

Jurassic Park Pinball

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**.

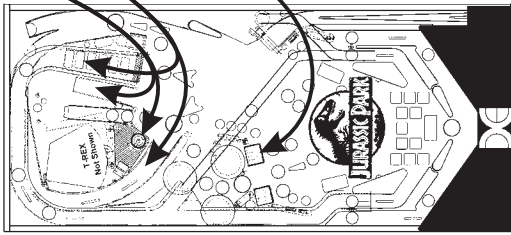
CHAOS Complete **CHAOS** letters to double **CHAOS** letter value. **CHAOS** lights **T-REX** for 50 Million. Scoring **T-REX** lights dual **SUPER JACKPOTS** for 100 Million times *balls still in play*.

COMPUTER ROOM Shoot the **Center Scoop** for *Computer Room Features*. Complete all 11 Features for *System Failure*. *System Failure* scores 1 Million points per switch for 45 seconds. The *Power Shed* relights the **Computer Room**.

HINT- SMART MISSILE Press the **button** on top the *Laser Gun* to launch the **Smart Missile**. The **Smart Missile** will score all *flashing features* when used. **IMPORTANT:** Only 1 *Smart Missile* per game.

JURASSIC PARK (RECREATION)

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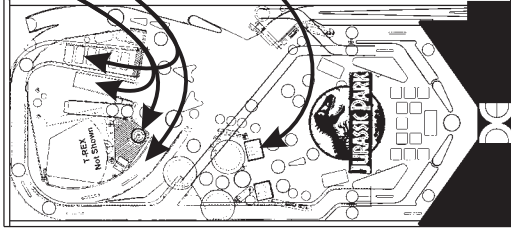
COMPUTER ROOM Shoot the **Center Scoop** for **Computer Room** Features. Complete all 11 Features for System Failure. System Failure scores 1 Million points per switch for 45 seconds. The **Power Shed** relights the **Computer Room**.

HINT- SMART MISSILE Press the **button** on top the **Laser Gun** to launch the **Smart Missile**. The **Smart Missile** will score all flashing features when used. **IMPORTANT: Only 1 Smart Missile per game.**

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SPI Part No.: 755-5043-00 Rev. A

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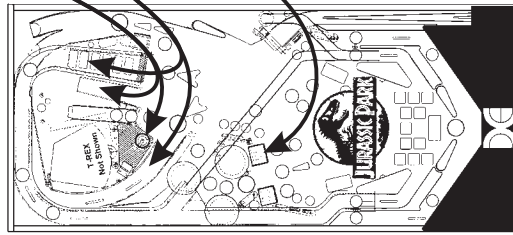
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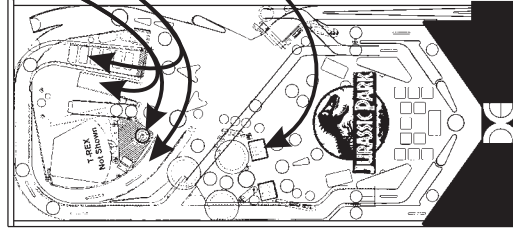
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x: 2.781	x: 8.217
y: 5.719	y: 5.719
x: 2.781	x: 8.217
y: 2.777	y: 2.777