

-----Version 0.5----- 5/10/00

- Created.
- Finished the ACSII art.
- Completed two puzzles.

-----Version 1.0----- 6/10/00

- Corrected a few mistakes.
- Added five more puzzles.

-----Version 1.5----- 9/10/00

- Corrected mistakes about the colored switches and ID number input.

-----Version 2.0----- 9/10/00

- Added how to kill the first Giganotosaurus.

-----Version 2.5----- 15/10/00

- Corrected the name of T-REX; It's not a T-REX it is a Giganotosaurus.

-----Version 2.6----- 22/01/01

- Minor changes you won't even notice.

-----Version 3.0----- 31/01/02

- Corrected grammar and other mistakes.

=====

.4. PUZZLES----->

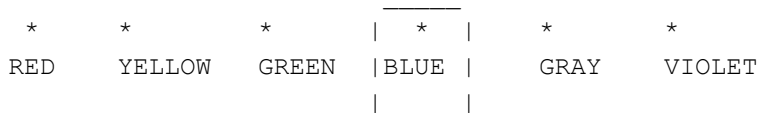
=====

Here are the answers to all the puzzles in the game:

|-----[THE JUNGLE AREA]-----|

1. Choose A Key! -----[Military Facility]-----|

In the military facility, get the key where Dylan is stuck, and then go to the closed room near the save point and open it with the sub-weapon (the electric knife thing). Now, enter it and go to the panel in front of you. Trade your key with the key under the blue light. It will look something like this:



Now take the blue key and go free Dylan!

2. Catch The Little Dino! -----[Research Facility]-----|

To catch the little dino you need to close all the small shutters and leave the one near the small cage open. After you've done that, run after the little dino and try to let it enter the shutter you left open. After that, enter the room, and run after it till it enters the

cage. When it enters, it will give you the key.
Now go open the locked door and take the battery!

=====
|-----[THE 3RD ENERGY FACILITY]-----|
=====

1. ID Number Input -----[Save Room]-----|

First of all, get the key with holes in it, and then go to the locked twinkling box at the beginning of this place. Open it with the key you just got. You will find a file, in this file there is a number and it is completely random each time you go through the game. Now use the ID card and input the code and go through the door!

2. Reactivating Main Power -----[3RD Energy Reactor]-----|

This is an easy one, in order to reactivate the power, you have to equip your sub-weapon (the electric knife thing), and then when any switch turns red hit it with the sub-weapon. Do this until the power is reactivated.
Now go and use the computer!

=====
|-----[JUNGLE AREA -again-]-----|
=====

1. Kill The Damn Giganotosaurus -----(1)-----[Missile Silo]----->

To kill him you'll need to equip the Electric knife (Sub-weapon). There will be two green switches, operate one of them then use the sub-weapon on the gas that comes out of it to burn the Giganotosaurus. Go to the other switch and do the same thing. Repeat this process three times and the Giganotosaurus will be toast.
Now go restore power to access the bridge!

2. Restore Power To Access Bridge -----[Missile Silo]-----|

It is the same as reactivating main power but it's harder and there are more switches. Just hit the switches when they turn red with the electric knife thing until the power is restored.
Now pass through the bridge and stop the missile!

=====
|-----[HABITAT SUPPORT FACILITY]-----|
=====

1. Get Rid Of The Lasers -----[Near The Lasers]-----|

To get rid of the lasers you just have to push the switches in no certain order and they'll be gone.
Now that the lasers are gone, pass through the door!

2. Kill The Damn Giganotosaurus -----(2)-----[Final Battle]----->

This is the easiest one, I should've not mentioned it, but here it is
anyway...

Push the switch in the far left and then push the other one south to
the main panel. After that go operate the main panel to activate the
satellite.

Now have a good ending!;)

=====
.5. CREDITS----->
=====

- CJayC for accepting this FAQ.
- Capcom for this great game!
- You for reading this FAQ.
- Chong Kim Boon for the corrections about the colored switches and
ID number input
- ---{ALL THE NAMES AND OTHER STUFF ARE TRADEMARKS OF CAPCOM}--- -

This document copyright 2002 (c) Ultimategamer00. All rights reserved.

--EOF--

This document is copyright ultimategamer00 and hosted by VGM with permission.