## Jurassic Park (JP)

## Skill Shots:

The skill shot on Jurassic Park is a combo sequence: following a full plunge, the left ramp must first be shot, then the right ramp, then the side ramp, then the right orbit. The base value of the skill shot is 2M; each shot in the sequence awards 2x (Super Skill Shot), 4x (Double Super), and 6x (Triple Super) the base value, and adds 3 additional seconds of ball save time. Making any skill shot increases the base value by 1M for the next ball’s skill shot. No upper limit for skill shots, so these can become huge during a long game.

While lit for Skill Shots, the shots involved in the sequence will not start modes qualified on the prior ball. However, they will collect CHAOS letters and Rescues if they are currently lit, and the Extra Ball at the right ramp can be collected.

### Secret Skill Shots

Plunge the ball lightly so it lands on either the left or right flipper, then make any of these shots right away to score a Secret Skill Shot.

* “C” lane for 6M + 3 seconds ball save. Also starts Control Room, if available.
* “O” lane for 8M + 3 seconds ball save.
* Pops standup for 10M + 3 seconds ball save.
* Pops standup from the right flipper for 20M + 12 seconds ball save + increased Amber value.

## Chaos Multiball:

Nedry’s interference with the park has left the park in an even worse state than before. Constant chaos arises as the dinosaurs break loose. Life might have found a way, but was it really what Hammond intended?

Spelling CHAOS: Five shots are marked with letters in the word CHAOS. Each letter must be collected in sequential order to light the red Chaos insert at the pops standup. Shoot the shot through the pops while this insert is flashing to start Chaos Multiball. On subsequent attempts, two completions of CHAOS will be required to light Chaos Multiball; other awards, such as points or lighting Control Room, will be substituted for the first spelling of CHAOS. You can also collect letters in CHAOS off of Supply Drop, or complete CHAOS in one shot off of a successful Smart Missile.

Super Jackpot Phase: Jackpots will be lit on all shots on one half of the playfield, depending on the direction of the truck, and each jackpot shot won’t be made available again until a super jackpot has been collected or the truck has been hit. Hit the truck to switch sides and light all the other side’s jackpots, including the shots you’d previously hit. The more jackpots you collect on one side before switching, the more they’re worth - and they will continue to increase the super jackpot value. The first super jackpot is lit at the pops standup after collecting 1 jackpot, with 2 jackpots required to light the second and third super jackpots and 3 jackpots to light the fourth and fifth super jackpots. Each super jackpot awards the sum total of the jackpots collected between each super jackpot, and awards one letter in CHAOS (shown on the display and as solidly lit CHAOS inserts on the playfield). Spelling CHAOS by collecting 5 super jackpots will advance to the CHAOS Jackpot Phase.

CHAOS Jackpot Phase: All CHAOS shots are lit for one jackpot each, and can be shot in any order. Each letter is worth the base value earned when collecting that letter’s super jackpot in phase 1, thus, “S” will be worth the most because it is always the last letter to be collected. Collecting all five CHAOS jackpots begins the final Hurry-Up Phase.

Hurry-Up Phase: The pop bumper target will be lit to score the Chaos Hurry-Up, worth the combined value of all Jackpots collected during the CHAOS Jackpot Phase. If the Truck is facing the left, this value will be doubled. Collecting this Hurry-Up will award you with a Fossil, and cycle back to the Super Jackpot Phase for another attempt.

Add-a-Ball: Hitting the pop bumpers enough times (10 for the first add-a-ball) will immediately launch another ball into play (with a short ball saver). Each add-a-ball requires more pops than the last. While supply drops won’t award add-a-balls during this mode, it is possible to claim one during the grace period after Chaos Multiball ends.

All progress is saved between Chaos Multiball attempts.

### Raptor Tri-Ball:

The raptors put up a fierce fight against Robert Muldoon, and the T-Rex killing some of the most important members of their pack doesn’t mean they can’t continue their reputation. In an abandoned park, they might be even worse than what Muldoon had to put up with.

Raptor Capture: Complete the Raptor Pen standup targets two times (increasing by one for each subsequent attempt) to light the Raptor Capture, which can only be made as a shot to the dead-end lane. A shot to the dead end lane will instantly count as a completion of all of the targets.

Electric Fence Integrity: After a raptor has been captured, additional shots to the enclosure will weaken the fence; once the integrity is at 0%, one last shot to the dead-end lane will start Raptor Tri-Ball. The first Raptor Tri-Ball starts with the fence at 50% integrity, and the fence integrity decreases more on shots to the dead end lane. The lightning bolt inserts will flash when Raptor Tri-Ball is ready to start.

You can also start Raptor Tri-Ball for free off of a Smart Missile where you select the option and successfully make the shot.

Raptor Tri-Ball is a four-phase multiball, with rules that pay homage to the Tri-Ball from the original Jurassic Park pinball machine released by Data East in 1993.

Raptor Jackpots: Shoot the left and right ramps once each for a Raptor Jackpot. The second Jackpot is worth double that of the first. The Jackpot value increases with switch hits.

Raptor Chaos: The CHAOS letters will light. Shoot all the CHAOS shots in any order for Raptor Chaos Jackpots worth 1/5 of the value of the Double Jackpot.

Super Jackpots: 3 more balls will be sent into play after all five Raptor Chaos Jackpots have been collected. Super Jackpots are lit on the right ramp and upper loop, worth the base value of the Double Jackpot multiplied by the number of balls currently in play. The second Super Jackpot will be worth double the value of the first Super Jackpot. Collecting either Super Jackpot will also award you with a Fossil for your efforts.

Raptor Rampage: After collecting both Super Jackpots, all shots are lit for Raptor Rampage victory lap jackpots worth the same value as the Raptor Chaos Jackpots, multiplied by the number of balls currently in play. Each shot unlights when collected, but can be relit by shooting the Raptor Pen dead-end lane. Each full wave of Raptor Rampage jackpots completed will award a Raptor Rampage super jackpot, worth the sum total of Raptor Rampage jackpots collected. This phase will last for the remainder of the current Raptor Tri-Ball attempt once it has been reached.

Raptor Tri-Ball 2x Scoring: Hitting all three targets in the Raptor Pen and then making the dead-end lane will double all Jackpots collected for 15 seconds. Hitting the now-captive ball on the Prem / LE will reset the 15 second timer; on the Pro model, the same basic rule applies to get 2x scoring, but the ball cannot be locked.

Note: Progress is not saved between Raptor Tri-Ball attempts.

## King of the Island Multiball:

The T-Rex’s greatest natural rival is the Spinosaurus. When the two brawl, all of Isla Nublar is subject to their destruction.

Navigate to the Spinosaurus Paddock and capture the Spinosaurus to qualify King of the Island Multiball at the left ramp. This multiball must be played before moving on to the next Paddock, and takes priority over all other features.

This is a 3-ball switch-based Multiball where certain thresholds of switches qualifies light all major shots. Shoot one lit shot to collect a 1x jackpot. Then repeat the switch collection phase, followed by all major shots (except ones already collected) lit again for +1x JP (2x, 3x, etc, up to 5x), but after locking in that shot JP, you then have to re-shoot your prior collected JP shots to requalify the switch phase. The multiplier keeps increasing for each subsequent jackpot. Each Jackpot has a different color corresponding to its multiplier, in the order of the rainbow (starting at red). There is no Fossil awarded for progress in King of the Island Multiball.

## Paddock Modes (Dinosaurs):

The Paddocks make up the majority of Isla Nublar and are home to many different dinosaur species - that is, until they broke loose and began to target the staff. Rescue all the staff you can by shooting the red “Rescue” inserts and capture dinosaurs by hitting the yellow “Set Trap” targets or powering up the helipad, then shooting the yellow / green flashing shot to finish them off. You have a lot of work to do if you want to escape the island alive with your crew…

## Qualifying Paddock Modes:

Spelling MAP & “Advance Paddock”: The complex layout of Isla Nublar necessitates a map to know where you’re going. Spell M-A-P by hitting white arrows; the first Paddock will light after one white arrow shot, while later attempts will require three. When MAP has been spelled, the “Advance Paddock” light will be lit on the sign above the left ramp habitrail. Hit the flashing left ramp to advance to the next space on the map and start the mode – the left inlane up-post will hold the ball during each Paddock’s introductory sequence.

Navigating the Map: Truck tours of Isla Nublar were designed to prevent freely roaming the park and forced their visitors onto certain paths to prevent their imminent demise, but as a lone survivor, you’ll have to operate the truck yourself. The direction you move on the map is controlled by the direction the truck toy is facing. If the truck is facing left, you’ll move to the next dinosaur paddock to the left, and if it’s facing right, you’ll move to the next right dinosaur paddock. Use the truck strategically to skip or play Super Predators, or advance to the visitor’s center quickly.

Jurassic Perks: The scientists who brought the park’s dinosaurs back to life know quite a bit about their behavior, and believe that some might be inclined to help you rather than try to attack your staff if you capture them. Each space on the map is associated with a specific species of dinosaur, and capturing a Paddock’s dinosaur will grant different awards which persist across the rest of the game. See below for more information on specific Jurassic Perks.

## Playing Paddock Modes:

Overview: Try to capture the dinosaur(s) in the Paddock, while also rescuing park staff. Your goal is to capture the dinosaur while simultaneously minimizing the number of staff casualties (ideally by rescuing them all). The sequence to capture the dinosaur is:

Rescue a certain number of staff.

Set the trap.

(for orange and red paddocks only) Visit the Helipad.

Shoot the yellow capture arrow.

Rescuing the Staff: You’re not just trying to escape the park yourself - you need to rescue your fellow staff, no matter what it takes. Before even trying to capture the dinosaur, at least 1 rescue will have to be made. The first paddock only requires 1 rescue; harder paddocks may require up to 4. The moving green arrow represents the position of the dinosaur and the lit red Rescue shots represent staff in the park who are in danger of being eaten. The dino (green arrow) will move towards the closest lit Rescue shot; the speed that the dinosaur moves at is determined by its “aggression” trait. If the dino moves to a shot that is lit for Rescue before you collect it, the green arrow will start blinking faster and faster. If that Rescue shot times out, the park staff will be injured, and that shot will no longer be lit for a Rescue. If you shoot the dino shot even if Rescue isn’t lit at that shot, it will temporarily slow the dino by pausing its pursuit for a few seconds.

Rescue awards and Rescue Streak: The staff members who attempted to escape are always willing to help you out. Your rescue progress is shown on the right side of the LCD, along with your current Rescue Streak. Each rescue awards points which are largely influenced by your current Rescue Streak, which builds up by consecutively successfully saving staff without letting one get injured by a dinosaur. Rescues can also be rewarded off of the Smart Missile (either 5 or 10) or by completing Fossil Set 4 (10). Along with awarding points and progress in Paddock modes, the total number of Rescues across your game qualifies additional awards (subtract one Rescue from each Light Inlanes threshold if you’ve obtained the Ankylosaurus Perk of Easier Inlanes):

* 3 (2) Rescues: Light Inlanes
* 6 Rescues: Light Extra Ball
* 8 (+4 from prior Light Inlanes level, minimum of 6) Rescues: Light Inlanes
* 13 Rescues: Increase Bonus Multiplier (+1x for that ball only)
* 15 (+6, min. 12) Rescues: Light Inlanes
* 22 Rescues: (?)
* 24 (+8, min. 20) Rescues: Light Inlanes
* 30 Rescues: Fossil

Setting the Trap, Helipad, and Captures: Trapping the dinosaur is the toughest part of all, but someone has to do it. After making the mininum number of rescues, the Set Trap targets on both sides of the truck will light (rescues will continue to be lit if there are any left). Easier paddocks will only require you to hit one of those two targets; harder paddocks will eventually require hitting both targets, or even having to hit both targets in order. Once the trap is set, you may or may not have to shoot the Helipad before you can capture the dinosaur; if you do, listen for the callout and notice the lit sign above the helipad ramp. Finally, the dinosaur’s green arrow will begin to flash yellow (on the first paddock, there will be two yellow/green shots). Shoot the flashing arrow to capture the dinosaur and collect its bounty and perks. On higher level Paddocks, you will only have a short timer to capture the dinosaur before you have to refuel the helicopter by shooting the Helipad again.

Perfect Paddock Bonus: The fewer casualties, the better - which can pay off huge in the more dangerous later paddocks. If you manage to rescue all of the staff in a paddock and capture the dinosaur, you will score a Perfect Paddock bonus equal to 2x the bounty value. You don’t have to make all the rescues before capturing the dinosaur either; you can capture the dinosaur, then pick off the remaining rescues before starting your next dinosaur. If the Paddock is cleared instantly through the below method, the Perfect Paddock bonus won’t be scored.

Clearing a Paddock Instantly: Choice 2 on the Smart Missile, if a Paddock is active, will allow you to instantly complete the Paddock, capturing its associated dinosaur as well as awarding you with its bounty, its perk, and all the remaining Rescues in that Paddock.

Dinosaur Escapes: While some dinosaurs stay in their paddocks for longer than others, they won’t stay forever and if you fail to capture them, your chance at obtaining their perks will disappear. Once a Paddock Mode has begun, you will remain in it (for the rest of the game) until you capture the dinosaur. However, if all of the staff in a paddock are gone (any combination of rescued and injured), the dinosaur will begin to move back to the shot where it started from and eventually escape, and none of its Bounty, Perks, or other capture benefits will be awarded. Avoid these by balancing out the priority of Rescue shots, making sure that there are enough staff remaining to distract the dinosaur while trying to capture it.

Super Tranquilizer: The Super Tranq can stun dinosaurs in a single shot and can be helpful on faster dinosaurs, but has to be reloaded regularly. At the start of the game, one Super Tranquilizer will be qualified at the action button (lit green) when the first Paddock is entered. This Tranquilizer will stun the dinosaur for 20 seconds and prevent it from being able to move or injure an employee that it’s landed on. You can qualify additional Super Tranquilizers by shooting the Raptor Tower; certain thresholds (the same ones required for the count-up awards) will qualify it. Super Tranquilizers can’t be stacked, and it’s generally a bad idea to use one when you’re about to drain…

## Paddock Dinosaurs:

The dinosaurs at the front of the park are nowhere near as threatening as the ones in the back, but all of them are dangerous in different ways. The Levels listed below represent the “outside pairs” of Paddocks. The .5 levels are the Super Predators (the Paddocks up the middle of the map), which can be skipped through intentional truck positioning. Heading into a Super Predator Paddock is a detour on your path to the Visitor Center, but you are rewarded with extra special goodies.

Dinosaur Characteristics: Each dinosaur has different characteristics that impact gameplay:

* Diet: Carnivores will go straight toward the nearest Staff while herbivores will amble around more randomly, only accidentally stepping on your poor Staff.
* Aggression: The speed at which the dino (green arrow) pursues the staff (Rescue shots).
* Trait: Applies to how the Dino arrow moves and impacts Staff.
* Staff in Peril: Total # of Rescue shots available at this paddock. You don’t have to Rescue all of them, just the amount required to light Set Trap (shown at the bottom of the display), but trying to rescue them all will make your Visitors’ Center bonus more lucrative and award you the Perfect Paddock bonus.
* Bounty: Immediate points awarded for capturing the Dino. Base values are shown below; if you’ve captured the Gallimimus these values will be doubled, and 2x playfield can also double the bounties. The value shown on-screen reflects the Gallimimus doubler, but not 2x playfield. The Perfect Paddock bonus is also equal to 2x the bounty - so potentially, you could be scoring up to 8x the base bounty value.
* Amber Bonus: Capturing the Dino also awards a multiplier applied to the next collected Amber Bonus. Stack these up before collecting the Amber Bonus for big points.
* Perks: Capturing a dinosaur awards “Jurassic Perks” which remain in effect for the rest of the game. Each species has its own unique perks.
* Bonus Multiplier: Capturing Super Predators is the only way to increase the bonus multiplier, and bonus multipliers are held from ball to ball. Bonus can be big on this game, especially if you’ve collected tons of DNA strands and Fossils.

## T-Rex Events:

The T-Rex was responsible for a majority of the park’s faults, and he’s not willing to stop tormenting the employees anytime soon…

Hitting the Truck awards letters in “T-REX” – depending on settings, it does not require a full “swing” of the truck from one side to another to get the first two letters, but then does require a full swing to get the “EX.”

Completing “T-REX” lights the left ramp to start a T-Rex Event. On default settings, Feed T-Rex is always played as the first mode of the game, and the other three modes cycle with shots to the truck in the following looping order: Chase → Encounter → Rampage → Chase. On Prem/LE, a lit L ramp will literally feed the animatronic T-Rex, while the Pro will hold the ball via the left inlane up-post during each mode’s introductory sequence.

On Competition Install settings, the first available mode will not necessarily be Feed T-Rex, and the Feed T-Rex mode will not start immediately on spelling completion at the captive ball.

Time Bonus: At the end of the single-ball T-Rex Events, a Time Bonus will be awarded determined by how quickly you were able to finish the mode (1 million times the number of seconds remaining).

Misc.T-Rex Event notes: Other non-Control Room modes and one multiball may be started during a non-multiball T-Rex mode. T-Rex modes end if you drain your ball. After playing Museum Mayhem, Feed T-Rex will be the only T-Rex mode offered, with increasing difficulty of starting it each time.

### Feed T-Rex:

T-Rex loves goats. Don’t disappoint T-Rex.

On default settings, this hurry-up mode starts immediately after spelling T-REX, making it a good objective for novice players to go for.

This starts as a single-ball hurry-up mode and turns into a 2-ball multiball once the hurry-up has been collected. A 500K hurry-up is lit at the left ramp along with a 20-second timer. Shoot orange arrows to reset the hurry-up to increasingly higher values up to a max of 6M (also unlighting that shot), and reset the timer to 20 seconds. Shoot the T-Rex at the left ramp to collect the hurry-up and start T-Rex Multiball.

During T-Rex Multiball, all 5 CHAOS shots are lit for jackpot values that start at the hurry-up value you collected. Each jackpot increases the next one by 250K. After all 5 jackpots have been collected, Super Jackpot is lit at the left ramp for the sum of the collected jackpots; collecting the Super Jackpot relights the jackpots for another attempt. Collecting the jackpots from left to right, in sequence, will also add +1x multiplier to the remaining jackpots (the shot needed will flash red) – if you shoot a non-red jackpot, you will lose the ability to further increase the “in sequence” multiplier. The color of the remaining non-red jackpots indicate how many multipliers have been added: blue (default) = 1x, purple = 2x, cyan = 3x, yellow = 4x, N/A (only one jackpot left) = 5x. Collecting a Super Jackpot resets the multiplier. The base value continues to build off what it had been built up to, and you can start another 1x-5x cycle again.

Notes: (1) if you fail to collect the hurry-up by draining or timing out, you lose your opportunity to play T-Rex Multiball until you play through all the other T-Rex modes as well. So you better play it when you get the chance to or else… (2) as soon as you start the Hurry-Up phase of Feed T-Rex, all other multiballs are locked out until T-Rex Multiball ends, unless the last shot to the truck happens to bounce into the Amber target while Raptor Multiball was selected off of the Smart Missile.

### T-Rex Chase:

Some of the earliest visitors of the park first encountered the T-Rex while stuck in one of the tour trucks, and had to drive as quickly as possible away from it. Alternate shots between a single orange flashing shot to dodge the T-Rex for 3M (+3M) and the truck to shift gears for 1M (+1M). “Dodge” shots made under three seconds after “shift” shots will score double their normal values, and collected Dodge shots will not be available a second time. Completing this sequence 5 times finishes the mode and awards a Fossil.

### T-Rex Encounter:

The staff have gotten dangerously close to the T-Rex’s clutches, making it much tougher to rescue them than usual. The first shot is the Truck (2M). Afterwards, you must alternate between orange arrows (4M, then 8M, then 11M) to free the trapped worker and the L ramp to distract the T-Rex (5M). The difficulty of the shots determine the value: the Helipad and center spinner score 1x, the right ramp scores 2x, and the right orbit scores 3x. Free three trapped workers to finish the mode and collect a Fossil.

### T-Rex Rampage:

Destruction is the number one priority of the T-Rex, and nothing will stop him in trying to destroy the park. Shoot the left or right ramp to lower the T-Rex, then shoot the left ramp to collect 10M (+5M per left ramp shot). Shooting the Raptor Tower or Helipad prior to the L ramp collect shot will multiply the award by 3x and 2x, respectively, and the two multipliers can be stacked for a 6x multiplier. You can repeat this sequence an unlimited amount of times until the mode timer expires, and completing the sequence three times collects a Fossil when either the timer expires or you drain.

## Museum Mayhem (Mini-Wizard Mode):

Mini-wizard mode for playing through all four T-Rex modes – successful completion of T-Rex modes is not required. An additional completion of the T-REX sequence is required to light the left ramp to start the mode. The mode starts in single-ball play. Two green shots, representing raptors, move across the playfield; one starts at the right orbit, the other starts at the left ramp. These shots move one shot over to the left after about 5 seconds; if the Control Room is lit, it’ll move over to the Helipad after enough time has passed without shooting it. The shots will move even if you’ve cradled up, so take your time to wait for shots that you’re good at hitting. Nailing the first raptor will score 5 million and then light the center Raptor Pit target to score 10 million. Hitting this target will then light the left ramp to allow the T-Rex to kill the raptor for 20 million. (On the Premium / LE, the T-Rex will throw the ball in a random direction during this mode if the left ramp is lit.)

After defeating both raptors this way, the truck will light for 10 million. Making the truck will then light the left ramp for 75 million and allow you to escape the museum and earn the Compsognathus Fossil (awarded after the upcoming victory multiball)! A 3-ball Multiball will then start, where all shots are lit for victory Jackpots starting at 3 million (+250K) a shot.

## Control Room Modes:

Nedry took command of the park by hacking into the control room and hijacking its technology. Set right what Nedry made wrong by repairing the control room…

Other non-T-Rex modes and one multiball may be started during a Control Room mode (excluding Invalid Frenzy). Control Room modes end if you drain your ball.

Time Bonus: At the end of the Control Room Modes, a Time Bonus will be awarded determined by how quickly you were able to finish the mode (1 million times the number of seconds remaining).

### Qualify:

Control room modes are lit by:

* Catching your first dinosaur
* Spelling CHAOS twice
* Getting a Jackpot in Raptor Tri-Ball
* 15 tower shots

Hitting the Control Room shot when lit catches the ball with the up-post, shows a display in the style of the Unix system from the film, and lets you select from one of three timed modes. Any mode that’s been played is greyed out.

### Virus Attack:

Nedry’s password prevention tactics quickly got on the nerves of the control room workers and were never fixed. Alternate shots between any lit shot (3, 5, & 10M) and then the Control Room (10, 15 & 20M) three times (the main shots you have already hit will not relight). Making the final shot to the Control Room finishes the mode and awards a Fossil.

### Restore Power: (Bowen 2’nd choice)

Many divisions of the park powered down in the ensuing chaos and have to be powered back up again. Shoot the spinner once initially for 3M which lites all other shots. Then shoot all other seven lit shots to collect a value per shot equaling 3M +100K/spin during the mode. You can shoot the spinner at any time to pump up the value of the remaining shots (+100K/spin). The final shot finishes the mode, and awards the value +20M along with a Fossil.

### System Boot: (ED and Bowens choice)

Three switches in the control room are responsible for rebooting the park systems. Shoot one of three different blue-lit shots to flip the three switches on the display and reboot the system for 5-9M, which then lights a new set of three shots to shoot one combo shot, which will award more points depending on the difficulty of the shot (8-25M). Complete three sets of combos to light the final shot at the control room, which will award all of the points you collected during the mode again, along with the Time Bonus and a Fossil. This mode can be HUGE if it’s played with 2x Scoring active.

Shot values:

L ramp: 5M, then R ramp (8M), R orbit (15M), or Helipad (12M).

Spinner: 9M, then Supply Drop target (15M), Side Ramp (25M), or Upper Loop (20M).

Helipad: 7M, then Control Room (15M), L ramp (6M), or Spinner (8M).

## Escape (Left Outlane Save):

The far left Lite Escape standup is lit via the rollover at the top entrance to the pop bumper area. With default settings, this is initially lit for 20 seconds, and if claimed within that time period, will light the Escape virtual ball save in the left outlane. The Lite Escape 20 second timer decreases by 4 seconds each subsequent time it is lit, down to a minimum of 6 seconds.

Depending on settings, Escape will be already be lit in the L outlane at the beginning of each ball (easy), at the beginning of ball one only (medium), or not at the beginning of any ball (hard/competition).

One of the Smart Missile and Super Supply Drop awards is “Super Escape”, which lights Escape for the rest of the ball (specifically, the escape target when the ball save is not lit). This is REALLY helpful to have during Multiball.