

Jurassic Park 2: The Chaos Continues Walkthrough
Ocean
Walkthrough by Catfish_82

Thanks for checking out my JP2 walkthrough. Like I always do, I welcome anything you might like to send me. If you have a comment, a question, a suggestion, or if you'd just like to fill my inbox with credit card offers, and Viagra ads, feel free to contact me at StoneColdMatt_82@Hotmail.com. And like always, if you want to use a portion of this walkthrough or even the whole thing on your site, I don't mind. But folks, stealing just ain't cool. I put a lot of blood, sweat, and tears into this thing. Well ok, maybe no blood, sweat and only minimal tears but still, I worked very hard to get to what my knowledge is the first 100% complete JP2 walkthrough out there done, so please just ask me. All that I want is credit for my work. And if you're feeling generous, why not link back to the site, www.snescentral.com

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1. Version History:

V1.0: This is the basic walkthrough. I've put in a TOC, put in a basics section, devoted a section to both the dinosaurs of JP and the Biosyn agents you'll encounter. I've also explained how the missions go according to the difficulty and lastly I've done the walkthrough. Also added a Q & A section.

V1.5: I added another map. It's in the same style of the map for Seek and Destroy, but it's for the mission on disarming the bombs. I haven't decided whether or not I should add on maps for all other missions. I also made a few cosmetic changes in an effort to make it easier to follow.

2. The Basics

a. Controlling Alan Grant (Default Controls)

- Movement: D-Pad
- Shoot: Y
- Jump: B
- Dodge: X
- Toggle Lethal Weapons/ Switch back to Lethal weapons: L
- Toggle Non-lethal weapons/ Switch back to non-lethal weapons: R
- Energy Equaling (Only for two player mode): Select
- Pause: Start

Energy equaling is a nifty little feature that applies only to two-player mode. It allows a person with more energy to share his health with a person who has lower health, and they will both have equal amounts of energy.

b. Weapons

Alan Grant starts off the game with six weapons, three lethal ones, and three non-lethal weapons. To switch back and forth between a category, you'd press the opposite L/R button. For instance, if I was using my rifle, but suddenly needed to use my stun gun, I'd press R. If I wanted to switch back, but use my machine gun instead, I'd press L twice (once shifts it back over to the lethal weapons side, and another time toggles between my lethal weapons).

Lethal Weapons of the Non Mel Gibson and Danny Glover Variety

- Rifle: This is your standard gun, it's the weakest of all of your lethals but you have infinite ammo with it.
- Machine Gun: The next step up in firepower, it features a faster rate of fire and is stronger than the rifle. On the downside though, it tends to gobble ammo.
- Shotgun: This weapon is in my opinion the best one all around. It'll kill most enemies in one or two hits, with the obvious exceptions being the T-Rex and Triceratops.

Non-lethal Weapons

- Stun Gun: This is your standard non-lethal; you have infinite ammo with it and the ability to charge it up. One charged shot is equal to about four regular ones.
- Tranquilizer Darts: These are like your machine gun, fast fire rate, and fairly powerful. Also like their lethal counterpart, the tranquilizer darts eat up ammo quickly.

- Gas Grenade: This is one of the most powerful non-lethals; it will explode in a cloud of gas upon contact with a dinosaur. The ensuing explosion can also damage you so be sure you're nowhere near it when it goes off.
- Tranquilizer Missile: This is the most powerful non-lethal weapon you can get in the game. It works much like the gas grenades. However, you'll only acquire this weapon after the fourth emergency mission. You also will have no ammo to start off with. You'll have to collect it.

****Important****

Non-lethal weapons will NOT work on Biosyn agents. You will have to use your lethals.

c. Items

- Health: You will find medical kits scattered throughout various places in the jungles and in the buildings. They will refill about half of your life bar.
- Ammo: By default, you're given a certain amount of ammo for both your lethals and your non-lethal weapons. In order to gain more, you must first select the weapon you want the ammo to count towards, and then pick up the ammo. For instance, if I want to get more machine gun ammunition, first I toggle over so the machine gun is selected, then I pick up the ammo and voila! I now have more machine gun ammunition.

d. Stock

Also new to the game is the idea of stock. Rather than just wiping everything out, your orders are to try and conserve everything but the Raptors and the T. Rex. Hence your dazzling array of non-lethal weapons. Your breeding stock number is the JP symbol followed by a number at the top center of your screen. You are not supposed to kill (i.e. use lethals on) spitters, compys, oviraptors, gallimimuses, mosquitoes (I don't know why they want to save *them*), triceratops, or pterodactyls and pteradons. If you should do so, you'll notice that the stock number decreases. If it should dip below 70 then your game is over, because the breeding stock is just too low to continue. You'll also notice that it periodically increases (never over 100 though), this represents the dinosaurs breeding. So never fear if you should happen to kill a few things you're not supposed to, just don't make a habit of it.

e. Organizational

Even the most detailed walkthrough in the world is no good unless its well organized, to that end I have my TOC, but I also like to stick in this little organizational section so I have a place to concentrate all my explanations of my walkthrough. I will put both main missions and emergency missions in twelve point font, and bold them so you can easily find them (I realize scrolling through a mass of text looking for a specific line that looks no different from any others is maddening). I will list the briefing (as it appears in the game, so please don't email me about poor grammar or misspellings within that little block of text) and then I'll have a little section called "My Notes". This is where I'll point out anything I think you might like to know or that I found interesting. Also, you'll find instances in throughout the text where I say, "you'll see raptors, spitters, compies, etc. kill them all." Now when I say kill them all I mean use the appropriate weapon on each kind of dinosaur. I'm just being lazy by not saying, "Switch over to non-lethals to deal with dinosaurs that affect stock". Also, I'm convinced that the harder the difficulty, the more dinosaurs there are. That in addition to the difficulty in killing them, so keep in mind that I wrote this walkthrough on the hard difficulty setting, if you don't encounter a dinosaur/Biosyn Agent where I say you will then it's a good idea to chalk it up to the difficulty setting.

3. The Dinosaurs

The only dinosaur in Jurassic Park One that doesn't make an appearance in JP2 is the Pachycephalosaurus, what happened to them you might ask? Well I guess they just went extinct (Corny yes, but I couldn't resist). But to make up for that loss, are three new species of dinosaur. So without further ado, here's the list:

Compsognathus (Compy): These are the smallest of the dinosaurs here. They are most often found running back and forth between stretches of jungle or on certain parts of the buildings. Killing them outright will not only gain you no points, but also decrease your stock number.

Gallimimus: You can only find these dinosaurs in one particular mission; I'll let you guess on which one they appear (High Ptera? That's right! How'd you know?)

Dilophosaurus (Spitters): I kind of like the ones from JP1 better, the spitters of JP2 have adopted a stationary manner, and wait for you to come to them. The speed of their projectile increases proportionally to the difficulty setting of the game.

Velociraptors (Raptors): The raptors of JP2 come in three flavors, Green raptors, which are the weakest of the bunch, Brown raptors, which are of medium difficulty, and lastly the gray raptors, which are the hardest to kill.

Tyrannosaurus Rex (T. Rex): The T. Rex looks so much better in this game; I wish he made more than two appearances.

Triceratops: The triceratops looks good in JP2, but you'll only find him in the volcano of all places.

Oviraptor: Its name means egg thief, it's in reference to a fossil of one found near a cluster of eggs. Originally it was thought that the oviraptor was trying to raid the nest when it died and was fossilized. The name is a misnomer however as the cluster of eggs was later revealed to be that of developing oviraptors, with the one skeleton most likely being one of the parents. Ok now on to how that applies in this game, you'll find these brightly colored and bird-like dinosaurs mostly inside buildings.

Non-Dinosaurs

Pterodactyl: The pterodactyls are very impressive, they are found only on the cliffs where they guard their monstrous sized nests from all intruders.

Pterosaurs: These mini-sized terrors often hang out in packs and are quick to swoop in on you.

Mosquitoes: They (fortunately) aren't nearly the menace they were in JP1, unless of course you happen to be traversing a vine when they come along.

4. Biosyn Agents

Biosyn as you may remember from either the book or the movies, is the 'evil' research company that tried to steal dinosaur embryos. They have decided in this game to actually 'take over' Jurassic park (I guess they never stopped to consider the lawsuit they'd be hit with should they actually pull it off). Anyways, to aid them in their nefarious schemes, they've a plethora of special combat units. All combat units with the exception of rocket launcher men and flamethrower men, and grenade men can shoot in all eight directions.

Grunt: Serves mostly as a foot soldier, you can tell these guys by their blue sailor uniforms, depending on the game difficulty setting, one to three hits will take them out.

Special Grunt: The special grunts are black guys armed with machine guns. Three to six hits should send them to their maker.

Flamethrower Man: This is a standard flamethrower man who can't tell the difference between you and a barbeque. Nine to around eleven hits will cool his fire.

Rocket Launcher Man: The rocket launcher can shoot only in a straight line but don't let him hit you it'll hurt. Ten to fourteen hits should finish him off.

Grenade Man: He throws chemical grenades at you, very annoying to try and dodge once he's hit you once. Five to seven hits should get rid of him.

Scientist: These guys are weak, really weak. One to three hits are all it takes. But you should watch out for their pistols.

Engineer: They're a little tougher, and can withstand up to about five hits. But you should watch out for their mighty wrench of doom, which they'll throw then run for it.

Commando: This guy is quite tough; he can crouch too, just like you so be careful when you face them.

Lead Commando: You'll only encounter these guys in two places, in the Blockade mission, and when destroying Biosyn HQ. They are the toughest of the human foes you will face and will withstand most anything you can throw at them.

Suit: AKA the snitch. You'll encounter a suit in one place. He's armed with a pistol, but doesn't really do anything other than alert the Biosyn troops to your presence.

5. Mission setup

No matter the difficulty, you'll always have the base six missions, and a set of emergency missions. The way the difficulty settings differ is in the number of extra missions. Also of equal importance is the order you get the missions in. The main missions can be done in any order, I've simply done them as they appear on the select screen, but you will face the emergency missions in a rigid order, no matter the difficulty, here are the six main missions and six emergency missions you will face:

1. Mission One: Raptor Attack
 - a. Emergency Mission One: Rescue the Scientist
2. Mission Two: T-Rex Carnage
 - a. Emergency Mission Two: Get Power Supplies to Incubators
3. Mission Three: Blockade
 - a. Emergency Mission Three: Auxiliary Power Switch
4. Mission Four: High Ptera
 - a. Emergency Mission Four: Drop Ship Supplies
5. Mission Five: Seek and Destroy
 - a. Emergency Mission Five: Track Down the Spy
6. Mission Six: Protect the Gallimimus
 - a. Emergency Mission Six: Give Medication to the Scout

On easy difficulty, you will have to complete the above six, then extra missions A and B. On Medium difficulty, you'll have the above six, extra missions A, B, and C. And lastly, on the hard difficulty setting you'll have all the main missions, emergency missions and extra missions A through D.

6. The Walkthrough

a. Mission One: Raptor Attack!

Briefing: Raptors are attacking your headquarters. Unfortunately due to the large Raptor population in the building, destroying them individually would take too long. Gassing them is the only realistic solution. Find the building's security system, activate the gas and then get out before the gas takes its toll on you.

My Notes:

- Raptors will oftentimes attack right after you come out of a doorway.
- Stock up on machine gun/shotgun ammo.

In The Jungle

From your starting point in the jungle, head right. A green raptor will attack you before the first tar pit. When you do get to the pit, jump up and grab hold of the vine. Vines (and metal pipes) will be how you cross all pits in this game. Keep heading right and jump over the compies charging you. It's a good idea to always jump over them since that way you don't have to worry about killing them and depleting your stock or bother having to toggle back and forth between your lethals and non-lethals. Next you'll pass a section of fence, beware the glowing blue wires, they're electrified and will give you a nasty jolt. You'll be at the end of the fence when another green raptor will attack you. Continue right and you'll see a break in the foliage that has a red arrow in front of it (in this case and in others, the foreground foliage partially obstructs the view of the arrow, so often times it is good to just look for the break in foliage). You'll immediately be attacked by a gray raptor, so be careful. Once he's dead, head left. Another green raptor attacks before you see the break in the foliage. Enter and head right. A green raptor attacks you just as you get to the section of fence. Beware of the compies that run between the stone pilings of the fence. Just after the fence is a med pack and another compy. Grab the med pack if you need it and head inside the building.

Inside The building

Head right, a brown raptor and two green ones will attack you before you get to the first ladder. Climb it and you'll see a brown raptor pacing back and forth at the top. The easiest way to kill it without taking damage yourself is to ease up the ladder and get to the point where you can just stick your gun over the top and shoot at the raptor's feet until he's dead. Now head right, a green raptor will attack you and then you'll see a med pack. Grab it if you need to and then go left and use the metal pipe to cross the pit. On the other side, continue left. There will be a spitter so switch over to your non-lethal stun gun to take care of it. Switch back to your rifle and head left. Jump over the compies and continue on left to find some ammunition. I recommend using it for your shotgun. Now go back and climb the ladder. Now head right, two spitters, one brown one green, and one gray raptors are blocking your path to a med pack and another cache of ammo. Now head back left, jump across the pit, making sure to press left on the D-pad and you'll grab hold of the ladder. Now head left through the door (accomplished by pressing down).

In this next part go right. Ignore the ladder leading down; it leads to a pit containing nothing but a spitter. Instead use the metal pipe to go across, at the end is a green raptor pacing back and forth. You can't drop down and kill it because it'd attack you and knock you back into the pit containing the spitter. Aim down at it and shoot it. Continue right, a green raptor will attack right beneath the ladder. Kill it and continue right, down in a small pit is another cache of ammo. Grab it and then head back and up the ladder. A gray raptor is pacing back and forth at the top, use the same strategy to kill it as you did the other. A brown raptor will attack you as you go left and up the incline. Climb the ladder, but be warned, there is a spitter at the top on the opposite side, switch over to your most powerful non-lethal, which would be the gas grenade (third one) and nail the spitter with it, then jump over to the other side. Climb the ladder up to where the spitter was standing and you'll see a ladder leading down and a metal pipe leading across. Take the pipe and continue right jumping over the compy until you get to the ladder. At the top on the opposite side a green raptor paces back and forth, however once he spots you he'll leap across the pit to attack. Climb the ladder as far as you can, and the raptor will harmlessly hit the wall below you and fall. Now that he's out of the way, jump on over to the other side and climb the ladder up. Two brown raptors will attack you as you head left up the incline. Climb the ladder at the end; grab the med pack if you need it, and take the pipe across, a spitter is waiting for you on the other side. Continue and go through the door.

In this next part go right jumping over the compies until you see a ladder leading down and a metal pipe leading across. Get on the ladder and go down a couple of steps and then start firing. You should hit and kill the green raptor directly under you. Now go all the way down and grab the ammo. Now go back up and take the metal pipe across. A spitter is waiting for you on the other side. Go ahead and take the ladder up, there's nothing but raptors off to the right. A brown raptor is at the top, kill it and continue on left. A gray raptor will attack you right as you

reach the ladder. Once it's gone, go up the ladder and left, jump over the compy and you'll see a spitter waiting for you at the top of a short ladder. A jump and shoot strategy works good here. You'll see a ladder going up and a pathway going right, go right, get on the ladder and quickly go down. There's a spitter at the bottom, and if you take a couple of hits, that's ok. Continue right, across the metal pipe and through the door. Go left and get rid of the spitter and climb the ladder and jump across. Grab the med pack and the ammo and then go through the door. Go left and across the metal pipe, kill the green raptor pacing back and forth and continue left. A brown and gray raptor will attack you as you go up the incline. You'll see a short ladder, a med pack and a spitter waiting for you. Utilize the jump and shoot strategy and then grab the med pack. Now go through the door.

This is the final part. Go right and you'll see a med pack, a ladder, and then another med pack. Just after this second med pack is the security system. Switch over to your shotgun. Remember to jump over the compies as you go. When you're ready, run past the security system which will automatically turn the gas on. This gas will also gradually drain your health; so try not to get hit by dinosaurs. From the security system, head right and down the ladder and right again. Three gray raptors will attack you one after the other (Take them down one at a time, or you'll wind up with three gray raptors attacking you all at once, trust me, I've been there plenty of times, if I escape their onslaught, I usually end up dying from the gas before I can reach the exit). Climb up the ladder and go right, a green raptor will attack you, and with no room to dodge, you'll have to kill it quickly. Go down the next ladder, jump over the compy and go right across the metal pipe. Head up the next ladder and don't stop running. When you've gotten far enough away, you'll stop automatically.

i. Emergency Mission One: Rescue the Scientist

Briefing: One of your top scientists has broken down on his way back to the control centre. Biosyn are after him because of his vital knowledge in the field of dinosaur cloning. You have lost contact with the scientist and his precise location is unknown. Find him before Biosyn do.

My Notes:

- This is the first place you'll encounter Biosyn agents, unless you're doing another main mission first (all main missions except Raptor Attack and Seek and Destroy have Biosyn agents).
- Grenade men are often found right after a tar pit. In fact they throw their grenades out into the pits and will knock you off the vine you're on should they hit you.
- This mission, along with all other emergency missions is timed. You have 200 seconds to find the scientist.

In The Jungle

From the starting point head right, avoid the compy and the mosquito. Cross the tar pit via the vine. On the other side are a compy and a flamethrower man. If you have to kill the compy to get rid of the flamethrower man, do so. You'll come to yet another tar pit. On the other side are a grenade man and a grunt. Continue right and then go through the break in the foliage marked with a red arrow (from hereon out, these will be referred to as doorways).

In this next part continue right a flamethrower man will quickly step up to attack you. On past him is another tar pit and another grenade man. Next up is a section of fence. Another flamethrower man will attack you and there's a grenade man standing on one of the pilings. Two compies are right after. Continue right and you'll see another doorway, DO NOT ENTER this doorway, instead continue right. You'll face more compies and three grenade men, a flamethrower man and a special grunt followed by yet another flamethrower man. Continue right, killing the grunt, skip this next doorway and grab the med pack and ammo then go through the doorway.

In this next little part continue right, and you'll pass two compies and be at another section of fence. Next up are two grenade men and a special grunt. After the special grunt, stop. You'll see a flamethrower man standing behind one of the pilings. You're going to have to utilize the jump and shoot method to kill him. It's slow going; maybe one of every five shots you take will hit him. Just keep at it and when he's gone continue on. Skip the next doorway and grab the med pack and then go back through the doorway.

For the next section, go right; kill the grunt and the rocket launcher man. You'll see a tar pit and a flamethrower man out on an island in that pit. Kill him before proceeding. Between the end of that tar pit and the next one is a grenade man, a grunt and another flamethrower man, cross the next tar pit, kill the grenade man and enter the doorway.

This is the final part, go right, kill the special grunt and the flamethrower man and keep going right until you see the scientist. He's the guy in the white lab coat with his back turned to you.

b. Mission Two: T-Rex Carnage

Briefing: Reports have been coming in that Biosyn have destroyed the paddock fence containing the T-Rex. The T-Rex is the parks most dangerous dinosaur and will destroy anything that gets in its path. Stop it before it causes too much damage.

My Notes:

- Damn the T-Rex looks good!

In the Jungle

From your starting point, head right. Two green raptors will attack, followed by a gray raptor. Cross the tar pit, avoid the compies, and cross the next tar pit. A green raptor is pacing back and forth at the end. There is also a spitter between the two stone pilings so be wary of that. Continue right, crossing the next tar pit avoid the three compies and take care of the spitter on top of the stone piling. A gray raptor will attack right after that. Next, enter the doorway.

In this next part, continue right, avoid the compies and cross the tar pit, a gray raptor will attack right after. Continue on and through the doorway.

Head right, a gray raptor will attack before the first tar pit. Avoid all the compies in front of and around the fence. A green raptor will attack you afterwards. A gray raptor attacks before the next section of fence. Avoid all the compies as well as loose wires. Take care of the spitter and green raptor at the end. You'll see the doorway as you head right, but ignore it for a second and continue right. A gray raptor will attack you, kill him and then grab the med pack. Now go back through the doorway. There are no dinosaurs in this next little part; you need only to go to the right and through that doorway where you'll meet the T-Rex.

In this next part, you and the T-Rex will be face to snout. A jeep pulls up and you must jump up on the back, or better yet the roof. The chase begins, and you must pelt the T-Rex with everything you've got in order to keep him from catching you. Start with the machine gun, then the shotgun, and lastly go to tranquilizer darts, and then gas grenades. When all those are dry, just hit him with your rifle. All that would be simple enough, but you'll see special grunts hanging from vines in the background. They're taking cheap shots at you while you're preoccupied with the Rex. The best way to dodge their shots is to stand tall and wait for them to actually squeeze a round off. They always aim for your chest, and when they do shoot, you can simply duck under it when it gets near. This is better than pressing the dodge button, because you don't have to interrupt your firing on the T-Rex. Another thing to be aware of, there's a giant hole at the end of

this straight away you're on. Your cue is the music. It starts off kind of slow, but builds to a suspenseful crescendo. When it gets real fast and real climatic, you need to be ready to jump. The jeep will careen over the side of the pit, and you must jump up and grab hold of the vine in order to not suffer the same fate as the driver. Swing across the vine over to the other side of the pit and you're home free.

i. Emergency Mission Two: Get Power Supplies to Incubators

Briefing: Biosyn have cut one of the main power feeds to the dinosaur incubators. This could have disastrous effects on your stock level. Repairing the power feed is too big a task. You must collect five portable power supplies and attach them to the powerless incubators. You must also stop Biosyn engineers from cutting any more power feeds.

My Notes:

- You'll have 415 seconds to accomplish this mission.
- This is also the first place you'll encounter oviraptors. They are the orange dinosaurs with blue and red heads. Use your non-lethals on them.
- I use my shotgun for this mission.

First Door

From the mission starting point, head right and into the first door. From the starting point there, head left. Kill the special grunt and get the ammo in the little pit. I suggest putting it to your shotgun. Now head right, past the door and right until you see a ladder leading up. Switch over to the stun gun and take out the oviraptor. Continue left, killing the special grunt and grenade man. You'll see a ladder going up, ignore it for the moment and go left, into the pit. Kill the flamethrower man and grab the ammo. Now go back and climb the ladder. Go right, ignore the ladder going up for a second, go past the door and jump over that little pit. Grab the ammo over there near the wall; watch out for the flamethrower man. Now backtrack to the last ladder you ignored. Climb it and head left. There's nothing but oviraptors up here so switch over to non-lethals. Head left, grab the generator, now head back to the door (the one you'd skipped over the past couple times).

Second Door

You'll be back out in the hallway with the five doors, now go right and through the second door. Head left, avoiding the oviraptors, the rocket launcher man, and special grunt you can kill. You'll have a choice of going left or up. Head left, kill the special grunt and grab the med pack. Now head up on the left hand ladder. When you get to the top, jump over to the right and head that way (top hand right path), killing the grunts and avoiding the oviraptors as you go. When you get the choice of going right or up, go up, there's a rocket launcher man at the top of this ladder. Head left, killing the two flamethrower men and grab the ammo and generator. Now backtrack right, cross the metal pipe and through the door.

Third Door

In the main hall, head right and through the third door. Head right, killing the flamethrower man and the oviraptors. At the top of the incline, when you can either go up or right, go right. You'll see two ladders. There's a flamethrower man at the top of the right ladder, and behind him a med pack. To get it, climb up the left hand ladder and jump off (don't go so far that you latch onto the right side ladder because then you'll be within the flamethrower man's range, and he'll let you have it), shoot the flamethrower man as you fall. When you land, climb back up and repeat until he's dead. Now grab the med pack (On the other hand, if your health is more than half full, I'd just skip grabbing this pack and when you got the choice of going up or right at the top of the

incline, I'd just go up). If you did grab the pack, simply climb up the left hand ladder, kill the special grunt, and jump over the pit and continue left (that pit is the path up at the top of the incline). Anyways, continue left avoiding the compies and climb the ladder and take the metal pipe right. Kill the rocket launcher man and the grunts. Grab the generator and keep going right until you see the door.

Fourth Door

In the main hall, go right and into the fourth door. From there head right, killing the two rocket launcher men, the oviraptors, and the flamethrowers. When the path goes up, kill the grunt and hop on the left hand ladder to go up. Head left, avoiding the compy and killing the grenade men and the special grunt. You'll see the generator up and left, but there's a flamethrower man right behind it. Once you've gotten the generator go left and down the pit and through the door.

Fifth Door

Out in the main hall, go right and into the fifth and final door. Head right killing the grunts and the special grunts. When you have the choice of either going up or right, go up on the left hand land ladder. Head left killing the special grunt and the rocket launcher man and grab the med pack. Now backtrack and go up the ladder. There's a flamethrower man at the top, kill him and then head left across the metal pipe where you'll find ammo waiting for you. Now head back across the metal pipe and to the right. Kill the special grunt, another flamethrower man and grab the generator. Now continue right across the metal pipe and through the door.

The Final Part

From the fifth door, head right through the gate. From there head right while avoiding the oviraptors and then climb up the ladder. You'll be heading left, and from here to the next ladder there's nothing but the oviraptors. Once you get to the ladder on the left head up and to the right, there are two scientists and an engineer here. Kill them and continue right through the gate. In this next little room, there's a flamethrower man and two scientists. Once they're dead your mission is complete.

c. Mission Three: Blockade

Briefing: On the far side of the island a large part of the Biosyn task force has taken control of one of your underground installations. They are firmly dug-in and are erasing data on your computers. Enter the installation and find a way round their blockade.

My Notes:

- The blockade mission is by far the most difficult of the six main missions.
- Like always, there are med packs and ammo boosters scattered around, but more often times than not, you'll waste much more ammo and health trying to get them. Therefore it is my recommendation that you proceed directly to the 'boss' of this level and skip all the extra stuff.
- If you don't have a strategy for dealing with all the Biosyn agents by now then GET ONE. You're probably not going to make it if you don't stay on your toes and pretty much shoot first ask later.
- If you want a much easier time, then use the "Easiest Way" part

The Hardest Way

From your starting point go right; kill the grunts running around on the ground. I'd leave the ones on the scaffolding alone and just run right through and in the door.

In this next part, head right, you'll kill a grunt and a flamethrower man will be waiting for you at the top of the incline. Continue right killing or avoiding the grunts and special grunts running around; ignore the one standing on top of the blue drum. Continue right, jump over the pit and IGNORE THE DOOR. Go up the ladder and left, killing the flamethrower and climbing the ladder and going right. I suggest that you get under the flamethrowers that are a level above you and shoot up at them. Continue right, there's a rocket launcher man right before the ladder. Kill him and as you're going up there will be three more. Kill them and then jump onto the last ledge that the rocket launcher man was on. Go all the way to the left and grab the ammo (I recommend putting it on your shotgun). Now head back, but if you'll aim up, you'll see a special grunt and two grunts on the next level of scaffolding. Get directly under them and fire up. Do this until they're all dead (you might not be able to get the grunt closest to the right ladder). Climb up, jump over and head left. When you get to that ladder go up but beware of the grenade man and two grunts on the drums off to your left. Remember this pit (the one you just came out of) because you'll be heading right once you've gotten the med pack. Continue left and you'll see engineers working on the machinery. Kill them, the grunts and the grenade man at the top of the incline. Right as you see the ladder, a rocket launcher man will attack. Kill him and climb the ladder. Destroy the fan and head right killing the flamethrower man, and go down the ladder. Destroy that fan, grab the ammo and now go up the ladder. Two grenade men are tossing their grenades on either side of the exit of the pit so time it right and kill the one on the right first, then leap over the pit and kill the left one and a special grunt. Hop onto the drum and from there the scaffolding. Kill the flamethrower man and notice the guy in blue who follows you around and shoots at you. This is a commando. Kill him and grab the med pack. Now backtrack to the pit I told you to remember, hop over it and go right through the gate.

From the gate go right killing the special grunts and the grenade man at the top of the incline. Continue right, but beware that there is steam escaping from some of the pipes this way and it can hurt you. Several more grunts will attack before you reach a ladder going down. As soon as you see a black pipe, jump off the ladder and onto the black pipe, that way you avoid the grunt down in the corner who is shooting at you. Continue left killing the two grunts and avoiding the steam as you hop up onto the metal pipe to cross the pit. After one more steam vent, a rocket launcher man will attack. After that is another commando. Use the shotgun on him. Now go through the door.

In the next part, you'll have a choice on which way to go. You can either go through the door, or up the ladder. Both pathways lead to the boss, but the one through the door is a more roundabout way of getting to him. It's also much harder, but you'll encounter several med packs. And since we're getting everything, go on through the door. Head right, and in this first little hallway you'll encounter nothing but regular grunts. One of them is right on top of the door you'll exit from, so kill him and then go right, the rest of them are on the ground. There's also a steam vent in this room to watch for. Now go through the gate.

Head right, there are several grunts, a flamethrower man and special grunts on the blue drums, while regular grunts run around on the floor. Kill them and go through the door.

From the door head right, you'll see a ladder that you can't reach, and right under it a commando will attack, let him have it with the shotgun and continue right killing the grunt, the special grunt and then crossing the metal pipe. There'll be a grunt waiting for you on the other side, followed by a flamethrower man on a drum. Continue right and kill the two grunts then go through the door, there'll be two flamethrower men along with a med pack. Grab it then exit the door and get up on the scaffolding via the ladder (kill the rocket launcher man first). There'll be a special grunt to your right. Kill the flamethrower man on the level above you and head up. There is a grenade man above you and two grunts above him. Kill them all. Then go left, a grunt and a special grunt will attack right off the scaffolding. Continue left and when you get to the ladder, take it up and destroy the two fans. Kill the special grunt and grab the med packs. Now backtrack down the ladder and kill the special grunt to the left, and cross the metal pipe. Continue left killing the grunts as they come, and when you get far enough, you'll see a flamethrower man flanked by

two grenade men, kill them quickly and then enter the gate. This is the boss room, and in it you'll find a commando, a rocket launcher man (off to the left) and an Arnold Schwarzenegger look alike guy (AKA Lead Commando) who is equipped with a combination flamethrower / Shotgun. The best thing to do is kill the commando, (before the lead commando notices you) then get level with the big guy and let him have it with the shotgun. It slows him down just a bit. If he gets too close, just get up and run away and then turn and face him once more. You should be able to beat him this way.

The Easiest Way

From your starting point go right; kill the grunts running around on the ground. I'd leave the ones on the scaffolding alone and just run right through and in the door.

In this next part, head right, you'll kill a grunt and a flamethrower man will be waiting for you at the top of the incline. Continue right killing or avoiding the grunts and special grunts running around; ignore the one standing on top of the blue drum. Continue right, jump over the pit and IGNORE THE DOOR. Go up the ladder and left, killing the flamethrower and climbing the ladder and going right. I suggest that you get under the flamethrowers that are a level above you and shoot up at them. Continue right, there's a rocket launcher man right before the ladder. Kill him and as you're going up there will be three more. Kill them and then jump onto the last ledge that the rocket launcher man was on. Go all the way to the left and grab the ammo (I recommend putting it on your shotgun). Now head back, but if you'll aim up, you'll see a special grunt and two grunts on the next level of scaffolding. Get directly under them and fire up. Do this until they're all dead (you might not be able to get the grunt closest to the right ladder). Climb up, jump over and head left. When you get to that ladder go up but beware of the grenade man and two grunts on the drums off to your left. Head right, kill the grunt and go through the gate.

From the gate go right killing the special grunts and the grenade man at the top of the incline. Continue right, but beware that there is steam escaping from some of the pipes this way and it can hurt you. Several more grunts will attack before you reach a ladder going down. As soon as you see a black pipe, jump off the ladder and onto the black pipe, that way you avoid the grunt down in the corner who is shooting at you. Continue left killing the two grunts and avoiding the steam as you hop up onto the metal pipe to cross the pit. After one more steam vent, a rocket launcher man will attack. After that is another commando. Use the shotgun on him. Now go through the door.

Now you're in the part where you have a choice of paths, where in the hard way you'd go through the door, here in the easy way, go up the ladder. Destroy the fan at right, kill the two rocket launcher men, and go up the ladder. Destroy the fan on the left hand side, kill the flamethrower man and climb the ladder. When you get up, you'll see a fan on both sides of the ladder, destroy the left one and you'll see a commando running around behind the fan core. Stay behind the core and shoot, only when the commando is dead should you continue left and up the ladder. Destroy the fan on the right, kill the three grunts and climb the ladder to kill four more grunts. Next go down the right hand ladder. Destroy the fan and go down the ladder to the right. You'll see another fan on your left as you go down. Destroy it and grab the ammo (put towards your shotgun). Continue down the ladder, at the bottom is a special grunt. Kill him and take the ladder down. At the bottom are two fans. Destroy them both and then go left. Grab the med pack and prepare to meet the 'boss' of this level.

Note: I prefer doing the hardest way to beat this mission. And it's not just because I like the challenge. The problem with going the easy route is that when you wind up in the boss room, you're smack dab in the middle of everyone. The rocket man is off to your left, the commando is off to your right, and the lead commando is almost right under you and he'll begin firing right away. It makes beating the mission much harder in my opinion.

i. Emergency Mission Three: Auxiliary Power Switch

Briefing: The Island has been running on auxiliary power and is about to fail. You must enter the power station and activate the main power generator.

My Notes:

- You'll have 375 seconds to complete this mission
- If your stock number is high, above 95 or so, then I'd just outright kill most of the spitters you encounter (i.e. use lethals on them). They're in really inconvenient spots and will wind up hitting you a couple of times before you can take them out with a non lethal weapon.
- This is one of the more frustrating missions, you'll be cutting it quite close on the time, more often than not I finish it up with less than twenty seconds left on the clock.
- Oftentimes you'll need to 'drop down' to get to another piece of scaffolding. This is accomplished by pressing the jump button while crouching.
- When jumping from a higher place to a lower place (i.e. dropping down on the scaffolding), always crouch first before you jump. The camera will re-center on you and you'll be able to tell whether or not there is solid ground under you. If you can't see either scaffolding or ground, then don't jump. Get to a spot where you can see a safe place to land.
- If you take a fall more than a quarter of the screen in height then you'll take damage. The longer the fall the more damage you take.

From The Start

From your starting point head right avoiding all the compies and kill the lone green raptor. Enter the door.

In the next part get up on the scaffolding, and go right killing all the green raptors you encounter. Cross the metal pipe and get on the scaffolding and go right to get some ammo. I'd put it on your shotgun. Continue right and you'll see a door and a gate. They both lead to the same place and have no health or ammo boosters so it's up to you which way to go, I usually go through the gate, it's easier.

From the gate, you'll see another gate where a brown raptor will attack you as soon as it's open. Continue right and you'll see spitters on blue drums and compies running around on the ground. Take out the spitters (gas grenades are a good choice for this, since they're non-lethal and will get rid of them in one hit). Continue right through the gate. Shoot the spitter on the other side of the pit (on top of the door) before crossing on the metal pipes and going through the door.

You'll be in the first of the two big rooms with lots of scaffolding. Go right (ignore that first door, it's where you would have emerged had you taken the door to get to this big room rather than gone through the gate). Take the ladder up to the first piece of scaffolding, a brown raptor will attack you, continue right past the first ladder and up the second ladder. There's a spitter and a med pack on this little piece of scaffolding. Grab the med pack and then go back down and left and take the first ladder. Another brown raptor will attack you. Go left, where yet another brown raptor will attack and then take the ladder up. Head right, and take care of the spitter. Ignore the ladder behind the spitter and continue right. Take the next ladder going up, but beware of the green raptor up there. Continue right, a brown raptor will attack before you get to a metal pipe. Cross it and continue right where three grunts will attack. Kill them and then drop down and head left. The commando off to your bottom right will follow you and wind up falling to his death, so don't worry about him. When you get to the end of the path going left, drop down and you'll be on a little piece of scaffolding, go left and drop down. Kill the grunts and drop down again. You'll be on a bit of scaffolding with a flamethrower man below you. Get as far left as possible then drop down and kill him. Now head right along the ledge below you kill the flamethrower man and the green raptor (if it jumps up on the scaffolding) and continue right back to solid ground. You'll see

a door, enter it to find yourself between two pits with metal pipes to cross. To your left is a med pack protected by a spitter and a steam vent. Get rid of the spitter before crossing the pipe. To the right is an ammo booster also protected by a spitter and steam vent. Put the ammo towards your shotgun and exit the room. Now head right, beware the raptor, it's the raptor you've already killed, but he's regenerated. Now head through the gate.

From the gate go right killing the two spitters and brown raptor that attacks. When you come to the metal pipe, get rid of the spitter on the other side then cross the two metal pipes. Continue right, ignoring the compies and going through the gate. Kill the green raptor and go through the next gate. You'll see an incline at the top in the narrow corridor are three spitters. Kill them then go right through the gate.

You'll be back out in another big room with scaffolding. From the gate go right. A gray raptor will attack before the ladder. Go up (you'll see two gray raptors on the level above you. You'll save yourself a headache if you'll go ahead and take care of them while you're below them out of harms way). Continue left avoiding the compy and go up the ladder. Go right, past the place where the two gray raptors were and grab the med pack. Now backtrack to the ladder and go up. Kill the spitter if you haven't already. Go left, and up that ladder. You'll see two grunts, get up there and kill them and the special grunt that comes running in. Now head right killing the other special grunt and regular grunts, and cross the metal pipe. Go right and you'll see a flamethrower man shooting diagonally up at you. Drop down so that you're on the edge of the same piece of scaffolding he's on. Now kill him and then drop down. There'll be a rocket launcher man there on the scaffolding with you and to your right and down a level is another flamethrower man. Kill the rocket launcher man and then drop down and kill the grunts to your left. Now jump right and over to the piece of scaffolding level with you. Go right, drop down, and kill the rocket launcher men. Keep dropping down until you see solid ground where two gray raptors will attack. Now head right through the gate.

From the gate head right. A flamethrower man will attack you as will a commando. Cross the metal pipe and avoid the compies and continue right. You'll see grunts and special grunts on drums and grunts and special grunts on the ground running around. Kill the ones running around but ignore the others and run on through the gate.

This is the main generator room. First take care of the two gray raptors then shoot the first switch (the one the arrow pointing at) then shoot the rest of them (They must be done in a certain order, and it's random each time so I can't tell you the order, only that you must shoot the switch with the red arrow pointing at it first) and you're done.

d. Mission Four: High Ptera

Briefing: Due to a fierce storm the radio antenna used for communication with the mainland is damaged. This has caused major disruptions with your supply line, so the antenna dish must be repaired. The route to the antenna is a high and dangerous path up the cliff side, with a suspected Biosyn presence at the foot of the cliffs.

My Notes:

- This is the place where you'll encounter both the pteradons and pterodactyls, both are an important part of your stock, so you can't outright kill them.
- Look for places in the path where there are lots of cracks. These will crumble away soon after being touched. However the path will regenerate once you go off screen then return.
- Make sure to take care of the Pteradons, they often attack in packs and can be very frustrating to deal with if more than three swarm you at a time.

In The Jungle

You'll start off in the jungle; head right and a brown raptor will attack you before the first tar pit. Another brown raptor will attack you right after the tar pit right at the beginning part of the fence. A brown raptor will attack you right after the fence. A gray raptor is behind him so don't get too far right or you could wind up with two raptors attacking you simultaneously. Another gray raptor attacks next and then you'll see the entrance to a cave. This is how you'll get to the cliff.

Cliff Face

When you emerge from the cave you'll be on the cliff. There's nothing here to kill (nothing that wouldn't affect your stock level anyways). So switch over to your stun gun and use that and other non-lethals exclusively. From your starting point go right, some boulders will fall behind you and some pteradons will attack you. Continue right until you get to the side of the cliff (you'll see a compy). Now jump up and take the ledge that is going up and diagonally left (you'll see a pterodactyl above you). When you get to the end of that ledge, several pteradons will attack. Shoot them and jump onto the ledge at left. Go left for a short distance and three more pteradons will attack. Jump onto the ledge off to the left and continue left. You'll pass an empty pterodactyl nest. There's a spitter on the other side of the next, but a boulder will also fall down so watch out. The ledge you're currently on (with the spitter and the empty nest) continues left and down. However, there's a ledge above it that goes up and right. Jump up on this ledge and go up. You'll see a group of small ledges and a few crumbly rock pathways connecting them. Jump up on the first little ledge (a pteradon will attack as you do so). Jump up on the next little ledge to the right (the one directly above the crumbling rock pathway). From there jump up and right. Now you'll see the ammo. Jump over once more and grab it. I recommend putting it towards your shotgun. Now backtrack to that first little ledge and from it jump up one ledge up to the left. You're now in the corner of a cluster of little ledges that take the shape of a five on a pair of dice. Jump up to the center one, then to the top right ledge and from there jump up one more ledge to the right. Continue right across the crumbling rock pathway and shoot the first pterodactyl. Continue right and you'll see a gap in the ledge. On the other side of this gap is another pterodactyl. Get close to left side of the gap and shoot up; you'll destroy a boulder that was about to fall on you. Now from the other side of the gap, shoot the pterodactyl and when it's gone jump over and go right. Continue right jumping over another gap and go until you see a door. There'll be a spitter right next to it and a boulder falls as you get near. Go through the door to get to the next part.

Once in the door you'll wind up inside the mountain. Go right, dealing with the compy and the pteradons. Hop up on the ledge to the right, then hop up two more times and take the ledge leading diagonally left and up. Jump over to a small ledge to the left then jump onto the ledge leading diagonally down and left. Pteradons will be attacking you all the while. Now jump up to that door and enter it.

From the door hop up on that little ledge to your left, watch out because a lot of boulders fall here. Now quickly hop up on the ledge to your right. Go right and jump up on the same ledge as the spitter. Kill it and hop up on the ledge going diagonally up and to the left. Next hop up onto the ledge at right, the same ledge with a pterodactyl and it's nest. Hop up onto the next two little ledges and go through the door.

You'll be back inside the mountain. Go right and shoot the rock on the other side of the crumbly rock pathway and continue right. Shoot the spitter and take his ledge. Now go down and to the left. Shoot the pteradons as they attack. Drop down and go right and down and left. You'll see a little ledge above you and to the left, but ignore it and look down. You'll see a med pack and some ammo. Put the ammo towards your shotgun and now backtrack your way all the way back to the door that got you to this part of the cliff face (where all the boulders fell).

From that door, go left and hop over the gap and take the ledge going up and diagonally left. When you get to the top of that ledge, jump up on the one going up and right. Now jump a gap on to a ledge going down and right. At the end of that ledge you'll have to jump up and right, where you'll be on a little ledge. Now jump up on the medium sized ledge above you. You'll see

another rock obstructing your path. Blast it and hop up on that ledge. Go left and kill the spitter and take his ledge. Hop up the next couple of ledges shooting the pteradons as they appear. You'll be on a ledge going up and left. The ledge above it has a compy racing back and forth on it. Jump up there kill the compy and the pteradon that attacks. Go right, down onto the small ledge, down once more and through the door.

You'll be back inside the mountain; the pteradons are relentless in here, so be careful. From the door head left a little ways and then jump up on that ledge above you. From there hop up, shoot the pteradons until you're level with the rock. From there hop up on the ledge to your left, next hop up on the ledge going diagonally up and right. Go right, kill the spitter and take the door.

From the door head left across the crumbly rock pathway and go up. When you're at the end of that ledge jump up onto the one going diagonally up and right. Go right, you'll see a pterodactyl and it's next. After that you'll see a blastable rock and behind it a med pack and ammo. Once again, I'd recommend putting the ammo to your shotgun. Now make your way back to the door you came out of.

Once back inside the mountain, where the pteradons are relentless, work your way back to the door you originally accessed this area from. From there, head left across the crumbly rock pathways, kill the compy and go up the incline and blast the rock. Jump up where it once was and go right across the crumbly rock pathway and hop up on the little ledge to your right. Hop up on the ledge to the left, then go up on the ledge going up and diagonally right. Jump up on the ledge to the left and go up. There's another rock to blast and then you'll see the door.

Elvis Costello's Radio, Radio (Tower)

Emerging from the doorway, you'll see that you're just below the summit of the mountain. There's one more blastable rock and little ledge to clear before you're on the actual summit. There are a lot of Biosyn agents up here, so go ahead and switch to your lethals. Head left killing the grunts and the special grunts, go past the ladder, kill the special grunt on the footing, and grab the ammo. Now backtrack and take the ladder up. Kill the grunt to your left and head right, killing all the grunts and the one grenade man before taking the ladder up. Kill the grunts, the grenade man, and the special grunt, (I would take out the special grunt above the metal pipe you need to cross, otherwise he'll be shooting you as you're defenseless and crossing). Take the ladder up, go right past the ladder, kill the grunts and special grunts and grab the med pack. Now go back and take the ladder up. Go right kill the grenade man before you use the metal pipe to cross. Now head up and left killing all the enemies as you go. Take the ladder up; go right killing the grunts and the grenade man before taking the ladder on the right. Kill the grunts and grenade man then go up. On the next level, kill the flamethrower man and go right and up. Kill the grenade man and the three grunts by the antenna dish and you're done.

i. Emergency Mission Four: Drop Ship Supplies

Briefing: Due to the excessive Biosyn presence you have radioed for supplies from the mainland. However, Biosyn have intercepted this transmission and see this as an ideal opportunity to cut off your supplies and bleed you dry. Hurry! Biosyn jeeps are speeding towards the coastline.

My Notes:

- This is actually one of the shortest emergency missions you'll have. Time doesn't really affect the mission that much. It's more of an exercise in trying to stay alive.
- There are a lot of flamethrowers in this mission. They come when you least expect it.
- You'll have 170 seconds to complete this mission, that's plenty of time.

From The Start

You'll only be going right in this mission. From your starting point, go right killing the special grunt, leaping over the box and killing another grunt and special grunt. There's a grenade man between two rocks and after the two boxes a flamethrower man is waiting for you on a log. After that are some more grunts and a flamethrower man on two boxes. There are mines (the little lumps on the ground) scattered around from here on out, so keep an eye on the ground. Next up is a grenade man and a grunt on two stacked boxes. Now you'll be on a long straight away and a helicopter will pass by overhead and drop three boxes. Don't get hit by the boxes but once they land shoot the third one to get an ammo icon. I suggest putting it towards your shotgun. Next are some more mines, grunts, and special grunts. A grenade man is between two boxes and there's a flamethrower man on a log. However there's a box in front of him. Don't try and hop up on this box then crouch to avoid the flames, he'll still hit you. You'll have to utilize a jump and shoot strategy from behind the box. There's another flamethrower man right after him, so be careful. Next you'll find some ammo, but there'll be a ton of grunts and special grunts at this point so don't get overwhelmed. Next is a grenade man, a mine and a special grunt in a pit. After that you'll see a rocket launcher man and another flamethrower man on a log. You'll see another grenade man and another spot where you'll be mobbed by grunts. Continue on to see a flamethrower man in front of two stacked boxes. Next is a flamethrower man between two stacked boxes and a grenade man on top of that. I suggest killing the grenade man but totally ignoring the flamethrower man. Continue on and you'll see a special grunt on a log. Right after him is another flamethrower man. There's a grenade man on three rocks and after that a flamethrower man walks up behind the rock. You'll have to jump and shoot to kill him. Now continue right and kill the commando and the grenade man behind him to end this mission.

e. Mission Five: Seek and Destroy

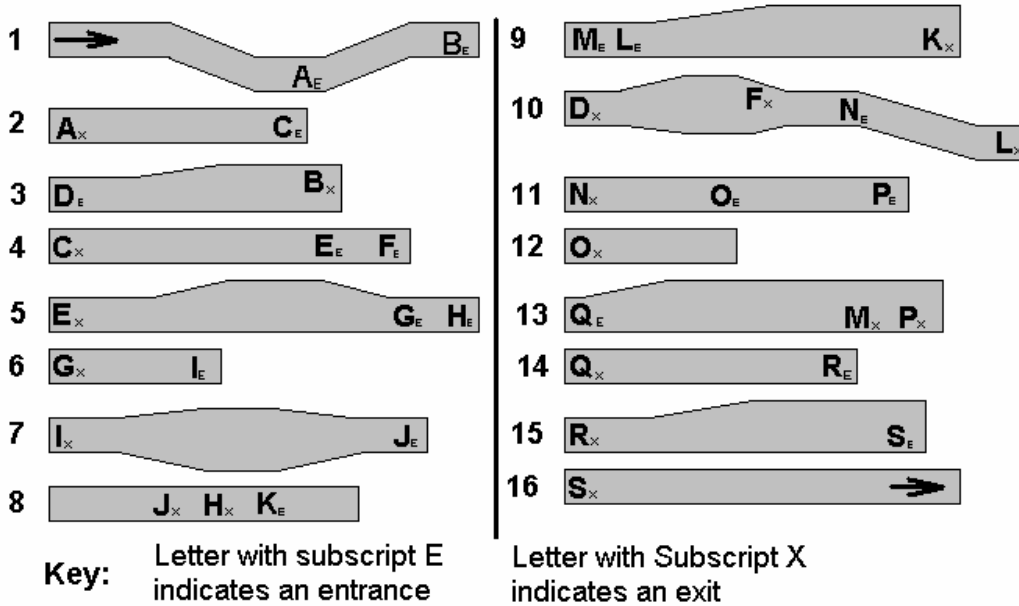
Briefing: You suspect illegal breeding on the island due to the discovery of a baby raptor, hidden deep under the volcano. The caves under the volcano are large so you have attached a transmitter to the baby raptor and hope to track it back to the nest. When you have found the nest you must plant the explosives and exit the volcano before the blast destroys yourself.

My Notes:

- The Volcano is a labyrinth of falling lava, mini-volcanoes, sonic blasts, and of course many types of dinosaurs. It is here that you will encounter the triceratops.
- This mission (at least of V1.0) is the only one I'll provide a map for.
- In the map, two letters of the same type indicate a door. For instance, A_E indicates a door entrance, while A_X is where that door leads. Hope it helps.

The Map:

JP2 Mission Five: Seek and Destroy



This map doesn't show items or dinosaurs, I'll be doing that within the text. It's just there to clarify what I'm saying. So onto the explanation!

In The Jungle

From your starting point head right, you'll be attacked by two gray raptors on your way. Be sure not to get too far right of the first one or you could wind up with two raptors attacking at once. Continue on and you'll see a little cave (like the one in High Ptera).

In The Cave

You'll find yourself inside the volcano itself. You may notice a beeping noise. This is the signal from the radio transmitter that you attached to the baby raptor. As you progress deeper and deeper into the volcano, the beep will grow stronger, letting you know you're going in the right direction. From your starting point, head all the way to the right, shooting the pteradons, past the first door (A_E on the map), once you're there, go in the far right door, B_E.

Once you exit, you'll be on a ledge above a green raptor that is trying in vain to reach you. Head left on this ledge making sure to avoid the heat waves (little orange waves emanating from cracks in the ground) and sonic blasters (mini-volcanoes that shoot waves of energy). When you have too, jump off the ledge and onto the ground. Kill the green raptor if he's followed you, and then turn around and blast another green raptor to your left. Enter the doorway, D_E on the map.

Next, you'll be heading right, but first take care of the gray raptor that attacks you as soon as you come out of the door. You'll see a ledge you can jump on. There are spitters up on the ledge, but there are raptors on the ground. Choose whichever path you want to take; they lead to the same place. At the end of the ledge, you'll see a door, F_X on the map. Ignore this door and continue right. There are pits to jump over and spitters on the little islands to deal with. Once past them you'll see another doorway. This is N_E on the map, and you should enter this door.

When you emerge from the doorway, head right. There are pteradons and a collapsing bridge here. You'll also notice that the sound of the radio transmitter is a bit stronger, you're getting close. The very next door on the right is where you need to go; it's O_E on the map.

Now go right, once you've made your way past the heat wave, pits, spitters and falling rocks, you'll see some ammo. I recommend putting it towards your shotgun. Now head for the exit and backtrack your way all the way back to the first part and go through the very first door you ignored, A_E on the map.

From A_X go right. You'll have to off three green raptors, then jump both a pit and a heat wave and enter C_E. Once you emerge, you'll be on a ledge. Go right and a pteradon and a gray raptor will attack at the same time, just kill them both. Continue right along the ledge but watch out for the falling rock. After the ledge, you'll see a pit into which lava falls. Just after it is a spitter. Next up before you reach the door is a heat wave, a spitter, a pit and then yet another spitter. When you reach the two doorways, E_E and F_E on the map, enter the left one, E_E.

When you exit, you'll see a ledge to your right. Jump up on the ledge and go right. There are a lot of compies running around up here, but other than that it's somewhat safe. Continue right and you'll see two doorways with a mini-volcano spewing hot rocks between them. Wait for the volcano to stop spewing rocks and then jump over it and enter the door, H_E on the map.

When you emerge, two pteradons will swoop down on you. Get rid of both of them. You'll notice that there are two other doors besides the one you exited from. The one on your left is J_X, while the one to your right is K_E. Before you go in either of these doors however, there are items to get. If you'll go all the way to the left hand side of this area, you'll see ammo behind a volcano spewing hot rocks. To the right hand side of the room, also behind a volcano spewing rocks is a med pack. Grab both of them, putting the ammo on the shotgun and then enter K_E.

After you exit the doorway, there'll be a spitter to your right, take it out and then head left. Just past the collapsing bridge a gray raptor attacks you, if you're quick you can jump over him and he'll fall harmlessly into the pit. Continue left where you'll see a spitter behind a sonic blaster. Just past that is a falling rock, a pit and another spitter. Jump another pit and go left, you'll see two doors, enter the one on the left, M_E on the map.

When you emerge from the doorway you'll be in a large room. The signal from the radio transmitter is very strong now and you need to go left. However, a gray raptor will leap from a high ledge to attack you. Once it's dead you'll go left and see another gray raptor circling behind a sonic blaster. Raptors won't cross the blasters, so you can safely shoot it. Now head left, there are several spitters scattered on the ledges here in this area and right before a sonic blaster is the radio transmitter that you'd tagged the baby raptor with. He must have slipped it off somehow. Pick it up and continue left, there's a spitter to the left of the doorway that you need to take care of. Once it's gone, enter the door, Q_E on the map.

****Important****

You're painfully close to beating this mission, so I'd hate to have you rush into the next few rooms. They have a LOT of raptors in them. Also, when you get to a certain point, you'll have a wall of flame coming at you. You'll know what I'm talking about, it's in every action movie ever made, where a bomb goes off and our hero must outrun the ensuing fireball. Also, when the wall of flame is coming after you, don't bother shooting raptors unless you have to, just dodge them, they'll most likely wind up jumping right into the wall of flame.

From R_X, head right and you'll pass broken eggshells littered about the ground and a mix of green and gray raptors will attack you. When you finally make it to the door, S_E on the map, get ready to run. As you head right you'll see eggshells covering the ground, this is the heart of the volcano and where the raptors have chosen to nest. Continue right, killing the raptors. Once you get to a certain point, the bomb will set automatically, now you need to run right and dodge the

raptors. Continue right and only when you have no room to dodge the raptors should you take the time to shoot them. Otherwise keep running and when you get to the door, enter, you'll be back outside and mission accomplished.

i. Emergency Mission Five: Track Down the Spy

Briefing: There is a spy amongst your ranks who has escaped with some top secret data files. You must track down the spy and bring him back alive. Don't let Biosyn get hold of the data files.

My Notes:

- There are a ton of Biosyn agents in this mission. Fortunately there are also lots of health and ammunition power ups as well. I'd recommend using your shotgun for this mission.
- You'll have 230 seconds to complete this mission.
- Is it just me or does the spy have an uncanny resemblance to Paul Schaffer of the late show with David Letterman?

The Chase

At your starting point, you'll actually see the spy. However he'll quickly take off so hurry up and follow him. Head right and first up will be a tar pit. On the other side is a special grunt. Nestled in between two pilings is a grenade man, and on the second piling is a grunt and behind them another grunt runs around. Next cross the tar pit, watch for the mosquito and the compy at the end. Continue on where in front of a section of fencing you'll see a compy, a grenade man, and a grunt. Be careful when you see the ammo, there's a flamethrower man behind it. Now kill the grunt and you'll see more ammo near a special grunt and a grenade man. At the end of the fence, you'll see the spy.

The First Near Miss

At the sight of you, the spy will once again take off so you've no choice but to pursue him even further into the jungle. Continue right where a flamethrower man will attack. Next you'll see more ammo out on an island in the middle of a tar pit. Grab it and head on, there are three compies between you and the next tar pit try and avoid them if you can and cross the next pit. Right after it you'll see a grenade man on a piling and a flamethrower man providing cover. Kill them both and head on, next up will be several grunts, grenade men, and compies before you'll reach a med pack in front of a grenade man. Grab it and head on, next will be a flamethrower man and a grenade man and a special grunt. On the ground just after the fence are some more compies. Avoid them and head on, you'll see some ammo as well as the spy.

Almost Got Him

Again the spy will take off, but he's running out of places to go. Continue on jumping the compy and cross the tar pit. Kill the grunt out on the island. After the tar pit is a special grunt, a med pack, and two grenade men. Kill them all then the two rocket launcher men who attack. Before crossing the next tar pit however, edge out and you'll see a flamethrower man on an island. Kill him then cross the tar pit. Between two compies, you'll find a med pack. Grab it and cross the next tar pit, you'll see the spy.

Closing In

The spy, amazed that you've once again found him, will dart off. As you get off the vine, a flamethrower man attacks. Kill him and head right, next will be a grenade man, a special grunt and some ammo. Grab that and continue right killing the special grunt and grenade men. Right where you see a med pack and ammo together, a flamethrower man attacks. Next kill the

grenade man and yet another flamethrower man will attack. There are more grenade men and special grunts followed by a flamethrower man. Continue right and you'll see the spy.

Martha & The Vandellas Tell it Like it is, AKA Nowhere to Run

The spy will once again take off. Follow him and cross the tar pit. On the other side, a flamethrower man will attack. Next you'll see a special grunt on an island out in a tar pit. Following that is a rocket man flanked by two grenade men and a special grunt. After them continue right, and you'll see the spy. Out of places to run to, he'll surrender.

f. Mission Six: Protect the Gallimimus

Briefing: After finding a number of dead Gallimimus, you begin to suspect foul play in the Gallimimus paddock. Suspecting Biosyn, you have set out to investigate the situation. Biosyn have slaughtered a number of Gallimimus for their research on DNA and are attempting to airlift some live Gallimimus out of the park. You cannot allow this to happen.

My Notes:

- Biosyn agents come at you from both sides, be careful.
- Like in the Drop Ship Supplies mission, there are a lot of land mines in this mission. However you won't see any until a certain point, which I'll let you know.
- There are three spots where live Gallimimus will run towards you in an attempt to flee. Don't kill them.

Go East Dr. Grant

You'll start off between the carcasses of two Gallimimus, go right and between two stumps you'll see a scientist working on a dead one. If you're quick, you can kill him. There'll be several grunts and special grunts around, grab the ammo and continue right. Just after the ammo and that little rock, a Gallimimus will run towards you, jump over it and continue right. Grunts and special grunts will come at you from both sides. Deal with them as best you can, but try and avoid using too much of your shotgun ammo, you'll need it for later. Eventually you'll come to a grenade man and a special grunt on a log. After that are two pits with a grenade man and a special grunt, (you can jump in these small pits). Continue on and you'll kill another special grunt and after that three more Gallimimus will run towards you. Dodge them, and you'll see a grunt, a grenade man and a special grunt on three cages. You'll also see some ammo between the second and third cage. Grab it and head on, you'll see grunts and a grenade man right after that you'll be at a point where grunts will come at you from all sides. They'll continue to do so until you reach the rocks where a grenade man is waiting. After him is a grunt and a special grunt. After that you'll see mines so be careful, and remember that from here on out you'll have to keep an eye out for them. Continue right and three more Gallimimus will run towards you. Jump them, and then jump the tree stump. Grunts will assail you from both sides until you reach the pits, where you'll have to take out the grunt and the special grunts in them. After that you'll see a med pack in between two rocks with a special grunt. Now continue right while dodging the mines and killing the grunt and the grenade man.

A Preview of Things to Come

When you get to the part where the screen stops scrolling, you'll see a helicopter chasing a herd of Gallimimus off in the background. Upon spotting you however, the helicopter will swoop down over you and drop bombs. Jump up in the air and through the bombs as they fall, that's the only way to avoid taking any damage.

When the helicopter has moved on, continue right. You will again be attacked on all sides by grunts. When you get past them, you'll see some ammo but take out the grenade man and special grunt first. Next up are two bent stumps followed by two grenade men and a grunt all on cages. After them you'll find another grenade man and two special grunts running around in a pit. Continue on past a couple more grunts and special grunts then you'll see a med pack in front of two grenade men. Kill them and heal up. Next, mow through the assortment of grenade men and grunts (of both variety) that come your way. You'll see both a grunt and a special grunt in a pit followed by mines. After that there are two special grunts behind a stump. Kill the grenade man on the log and the one behind the rock. There are two more in a pit to the right. Continue on, and you'll see a lot of mines and finally two special grunts in a pit. Right after them is a med pack and two ammo icons. Put them on your shotgun and edge forwards.

When you get far enough, the helicopter will once again make another pass over you. But this time it's carrying a cage that it'll use to try and hit you. Duck under the cage while avoiding the fire from the two Special Grunts on board. The helicopter will also go off screen and then swoop down and drop bombs, avoid these like you did before. Shoot the cage until it falls off and now you're left with just the helicopter. The men on board the helicopter will switch over to machine gun fire, which you should avoid, they'll also drop bombs, which you should avoid too. Go nuts with your shotgun and let the helicopter have it, when you've hit it enough, it'll blow up.

i. Emergency Mission Six: Give Medication to the Scout

Briefing: One of your sentry scouts has found the location of the Biosyn HQ. He has also managed to steal a key card which will give you access to the building through an unguarded entrance. Unfortunately, when returning via the mountain range he lost his footing and fell. His condition is believed to be critical. Get to him before he dies and give him medication.

My Notes:

- This mission is similar to High Ptera except that you'll be contending with mostly Biosyn agents on the cliff face.
- Raptors have somehow found their way up to this mountain range, so you'll need to be on the lookout for them among other dinosaurs.

From the Start

From your starting point, head right. You'll encounter many grunts, a special grunt and then a grenade man. Keep on going right and a flamethrower man will appear on an upper ledge, kill him and continue right killing all the grunts and special grunts you see. When you get to the part where there are three grunts (one on the ledge you're on, one on the ledge above you and another one above him) look down and you'll see some ammo. I recommend that you put this towards your shotgun. Just a bit farther is a flamethrower man on a ledge below you, you're going to have to jump on the same ledge he's on, but you want to be on the very tip of the ledge to avoid his fire. Once he's gone, continue right into the door.

Inside the Mountain

Go right, there'll be a flamethrower man behind a breakable rock. Grunts are running around on the ledge above that. Continue right and you'll see the door, right before it however is a pterodon.

Outside

Go right and up a level, you'll see a compy and a few grunts. Jump up on the incline and kill the grunt above the compy. Now kill the grunt on the ledge to your left. Hop up one more level and go left. You'll see a series of small ledges leading upwards. There is a special grunt and a

grunt on them. As you're going up, you'll see a small ledge to your right. Hop up on it and you'll see a commando guarding a med pack. Kill him and grab the med pack. Keep heading up and when you get to the top, get rid of the grunts and the compy blocking your path and continue right. There is a commando on a high ledge and a brown raptor right before the door, I'd just dodge them both and head right on into the door.

In and out more times than Ann Heche

When you emerge, a flamethrower man steps up, kill him. There's a commando on a ledge to your right, you're going to have to go right under him, jump up a level and then go left back over him. If you're nimble enough, none of his shots will hit you. Now kill the grunt to the left and go up the small ledges and right, kill all grunts in your way and exit via the door.

Switch Again

When you get outside, a flamethrower man on a ledge below you sees you and begins firing. There's a commando right next to him, and they're both in a really inconvenient spot, so just jump over the flames and dodge the commando's bullets. Head right, you'll see a series of ledges that take you up, but you'll also see another flamethrower man on the ledge below you. On this ledge, along with a rocket man is some ammo. Now go straight up, get rid of the compies at the top ledge and head left. There is a flamethrower man and a grenade man right by the door. Kill them and enter.

Grunts as Far as the Eye Can See

When you enter the door, you're surrounded by grunts. They're all on small ledges either above or below you. You're on a path in the shape of an elongated V. In the middle dip is a doorway, ignore it. What you need to do is from the entrance run right all the way down and all the way back up and to the exit. Don't bother shooting anything.

The Scout

Ok this is it, final part. Go right killing the grunts and special grunts. You'll eventually get to a flamethrower man behind a breakable rock. He's flanked by more grunts. As you continue right, you'll see the ailing scout. Go on and go up killing the grunts. Now go left, blast the rock and you've reached him.

g. Extra Mission A: Destroy Biosyn Headquarters

Briefing: You have located the Biosyn HQ. Use whatever force necessary to remove them. Good luck...

My Notes:

- Make sure to kill the suit right at the very beginning. I've written the following text on the assumption that you did kill him.
- Almost all the corridors leading downwards are long enough to take away a bit of health if you jump down them. Use ladders to descend whenever possible.

The One Man Army

Starting off, you'll see a guy in a black suit right at the edge of the screen, this is the suit you must kill, if you don't, you'll have a considerably harder time with this mission. Head right and kill the grunt as he runs towards you. At the top of the ladder, are a special grunt and a grenade man. On the other side, a grunt and special grunt are running along. Kill them and ascend the ladder on the wall. When you get the opportunity, jump on the left hand ladder, at the top is a

grenade man. Kill him and continue left, kill the grunts and at the top of the hill a flamethrower man awaits. Continue left and enter the door.

When you emerge, kill the special grunt and grunts that run at you as you head right. Now go down the ladder and kill the grunt at the bottom. Go down a short ladder and then kill the grunts and go left just behind a flamethrower man is ammo. Put it towards your shotgun, now head right killing the grunts that have regenerated and go up the ladder and kill the grunt. There's a drop down pit and a special grunt on the other side. Kill him and climb the ladder, when you get to the top, a flamethrower man rapidly approaches you. Kill him and head left. Climb the ladder carefully because there's a rocket man at the top, now head right where another rocket man guards the door.

Exiting this door, you need to go right, there's a grenade man at the top of the hill, a grunt in a pit and another grenade man at the top of the ladder. Kill them and continue right. At the top of the hill you'll have a chance of going either up or right, go up. At the top of the ladder is a grenade man, kill him and take his spot, now run and jump on the ledge off to the right, behind a flamethrower man is more ammo, again you should put it on your shotgun. Now jump back over and go left killing the grunt and special grunts as you go. Climb the ladder and kill the flamethrower man at the top, now head right and kill the grenade man, the special grunt and grunts as you go. Enter the door when you reach it.

Take the ladder going down, there are two flamethrower men waiting for you. Climb the ladder and go right, you'll have a choice of going up or right. Go right and kill the rocket man the special grunt and the grenade man and grab a med pack. Now go back and climb the left hand ladder, go left kill the grunt and special grunt as well as grabbing another med pack. Now use the pipe and go right, kill the flamethrower man and go right and up killing the grunt and special grunt. Now use the pipe to go left. Kill the flamethrower men and special grunts and go through the door.

In this next section, go right; kill the grenade man at the top of the hill and the special grunt after him. Kill the two grunts and then you'll have a choice of either going right via a pipe or down on a ladder. Go down and there's a med pack and ammo being guarded by a flamethrower man. Get them and then go back up and right across the pipe. Continue right and up killing the flamethrower man, the grenade man and then you'll have a choice of going left across a pipe or right up a hill. Go left across the pipe and kill the special grunt waiting for you. Now go left and up the hill, killing all the special grunts and grenade men. When you get to the top, you can either go left or up. Go up, and then go left across the pipe. Kill the grunt and special grunt and grab the med pack. Now backtrack and head right up the hill. Kill the two flamethrower men and grab the ammo before going through the door.

Head right killing the flamethrower men and grenade men. Now go down the ladder on the left hand side. About midway you'll see an engineer. You need to jump over and kill him, otherwise he'll throw his wrench at you and most often it hits you, knocking you off the ladder where you'll fall to your death. Once he's dead, go all the way down and right, kill the rocket man, the grenade man and the special grunt and grunt. Grab the med pack that's between the two grunts (special and regular). Now go up the ladder and go across the pipe until you see the flamethrower man approach you. Beat a hasty retreat back across the pipe and shoot him from the safety of the opposite side of the downward corridor. When he's dead continue left and kill the grenade man. The next ladder you see takes you up where a flamethrower man awaits. Kill him and cross the pipe, kill the grunt, go up the ladder and go left across the pipe, continue left killing the flamethrower man, the grenade man and the special grunt. Climb the ladder and kill the flamethrower man at the top. To kill him while taking minimal damage, get as close to him as you can without being in his range. Jump off the ladder and out. As you come back down, shoot at him, and then latch back onto the ladder. Repeat this strategy until he's dead. Keep going left, kill the grenade man and go through the door.

Ok, final part. Head right through the gate, kill the flamethrower man and another one of those Arnold Schwarzenegger lead commandoes comes at you. Use the same strategy as you did in the Blockade mission. Once he's dead you're done.

h. Extra Mission B: Disarm the Bombs

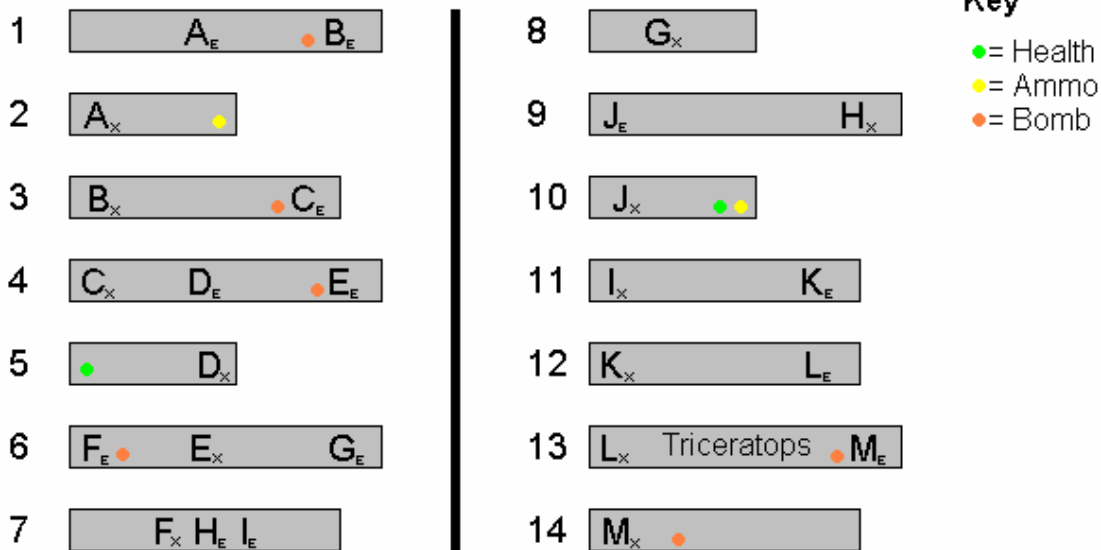
Briefing: The Biosyn HQ has been destroyed. In Biosyn's last moments of defeat they armed six bombs under the volcano in an attempt to destroy the island. You must not let this happen.

My Notes:

- This mission is quite similar to Seek and Destroy, except with Biosyn agents.
- You have 230 seconds to find all six bombs.
- I'll provide a map for this mission too.

The Map:

JP2: Collecting the Bombs



Key

- = Health
- = Ammo
- = Bomb

Note: Letter with subscript E indicates an entrance, letter with subscript X indicates an exit.

Volcano (where's Mr. Buffet?)

From your starting point head right over the sonic blaster and kill the three grunts running around. Duck into that first entrance, A_E on the map. Inside, kill the raptor, grab the ammo and put it on your shotgun. Now go back out, and re-kill the grunts that have regenerated and head right, killing the grunt. Before the door is the first bomb, however behind it is a flamethrower man and a grenade man. Kill them, retrieve the bomb and then take the door, B_E.

When you emerge, head right killing the special grunts as they get in your way and avoid the volcano spitting hot rocks and the heat wave. Cross the collapsing bridge to see the second bomb, the door and a rocket man. Kill the rocket man, grab the bomb, and enter the door, C_E on the map.

Head right again avoiding the falling rock and killing the grunts. Enter the first door you see, D_E on the map.

In this room, kill the two special grunts and collect the health. Now exit the room, and continue right. Just after the door is a heat wave and after that a flamethrower man. Kill him and press on. Right after him is the third bomb, the door E_E and three grunts. Kill them and enter the door.

When you emerge go left. Kill the grunt, cross the collapsing bridge and kill the flamethrower man. Next up are three sonic blasters, and right after them is a rocket man, then three heat waves. A special grunt and a rocket man guard both the fourth bomb and the door, F_E.

After exiting the door, you'll see two doors in addition to two grenade men. Enter the first door, H_E on the map. When you come out, go left killing the special grunts as you go. Now enter the door J_E on the map. Inside this room is a grenade man to your left and to your right behind a volcano spewing hot rocks are health and ammo. Grab them and backtrack your way out to the room with the three doors. Not take the last one, I_E on the map.

From the exit go right; watch out for the first jump, there's falling lava and a flamethrower man on the other side. Continue right killing the grunts and special grunt. Enter the door, K_E on the map.

From the exit, head right avoiding the compies and falling rock, heat waves, and sonic blasts. Right before the door L_E a green raptor attacks.

This next room is where the triceratops hangs out. You're going to have to kill him. It's not important to your stock so just use your lethals on it. The best strategy is to move forwards (that is, to the right) until he charges you. Blast him with the weapon of your choice until he gets too close, then turn and beat a hasty retreat until he starts backing off. When he does this, turn and begin pelting him once more. Repeat the process until it's dead. Shotgun is my personal favorite, because sometimes it causes him to falter in his charge, thereby allowing you extra time to hit it. Right before the exit to this room, M_E on the map is the fifth bomb.

Once you emerge, go right, just after the sonic blaster and surrounding bomb number six are two special grunts. Kill them, collect the bomb and then hop over that last sonic blaster and you're done.

Note: I'm gonna let you in on a little secret here. You don't have to collect the bombs. I'll pause now while you collect yourself, better? The outcome to this mission is the same no matter what, you're unable to diffuse the bombs and the island is going to be destroyed. So if you're running short on time, don't bother collecting bombs, just run right on through. All you need to do to beat this mission is be on the other side of that last sonic blaster.

****End of Game on Easy Difficulty Setting****

i. Extra Mission C: Kill the T-Rex

Briefing: None

My Notes:

- The T-Rex explodes. What a world eh?
- You have 70 seconds to do the job.
- This is the ONLY mission in which you'll start off with ammunition for the tranquilizer missile gun. You have approximately 20 of them.

Dr. Grant: Paleontologist, Ingen Assassin, Killer of Endangered Reptiles

When you start off, immediately switch over to tranquilizer missiles. Now run right until you hear the T-Rex roar and feel the ground shaking. Now run back towards it. When you see him, jump up and fire missiles into his head and chest area. It is of utmost importance that you make each shot count. What the T-Rex does is charge a couple of feet then stop to roar. When he roars is an ideal time to hit him. When he gets too close to you, run right. Don't get directly under him or he'll bend down to bite you or hit you with his legs, both of which waste precious seconds and large chunks of energy. The T-Rex will back you up against a pit, near which are two ammo icons. Put them on your tranquilizer missiles. When backed up against the pit, you'll have to jump up and out over the pit to hit the T-Rex and then come back down on the edge of the pit. Once he's backed you up against the pit, the T-Rex will alternate between charging and retreating, stopping every so often to roar. Use all your tranquilizer missiles on him, followed by gas grenades, then your shotgun, and finish up with your machine gun. Again I can't stress enough how important it is for you to make every shot count. It'll be a close call, but you should be able to pull it off.

****End of Game on Medium Difficulty****

j. Extra Mission D: Shoot Down the Escaping Biosyn Helicopter

Briefing: None

My Notes:

- You have to do this mission with your rifle. No other weapons are available to you.
- You are the only part of your helicopter that's vulnerable. So don't worry about anything but yourself.
- To maneuver the helicopter: The D-Pad moves you directionally; while the X, Y, B and A buttons control which direction you fire. X: Fires upwards, A: Fires right, B: Fires downwards, Y: Fires left.

Dueling Helicopters

You'll start off flying in your own helicopter, move to the left of the screen and up a little bit, the Biosyn 'copter comes in from the right hand side of the screen. It's got a couple of parts you need to destroy to actually destroy the whole thing and beat the game. On it's front is a mounted machine gun. On its belly is a box of missiles that drop parachuting missiles, as well as a section of armor plating. On top, towards its tail are two more missile launchers. All the missile launchers fire homing missiles. However these are somewhat slow, don't turn well and will blow up after a while. If you can avoid the missile's initial pass, then it's very easy to dodge it if it manages to swing back around. The helicopter is also carrying a couple of grunts on board who are shooting at you. The best way to destroy the helicopter is to first kill the men firing at you, next take out the machine gun, next up its the missile launchers, and lastly the armor plating. The Biosyn 'copter moves all over the screen, up and down along the right side when firing at you with the machine gun, back and forth along the top and bottom of the screen while shooting missiles or dropping parachuting bombs. I'll also move backwards from left to right all the while firing out those little homing missiles. You should give priority to avoiding missiles, even if it means getting in only one shot per pass. With a little luck you'll beat it and then it's on to your lackluster ending. Congratulations.

****End of Game on Hard Difficulty****

On the Ending:

Well, JP 1 had one difficulty setting and one rather...ok, VERY bland ending, so you'd think that with three difficulty levels, there'd be three endings each eclipsing the other in ass kickery. Well you'd be wrong. There's one ending for all three difficulty settings. I won't ruin it for you, instead I'll say only this: It's easy to see why Ocean folded.

Q & A Section

Q: I haven't encountered either a dinosaur or a Biosyn Agent where you've said in the walkthrough I would. Why is that?

A: Because I play on the hard difficulty, and if you're not then I suspect that the number of enemies increases as the difficulty goes up. I'm just being lazy by not telling you what you'll encounter on what difficulty setting.

Q: Jurassic Park one sucked so bad, I'm hesitant to play this one. Should I?

A: No you should run from it. While JP2 is graphically richer, and achieves the elusive title of 'somewhat enjoyable' there's really no reason to play this game. At all.

Q: So then why'd you write a walkthrough for it?

A: Because it's yet another chance for me to subject you to my lame sense of humor.

Q: On the last boss, the helicopter, I keep dying. Is there any thing else you can suggest?

A: Well, like I said, beating this takes, patience, practice, and a merciful God. Remember that on your helicopter, you are the only thing that takes damage. Even if it means you only hit the enemy 'copter once per pass, you should concentrate mostly on avoiding the missiles.

Q: What are some of the differences between difficulty levels?

A: Well for one thing, the higher the difficulty setting, the more missions you have to do. Also, when you're playing on hard, enemies are tougher, you get fewer items too. That's pretty much it I think.

Q: Where do you get the ideas for the section headers in your walkthrough? That one on Martha and the Vandellas was interesting.

A: I take obscure music and movie lines/lyrics/phrases/titles etc. and twist them into something I think is funny. So what if I'm the only one who thinks so, it is my walkthrough after all.