

WHEN ADVANCE PADDOCK LIT ON LEFT RAMP SHOOT TO NAVIGATE TO THE NEXT PADDOCK



TRUCK TURNED LEFT NAVIGATES LEFT ON MAP



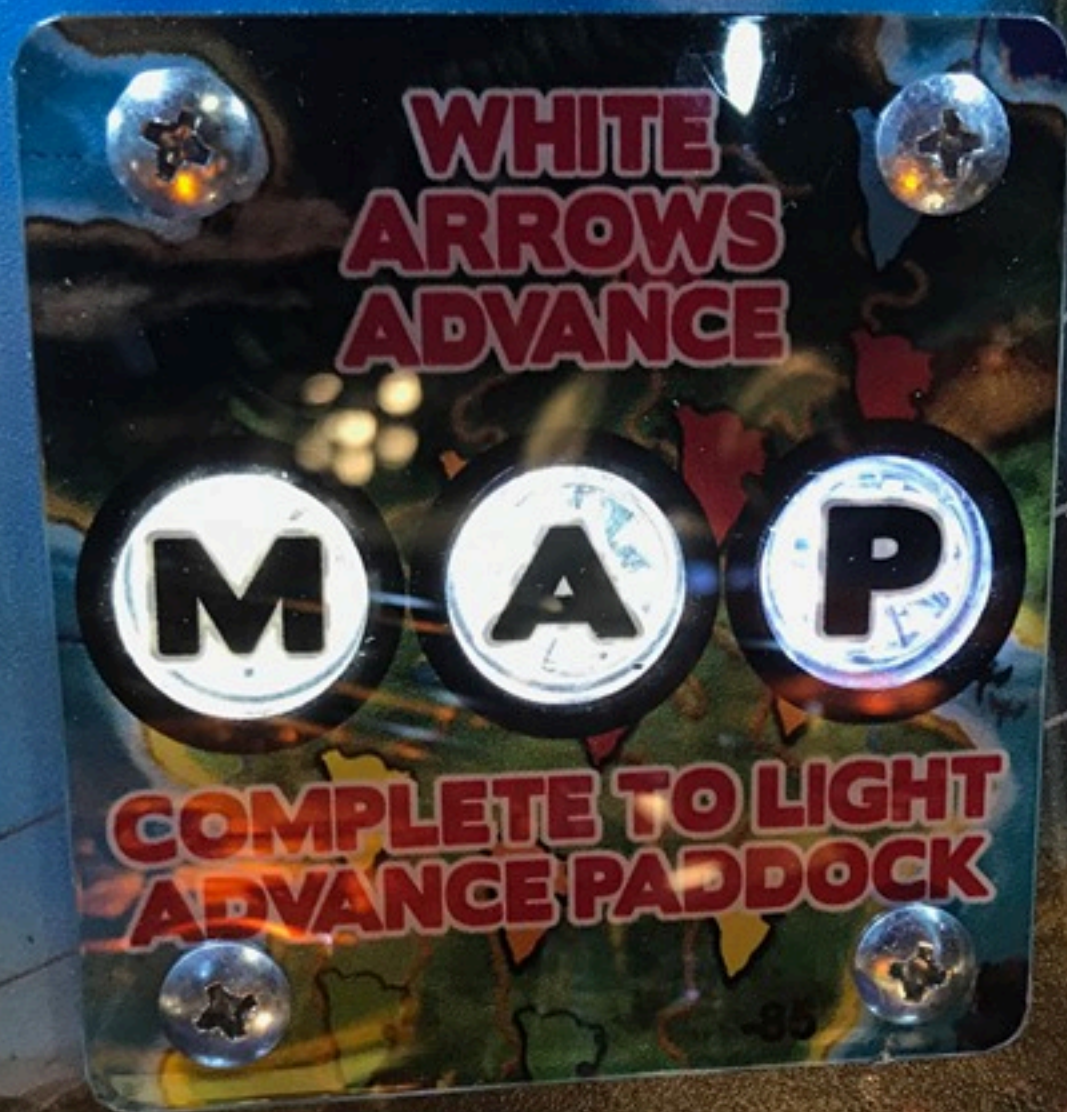
VISITOR CENTER

TRUCK TURNED RIGHT NAVIGATES RIGHT ON MAP

VISITOR CENTER



**SHOOT WHITE ARROWS TO SPELL
M-A-P. COMPLETE MAP TO LIGHT
ADVANCE PADDOCK ON LEFT
RAMP**





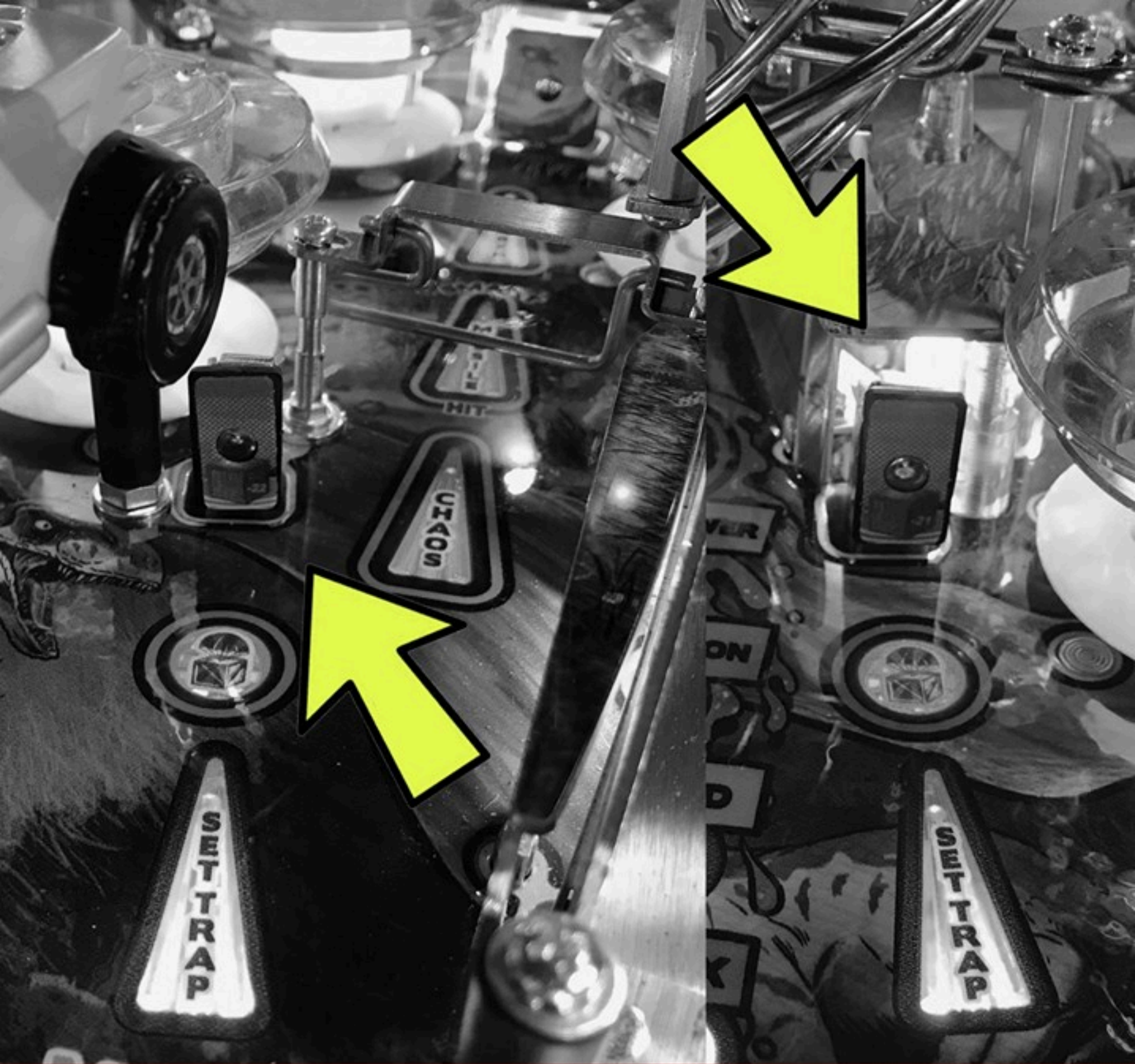
The green arrow represents the position of the dinosaur in the paddock.



“Rescue” lamp represents location of staff in peril in the paddock.



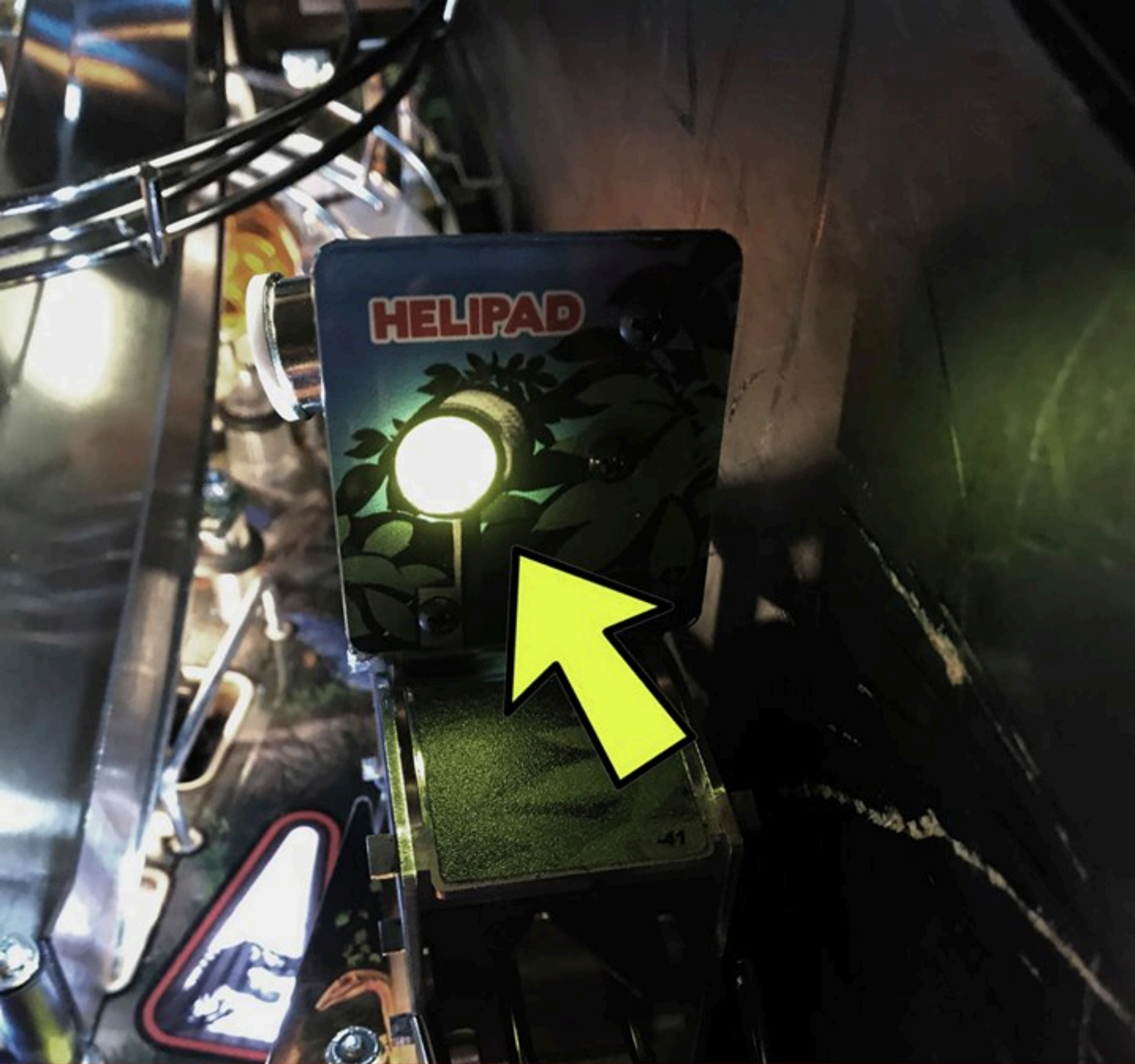
If the dino lands on the same shot as a rescue you must quickly make the shot to prevent losing the rescue!



To capture dinosaur complete at least one rescue then hit the SET TRAP targets. When dino changes from green to yellow she can then be captured by shooting the shot!



When dino shot flashes yellow shot that shot to capture the dino and collect the paddock bounty!



Some of the harder paddocks require assistance from the Helipad. After setting the trap shoot the Helipad when flashing to enable capture.

Jurassic Perks and dino info

Pteranodon
Perk(s)
2x Chaos jackpots

Trait: Airborne
Direct attacks



Spinosaurus
Perk(s)
King of the Island multiball
+1 bonus X
Trait: Aquatic
Can traverse from one side of playfield to other

Stegosaurus
Perk(s)
Pops +15k Amber
boost per hit
Base amber boost
Trait: none



Triceratops
Perk(s)
Easier to light
Super Supply Drop

Trait: none



Raptors
Perk(s)
2x raptor jackpots
Trait: Hunts in packs.
Two raptors active at once



Compy
Perk(s)
Combos boosted
+250k
Trait: Cannot be slowed

Callimimus
Perk(s)
Paddock bounties
doubled

Trait: none



T-REX
Perk(s)
+8 seconds on timers
(modes, multiball and wizard
mode ball saves, 2X playfield)
+1 bonus X
+Extra Ball
Trait: Extremely fast

Ankylosaurus
Perk(s)
Easier to light
inlanes

Trait: none



Dilophosaurus (spitter)
Perk(s)
+2 X super spinner
+1 bonus X
Trait: Incapacitates staff
from one shot away for 8
seconds

Brachiosaurus
Perk(s)
+200k rescue
streak boost

Trait: none



DNA COMBOS

DNA COMBOS BOOST COMBO VALUE, ARE PART OF A TRIFECTA AWARD (CAPTURE DINO, COLLECT DNA, COLLECT FOSSIL) AND ???

PTERANODON

- HELIPAD
- LEFT RAMP
- RIGHT RAMP
- RAPTOR TOWER

TREX

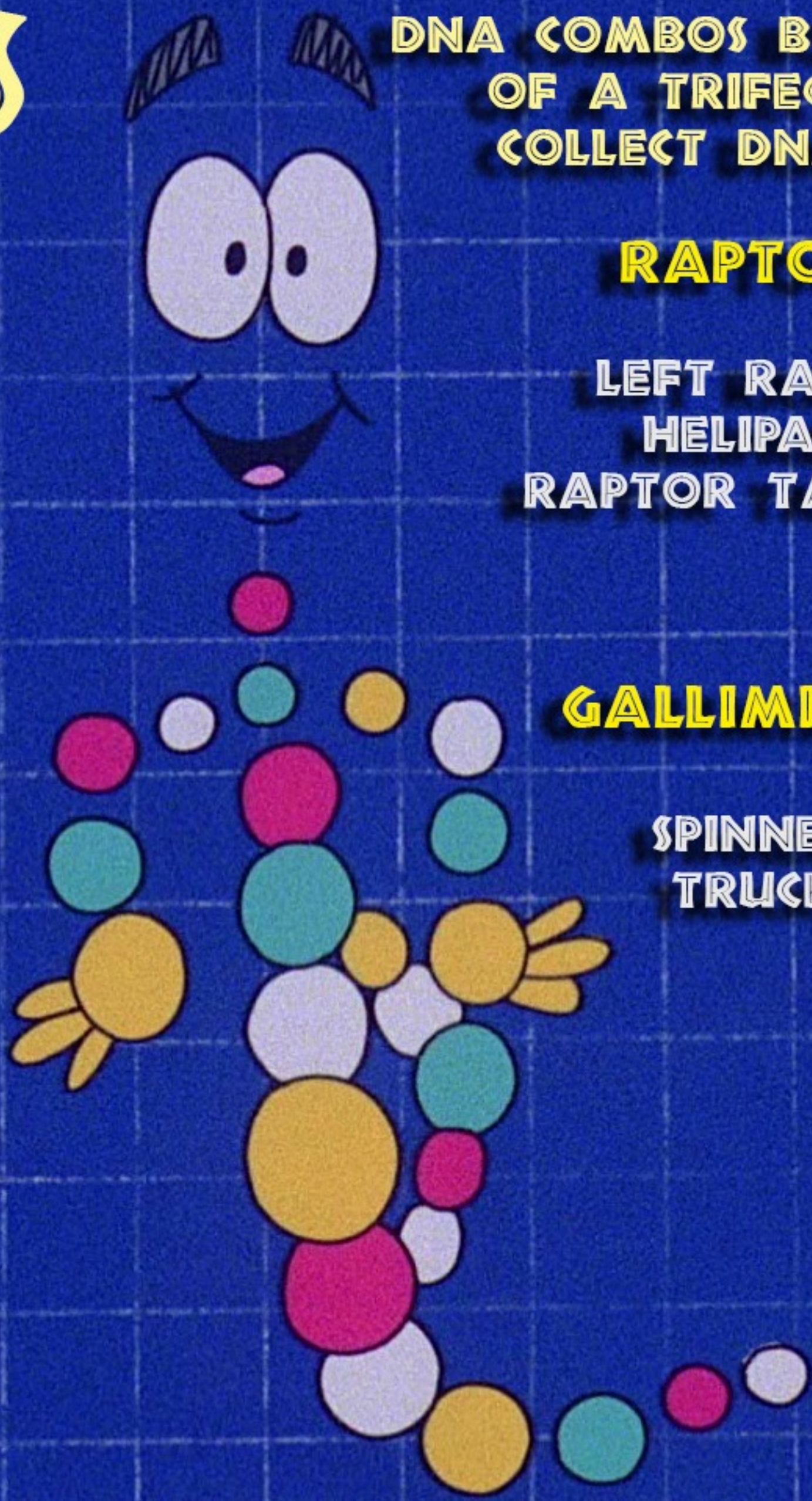
- SPINNER LOOP
- RAPTOR TOWER
- TRUCK

RAPTOR

- LEFT RAMP
- HELIPAD
- RAPTOR TARGET

SPITTER

- HELIPAD
- LEFT RAMP
- RIGHT ORBIT



ANKYLOSAURUS

- HELIPAD
- CONTROL ROOM

TRICERATOPS

- HELIPAD
- LEFT RAMP
- POPS TARGET

GALLIMIMUS

- SPINNER TRUCK

COMPY

- SPINNER LOOP
- RAPTOR TOWER
- 2X TARGET

BRACHIOSAURUS

- LEFT RAMP
- RIGHT RAMP
- SUPPLY DROP

SPINOSAURUS

- SPINNER LOOP
- RAPTOR TOWER
- HELIPAD
- LEFT RAMP
- RIGHT RAMP


STEGOSAURUS

- SPINNER LOOP
- LEFT STANDUP

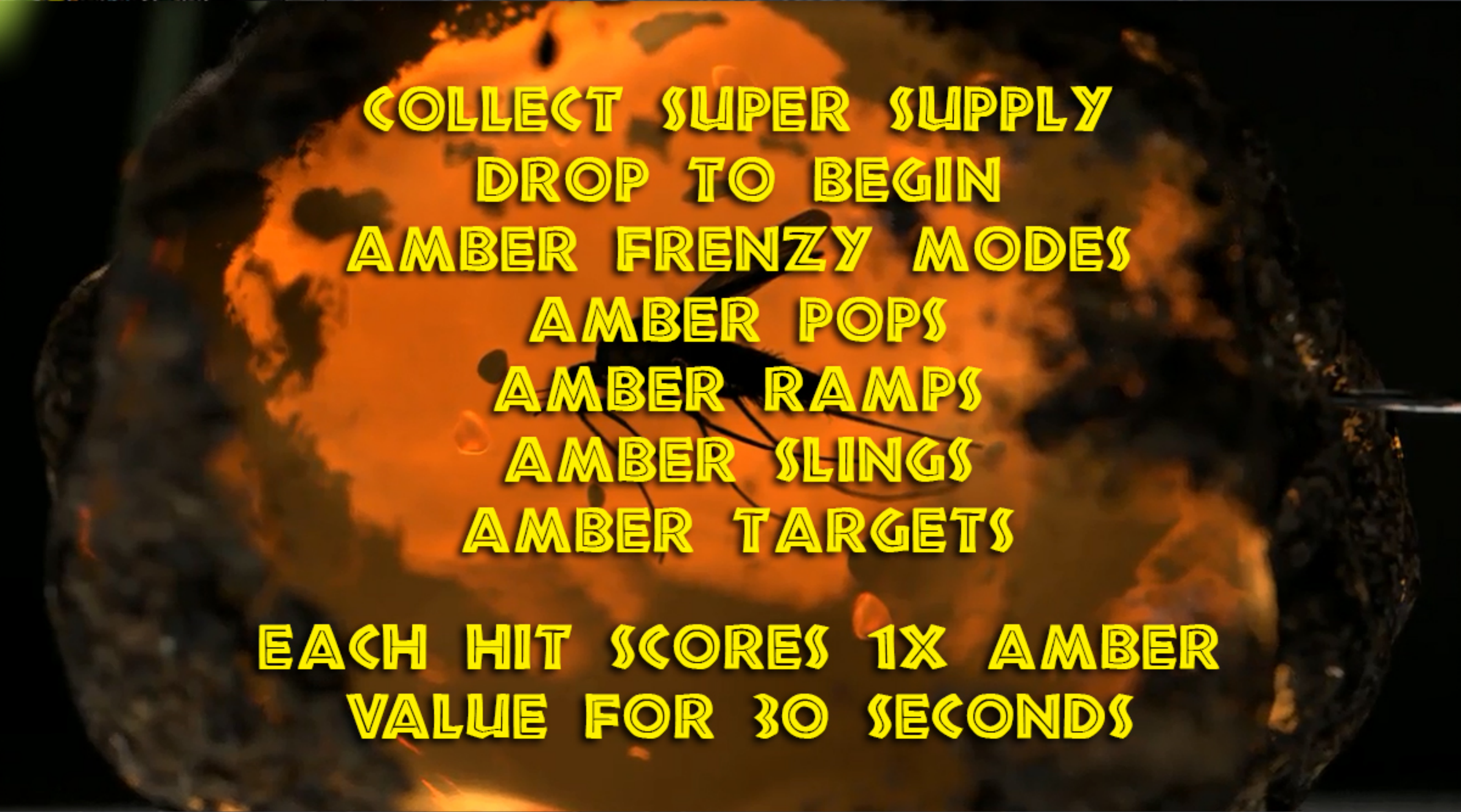
SUPER SUPPLY DROPS- AMBER FRENZY MODES



SHOOT LOOPS TO
LIGHT SUPER SUPPLY
DROP



SUPPLY DROP LAMP WILL BLINK
WHEN SUPER SUPPLY DROP
READY



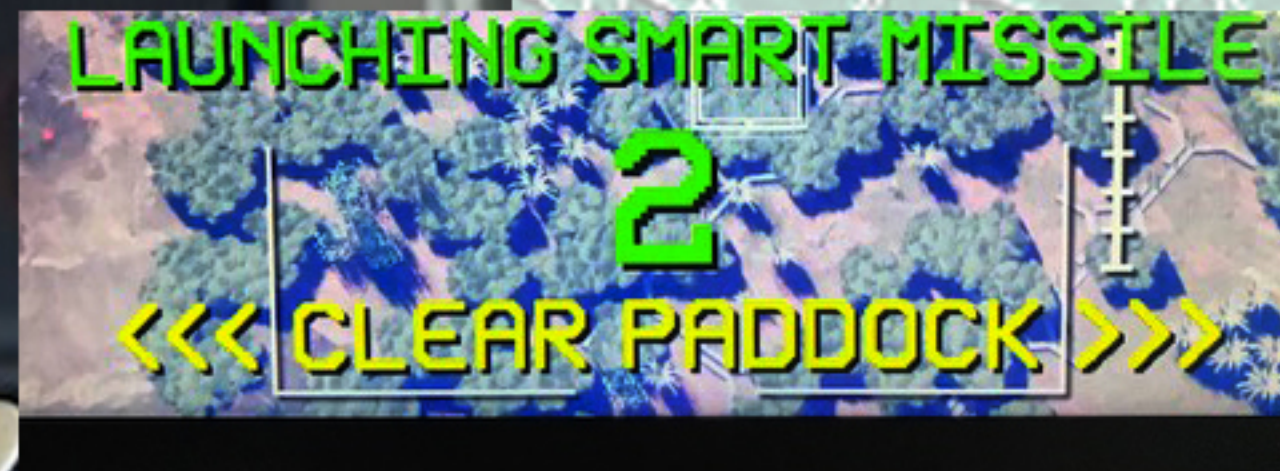
COLLECT SUPER SUPPLY
DROP TO BEGIN
AMBER FRENZY MODES
AMBER POPS
AMBER RAMPS
AMBER SLINGS
AMBER TARGETS

EACH HIT SCORES 1X AMBER
VALUE FOR 30 SECONDS

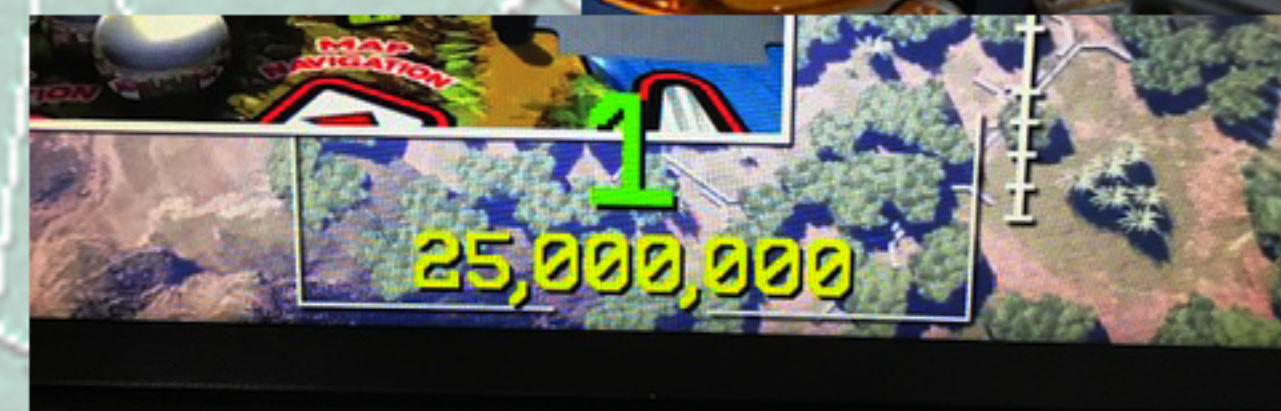
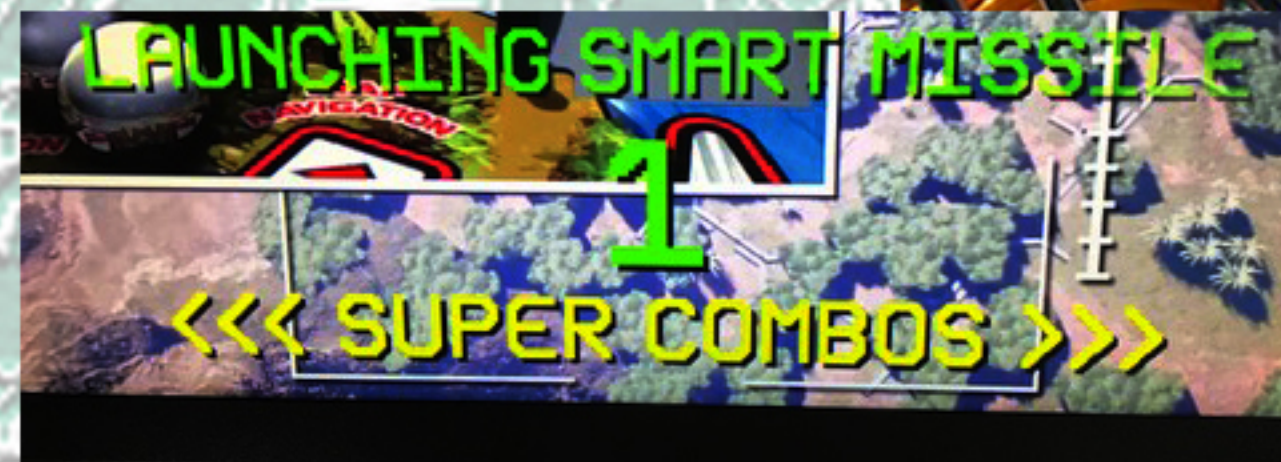


OPERATION SMART MISSILE

RESCUES LIGHT INLANES. DIRECTION OF TRUCK DETERMINES WHICH INLANE IS LIT. SHOOT LEFT INLANE WHEN LIT TO BEGIN SMART MISSILE COUNTDOWN.



SHOOT SMART MISSILE HIT TARGET WITHIN 5 SECONDS OF LAUNCH TO COLLECT AWARD. VALUE OF MISSILE INCREASES WITH EACH ATTEMPT.



DURING SMART MISSILE COUNTDOWN USE ACTION BUTTON TO SELECT SMART MISSILE AWARD. THERE WILL ALWAYS BE 6 AWARDS AVAILABLE. ABORT WILL CANCEL MISSILE LAUNCH UNTIL LATER. AS AWARDS ARE COLLECTED THEY ARE REPLACED WITH BETTER AWARDS.

INDIVIDUAL FOSSILS ARE AWARDED FOR CERTAIN ACHIEVEMENTS. COLLECT A SET FOR BIG REWARDS!

ANKYLOSAURUS-
RAPTOR SUPER JACKPOT

BRACHIOSAURUS-
TREX EVENT 1 COMPLETED

RAPTOR-
TREX EVENT 2 COMPLETED

SPINOSAURUS-
CHAOS SUPER COLLECTED

GALLIMIMUS-
COMPLETE CONTROL ROOM MODE 1

T-REX-
COMPLETE TREX EVENT 3

TRICERATOPS-
COMPLETE CONTROL ROOM MODE 2

DILOPHOSAURUS-
COMPLETE CONTROL ROOM MODE 3

COMPY-
COMPLETE VISITOR CENTER

PTERANODON-
COMPLETE MUSEUM MAYHEM

STEGOSAURUS-
COMPLETE CONTROL ROOM SECURED

WILDCARDS-
THERE ARE 6 WILDCARD FOSSILS HIDDEN IN THE GAME. WILDCARD FOSSILS FILL IN THE CASE FROM LEFT TO RIGHT.



SET 1

20 MILLION

PTERANODON
+ 10X

SET 2

35 MILLION

EXTRA BALL

SET 3

100 MILLION

AMBER + 10X

SET 4

250 MILLION

+10 RESCUES

COLLECT ALL FOSSIL SETS- ???