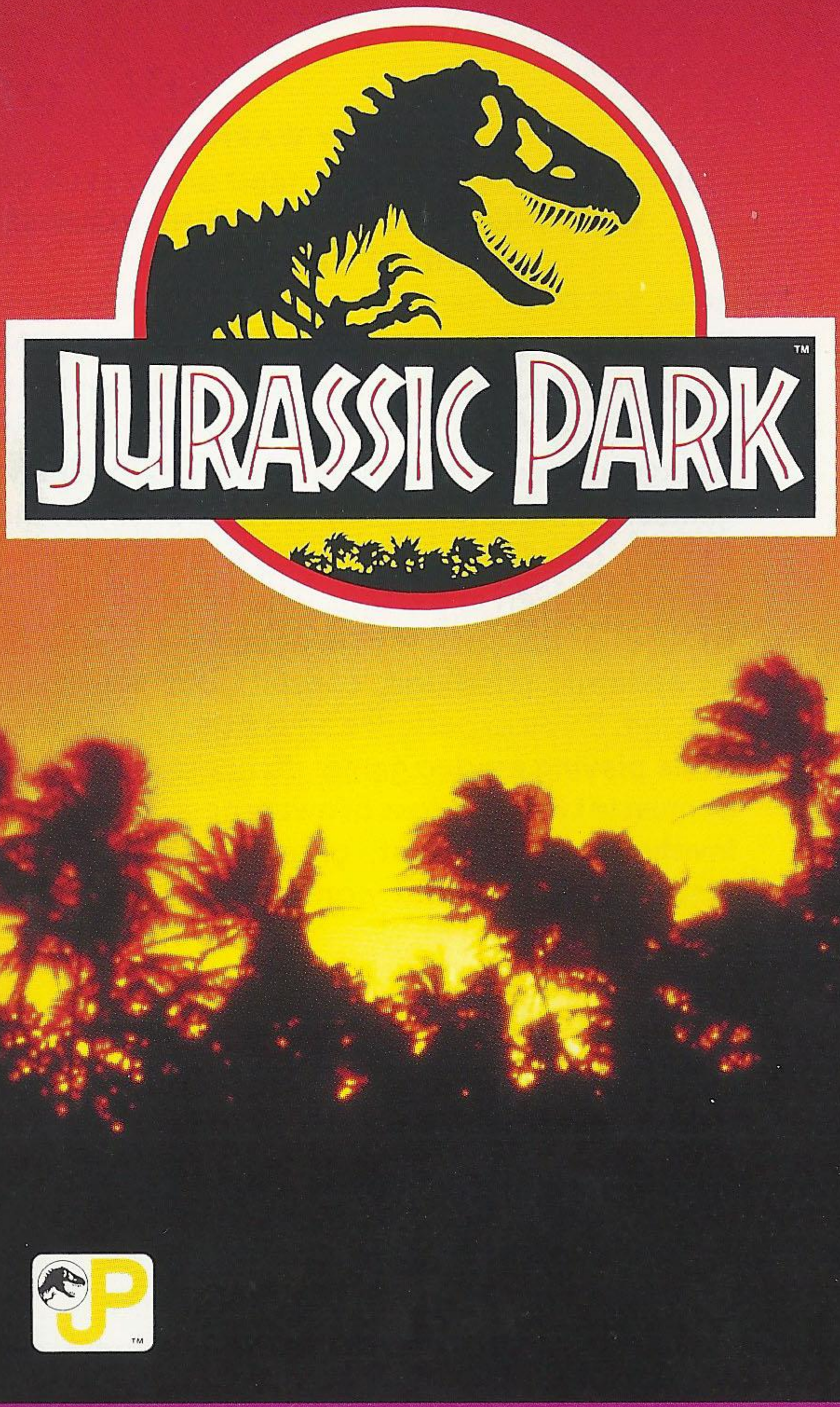
SEGA™ GAME GEAR™



OFFICIAL SEGA SEAL OF QUALITY

SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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.**



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Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.

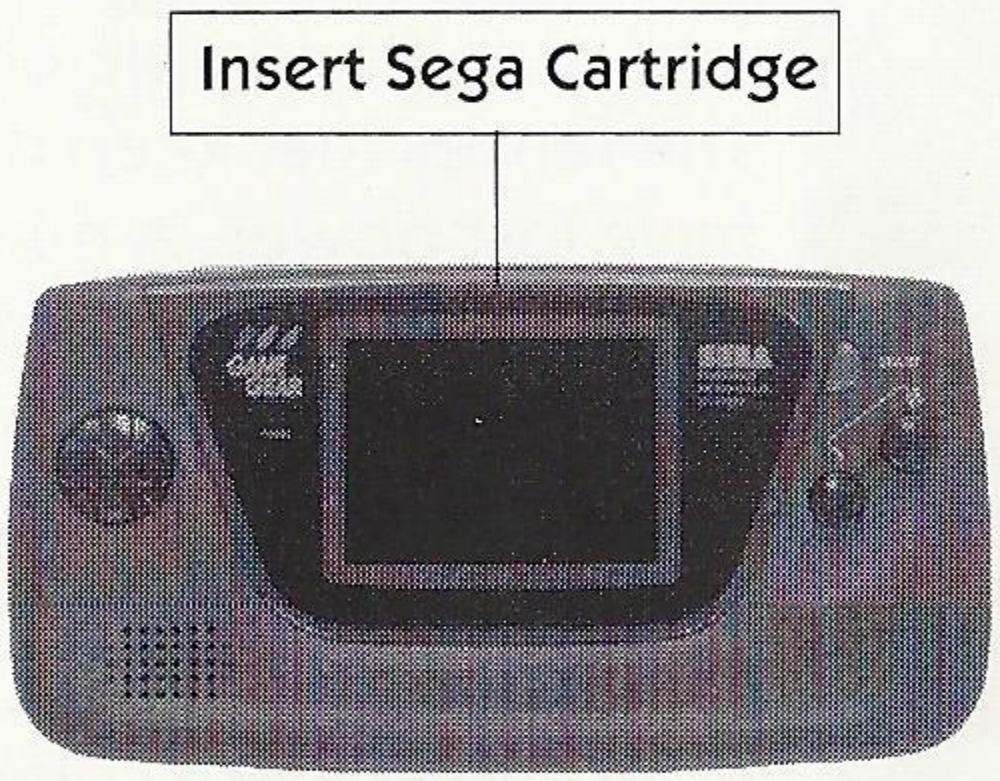
2. Make sure the power switch is OFF. Then insert the *Jurassic Park* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Jurassic Park* Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

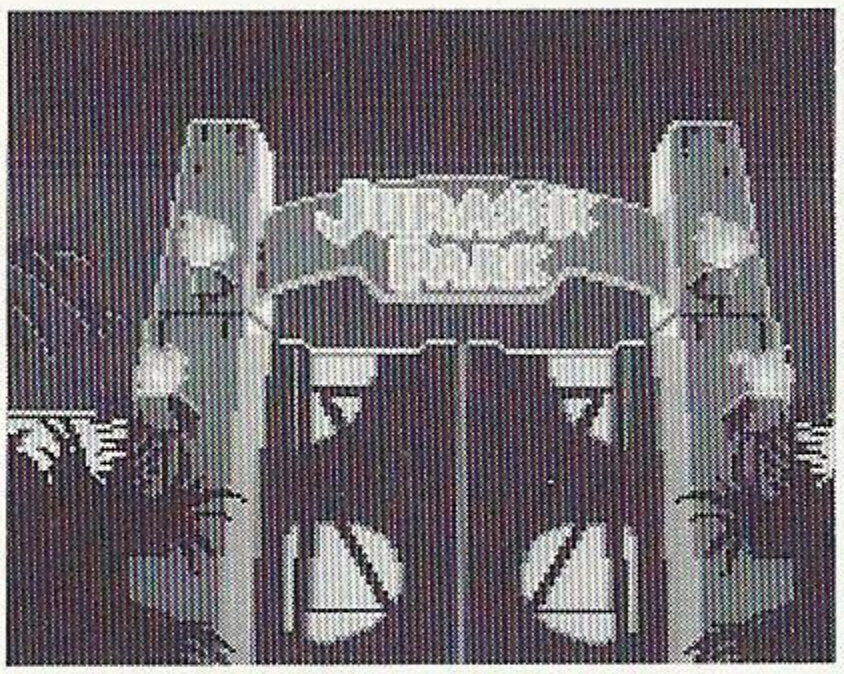
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Jurassic Park* is for one player.



For game play assistance, call
1-415-591-PLAY

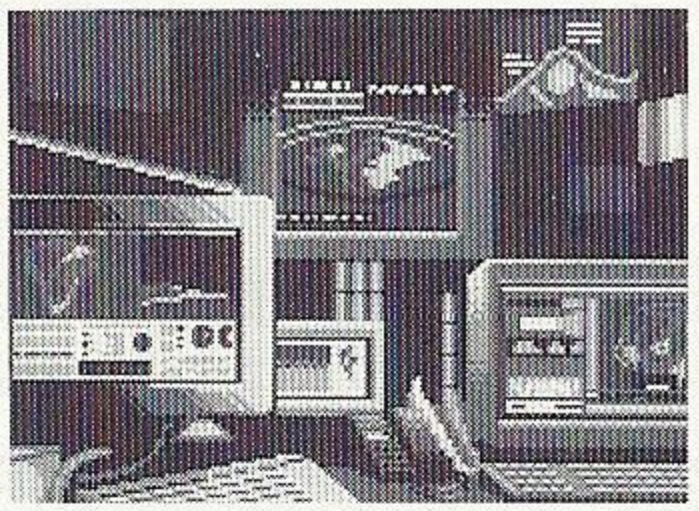
Terror Unleashed!

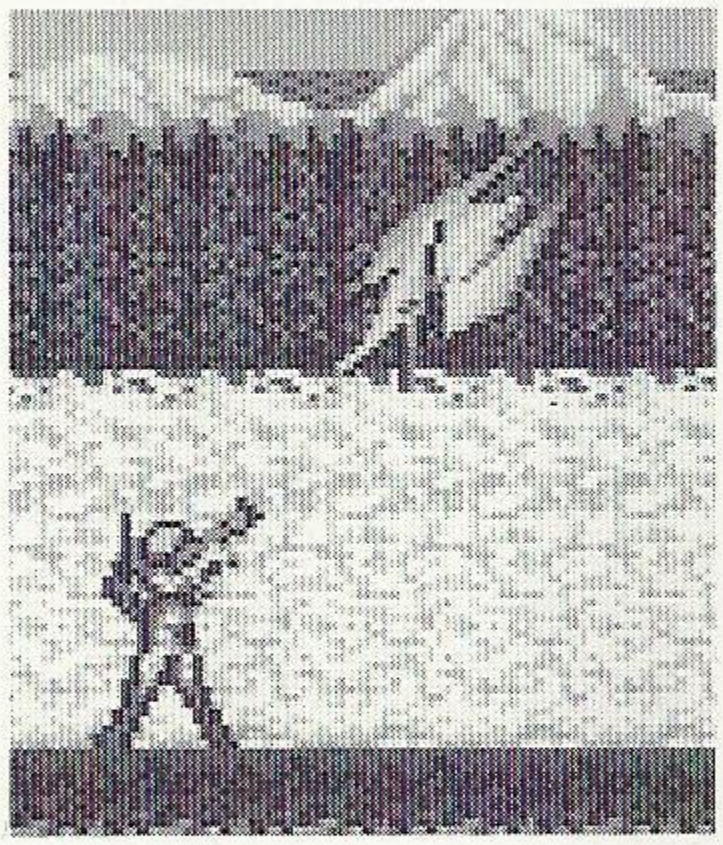


It all starts on a small island off Costa Rica. This island has been picked as the ideal location for the most technologically advanced and unique theme park on Earth: Jurassic Park.

The main attractions are the one-time unchallenged masters of the earth: creatures that have long been extinct and have now been regenerated using genetic manipulation — dinosaurs live once again!

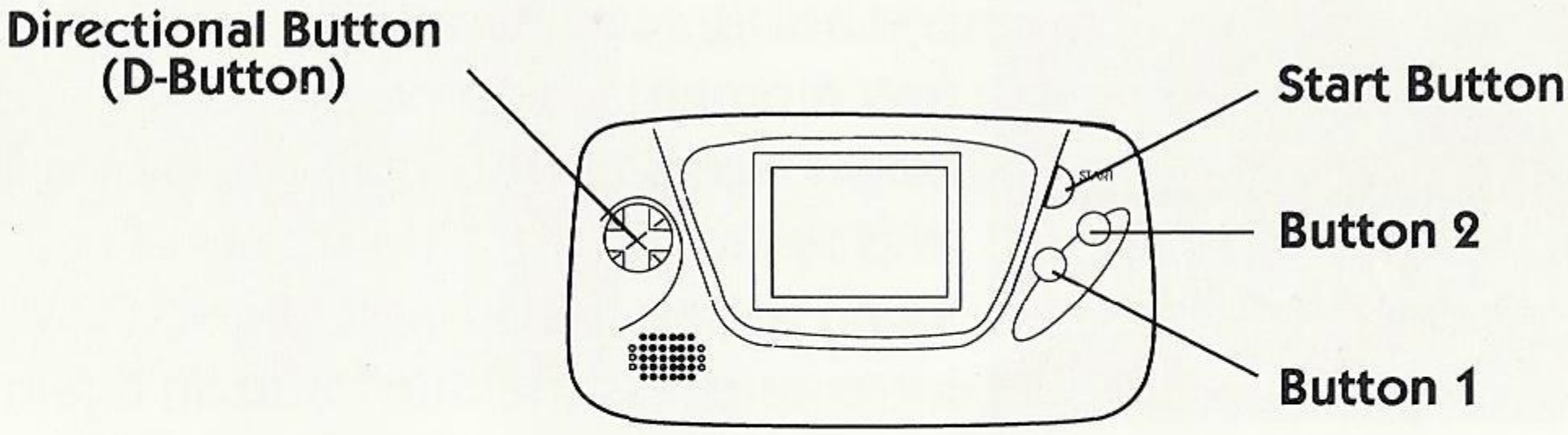
Jurassic Park has brought fantasy back to life. Visitors will be able to look at real dinosaurs in complete safety, thanks to a computer-controlled security system that has been set up on the island.





There's one problem — the computer has had a number of bugs in its program, and now it's completely broken down. The fences that keep the creatures in have lost power. A number of dinosaurs are on the loose, and it's up to you to tranquilize them and capture them before anyone gets injured. The park will open in just a few days — are you up to the challenge of tranquilizing and recapturing these colossal creatures?

Using the Controls



Directional Button (D-Button)

- Press to move the Jeep cursor to a park area.
- Press left or right to move in those directions.
- Press down to crouch — press down and left or down and right to crawl in those directions.
- Press up to enter doors.
- Press up and hold while pressing Button 2 to jump and hang from ceilings or ledges. Press left or right to move in those directions while hanging. Press Button 2 again to climb up.
- Press down and press Button 2 simultaneously to jump down to a lower level.

Start Button

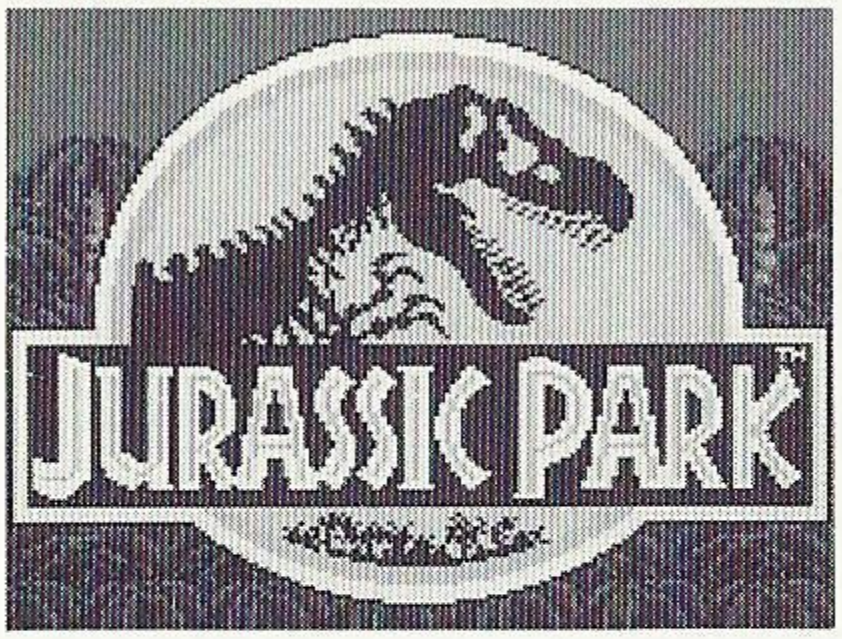
- Press to pause the game and see the Pause screen (where you can select weapons). Press again to resume the game.

Button 1

- Press to fire the selected weapon.
- Press to leave the Pause screen and resume the game.
- Press to select the park area the jeep is in.

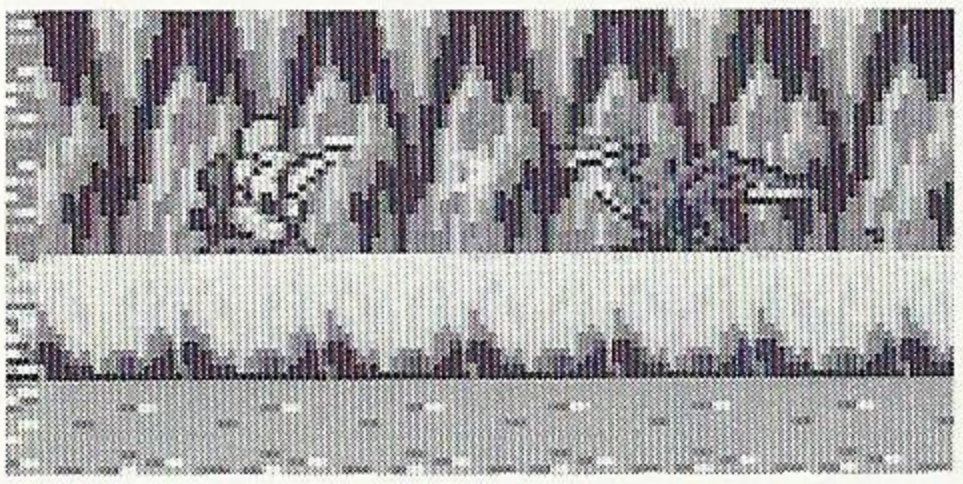
Button 2

- Press to jump.
- Press to leave the Pause screen and resume the game.
- Press to select the park area the jeep is in.

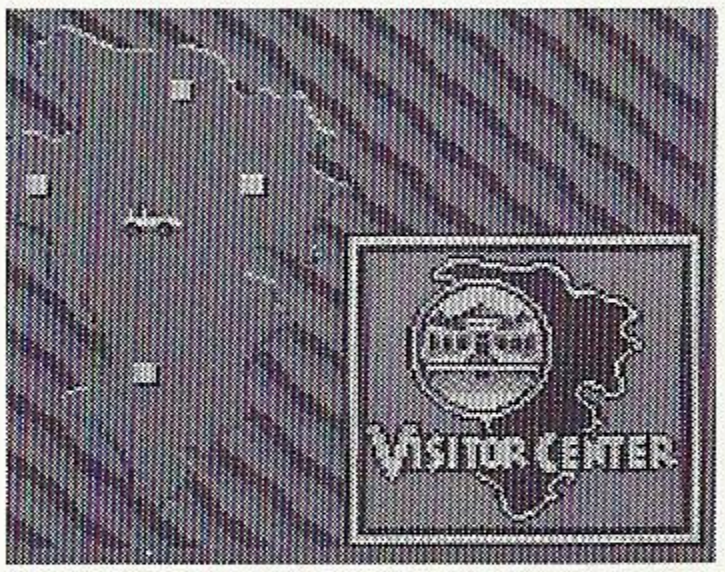


Once you turn on your Game Gear, the SEGA logo will appear, followed by the *Jurassic Park* Title screen. In a few moments, a game demo will begin. Press Start to exit the demo and return to the Title screen. Press again to see the Jurassic Park story intro or press the Start Button again to see the Isla Nublar map.

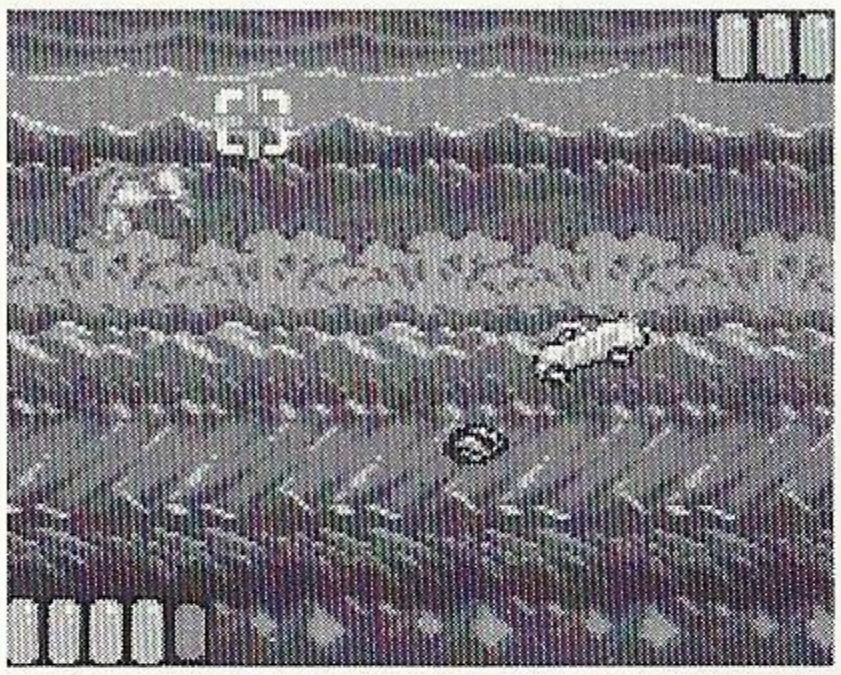
Computer Malfunction!



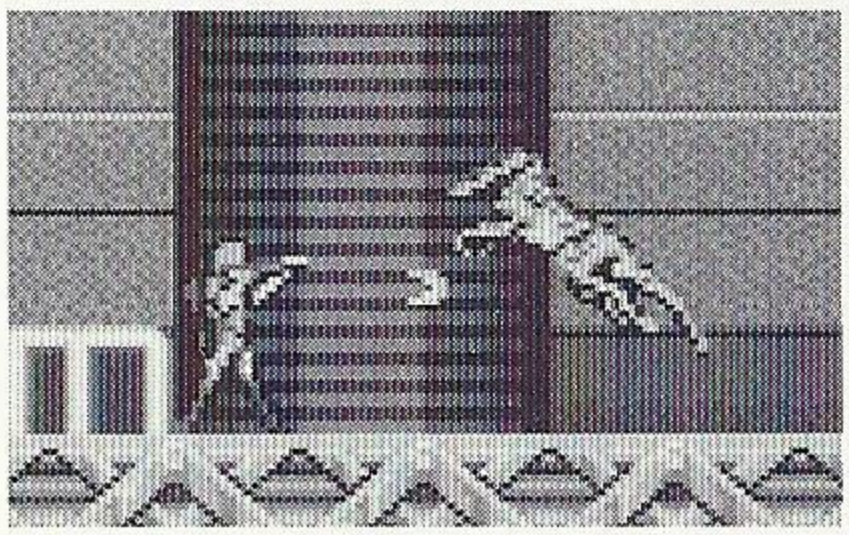
Jurassic Park has been created to give visitors the feeling of actually going back in time. This "prehistoric" feeling becomes all too real when the electricity to the dinosaur pens stops running and the dinosaurs inside escape! As Dr Alan Grant, you have been asked to go into the areas the animals are running free in, and tranquilize them for return to their cages.



You will start out at the visitor's center (your home base) and travel by jeep to the areas the dinosaurs are inhabiting. Press the D-Button to move the Jeep cursor to the area you want to travel to and press Button 1 or 2 to select it.



The jeep will be an obvious target for the dinosaurs, so be ready for some action before you reach the selected area. When the dinosaurs attack, press the D-Button to point the gunsights at them and press Button 1 to fire. When a larger creature appears, you'll see an indicator showing you the part of the dinosaur you should aim for.

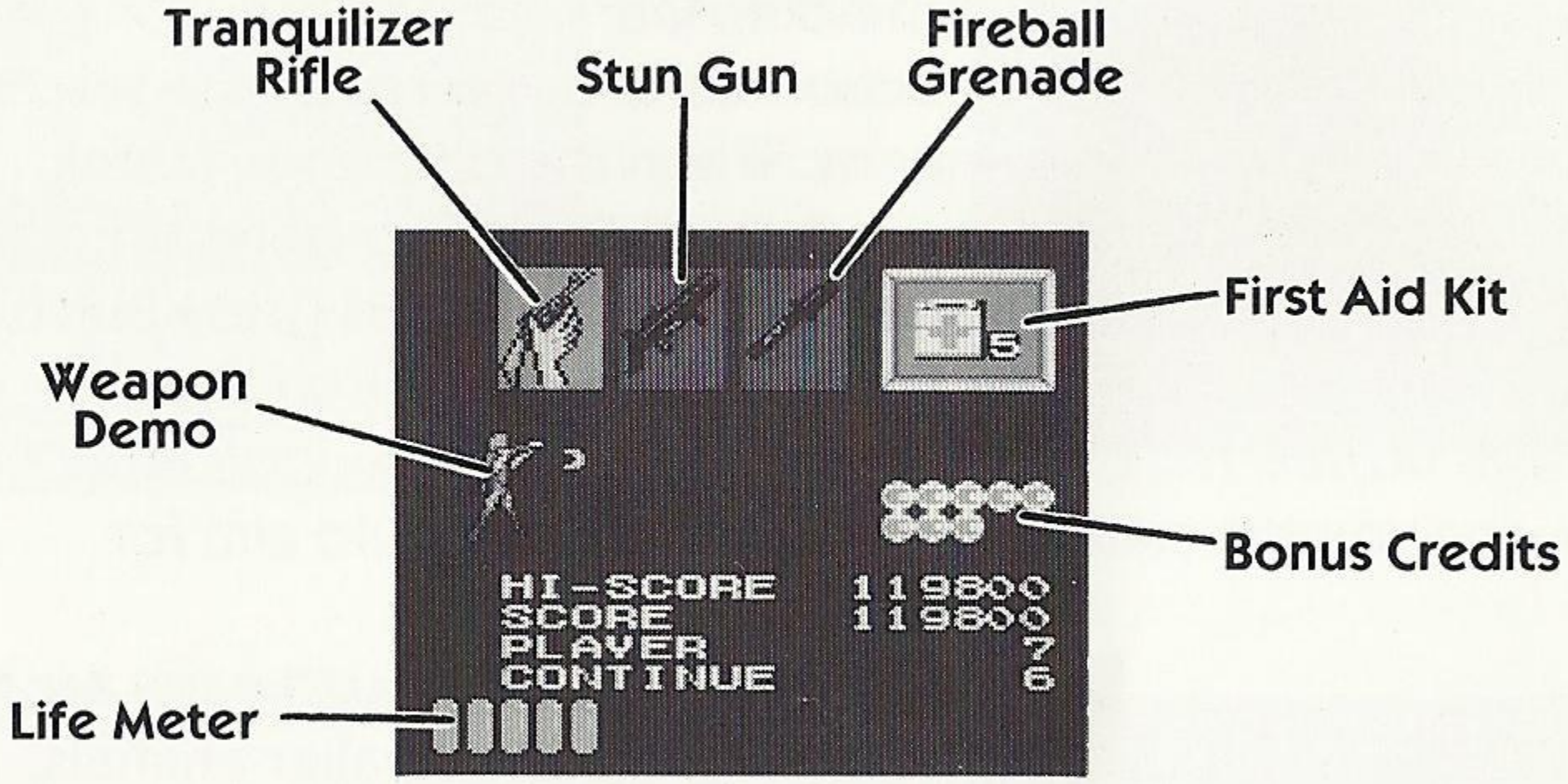


Make your way through each area, knocking out the smaller animals, proceed to where the large dinosaurs are, and try to put them to sleep. With each small dinosaur you stun you'll receive a useful item, so don't let any get away!

Before you start your journey, it's a good idea to familiarize yourself with your weapons and items as well as creatures you're going to come across in each area. Weapons are accessed through the Pause screen.

The Pause Screen

A hand symbol appears on the weapon you're currently using, and underneath that you'll see a demonstration of what the weapon does. Select a weapon by moving the D-Button left or right until the hand symbol appears on the weapon you want to use, and press Button 1, 2 or the Start Button to return to the action!



Weapons and Items

You are equipped with three types of weapons, each with their own particular advantages and disadvantages. Picking the right weapon for the right dinosaur is essential in staying alive.

Tranquilizer Rifle: This weapon is a great all-purpose tool for hitting dinosaurs at long-range. The only disadvantage to this weapon is that it doesn't work so well against the more aggressive thick-skinned dinosaurs.

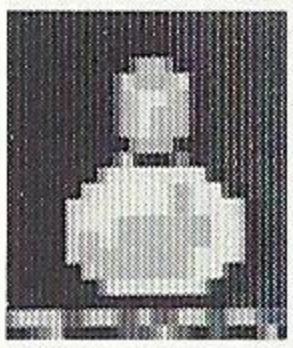
Concussion Grenade: This projectile bursts in mid-air, stunning any animal in its proximity. You will probably find this weapon most useful against flying creatures and dinosaurs that are standing on ledges above you.

Fireball Grenade: This is a powerful explosive weapon, very useful against more powerful and aggressive animals, like the Velociraptors and T-Rex.

Scattered around the park are a number of items you're sure to find useful on your hunt. You can find them almost anywhere, they'll even pop out of dinosaurs when you tranquilize them. Those dinosaurs will eat anything!



Bonus Credit: These red and white items are usually found when you shoot a dinosaur. When the item appears, walk over it to collect it. Make sure you don't wait too long, because they disappear after a few moments. With each 10 Bonus Credits you collect, you'll receive one Continue!

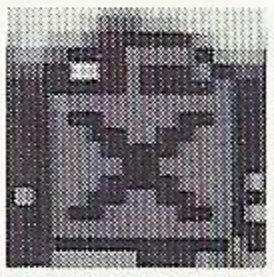


Power Regain: These blue liquid-filled items can be found lying around the park, and they sometimes appear when you hit dinosaurs. Each Power Regain you collect restores one bar to your Life Meter.

Full Power Regain: This item looks like the regular Power Regain, but the contents are red and restore more points to your life bar.



First Aid Kit: Use this item to restore all the bars on your Life Meter. It's a good idea to save these up for times when you really need them, because you're not likely to find many of them lying around.



Extra Life Meter: This item is found only in the shooting stage of the game. Shoot the dinosaurs to find the item, then shoot the item to collect it. Don't let these items get away — extra Life Meter Bars are a real help in the action stages!



1-Up: Collect this item to add one to your total number of Continues.

A Dinosaur Dictionary!

Brachiosaur: Also known as the Brontosaurus, this massive dinosaur weighs in at thirty tons (approximately the weight of a herd of elephants), and stands at over 50 feet/15 meters high. Fortunately, it's a herbivore, so unlike most of the denizens of Jurassic Park, it won't try to eat you. Just try to keep out from underfoot.

Dilophosaur: Nicknamed "The Spitter", this 4-foot/1.3 meter-high animal isn't particularly aggressive, but if you get too close, it opens up a crest around its head and spits out a spray of venom.

Gallimimus: Somewhat larger than the Dilophosaur, this creature is also relatively harmless, but packs a wallop if it runs into you. So if one gets too close, bring it down with a couple of tranquilizer darts.

Pteranodon: These flying creatures attack like most birds: by swooping down on their prey from above and grabbing with their clawed feet. If one attacks you, use your concussion grenades to daze it. It probably won't attack twice... unless it's very hungry.

Triceratops: Roughly the size of an elephant, the Triceratops is usually pretty docile, but when it feels endangered, it charges like a rhino. The thick bony crest on its head shields it from frontal attacks very effectively — you won't be able to bring it down by shooting at its head.

Tyrannosaurus Rex: Also known by the nickname "T-Rex", this carnivore can consume over a ton of food at one sitting, and with jaws larger than those of a Great White shark, the T-Rex will take all your skills to trap and capture.

Velociraptor: Nicknamed "Raptor." Although it's relatively small for a dinosaur (approximately 6 feet/1.8 meters high), this is one of the deadliest creatures that has ever existed on Earth. With the intelligence of a chimpanzee, the killer instincts of a tiger, and six-inch retractable claws, the Velociraptor is an opponent you must not underestimate.

Map of The Island

Triceratops Area



Stormy weather makes the going twice as difficult as you make your way through hurricane winds, brush fires and lightning bolts striking all around you. As if the dinosaurs alone weren't enough trouble!

Brachiosaur Area



You must make your way from the riverside area to the entrance to the storage area of the park. Walk carefully near the river — there are a number of smaller dinosaur specimens in there, and they're probably hungry. Inside the storage area, you'll probably come across one or more Raptors. Look for the entrance to the lagoon, find the Brachiosaur and knock it out.

Pteranodon Area



This area has a number of caves to explore, and a number of dinosaurs hanging around to make the going difficult. Check the caves thoroughly to gain special items to help you on your hunt. Once you get out in the open, watch your footing — some of the caves underneath may collapse while you're standing above them.

Velociraptor Area



The Raptors have made their home inside the central power generator area of the island. This makes it imperative that you trap those animals, since the power to the island's security system can't be restored until it's safe to get a repair team in there to fix the damage that's been done. Watch out for the Pteranodons and Pterodactyls nesting in the warehouse too!

Tyrannosaurus Rex Area



Security systems in this area are malfunctioning—the lasers are firing at random. We're unable to cut the power in there without disabling the elevators, so you're just going to have to make your way through the best you can. Watch out for closed doors — the Raptors seem to have figured out how to open them — and *when* to open them as well...

Success or Disaster?

If you use up all of your Lives but have Continues remaining, the Continue screen appears. Choose to continue the hunt by selecting YES, or end your adventures by selecting NO (make your selection by moving the arrow to your choice with the D-Button). If you decide to keep after the quarry, the game will start again at the Visitors Center. Pick the area you want to try next and get started!
Note: Any areas that you've cleared already stay cleared.

If you're able to make it through Rounds 1-4 successfully, you will receive a note of congratulations. Unfortunately, if you can't make it through without using one of your Continues (you start the game with 3 Continues), you won't be considered good enough to take on the Tyrannosaurus Rex, and Jurassic Park will have to remain closed. If, however, you are able to make it through the first four Rounds without using a Continue, you will be asked to take on the most dangerous assignment — taking down the T-Rex. We hope for your sake that you're up to the challenge!

If all your Players and Continues are used up, the Game Over screen appears followed by the Sega logo. Some paleontologist you'll make!

The Dinosaur Hunting Guidebook

- You aren't going to make it through all of the areas by charging through them. You have to think about your location, where the dinosaurs are, and how to incapacitate them without getting injured in the process. Remember that the dinosaurs come in lots of shapes and sizes, so you'll need a variety of techniques and all of your weapons to make it through in one piece.

- It may be tempting to use your First Aid Kits whenever you lose a point of your Life Meter, but unless you're up against the big guys, try to use them sparingly. You can collect a total of 9 kits, and as the going gets tough, even the tough will get injured. You'll need something to get you through when there are no Power Regains to be found.

- When you're travelling to the areas in the jeep, make sure you collect the two Extra Life Meter items on the way. This is the only chance you'll have to collect them, and you're sure to need them later on.

- Practice your climbing and hanging skills early on – you'll be doing a lot of it as you make your way through the various areas in the park.

- If you make it to stage 5, one of your biggest problems will be the defensive lasers that are firing randomly. You'll get farther if you knock them out of commission than if you just try to maneuver past them. Of course even if you get through the defenses, there's still that very hungry Tyrannosaurus Rex waiting for you...

MEMO

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free fropm 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 Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, the technician 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.

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COMING IN

NOVEMBER 1993 FOR

SEGA™ GAME GEAR™



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