

Dino Crisis Any % Normal Speedrun

Note: All directions refer to Regina's current position. I.E. if Regina is facing the bottom of the screen and the note says go right, it means turn via Regina's right, not camera right. I've also listed codes for the JPN version as well as the USA version (the JPN arrange mode uses these codes).

I've also listed how to get all endings should you choose to go for a different ending than the one the speedrun uses. This guide can also be used for both No Weapon % (Just don't kill the first Raptor and just run around the helicopter during the T-Rex fight while waiting for Rick) and a Best Ending run (Just follow the Best Ending - Rick's Choice section when it comes time to make the final decision.)

Outside Area:

- * After the opening cutscenes, run straight to get a cutscene with Gail.
- * After the cutscene, enter the door next to Regina.
- * Run straight forward, grab the BG Area Key from the shelf, quickturn and leave through the same door you entered from.
- * Go left, turning right at the intersection and going through the single gate.
- * Go right through the gate.
- * Run straight, following the path to the next cutscene. After the cutscene, follow Gail around the corner behind Regina and through the door.
- * Follow the path around to the fuses, then interact with them. Change them with Center, Right, Center. Afterwards, pull the switches on the wall to the right, then leave the room through the same door you entered from.
- * Run forward, following the path until you get a cutscene. After the cutscene ends, put some distance between you and the Raptor, following the blood trail, then stand your ground and shoot the Raptor until it's dead. Then follow the blood trail back to the gate you originally entered the area from.
- * Run straight and enter the gate on Regina's left.
- * After the cutscene, run straight into the Facility.

Facility:

- * Run straight around the corner, following the path until you see a grate on the floor. Check it and say yes to go up into the vents.
- * Follow the path, going down the first opening on the left.
- * Continue straight, going around the corner and entering the single door on Regina's left.
- * After the cutscene, leave via the door on Regina's left.
- * Run via Regina's right, following the hall until going through the door at the end by the grate.
- * Run straight ahead and check the switch by the opposite door, hit yes to turn on the power. Grab the DDK Input Disc H floating nearby, then enter the side room by the computer. Grab the Panel Key 2 by the body. Open the cabinet in front of Regina with code: (JPN: 0375) (USA: 0426). Grab the Entrance Key, then leave the small room, going Regina's left and through the door next to the switch, decline to save the game.
- * Run to Regina's left, being wary of the nearby Raptor and through the door next to it.
- * Go straight and grab the DDK Code Disc H from the lockers on Regina's right, then leave through the same door you came in from.
- * Proceed straight, deactivating the lasers and then going through the double doors on the other side of them.
- * Run to Regina's left, going through the double doors that you'll unlock with the Entrance Key.
- * Run to Regina's left, following the path until you come across a body. Grab the DDK Code Disc N next to it, then go back and re-enter the facility through the double doors.
- * Run straight, angling slightly to the left, and go up the stairs.
- * Run around the railing, go through the single door.
- * Run straight, slightly angling right, and use the panel next to the door (watch out for the Raptor). Enter the passcode: HEAD and enter the door.
- * You'll be given the Panel Key 1 during the cutscene. Run around the desk counter-clockwise and grab the DDK Input Disc N (MAKE SURE TO DO THIS FIRST!) then, in front of the display with medals on the right, use Panel Key 1 on the left and Panel Key 2 on the right. Enter code 705037 to get Key Card L. Take a step backwards to trigger a cutscene. Immediately angle yourself towards the door but don't run for it yet. Wait until the T-Rex bites, then starts to shake

its head towards a run for the door; try not to run too close to his head or you'll bump against him and get stunned for a few frames.

- * Run straight, slightly angling right and go through the single door at the end of the hall.

- * Run straight and go down the stairs.

- * Go behind the stairs and use the panel next to the double doors. Enter code: NEWCOMER and enter the doors.

- * Run to Regina's left and through the single door.

- * Run to Regina's right, turning off the lasers on the way and continue around the corner. You'll get a cutscene where you're ambushed by two Raptors. Run to the right around the raptor and continue straight, going around the corner to the left and through the double doors.

- * Go straight to the other end of the room, going left around the front row of desks and take the BG Room B1 Key. You'll get a quick time event, mash the buttons to pass it and have Gail appear. After the cutscene, go through the double doors.

- * Run to Regina's right and follow the hallway, going through the first single door you come across (it's opposite from a laser shutter switch).

- * Run via Regina's left around the room, following the lockers and through the set of double doors.

- * Go via Regina's right around the hallway and follow it to the end, going through the door back to the outside area.

Outside Area:

- * Go straight, taking the path to the right and follow it around the corner and unlock the gate on Regina's left at the end. Go through the gate and continue via Regina's left, going down the ladder at the end.

- * Follow the path, stopping to grab the Startup Batt. R from the battery charger on the wall along the way. When you get to the battery puzzle, use Startup Batt. R from your inventory and solve the puzzle with Left, Center, Right, Left, Center, Left. Pull the switches on the wall on the right, then go back the way you came, heading up the ladder.

- * Go around and through the single gate, then follow the path to the right until you're back at the intersection, then go via Regina's left back into the facility.

Facility:

- * Follow the path until you get attacked by a Raptor during a QTE event. Mash buttons until you pass the event and get up, then continue down the hall and back up into the Vents.
- * Go down the path and down the first hole on the left.
- * Run down the hallway and enter the first door on Regina's left.
- * After the cutscene, choose the top option "Gail's idea". Then leave via the door next to Regina.
- * Run to Regina's left around the corner and follow the hall, going down the stairs at the end.
- * Follow the hallway until you get a cutscene, then take the door on Regina's right.
- * Run straight ahead and check the cabinet on Regina's left twice to get two Med. Pak M's. Then angle right and check the desk to get the ID Card. Turn around and leave via the same door you came in from. Decline to save the game.
- * Go to Regina's right and down the hall, going through the single door at the end.
- * After the cutscene, go to Regina's left and through the single door back to the Medical Room Hallway.
- * Follow the hallway and go up the stairs.
- * Follow the hall to the end, going through the single door by the grate.
- * Go straight through the opposite door, decline to save.
- * Run via Regina's left and around the corner, turning off the laser shutters and enter the door straight ahead into the Strategy Room.
- * Run straight ahead and grab the F.C. Device on the left from the table, then go clockwise around the table and grab the DDK Code Disc E. Leave the room via the same door you entered from.
- * Follow the hallway all the way to the end, going through the double doors.
- * Run to Regina's right, going through the double doors behind the stairs.
- * Go to Regina's right, using the F.C. Device on the body to get its fingerprints, then continue straight through the single door.
- * Follow the hallway and go through the first door on the left.

* Run straight ahead and use the ID Card on the computer. Enter code (JPN: 46907) (USA: 58104). Select yes to use the fingerprint data and then yes again to rewrite the ID card. You'll receive the ID card again. Leave via the double doors to Regina's left.

* Run to Regina's right around the corner and through the single door to the Outside Area.

Outside Area:

* Run straight ahead and through the gate.

* After the cutscene, run straight and go through the gate to the left.

* Follow the path to the end, going through the double doors.

* A QTE cutscene will take place. Mash until you succeed. Do not pick up your dropped gun, instead run straight ahead through the single door.

* Grab the DDK Input Disc L from Regina's right. Continue around the counter, checking Tom's body for DDK Code Disc L. Turn around and go through the sliding door and through the door at the end.

* Follow the path to the end, going through the single door.

* Go down the ladder, then to Regina's right and grab the B1 Crane Card on the ground. Approach the consoles in the middle of the room and enter, from top to bottom, starting on the right side of the room: Red (Middle), Green (Left), Blue (Right). Then turn around, using the other consoles, bottom to top, entering: Red (Middle), Green (Left), Blue (Right). Go back up the ladder and through the door.

* A QTE cutscene will take place. Mash until you succeed. Then go through the door at the end of the path.

* Go through the room, going through the door at the end.

* Run straight and use the elevator panel and descend.

* Go to Regina's right and up the ladder. Go to Regina's left and down the walkway. Use the B1 Crane Card on the panel on Regina's left. Solve with (Hook) (Left, Up, Release, Down, Hook). Back out and go back down the ladder and follow the path you've cleared, going through the single door at the end that's to the left of the body.

* Go straight, angling to Regina's right and through the single door.

* Run to Regina's left and go up the ladder.

* Follow the path, going through the gate and continuing to the intersection, going to Regina's left and back into the Facility.

Facility:

* Follow the hallway and go through the double doors on Regina's left.

* Go to Regina's left and avoid the Raptor, going through the single door.

* Run to Regina's right and through the single door.

* Run to Regina's left and enter the elevator.

* A QTE cutscene will take place. Mash until you succeed. Then turn around and run straight around the desk, using the panel to the right of the double doors. Unlock it with code LABORATORY then enter the doors.

* Run straight, deactivating the laser shutters and then go via Regina's right, following the hallway and through another set of laser shutters, going through the single door at the end.

* Run around the stations, using the one that's on and entering code (JPN: 5037) (USA: 7248). Continue around the stations and go through the other door in the room. Decline to save the game.

* Follow the hallway, deactivating the laser shutters and taking the door on the left.

* Run to Regina's left, grabbing the DDK Input Disc E from the desk and then continue through the other door in the room.

* Go straight and use the panel in the middle to control the gas supply to the connecting room. Use code Red (Left), Red (Left), Green (Middle), Red (Left), Wait for the level to get close to 85 (when the cough animation starts), then Green (Middle), Blue (Right). Enter the room and check the body to get the B1 Key Chip. Start to leave the room to get a QTE cutscene. Mash buttons until you succeed, then continue to leave the room.

* Run straight and leave via the other door in the room.

* Run to Regina's left and through the laser shutters, continue down the hall through the door at the end.

* Run to Regina's right and continue straight to the terminal on the wall, using the B1 Key Chip. Enter code 3695. Solve the puzzle by moving the bottom pair, up two to move the first blank

pair, down one to move the bottom lit and top blank pair. (Shorter version: Move bottom, up two, down one.) You'll get the B1 Key Chip back. Run to Regina's left, bypassing the first row and going left down the second (the row right after the camera angle change). Use the B1 Key Chip on the lit panel on Regina's right. You'll receive Key Card R. Select no (or hit cancel) to avoid reading the memo after. Run straight, angling slightly right and go through the double doors.

- * Run to Regina's left and down the hallway, through the single door at the end.

- * Run around the stations, using the panel on the right of the big screen with Key Card R. Select "yes" to call Gail. After the cutscene, check the panel next to the revealed door. Unlock it with code ENERGY. Go through the door. Decline to save the game.

- * After the cutscene, run to Regina's right around the table and leave the room through the same door you came in from.

- * After the cutscene, run to Regina's right and check the toolbox for the Screwdriver. Turn around and use it on the panels. Select Yes twice to start a puzzle. Turn the right piece right once and insert it. Insert the left piece. Turn the middle piece right once and insert it. After the cutscene, select the top option "Gail's Strategy" and run straight through the door. Decline to save the game.

- * Run straight all the way down the hallway and through the single door at the end.

- * Run to Regina's right and follow the room around until you can go through the double doors on Regina's right.

- * Run straight ahead through another set of double doors.

- * Run to Regina's right and through the now opened gates, going to Regina's left and through the door on the left.

- * Continue straight and through the double doors.

- * After the cutscene, run straight through the path and to Regina's right at the end, going through the double doors you entered the room from.

- * Run straight to the other door.

- * Run straight and to Regina's left through the single door.

- * Run straight to the end of the hallway and go up the stairs.

- * Follow the hallway, going through the door on the right.

- * Run straight, going into the elevator. Press the button.
- * Run straight ahead and check the box on the wall to get the Antenna Key. Go through the door on Regina's left, declining to save.
- * Follow the path to the end, taking the door on the left.
- * Go straight into the room, using the Antenna Key on the emergency panel on the desk. After the cutscene, leave the room.
- * After the cutscene, run down the path until you reach the locked door at the end. Move from one corner to the other to dodge the T-Rex bites until the door is unlocked.
- * After the cutscene, go down the elevator.
- * Run straight through the other door.
- * Go to Regina's right and through the door at the end of the hall.
- * Go through the opposite door, declining to save.
- * Go to Regina's right through the double doors.
- * Run to Regina's left, going through the double doors outside.

Outside Area:

- * Follow the path via Regina's left, going through the large door.
- * Continue straight down the path, going through the single door on the right at the end.
- * Run straight and go up the ladder. Follow the path to the end and grab the Grenade Bullets and Grenade Gun. Equip the gun and ammo and exit the inventory, then go back down the ladder at the end. Solve the box puzzle depending on which version of the game you're playing.
 - * JPN: Run to Regina's right and go straight, going left in between the top set of boxes and push the top box to the right, then push the bottom box down. Go to Regina's left and on the camera right set of boxes, move the bottom box to the right, then the middle box up. Run to Regina's right and around the room to her left, going through the double doors at the end.
 - * USA: Run to Regina's right and then go to Regina's left to the first two sets of wooden boxes. Push the bottom box to the right. Run around the box to the next set of wooden boxes. Push the top box to the right. Push the bottom box down. Go to Regina's left and on the camera

right set of boxes, move the bottom box to the right, then the middle box up. Run to Regina's right and around the room to her left, going through the double doors at the end.

- * After the cutscene, shoot the T-Rex three times and then run clockwise around the helicopter until a cutscene triggers, then run into the elevator.

- * Run straight until a cutscene triggers. Then run to Regina's left and go down the hall to Regina's left, proceeding through the door.

- * Go Regina's right and around the shelves, grabbing the C.O. Pass Card. Then read the memo on the floor before leaving through the same door you came in from.

- * Run to Regina's left and then again to her left, running diagonally towards camera bottom left and then through the double doors.

Underground Facility:

- * After the set of cutscenes, run to Regina's left through the door.

- * Run around the corner and into the alcove on Regina's left. Check the battery puzzle to get the Startup Batt. W. Leave the room via the same door you came in from.

- * Run straight back to Rick and talk to him and he'll automatically fix the broken battery. After the cutscene, run straight, following Rick, and go through the single door.

- * Run to Regina's right and grab the B3 Crane Card 2 from the console. Continue around it, grabbing the B3 Crane Card 1 from the desk next to Rick. Turn around and run straight through the door next to the Yellow Emergency Box.

- * Run to Regina's left until a cutscene triggers. A QTE will happen during it. Mash buttons to succeed. After the cutscene, turn around and run through the shutter.

- * Run straight and grab the C.O. Area Key and B3 Crane Card 3, then turn around and exit back through the shutter.

- * Turn right and go up the ladder. Follow the path and go up another ladder. Go to the panel and use the B3 Crane Card 3. Solve the puzzle with (Up, Hook, Left, Down, Release) (Up, Right, Hook) (Release, Right, Hook) (Up, Down, Release, Right, Hook). Back out of the puzzle and go down the ladder. Follow the path back and go down the ladder. Run to Regina's left and run around the containers to the right until you get to the body. Grab the DDK Input Disc W from the body. Follow the path back, turning to Regina's left and going straight until you can turn right and go through the single door into the Control Room.

- * Go to Regina's left through the other door. Decline to save the game.

- * Go clockwise around the room, staying on the path until you can go through the double doors into the Carrying Room Passageway.
- * Run straight and around the corner, following the path to the end and go through the door.
- * Go straight and through the double doors to Regina's right.
- * Run straight and then right down the hallway and up the stairs.
- * Run straight and follow the hallway, going up the vents near the end.
- * Follow the pathway and go down the hole at the very end.
- * Run straight (to camera left) down the hallway, going through the door at the very end on Regina's left.
- * After the cutscene, go through the door on Regina's right.
- * Go down the hallway, going down the path to Regina's right. Try to pick up the item on the left to get a QTE cutscene. Mash buttons to succeed and then go to pick up the item again to get the Key Card Lv. C. Turn around and go through the double doors behind Regina.
- * Run straight and around the desk to get the DDK Code Disc W. Then leave through the same door you came in from.
- * Run to Regina's left and go back up the Vent.
- * Follow the path to the end and go down the hole.
- * Run straight and go down the stairs at the end of the hall.
- * Go around the corner and to Regina's left, going through the double doors.
- * Run straight and use the panel next to the single door. Unlock it with the passcode WATERWAY then go through the door.
- * Run straight into the room until you get a cutscene. Turn around and grab the B2 Key Chip 2, then leave through the same door you came in from. (The next few steps are going to purposely take you the wrong way for a couple of rooms and back. What this does is change the upcoming cutscene with the T-Rex to make it significantly shorter, saving a lot of time.)
- * Run straight and go through the double doors.

- * Run straight and turn right, going up the stairs.
- * Immediately turn around and go back down the stairs.
- * Go back down the hall and to Regina's left back through the double doors.
- * Go to Regina's left and through the single door.
- * Follow the hallway to the end and through the door.
- * Go straight and take the Startup Batt W. from the panel on the right. Then continue straight and through the door on the right.
- * Go around the corner and into the alcove on Regina's right. Use the Startup Batt W. on the panel. Solve it with A, C, D, then pull the switches on the right wall. Leave through the same door you came in from.
- * Go to Regina's right and through the large elevator door.
- * Check the furthest body for DDK Input Disc D, then turn around and check the other body for the Port Card Key. Leave the elevator.
- * Go to Regina's left and follow the room around and back through the double doors.
- * Follow the hallway to the very end and through the door.
- * Go to Regina's left and through the single door.
- * After the cutscene, grab the DDK Code Disc S by Regina's feet and leave the room.
- * Go straight and leave the room through the door on the left.
- * Go straight across and through the double doors.
- * Go straight and around the corner to the right and up the stairs.
- * Follow the hallway to the very end, going through the door.
- * Go straight and into the room through the door on Regina's left. Continue going left around the desk and grab the B2 Key Chip 1 from next to the body. Turn around and go behind the opposite set of desks, checking the first computer on the right to deactivate the alarm. Go to the opposite side of the desks to the panel on the wall, grabbing the DDK Input Disc S. Use the B2 Key Chip 1 on the left panel and the B2 Key Chip 2 on the right panel, then interact with the screen. Input code 0392. For the puzzle, select the bottom pair on the left. Then select the

bottom pair on the right. Then move the second pair from the bottom on the right. Then move the second pair from the bottom on the left. Select Swap Mode on the left hand side of the screen. Swap the bottom two pairs. Then swap the second pair from the bottom. The Key Chips will be automatically placed in your inventory without a prompt. Go through the door on Regina's right and then go to her left and use the panel next to the door. Unlock it with code STABILIZER then go through the door.

- * Follow the pathway down until you get a cutscene. After the cutscene continue straight through the sliding door and continue straight down the hallway through the door at the end.

- * Go to Regina's left down the hallway, deactivating the laser shutter, and through the double doors at the end.

- * Run in and grab the DDK Code Disc D, then turn around and leave the room.

- * Run straight until you can go into the door on Regina's right.

- * Run straight down the hall, going around the corner to the left. Follow the hallway to the end, using the panel next to the door on the right, unlocking it with code DOCTORKIRK. Go through the door.

- * Go straight, using B2 Key Chip 2 on the panel on the right wall. Go to the next panel, using B2 Key Chip 1 on it. Proceed through the opened door and through the door at the end.

- * After the cutscene, run straight through the door at the end.

- * Go to Regina's left, following the room and go through the door on Regina's left.

- * Go into the room, checking the panel on the wall for a puzzle. Turn the middle piece left once and insert it, insert the right piece, turn the left piece left once and insert it. Turn around and leave the room through the same door you came in from.

- * Go straight ahead and interact with the computer. After the cutscene, go straight through the door.

- * After the cutscene, go near the bloody handprint and use the F.C. Device. Go to Regina's right and proceed until you get a cutscene.

- * Continue straight through the door after the cutscene.

- * Go straight into the room until you get a lengthy cutscene. At the end of it, you'll get Key Card Lv. A. Another cutscene will play. Choose the top option "Gail's Strategy" when prompted. After the cutscene is finished, run to camera right and around the corner, going through the door in front of the gun on the floor.

- * Go through the adjacent door.
- * Run down the hallway, going through the door at the end.
- * Follow the hallway, going through the sliding door on Regina's left and through the door at the end.
- * Enter the room on Regina's right and go around the desks and use the ID Card on the computer next to the body. Enter code (JPN: 78814) (USA: 31415). Use the fingerprint data and overwrite the keycard to get the ID Card back. Leave the room and head right through the door.
- * Run straight and around the corner, going down the stairs at the end.
- * Run around the corner and head to Regina's left and through the door.
- * Go to Regina's left and through the door.
- * Follow the hallway and go through the door at the end.
- * Run around the room, following it to the end and go through the single door into the Control Room.
- * Go through the other door in the room on Regina's right.
- * Run to Regina's left and go through the large shutter next to the ladder.
- * Go straight and through the A door on Regina's right.
- * Run straight through the room and go through the door on Regina's right. Head to Regina's right and go up the elevator. Go straight and pick up both the Initializer and the Stabilizer. Turn around and go back down the elevator and leave the room the same way you came in from.
- * Go to Regina's left and through the shutter doors.
- * Run straight across the room and go through the single door on the right.
- * Turn to Regina's left and go through the other door in the room.
- * Follow the pathway around the room, going through the double doors at the end.
- * Go down the hallway and through the door at the end.
- * Run straight ahead and use the elevator on the left, going to floor B2.

* Head to Regina's right and then go left at the + intersection. Use the terminal. Turn around and head to Regina's left and follow the pathway, going through the door on the right across from the stairs.

* Run straight and follow the path to the right, going down the elevator at the end.

* Go straight and follow the pathway until you come across the machinery on the left. Interact with it to open the machine and then insert the Initializer. Turn around and follow the path to the computer. Interact with it to start the system. Turn around and follow the path all the way back to the elevator and go back up.

* Follow the pathway until you can interact with a panel in the middle. Use it to activate a bridge. Cross the bridge and interact with the machine at the end to open it, then insert the Stabilizer. Turn to the left and use the computer to activate the machine.

* You'll be treated to a couple of minutes of cutscenes. Afterwards, enter the door directly across from the stairs.

* Follow the path straight ahead and enter the door on the right at the end.

* Run into the room and go through the other door at the end.

* More cutscenes during which you'll get the Pulse Receiver. Even more cutscenes, during which you'll have to make a decision which will affect the ending. For speedrun purposes, select the bottom option, "Rick's Idea". If you wish to know the route for the other endings, I've included them at the end! After the cutscenes are over. Go around the corner and take the door on the left, going through the door at the end.

* Continue straight, following the pathway to the end.

* Go to Regina's left around the room, going through the small door at the opposite side.

* Go down the stairs on Regina's left to get a cutscene. After the cutscene, you'll get the Energy Tank. Go back up the stairs and through the door.

* Go straight until you reach the barrels. Use the Energy Tank on them to get the Nucleum. Turn around and head back the way you came.

* Go down the stairs and approach the boat for another cutscene. Ignore the item Rick throws you and go up the stairs and through the door.

* After the cutscene, all you need to do is run in circles until the ending plays.

Best Ending - Rick's Choice (Shorter)

- * At the decision point, select the bottom option, "Rick's Idea". After the cutscene, go around the corner and through the door in front of Regina.
- * Go straight across and through the double doors.
- * Continue straight, deactivating the laser shutters. Continue on through the A door.
- * Go to Regina's right and use the moving platform. Go To Regina's right and through the large door.
- * Run to Regina's left and use the moving platform. Go to Regina's right and through the A door.
- * Run straight ahead to get a cutscene. After the cutscene, turn around and pick up the Plug, and two sets of Grenade Bullets. Turn back around and run straight, going through the door.
- * After the cutscenes, you'll be facing the T-Rex. Aim your Grenade Gun and fire all six shots as quickly as possible to win the fight and end the game.

Best Ending - Gail's Choice (Longer but a few extra scenes)

- * At the decision point, select the top option, "Gail's Idea". After the cutscene, go around the corner and through the door in front of Regina.
- * Go straight across and through the double doors.
- * Continue straight, deactivating the laser shutters. Continue on through the A door.
- * Go to Regina's right and use the moving platform. Go To Regina's right and through the large door.
- * Run to Regina's left and use the moving platform. Go to Regina's right and through the A door.
- * Run straight ahead to get a cutscene. After the cutscene, turn around and go through the door.

- * Run straight ahead and use the moving platform. Go to Regina's left and through the large door on the right.
- * Run straight ahead and use the moving platform. Go to Regina's left and through the door on the camera's right.
- * Go down the hall, going down the hall to Regina's left and up the stairs.
- * Follow the hallway down, using the vent near the end.
- * Follow the path down the vent and go down the hole at the end.
- * Turn around and run straight through the C door.
- * After the cutscene, turn around and pick up the Plug, and two sets of Grenade Bullets. Turn back around and run straight, going through the door.
- * After the cutscenes, you'll be facing the T-Rex. Aim your Grenade Gun and fire all six shots as quickly as possible to win the fight and end the game.

Bad Ending (But Has The Meme Line)

- * At the decision point, select the top option, "Gail's Idea". After the cutscene, go around the corner and through the door in front of Regina.
- * Run straight ahead and through the double doors.
- * Run down the hallway, taking the path to Regina's right and up the stairs.
- * Follow the hallway, going up the Vent near the end.
- * Follow the path and go down the hole at the end.
- * Turn around and run straight through the C door.
- * After the cutscenes you'll get the Secret Disc. When you're in control again, follow Rick, going around the desk and through the door on Regina's left, going through the door at the end.
- * Follow the hall, going through the door at the end.
- * After the cutscene, turn around and run counter-clockwise around the room until you can go through the door next to the large shutters.

* After the cutscene, turn around and take the Plug and two sets of Grenade Bullets. Turn around and go up the stairs.

* Stand in place and shoot your six Grenade Bullet shots as quick as possible to beat the T-Rex and end the game.