

SEGA™



GENESIS™

INSTRUCTION MANUAL

RAMPAGE™  
EDITION

987



AtariG.U. EmuMovies

## WARNINGS

### Read Before Using Your Sega Video Game System

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

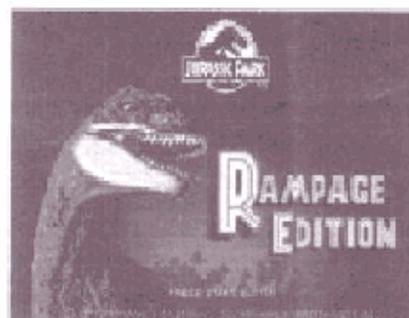
#### WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342



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#### GAMEPLAY HOTLINE

For gameplay help, call 1-415-591-PLAY.

AtariGuide

## A Mission of Dinosaur Proportions!

Having survived the chaos of Jurassic Park, Grant escapes Isla Nublar on an InGen helicopter. As they lift away from the island, Grant sees flames erupting – the Costa Rican Army is blowing up sections of the island to destroy any remnants of the park's genetically-engineered dinosaurs.

But Grant also catches sight of another helicopter's stealthy arrival to the island. He sees that its occupants are a well-armed team of InGen field agents. What are they doing here?

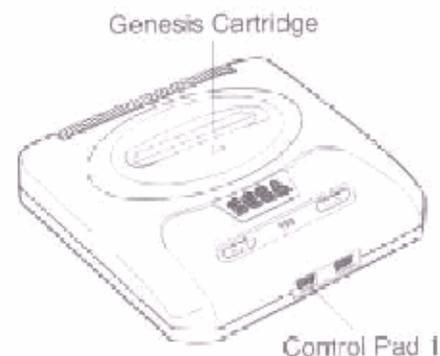
Grant thinks the field agents are probably collecting any remaining dinosaur eggs, embryos and DNA samples before everything goes up in smoke. With those specimens, they could start another park somewhere else or they could create an uncontrollable army of dinosaurs – the possibilities are endless! Grant must put a stop to this frightening plan!

As Grant seizes the helicopter radio to warn the Costa Rican military, he has to fight off the pilot, who attempts to stop him. In the ensuing conflict, the copter goes down.

Grant survives the crash and flees the burning wreck, realizing he's been thrust back into the prehistoric nightmare he thought he had just escaped.

InGen operatives are quickly covering the island searching for dinosaur specimens. To make matters worse, the Costa Rican military has planned air strikes to rid the island of living dinosaurs. Under the threat of certain death at the hands of dinosaurs, field agents, or military air strikes, Grant charges toward his MISSION.

## Setting Up

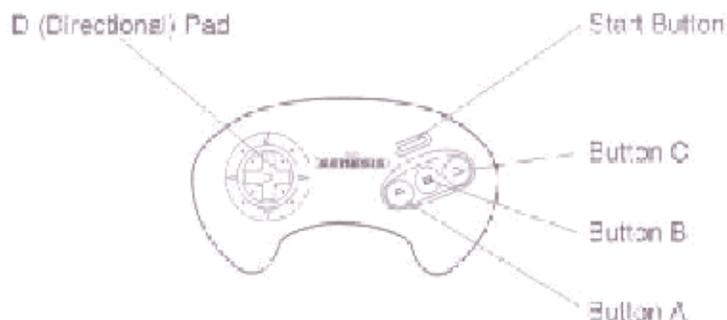


1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. With the power switch **off**, insert the *Jurassic Park: Rampage Edition* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the Genesis power switch **on**. The License and Sega screens appear, and then the Title screen.
4. Press **Start** to bring up the Main Game Menu (after developer screen), and once more to start the game.

**Important:** If you don't see the License and Sega screens, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and then turn the power switch **on** again. Always turn the power switch **off** when you're inserting or removing the cartridge.

**Note:** *Jurassic Park: Rampage Edition* is a one-player game.

## Making Game Choices



Press **Start** at the Title screen to bring up the Main Game Menu. To choose an option:

- Press the **D-Pad** down or up to highlight your choice.
- Press **Start** to select the option.



## Start

You can plunge immediately into the game and start playing as Grant at Normal skill level with the default button controls (see page 6). If you've just reset the game, you'll start with the options you've most recently chosen in this game session.

## Player

Choose to be Grant or the Raptor. To choose your character:

- Press the **D-Pad** left or right to display Grant or the Raptor.
- Press **Start** to select the character displayed and return to the Main Game Menu.

## GRANT

As the bold paleontologist, you'll arm yourself with serious weapons to ward off attacks by ferocious dinosaurs and enemy agents.



## RAPTOR

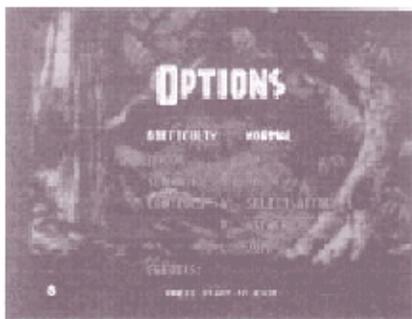
As the razor-clawed Raptor, you'll clash with other beasts, snare Lysine and foil the attacks of heavily-armed human foes.



## Options

Choose your game options before starting play. To set the options:

- Press the **D-Pad** down or up to highlight different options.
- Press the **D-Pad** left or right to change the setting.
- Press **Start** to exit the screen and return to the Main Game Menu.



### DIFFICULTY

Choose an Easy, Normal or Hard skill level. If you don't change the setting, you'll play a Normal game.

### MUSIC AND SOUND EFFECTS

Toggle the game's music and sound effects on or off. The default setting is Music On and Sound FX On.

### CONTROLS

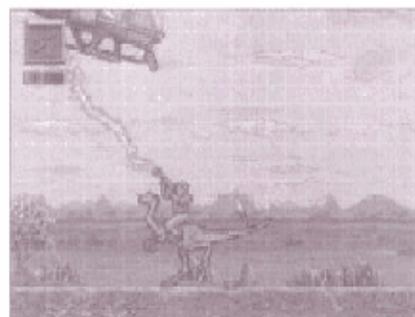
Choose from six settings to customize the actions of **Buttons A, B and C**. If you don't change the settings, they will be:

	<b>Grant:</b>	<b>Raptor:</b>
<b>A: Select/Attack 1</b>	Choose weapon	Bite
<b>B: Attack 2</b>	Fire weapon	Kick
<b>C: Jump</b>	Jump	Jump

**Note:** See pages 8 and 13 for more button control information.

## Grant – Stop the Enemy!

As Grant, you must seek out all the dinosaur eggs from heavily-guarded nests, and destroy them before the InGen agents get to them. Agents who already have specimens must be stopped from getting off the island.



You have to be on your guard at all times, because everywhere you turn, a dinosaur or enemy agent will try to defeat you. Arm yourself with a variety of weapons to defeat rampaging dinosaurs and enemy operatives. And get off the island alive!

## The Raptor – Survival of the Species!

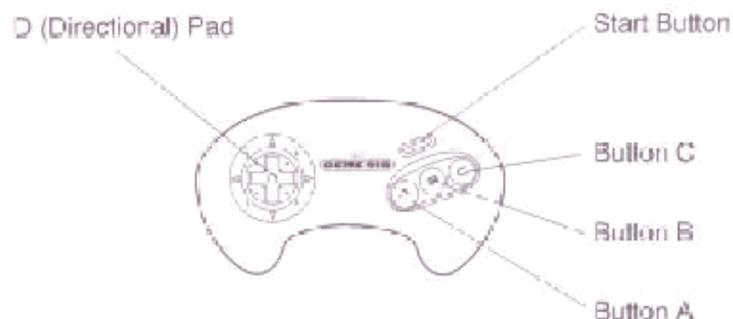
Jurassic Park and Isla Nublar are burning. As the Raptor, your main concern is to gather all the dinosaur eggs and guard them from the two-legged creatures who will stop at nothing to take them from you. If you fail to defeat these enemies, they will destroy your species!



It's every dinosaur for itself as the island slowly burns. Survival is of the utmost importance. Use your physical power to defeat armed agents and deadly dinosaurs.

If you can get on that departing cargo ship, you might find a safe place to nest the eggs.

## GRANT

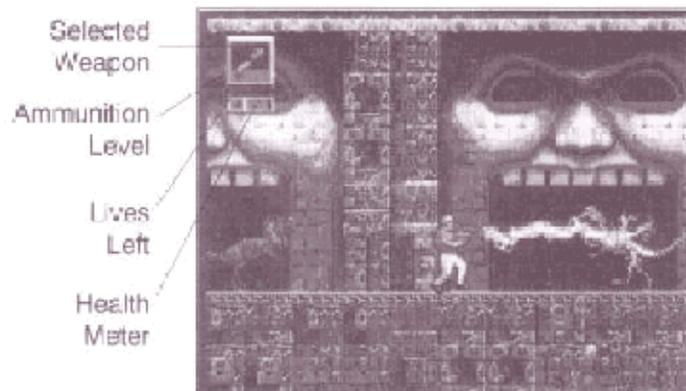


### Grant's Moves

- Walk Left/Right, Steer Raft **D-Pad left/right**
- Look Up/Down **D-Pad up/down**
- Crouch **D-Pad down**
- Crouching Walk **D-Pad down + left/right**
- Climb Ladders **D-Pad up**
- Switch Weapons **Button A**
- Fire **Button B + D-Pad to aim**
- Jump **Button C**
- Jump Down **D-Pad down + Button C**  
(Note: not available in all areas)
- Pause/Resume Game **Start**

**Remember:** You can reset the button controls on the Options screen at the start of the game.

## Battle Primeval Dangers



Watch the upper left corner of the screen for important information:

### SELECTED WEAPON

Shows your current weapon. Press **Button A** to switch weapons; press **Button B** to use your selected weapon.

### AMMUNITION LEVEL

The level of the green bar shows how much ammunition you have for your current weapon. When you run out of ammo, you'll automatically switch to another weapon.

### LIVES LEFT

Indicates the number of lives you have left. The number of lives you start with depends on the difficulty level you've chosen. You start the game with four lives in Normal difficulty level.

### HEALTH METER

Shows your current condition. As you take damage, the Health meter decreases. If it disappears, you lose one life and you must start the level again from the last milestone you passed.

## Grant's Weapons

You can use a number of specialized weapons to defeat dinosaurs and humans alike. When you start your mission, you carry a tranquilizer dart gun with unlimited ammunition. You can also pick up other weapons along the way. The weapons you acquire have limited amounts of ammo so when you run out, you'll automatically switch to another weapon or to the tranquilizer gun you always carry.



**Tranquilizer Dart Gun** subdues enemies with multiple doses of tranquilizer.



The **Shock Rifle** transmits an electric shock.



**Gas Grenades** explode into a disabling knock-out gas.



**Machine Tranquilizer Gun** rapidly fires tranquilizer darts.



**Flame Thrower** shoots balls of fire.



**Rocket Launcher** fires long range explosives.



**Shot Gun** fires a short-range spray of pellets.

## Grant's Power-Ups

You can never have too many power-ups! Search for these survival aids throughout the levels, and pick up as many as you can.



**Candy Bar** restores some of your health.



**Med Kit** restores all of your health.



**1-Up** gives you another life.

## Collect for Points

Collect as many dinosaur specimens as you can – and keep them out of the hands of enemy agents!

Points are tallied on the Map screen after you complete each level.



**Egg**



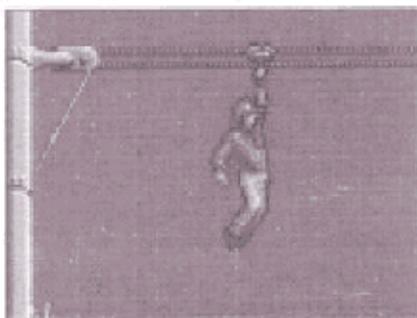
**Embryo Container**



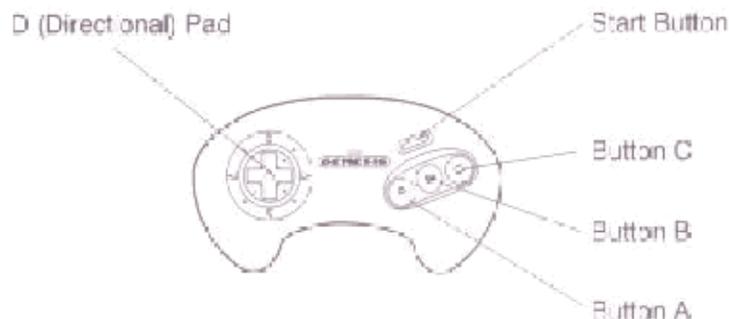
**DNA Sample**

## Grant's Survival Tips

- Respect the Triceratops. You can ride on some of them, but don't get careless.
- Shake off the leech-like Compys by shooting your weapon.
- Grab overhead pullies to advance through the levels.
- Learn to use all the weapons. Some will be more effective than others in certain situations.
- Crates may contain power-ups or they might explode on you – learn to distinguish them.
- Move slowly through unknown areas. There is no game clock, so you can take all the time you need to discover secret areas, find all the dinosaur specimens, and make your way to safety.
- If you cannot find your way to the end of a level, find and activate milestones and they will point you in the right direction.



## THE RAPTOR

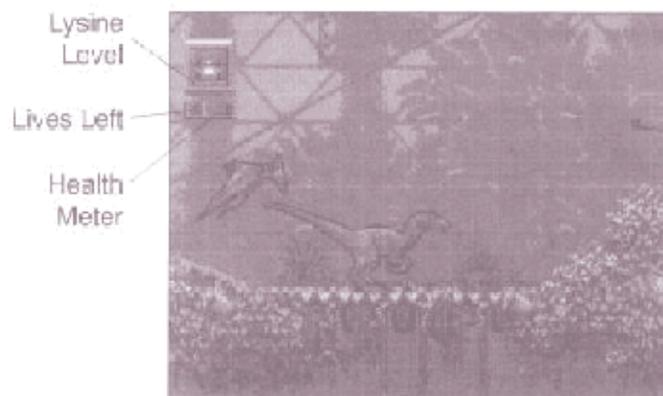


### The Raptor's Moves

- |                    |  |
|--------------------|--|
| • Walk Left/Right  | <b>D-Pad</b> left/right  |
| • Run Left/Right   | <b>D-Pad</b> up + left/right   |
| • Look Up/Down     | <b>D-Pad</b> up/down   |
| • Crouch           | <b>D-Pad</b> down  |
| • Creep Low        | <b>D-Pad</b> down + left/right   |
| • Bite             | <b>Button A</b>  |
| • Kick/Slash       | <b>Button B</b>  |
| • Jump             | <b>Button C</b> (Press <b>D-Pad</b> up to jump higher)   |
| • Jump down        | <b>D-Pad</b> down + <b>Button C</b>  |
| • Flip             | <b>Button C</b> + <b>Button C</b><br>(Press <b>D-Pad</b> up to flip higher)                                  |
| • Jump Kick        | <b>Button C</b> + <b>Button B</b>  |
| • Aerial Spin Kick | <b>Button C</b> + <b>Button C</b> + <b>Button B</b>  |
| • Tail Whip        | <b>Button B</b> + <b>D-Pad</b> left/right<br>(whichever direction tail is, in relation to the Raptor's body) |
| • Pause/resume     | <b>Start</b> .   |

**Remember:** You can reset the button controls on the Options screen at the start of the game.

## Battling Extinction!



### LYSINE LEVEL

You will enter Raptor Rage and become more powerful if you consume a certain amount of Lysine. The Lysine level bar shows how much you have consumed. See page 15 for more information on Lysine.

### LIVES LEFT

Indicates the number of lives you have left. The number of lives you start with depends on the difficulty level you've chosen. You start the game with four lives in Normal difficulty level.

### HEALTH METER

Shows your current condition. As you take damage, the Health meter decreases. If it disappears, you lose one life and you must start the level again from the last milestone you passed.

## The Raptor's Power-Ups



**Candy Bar** restores some of your health.



**Med Kit** restores all of your health.



**1-Up** gives you another life.



**Lysine** crates are scattered throughout the levels. After you've consumed a certain amount (depends on the difficulty level), you will go into a **Raptor Rage** – your power increases exponentially and you become virtually invincible, defeating enemies with only a touch! Raptor Rages last for only a short time.

## Collect for Points

Collect as many dinosaur specimens as you can to preserve the future of your species!

Points are tallied on the Map screen after you complete each level.



**Egg**



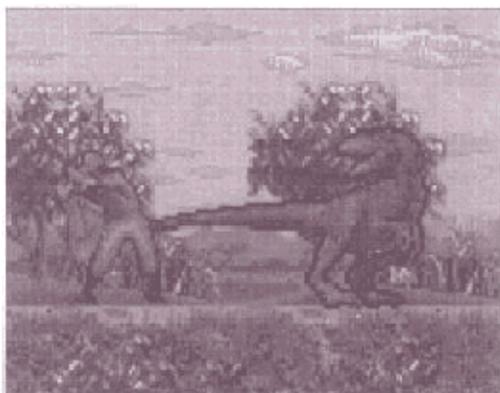
**Embryo Container**



**DNA Sample**

## The Raptor's Survival Tips

- Consume as much Lysine as you can.
- Crates may contain power-ups – kick them apart to find out.
- Tenacious Compys will wear you down. Kick to shake them off you.
- Move slowly through unknown areas. There is no game clock, so you can take all the time you need to discover secret areas, find all the dinosaur specimens, and make your way to safety.
- If you cannot find your way to the end of a level, find and activate milestones and they will point you in the right direction.



## Jurassic Park

Track your excursion through Jurassic Park on the map that appears after the Main Game Menu. The map shows three levels that you must secure before moving on to the final levels to complete the game. You may explore the first three levels in any order – when you complete all three, you will automatically advance to the final levels.



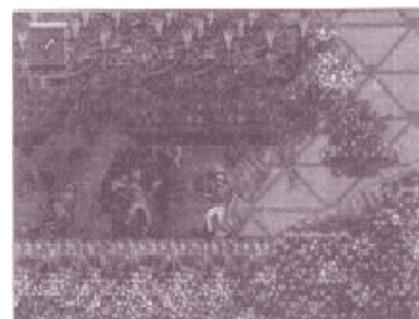
To start, press the **D-Pad** left or right to choose the area you wish to secure on the level map. Press **Start** to begin playing.

Grant must plunge through six levels of deadly hazards, while the Raptor rampages through five.

## Aviary

As Grant, work your way down from the Pteranodon's nest perched high atop the trees. Listen to the call of the winged dinosaur and avoid being snared.

As the Raptor, work your way up through the trees. Watch out for bridges that crumble from your weight.



## Savanna Hunt

The arid savanna has very few trees and offers little protection from military aircraft and enemy agents. You've got to be quick! But don't try to outrun the helicopter, or you may be sorry!

As Grant, hop on the Gallimimus and gallop across the savanna faster than your two legs can take you. Watch out for low-hanging obstacles!

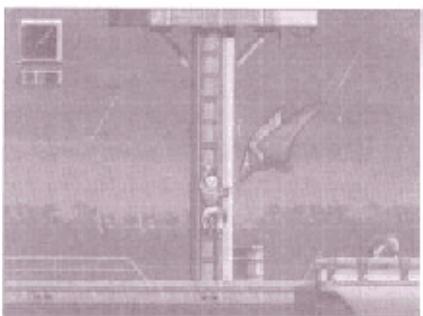


## Cargo Ship

Attack closed doors to open them.

Be careful of the water. Large power cables have fallen down and the water will cause you damage.

As Grant, stay on the lookout for movement anywhere on the ship – enemies are lurking everywhere!



This is the final level for the Raptor. Make your way to the depths of the ship to find a safe nesting place for the eggs. But you'll find someone else had the same idea – you'll have to fight for it!

## Hidden Ruins

You'll lose yourself in this maze of ruins from an ancient civilization if you don't keep track of where you're going.

Beware of the bottomless pits!



## Raptor Rapids

As Grant, steer your boat down the right waterways and watch out for enemy agents. You can't shoot through the thick pipes, so don't waste your ammo!

As the Raptor, run along the pipes and choose the course that will lead you out of danger.

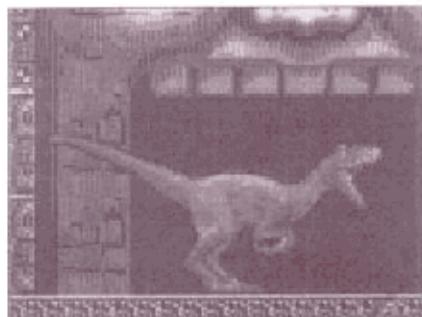


## Burning River (Grant Only)

Get past the deadliest dinosaur of them all to make your way off the island. There are no power-ups in this level, so use your weapons wisely.

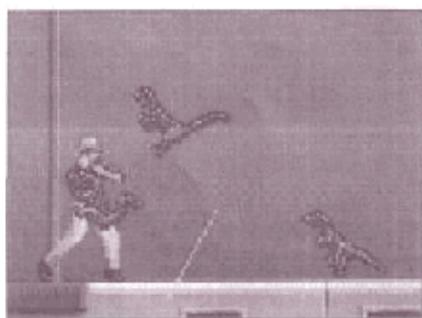


## Dinosaur Dictionary

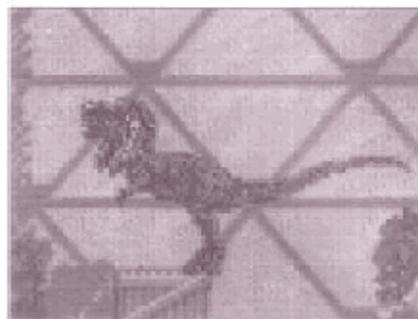


The **Raptor** reaches a full-grown height of about six feet. Known formally as the Velociraptor, this awesome predator has a six-inch, retractable, razor-like claw on each foot.

It is extremely fast-moving and can reach speeds of up to 60 mph. The craftiest and deadliest of the Jurassic Park dinosaurs, the Raptor frequently leads its victims into surprise ambushes. It is extremely vicious, as intelligent as a chimpanzee, and seems to kill for sport.

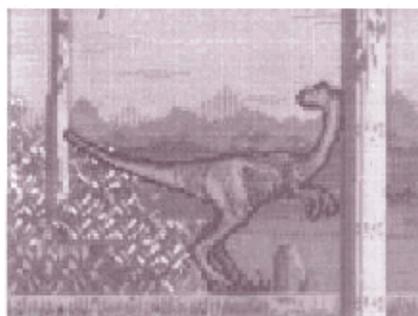


The **Compy** (short for Procompsognathus) is a pint-sized but powerful animal whose bulldog-like grip with its jaws can bring down far larger beasts, and is especially effective on humans.



About four feet tall, the **Dilophosaurus** is spotted like an owl, with a brilliantly colored crest that fans out around its neck when aroused. Seemingly playful, this kangaroo-like

carnivore makes a curious "hooting" sound before its deadly attack. It kills by spitting on its victims, from as far as 20 feet away, with a lethal venom that blinds and paralyzes its prey.



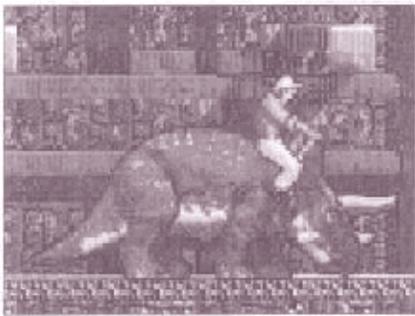
The **Gallimimus** is a tall, ostrich-like animal with long, strong legs known for its speed – probably outrunning enemies rather than confronting them. Having a toothless beak, the

Galli survived on low-growing plants and insects. But its large eyes and long, slender, S shaped neck aided the 20-foot tall Galli in its search for food.



Also known as the Pterodactyl, the **Pteranodon** is probably the first backboneed animal to fly. The Pteranodon's wings are actually composed of very thin skin stretched

from the long fourth finger bones on its small hands to the base of its tail. With a wing span of 25 feet, this "winged lizard" glides through the air and uses its tail to help steer.



The **Triceratops** is nearly the size of an elephant. It is built low to the ground, with huge stumpy legs. While generally a gentle grazer, the Triceratops carries three huge horns on

its massive head for defense, with the longest horn protruding from the middle of its face. A lumbering beast, the Triceratops grazes at ground level for grasses and plants.



**Tyrannosaurus Rex**, the most ferocious of all dinosaurs, is the classic blood-thirsty prehistoric terror. Standing about 25 feet tall and stretching out to about 49 feet long, the T. Rex with its huge, powerful jaws can swallow a human being whole!

## Credits

<i>Producer:</i>	Jerry Markota
<i>Project Manager:</i>	Jennifer Cleary
<i>Lead Programmer:</i>	Keith Freiheit
<i>Game Designers:</i>	Dana Christanson Rob Cuenca, Jason Weesner Dok Whitson, Mark Lorenzen
<i>Programmers:</i>	Kevin Baca, Mark Botta, Rich Karpp, Karl Robillard
<i>Lead Artist:</i>	Dok Whitson
<i>Artists:</i>	Liz Anderson, Rosie Cosgrove, Rob Cuenca, Ellis Coocson, Mark Lorenzen, Kevin McMahon, Brian McMurco, Jeff Remmer, John Roy
<i>Sound and Music:</i>	Sam Fowel
<i>Lead Tester:</i>	Richie Hideshima
<i>Asst. Lead Tester:</i>	Mark Paniagua
<i>Testers:</i>	Joe Cain, John Amirhan, Matt Underwood, Tony Lynch, Tim Spengler, Chris Colon, Arnold Feener, Mike Wong, Jeff Ng, Ilya Reeves, Jeff Loney, Michael Baldwin, Joel Breton, Manuel Scusa, Mike Williams, Lance Nelson, Mike Callahan, Mark Griffin, Ben Cureton, Darin Johnston, Jay Mijares, Aaron Hommes, Rick Greer, Derek Carmichael, Sam Saliba, Jon Brien, Fernando Valderrama, Crisi Albertson, Mike Wu, Mark Sabounick, Carey Camacho, John Harlow, Steve Smith, Aaron Loichinger, Amine KHoury
<i>Product Manager:</i>	Patricia Kelly
<i>Marketing Assistant:</i>	Lisa Best Wilson
<i>Special Thanks:</i>	Kelly O'Hare Janick, Sutton Trout, Clint Dyer, Steve Patterson, Deanna Balistrieri, Marianne Arotzarena, John Pedigo

## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

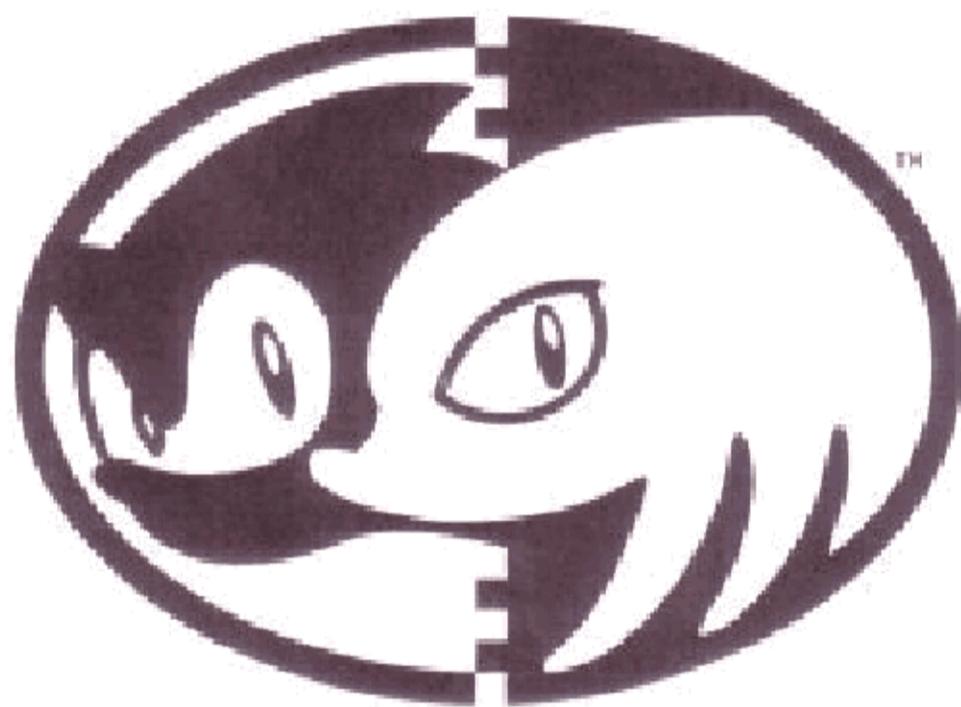
### Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

# SONIC & KNUCKLES™



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ON SEGA™ GENESIS™**

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