you

can or the T-REX will get you for an instant kill.

Repeat the above a couple of times and the beautifully rendered ending cinema will begin, Rick makes it with the boat to where Regina is, and fires a rocket, the T-REX is still unscratched but the third energy generator starts to suck the facility from the inside-out in a huge vortex, the hero's barely make it out of the force fields area alive, but the T-REX gets sucked into the vortex. The hero's emerge into the rising sun and the game ends.

Cue the creepy music, and ending credits..

Sit through the credits, and after they're done you will be shown your rankings, and a ending message will be displayed after which you can save your game to either play OP WIPEOUT or continue with a new game to unlock more goodies and endings.

ENDING : GAIL SURVIVES, DR KIRK PERISHES WITH THE ISLAND.

#####

| GAIL's METHOD |

#####

" Put priority on the mission and go after Dr Kirk "

ENDING II

If you chose Gail's method instead, Gail will walk out, Regina will tell Rick that he's a professional and cares about nothing more than his mission, Rick tells her to hurry and go get him. At this point you can either get the ending II or ending III.

If your hunting for the third ending, then scroll down to its separate heading, this part will only cover the second ending.

Once the scene is finished the game will show you a map of the place where Kirk at that point is, the place is the same place where you will get the original STABILIZER and INITIALIZER if you did the Gail quest last time, for those who don't know, here we go. Exit the room your in .

From the REST STATION, head directly for the MAIN HALL B3, from here take a turn towards the CONTROL ROOM B3 and pass through it to the door on the other side, you might remember this area as this is the place where we did the second crane and crate puzzle. From here move directly to the huge shutter door at the top corner of the room, enter through it, just avoid the black dino's you find in here because its nearly the end and you wont want to spend useless ammunition.

PS. On your way, you might have noticed that the T-REX has now disappeared from the MAIN HALL B3. This means your right on track, so carry on.

From where you enter the huge shutter room, run forward and enter

the first LVL A locked door you see, there will be another huge shutter door at the very end of this hallway, but that's not our concern, when you enter the SPECIAL WEAPONS STORAGE ROOM a scene will begin.

Kirk will be cornered by a badly injured Gail, Regina asks tells him lets go, but Gail knows he doesn't have much time, he hands over a disc to Regina, and tells him that its the THIRD ENERGY DISC, which contains all the data on how to use it, and that delivering the disc back was their "real mission". Kirk laughs when he realizes that what he had thought all this time was true, the government doesn't give a damn about Kirk, they really wanted the third energy to themselves, Regina realizes that they had been duped into this mission from the start.

Gail dies from the severity of his wounds, Kirk makes fun of the dead guy and Regina avenges him by knocking Kirk out with a punch to the face, she then drags him off to the DISEMBARKATION IMMIGRATION OFFICE.

After the scene you will get the item "SECRET DISC"

Another scene, Rick gets sad after hearing that Gail passed away then takes Kirk towards the PORT. When your back in control of Regina, head out the same door Rick used, save your game before leaving since its almost the end.

In the PASSAGEWAY TO THE PORT, the third energy vortex would have disappeared by now, so just run from this end of the hall to the other end, its a straight path, take the MULTIPLIER near the exit door before heading into the PORT.

At the PORT, you will have a little scene, Regina will spot the T-REX but it looks as if its dead, there's blood around its head, but the bigger question is, how the hell did it get here. Oh well, once your back in control of Regina, head around the other side of the machinery in the center, its a huge circle. You can take a RECOVERY AID along the way, at the opposite end of the PORT, enter the door into HOVERCRAFT STORAGE.

Before that , you'll have a little scene of the T-REX shaking its head, that damn thing is still alive. At the HOVERCRAFT STORAGE room, you'll see the hovercraft ready for action and the hero's take off in it, next your taken to a scene inside the well rendered Hovercraft, Rick and Regina are still sad at the loss of Gail, and Kirk is sitting in the corner acting like a good little boy. Suddenly the entire ship jerks, and Regina spots the T-REX from the back window, Regina asks Rick to steer the ship and that she's gonna take care of this once and for all.

Rick will drop a goodie pack, when your back in control of Regina, check it for some good items, now equip the GRENADE LAUNCHER and its rounds, save the game before exiting the HOVERCRAFT since this is sort of a final boss fight.

Once outside, you will have a little scene of the T-REX emerging out of the water and getting ready to attack Regina. And the final encounter begins.

The idea of this fight is same as all the other fights we've had with this bad boy before, just wait until he starts to lunge forward towards you and shoot at its open mouth, don't waste a second because if he gets to you, he will kill you instantly, no second chances. So keep in a ready stance and shoot whenever he starts to charge at you. Its really simple actually, after a few shots Rick asks Regina to get down and shoots a rocket to kill the T-REX.

The beautifully rendered FMV starts now, the hero's think that they're gotten rid of the REX once and for all, but little do they know that its right under them, the T-REX emerges out of the water slowly, and Rick starts to speed the boat again. This time Regina's really had enough of him, she picks up a detonator, and walks out to the deck with it, a perfect throw and it goes right into the REX's mouth, Regina pulls the pin after a cool one liner "YOUR EXTINCT" and its game over. The team has completed their mission, but at the loss of Gail.

ENDING : GAIL EXPIRES , DR KIRK SUCCESSFULLY RESCUED.

Cue the creepy music and ending credits..

ENDING III

NOTE : This is somewhat of a secret ending of the game, and the method you get it is somewhat cheesy, its basically half of Rick's ending and half of Gail's ending, meaning this is the only ending where you can save both Dr Kirk and Gail. You can get this ending from either Gail's strategy or Rick's strategy.

TO GET THE THIRD ENDING WITH GAIL'S CHOICE

Okey, so from the choice you had to make at the DISEMBARKATION IMMIGRATION OFFICE. Choose Gail's method like you would do getting the ending II. The following scenes are the same, after Gail walks out and the conversation ends you will be shown a map of where Kirk is at that point, its the same area, the place where you would find the original INITIALIZER and STABILIZER in Gail's scenario earlier on. But we're going to do something else this time.

Head out of the room your in, through the REST STATION door, save your game if you wish to, this can be a little rough. Now from the REST STATION exit through the door which leads into the CENTRAL STAIRCASE. We wouldn't normally come here.

In the CENTRAL STAIRCASE, run straight ahead, dodge the two or so black dinosaurs, and open the laser fences that you come up against don't turn around and climb the stairs, we've never touched these fences before, but we will now, open the fences and close them from the other end just to be safe, now make your way to the end of the huge hall and open the huge LVL A door at the very end, pass through

it into the PORT TRANSPORT PASSAGEWAY.

Here, head up and take the weird looking transport further, when it stops head up and enter the huge shutters at the upper end of the passage, your now in HELICOPTER TRANSPORT PASSAGE. From here take the second weird looking transport further into the area, when this one also stops head straight up and enter the small LVL A locked door to enter the HELIPORT.

Once in here, head straight forward and Regina will have a look at the helicopter standing in the middle, now we can get out more quickly. Once your back in control check your map and you will notice that the position where Kirk is has changed, this position can change depending on which method you chose to get or make the INITIALIZER and STABILIZER.

Now look at your map and head for the RED area on it, this is where Gail and Kirk are, you'd better hurry. The location can be different depending on which method you used to make or get the INITIALIZER and STABILIZER.

Out of the HELIPORT, take the weird transport back one more time and this time enter the huge shutter door at the end of the passage, you'll come out in TRANSPORT PASSAGE. You can find Gail and Kirk either in the SPECIAL WEAPONS STORAGE ROOM. or the STABILIZER EXPERIMENT ROOM. Either room where you are supposed to find them, head quickly, once you reach the right room, you will have a little scene.

Gail has Kirk cornered, and unlike before Gail is feeling quiet alright now, Gail thanks the doc for the DISC he gave him, but Regina has no idea what they're talking about. The three then head off for the HELIPORT. Once at the HELIPORT, you'll have another scene, Rick radio's in telling Regina that the T-REX just smashed their escape boat, Regina tells him about the chopper and tells Rick to hurry to that location.

When you get back in control, take the magical goodie box that mysteriously came right in front of you, inside you'll find some useful items like grenade ammo, equip the GRENADE LAUNCHER and its ammo, and head out of the HELIPORT.

Regina will automatically take that weird transport thing back and when she stops, a scene happens in which Rick comes running and the T-REX hot on his trail, Rick boards the transport, but Regina stays on the deck of it and tells Rick to make it start already, the huge shutter closes down on top of the T-REX's head but the REX easily over powers the shutter, and starts following the hero's.

Once your back in control, you'll see the T-REX hot in pursuit aim with the GRENADE LAUNCHER, this part is just like all the fights we've had before with that big mutha, aim and stay alert and shoot the T-REX right in the kisser whenever he's about to lunge forward towards Regina, but if your late the T-REX can do an instant kill ending the game for you, so you'd better be on alert mode, shoot it whenever you see it charging at you. Pretty soon the T-REX will be left behind and the beautifully rendered ending scene will begin.

The hero's make it to the chopper and lift off, but the T-REX is still in hot pursuit, after some bumping and some very close calls with the T-REX, Rick decides to end this once and for all. He drops the flash bomb attached to the chopper which incinerates the T-REX on impact, the chopper barely makes it out without getting blown itself, and the hero's exit in the sunlight. Both Gail and Kirk are alive, and the mission is a complete success.

ENDING : GAIL ALIVE , DR KIRK SUCCESSFULLY RESCUED.

Cue the creepy music and ending credits..

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ALTERNATE METHODS OF GETTING THE THIRD ENDING  
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Besides doing the whole Gail thing, you can also view the THIRD ENDING by doing the following means..

* GAIL's METHOD : Head to the researchers room, the one where you met Gail for the first time on B3, where he says "yeah but atleast he's running out of places to hide" There is a control panel here, activate it with the Lv A card and you will have to solve a puzzle similar to the one you solved in Kirk's lab before capturing him for the first time. Its really hard but this method is quick and will take you directly to the Heliport. The rest is similar to the first method.

* RICK's METHOD : You can go save Kirk even in Rick's scenario, after Regina knocks Gail out and Rick takes him to the PORT. Use the SCANNER item that Gail gave you when you found him injured. You will find his current location at the HELIPORT. Make your way there by either of the ways mentioned above, the puzzle or taking the transporters to the HELIPAD indirectly, once there, Regina will capture Kirk who is trying to make off with the Helicopter. After he's caught, the remainder is pretty much similar to how it happens in Gail's scenarios.

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End Section.

12.

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gils

Here is a list of all the key items in the game, this list is in the order you can find the items in from the start of the game.

The main purpose of me spending a lot of useless time trying to write down the names and locations of all the items is to provide the reader with instant location of a particular item if you cant find it. All the key items are in here.

* BG ROOM 1F KEY

" The words Backup generator room 1F are carved into it "

Found : First room in the game.

Use : Gail will take it from you automatically.

* DDK INPUT DISC H

"Collect the code disc with the same mark and set both parts into the doors "

Found : Management Office 1F

Use : You can use DDK keys to open various locks.

* PANEL KEY 2

"It appears to be a panel that can unlock electronic locks"

Found : Management Office 1F

Use : You need 2 panel keys to open a panel.

* DDK CODE DISC H

"Collect the input disc with the same mark and set both parts into the doors "

Found : Locker Room 1F

Use : You can use DDK keys to open various locks.

* ENTRANCE KEY

"The words Main Entrance are carved into it"

Found : Management Office 1F

Use : Use it to open the main entrance door.

* DDK CODE DISC N

"Collect the input disc with the same mark and set both parts into the doors "

Found : Area in front of main entrance

Use : You can use DDK keys to open various locks.

* PANEL KEY 1

"It appears to be a panel that can unlock electronic locks"

Found : Chief's room 2F

Use : You need 2 panel keys to open a panel.

* DDK INPUT DISC N

"Collect the code disc with the same mark and set both parts
into the doors "

Found : Chief's room 2F

Use : You can use DDK keys to open various locks.

* KEY CARD L

" The letter L is carved into the card "

Found : Chief's room 2F

Use : You'll use this card to open a door later in the game.

* BG ROOM B1 KEY

" The words Backup generator room B1 are carved into it "

Found : Lecture room 1F

Use : You'll need this to open the backup generator door

* STARTUP BATT. R

" It is fully charged "

Found : Backup generator room B1

Use : Put it with the other one's to start the generator.

* DDK INPUT DISC L

"Collect the code disc with the same mark and set both parts
into the doors "

Found : Large size elevator control room

Use : You'll use this card to open a door later in the game.

* DDK CODE DISC L

"Collect the input disc with the same mark and set both parts
into the doors "

Found : Large size elevator control room

Use : You can use DDK keys to open various locks.

* B1 CRANE CARD

"The card seems to be used when transporting chemical materials"

Found : Elevator power room.

Use : You'll need this to activate the crane on B1.

* ID CARD

" The card data may be over written when facility personnel changes occur. "

Found : Medical room

Use : You can open various card locked doors with this. After changing the card data it can be further upgraded.

* F.C DEVICE

" When an ID card is created, this device is used to input the identification data "

Found : Strategy room 1F

Use : Collect prints to upgrade your ID card

* DDK CODE DISC E

"Collect the input disc with the same mark and set both parts into the doors "

Found : Strategy room 1F

Use : You can use DDK keys to open various locks.

* DDK INPUT DISC E

"Collect the code disc with the same mark and set both parts into the doors "

Found : Research meeting room B2

Use : You can use DDK keys to open various locks.

* B1 KEY CHIP

" The numbers 3695 are hand written on it "

Found : Gas experiment room B1

Use : Use on the machine in the library

* SMALL SIZE KEY

" The words emergency case are carved into it"

Found : Gas experiment room B1

Use : Open one of the emergency boxes in the medical room.

* KEY CARD R

" The letter R is carved into the card "

Found : Library room B1

Use : You'll use this card to open a door later in the game.

* SCREWDRIVER

" A specially shaped screwdriver that is used for computer maintenance. "

Found : Computer room B1

Use : Use it on the nearby panel to open it.

* COMM. ID CARD

" It can activate the elevator that leads to the communications room "

Found : Dr Kirk gives it to you

Use : Use it on the elevator in control room 1F.

* ANTENNA KEY

" A startup key in the shape of a card "

Found : Communication room 2F

Use : Use it in the Antenna Tower room.

* C.O PASS CARD

" Without this pass card, you will not be able to access all of the floors "

Found : Material's room B1.

Use : This will automatically be used on the large elevator.

* STARTUP BATT. WHITE

" Supplies the power for the backup generator and the main generator "

Found : Backup generator room B3

Use : Take this out to Rick.

* B3 CRANE CARD 2

" Apparently it cannot be used on the crane on the B1 floor "

Found : Control room B3

Use : To activate the B3 crane.

* B3 CRANE CARD 1

" Apparently it cannot be used on the crane on the B1 floor "

Found : Control room B3

Use : To activate the B3 crane.

* B3 CRANE CARD 3

" Apparently it cannot be used on the crane on the B1 floor "

Found : Transport passageway

Use : To activate the B3 crane.

* C.O AREA KEY

" The words carrying out area are carved into it "

Found : Transport passageway

Use : To open the CO area door.

* DDK INPUT DISC W

"Collect the code disc with the same mark and set both parts
into the doors "

Found : General weapon storage

Use : You can use DDK keys to open various locks.

* KEY CARD LV. C

" The level of this card is C "

Found : Experiment room hall

Use : This can open various Lv. C doors.

* DDK CODE DISC W

"Collect the input disc with the same mark and set both parts
into the doors "

Found : Stabilizer design room.

Use : You can use DDK keys to open various locks.

* DDK INPUT DISC S

"Collect the code disc with the same mark and set both parts
into the doors "

Found : Security pass room

Use : You can use DDK keys to open various locks.

* B2 KEY CHIP 1

" There is no writing carved onto the usual place. Data
needs re-writing "

Found : Security pass room

Use : On the machine in the same room, need other key
chip first.

* B2 KEY CHIP 2

" The numbers 0392 are carved into it, data needs rewriting"

Found : Disembarkation Immigration office

Use : Use it along side B2 key chip 2

* PORT CARD KEY

" Part of a strict security system"

Found : Large size elevator

Use : Give it to Rick in port office

* DDK INPUT DISC D

"Collect the code disc with the same mark and set both parts
into the doors "

Found : Large size elevator

Use : You can use DDK keys to open various locks.

* DDK CODE DISC S

"Collect the input disc with the same mark and set both parts
into the doors "

Found : Passageway to port

Use : You can use DDK keys to open various locks.

* DDK CODE DISC D

"Collect the code disc with the same mark and set both parts
into the doors "

Found : Stabilizer experiment room

Use : You can use DDK keys to open various locks.

* KEY CARD LV. B

" The level of this card is B "

Found : Third energy control room lower floor.

Use : This can open various Lv. A doors.

* KEY CARD LV. A

" It can be used to access all area's of the facility"

Found : Kirk hands it to you

Use : This can open various Lv. A doors.

* PLANNING DISC

" With this you can build the initializer and stabilizer"

Found : Rick gives it to you

Use : You'll need this various times to make the duplicate
initializer and stabilizer.

* CORE PARTS 1

" To be combined with Protective parts 1-A and 2-B "

Found : Parts storage room.

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* CORE PARTS 2

" To be combined with Protective parts 2-A and 2-B "

Found : Parts storage room.

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* PROTECT PARTS 1-B

" A critical part to the stabilizer, it protects the core
from getting shocked "

Found : Stabilizer design room

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* PROTECT PARTS 1-A

" A critical part to the stabilizer, it protects the core
from getting shocked "

Found : Stabilizer design room

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* PROTECT PARTS 2-A

" A critical part to the initializer, it protects the core
from getting shocked "

Found : Stabilizer design room

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* PROTECT PARTS 2-B

" A critical part to the initializer, it protects the core
from getting shocked "

Found : Stabilizer experiment room, inner part

Use : Combine with the rest of the parts to make the full
initializer and stabilizer.

* STABILIZER

" The parts necessary to stabilize controls of the generator"

Found : Stabilizer experiment room, inner part
or Special weapons storage B3(Gail's method)

Use : Parts needed to activate the third energy generator

* INITIALIZER

" These parts create the energy that is required to start the
generator "

Found : Stabilizer experiment room, inner part
or Special weapons storage B3(Gail's method)

Use : Parts needed to activate the third energy generator

* TRANSMITTER

" You can use it to find the location of Doctor Kirk "

Found : Gail gives it to you

Use : You can track Dr. Kirk's location with this.

* ENERGY TANK

" The tank's capacity meter reads empty/full "

Found : Rick gives it to you at the hovercraft port

Use : Get the gas from PORT to put in this.

* SECRET DISC

" The disc contains information about using the third energy as a weapon "

Found : Gail gives it to you if you choose his strategy.

Use : The mission objective.

End Section

13.

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gifs

Here is a list of all the memo's you can find in the game, they are arranged in the order that you can find them in. Enjoy your reading.

NEW EMPLOYEES EDUCATION

Please inform the new employees assigned to this department about the DDK system as follows.

The Digital Disc Key, or DDK is a system that secures our most important area's with an advanced locking system. To release the locks set by the DDK. Prepare and set the following two data discs in the locking device near the door:

- " DDK CODE DISC X "
- " DDK INPUT DISC X "

The type of DDK is indicated on the door. "A" "B" etc, if the type of DDK 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.

JOURNAL OF THE GUARDSMAN

Before tonight's experiment, the chief and Dr Kirk will be having at the second floor lounge from 1:00 pm. 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 position 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 room of the chief and the professor in order to ensure their safety. You will find the disc that contains the information you need to access their rooms on top of the locker That's all for now.

PERSONAL CHANGES OF RESEARCHERS

OLD

Section : Special aircraft, Experiment room

NEW

Section : Third energy physics laboratory

Registration number : 57036

Name : Mark Doyle

MEMO FROM ANTENNA OPERATOR

As a result of tonight's experiment, a strong magnetic storm may occur, consequently the communications 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 weapon 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 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.

NEW PRODUCT DESCRIPTIONS

- * Recovery aid
- * An Aid
- * Intensifier

* Multiplier

The four chemicals listed above feature our companies latest chemical 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 two types of supplies can be created.

* Recovering type

It quickly recovers lost vitality.

* Anesthetic type

Applied to the head of a bullet or a needle, it can put the target to sleep. Supplies that are produced by chemical mixing can be made even more affective with additional mixing.

NOTICE TO THE STAFF

Three years have passed since the tragic disaster. The performance of the new 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, from 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 entrance. 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 room without fail.

TODAY's TO DO

Prepare the DDK's 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 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. Its weird how nobody knows his past history.

DOCTOR's MEMO

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 first 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.

REINFORCEMENT OF ID MANAGEMENT

Earlier in the week there was a case in which someone used the terminal that rewrites the ID card 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 finger print collecting device can acquire useable 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.

MEMO ON WHITEBOARD

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

Paul Baker
Page no : 1123

Researcher personnel changes.

OLD
Section : Special aircraft experiment room
NEW
Section : Third energy Stabilizer experiment room
Registration no : 58104
Name : Paul Baker

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 system 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 the correspondence chart between the letters and the code no's.

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

SECURITY MANUAL VOL.2

DDK. The electronic lock system of this facility has been updated. A more intricate code system has been introduced, and the security system has been improved. 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 the letters in the second row of the CODE.

RESEARCHER's JOURNAL

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 out secret investigation activities. I heard that he established on this floor some where. 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 his 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...?

LIBRARY ROOM MEMO

Dear Paul,

I finally found the clue, this is the key card that you need to enter the 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 that the secret codes for the hidden safe are written on the panel keys. Now if we find out where the laboratory is, every thing will be solved. I'll leave that to you, good luck.

-Mike.

DOCTOR KIRK'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 development of the Stabilizer safety valve since the accident that happened three years ago. The third energy theory will surely alter the human history forever.

But as long as there is an uncertain element regarding the control of this power. Even if it is 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 effected by the excess energy is estimated to be a area of 3300 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.

DEAD MAN's MEMO

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.

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.

RESEARCHERS JOURNAL

The kid pointed out the mistake in the calculation of the estimated value. The simulation of the stabilizer. I mean it seems that I miscalculated the timing of the energy reaction in 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 that were all exhausted from having to work all day and night on a regular basis.

Written by M

To, M

Everyone feels about Kirk the same way as you do, its time to let him know how we feel. I heard that you could create a lethal poison by mixing lethal 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, cant you see Dr Kirk devotes himself to the experiment without caring for anything else? Blaming others for your mistake 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's watching your backs incase someone should "accidentally" inject you with poison.

Written by ???

NOTICE MESSAGES

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 function 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. This keeps the reaction under a certain level.

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

NOTICE MESSAGES

Since we are going to move the experimental generator outside today, we expect to see the 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 over-time recently. Dr Kirk in particular has locked himself in his private quarters for weeks. No body has seen him.

Take good care of the researchers and remember that the experiments 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 rewriting device here to prevent illicit use. There has been an incidence of someone abusing the rewriting device on the first floor. Keep your eyes open.

GENERATOR INSTRUCTION MANUAL

How to activate and control the generator.

1. Prepare to activate the generator by operating the control 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 generator to connect the "inhale shaft to the generator"
4. Move to the B2 area to set the stabilizer
5. Activate the generator.

RESEARCHERS JOURNAL

Since I was assigned to this department, all I have done is sample the simulation data of the generator. Even a college student could handle these tasks. Why doesnt Kirk want us to operate the generator. Doesnt he trust our ability and skills ?

Written by G

To O,
I dont 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 dont see what the military is planning to do with this conniving nonsensical procedure...

Written by N

I have an idea, its 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 cant resist my charming personality. Why dont 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,
Dont be so simpleminded, have you already forgotten how you'd have been trying to get Kirk's attention until recently ? Learn to think a bit more logically first. At my rate, the male researchers here dont seem to know much of anything beyond research. Maybe you ought to show the next one you become close friends with, the wonders of shampoo and the washing machine.

Written by C

RESEARCHERS MEMO

Kirk has been hiding everything from the researchers recently. In a demonstration of solidarity, the B1 area staff have decided to investigate what Kirk and the military personnel are up to. As a start we managed to get a wire tapping at the parts storage area where they've been holding meetings. The device is sound activated and records automatically. It can also playback 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 to forge his ID card is his finger print data.

KIRK's OLD DOCUMENT

Third energy as the final weapon

If the third energy reaction exceeds the critical point. It evokes the overload phenomenon. When this happens, we cant 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 vicinity. If we could control the area where the overload occurs, the third energy could literally become the "ultimate weapon". The power of the weapon depends upon 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 weapon here and now, this government will be able to obtain the most deadly destructive device in the whole 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.

NOTICE TO STAFF FROM Dr KIRK

Notice
Preparing the stabilizer and the initializer

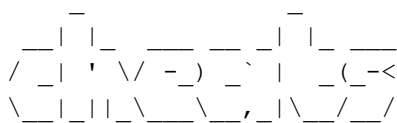
Make sure these two devices are ready in time for the experiment
Each of these two devices consist of the following two parts.

- Core parts
- Protect parts A
- Protect parts B

This means six parts are needed in all. These parts are separately stored in the experiment room, design room and the parts storage room, once you have acquired all 6 parts, you can assemble them in the experiment room. The weightless manipulator must be operated by staff of the level A class.

End Section

14
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tc&c

OPERATION WIPEOUT

Just complete the game once with a time under 5 hours to unlock the operation wipe out, im sorry i didnt include anything about this in the main walkthrough but its nothing to explain about, this game will have Regina start off in fixed area's in the game and all you have to do is kill all the dinosaurs in this fixed area with the limited ammunition that you are provided. This starts off easy in the earlier levels but gets harder as you plow through them. Did I forgot to mention that you have to do all this in a time limit ?.

EXTRA COSTUMES

As with most of capcom's other games, Dino crisis also lets you unlock new costumes for the main character by finishing the game with a higher ranking at the normal difficulty mode. As for Dino crisis, you can unlock three different costumes for Regina.

- * Military shots costume
- * Sci-Fi style costume
- * Wild cave girl costume.

When you finish the game for the first time in normal mode then you would only unlock the first two costumes, start a new game by the saved game file after you end the game, and that time you will be able to unlock the third and the sexiest of them all costumes, and there's a little add on bonus to that as well. Along with the costume, if you choose the cave girl dress up, your guns will also change, the handgun and the shotgun will become bones while the grenade launcher turns into a large fish. A must try, I tell you.

INFINITE GRENADE LAUNCHER

Finish the game three times and get a different ending all three times, once you start the game a 4th time from the saved ending data then you will start off with a grenade launcher with infinite ammo in your inventory, this just makes the game a whole lot easier as you can plow through the line of attacking dinosaurs. Even the T-REX takes lesser shots with it compared to the shotgun.

IN-GAME TIPS

*Always keep an eye on your health, how say you ask ? even if the game doesnt give a proper health meter for you to go by you can still tell how well Regina is doing by the way she walks or runs at that time, if she's hurt then she will clutch her side

and start limping, at that time you should immediately administer some medical help, because it means that Regina is almost history. On a similar note when ever you see a trail of blood following Regina, immediately use one Hemostat item from the medical menu, or a Med pack L if you happen so to have one. They will stop the bleeding for you. Otherwise the bleeding will slowly leech a good amount of health automatically before it finally stops itself.

*When your fighting the raptors, make sure that your shooting at them from a distance and that your rate of fire is undisturbed even though the raptors are really fast runners, your firing then head on can stop them in the tracks, at this time if you stop then they will charge at you and attack. Dont wait for Regina to automatically fill the ammo of the gun if it goes out, and go yourself in the menu and change the ammo type manually.

*When ever any type of enemy has you in their grip, start mashing the buttons quickly because if you dont hurry to get out of their grip, they will eventually do a second attack which will cause even more damage then before.

*This game does a very good job of keeping your ammo stock at bay by providing you with little ammo to work through the game with, its up to you to make use of that ammo usefully, there are several area's in the game where you can just run past the dinosaurs without having to shoot at them , ever. Make good use of wide open area's to your advantage and run around the dinosaurs if needed. Only shoot when your in a narrow hallway where you know you have to come over and over.

*You see those electronic fences, they're really there to help you out, see dinosaurs cannot pass through them if they are active, so a very smart strategy would be to stand behind the other end of the fence from where the dinosaurs are and turn it on. Then shoot the dinosaur with a handgun from the safety of the fence, you can use these fences as a shield even in the later stages of the game, against the bigger and larger enemies.

NA GAMESHARK CODES

1E Enable Code (Must Be On-Version 1)
D014957C 023A
8014957E 1000

2E Enable Code (Must Be On-Version 2)
D0029588 0005
8002958A 1000

Infinite Health
800B9574 04B0

Infinite Ammo & Items
8006AC06 2400

Enable Costume Change

appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right...

(PS ... this doesnt mean that other sites cant use the guide, any site which I want this guide to go to and any site which tells me before using it shall be allowed)

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* CONTACTING INFORMATION

Want to drop an email to me ?! please make sure of the following things before sending me an email

- * look in the walkthrough for any puzzle or monster related questions first.. dont find it there.. mail me.
- * Please DONT mail me about how good you are in the particular game and how bad i suck.. hehe those will go to the trash ASAP

God any question about the game ?

Use this address : Returnofthemaniac@hotmail.com
or adnanj@gmail.com

* CREDITS AND THANKS

- * God of course for making the whole world like it is today and a special thanks for making me lol ;-)
- * My hands, i can say without a doubt that i may be one of the fastest typers alive, since I wrote this enter thing out in about less then 2 days. I RULE !
- * GameFaqs.com , for allowing people such as me to show off their writing skills, or even learn that common men can also make walkthrough's for games, I mean three years ago I didnt know what a FAQ was.
- * Capcom for making this game in the first place, but they also get some heat for delaying Bio4 for so long, but still, long live capcom.
- * Thanks to The Night Flier's walkthrough for the name of those black mutha dinosaurs , thank you dude !.
- * All the people who use this walkthrough for making their game easy, not for their profitable gains, a special thanks to the web sites who use it by asking my permission first , and keeping it in its original unedited .txt format.

FOR WORDS

Well welly welly welly well, this just might be my last full guide before Resident evil 4 comes out, but then again who knows when the typing bug gets inside me once again, i mean i said 2 walkthrough's before that THAT was my last walkthrough before re4, see what i mean lol

Anyway, i've been taking up way much of your time, i bid you . adooo

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