



CBM AMIGA & IBM PC INSTRUCTION MANUAL



JURASSIC PARK™

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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 palaeontologist, 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.

Jurassic Park's computer programmer, Dennis Nedry, has sabotaged 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 visitors 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!





GETTING STARTED

AMIGA

Insert disk 1 into drive A and turn on the computer. The program will then load automatically. Follow the on-screen instructions for loading subsequent disks.

EXTERIOR CONTROLS

Joystick or keyboard may be used. Push the joystick in the appropriate direction to move, and use the fire button to fire weapons.

KEYS

X - Move left C - Move right

P - Move up L - Move down

SPACE - Fire

RETURN - Activate motion sensor terminals and other switches

I - Inventory

ESCAPE - Options Screen (PC ONLY)

PC INTERIOR CONTROLS

Grant can be guided with the Joystick, Mouse or Keyboard:

KEYS	JOYSTICK	MOUSE	ACTION
↑ ,P, Keypad 8	Up	Forward	Move Forward
↓ ,L, Keypad 2	Down	Backwards	Move Backwards
← ,X, Keypad 4	Left	Left	Turn to the Left
→ ,C, Keypad 6	Right	Right	Turn to the Right
Space	Button 1	Right Button	Fire Weapon
Shift	Button 2	Left	Run instead of Walk Button
Z, Keypad 1	-	-	Side step to the left
V, Keypad 3	-	-	Side step to the right
Page Up, Keypad - or 1	-	-	Look Upwards
Page Down, Num + or 3	-	-	Look Downwards
Home, Keypad * or 2	-	-	Look Ahead





M	Display Map on Interior Sections only
F	Pause Game, any key resumes
F1 KEY	Toggles Full Screen mode
Escape	Goes to Game Options

AMIGA INTERIOR CONTROLS

Grant can be guided with the Joystick or Keyboard:

KEYS	JOYSTICK	ACTION
↑ , P, Keypad 8	Up	Move Forward
↓ , L, Keypad 2	Down	Move Backwards
← , X, Keypad 4	Left	Turn to the Left
→ , C, Keypad 6	Right	Turn to the Right
Space/Right Shift key	Fire Button	Fire Weapon
Left Shift Key	-	Run instead of walk
Z, Keypad 1	-	Side step to the left
V, Keypad 3	-	Side step to the right
M		Display Map
ESC		Return to game
F		Pause Game, any key resumes
Escape	-	Quit to title screen

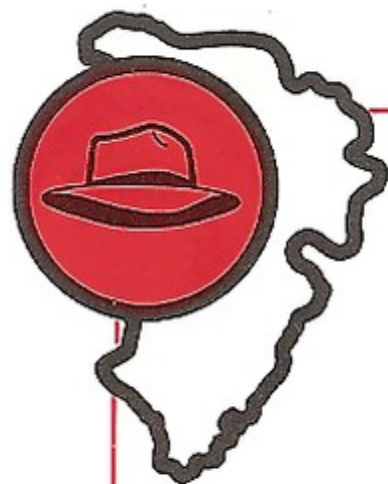
THE MAP (Interior Sections)

Press M to bring up a map of your present surroundings. Only the places visited are displayed. Use the cursor keys to scroll around the map, press any other key to exit back to the game.

GAME OPTIONS (PC ONLY)

Press ESCAPE to bring up the game options menu.
Use cursor keys to move and RETURN to select items:
Quit game
Restart game





Sound Effects on/off

Music on/off

Detail level - allows the player to set the detail of the display to make the game run faster. (Interior sections only)

DISPLAY EXTERIOR

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

The following is displayed constantly on the screen:

Energy remaining

Shots remaining in weapon

OR Energy level when using cattle prod

DISPLAY INTERIOR

In interior scenes the panel displays:

Remaining Ammunition

Remaining energy

Overhead Map

Message Window for clues and messages sent by walkie talkie from Hammond, Ellie and the kids.

PLAYING THE GAME

As a world-renowned palaeontologist, 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.

GAME OBJECTIVE

You are stranded in the tyrannosaur paddock of Jurassic Park. Nearby, somewhere, are John Hammond's grandchildren, Tim and Lex. You must find them and take them with you through various dinosaur paddocks, to the visitors center.





From there you must restore the park's systems and call for a rescue helicopter.

THE KIDS

Tim and Lex are hiding, scared somewhere. If you can find them then they will follow you as best they can. Sometimes, however, they may be just too frightened and might do something silly. You'll have to protect them from the dinosaurs and rescue them from any scrapes they may get into.

PADDOCKS

Each paddock was supposed to contain one species of dinosaur but since the system failure many have broken free.

They have scattered about the island by wrecking the fences and creeping into underground tunnels and drainage pipes.



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

You will start armed only with a tazer. This basic weapon throws out a bolt of electricity which will destroy some smaller dinosaurs and stun others. The tazer uses energy quickly and must be given a moment to recharge. If you look around you may find some other weapons that may have been discarded by some of the park's workers. Remember though, this is supposed to be a theme park so you won't find any devices of mass destruction here. The most powerful weapon carried is always selected. If you are using a gun when its ammo runs out then the tazer will be automatically used.

OBJECTS TO PICK UP AND USE

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.

When you pick up an object an icon will appear briefly to tell you what it is.

Objects are automatically used whenever they are needed. (e.g. if you walk towards a locked door and you are carrying the correct keycard then the door will unlock).

An icon will again appear to tell you which object was used.

Some of the more common pick-ups are -





Ammunition: Some weapons require ammunition. Collect these boxes to ensure you don't run out.

First Aid Kit: Collect to heal your injuries and restore all of your energy. These are valuable since there are a lot of ways to get hurt in Jurassic Park.

OBJECTS TO PUSH AROUND

Some objects that you may find will be too large to carry but can still be moved.

If you find a rock, try pushing it around (just walk into it). These could be used to overcome some obstacles. If you push a rock against a wall, just keep pushing and Grant will jump on top of it.



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.

Connected to the motion sensors are computer terminals that you can use to call up information. You will also need the terminals to control park functions, like opening gates and doors, and to receive urgent messages from the control room. You can access a computer terminal by walking up to it and pressing RETURN when the terminal icon appears. To use the terminal, simply follow the on-screen prompts.

UTILITY SHEDS

In some of the dinosaur paddocks you may find the concrete utility sheds. Most of them can be unlocked from the motion sensor terminals and may contain something to help you. Some of them are also connected to a network of maintenance tunnels underneath the park.



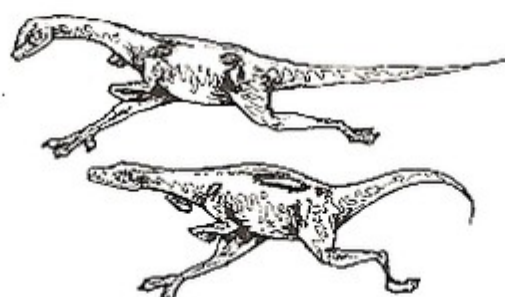


DINOSAURS

There are many types of dinosaur all over Jurassic Park. Here are some of the main ones:

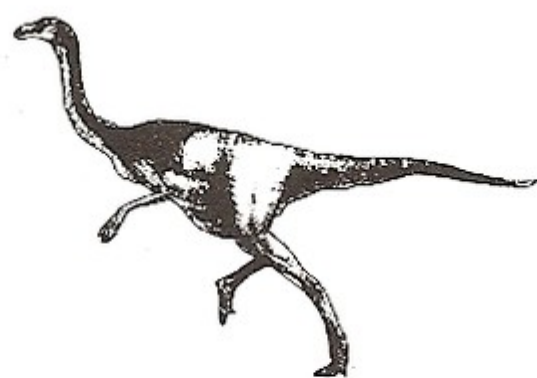
Compsognathus (Compy)

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



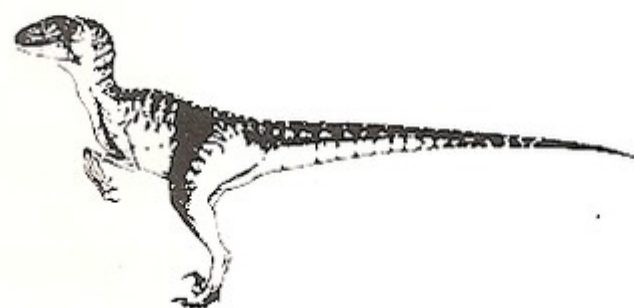
Gallimimus

These mild herbivores will not attack you but are very easily disturbed and are quick to stampede. They run extremely fast, 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.





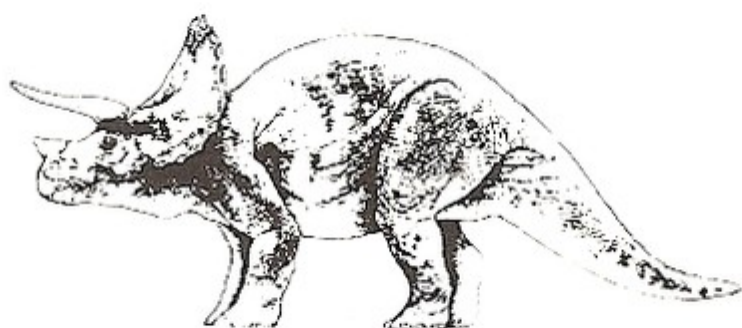
Dilophosaur (Spitter)

These four-foot high kangaroo-like animals seem playful and friendly, but when your guard is down a brilliantly-coloured crest fans out over their head, and you know you are within range of their blinding, paralysing spit. They can spit a venomous projectile at you with speed and accuracy.



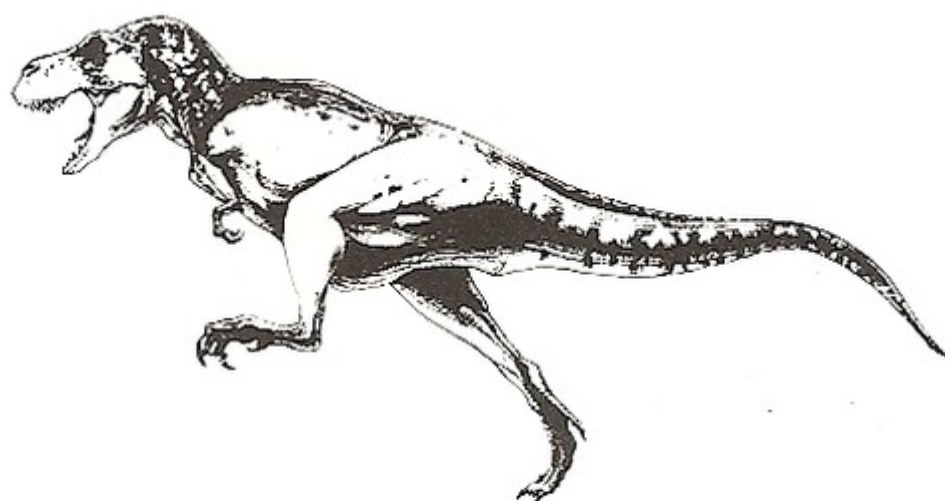
Triceratops

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.



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:



OBSTACLES

Electric Fences

These separate the dinosaurs and the different areas of the park. Most of the fences are off so they will probably be safe to touch. To open a gate in the fence, you may need to unlock it from a computer terminal, or find a keycard.

Cliffs and Rocks

You can climb up small steps by just walking into them. Walk off edges to descend, but don't fall too far or you'll be knocked unconscious and eaten before you wake up.

Trees and Bushes

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

Rock Avalanches

Remember, you're just a dino doc, not a super hero - 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.

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 Palaeontologist Park.

HINTS AND TIPS

- * Learn the attack patterns of dinosaurs.
- * When you feel the ground shake, run for your life!
- * If you're stuck, head for a computer terminal.
- * Look for steps to take you up mountains.
- * If you can't find any steps then make your own using boulders.
- * Don't push anything off the edge of a cliff unless you're sure you won't need it later.
- * Don't try to shoot at the big dinos - just stay out of their way!





JURASSIC PARK™

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Game Design

Matthew Wood and Warren Lancashire

Amiga Programming

Andy Miah, Robert Walker

PC Programming

Leslie Long, Dave Chiles

Graphics

Bill Harbison, Jack Wikeley, Ray Coffey, Colin Rushby, Matthew Wood, Craig Whittle
Martin McDonald, Dawn Drake, Jon Farmer, Ilyas Kaduji, Julian Holtom.

3D Rendering

Stephen Wahid

Technical Assistance

Phillip Trelford, Man Sang Ho

Music and Sound Effects

Dean Evans

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