

# JURASSIC PARK



**TRI-BALL** - Collect all dinosaurs to light T-REX or multiple Raptor pit shot for Tri-Ball action.

**DUAL JACKPOTS** - Collect both Jackpots to light CHAOS.

**CHAOS** - Complete CHAOS letters to double CHAOS letter value. CHAOS lights T-REX for 50 million. Scoring T-REX lights dual **SUPER JACKPOTS** for 100 million times balls still in play.

**COMPUTER ROOM** - Shoot the center scoop for Computer Room features. Complete all 11 features for System Failure. System failure scores 1million points a switch for 45 seconds. The Power Shed relights the computer room.

**HINT - SMART MISSILE** - Press the button on top of the laser gun to launch the Smart Missile. The Smart Missile will score all flashing features when used. **IMPORTANT:** Only one Smart Missile per game.

**DATA EAST**  
**June 1993**  
**9008 units**



**Art:**  
**Markus Rothkranz**

**Designers:**  
**Joe Kaminkow**  
**John Borg**  
**Ed Cebula**

**Sound:**  
**Brian Schmidt**

**FREE**  
**ADMISSION**