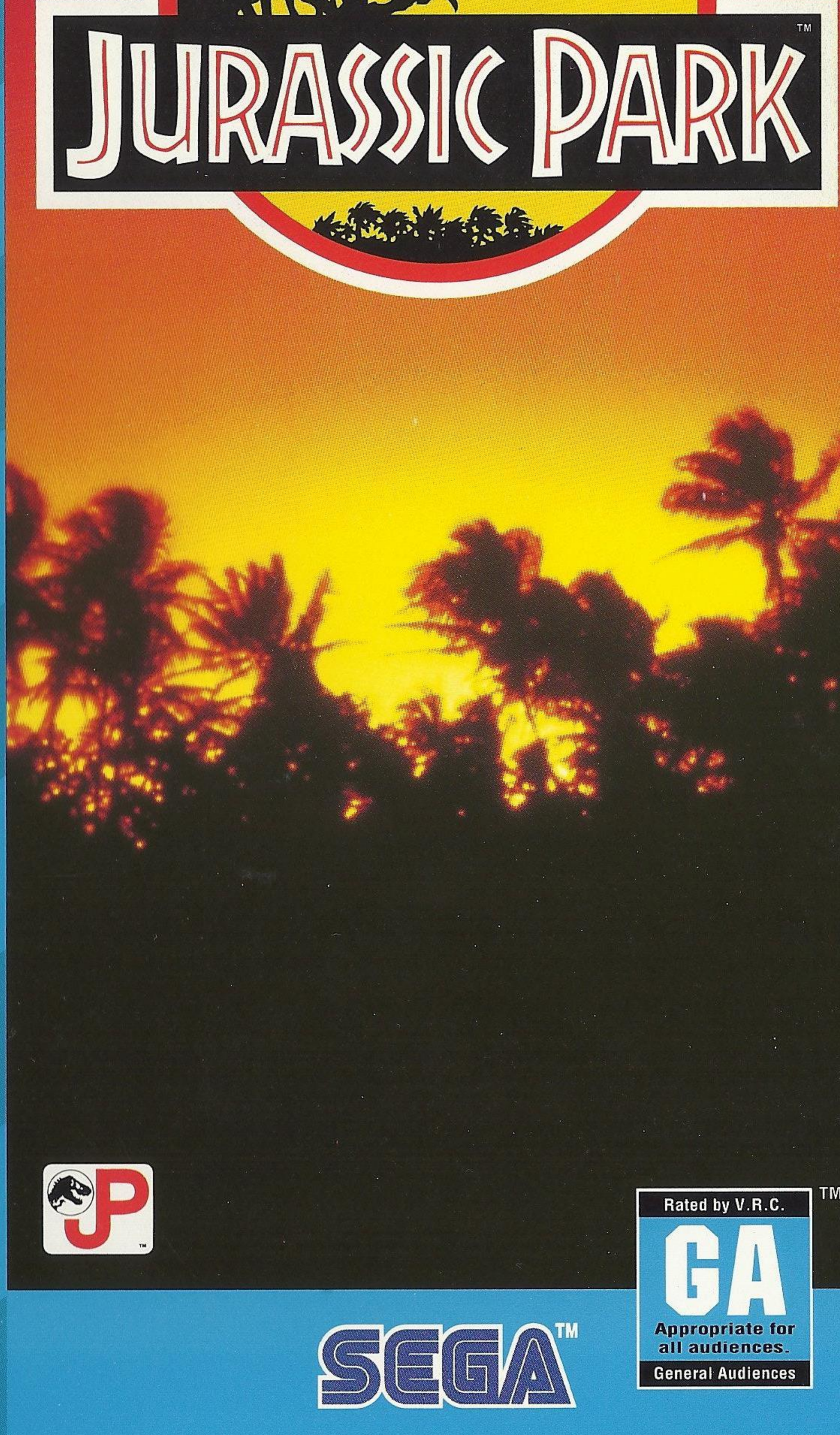
MEGA DRIVE™

JURASSIC PARK™



SEGA™

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
™

OFFICIAL SEGA SEAL OF QUALITY

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

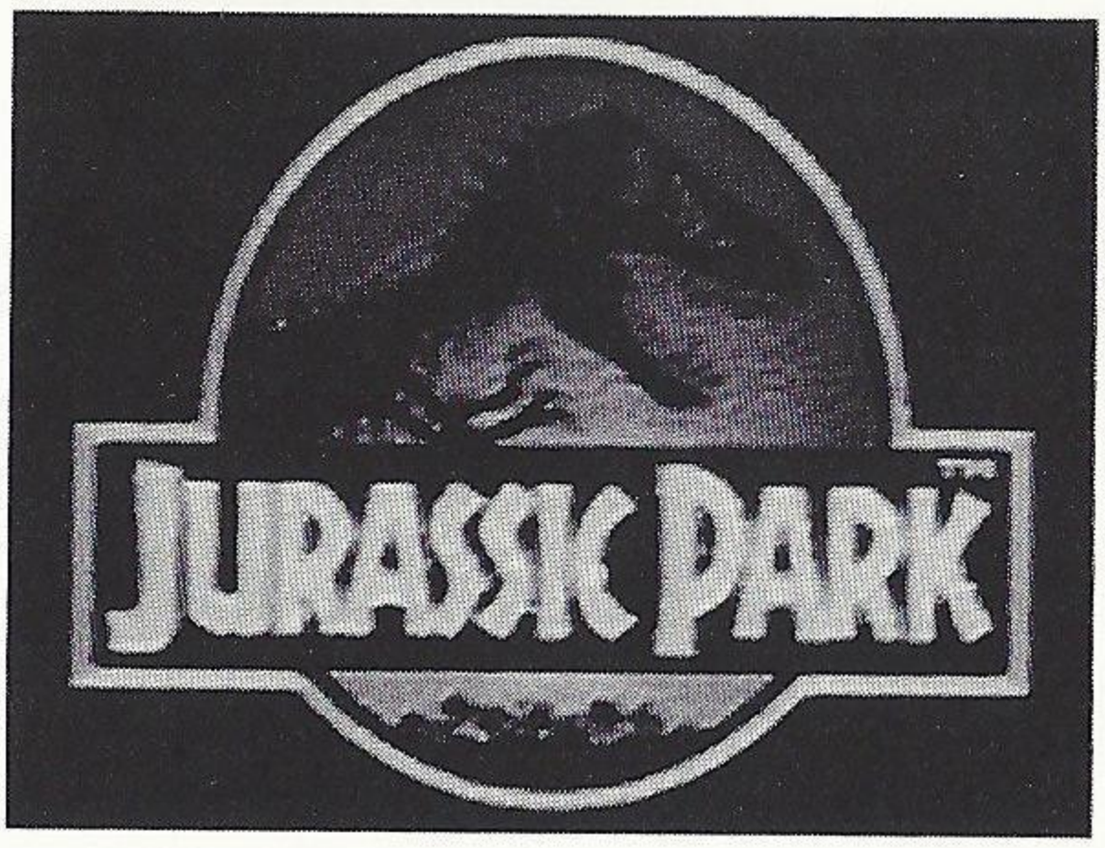
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.**

Owners of Projection Televisions

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



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SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

SETTING UP THE GAME

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.

2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   NOTE: *If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.*

3. **If you have an original Sega CD model,** press the RESET button to open the disc tray. Place the *JURASSIC PARK* compact disc into the disc tray, label side up. Press the START button to close the tray.

   If you have a new Sega CD model, press the OPEN button on the Sega CD console to open the CD door. Place the *JURASSIC PARK* compact disc into the disc tray, label side up. Close the CD door.

4. If the Sega CD logo is on screen, press START to begin the game. If the Control Panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.

   NOTE: *If the JURASSIC PARK disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.*

5. Press START when you see the *JURASSIC PARK* Title screen.



SETTING UP FOR QSOUND

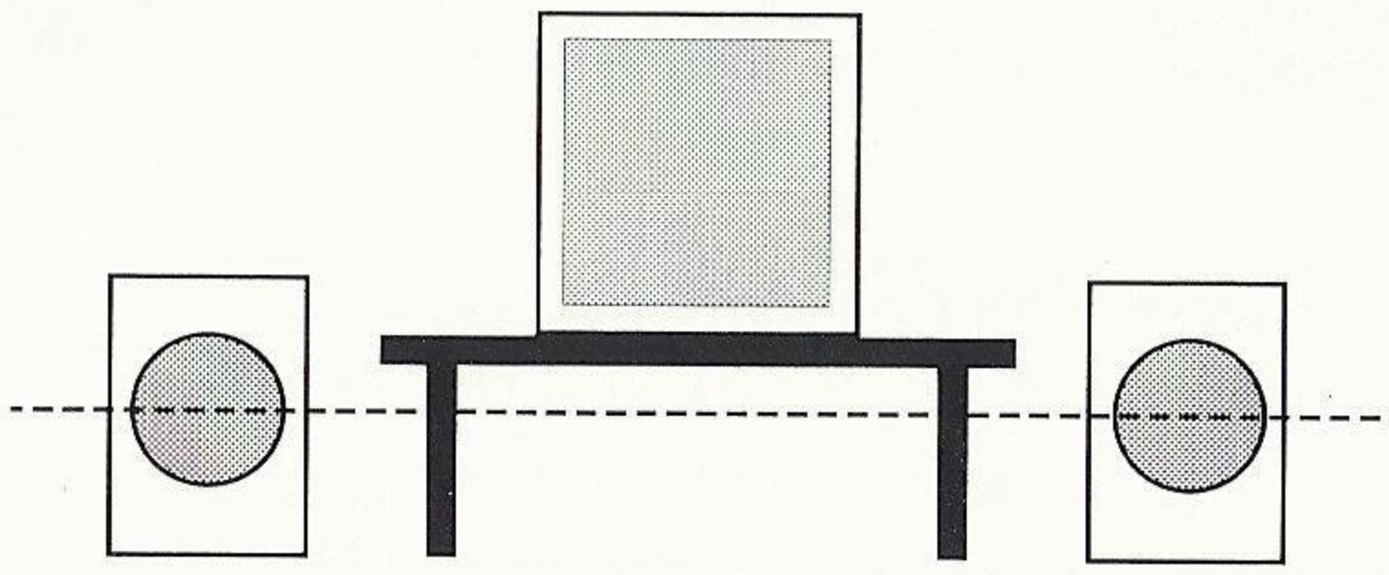
QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

BALANCE

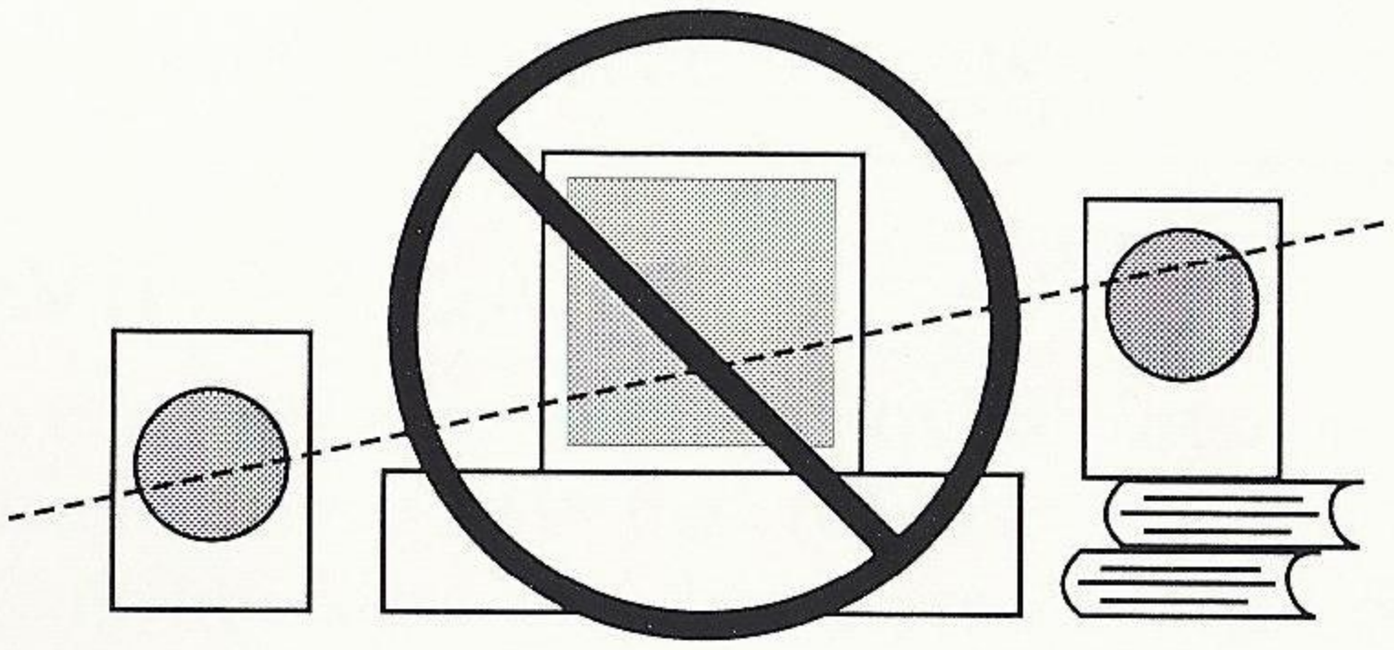
If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

SPEAKER PLACEMENT

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.



Right.
Position speakers on the same plane, at the same height and angle.

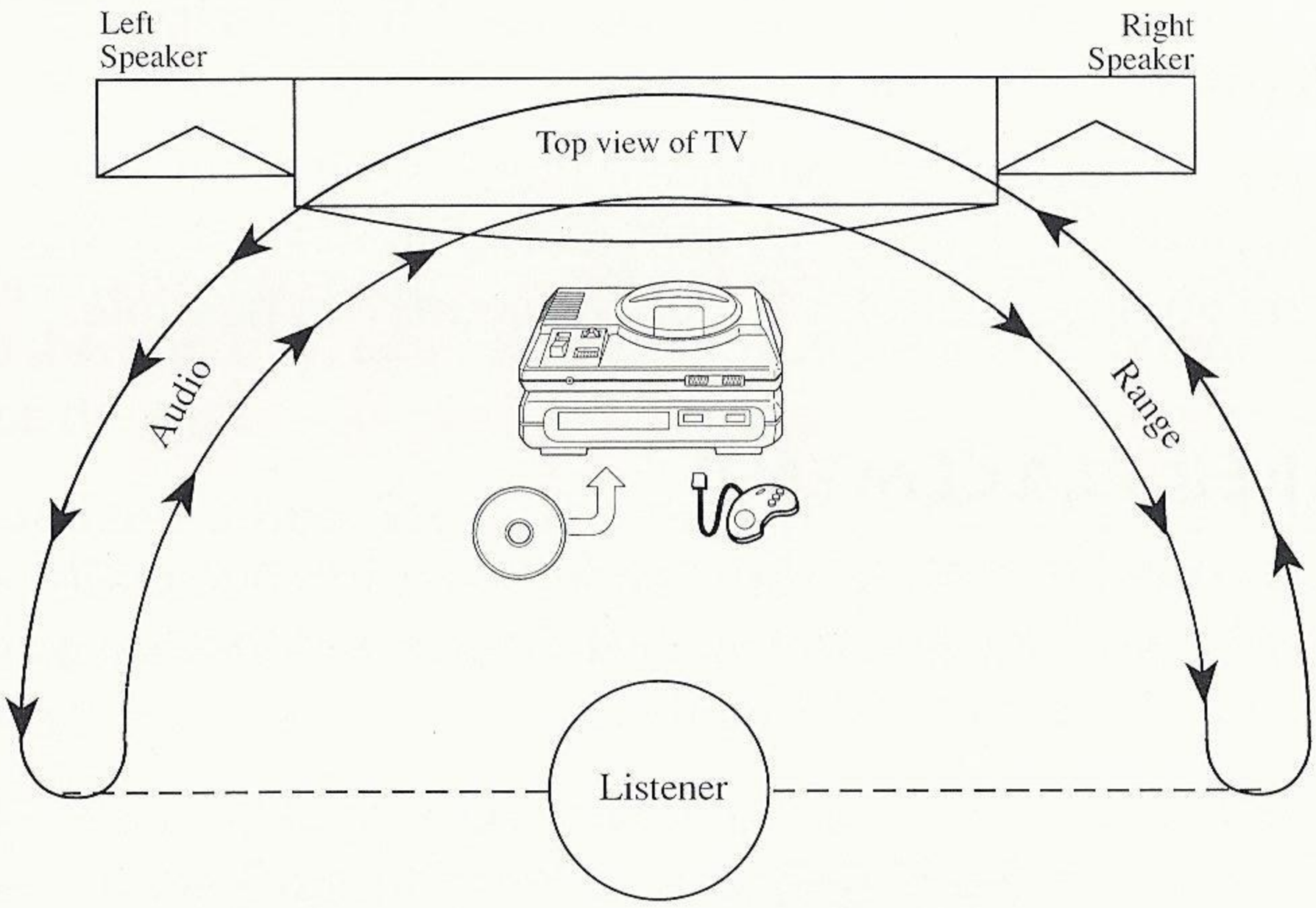


Wrong.

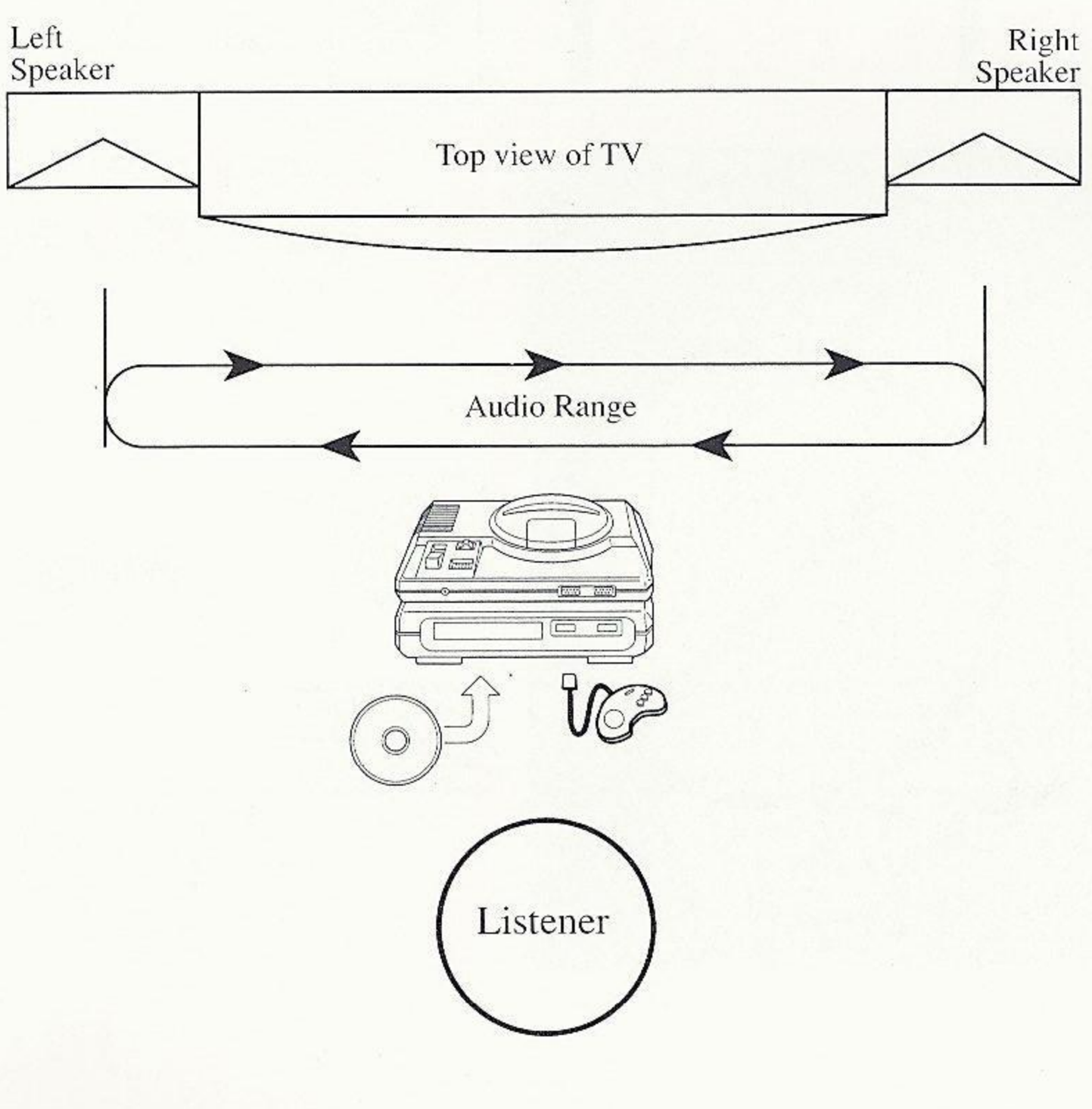
SPEAKER CABLING

For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

Sega CD Software with QSound Virtual Audio



Sega CD Software with Conventional Stereo



START-UP

Pressing START at the Title screen takes you to the Start-Up Selection screen.



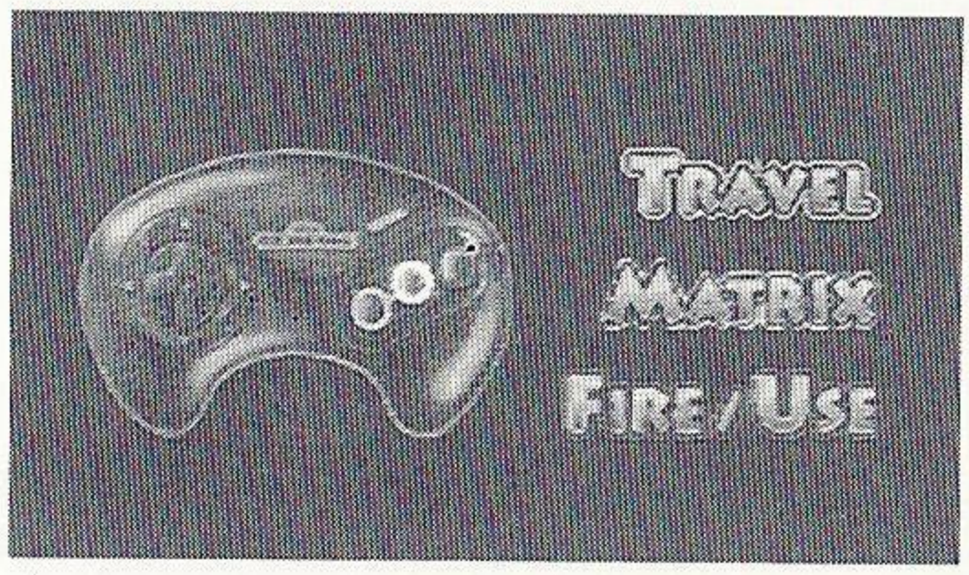
- Use the D-PAD to highlight your choice, and then press the START button.

STARTING THE GAME

Choose START GAME to begin your adventure in Jurassic Park.

CHANGING THE BUTTON FUNCTIONS

Choose OPTIONS to bring up the Options screen. To change the settings:



1. Use the D-PAD to highlight a function.
2. Press the controller button you want to assign the function to.
3. Press START to confirm your selection.

On screen, the buttons and their corresponding functions will be outlined in the same color.

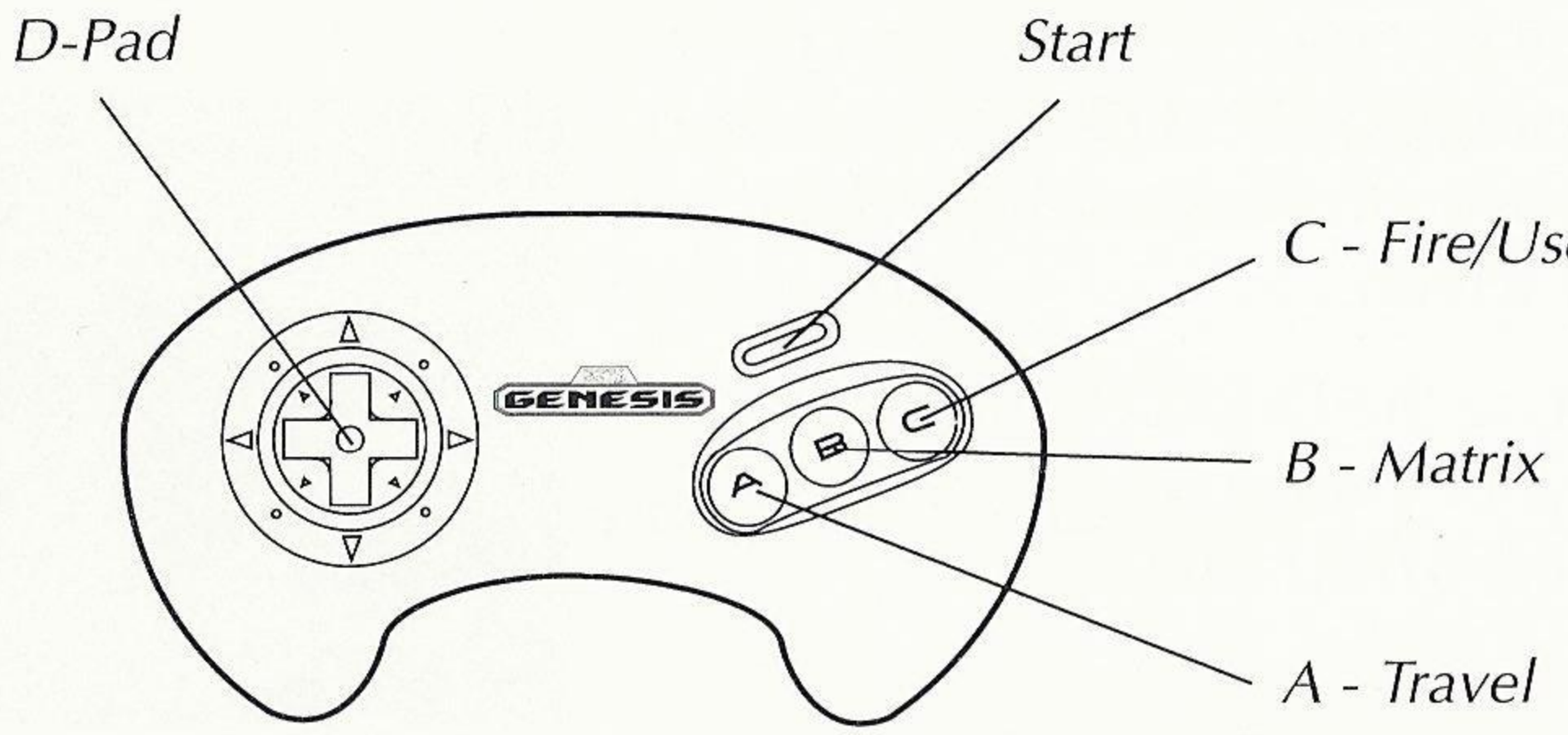
LOADING A SAVED GAME

Choose LOAD GAME to resume a previously saved adventure. If there is no saved game, a message on screen will tell you so.

SAVING A GAME

You can save a game in the Control Room in the Visitor's Center. Move the cursor over the computer screen until you see the Magnifying Glass, and then press the FIRE/USE button. Select YES when you're asked to SAVE GAME. If you already have a saved game, you can choose YES to overwrite it, or NO to preserve it by not saving the current game.

TAKE CONTROL!



D-PAD

- Moves the currently selected icon in the View Window
- Moves the selection box in the Equipment Matrix.

START

- Starts, pauses or resumes the game.
- Displays the Dinosaur Egg Table; returns to the game.

BUTTON A — TRAVEL

- Takes you in the direction of the Travel Arrow when one is displayed (see page 10). This lets you travel while holding a weapon or tool.

BUTTON B — MATRIX

- Brings up the Equipment Matrix (see pages 11-13).
- Confirms your weapon or tool selection and closes the Matrix.

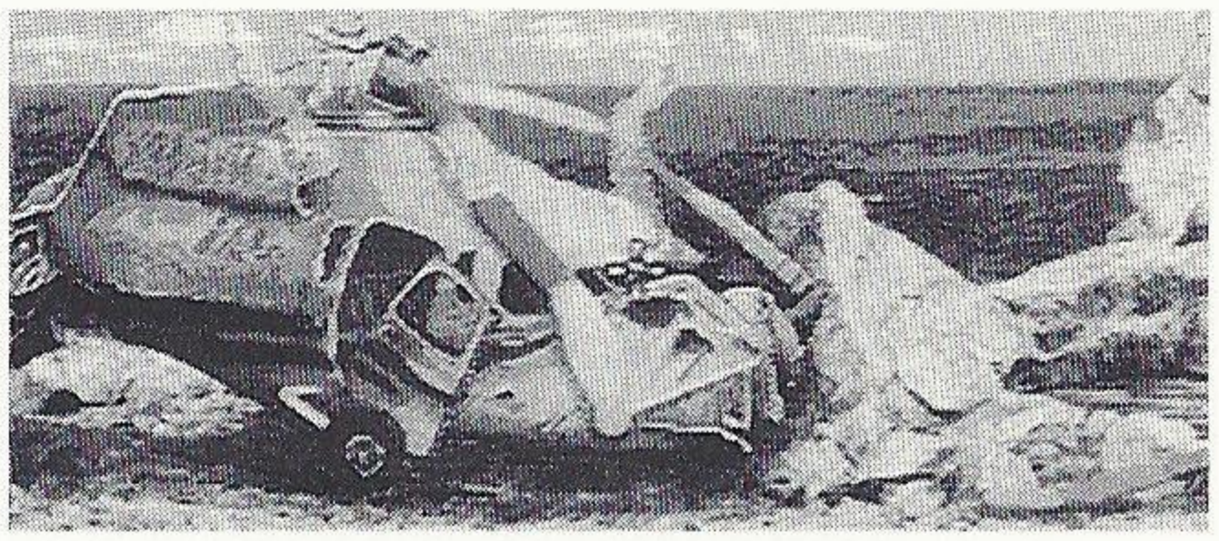
BUTTON C — FIRE/USE

- Fires a weapon or uses a tool or item chosen from the Equipment Matrix.

REMINDER: *You can rearrange the button functions to suit your own adventurous style by selecting OPTIONS at the beginning of the game. See page 5.*

A NEW BREED OF ADVENTURE

You've crashed! The helicopter is a mangled, smoldering wreck, but you manage to twist yourself free. You're on Isla Nublar, near the gates to a stunning new species of park — Jurassic Park.



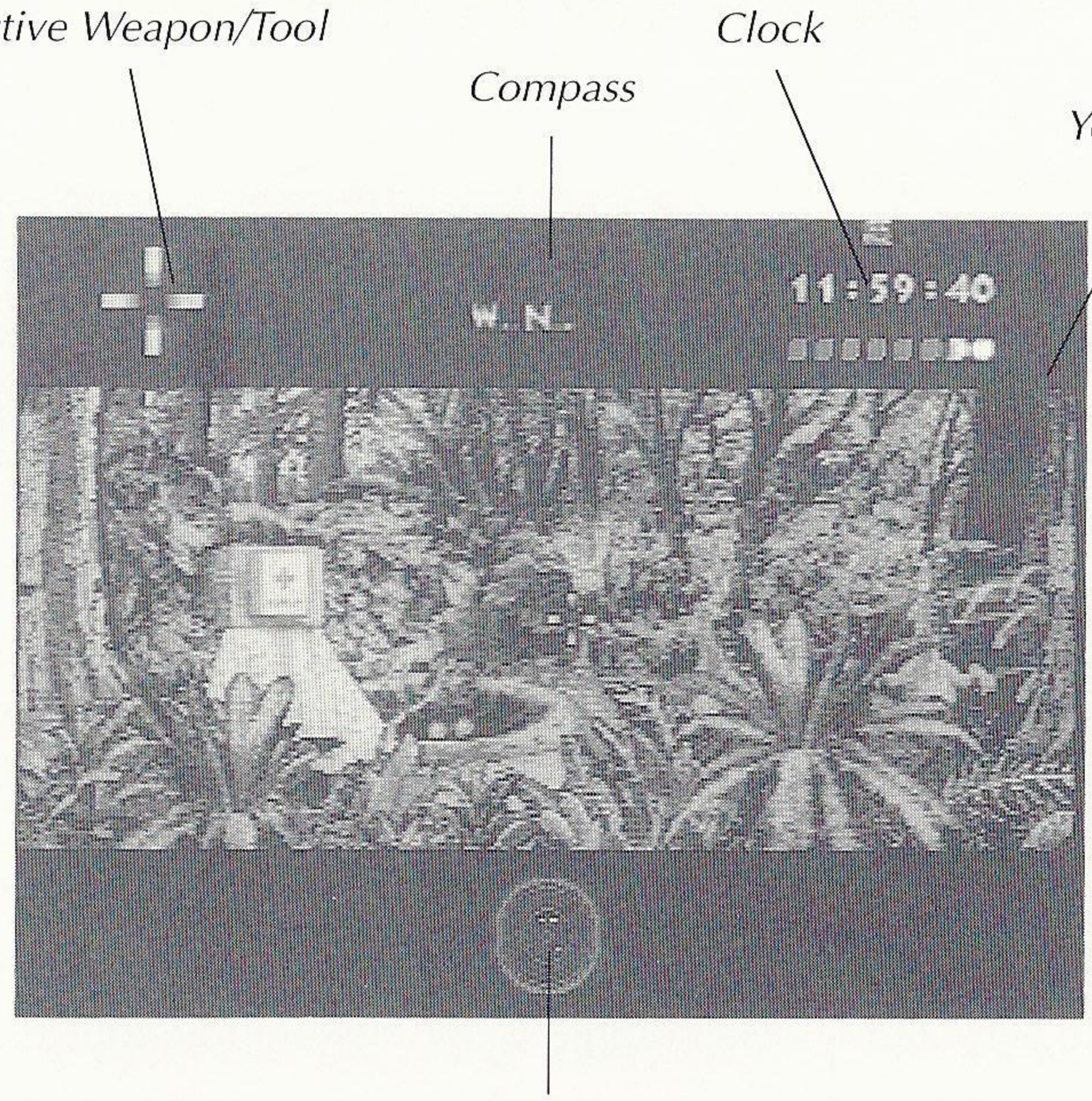
Up until today, this lone island was a lush dinosaur preserve. But a howling tropical storm has ravaged the park, ripping down fences, washing out roads and bridges, and freeing the incredibly huge predators of prehistory.

Now you must outsmart these massive animals, dodge their slashing claws, salvage their valuable cache of dinosaur eggs, and get the eggs and yourself off the island before time runs out!

WHAT YOU MUST DO

- All you have to do is find the dinosaurs' nests. Collect as many eggs as you can, and take them back to the incubator in the Visitor's Center. You must save at least one egg from each dinosaur species in Jurassic Park in order to win.
- Eggs will grow cold as you transport them from the nests to the incubator. If the eggs get too cold, the baby dinosaurs inside will die, and dead eggs are worthless. You can't afford to waste any time when you are transporting eggs.
- Find as many weapons as possible, and learn how they work. Jurassic Park is rampant with aggressive, hungry dinosaurs, and the only weapons available to you are non-lethal, designed to stun but not to kill. Stunned dinosaurs can sometimes startle you with the speed at which they regain consciousness.
- Collect all the tools you find. Items were left everywhere due to the hasty evacuation of the Jurassic Park staff and a powerful tropical storm that left the island in shambles. If you don't have the right tool for the job, start hunting around for it. Remember, some tools can be used in more than one place.

THE GAME SCREEN



This is the in-your-face view of Jurassic Park. All the action takes place in this window, which scrolls 360 degrees. The Equipment Matrix and Dinosaur Egg Table appear over the view when you call them up.

ACTIVE WEAPON/TOOL

This icon changes to show you which weapon, tool or object is in your hand.

COMPASS

This is your direction indicator. It spins as you move to show which direction you're facing. The compass is essential for navigating through Jurassic Park.

CLOCK

You have only a limited number of hours, until sundown, to complete the egg rescue. The clock shows how much time has passed.

- The minutes tick by in real time as you investigate an area.
- One minute passes when you travel indoors from one area to another.
- Ten minutes rush by when you travel from one dinosaur territory to another.
- Time halts when you view the Equipment Matrix, use a computer, run a kiosk video of Dr. Robert T. Bakker's dinosaur field guide, or save or load a game.
- Time resumes when you return to the action.

YOUR HEALTH

You're in great shape. Still, you will be fending off gigantic dinosaurs that can diminish your health.

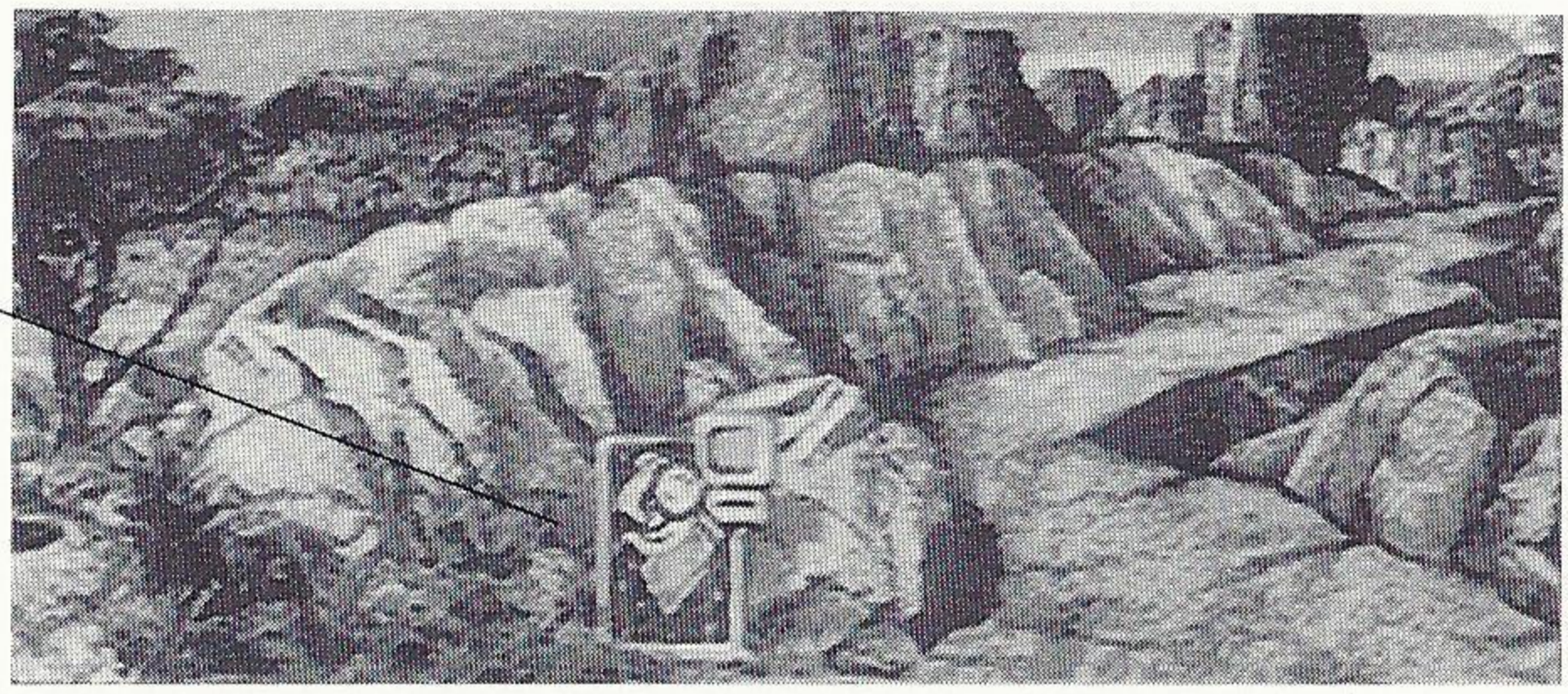
The health bar has eight increments. These start out green, signaling excellent health, then cycle through yellow to red to show damage. When all increments turn red, you lose your life and the mission is over. You can either restart the adventure, or resume play from the point when you last saved the game.

MOTION DETECTOR

The motion detector picks up movement in your current area. Your position is the center of the scope. Any movement within the area is tracked as a colored dot until it passes out of range. Use the detector to stay aware of motion — and potential danger — all around you.

> ***NOTE:*** *You may want to acquire the motion detector first. Look for it in the Visitor's Center.*

CURSORS



The cursor in the View Window changes to give you clues.



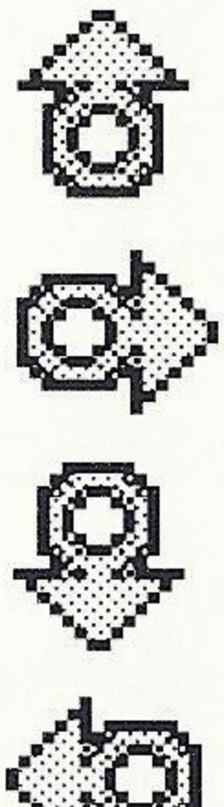
The **Crosshair** appears during travel or exploration, when your hands are empty. When you chose something from the Equipment Matrix, the cursor changes to match the item you're carrying.



The **Hand** appears when you move the cursor over something that can be handled, such as a light switch, or acquired, such as a cardkey or weapon. Press the FIRE/USE button to manipulate or pick up the object. Items you acquire (except dinosaur eggs and the goggles) are stored in the Equipment Matrix.



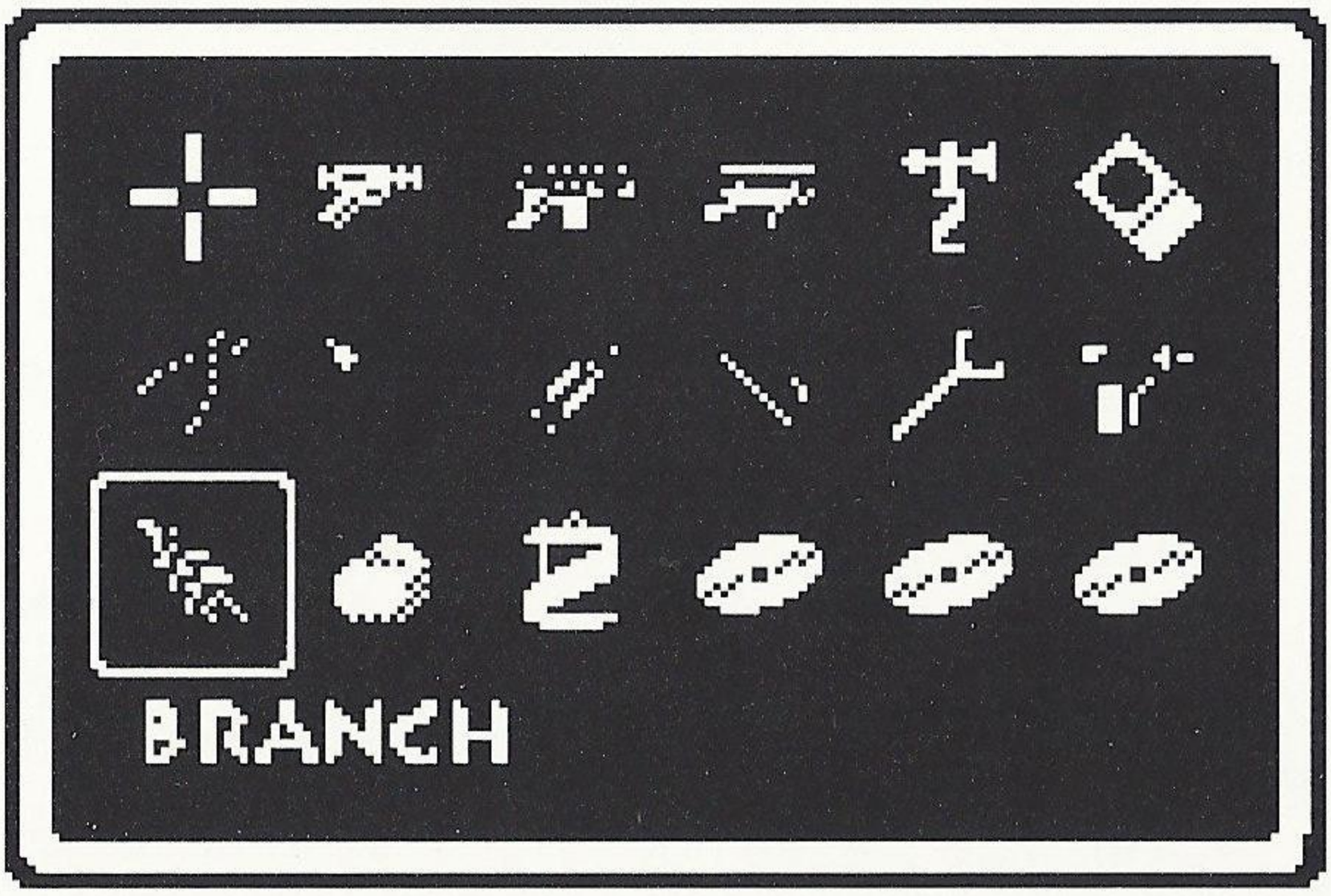
The **Magnifying Glass** indicates an object that can be examined, read or monitored. Press the FIRE/USE button to look at the item more closely.



The **Travel Arrows** appear when you have a choice of directions. Press BUTTON A in the direction the arrow points to begin a video sequence or travel animation. After using the Magnifying Glass, move the cursor down, and then press BUTTON A when you see the Travel Arrow, to move back from the item you're examining. If you don't want to go in the direction of the Travel Arrow, move the cursor to another point on the View Window.

Note: The Travel Arrows in your game may look different from those pictured here.

THE EQUIPMENT MATRIX



The Equipment Matrix stores the weapons, tools and other objects you pick up during your explorations. Here's how to use it:

- Press the MATRIX button to bring up the Equipment Matrix.
- Use the D-PAD to move the selection box over an item.
- Press the MATRIX button again to return to the action with the selected item on hand and ready to use. The item will appear as your cursor, and as the Active Weapon/Tool icon at the top left of the screen.

CURSOR

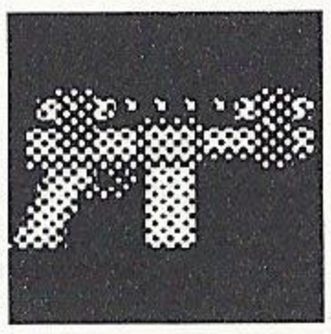


Choose the **Crosshair** cursor to put away any other item.

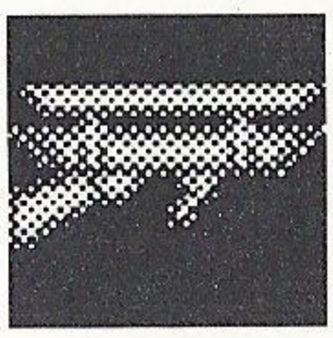
WEAPONS



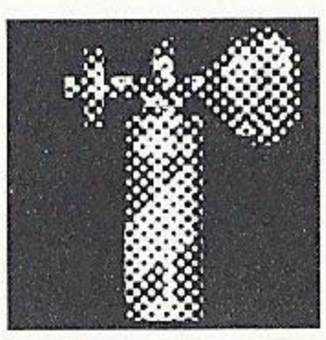
The **stunner** transmits a low-powered electric shock that knocks a dino unconscious for a short time. A number appears near the Stunner's icon to show how many charges you're carrying. Tap the FIRE/USE button to fire one charge. Hold down the button, then release it to fire a stronger dosage, up to four charges at once. You can recharge the stunner in the Visitor's Center.



The **tranquilizer gun** relaxes an animal for a short time, so it falls into a harmless sleep state. When you use this gun, the number of tranquilizer darts available appears next to its icon. You can find more darts in the Visitor's Center.

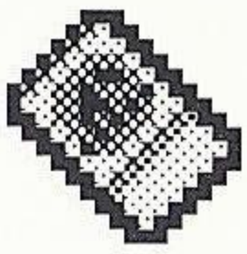


The **gas grenade launcher** lobs an array of canisters that explode on contact, releasing a harmless tranquilizer gas. The number of canisters remaining appears next to the grenade launcher's icon. Gas canisters are rare, so use them only as a last resort.



The **bearhorn** blares out a loud, startling blast of noise. Due to the smallness of the canister, you can only use it once.

TOOLS



Cardkeys give you access to security doors. The cardkeys are arranged in a color hierarchy; each succeeding color opens the doors of all the keys before it, plus several more. The hierarchy, from lowest to highest, is white, blue, red and gold.

NOTE: *You can find two special cardkeys that have a one time use each.*



Night-vision goggles allow you to see in the dark. Once you acquire the goggles, they remain at the lower left of the game screen, and will automatically function whenever you enter a dark area.

See if you can figure out the uses for these other tools:



Pliers



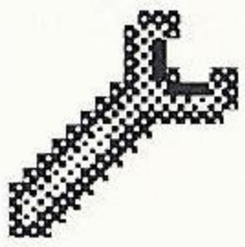
Wire Cutters



Bolt Cutters



Crowbar



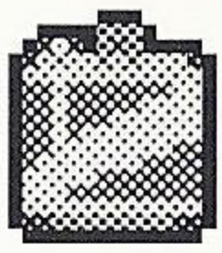
Wrench



Medical Injector



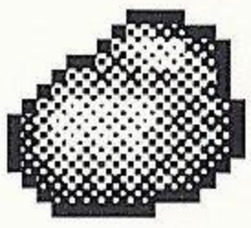
Compact Disc



Gas Can

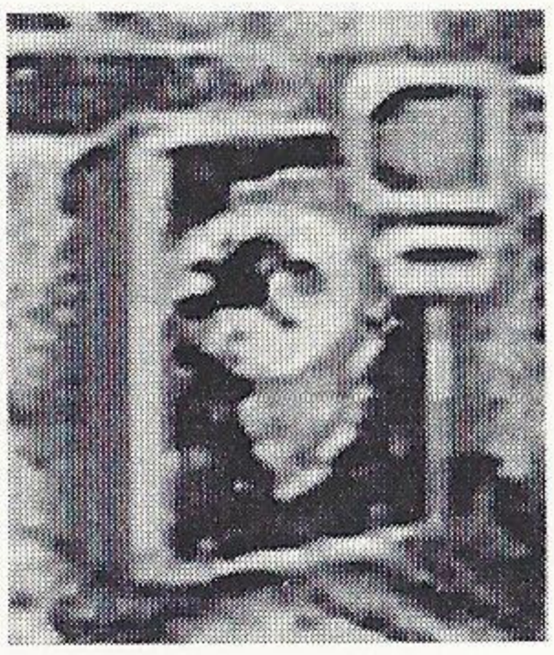


Branch



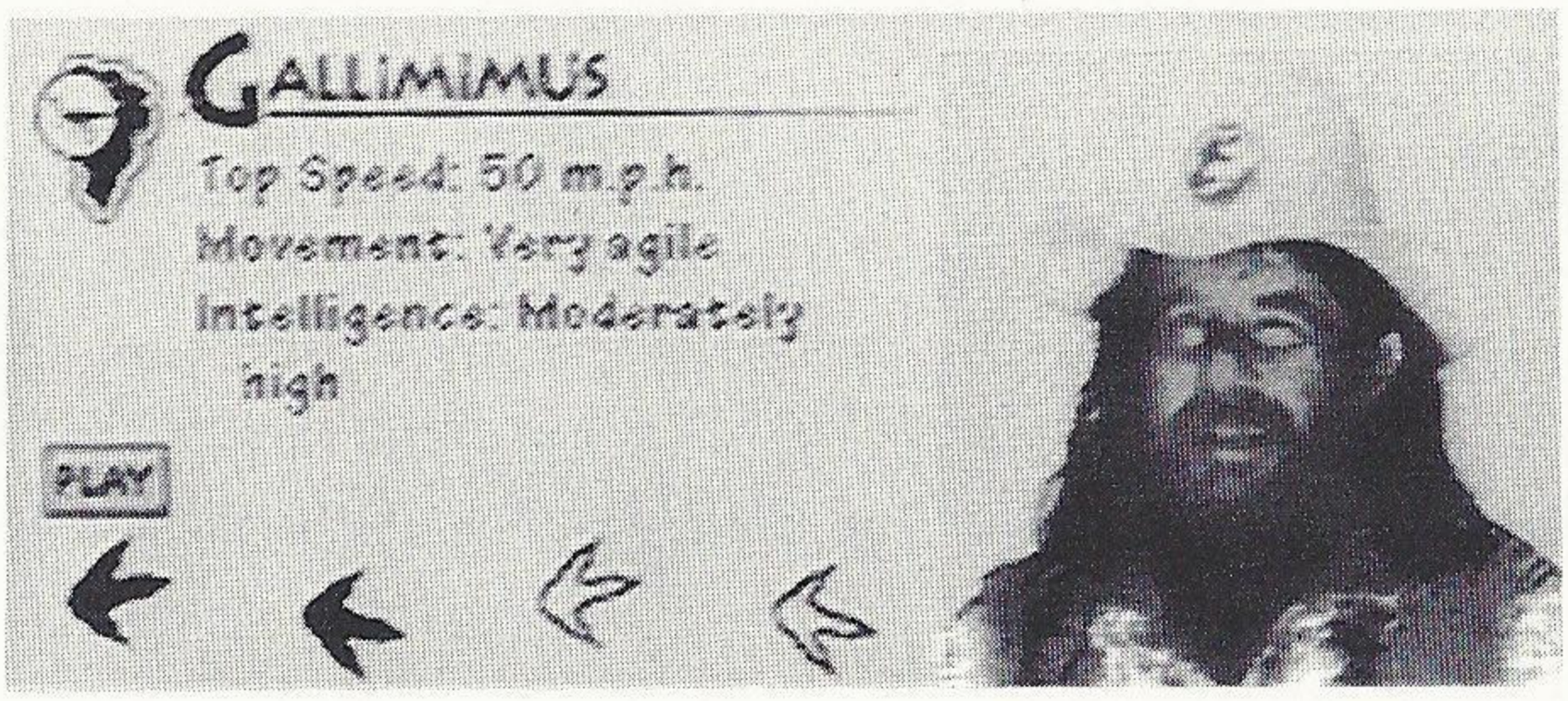
Rocks

KNOW YOUR DINOSAURS



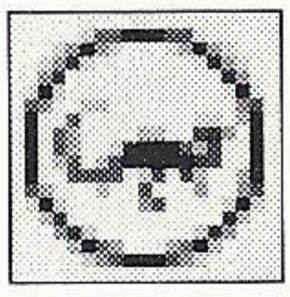
Automated **Dinosaur Field Guide kiosks** dot the landscape. When you find one, place the cursor over it, and use the magnifying glass to view the video sequence presented by noted paleontologist Dr. Robert T. Bakker. Dr. Bakker reveals important physical characteristics, survival adaptations, and hunting, feeding and nesting habits of each dinosaur species.

Don't neglect these kiosks — the information you glean will help you survive and succeed!

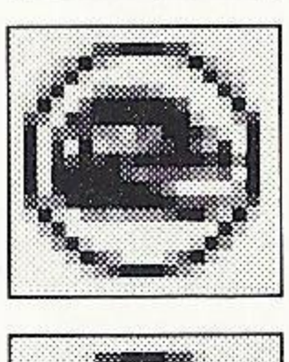




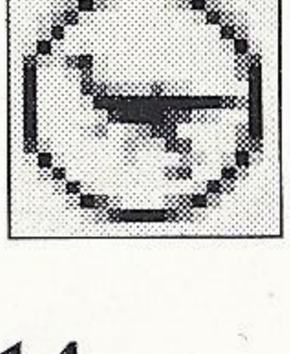
Brachiosaurus



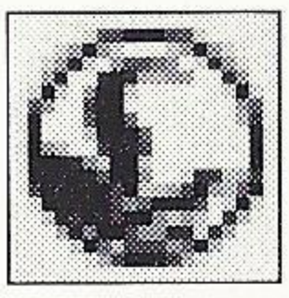
Compys



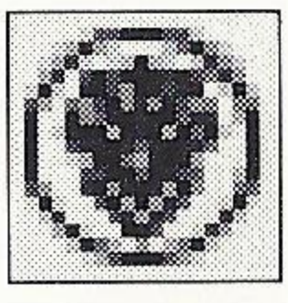
Dilophosaurus



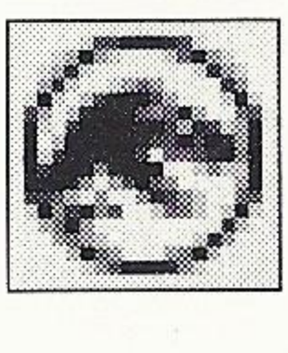
Gallimimus



Raptor



Triceratops

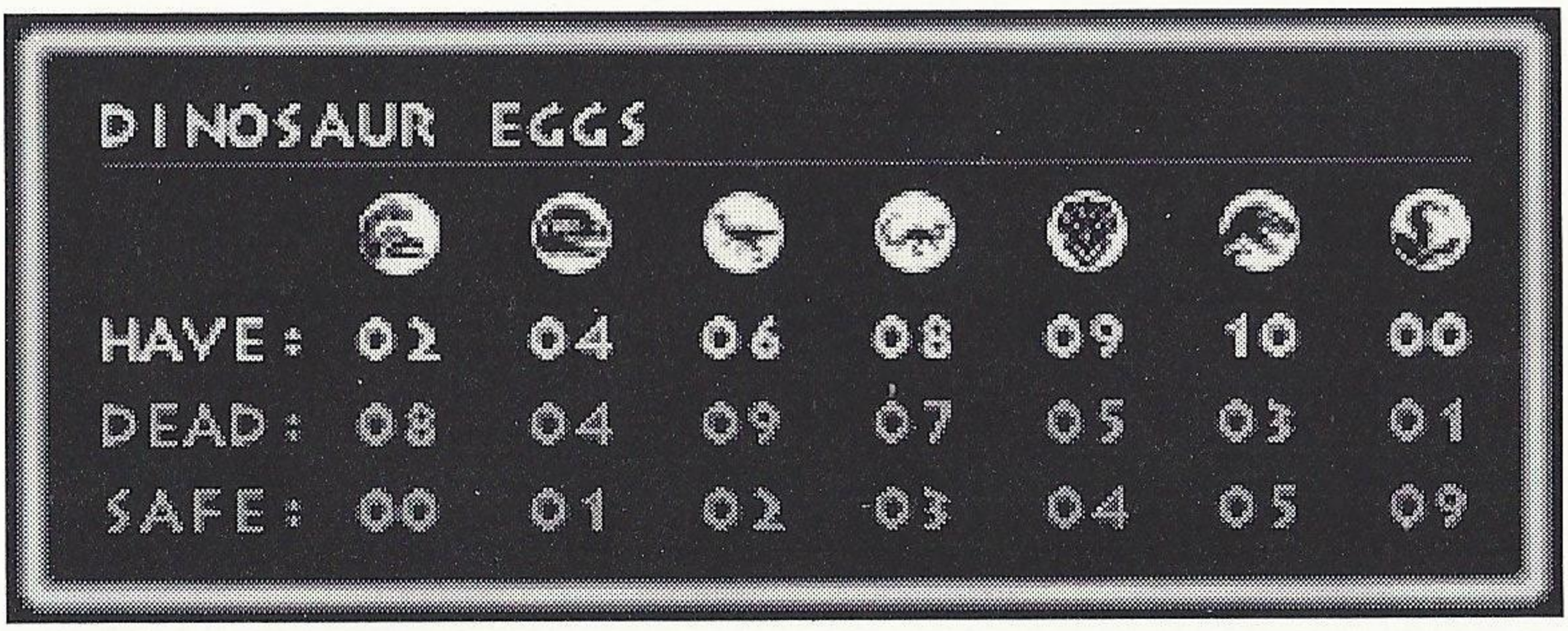


Tyrannosaurus Rex

COLLECTING EGGS

Though primeval, the terrifying, dangerous beasts of Jurassic Park have highly developed maternal instincts. They make their nests in secret, protected places and guard their eggs fiercely. Once you find a clutch of eggs, your plan must be foolproof to raid the nest and escape with your precious cache.

Press START to see the Dinosaur Egg Table, which keeps a running tally of the eggs you've collected.



Icons: The Table has seven columns, each headed by an icon indicating a dinosaur species. From left to right, the icons are: Brachiosaurus, Dilophosaurus, Gallimimus, Compys, Triceratops, Tyrannosaurus Rex and Raptor.

Have: This row shows the number of eggs you're currently carrying for each species.

Dead: These numbers count the eggs you've collected but lost by getting them to the incubator too late, after they've cooled down.

Safe: This row records the number of eggs you've safely stowed in the incubator. You must save at least one egg from each species in order to complete your mission.

SURVIVAL GUIDE

- Jurassic Park is teeming with primitive roars, hisses and growls. Each dinosaur species has a distinctive call. Learning their voices will help you identify the beasts before you see them, and prepare for the encounter.

- Wilderness sounds will clue you to which part of the island you're traversing. Listen for the sounds of the jungle, swamp, salt marsh, plains, redwood highlands and volcanic areas. Different dinosaurs inhabit each territory.

- Use Dr. Robert T. Bakker's field guide information. Play the dinosaur data at each kiosk until you know it well. Each time you review the facts, you may discover more interesting points of dinosaur lore that will help you survive.

- Check the motion detector often to monitor your surroundings. It shows movement both in and out of your range of vision. When a dinosaur moves, it is tracked on the scope until it either runs out of range or becomes unconscious. Keep in mind that certain natural phenomena such as waterfalls will reduce the motion detector's efficiency.

- When you're examining something, think of ways to use your tools to see what you can gain. For example, use the bolt cutters to open a padlocked box.

- Fight or flight? Battling the dinosaurs may be the least effective way to accomplish your mission. Figure out ways to outsmart the dinos while keeping them at bay.

- Remember that the dinosaurs are watching you, too, and waiting for the opportunity to strike. When you turn your back on a dinosaur, you may be inviting it to make a quick snack out of you!

- Track your progress and findings on graph paper or a map of Jurassic Park. Use the compass to get an accurate reading of your direction.

- **Don't forget to check the message log in the Control Room of the Visitor's Center for important instructions.**

FIELD NOTES

CREDITS

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Product Manager	Pamela Kelly

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Rex Sabio

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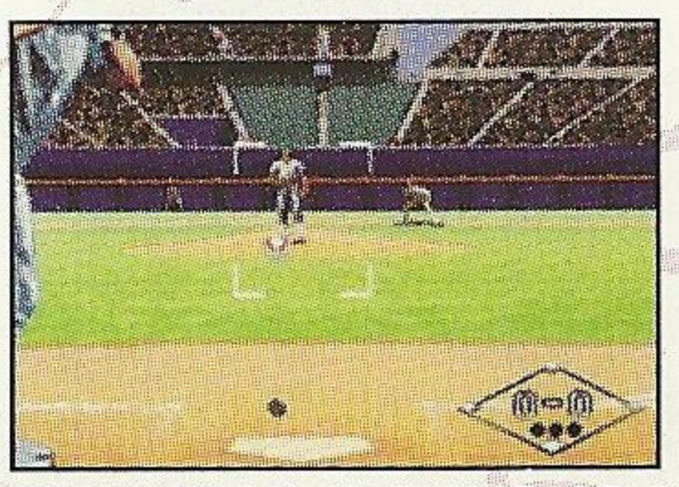
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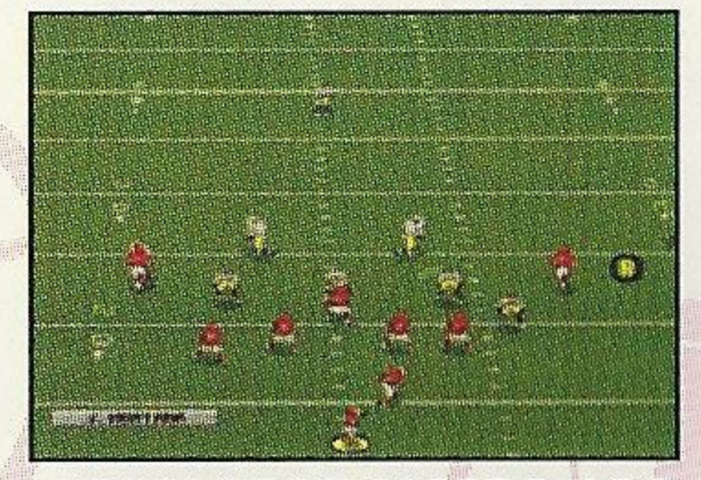
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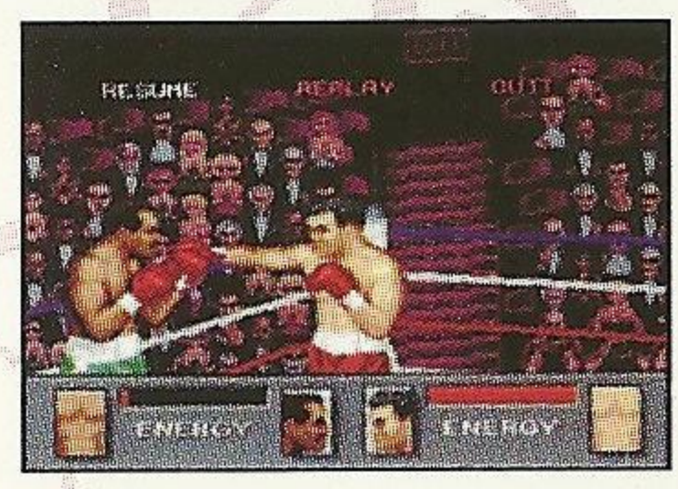
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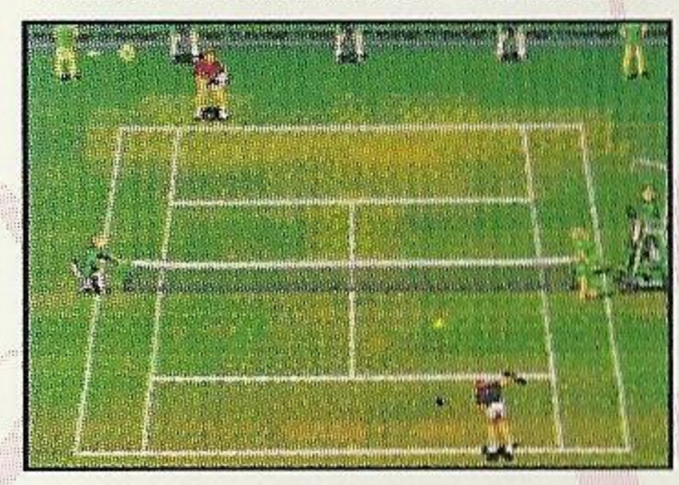
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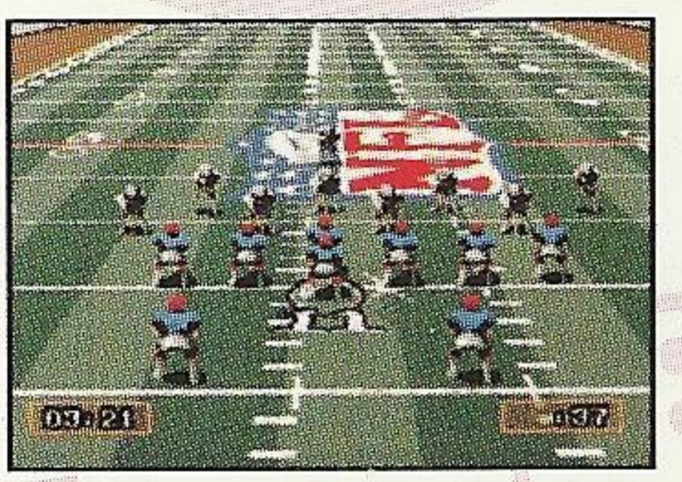
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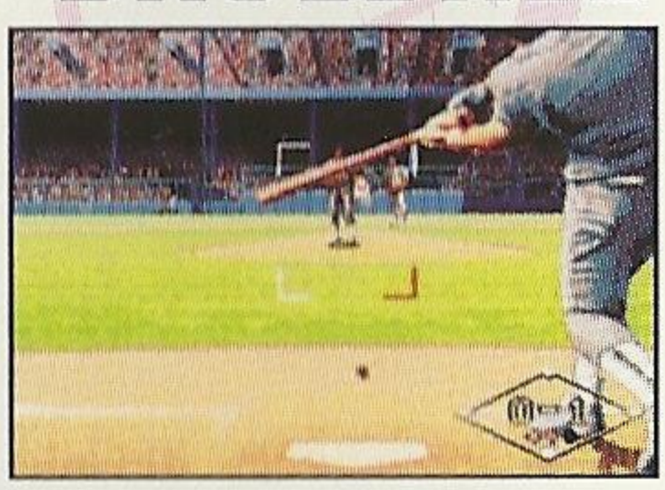
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