

= Dino Crisis =

Dino Crisis is a survival horror video game developed and produced by Capcom originally for the PlayStation console in 1999 . It is the first installment in the Dino Crisis series and was developed by the same team behind Capcom 's Resident Evil series , including director Shinji Mikami , and shares many similarities with it . The story follows Regina , a special operations agent sent with a team to investigate a secluded island research facility . Finding the place overrun with dinosaurs , Regina must fight through the facility to discover its secrets and ultimately escape alive .

Instead of the pre-rendered backgrounds of the Resident Evil games that preceded it , Dino Crisis uses an original real-time engine with 3D environments . Gameplay features traditional survival horror mechanics including action and puzzles , and it was developed to have more consistent visceral terror with the dinosaurs being quick , intelligent , and violent . Capcom would later market the game as " panic horror " as opposed to " survival horror " due to these design changes . The team used carnivorous animals as references for animating the dinosaurs and programming their behaviors . Mikami 's vision for the game was not completely fulfilled , as he wanted to develop more complex dinosaur artificial intelligence . However , he did believe the team was able to create sufficiently detailed environments despite hardware limitations .

Dino Crisis was a critical and commercial success , with the PlayStation version selling over 2.4 million copies . Critics drew heavy comparisons to Resident Evil , with some describing it as " Resident Evil with dinosaurs . " They also praised the game 's intensity , graphics , and gameplay . Some criticism was directed towards the lack of dinosaur variety , repetitive environments , and tedious puzzles . Dino Crisis was ported to the Sega Dreamcast and Microsoft Windows in 2000 , and was re-released for the PlayStation Network in 2006 . Two different versions for the Game Boy Color were in development , but both were cancelled .

= = Gameplay = =

Dino Crisis features survival horror gameplay that is very similar to Capcom 's early Resident Evil titles . Regina can walk , run , turn , backpedal , push and climb objects , and perform a 180-degree turn . A map is available which will show Regina 's location , destination , save points , and locked doors . Save points are rooms which will prompt the player to save upon exiting them . Some doors are locked by a D.D.K. (digital disk key) device . To open these doors , the player will need both a code disc and input disc which can then be used to decipher a code and unlock the door . There are also force fields of red beams throughout the complex which can be activated to block access to intruders .

Regina 's inventory may include key items , weapons , ammo , and medical supplies ; the latter two of which she can only hold a limited amount . She can also mix certain items in order to upgrade them or make completely new ones , such as anesthetic darts . These items can be stored in " emergency boxes " , which need be unlocked with special items called " plugs " before they are usable . Each emergency box is color coded as either red , green , or yellow . Each box can access the contents of any other unlocked box of the same color .

The player can move with weapons drawn and use automatic targeting functions . Enemies can knock Regina 's weapon out of her hand , at which point she 'll have to retrieve it . Sometimes " DANGER " may flash on the screen in perilous situations , at which point the player should push all the controller buttons as rapidly as possible to survive . If Regina becomes injured , she will hold her arm or struggle to walk . Med Paks can be used to heal Regina 's health . Sometimes a trail of blood may appear , indicating that Regina is bleeding and will continue to lose health . Hemostats can be used to stop bleeding injuries . Two types of medical supplies are available in the game : Med Paks , which heals player health , and Hemostats , which stop bleeding injuries . If Regina dies , the player may continue from the room she died in . After five " Continues " are exhausted , the player must continue from their last save point .

= = Plot = =

The story of Dino Crisis takes place on a fictional location known as Ibis Island in the year 2009 . The Secret Operation Raid Team (SORT) has sent an agent , Tom , to investigate a research facility . During the recon mission , he learns that Dr. Edward Kirk , a world @-@ renowned scientist who was reported dead three years ago , is leading a secret weapons project within the facility . SORT sends four agents (Regina , Gail , Rick , and Cooper) to acquire Kirk and return him to custody . The team arrives on the island under cover of darkness , dropping in via parachute . Cooper is blown off course and lands in the jungle away from the others . Lost in the dark , he is chased down by a Tyrannosaurus rex and eaten . The other three agents , unaware of his death , proceed with the mission .

Once inside the base , the agents discover the eviscerated and partially devoured corpses of security personnel and scientists . After splitting up to restore power to the facility , Gail goes missing . Whilst searching for him , Regina is confronted by a Velociraptor . Re @-@ uniting with Rick , the two determine it was the dinosaurs that caused the bloodbath at the base . Although their mission to recover Dr. Kirk still stands , it is now more important to signal for a rescue . Regina sets out to activate the main antenna to contact their airlift . On her way , she is attacked by another Velociraptor and is rescued by Gail , who then leaves to continue searching for Dr. Kirk . After restoring communications , Regina heads back to the control room and they receive a signal on their communicators . Believing it might be Cooper or Tom in trouble , Rick wants to investigate . Gail shoots down the idea , wanting to follow up on a closed @-@ circuit television sighting that might have been Kirk . The player must choose which course of action to follow .

If the player follows Gail , they go after an unknown man , but end up losing him . Rick then tells Regina that Tom 's dead . If the player follows Rick , they come across Tom , badly injured and near death . Rick takes him to the medical room , however a Velociraptor attacks them , but Tom sacrifices himself to kill it and save Rick . Later , Regina and the team manage to locate Kirk and apprehend him . As they are preparing to leave via helicopter , the T. rex returns and destroys the helicopter , forcing them to flee back into the base while Kirk manages to escape . Regina and Rick flee into the facility and locate keys to a watercraft , but find a vortex in the way of getting to it . Rick speculates this is the spacetime distortion that brought the dinosaurs back . The two split up to find an alternate route off the island , and Regina ends up being held at gunpoint by Dr. Kirk . He is about to kill her when the gun is shot out of his hand by Gail , and they arrest him again .

Kirk reveals that the dinosaurs were brought to their time by an experiment he was running using his Third Energy technology . A rift in space was created and a pocket of the island from their time was exchanged with the same from the past , bringing dinosaurs back into their time . Kirk then tells them that if the reactors are set to overload , the energy coming from them and the vortex should cancel each other out if they come into contact . After Regina gets the stabilizer and initializer and uses them to overload the reactors , the energy shakes the base , causing a vent to fall on Gail allowing Kirk to get free again . The team heads towards the waterway to escape the blast , but Gail says they still need to capture the doctor . He starts to hobble away on his gun to go after Kirk , and orders Regina and Rick to leave without him if he does not return in thirty minutes . Regina is given the choice to either go after Dr. Kirk with Gail , or escape with Rick . The story then takes one of three endings .

= = = Endings = = =

The three possible endings are based on choices made by the player . Near the end of the game , the player has the option to either go after Kirk or find a way off the island .

Chase Kirk : Regina and Gail chase and are successful in capturing Kirk . As a twist , Gail reveals that the whole mission was a front and the government did not want Kirk , but instead wanted the Third Energy to use in warfare . Gail gives Regina a disk containing all the data on the Third Energy . Shortly afterward , Gail dies from injuries suffered when the vent fell on him . Regina , Rick , and Kirk , during their departure in a watercraft , battle with the T. rex . Regina kills it using a remote explosive , and they escape .

Escape the island : Regina , Gail , and Rick manage to escape without Kirk . During the final battle , Rick fires a rocket from a watercraft . The rocket hits a fuel tank , causing a massive overload in the Third Energy generator and completely disintegrating a portion of Ibis Island in the process killing the T. rex and all of the other dinosaurs . The three agents escape safely , however the status of Kirk is unknown although it 's likely he escaped .

The third ending can be achieved by choosing to escape the island , but instead chasing Kirk . Regina and Gail locate Kirk in a hangar , preparing a helicopter to escape in (which becomes their only way of escape because the T. rex destroyed the hovercraft while she chased Kirk) . Regina knocks Kirk out , and informs Rick of the situation . The T. rex chases Rick to Regina 's location . Then Regina , Gail and Rick board the helicopter and flee . During their escape , Rick drops a bomb from the helicopter onto the dinosaur , killing it . All three agents get out alive with Kirk .

= = Development = =

Dino Crisis was directed and produced by Shinji Mikami , and developed by a team that would later become part of Capcom Production Studio 4 . It is a pseudo @-@ sequel to Mikami 's popular Resident Evil series , which Mikami and his team wanted to move away from the fantasy elements of and make something more real . He cited The Lost World : Jurassic Park and Aliens as influences , and liked dinosaurs because they were large , strong , fearsome , and violent . The game was developed and marketed as " panic horror " as opposed to the " survival horror " branding of Resident Evil . It was made to have more consistent fright , with the dinosaurs being more intelligent , quick , and able to chase the player room @-@ to @-@ room . Mikami described Resident Evil as " horror in the fun house " and Dino Crisis as more visceral horror akin to riding a roller coaster .

Dino Crisis utilizes an original 3D engine with real @-@ time environments , as opposed to the pre @-@ rendered backgrounds of the Resident Evil series . Mikami chose a real @-@ time engine to enable better cinematic action and more dramatic character depictions that would otherwise be impossible . However , with the real @-@ time engine came the challenge of hardware limitations , making it difficult for the team to create detailed environments . The team had to forego a jungle scene because of this issue . Mikami did however believe the team was able to create sufficiently detailed environments despite the hardware 's polygon limitations . Like Resident Evil , the game takes place indoors in an enclosed environment . Mikami wanted to keep the claustrophobic feelings , thinking it was better to build fear .

Since it is unknown how dinosaurs moved in real life , the team had to use their imagination and animals such as crocodiles and dogs as reference . The animators first scanned in drawings , then used animation tools to see what was possible to animate . The dinosaur artificial intelligence was based on lions , tigers , and other carnivores that are not afraid of humans . Mikami 's vision for the dinosaurs was not completely fulfilled . He wanted to include more complex dinosaur artificial intelligence , with the dinosaurs each having individual personalities that could understand the player 's condition and ambush them . The dinosaur animations and cries also did not turn out as he originally envisioned them . The number of dinosaurs in the North American version was increased from the Japanese version , although the number of species remained the same .

Dino Crisis was first revealed at the 1999 Spring Tokyo Game Show . The game was initially released in Japan in July 1999 , two months before Resident Evil 3 : Nemesis . Ports were released for the Sega Dreamcast console and Microsoft Windows platform in 2000 . A top @-@ down interpretation of Dino Crisis was in development by UK company M4 for the Game Boy Color , but was cancelled . M4 would later develop Resident Evil Gaiden for the system instead . Another UK firm called Fluid Studios was also developing a version of the game for the Game Boy Color . It would have contained all four characters from the original version , as well as seven maps , a hundred different rooms , and five types of dinosaurs . However , this game was also canceled .

= = Reception = =

Dino Crisis was met with mostly positive reviews . Critics compared Dino Crisis to the Resident Evil

series while also drawing comparisons to Jurassic Park and describing the game as " Resident Evil with dinosaurs " . Despite these similarities , reviewers found the game " enhances and alters " the Resident Evil formula with " strength of its own merits . " The game was a commercial success , being a bestseller in Japan . The PlayStation version of the game has sold 2 @.@ 4 million copies worldwide , and is listed as the 19th best @-@ selling Capcom game of all @-@ time as of May 2016 .

Critics generally praised the action and intensity of the game , which was heightened by the real @-@ time engine and soundtrack . GamePro found the game to have a great mix of action and strategy , with dinosaur AI that keeps the action fresh . IGN described the game as " vicious , flesh @-@ tearing fright , " noting the fast @-@ paced gameplay during action sequences . Some praise was directed towards the realism of the game , with the dinosaur behaviors and bleeding mechanics noted . The real @-@ time graphics were generally liked , with critics describing them as " sharp " , " sterile " , and " clean " . GameSpot praised the character models , lighting effects , and found " the use of polygonal backgrounds enhances the feeling of fear even more than Resident Evil . " The dinosaurs were a consistent point of discussion among critics . GamePro found the dinosaurs " imbued with an excellent AI that keeps the action fresh and exciting " , although some found the variety of dinosaurs to be lacking . Despite the game being " 90 % Raptors " , which IGN found not as scary as monsters from Resident Evil , they found the dinosaur sound effects to be well done .

Game Revolution had a more critical review of Dino Crisis than others , saying the game expanded on the worse elements of Resident Evil while also ruining the good elements . They were impressed by the graphics but thought the environments looked too similar and got boring after a short time . Overall , they believed the game to be worse than Resident Evil 2 , pointing out the game 's shorter length , more tedious puzzles , weaker action , and lesser scare factor .

The Dreamcast and Windows ports received mixed reviews from multiple sources , criticized for adding very little enhancements to take advantage of their superior hardware . The graphics were viewed as dated on Windows , with IGN calling it " choppy " and pointing out the poor resolution upscaling . On the Dreamcast , Resident Evil - Code : Veronica , another Capcom survival horror game , was viewed as a superior experience .

= = Legacy = =

An action @-@ shooter sequel titled Dino Crisis 2 was released for the PlayStation in 2000 to positive reception . In 2002 , Capcom released Dino Stalker , a lightgun game for the PlayStation 2 to mixed reviews . Finally , an action @-@ based game , Dino Crisis 3 , was released in 2003 for the Xbox to mixed reviews . The protagonist of Dino Crisis , Regina , has been featured as a playable character in the tactical role @-@ playing game Namco x Capcom for the PlayStation 2 . Her outfit is also available to wear in Resident Evil 3 : Nemesis and in Dead Rising 3 via downloadable content .