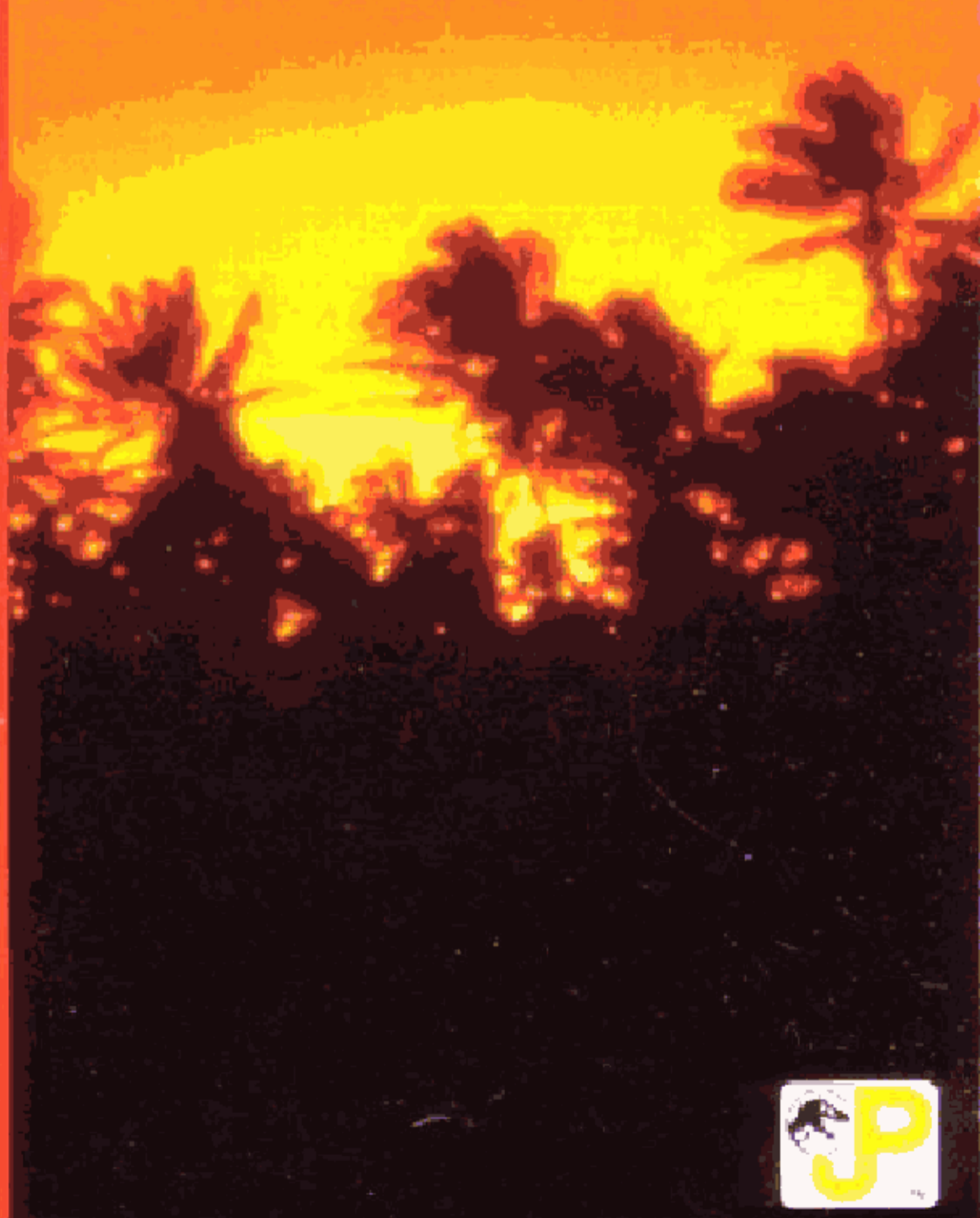


TM

ESSENTIALS



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EmuMovies

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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

WARNING TO OWNERS OF PROJECTION TVS

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

HANDLING YOUR SEGA CARTRIDGE

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



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GAMEPLAY HOTLINE

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

AtariGuide

Nerve-Shredding Action!

Enter Jurassic Park — the ultimate experience. In this lush, lost, island preserve covering thousands of rain forest acres, dinosaurs — yes, **DINOSAURS** — roam, feed, sleep and breed. Recreated from ancient DNA, the most massive, dangerous animals ever known resume their primeval lives as if the last 65 million years were just another yesterday.

Protected by the latest electronic safeguards, thrill-seekers watch as Brachiosaurus wallow in the swamps and herds of Triceratops thunder through the jungle vines. Yet an unexpected fate awaits the fearsome beasts and unsuspecting tourists alike. A sudden, violent hurricane rips through the park, trapping the humans and freeing the most terrifying animals of prehistory!

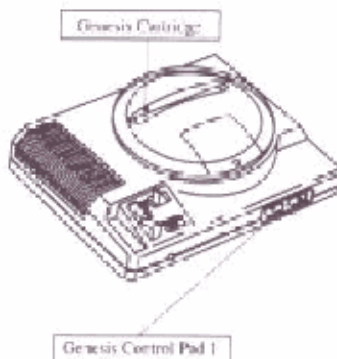


Dinosaurs rampage across the island, battling other beasts and eluding the traps and weapons of their human enemies. And one man, paleontologist Dr. Alan Grant,

stranded in the storm, pushes on to safety while dodging the slashing jaws of Tyrannosaurus Rex and the paralyzing spit of the Dilophosaurs!

Now it's your turn. Take on the role of the Raptor or Dr. Grant. Plunge into a heart-thudding race for survival in a techno-primitive world — if you dare!

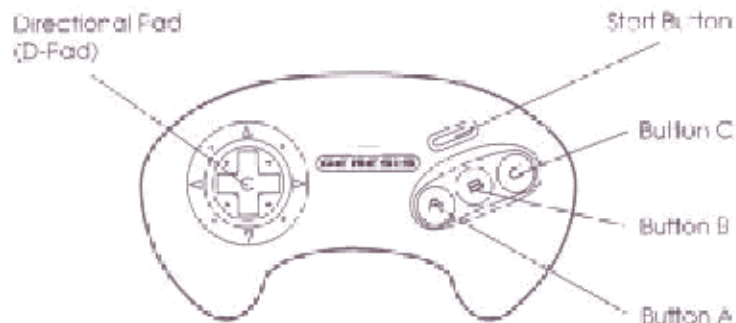
Setting Up



1. Set up the Genesis System and plug in control pad 1.
2. With the power switch **off**, insert the *Jurassic Park* cartridge into the cartridge slot and press it down **firmly**.
3. Turn on your TV or monitor, and then turn on the Genesis power switch. The License and Sega screens appear, and then you're drawn up to the main gates of Jurassic Park. In a few moments, a game demo will begin.
4. Press the **Start** button at any time to return to the Title screen.
5. Press **Start** again to bring up the Main Game menu, and once more to start the game.

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

Making Game Choices



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

- Press the **D-Pad** down or up to highlight your choice.
- Press **Start** to select the option and go on to the next screen.



Start

Immediately plunge into your death-defying race through unknown and uncharted dangers. You'll start with the options you've most recently chosen in this game session. If you're just beginning the game, you'll play as Dr. Grant, at the Normal skill level, with the default button controls. (See pages 5 and 6.)

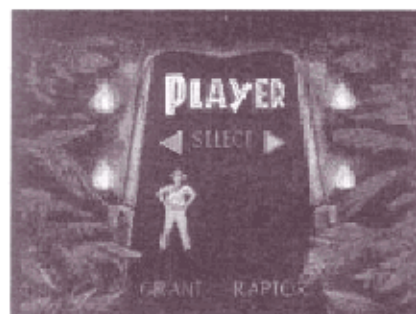
Player

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

- Press the **D-Pad** left or right to display Grant or the Raptor.
- Press **Start** or **Button A**, **B** or **C** to select that character and return to the Main Game menu.

GRANT

As the bold paleontologist, you'll arm yourself with serious weapons, including tranquilizer darts, a stun gun and concussion grenades. You'll face a terrifying torrent of perils as you attempt to outwit the deadly prehistoric predators, reach the safety of the Visitor's Center and save the rest of the tourists.



RAPTOR

As the razor-clawed, cunningly vicious Raptor, you'll clash with other beasts, snare food and foil the attacks of heavily-armed human foes. Your goal is to reach the Visitor's Center, break through to the dock, and board the boat to escape the island!



Options

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

- Press the **D-Pad** down or up to highlight different options.
- Press the **D-Pad** left or right to change the setting.
- Press **Start** or **Button A, B** or **C** to exit the screen and return to the Main Game menu.



DIFFICULTY

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

MUSIC

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

CONTROLS

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

	Grant:	Raptor:
A Select	Choose weapon	Bite
B Fire	Fire weapon	Kick
C Jump	Jump	Jump

Note: See pages 9 and 16 for more button control information.

Password

A password appears at the beginning of each new level, starting with the Power Station (level 2). Write down the exact password on the spaces provided on pages 26-27 of this manual. Then, to start the game at a later level, go to the Password screen and enter the password for the level you want. Here's how:

1. Use the **D-Pad** to highlight a number or letter in the grid.
2. Press **Button A, B** or **C** to add that character to the password line at the bottom of the screen.
3. To edit a password, highlight the left or right arrows near the bottom of the grid. Then press **Button A, B** or **C** to move the highlight in the password line to the left or right. Next, use the **D-Pad** to highlight a character in the grid, and press **Button A, B** or **C** to set that character in the selected place in the password.
4. When you're finished, highlight "Start" and press **Button A, B** or **C**. If your password is valid, you'll start the adventure at one of the levels in mid-game. If the password is invalid, you can enter a new password.
5. Highlight "Exit" and press **Button A, B** or **C** to return to the Sega screen.



Grant: Stranded in T. Rex Territory!

Dense, dark clouds have packed the sky for days, smothering the horizon in all directions. But your research can't wait, so you head out in a park vehicle, crisscrossing the island with your head full of questions and your notebooks filling up with scientific data.

You're all the way across the island when the rain starts pelting your vehicle's roof. Then the storm kicks up, and as the winds whip through the jungle palms, your hopes weaken. You round a turn, headlights shimmering on the electrified fence ahead and its identifying sign: T. Rex.



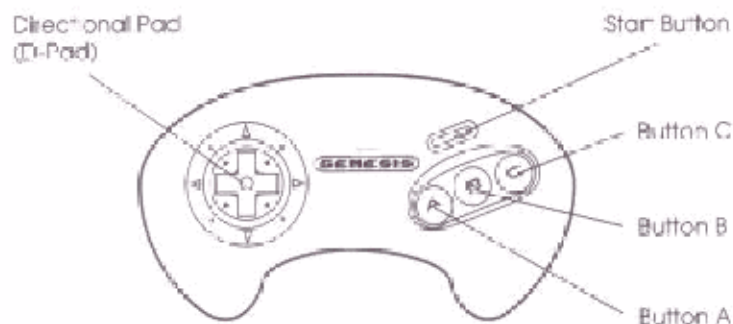
With a piercing flash, lightning slices the sky. Everything goes dark. Then deafening silence.

Has a minute gone by? Five minutes? Fifteen? Suddenly, huge jaws rear up in

your windshield, inches from your face. Razor teeth crunch into the vehicle's framework. Then you're in a salt shaker, bumping, head snapping, like the last grain of salt — or the last man — on earth!

The next thing you know, you're dazed, bruised . . . and still breathing. The vehicle's wrecked. Something heavy is shuffling in the grass nearby. Better clear your head quick — and figure out how you're going to stay alive!

Grant's Moves



- Walk left/right, push crates, steer raft. **D-Pad left/right.**
- Crouch. **D-Pad down.**
- Crouching walk. **D-Pad down + left/right.**
- Climb ladders, shimmy up cables. **D-Pad up.**
- Hand-over-hand on wires or vines. **D-Pad left/right.**
- Activate elevator. **D-Pad up/down.**
- Activate switch. Stand in front of switch, then **D-Pad up.**
- Switch weapons. **Select** button.
- Fire. **Fire** button + **D-Pad** to aim.
- Charge up stun gun. Hold **Fire** button to increase charge, then release.
- Jump. **Jump** button. When Grant jumps onto a higher ledge or platform, he automatically pulls himself up.
- Pause/resume game. **Start.**

Remember: You can reset the **Select**, **Fire** and **Jump** buttons on the Options screen at the start of the game.

Battling through Primeval Perils



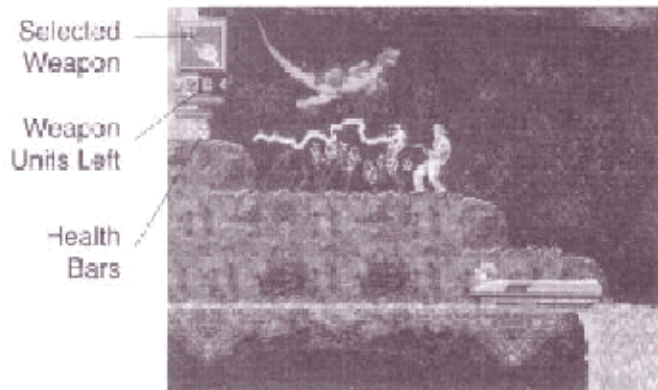
Reckless speed is your enemy. Your trek through the dangers of Jurassic Park must be sure-footed, aggressive and smart. Every area of the island holds its own unique

hazards. The sooner you solve them, the longer you'll survive!

You start the game with two weapons, a tranquilizer dart gun and a stun gun. You'll find ammunition scattered throughout the areas, and as you pick up ammo, you'll also gain more weapons.

As you trek, you must learn to use your weapons effectively. They won't destroy the dinosaurs, only stun or paralyze them for a short time. That means you'll be using up a load of ammunition. Pick up everything you can find along the route, so you'll never feel the click of an empty weapon just when you need it most!

You begin each game with three lives. Your Health bars whittle down as you're injured, and when a bar disappears, so does your life! If you have lives left, you'll start the level from the beginning, carrying over all the weapons and ammunition you had when you died.



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

SELECTED WEAPON

Shows your current weapon. Press your **Select** button to switch weapons; press your **Fire** button to shoot darts, fire your stun gun or launch grenades.

WEAPON UNITS LEFT

Shows how many units of ammunition you have for your current weapon. When you run out of ammo, you'll automatically switch to another weapon.

HEALTH BARS

Show your current condition. You start the game with three lives. As you take damage, the lowest Health bar decreases. If a bar disappears, you lose one life and you must start the level over.

Grant's Weapons

You can use a number of specialized weapons to subdue the rampaging animals. But be wary: as you gain ground, the dinosaurs develop a resistance to your tranquilizer darts and gas grenades, and they learn to evade your shots with expertly timed dodges. You'll have to figure out ways to outsmart these instinctively cunning beasts.



Blue-banded darts contain a weak dose of tranquilizer. The larger the dinosaur, the more darts you'll need to subdue it. Tranquilizer effects wear off rapidly.



Red-banded super darts contain a stronger tranquilizer dose, so fewer darts have a more powerful, longer lasting effect.



The **Stun Gun** transmits an electric shock that knocks its victims unconscious for a short time. The stun gun has three charge settings: low, medium and high. Hold down the **Fire** button to charge the stun gun, then release it to fire. The longer you press the button, the more powerful the charge will be, and the more units of ammunition you'll use up.



Gas grenades contain a knockout gas that temporarily disables the dinosaurs.



Silver **flash grenades** disorient any beast that is overcome by the fumes.



Red **concussion grenades** explode, knocking out dinosaurs for a long time.



Rockets stun their targets for a long time.

Grant's Power-Ups

You can never have too many power-ups! Search for these survival aids throughout the levels, and pick up as many as you can. Their effects will vary depending on your chosen skill level. The harder the level, the less extra power you'll get.



Blue-banded darts and **red-banded super darts** add ammunition to your supply.



The **battery** restores part of your stun gun's charge.



Gas grenades, flash grenades and **concussion grenades** add to your supply.



Rockets increase your supply.



Gasoline fuels your river raft.

The **First Aid Kit** restores part of your Health bar.

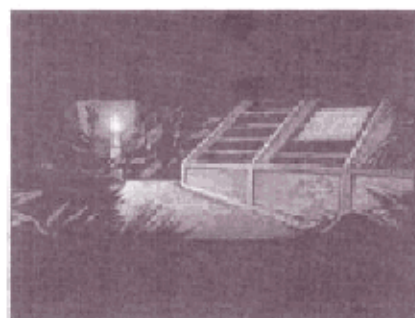


Grant's Survival Tips

- Respect the Triceratops. You can jump on it, but don't get careless. Shooting it will rouse its anger, and then it'll show what its horns can do!
- Press the **D-Pad** up to look up; press it down to see more of the area below you.
- Shake off the leech-like Compys by jumping.
- Grab overhead vines, cables or pipes and use them to travel hand-over-hand.
- Any jump that causes Grant to grunt will ebb away some of his health. Falling on spikes or dinosaur bones will also rob him of health.
- Beware of long falls that will instantly end Grant's life.
- Learn to use all the weapons. Some will be more effective than others in special situations. Just remember: the dinosaurs are only temporarily disabled. Don't be there when they wake up!
- Search the levels for power-ups, and get as many as you can. Don't run out of ammunition, or you'll be a most helpless until you can snatch more!
- Move slowly through unknown areas. There's no game clock, so you can take all the time you need to make it to safety.



The Raptor: Survival of the Toughest!

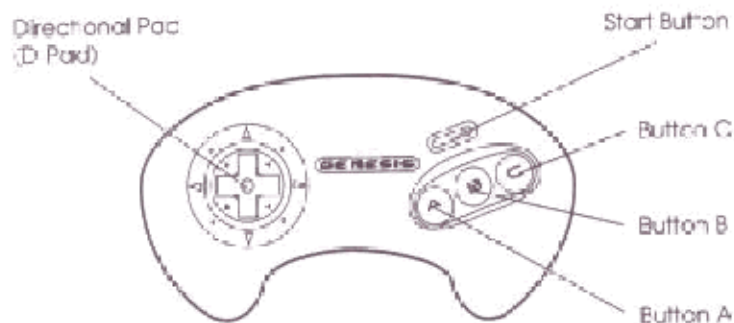


Life inside a barred enclosure is meaningless. A Raptor **needs** to be free. So when the piercing light struck and the bars lost their sting, the Raptor escaped!

Now it roams free, one of the deadliest, most cunning of the Jurassic Park beasts. It scents the trail of the small, upright creature—the one who hatched from the strange egg that the Tyrannosaurus destroyed. The scent tells the Raptor that the creature will be very good to eat . . .



The Raptor's Moves



- Walk left/right.
- Run left/right.
- Crouch.
- Creep low; push crates and rocks.
- Bite.
- Bite and shake.

- Eat a Compy.
- Kick/slash.
- Jump kick.
- Pounce.
- Jump.

- High jump.
- Growl/hiss.
- Pause/resume.

D-Pad left/right.

D-Pad up + left/right.

D-Pad down.

D-Pad down + left/right.

Select button.

Select button + **D-Pad** left/right.

Select button + **D-Pad** down.

Fire button.

Fire button + **D-Pad** left/right.

Fire button + **D-Pad** down.

Jump button. When the Raptor jumps onto a higher ledge or platform, it automatically pulls itself up.

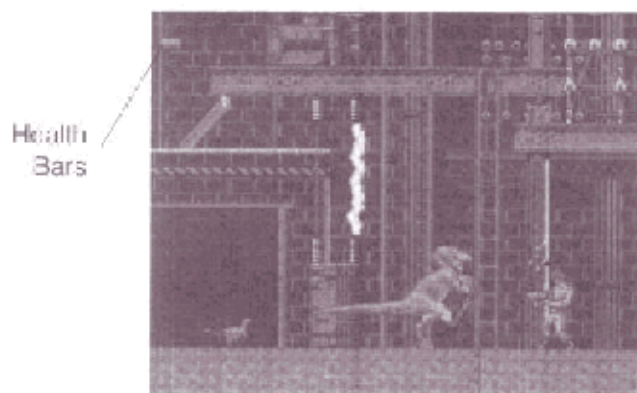
D-Pad up + **Jump** button.

Select + **Fire** buttons.

Start.

Remember: You can reset the **Select**, **Fire** and **Jump** buttons on the Options screen at the start of the game.

Dinosaur War!



The clash of 65-million-year-old Titans begins! Pound for pound, you are one of the most powerful of dinosaurs. Only the Tyrannosaurus Rex can match you in total strength relative to size. Your long, crushing jaws are a secondary weapon; the six-inch sabre claw on each foot rakes deep into your foe's limbs, quickly ending the battle.

But Jurassic Park is bristling with menace: prowling, razor-toothed animals, slippery ledges, deep chasms and that most dangerous enemy, man!

You start the hunt with three lives, and your Health bar diminishes as you take damage. When the bar disappears, your life ends. You'll restart the level from the beginning as long as you have lives left.

The Raptor's Power-Up



As a Raptor, you must constantly eat or you will lose health and die. Gobble turkey legs as often as possible to restore your health.

The Raptor's Survival Tips

- Make sure you eat! If you can't find turkey legs, bite and swallow a few Compys. But don't let them touch you, or they'll drain your Health bar.



- Press the **D-Pad** up to look up; press it down to see more of the area below you.
- Tenacious Compys will wear you down. Jump to shake them off.
- Falling on spikes or dinosaur bones will drain away some your health.
- Push crates and rocks to drop them on your enemies.

Jurassic Park

Track your excursion through Jurassic Park on the map that appears before each level. The map also reveals the password to the level you're about to begin.



Grant must storm through seven levels of deadly hazards; the Raptor rampages through five levels.

Jungle

- Press the **D-Pad** up to look up; press it down to see more of the jungle below you.
- Look for high ledges when you're having a hard time finding where to go next. If you can't see the ledge, just try jumping as high as possible.
- Grant can swing hand-over-hand on rope-like vines to travel over treacherous chasms and drop-outs.



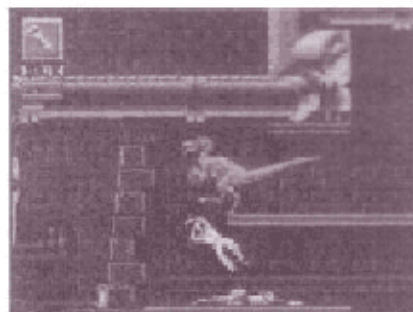
Power Station

- Jump over the sizzling electrodes between charges to avoid shock.
- Use the elevators to reach otherwise impossible platforms.
- As Grant, use your hand-over-hand talents on overhead cables to pass danger points.



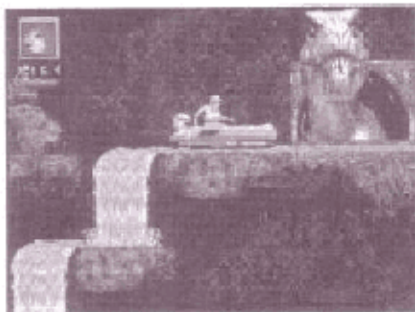
Pumping Station

- As Grant, use the switches to open and close passages.
- Beware of bleached dinosaur bones and a fall into the swamp. Both dangers can be deadly!



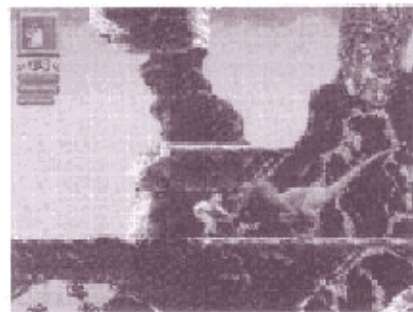
River (Grant Only)

- Be sure to pick up the gasoline cans to fuel your raft.
- You won't survive a dunking or a tumble down the big falls.
- Use the **D-Pad** to steer. Press and hold it in the direction you're traveling to speed up.



Canyon

- As Grant, look for hidden openings in the ledges where you can jump down (**D-Pad** down + **Jump** button).
- As the Raptor, push rocks over the cliffs to crush the soldiers below.



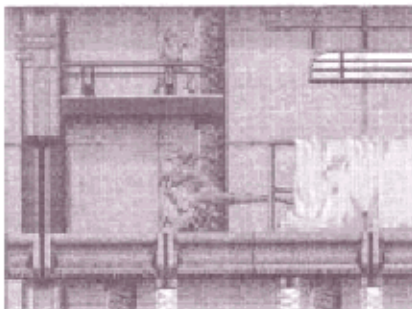
Volcano (Grant Only)

- You can't always see your next foothold. If you must jump blind, go for the middle distance.
- Move slowly, and press the **D-Pad** up or down to see as much of this fiery furnace as you can before moving on.



Visitor's Center

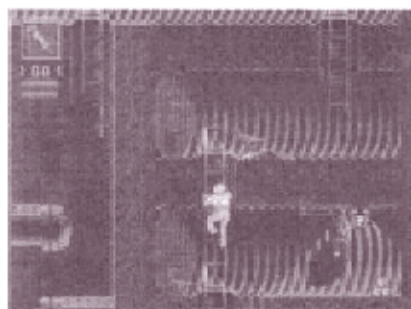
- Check behind drop-cloths and scaffoldings for hidden power-ups.
- As Grant, your hand-over-hand move might be the only way out of certain areas.



Dinosaur Dictionary



The **Brachiosaur** is a huge animal standing about 35 feet tall, with a long, arching neck balanced by an equally long, tapering tail. Surprisingly quick for its size, the Brachiosaur is a plant-eater that spends much of its time with its tiny head in the trees, munching on branches and leaves.



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



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

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



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

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

The **Triceratops** is nearly the size of an elephant. It is built low to the ground, with huge stumpy legs. While generally a gentle grazer, the Triceratops carries three huge horns on its massive head for defense, with the longest horn protruding from the middle of its face. A lumbering beast, the Triceratops grazes at ground level for grasses and plants.



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



Password Notebook — Grant's Game

Level

Password

_____	-----
_____	-----
_____	-----
_____	-----
_____	-----
_____	-----
_____	-----

Notes

Password Notebook — The Raptor's Game

Level

Password

_____	-----
_____	-----
_____	-----
_____	-----

Notes

Credits

- Producer:* Jesse Taylor
- Lead Programmer:* Keith Freiheit
- Programmers:* Brian Belfield, David Cartt,
Rich Kapp, Heinrich Michaels,
Karl Robillard, Jason Weesner
- Art Director:* Dana Christianson
- Lead Artist:* Douglas Ten Napel
- Artists:* Mark Lorenzen, Elizabeth Anderson,
Rob Cuenca, Ellis Goodson,
Jeff Jonas, Matt McDonald,
Kevin McMahon, Tom Moon,
Joe Shoopack
- Sound and Music:* Sam Powell
- Lead Testers:* Vincent Nason, Jason Kuo
- Testers:* David Forster, Richie Hideshima,
Jeff Todd, Paul Walker,
Casey Grimm, Atom Ellis,
Mark Paniagua, Roman Greco,
William Emery, Tim Spengler,
Vasily Lewis, Greg Becksted,
Ben Szymkowiak, Vy Nong,
Tony Lynch, Dermot Lyons,
Mike Baldwin, Maria Tuzzo,
Keith Higashihara, Ken Chao,
Julio Martinez, Mike Calmartin,
Mike Palser, Mike Pagendarm,
Harry Chavez, Joe Cain,
Conan Tigard, Marc Dawson
- Marketing:* Pamela Kelly
- Manual:* Carol Ann Hanshaw
- Special Thanks:* Mark Dobratz, Jennifer Haney,
Neil Hanshaw

Limited Warranty

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

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

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

Repairs after Expiration of Warranty

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

Limitations on Warranty

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

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