

JP™

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THE LOST WORLD
JURASSIC PARK™

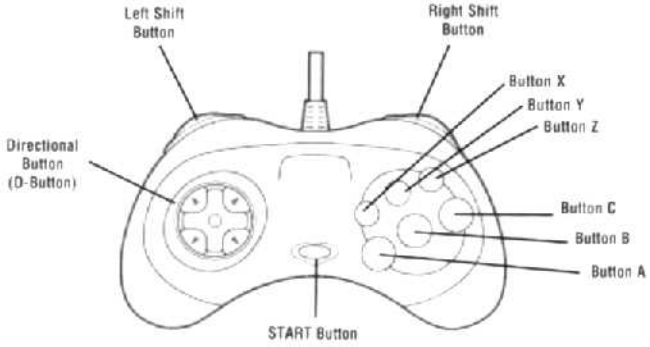
INSTRUCTION MANUAL

COMPACT disc

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Controls



Throughout the game you play as five different characters - a T-Rex, a Compy, a Raptor, a human hunter and a human scientist.

The following are the control descriptions for each character:

Controls - Compy/Raptor

	COMPY	RAPTOR
START BUTTON	Pause game	Pause game
D-Pad LEFT/RIGHT	Move LEFT or RIGHT	Move LEFT or RIGHT
D-Pad UP/DOWN	Look up/Crouch	Look up/Crouch
BUTTON A	Lunging attack/Leaping attack while jumping (Raptor only)	No Function
BUTTON B	Bite	Bite
BUTTON C	Jump	Jump
BUTTON X	No Function	Roar
BUTTON Y	Retreat/Evade/Headbutt attack while running and roll while crouching	Forward roll while running
BUTTON Z	Devour fresh kill	Devour fresh kill
L SHIFT BUTTON	Devour fresh kill	Devour fresh kill
R SHIFT BUTTON	No Function	Roar

Controls - Hunter/Scientist

START BUTTON	Pause game
D-Pad LEFT/RIGHT	Aim weapons in any direction (with weapon)
D-Pad UP/DOWN	Look up/Crouch
BUTTON A	Fire Piton Gun
BUTTON B	Fire Weapons
BUTTON C	Jump
BUTTON X	Select weapon
BUTTON Y	Retreat/Evade/Dive or roll while running
BUTTON Z	Select Weapon
L SHIFT BUTTON	Select weapon
R SHIFT BUTTON	Select weapon

Controls - T Rex

START BUTTON	Pause game
D-Pad LEFT/RIGHT	Move LEFT or RIGHT
D-Pad UP/DOWN	Look up/Crouch
BUTTON A	Low attack/Upwards headbutt while looking up
BUTTON B	Chomp/Upwards headbutt while looking up
BUTTON C	Jump
BUTTON X	Roar
BUTTON Y	Upwards headbutt while looking up
BUTTON Z	Roar
L SHIFT BUTTON	Roar
R SHIFT BUTTON	Roar

Welcome to the Lost World™

120 million years of evolution converge in the greatest Jurassic Park adventure ever - and you're trapped right in the middle!

Get ready to take back Site B using five deadly carnivores from opposite ends of Earth's evolutionary history. From a T. Rex to a Compy, a human hunter to a Raptor - and ultimately a human scientist - you must work your way up the food chain while battling over 12 voracious dinosaur species and an army of human poachers.

But if you're going to survive, you'll need all the animal instinct and cunning wit you can muster. Not to mention enough firepower to blast these genetic monstrosities back to extinction.

Five characters. One Island. Just you...enjoy your stay!

Main Game Menu



To make a selection in the Main Game Menu, press the D-Pad UP or DOWN to select, then press Button C to make your selection.

From the Main Game Menu you can make the following selections:

Start — Begin play.

Password — Here you can access special hidden features by entering a password. (See next page for details.) You may also use passwords to continue at the start of each completed level.

Options — Adjust the game settings to your preference. (See below for details.)

Options Menu

To make a selection in the Game Options Menu, press the D-Pad UP or DOWN, then press the D-Pad LEFT or RIGHT to make your selection. Here you can configure the following game settings to your liking:

Select Stage — Continue your game from any completed stage.

Difficulty — Select play mode between Easy, Normal or Hard.

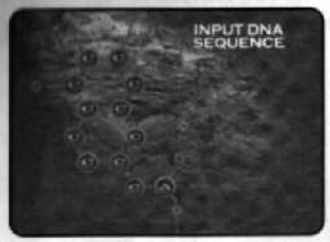
Mono/Stereo — Play in mono or stereo sound.

Sound Effects Turn the sound effects off, soft, normal or loud.

Music Turn the background music off, soft, normal or loud.

Exit Return to the Main Game Menu.

Entering Your Password



You will receive a password after you successfully complete certain portions of the game.

Be sure to write that password down for later use. They can be used to unlock hidden special features.

To activate a password, access the Password Screen from the Main Game Menu. The first slot in the DNA password diagram contains cycling symbols. Press the symbol that corresponds to the first slot in your password. The symbol will appear in that slot. Repeat until you have entered your entire password.

Main Game Screen



Health Meter
Displays your current health status. As you lose health, the bar will decrease and change from green to red.

Current Weapon/Ammo Count (Human Character)
Indicates the type of weapon you currently possess along with the amount of ammo for that particular weapon.

Instinct Gauge (Dinosaur Characters)
Shows you how much power your dinosaur has to attack with. As you gain instinct, the eye will transform from green to red, indicating you are more powerful.

Weapons

Human Hunter/Scientist
You have seven different types of weaponry in your arsenal, most of which you must collect. The following is a description of each weapon:



Tranquilizer Darts
Your standard veterinary grade darts. Effective long enough for you to find a better weapon.



Rapid Fire Tracer Ammo
These quick-firing phosphate-coated bullets kill and allow you to fire much faster than the standard tranquilizer darts.



Time Delay Grenade
This self propelled explosive comes complete with a short automatic timer - providing you with ample time to flee from the ensuing chaos.



Nerve Gas
This baby emits a fast-acting toxic cloud of deadly BMD-2 gas capable of making short work of humans and dinosaurs.



Rocket Propelled Grenade
This bad boy is extremely powerful with a high velocity capability that leaves the enemy with little time for escape.



Flame Thrower Fuel
Provides a steady stream of napalm no dinosaur can survive.



Emergency Rescue Flare
Ideal for distracting bipedal carnivores in times of emergency.



Powerups - All Characters

The following are the various Powerups you can collect in each level:



Partial Health Boost
Replenishes your health by 25%.



Full Health
Restores your health to 100%.



1-UP
Awards you with one extra life.



DNA Key
Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

Powerups - T.Rex/Compy/Raptor

The following are the various Powerups you can collect in each level:



Partial Instinct Boost
Replenishes your instinct by 25%.



Full Instinct
Restores your instinct to 100%.



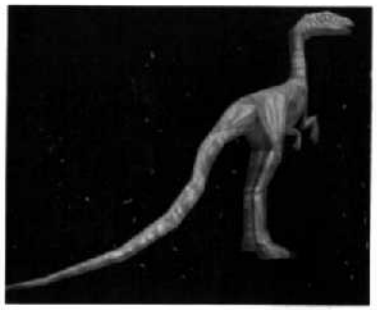
1-UP
Awards you with one extra life.



DNA Key
Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

Character Information

The following is a list of the different characters you will be playing:



Compy (Compsognathus)

Name: Elegant Claw

Size: 40 inches long

Weight: 7 lbs

Period: 145-156 million years old, late Jurassic

Location: Bavaria, Germany, France

Diet: Small vertebrates and insects

Hunter (Homo Sapien)

Size: 6'4"

Weight: 210 lbs

Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore





Velociraptor

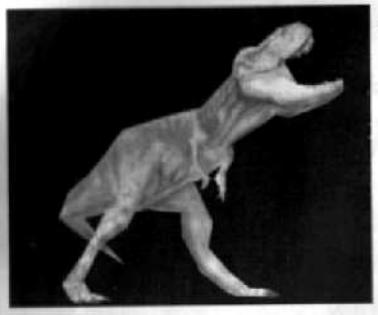
Name: Swift Robber

Size: 6 ft. long

Period: 80-85 million years old, late Cretaceous

Location: Mongolia, China, possibly Russia

Diet: Fresh meat



T. Rex (Tyrannosaurus Rex)

Name: Ruler Lizard

Size: 40 ft. long

Weight: 7 tons

Period: 65-68 million years old, late Cretaceous

Location: Montana, Wyoming, Colorado, New Mexico, South Dakota, Western Canada and possibly China

Diet: Meat

Human Scientist
(Homo Sapien)

Size: 5'9"

Weight: 125 lbs

Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore



Levels

Your mission is to take back the island from the dinosaurs - using five different characters in 30 levels. Prepare to use your strategy skills, weapons prowess, and raw animal instinct to survive. Good luck!

Below are the level names in the order they appear. In each, there are multiple levels.

COMPSOGNATHUS (9 Levels)

You begin your adventure as a Compy, where you'll face all the trials that come from being the smallest of all your dinosaur cousins. Your task is to make your way through The Lost World™ - without being shot, stepped on or swallowed. Be sure to collect all the Instinct Powerups as they will come in handy while battling Orodromeus, dodging raging Leptoceratops, jumping poisonous ferns, swimming with giant alligators and contending with a very sleepy, yet deadly Camotaurus.

HUMAN HUNTER (6 Levels)

Grab your flamethrower and send these dinosaurs back to extinction. Prepare for war as you will encounter countless Raptor packs in your quest to reclaim the Site B Complex. It's an underground hell! Watch for plenty of health and weapon Powerups as you encounter the deadly attacks of Pachycepha-losaurus, ferocious Baryonyx and more snarling Raptors than you can shake a flamethrower at.

VELOCIRAPTOR (5 Levels)

Now it's time to wreak havoc as the most wicked supporting member ever to maul a movie screen (or game screen). Begin by demolishing the InGen Complex (and the hunters, of course), then set out for the burning forest in hot pursuit of freedom. Beware of falling trees and molten lava.

TYRANNOSAURUS (7 Levels)

Get ready to play Big Mama as you roam the jungle as the most feared dinosaur ever. But you've got some big competition as Stegosaurus, Raptors pesky humans, electric fences and scalding sulfur pools are all here to send you back for another 120 million years. And just in case you get hungry, there are plenty of human hunters to chew on. Bon Appetite!

HUMAN PREY (3 Levels)

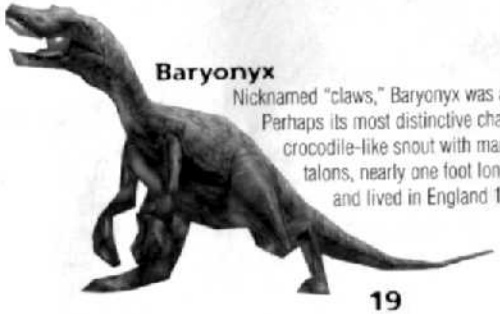
It's just you and the big boys now. Escape is at the top of your To Do List. Better have all your weapons loaded and ready to go because you never know what horrifying meat eaters may come out and grab you. Make your way through ravaged campsites, the lonely cemetery, and eventually to the homebound barge, where it seems a few of your old friends have come along for the ride.

Dinosaur Information

Allosaurus

The best-known large carnivore of the Late Jurassic period, Allosaurus was a powerful flesh-eater brandishing more than seventy 3-inch-long teeth. Hinged jaws and a movable joint in the skull allowed it to wolf down enormous hunks of meat. Allosaurus was 30-40 feet long and lived in North America 156–145 million years ago.



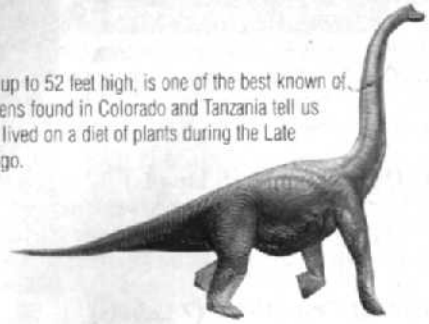


Baryonyx

Nicknamed "claws," Baryonyx was an unusually large meat-eater. Perhaps its most distinctive characteristics were its long crocodile-like snout with many teeth and its enormous talons, nearly one foot long. Baryonyx was 30 feet long and lived in England 125 million years ago.

Brachiosaurus

The giraffe-like Brachiosaurus, standing up to 52 feet high, is one of the best known of all the giant sauropod browsers. Specimens found in Colorado and Tanzania tell us that Brachiosaurus was 82 feet long and lived on a diet of plants during the Late Jurassic period 156–145 million years ago.





Carnotaurus

This bizarre-looking meat-eater had quite a large skull with a deep, narrow snout and a pair of prominent horns above the eyes. It also had remarkably stubby forelimbs and made use of stereoscopic vision. Carnotaurus was 25 feet long and lived in Patagonia and Argentina during the middle to late Cretaceous, 113-91 million years ago.

Dimorphodon

This flying reptile, or pterosaur, had a long tail and an unusually large head. Paleontologists argue whether this pterosaur ever spent much time in the air. It may have been better suited for waddling along the ground or for clinging like a bat to cliff tops and branches. Dimorphodon had a wing-span of 4 feet and lived in England 200–145 million years ago.





Deinonychus

Deinonychus was a relatively small meat-eater, perhaps weighing less than 200 pounds. Its name, "terrible claw," refers to a deadly, 5 inch, sickle-shaped claw on the second toe. The claws were retractable and perfectly designed for seizing and killing prey at high speeds. Deinonychus was 10 feet long, 3.5 feet high and lived in Montana and Wyoming 113–93 million years ago.

Euoplocephalus

The best-known of all the armored dinosaurs, Euoplocephalus is covered from head to tail with bony plates. Its most distinctive feature, a tail club made of four fused bony growths, was possibly used as a weapon. Euoplocephalus was 17 feet long and 6 feet wide, fed on soft vegetation, and lived in Alberta 76–70 million years ago.



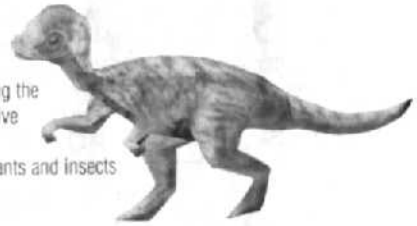


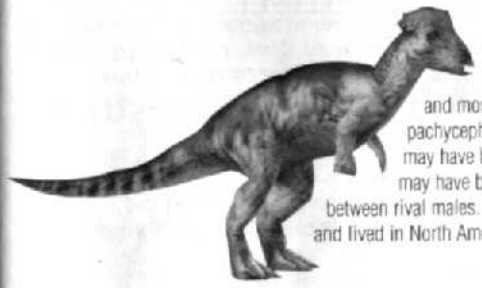
Leptoceratops

Leptoceratops, a small horned dinosaur, is the most primitive known protoceratopsid, yet its remains date from near the close of dinosaur time. It seems to be an ancestor that coexisted with its descendants. Leptoceratops was 72 inches long and 29 inches high, and it fed on plants 68–65 million years ago.

Orodromeus

Orodromeus, or "mountain runner," was among the fastest of all hypsophodontids. It was a primitive plant-eater that walked on its hind legs. Orodromeus was about 1 foot long and ate plants and insects 77–73 million years ago.





Pachycephalosaurus

Pachycephalosaurus was the largest and most advanced of the bone-heads, or pachycephalosaurs. The bony spikes on its snout may have been used for digging, and its thick skull may have been used in head-butting contests between rival males. "Thick head lizard" was 15 feet long, and lived in North America 68–65 million years ago.

Parasuchus

This ancient reptile prowled fresh-water swamps at the same time as the earliest dinosaurs. Shaped like primitive crocodiles, this reptilian meat-eater was a larger hunter than many of the carnivorous dinosaurs of the time. Parasuchus was 12 feet long and lived in North America 220–200 million years ago.



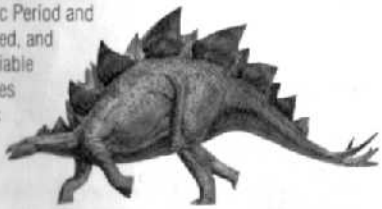


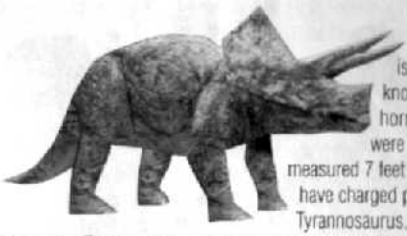
Staurikosaurus

This very primitive carnivore was one of the earliest of all dinosaurs. It ran on two legs, and its size and build suggest that it was a swift runner. Staurikosaurus was about 5 feet long and lived in Brazil and Argentina 231–225 million years ago.

Stegosaurus

The stegosaurid dinosaurs were a nearly worldwide group of plated, spiked plant-eaters that thrived in the Late Jurassic Period and beyond. All of these were four-legged, small-headed, and heavy-limbed, but the Stegosaurus had the identifiable features of an array of thin, vertically-oriented plates along its back and four tall spines at the end of its tail. Stegosaurus was 25 feet long and lived in North America 156-145 million years ago.





Triceratops

The three-horned plant-eater Triceratops is the largest, most common, and best known of the horned dinosaurs. The brow horns could have been as long as 3 feet and were backed up by an enormous frill that measured 7 feet wide. Using its bulk and horns, it may have charged predators like its contemporary, Tyrannosaurus, in the same manner as an enraged rhinoceros. Triceratops was 25 feet long and lived in North America and Canada 68–65 million years ago.