

Dino Crisis 2 Game Script

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Please don't upload this Script to a website or publish it anywhere without my permission unless I send it in to you or certain sites.

Questions and/or Comments

If you have any questions or comments regarding this Script, you can e-mail me for further clarification or Permission to use it.

SPOILERS NOTICE

Seeing how this is a script of the whole game, there will OBVIOUSLY be massive amounts of spoilers, so THIS is your warning. Do NOT read on and ruin something for yourself then blame me or my Script. Thank You.

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1) I N T R O D U C T I O N

One year has passed since Regina's fight for survival against raging dinosaurs and the capture of the rouge scientist Dr. Kirk.

Despite dangers, the government has recklessly resumed massive research on Third Energy. The heedless quest for immediate results and neglect of precautions has predictable consequences. Another "accident" looms.

Suddenly, a military base, a research institute, and an entire town mysteriously vanish!

Now a special mission to rescue survivors, uncover the mystery and recover the missing research data begins.

Armed with the latest in heavy artillery, a hand-picked team heads into the unknown - a dangerous jungle from another time.

Only Regina has an inkling of the adrenaline-pumping prehistoric challenge the team will soon encounter...

Pure terror!

2) Character Profiles

Unlike the first Dino Crisis, DC2 is on a first and last name basis, except for Regina that is. Her last name is never revealed in the series. Perhaps she doesn't have one.

Regina (Last Name Unknown):

Sex: Female

Age: 24

Height: 5 FT 9 IN

Team: S.O.R.T. (Secret Operation Raid Team)

Description: An expert in stealth missions, Regina is a member of an espionage agency that reports directly to the government. She is a survivor of last year's mission to capture Dr. Kirk. Considering her outstanding past performance, the agency tagged her once again for this mission. Agility and cool composure in any situation are her biggest strengths.

Dylan Morton:

Sex: Male

Age: 25

Height: 5 FT 11 IN

Team: T.R.A.T. (Tactical Reconnoitering and Acquisition Team)

Description: Dylan is a true soldier. A member of a special task force in the army, his extremely strong body and mind can endure any adverse circumstances. Though somewhat lacking in agility, Dylan's strength makes him excellent at handling heavy firearms. He will realize his destiny during this mission...

David Fork:

Sex: Male

Age: 23

Height: 6 FT 0 IN

Team: T.R.A.T. (Tactical Reconnoitering and Acquisition Team)

Description: A member of Dylan's special task force, David's humorous take on danger keeps the team's morale high. A weekend wrangler, he wears his favorite cowboy hat constantly. Though weaker than Dylan in fighting ability, David's compassion for his friends is an indispensable asset to the team.

Paula (Dylan's Daughter from the future):

Sex: Female

Age: Unknown

Height: Unknown

Team: Rebel Youth

Description:

3) Game Script

--CG Intro--

Narrator: One year has passed since the "Third Energy" incident... Dr. Kirk's research on "Third Energy" has been taken over by a government agency, and massive research has begun at a base somewhere in the Mid West. However, in their pursuit of immediate results, they have failed to take the necessary precautions, and once again, an accident has occurred. This time, the entire research base, military institution, and a small town close by, have disappeared. In their place now lies a Jungle from another time...

[A hovercraft style boat comes through a vortex and splashes onto the surface of the water]

[Dylan, David and other members of T.R.A.T. can be seen on the boat]

[Dylan now narrates the next scene journal style]

Dylan: May 10th, 2010...

I'm about to step through a gate to another time. Or maybe it's another world. I'm being sent in with other members of T.R.A.T.

Our mission: to rescue 1300 survivors and collect data on the "Third Energy" project.

[The crew is now setting up camp, and various voices can be heard as the camera moves through the scene]

T.R.A.T. Member #1: Hey Sarge, where do you want this?

T.R.A.T. Member #2: Did you organize - on the --- yet?

T.R.A.T. Member #3: -- ...transmission on this GPS, there's something wrong.

T.R.A.T. Member #4: Hey...

[One lone T.R.A.T. Member is near the edge of the forest and he sees something]

T.R.A.T. Member #5: Huh?

[A Velociraptor jumps out at him]

Auh! Ahhhhh!

[Suddenly the rest of the camp is swarmed by dozens of Velociraptors]

[Everyone picks up their weapons and they start killing any Velociraptors that they can see]

[Everyone dies except for Dylan and Regina who are now back to back fighting off a large amount of Velociraptors]

[Something powerful shakes the ground and it makes Dylan grunt]

[The Velociraptors suddenly back off and run away]

[A T-Rex emerges from the bushes, knocking down a tree which falls toward Dylan. He rolls out of the way of the falling tree]

[The T-Rex comes toward the two and it now seems hopeless to get away]

[All of a sudden, Dylan's buddy, David, appears with a rocket launcher]

David: Eat this!

[David shoots the T-Rex in it's right eye with the rocket launcher]

Dylan: Yes. [Quietly]

David: Yeah!!

[The T-Rex becomes more angry, it roars, then viciously chases after Dylan and Regina who are now running away]

[Dylan and Regina breath heavily as they run as fast as they can]

[They approach an edge and as the T-Rex swiftly approaches, they have no choice but to jump down the side of the hill if they don't want to be eaten. They just miss the T-Rex's open mouth by less than a foot]

--Dock/Carrier Lot--

[Dylan and Regina get up and realize that they've landed in a small fenced-off area. There are two doors that both need a little persuasion to open]

Dylan: Heh... so this is the cretaceous way of welcoming guests, huh? Not exactly the red carpet treatment.

[Regina tries to use her Intercom]
Regina: Hmmm... there's no response.

Dylan: I'm pretty sure my team's alright. There's more than 1000 survivors, let's get moving.
[Regina walks to one of the doors]

Now hold on, what was your name again?[she doesn't stop]
Hey! [He laughs calmly]

Regina: The ivy is wrapped around the door, it won't open. Let's try the door over there. [She starts toward the second door]

[Dylan pulls out his machete]

Dylan: Awww, comon. [Regina stops and turns around] Didn't they teach you how to open a door in sword training? Here, I'll show you. Watch this. [Dylan takes three hacks at the ivy then Regina interrupts]

Regina: Uh, yeah. That weapon definetly suits a T.R.A.T. member. But I prefer to go in this way. See ya, Mr. Barbarian. [She walks to the other door]

Dylan: Hey! The name's Dylan! Call me that, we need some help, okay?

[Regina stuns the door with her stungun then opens it and leaves]

[YOU NOW TAKE CONTROL OF DYLAN]

--Water Tower--

[Dylan see's a helmeted-person run away]

Dylan: Hey! Who are you? Are you one of the survivors?
Don't run away... come out. Ahem.. we came here to rescue you!

--Military Facility/Front--

[Dylan finds the T-Rex again]

Dylan: Back for more, huh? You one-eyed menace.

[When you get to the other side, two helmeted-people try to shoot dylan with strange-looking weapons]

[Dylan dodges the projectiles then runs away as the T-Rex gets closer]

--Hardware Storage--

Alarm: You have inserted an incorrect key, trespasser confirmed. This

room will be locked. [The door shuts and Dylan runs to it and pounds it in anger]

[Dylan calls for help on his the intercom]

Dylan: Somebody answer me... David... Regina...over.

Regina: This is Regina, over.

Dylan: Regina, I'm trapped. I'm at the Military Facility, I need your help, over.

Regina: Did you swing your precious machete around? Well, I guess I can help you out.

Dylan: Good, okay. I'll put a key in front of the door as a mark, don't let me down. Over and out.

[YOU NOW TAKE CONTROL OF REGINA]

[When you leave the Control Shack, a video starts...]

Regina: Huh?

[Projectiles come at her and she dodges them just like Dylan did]
[2 out of the 3 helmeted-people run away and jump over the broken bridge then the third shoots one last projectile which Regina easily gets rid of]

Wait!

[Then the 3rd person tries to jump across the broken bridge, but part of the bridge breaks and they hang on desperatley. Regina runs up to help them out.]

Grab my hand!

[Regina gets the person up then tries to takes off their helmet.]

Who are--

[The helmet comes off and Regina see that it's a blonde short haired girl, probably in her early 20's]

[Regina locks her up in the Control Shack on some pipes in a corner]

Listen, young lady, I don't want to do this to you, but you left me no other choice.

--Hardware Storage--

[If you press X on the door Dylan comments]

Dylan: Comon, stop playing around.

[When you open the door]

Dylan: Hey, what took you so long?

Regina: Nice to see you too. You owe me one. I found a young female survivor. But, she was unco-operative. I locked her up in the Control Shack. I'll take her back to the ship. You go on ahead, I'll meet you

there.

--Cockpit Cabin--

[Regina has brought back the girl to the Patrol Ship]
[The girl struggles to get away but doesn't say a word]

Regina: Just try to relax. What is wrong with you? You're a survivor, right? Please, we're here to help you. What's your name? Where are all the others? Where's your family?

[The girl doesn't say a word then Dylan comes out of the Ship Cabin and Regina turns around]

Dylan: Regina, you better come and see this.
[She follows him into the Ship Cabin]

[The room is a mess and some objects are broken]
Regina: Who trashed the place?

Dylan: It wasn't dinosaurs. Someone must have got in here and destroyed all the computers.

Regina: The activator for the gate is broken too. We can't get back to our own time.

Dylan: It must have been those people with the helmets.

Regina: They also damaged the engine activator. We can't even move our ship.

Dylan: Okay, we'll have to look for something in this world, in order to get us back to our original time. And we have to find parts for the ship too.

Regina: Hey, before you go, handcuff the girl so she won't run away. There's a facility we haven't gone to yet. You've got to check it out.

Dylan: Right.

--Cockpit Cabin--

[Dylan tries to handcuff the girl to some pipes in a corner]
[She tries to evade him within the room]

Dylan: Calm down, just calm down. I'm here to help you. Look, I have to make sure you don't escape... Trust me.

[She reacts to his last couple of words by calming down and it seems that she recognizes something he has said]

Girl: Hueh.... [She touches his hair]

Dylan: Hey... [She touches his hair again]

What are you doing? Stop it. [Softly] What's the matter?

[YOU NOW TAKE CONTROL OF DYLAN]

--Ship Cabin--

[If you press X on Regina she comments]

Regina: There are still areas we haven't been to. Go search for survivors, and we need that battery.

--Research Facility/Passage--

[A Compsognathus steals Dylan's Key card when he attempts to put it into the slot to open the next door]

Dylan: Hey! That's mine!

--Cockpit Cabin--

[Dylan sees the handcuffs that were on the Girl now on the floor]
[Regina comes out of the Ship Cabin]

Dylan: [Dylan sighs] Shes gone...

Regina: Uh, yeah, I can see that. You know what else is weird? I've checked the stats on all the residents and soldiers, but I couldn't find any profile fitting her description. It's like she doesn't exist.

Dylan: Well, I was thinking, maybe she's not one of the survivors at all. What if those helmet people are from a completely different time than ours?

Regina: What?!

Dylan: Nah, nevermind. We found parts that might help fix the ship. But what matters now, is we still haven't found any survivors or helpful data, so we must move on, and search elsewhere.

[Regina tells Dylan about a certain control panel]

Regina: This control panel is programmed to search for the areas where we can dock. Use it.

Dylan: Right.

[After you set the destination]

[The boat hits something right away]

Dylan: Auh!

[The heads of Plesiosaurus' appear out of the water and now you must get rid of them]

Regina: We're surrounded!

Dylan: Don't worry, I'll take care of this.

[If you press X on Regina she comments]

Regina: Your friends are outside waiting for you.

--Deck--

[In the Mini-game]

[When you are around half-way there]

Regina: We're almost there, keep it up.

[When you arrive at the destination]

Regina: Good job, we're here. Sharp shooter, aren't ya?
Hang around the arcade much?

[YOU NOW TAKE CONTROL OF REGINA]

--Sub Level/Elevator--

[When you operate the power restarter]

Computer: Reactivating main power. Please check computer until power is supplied to all devices. Warning, when power is overloaded, this reactivation process will be suspended.

[If you don't activate the power]

Computer: The power has been overloaded. Suspending the reactivation process.

[If you do activate the power]

Main power reactivation restored.

[When you go down the elevator to the underwater area]

[A large bump is felt]

Alarm: warning, object blocking elevator shaft. Emergency shutdown.

--3rd Energy Reactor--

[A Plesiosaurus is swimming around this area and it side-swipes a part of the generator and breaks it]

Alarm: Warning, the 3rd Energy Reactor has been damaged. The 3rd Energy Reactor has been damaged. Switching to emergency power. Areas will be locked to prevent explosions. [The exit seals shut]

[When you kill the Plesiosaurus]

Alarm: Warning, the water current is presently normal. Deactivating defense mode. [The exit opens back up]

--City Front/Dock--

[You meet Dylan at the dock and he's brought the Patrol Ship with him]

Dylan: Welcome back, how's the water?

Regina: I don't recommend the diving in this resort.

[All of a sudden David calls for others on the intercom]

David: Hey, this is David. Is anyone there? Answer me! Over...

Dylan: I knew you were alive!

David: Yohohohoho, Dylan... I found survivors here!

Dylan: Really? We were about to give up. Where are you?

[David's voice becomes hard to hear due to static]

David: The place is Edward City...hurry....they're---
[The signal turns to static]

Dylan: David! David!

Regina: Edward City? That's not far from here, let's go.

[YOU NOW TAKE CONTROL OF DYLAN]

--Lakeside 1--

[Dylan sees a yellow mark on a tree]

Dylan: Look, this is David's mark.

Regina: That's very cautious of him.

Dylan: That's how you survive. Let's look for another mark.

Regina: Okay, let's split up then.

--Comnd St./Inner Perimeter--

Dylan: Regina... [She walks away]

[All of a sudden a few Allosaurus' come out of nowhere]

Go Regina! Head towards that Control Tower, I'll cover you!
This must be their nest. I can't handle this by myself.

[Dylan drops a flare-type gun for Regina to use]

Use that Signal Bullet. I'll blast a big one to the place you point to.

Regina: Right.

[YOU NOW TAKE CONTROL OF REGINA]

[When you get halfway Regina calls Dylan with the intercom]

Regina: Nice backup, your turn!

Dylan: Okay, you better have good aim...

[YOU NOW TAKE CONTROL OF DYLAN]

[When you get to the other side Dylan calls Regina on the intercom]

Dylan: [Whistles] That was close! You're turn now!

[YOU NOW TAKE CONTROL OF REGINA]

[When you get to the other side]

Dylan: Good job, let's go.

Regina: I'm not gonna need this anymore.

[Regina drops the Signal Bullet]

--Comnd St./Outer Perimeter--

[When you go through the gate]

Dylan: Regina, look, over here...

[Dylan points out some dead baby Triceratops']

It's horrible, who would've done this?

[All of a sudden there is a small noise from a dinosaur]
[Dylan and Regina both look down at one of the baby Triceratops corpses]

[A full-size Triceratops comes around a corner near Dylan and Regina and starts to run at them]

Regina: Dylan! Over here!

[They get in a Jeep and Dylan works the gun in the back]

[YOU NOW TAKE CONTROL OF DYLAN]

[After you kill the two Triceratops]

Dylan: Alright!

Regina: Few, too close for comfort...

Dylan: Hehehe yeah, that was some cool driving...

[Dylan spots a dead end in the road]

Hey Regina, in front, watch out!

[The Jeep careens into an open field with long grass and flips over making Dylan and Regina fall out]

Regina: N-nooooo!

Dylan: Auh-ahhhhhh!

[The Jeep explodes]

Regina: Huh?

[Dylan and Regina quickly find themselves surrounded by a pack of Velociraptors]

[One of the Velociraptors hisses]

Dylan: We're surrounded...

[They appear to be out of luck this time, then all of a sudden an army-grade Helicopter appears out of nowhere and shoots missiles at the Velociraptors, taking out a few at a time]

[Dylan then sees that it's David who is working the Helicopter]

Dylan: David!

David: You're toast! [He blows up the rest of the Velociraptors]

David: [To Regina] Let's go!

Regina: Right.

--City/Living Quarters 1--

[David, Dylan and Regina are now together again and have a conversation by David's totalled Helicopter]

[There are corpses littering the ground around them]

David: These people were the only ones left. There aren't any survivors now.

Dylan: So we failed. How could we let everyone die?

Regina: Look, we still have the mission to retrieve the data on 3rd Energy research.

David: Dude, even if we get the data, how do we get back to our time? The activator for the gate has been destroyed, right?

Regina: THAT'S why we need that data. If we study it, we might be able to build another gate to go back.

Dylan: Fine, let's split up and search the town for the data.

[David walks away]

Regina: David? [To David] Let's go. [To Dylan]

Dylan: Mmmkay. [He sounds skeptical]

--City/Warehouse Quarters--

[Dylan sees the T-Rex again]

Dylan: Aww man, this is just what I DON'T need...

[Dylan see's a Tank nearby]

Okay, I got a big surprise for you.

[Dylan gets in the Tank]

--Outside of City/Highway--

[After you pick up the Gas Mask]

[Dylan sees a helmeted person aiming at him in a nearby truck mirror]

[Dylan avoids a few projectiles then the helmeted person gets closer and has the weapon pointed at him]

[All of a sudden the same girl that escaped from the boat earlier appears out of nowhere and tries to save Dylan]

[Dylan throws the weapon to the ground as the helmeted person pushes the girl away]

[The girl's necklace falls off her and lands on the ground]

[The helmeted person jumps off the broken highway and lands one storey below, killing himself]

[The girl runs away]

[Dylan picks up the necklace she dropped then Regina comes out of nowhere]

Regina: What happened?

Dylan: [While staring at the necklace in his hand] My Sister's necklace. This necklace belonged to my sister who passed away.

Regina: What?!

Dylan: This can't be possible. It looks so much like the one my sister used to wear.

Regina: What do you mean?

Dylan: Well, I was a very different person before I joined the army. Just a worthless street thug. At the time, I was in a gang and one day our rivals forced their way into my house. I wasn't home at the time, but my mom and sister were... and they were... well, they're gone. After that, I joined the army, and I've spent everday trying to make up for the past.

Regina: Comon, let's go back to the Patrol Ship. We have no business here now.

Dylan: I found a Gas Mask over there.
[Dylan points to where he found it]

We could use it to get into the deadly poison zone in the Jungle.

Regina: Let's go.

[YOU NOW TAKE CONTROL OF REGINA]

--Cockpit Cabin--

[If you press X on Dylan he comments]

Dylan: There's only one more place... the deadly poison zone.

--Launchsite--

[After you come out of the Data Control Room]

[The T-Rex is back]

Regina: You again? Persistent thing, aren't ya?

[A Giganotosaurus breaks through the huge wall then it fights the T-Rex and wins]

[Regina runs back into the Data Control Room]

--Data Control Room--

[Regina breaths heavily and runs into a corner]

[The door shuts again behind her]

Regina: Huh?

[She turns around quickly and sees that it's only Dylan]

Dylan, you scared me! I finally found the 3rd energy Data Disk!

Dylan: Great, now we can get out of here. I brought the Patrol Ship around behind the building. Comon, let's go.

[Heavy footsteps shake the room]

Wha-what?! It's our Cyclops friend again.

Regina: It can't be... that T-Rex is already-- [She stops]

Alarm: Attack on missile launcher confirmed. Activating emergency

interception mode. [Alarm starts in the background] Missile will launch in 10 minutes. Evacuate immediately.

Regina: The computer's malfunctioned

Dylan: This is not good. Where's the control panel for the missile?

Regina: It's inside the warhead. I'll go in and shut off the controller, you go ahead and evacuate.

Dylan: Okay, you be careful.

--Missile Silo/Inside--

[The Giganotosaurus breaks through a wall and comes inside]

Alarm: Warning, access to missile launcher are now closed.

[When you appear to kill the Giganotosaurus]

Attention, access routes to missile launcher are now open.

[When the Giganotosaurus gets up and breaks the missile]

Attention, missile destroyed. Warning, warhead armed.

Evacuate immediatley.

--Launch Site Back/Door Entrance--

[Dylan and David are waiting on the Patrol Ship]

Dylan: Are you okay, Regina? Get on quick.

David: Oh, gimme a break, man, we're dead!

Dylan: We have to get as far away from this place as possible.

Let's head down the river.

--Riverside/Front of Watergate--

[The watergate is blocking the way]

David: Great, the watergate's closed! we can't go any further.

[Regina sees a valve that could open the gate]

Regina: Wait, there's a valve. Maybe we could open the gate manually.

David: Whoah! Let the MEN handle this.[To Regina] Let's go bro. [To Dylan]

Regina: Fine, you boys, play nice now.

[David and Dylan are outside now and David tells Dylan to man the gun up on a nearby tower to protect him]

David: Okay, up there.

Dylan: Right.

David: Well, here it goes. [He starts turning the valve] Augghhh...

[After David opens the Watergate]

David: I rule!!

[He looks up towards Dylan]

Bingo, Dylan, let's go back!

[An Allosaurus comes out of nowhere]

Dylan: Watch out! [He pushes David out of the way]

[The Allosaurus grabs Dylan in it's mouth]

Auhhhhhh!

[All of a sudden David has a Rocket Launcher and shoots the Allosaurus]

[Dylan falls out of it's mouth and to the ground]

David: I'll save ya, bro! [He pushes Dylan into the river]

[The Allosaurus grabs David in it's mouth]

Dylan: David!!! Nooooo!!! [As he's floating away]

Regina: David!! [She turns her head away]

[YOU NOW TAKE CONTROL OF DYLAN]

--Jungle/Unknown Area--

[Dylan gets up and see the girl again]

Dylan: You?

Girl: H-home?

Dylan: W-what did you say?

Girl: Home... [She points behind her]

Dylan: I-I don't understand... You want me to come with you?

[At the end of the area she opens a door]

--Jungle/Unknown Area 2--

[At the end of the area she opens another door]

--Facility Area/Front--

[She runs away, climbs a ladder and enters a door]

--Large Laboratory Hall--

[She types on a computer which brings up a Hologram]

Hologram: Welcome, Lieutenant Morton.

Dylan: A Hologram? Well how does he... know my name?

Hologram: There's not much time left, so I'll explain it, short and simple.
On August 10th 2055, our Noah's Ark Plan became successful.

Dylan: Year 2055?! What's he talking about?

Hologram: To save the dinosaurs, we transfered the dinosaurs to this time.
3 million years ahead of our time.

Dylan: What?! 3 million years? [He turns to Paula] Then you're from...

Hologram: But there was another accident when we were about to go back. The gate disappeared, and we were stranded in this time.

Dylan: Then this is the future.

Hologram: There was no way for us to survive in this world, where dinosaurs now rule. We, the remaining survivors, hurried to recover the gate. But it's too late now. My wife, Julia, was killed by the dinosaurs. And my loving child, she was hurt... badly. Paula, Paula.

Girl: P-Paul... Paula... Paula...

[Dylan sees a picture of Paula on the wall then turns to the girl]

Dylan: Paula? Is that your name?

Girl: P-Pappa...

Hologram: My only mission now, is to protect, my group. I have kept Paula and the other children safe, by putting them inside life-support chambers.

[Dylan looks at the life-support chambers and sees that one is open]

Please, take the children back, to YOUR time. And now I should introduce myself. I am former Special Forces T.R.A.T. member, Colonel Dylan Morton.

Dylan: What?! you're myself in the future?

Auh... [He looks at a picture on the wall]

[He turns to the girl, Paula]

Then you're my....

Paula: Pappa...

Hologram: We don't have much time left. There's a gate, behind the door. You can use it to return to your time.

[The first door opens]

The gate is not complete yet. You'll be able to use it, only once. Please, say hello to Regina for me. I'm counting on you, Lieutenant. [The Hologram ends]

[Paula opens the second door]

--Oversized Transport Chamber--

[There is a large vibration all of a sudden]

Alarm: The self-destruct system has been manually activated. Detonation in 5 minutes.

Dylan: What?!

[A masked person comes out of nowhere]

YOU turned it on!

[Paula runs away]

[Dylan avoids some projectiles then he and the helmeted person wrestle on the floor]

[All of a sudden the Giganotosaurus comes from the other side of the chamber]

[Dylan sees it approaching]

Not now....

[Dylan gets up then runs away, just missing the large dinosaur smashing the ground that he and the helmeted person were just wrestling on]

[The Giganotosaurus breaks the bridge as Dylan crosses it]

Alarm: Damage confirmed at oversized transport area. immediate shutdown.

[When you connect the Communication Line]

Computer: Communication line is now connected.

[When you set the target]

Computer: Target is set.

[When you start the Anti-Satellite]

Computer: Commencing Attack.

[The Anti-Satellite fires and the Giganotosaurus gets obliterated by the blast]

[Dylan gets up]

Dylan: Augh.. auhh..

[Then he walks to the edge to survey the damage]

[He sees a massive hole in the ground where the dinosaur was]

Dylan: Heh... whoooooah... [Astonished]

--"Gate" Development Lab--

[Dylan sees Paula in the room]

Dylan: It's okay.

[Dylan operates the computer for the gate then the door opens behind him]

Huh? [He turns around and sees that it's only Regina] Regina!

Regina: Are you alright?

Dylan: Yeah, we don't have much time left. Let's use this gate and get outta here.

[The whole rooms shakes violently]

Dylan: Whoah!!

[A large computer falls on Paula's legs]

Paula!

[Dylan, Paula and Regina all struggle to get it off]

No! No!

Paula: Poppa...

Dylan: Paula...

Regina: Dylan, what are we gonna do? If we don't go now, we'll never get back...

[Parts of computers are falling apart all over the room]

[Then the gate is ready to go through]

Dylan: Regina, the gate is open. I know you don't want to, but you have to go back by yourself. I won't leave Paula.

Regina: Are you crazy?!

Dylan: Just go, please! You have the 3rd Energy data, right?

[Regina holds the disk out in her hand to Dylan then looks at it]

When you get back to our original time, use the data to learn about 3rd Energy, then built the perfect gate and come pick us up for the last time.

Regina: I... Dylan... I will, I promise...

Alarm: Final warning, 10 seconds to detonation.

[Regina runs up to the gate then turns around one last time]

Regina: Remember, you STILL owe me one.

Dylan: Well then, you better get back quick.

[Regina runs through the gate]

Paula: Pappa!

[Another large computer falls off the wall and is about to fall onto Dylan and Paula then time stops and the camera shoots out up out of the top of the facility showing the explosion]

MISSION COMPLETE!

4) S P E C I F I C S

Intercom - The radio's built into each team member's glove.
They are used to communicate with each other throughout the game.
RED light - That character is talking.
GREEN light - Another team member is talking.

5) CREDITS

-Thanks to Capcom for making such a good series but it's too bad the plot of Dino Crisis 3 has drifted away from the plot of DC 1 and 2 completely.
-Thanks to the "Reset Game" function in the options menu. It helped me to get back to the main menu a lot quicker than resetting the console.
-No web site, magazine or book was used in the making of this Game Script. I listened to and then typed out everything.
-Any coincidences in character or in story in this

Script/Game is purely coincidental.

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