

SNS-J8-USA



**JURASSIC PARK** <sup>TM</sup>

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

**Instruction Manual**

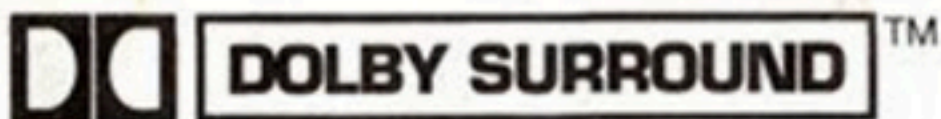


***SUPER NINTENDO***  
ENTERTAINMENT SYSTEM



For maximum enjoyment, please read this instruction manual thoroughly before playing.

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



This program has been produced with the Dolby Surround encoding system, and is fully compatible with stereo or monaural reproduction.

Dolby and the  are trademarks of Dolby Laboratories Licensing Corporation.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.  
© 1991 NINTENDO OF AMERICA INC.

# JURASSIC PARK



# CONTENTS



## Isla Nublar Orientation:

<b>Welcome to Jurassic Park .....</b>	<b>4</b>
Controls, Exterior .....	6
Controls, Interior .....	7
Game Basics .....	8

## Playing the Game

Island Map .....	11
Tasks .....	12

## Items to Pick Up:

Weapons .....	14
Equipment .....	16



## Jurassic Park Systems:

Motion Sensors.....	18
Island Communications System.....	19
Main Computer System .....	20

## Jurassic Park Hazards:

Dinosaurs.....	22
Geographic & Security Obstacles .....	26

## Epilogue:

Tips .....	28
Limited Warranty .....	29



GGATGCT  
GTGGTFA  
GGGCGG  
GGGAGTG  
GTATGCT  
ATAGGAG  
GGGCTAG  
CTGAAGC  
CTAGGGA  
GCTAAA  
TATCGG  
CGGAAGC  
ACCGGCT  
GGTAGGT  
ACGGGCG  
GGTCTTC  
TAGGGCA  
ACGGTAT  
GGTGCT  
TAGGGTAT  
GATATTAC  
TGGGTTC  
AGGGTABI  
GACGGGG  
ATGCTGCA  
CCGCTAT  
CGGTAGG  
ATCGGCTA  
ACGGGGG  
TATGGGCT  
ATGGGTAG  
AGTGGTA  
TAGCTGAT  
AGGGGCA  
GTGGAGGA  
TGTATCGA  
TGTATCGG  
GGTATCGT  
GGTGTGGA  
GTAGTGG  
GCTGATG  
CGTAGTGG  
GTAGGTAG  
ATAGGCTG  
GACGAA  
GCATTAGG  
GTATGCT  
TAGGGAT  
GTATGGG  
TTATCGGA  
CGACGGGT  
CGATGGGG  
AGGGTATG  
TGAQTGG  
TATATACT  
GATTTGGA  
GGTATATA  
CAGTACGA  
TAAAGGTA  
TGGGTATG  
TATGGGTA  
TGTGTAGC

# Welcome to Jurassic Park



Astounding biotechnical advances have brought back to life the most awesome creatures ever to walk the face of the earth and have made possible the most incredible animal preserve of all time... Jurassic Park!

Humans and dinosaurs – thought to have missed meeting one another by over 60 million years – have been brought together on Isla Nublar, a tiny island off the coast of Central America.

As Dr. Alan Grant, world-renowned paleontologist, you have been invited to examine the cloned inhabitants of this mysterious, fog-shrouded island. The dinosaurs are monitored and controlled by a huge supercomputer, and you have been assured that you can explore the island and see these breathtaking behemoths in complete safety.

But now something has gone terribly wrong. A computer malfunction has deactivated all of the security systems – electrified fences and motion sensors are down – and hundreds of fearsome prehistoric predators have escaped their pens and paddocks to

roam free on the island. Vicious raptors, spitters and tyrannosaurs have quickly overrun even the fortified visitor's center. And millions of years of extinction haven't slowed these creatures' reflexes – they still know how to hunt!

You'll need to accomplish a number of increasingly difficult tasks before you're free to attempt the toughest one of all: getting yourself safely off the island!

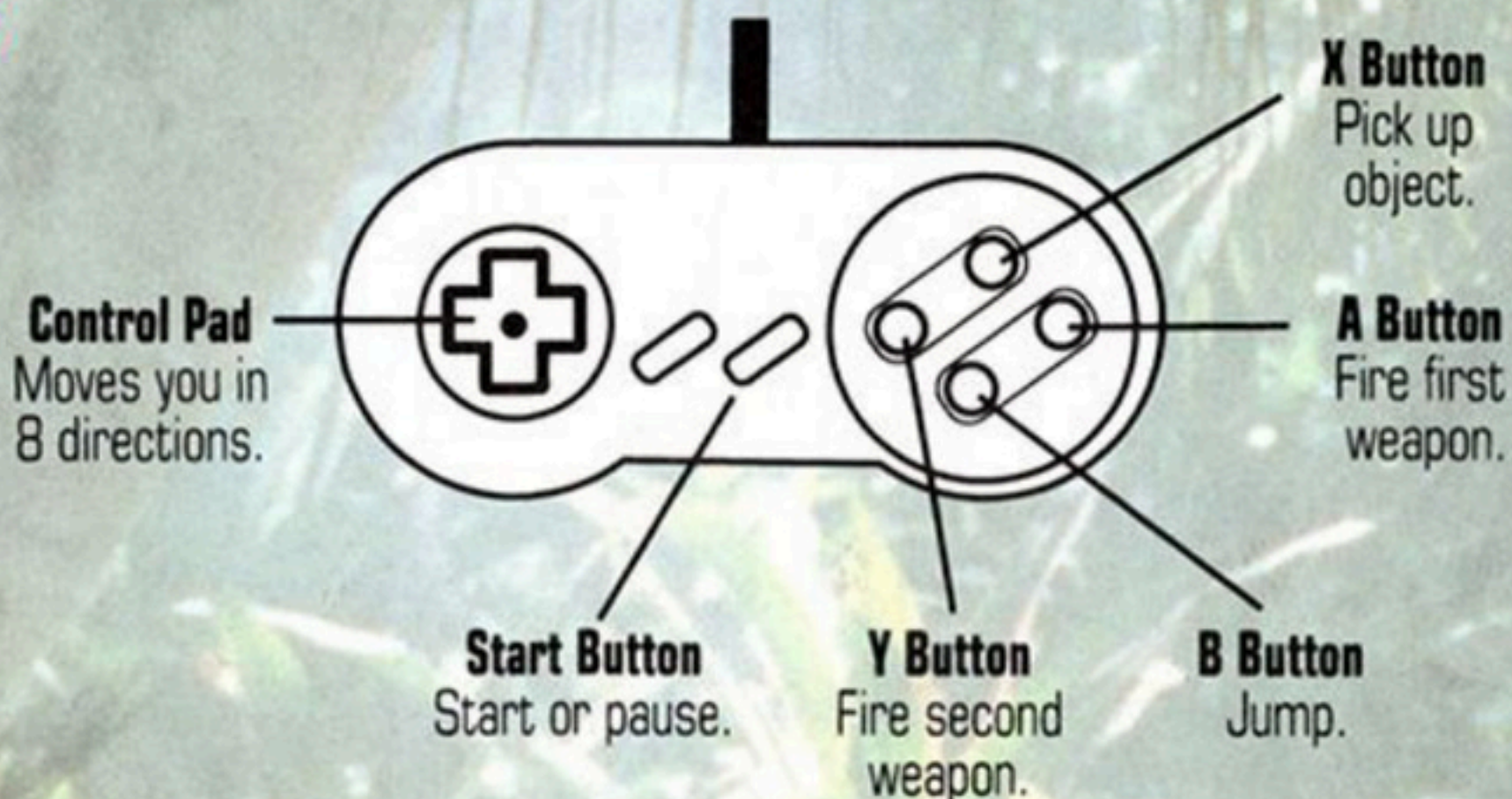
Are you ready to face some of history's most powerful and deadly carnivores? **The perilous primeval world of Jurassic Park awaits!**

GGGGAG  
TCGGATT  
CCGGTAT  
TGGGCB  
GGGTATG  
GAGTCCG  
ATATACT  
ATTTCCA  
GCTATAT  
AGTACG  
AAAGCC  
GGCTATG  
ATGCCBT  
CTGTGAC  
GATGGTG  
TCGTTAT  
GGGGGTA  
GGAGTCC  
TATCGTG  
TAGGAGC  
CGCTAGC  
TGAAGCC  
TAGCCAT  
CTAAAGC  
ATCGGCC  
GGAGGCC  
GCGGCTT  
CTAGCTG  
CGGGGCT  
GTCTTCB  
AGCCGAT  
CGGTATG  
GTGCTCG  
ACGGTAT  
ATAATTG  
GCGTTGC  
GGCTAGG  
ACGGGGC  
GCTGGTG  
CTGATCG  
AGCTATC  
CTGTC  
TGGG  
GGGCG  
ATGC  
TTCBT  
GTGDT  
AGCTG  
GCGCG  
TTCAC  
GTATC  
GATCG  
GTATC  
CTGTC  
TAGTGT  
GTGAT  
GGATC  
GGCTA  
GGTAT  
CGATC  
GATCG  
GTATC

# CONTROLS



## Controls, Exterior:



## Display, Exterior:

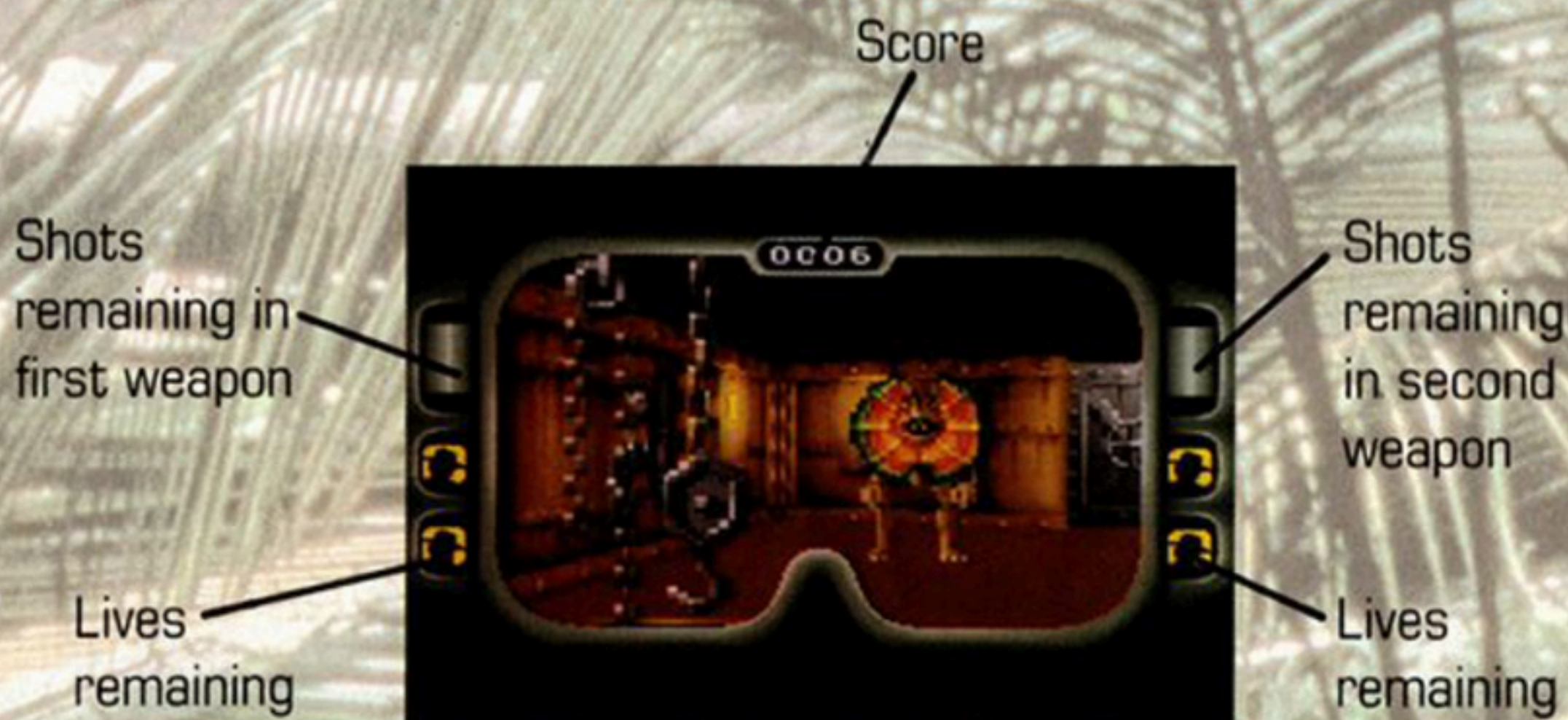
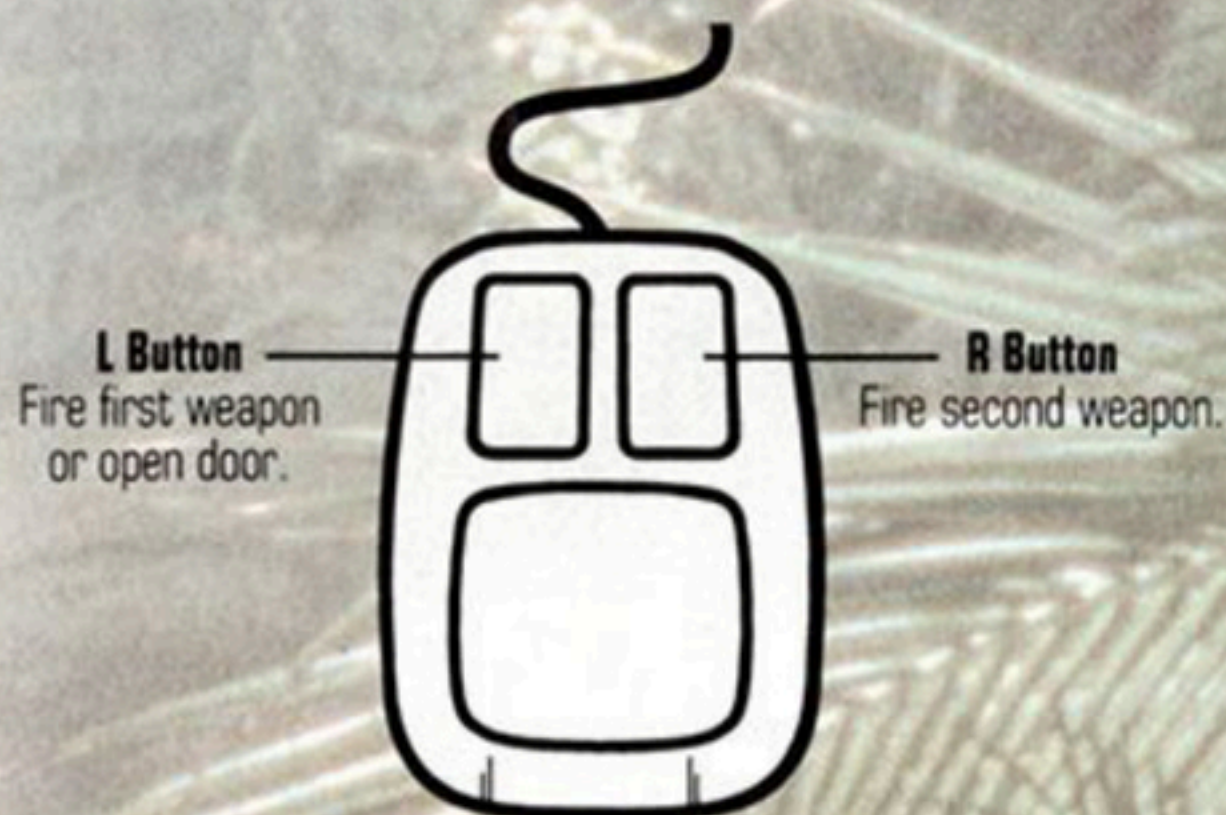
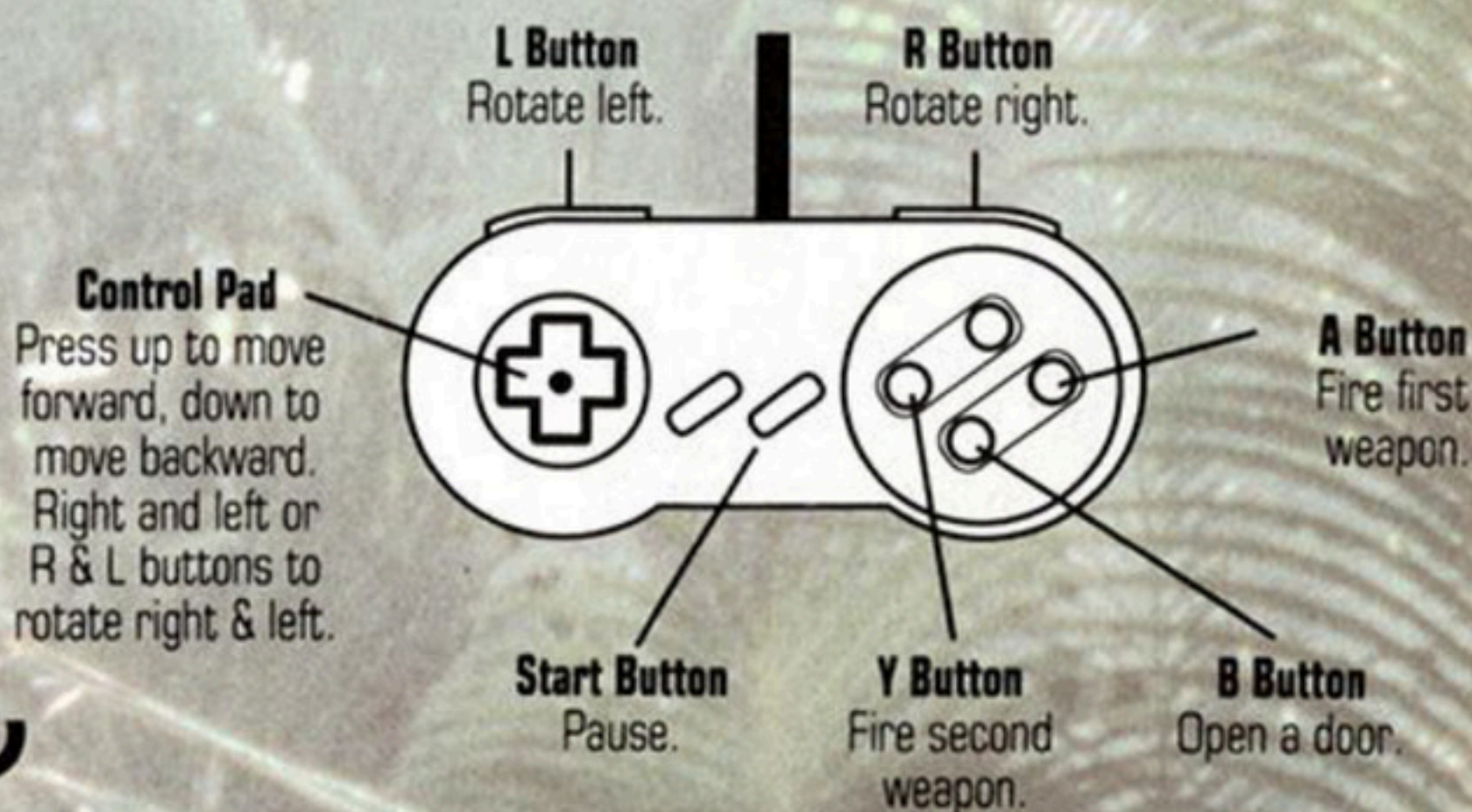
As you make your way through the park, you control Dr. Grant's movements from above and behind him.



Personal Motion Sensor— shows position of approaching dinosaurs relative to you. Different dinosaurs are represented by different colored dots.

## Controls, Interior:

Inside buildings, you must use night vision goggles, since the power is still down. To control Dr. Grant indoors, you may use the control pad or the Super NES Mouse. If used, plug the Mouse into port 2.





## Getting Started:

Turn off your Super NES. Insert the Game Pak and plug controller one into port one and Super NES Mouse into port two, if desired. Turn power on and press START to begin game.

## Option Screen:

The Option Screen allows you to change the following game features:

**START:** Starts the game with the options that are displayed.

**HI SCORE:** Displays the hottest dino-hunters.

**MUSIC ON/OFF:** Toggles music on and off.

**STEREO/SURROUND/MONO:** This game features Dolby Surround™ Sound. In order to utilize this feature you will need to connect your Super NES control deck to a receiver equipped with Dolby Surround™ (refer to your Super NES manual). When activated, the system will place a sound effect in the room relative to its position on screen. Although the sound field actually extends beyond the screen so you can hear an object before it is visible. Don't worry if you don't have a Dolby Surround™ system as you can still enjoy the game in fabulous stereo sound.



## Lives:

You begin with five lives. If you don't make it off the island, you can continue the game twice, the first time with four lives, the second time with three lives.

## Continue Screen:

If you become a victim of Jurassic Park, the Continue Screen is displayed with a countdown. Press any button before the countdown ends to begin at your last level. Otherwise, you're extinct.

## High Score Entry:

If you've really earned that degree, Doctor, you can enter your score in the Hi Score Table. Select your ID by pointing at a letter, then pressing any button to enter it. Choose "END" when you're finished. The Hi Score Table will then be displayed.

CGTAGTCC  
GTAGGTAC  
ATAGCTGT  
GACGAATT  
GCAATTAG  
CTGATGGT  
TAGCGATT  
GTGATGCC  
TTATCGGA  
CGACGGGT  
CGATGGC  
AGCGTAT  
TGAGTGGC  
TATAACT  
GATTTGGA  
CGGTATA  
CAGTACGA  
TAAAGCTA  
TGDDTAG  
TATGCCGT  
TGTGTGAC  
GGATGGTG  
GTGGTAT  
CGGCGGTA  
CGGAGTGC  
GTATGGTG  
ATAGGAGC  
GGGTAGC  
CTGAAGCG  
CTAGCGAT  
GTAAAGC  
TATGGGCC  
CGGAAGCG  
AGCGGCTT  
GTAGGGTG  
ACGGGGCT  
GGTCTTCC  
TAGCGGAT  
AGGGTATT  
GGTGGTGG  
TACGGTAT  
GATATTAC  
TGGGTTCG  
AGGGTAGG  
GACGGGGC  
ATGGTGG  
CGGCTATC  
CGGTAGGA  
ATGGGGTA  
ACGGGGCC  
TATGGGGT  
ATTGGTAG  
AGTGGTAG  
TAGCTGAT  
AGCGGGAT  
GTTGACGA  
TGTATCGA  
TGATCGCC  
GCTATCGT  
GCTGTGGA  
GTAGTGGC  
GCTGATCC

## PLAYING THE GAME



As a world-renowned paleontologist, you have been invited to a special preview of Jurassic Park. Imagine being able to study a live animal that you thought you'd only see as bone fragments. But your dream of a lifetime has become a nightmare since a system failure released the dinosaurs from their carefully-constructed pens. Now they have overrun the island, and you've got some serious work to do before you can get yourself off the island.

To accomplish your tasks, you'll have to get into certain buildings, each of which requires a specific access card (see "Objects to Pick Up," page 16). If you have the correct access card, you will be able to enter or leave a building by walking up to the door.



# Isla Nublar



- A** Jurassic Park Gates – main visitor entrance to park.
- B** Visitor's Center – contains all guest facilities and park control room.
- C** Raptor Pen
- D** Supply port – east
- E** North utility shed
- F** Beach utility shed
- G** Nublar utility shed
- H** Helipad

ATAGCAIC  
GCDCTAGC  
CTGAAGCG  
CTAGCGAT  
GCTAAAGC  
TATCGGCG  
CGGAAGCG  
AGCGGCTT  
GCTAGCTG  
GGCGCG  
TCTCTG  
TAGCGGAT  
ACGGTATT  
GGTGCTCG  
TACGGTAT  
GATATTAG  
TGGCTTGC  
AGGCTAGG  
GACCGGCG  
ATGCTGGA  
CCGCTATC  
CCGTAGCA  
ATCGGCTA  
GGCGCGCG  
ATGGCGCT  
ATTCGCTAG  
AGTCTAGT  
TAGCTGAT  
AGCGCGAT  
GTTGACGA  
TGTATCGA  
TGATCGGG  
GCTATCGT  
GCTGTGCA  
CTABTGCG  
GCTGAIGC  
CGTAGTCGA  
GTAGCTAG  
ATASCTGT  
GACGAATG  
GCATTAGC  
CTGATCGT  
TAGCCATT  
GTGATGCG  
TTATCGG  
CGACGGGT  
CGATGCGG  
AGCGTATG  
TGAGTGCG  
GTATACTG  
CATTTGAG  
CGCTATTA  
CAGTAGGA  
TAGAGCTA  
TGCGTGTG  
TATGCCGT  
TCTGTAGC  
JGGATGCT  
ABTCTGT  
TGGCGGTA  
TGGGAGTG  
GGTATGCT

# GAME OBJECTIVES



You must achieve each of these objectives in this order before you can escape from Jurassic Park.

## Activate Motion Sensors



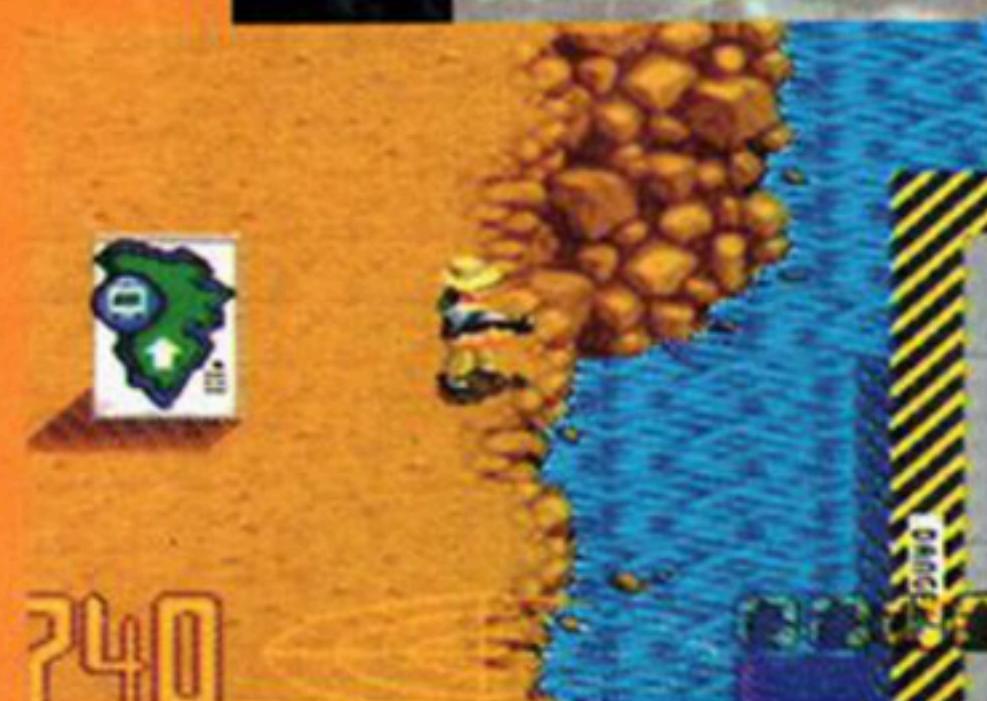
None of the motion sensors (see page 18), including your personal one, are working because the main power is out. You must reach the main generator and power up the computer to activate the sensors.

## Secure Visitor's Center



Raptors are somehow getting into the Visitor's Center – which was supposed to be the safest building! You must get access to the Center, find out how the clever creatures are getting inside, and stop them... fast!


## Stop Escaping Raptors



The Velociraptors are causing trouble again! Now they have gotten onto a supply ship that is leaving for the mainland – imagine what will happen if they reach the shore! You must find your way aboard the ship and destroy them.



# WEAPONS



In hand-to-hand combat, a human doesn't have much of a chance against a dinosaur, so Dr. Grant will have the use of various armaments to aid him.

## Cattle Prod:



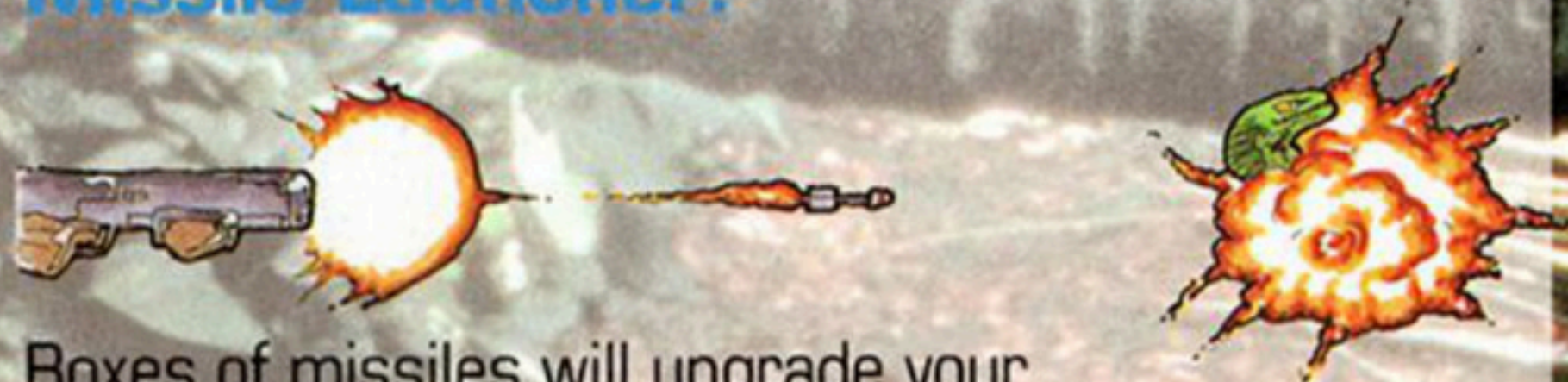
This basic weapon throws out a bolt of electricity which will first stun a dinosaur, then destroy it. The cattle prod uses energy quickly and must recharge.

## Shotgun:



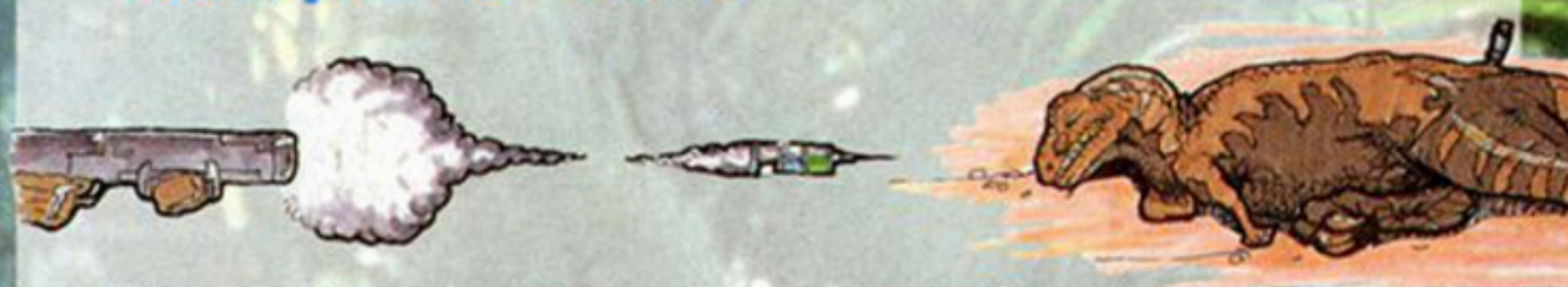
The shotgun fires three rounds simultaneously. One or two hits will injure a dinosaur; three hits will destroy smaller dinosaurs.

## Missile Launcher:



Boxes of missiles will upgrade your weapon to a rocket launcher, which will destroy a small dinosaur with a single hit – aim carefully!

## Tranquilizer Gun:



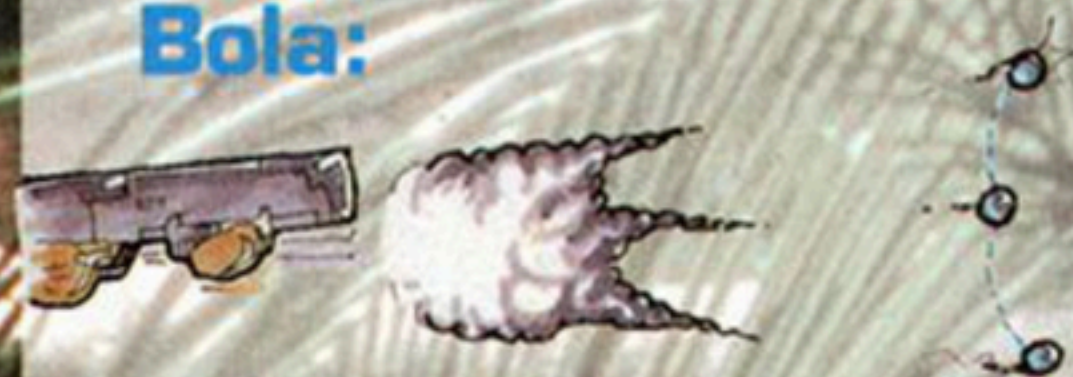
Tranquilizer darts can be collected and used on all dinosaurs, but are most useful for slowing down the enormous tyrannosaurus.

## Gas Grenade Launcher:



Stun gas grenades can be collected and fired at any time, releasing a fast-spreading cloud of gas which is effective against groups of dinosaurs. The larger the dinosaur, the closer your shot must be to its target.

## Bola:



Explosive bolas will spread out and wrap around a dinosaur (or a group of dinos), trapping them and then exploding to destroy them.



GACTGG(A  
CTGTAGTC  
TATATCGG  
GTAGTCGG  
TGCCGGTA  
CTGAGATA  
AGCCGGCB  
AGCCGGCTG  
GCGCCCTA  
GATAGCT

A  
GO  
GC  
CTA  
CG  
GT

AG  
GATTGACG  
ATTACGGT  
TCGTATAC  
TATCGGATA  
TACGATGC  
TGCTGAGG  
AGGCTGAC  
GGCGATGC

GC  
GT  
IG  
IG  
GC  
CG  
TC

AGTCTAGC  
ATCGAGCG  
ATGCGTTGA  
GATCTGTAT  
GATCTGATC  
GCTAGCTAT  
GIATGCTGT  
GATGCTAGT  
CGTAGCTGA  
GCTACGTAC  
CGACGTAGT

AG  
CG  
AT  
GAT  
ICG  
IAT  
ATC

GATTGACG  
GTATCGATC  
CGTTAGCGT  
TGGCTGAGT  
CGGATATA  
CTGCGATT  
GAGGCGCTA  
ATAGCAGTA  
GATATAAAC  
TAGCTGGCT  
TGCCGTATG  
GTAGTCTGT

# OBJECTS TO PICK UP



Pick-Ups can be found inside or outside of buildings. You will need these items to complete your objectives and get out of Jurassic Park.

## **Dinosaur Eggs:**

These can be found anywhere on the island; you will need them to complete your objectives, so look hard and watch where you step.

## **Access Cards:**

These include security card keys to open and close specific doors, and personal ID cards from other people on the island. When you pick up a card, a display will appear which shows the card's function and a map of the route you must take to complete a particular task. For example: since Dennis Nedry is the computer expert who set up Jurassic Park's system, his card will allow you to access computer terminals. Robert Muldoon is the gamekeeper, so you'll need his card to get into the armories to get weapons. Access cards are extremely important – don't leave home without them.

## **Extra Life:**

Collect to increase your number of lives.



### **First Aid Kit:**

Collect to heal your injuries and restore some of your energy. These are valuable since there are a lot of ways to get hurt in Jurassic Park.

### **Batteries:**

In certain areas of certain buildings, you must use your night vision goggles to get around. If you have these batteries, your goggles will turn on automatically when you enter a darkened room. No, dinosaurs can't see in total darkness either, but they can smell you coming, and if you're in the dark, you'll never know what hit you.

### **Nerve Gas Bomb:**

You will need to find and collect this bomb in order to wipe out the raptor nests. No choice here – no other weapon will do it.

### **Food:**

Collect to restore some of your health. Just don't slow down to enjoy your meal or you'll become a snack yourself.

### **Bonus Points:**

Collect to increase your score.



CGTAGTGG  
GTAGCTAG  
ATAGCTGT  
GACGAATT  
GCATTAGC  
CTGATCGT  
TAGCGATT  
GTGATGCC

UGCIAIAT  
CAGTACGA  
TAAAGCTA

GTATGCTG  
ATAGGAGC  
GCGCTAGC  
CTGAAGCC  
CTAGCCGAT  
GCTAAAGG  
TATCGGGC  
CGGAAGCC  
AGCGGCTT

GATATTAC  
TGCCTTGC  
AGCGTAGG

ATTGCTAG  
AGTCGTAG  
TAGCTGAT  
AGCGCGAT  
GTTGACGA  
TGTATCGA  
TGATCGGC  
GCTATCGT  
GCTGTGCA  
CTAGTGCG  
GCTGATGC

# MOTION SENSORS



Electronic motion sensors are located throughout Jurassic Park. This is how the computer was supposed to keep track of the dinosaurs. When the motion sensors are working, they can detect all moving objects on the island, and can even identify the different types of dinosaurs running free in the park.

Only when these are in operation will your personal short-range motion sensor work. Your personal motion sensor will not work when you are inside a building, but the exterior motion sensors still work, and can be accessed through computer terminals.

If you lose a life, you will return to the last motion sensor you touched.



# COMMUNICATIONS

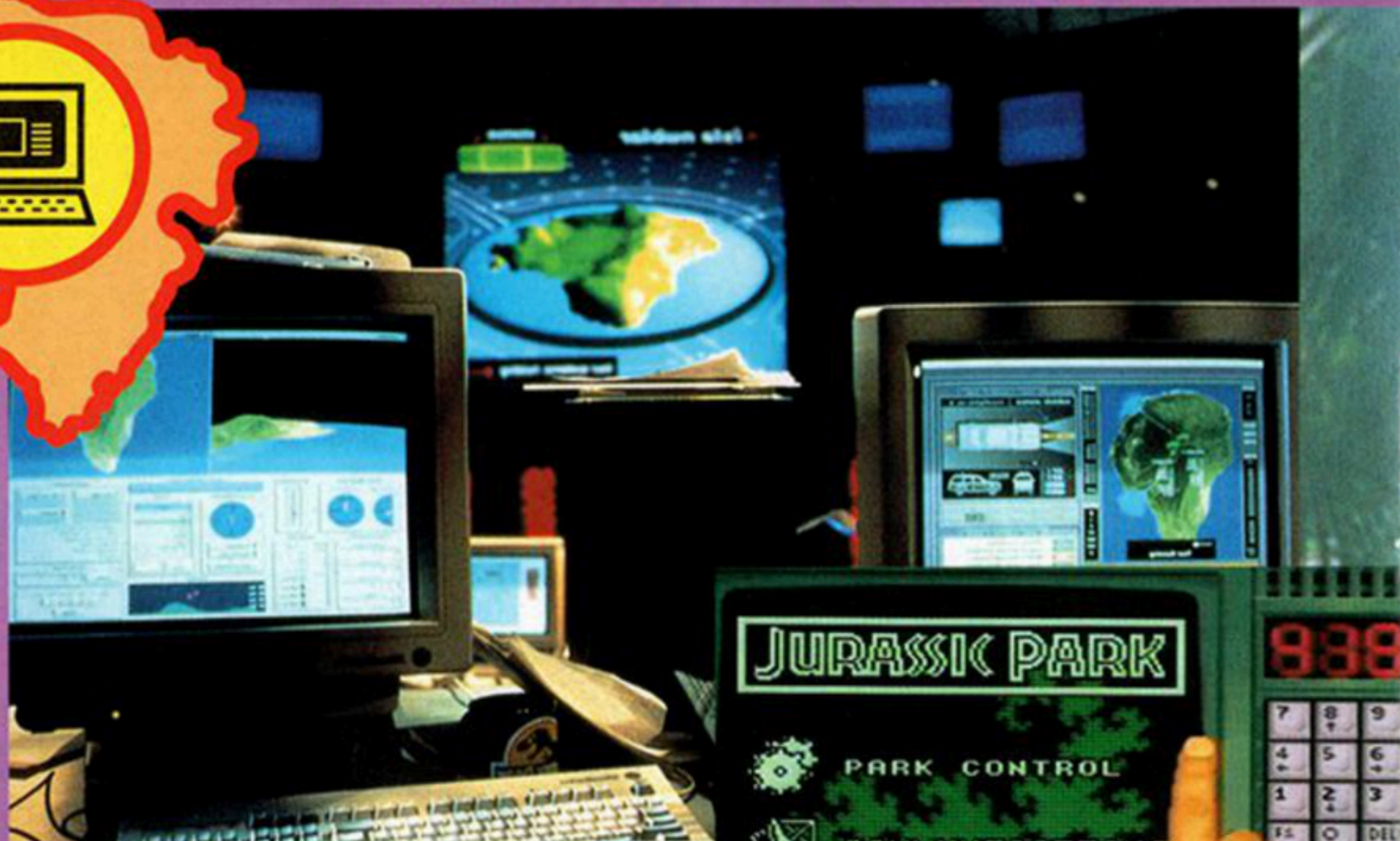


When you patch into the main communications network, a translucent window appears over your screen, showing the character talking to you.

Why a translucent window? So you can see the action in progress – dinosaurs don't stop hunting just because you're on the phone! You can make a communication screen solid by pressing the start button, but be careful – raptors know when you're vulnerable and not paying attention – you could have more than a long-distance bill to worry about!

TCGGAGTG  
GGTATGCT  
GATAGGAG  
CGCGCTAG  
GCTGAAGC  
CCTAGCGA  
GGCTAAAG  
ATATCGGC  
TCGGAAGC  
TAGCGGC  
TGCTAGC  
TAGGGGG  
GGGTCTTC  
CTAGCGGA  
GACGGTAT  
CGGTGCTC  
ATACGGTA  
GGATATTA  
ATGGCTG  
GAGGCAG  
TGACGGGG  
ATGCTGGA  
CCGCTATC  
CCGTAGCA  
ATCGGCTA  
ACGGCGGG  
TATGCGCT  
ATTGCTAG  
AGTCGTAG  
TAGCTGAT  
AGCGCGAT  
GTTGACCG  
TGTATCGA  
TGATCGGC  
GCTATCGT  
GCTGTGGA  
CTAGTGCG  
GCTGATGC  
CGTAGTCC  
GTAGCTAG  
ATAGCTGT  
GACGAATT  
GCATTAGC  
CTGATCGT  
TAGCGAT  
GTGATGCG  
TTATCGGA  
CGACGGGT  
CGATGGCG  
AGCGTATG  
TGAGTGCG  
TATATACT  
GATTTCSA  
CGCTATAT  
CAGTACGA  
TAAAGCTA  
TGGCTATG  
TATGCCGT  
TCTGTAGA  
GGGATGCT  
AGTCGTAT  
TCGGCGGT

# MAIN COMPUTER



Inside buildings, you will find computer terminals that you can use to call up information and to communicate with other people on the island. You will also need the computer to control park functions, like turning the gates on and off, and to send messages to the mainland. You can access a computer terminal by walking up to it.

To use the computer, select an option by clicking on the icon next to it. For example: to turn on the motion sensors, click on the **PARK CONTROL** icon. This will take you to the **CONTROL** menu. From here, click on the **MOTION SENSOR** icon to activate the motion sensors.

To exit the computer, click on the **EJECT** button.

## Fractals

In the background of the computer control screen, you will see various intricate patterns called **fractals**. These are patterns that mathematician Ian Malcom uses as examples of his chaos theory (the theory he used to predict the downfall of Jurassic Park).

*"Assume that you start with a simple set of mathematical rules, the creation of a simple pattern, for instance. If you repeat this pattern enough times, even the slightest fluctuations, the slightest imperfections, (which are, by the way, present in any system) will cause completely unpredictable variations in the system, leading, eventually and inevitably, to chaos."* Ian Malcom

## Mr. DNA

If you leave the game alone for a while outside of the buildings, Mr. DNA will appear to give you some fascinating "Dino-Trivia".



CGTAGTCG  
GTAGCTAG  
ATAGCTGT  
GACGAATT  
GCATTAGC  
CTGATCGT  
TAGCGATT  
GTGATGCC  
TTATCGGA  
CGACGGG  
CGATGGC  
AGCGTATC  
TGAGTGCG  
TATATACT  
GATTCGAT  
CGCTATAT  
CAGTACGA  
TAAAGCTA  
TGGCTAIG  
TATGCCGT  
TCGTGAC  
GGATGCTG  
GTCGTTATA  
CGGCGGTA  
CGGAGTGC  
GTATGCTG  
ATAGGAGC  
GCGCTAGC  
CTGAAGCC  
CTAGCGAT  
GCTAAAGC  
TATCGGCC  
CGGAAGCC  
AGCGGCTT  
GCTAGCTG  
ACGGCGCT  
GGCTCTCG  
TAGCGGAT  
ACGGIATT  
GGTGCTCG  
TACGGIAT  
GATATTAC  
TGCGTIGC  
AGGCTAGG  
GACGGGG  
ATGCTGGA  
CCGCTATC  
CCGTAGCA  
ATCGGCTA  
ACGGCGGC  
TATGCGCT  
ATTGCTAG  
AGTCGTAG  
TAGCTGAT  
CGAT  
GACGA  
TGTATCGA  
TGAICGGC  
GCTATCGT  
GCTGTGCA  
CTAGTGCG  
GCTGATGC

# DINOSAURS



There are many types of dinosaurs all over Jurassic Park – that's how it got the name, after all. Don't bother looking for them all; they'll find you...



## **Compsognathus (Compy)**

These small carnivores will only attack in packs, weighing you down by their sheer numbers. The compys will also bite, their venom weakening and eventually paralyzing you.



## **Pachycephalosaurus (Headbutter)**

These territorial dinosaurs will not seek you out, but if you disturb them, they will charge at you with great speed, then turn around and quickly charge again if they miss you. They will inflict damage with their bony heads until you leave their territory.



### **Gallimimus (Ostrich)**

These mild herbivores will not attack you but are very easily disturbed and are quick to stampede. They run extremely fast (the fastest animal in Jurassic Park), and will run into and injure you unless you get out of the way.



### **Velociraptor (Raptor)**

The raptor stands six feet tall and is pound for pound the most vicious dinosaur that ever lived. As intelligent as chimpanzees, they are the most cunning creature in Jurassic Park. They hunt in packs and will attack just for the sport of it. They can figure out where you are, how to get to you, and will even split up to head you off. They run at speeds of up to 60 miles per hour, and with a 6-inch retractable, razor-sharp claw at the end of each limb, can fell a man in one swipe.

AAAGCTAT  
CGGCGAIC  
AAGCGCIA  
GGCITATG  
AGCTGATA  
GGGCTAGG  
CTTCGGCT  
CGGATTGA  
GTATTACC  
GCTCGTAA  
GGTATCG  
ATTACGAT  
GTTGCTGA  
CTAGGCTG  
GGGCGGAT  
TGGATGCC  
TATCGGCC  
AGCATTAT  
GCTATCG  
CGGCIATA  
CGGCTCIAT  
GTAGCCAG  
GTAGTCTAG  
TGATCGAG  
CGATGCGT  
ACGATCTG  
TCGATCIGA  
CGGCIAGC  
TCGATGCT  
TCGATGCT  
TGCGTAGC  
ATGCTAC  
GTCGACGT  
CTAGCTATA  
CTGATGAC  
TAGCTGCT  
TCGTAITAG  
GATTCGCT  
TGCGGATT  
CGGATTCG  
GGGTATCG  
GGCGTAGC  
TATGGCTG  
TGCGGAT  
TACTGCGA  
TCGAGGCG  
ATATAGCA  
ACGATATA  
GCTAGCTG  
TATGGCTA  
CCGTAGTC  
TAGACTGG  
TGCTGAGT  
GTTATAIC  
CGGTAGTC  
AGTGGCGG  
TGCTGAGAT  
GGAGCGCG  
GCTAGCGG  
GAAGCGCC  
AGCGATAG



## **Dilophosaur (Spitter)**

These four-foot-high kangaroo-like animals seem playful and friendly, but when your guard is down, a brilliantly-colored crest fans out over their head, and you know you are within range of their blinding, paralyzing spit. They can spit a venomous projectile at you with speed and accuracy, even judging your speed and direction so that you run into their shots.



## **Triceratops**

The triceratops is nearly the size of an elephant, and is built low to the ground with huge stumpy legs and a massive head with three horns, the longest protruding from the middle of its face. They are easily startled and will charge you.



## **Tyrannosaurus Rex (T-Rex)**

The most famous predator in history, the T-Rex is the classic blood-thirsty carnivore. Standing eighteen feet tall with a head five feet long, the tyrannosaur has huge and powerful jaws which can swallow a man whole. They are capable of eating a ton of food at one time. Be on the lookout for this hunter, or you will be snapped up before you know what's happening.



CGTAGTCGA  
GTAGCTAGC  
ATAGCTGTA  
GACGAATTC  
GCATTAGCT  
CTGATCGTA  
TAGCGATT  
GTGATGCGG  
TTATCGGAT  
CGACGGG  
CGATSGG  
AGCGIATG  
TGAGTGGG  
TATATACTG  
GATTTCCGAG  
CGGTATATA  
CAGTACGAT  
GCTATG  
TATGCCGTA  
TCTGTGACT  
GGATGCTGT  
GTCCGTATA  
CGGCGGTAG  
CGGAGTGCC  
GSTATGCTGA  
ATAGGAGCC  
GCGCTAGCC  
CTGAAGCGG  
CTAGCGATA  
GCTAAAGCT  
TATCGGCC  
CGGAAGCG  
AGCCGGCTA  
GCTAGCTGA  
ACGGCGCTA  
GGTCTTCGG  
TAGCGGATT  
ACGGTATT  
GGTGCCTCG  
TAGGGIATC  
GATATTACG  
TGCGTTGCT  
AGGCTAGG  
GACGGGGG  
ATGCTGGA  
CCGCTATCC  
CCGTAGCAT  
ATEGGCTA  
ACGGCGGC  
TATGCCCTC  
ATTCGTAGC  
AGTCGTAGT  
TAGCTGAT  
AGCCCGATC  
GTTGACGAT  
TGTATCGAT  
TGATCGGC  
GCTATCGTA  
GCTGTGAT  
CTAGTGGG  
GCTGATGCT

# OBSTACLES



There are many things in Jurassic Park that will make your tasks difficult – some are geologic features and some are features of the security system. Some of these obstacles include:

## **Electric Fences**

These separate the dinosaurs and the different areas of the park. They can be either a help or a hindrance to you. To open a fence, unlock it from a computer terminal, then shoot at the wheel on the side of the gate. Fire as fast as you can to keep it open longer – the fences are spring-loaded and will slam shut! (Hint: use these to corral the carnivores.)

## **Trees and Bushes**

Raptors and other dinos can hide behind these and jump out at you. Surprise!

## **Electrified Grates**

Found on the roofs of buildings and on the ground, these are HOT! Touch one and you're toast!

## Rock Avalanches

Remember, you're just a dino doc, not a superhero – rocks will crush you flat.

## Fast-Flowing Rivers

Rivers snake their way across Isla Nublar separating dinosaurs and areas of the park. Like the electric fences, these can help you by stopping dinosaurs, but they can also stop you, since they can only be crossed at certain points.

## Mountain Ranges with Sheer Cliffs

See notes under Rock Avalanches and figure out what happens if you fall.

## Ocean

It's a long way to Tipperary and you won't want to try to swim it. Try a helicopter instead.

## Deadly Dino Dragonfly

This is one big bug. It will follow you and injure you by stinging. Good thing it's not a mosquito, or some future geneticist might dig your DNA out of amber millions of years from now and put your clones in Paleontologist Park.

CCCTAGCC  
AGBCTAAA  
TATATCGG  
ATCGGAAC  
CTAGCCGG  
ATGCTAGG  
ATACGGCC  
AGGGTCTT  
GCTAGCGG  
TGACGGTA  
ACGGTGG  
TATACGG  
CGGATAT  
GATGGGT  
TGAGGGCA  
CTGACGGG  
GATGGTGG  
GCCGCTAT  
GCCGTAGC  
TATCGCT  
TACGGCGG  
ATATGGCG  
TATTCGTA  
GAGTCGTA  
CTAGCTGA  
GAGCGCG  
CGTTGACC  
CTGATCGG  
CTGATCGG  
AGCTATCG  
TGCTGTGG  
GCTAGTGG  
AGCTGA  
ACGTAGTC  
CGTAGCTA  
TATAGCTG  
TGACCGAA  
GGCAITAG  
GCTGATCG  
TTAGCCAT  
CGTGAATG  
ATTATCGG  
TCGACGGG  
TCGATGGG  
TAGCGTAA  
CTGAGT  
ATATATAG  
CGATTTGG  
GCCCTATA  
GCAGTACC  
ATAAAGCT  
CTGGCTAT  
GTAIGCCG  
GTCGTIAG  
TGGGATGG  
TAGTCCGT  
ATCGGGCG  
GTCGGAGT  
CGGTAIGG  
AGATAGGA  
GCCGCGTA  
GGCTGAAG

## HINTS & TIPS



You'll find signs around the island pointing to different landmarks or dinosaur locations.

Learn the attack patterns of dinosaurs and which weapons are most effective against which dino.

When you feel the ground shake, run for your life!

Make yourself a map to keep track of where things are, like computer terminals.

Use elevators to get around inside buildings.

Look for steps to take you onto roofs of buildings and up mountains.

In the forest maze, jump over poisonous vines.

You can jump across electrified grates – but you'd better jump far enough!

Don't try to outrun or shoot at the triceratops – just stay out of its way!

Don't believe everything you're told – one of the characters may not be what they seem!

# LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHERE ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Ocean of America, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Ocean of America, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131. (408) 954-0201.

TAGTCGACG  
AGCTAGCTA  
AGCTGATG  
CGAATTCGG  
ATTAGCTGC  
GATCGTATT  
GCGATTTCG  
GATGCGGAT  
ATCGGATTC  
ACGGGTATG  
ATGCCGTTC  
CGIATGGG  
AGTGGGGA  
TATACTGGC  
TTTCGAGGC  
CTATATAGG  
GTACGATAT  
AAGCTAGCT  
GCTATGCGT  
TGCCGGGT  
LGTGACTGG  
ATGGCTGTAG  
CGTTATATC  
GCGGTAGTC  
GAGTGCCGG  
ATGGCTGAGA  
AGGAGCGCC  
CGCTAGCGG  
TGAAGCGCC  
TAGGGATAG  
CTAAAGCTA  
ATCGGCGAT  
GGAAGCGG  
GCGGCTTAT  
CTAGCTGAT  
CGGCGCTAG  
GTCTTCGGC  
AGCGGATTG  
CGGTATTAG  
GTGCTCGTA  
ACGGTATCG  
ATATTACGA  
GCGTTGCTG  
GGCTAGCCT  
AGGGGGCGA  
GCTGGATG  
GCTATGCGC  
GTAGCAITA  
CGGCTAITA  
GGCGGCTAT  
TGCGCTCTA  
TCGTAGCGA  
TCGTAGTCT  
GCTGATCGA  
CGCGATGCG  
TGACGATCT  
TATCGATCT  
ATCGGCTAG  
TATCGTATG  
TGTCGATCG  
AGTGGGTAG  
TGATGCTAC



**Ocean of America, Inc**  
**1855 O'Toole Avenue, Suite D-102**  
**San Jose, CA 95131**

Jurassic Park TM & © 1992 Universal City Studios, Inc.  
and Amblin Entertainment, Inc.

Printed in Japan