

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



TRUCK TURNED LEFT
NAVIGATES LEFT ON MAP

VISITOR
CENTER

VISITOR
CENTER

TRUCK TURNED RIGHT
NAVIGATES RIGHT ON MAP



**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.



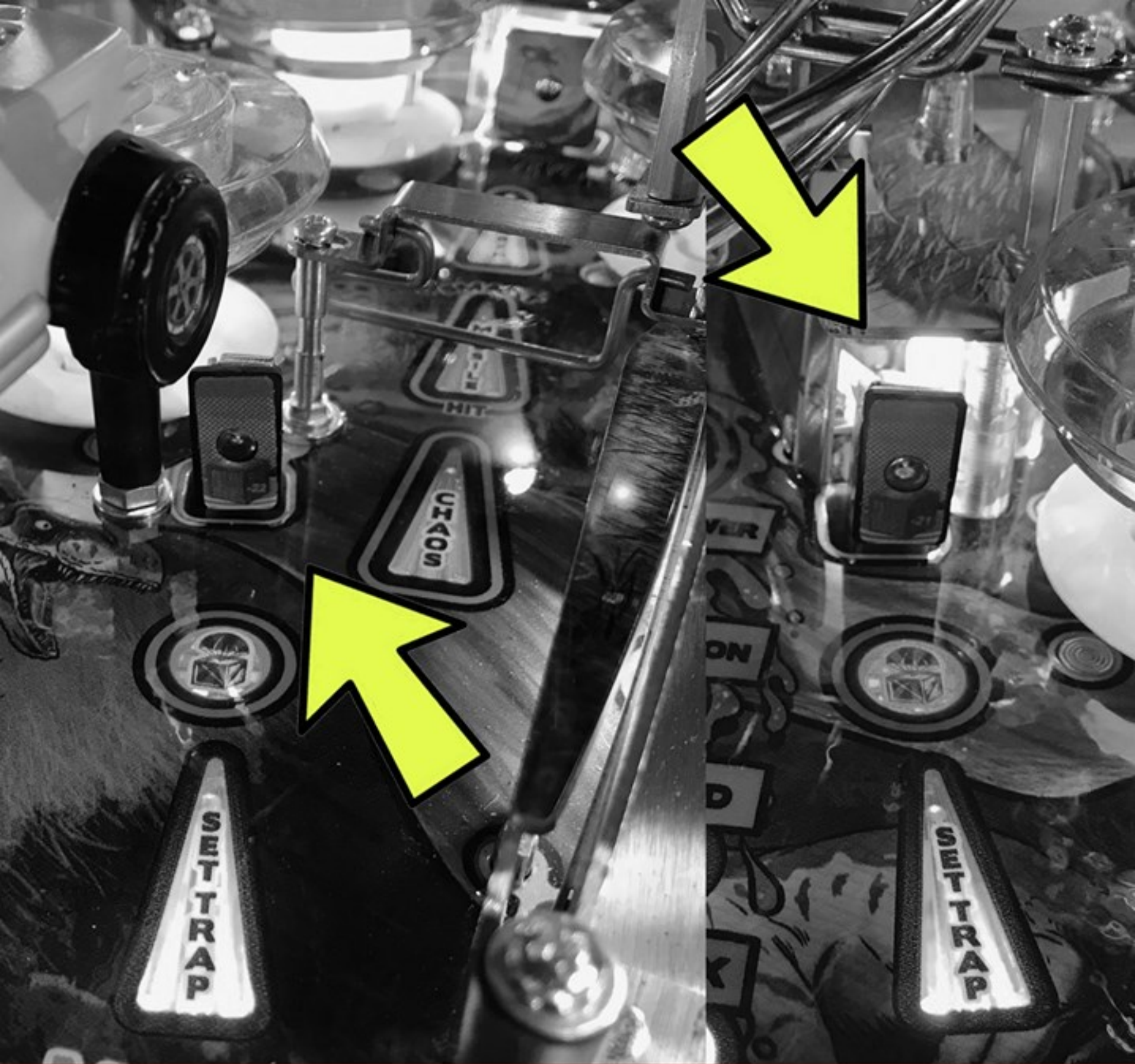


As the staff awaits rescue the dinosaur moves closer and closer. Shooting the dino shot slows her down.

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



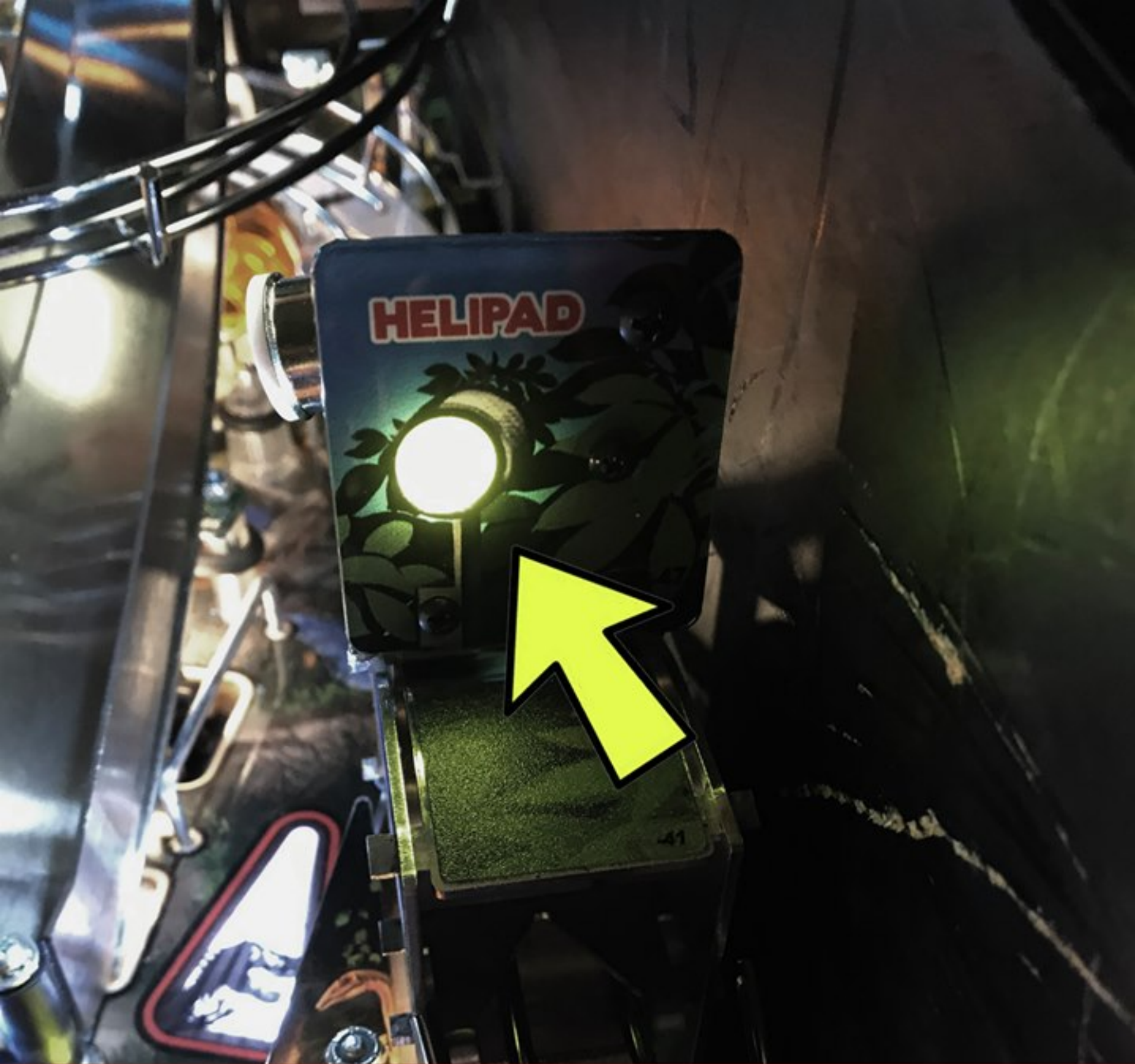
If rescue shot isn't made before dino attacks then the rescue is lost and the rescue streak resets. The dino then resumes the hunt.



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



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

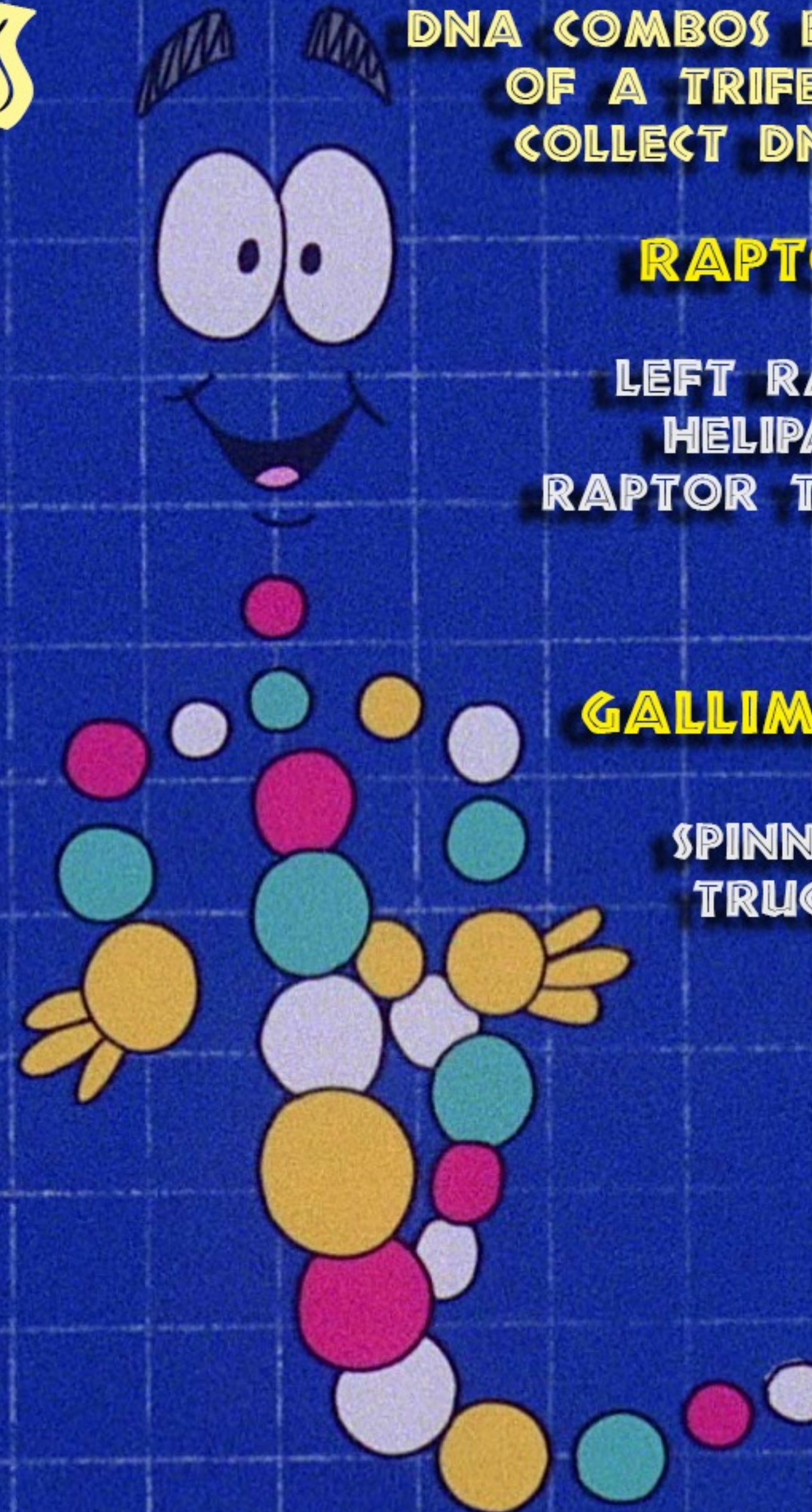
LEFT RAMP
RIGHT RAMP
SUPPLY DROP

SPINOSAURUS

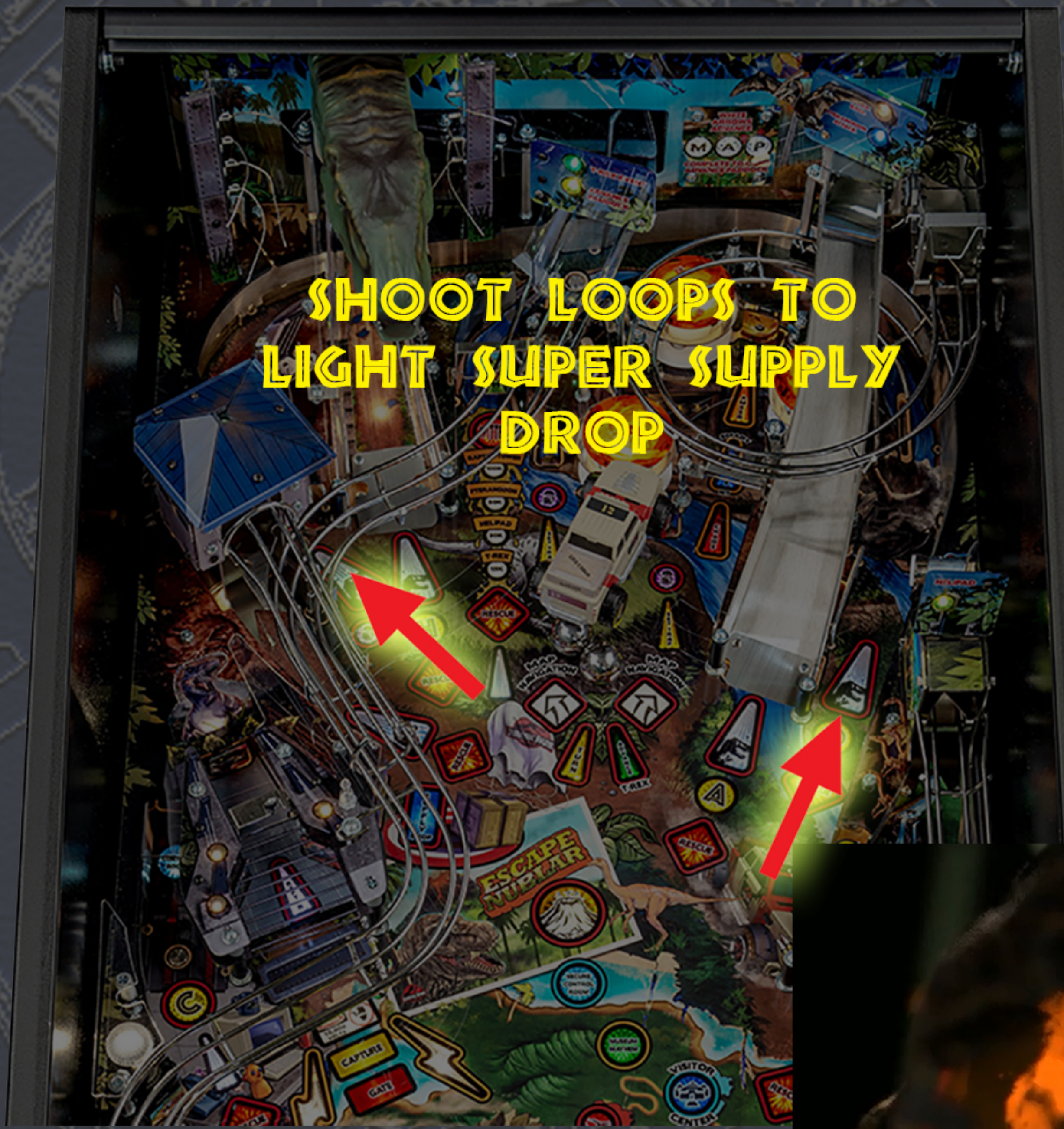
SPINNER
LOOP
RAPTOR TOWER
HELIPAD
LEFT RAMP
RIGHT RAMP

STEGOSAURUS

SPINNER
LOOP
LEFT STANDUP



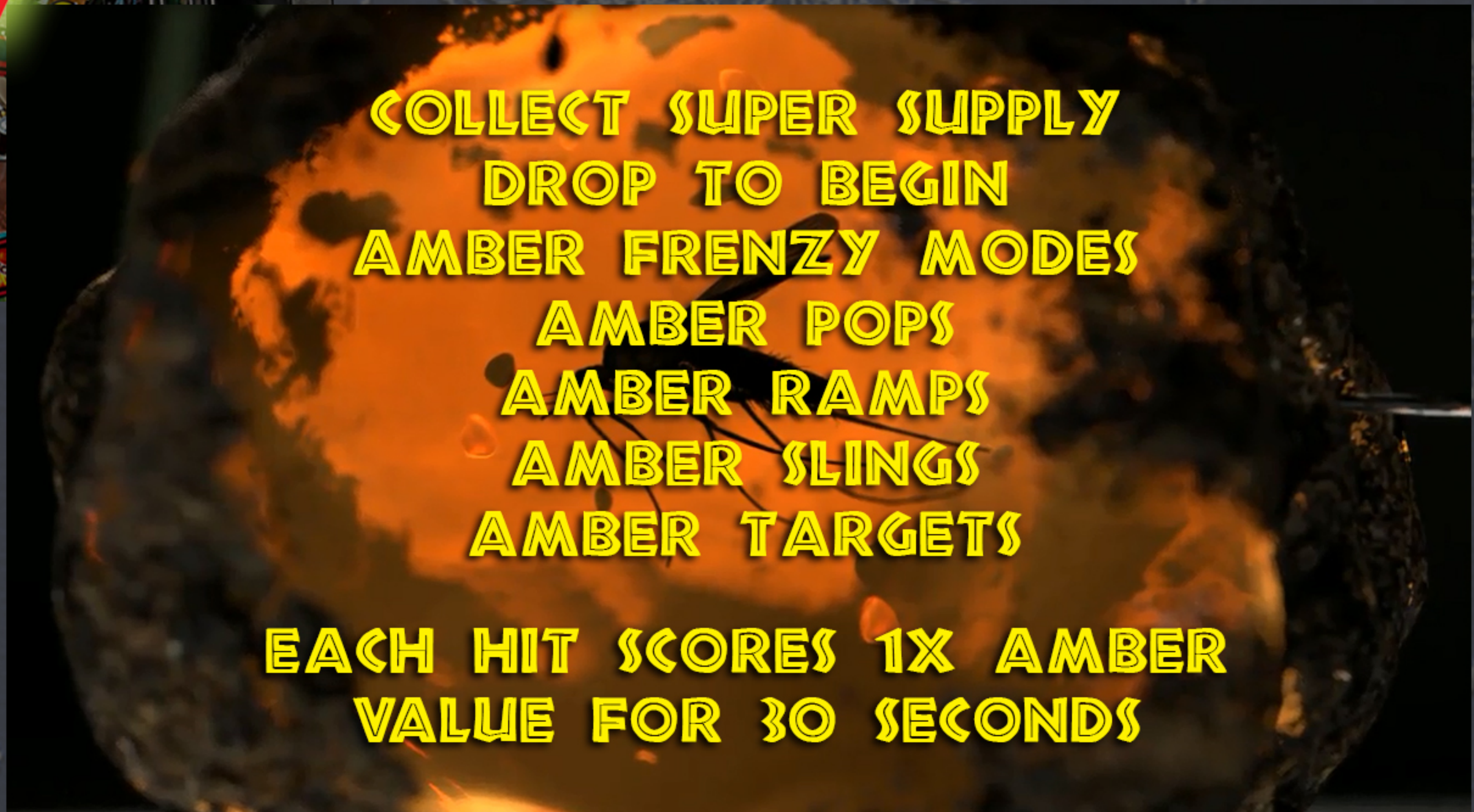
SUPER SUPPLY DROPS- AMBER FRENZY MODES



SHOOT LOOPS TO
LIGHT SUPER SUPPLY
DROP



SUPPLY DROP LAMP WILL BLINK
WHEN SUPER SUPPLY DROP
READY



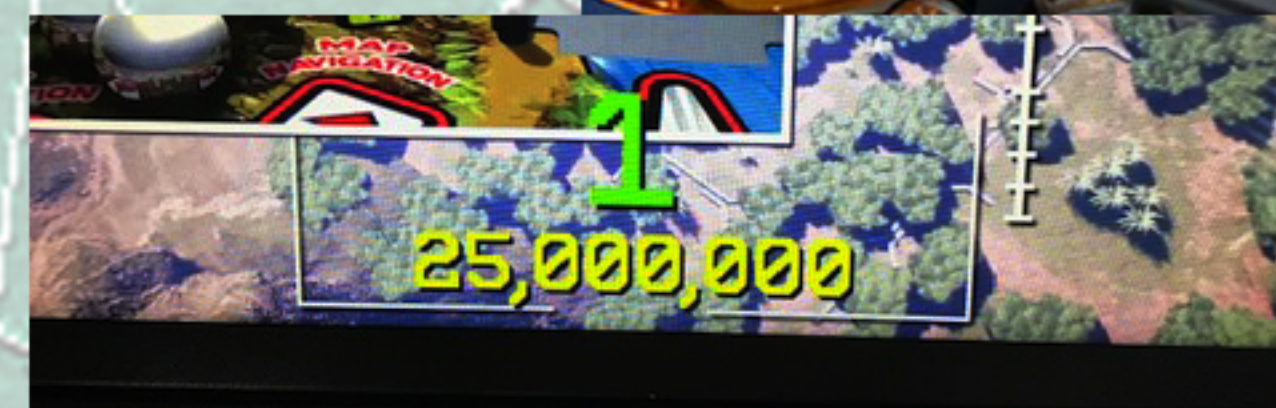
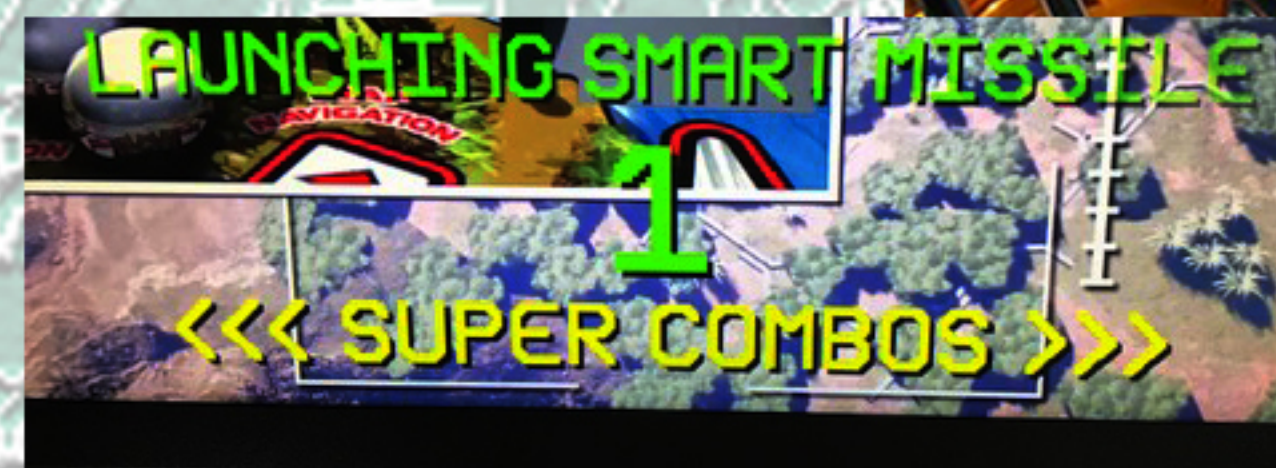
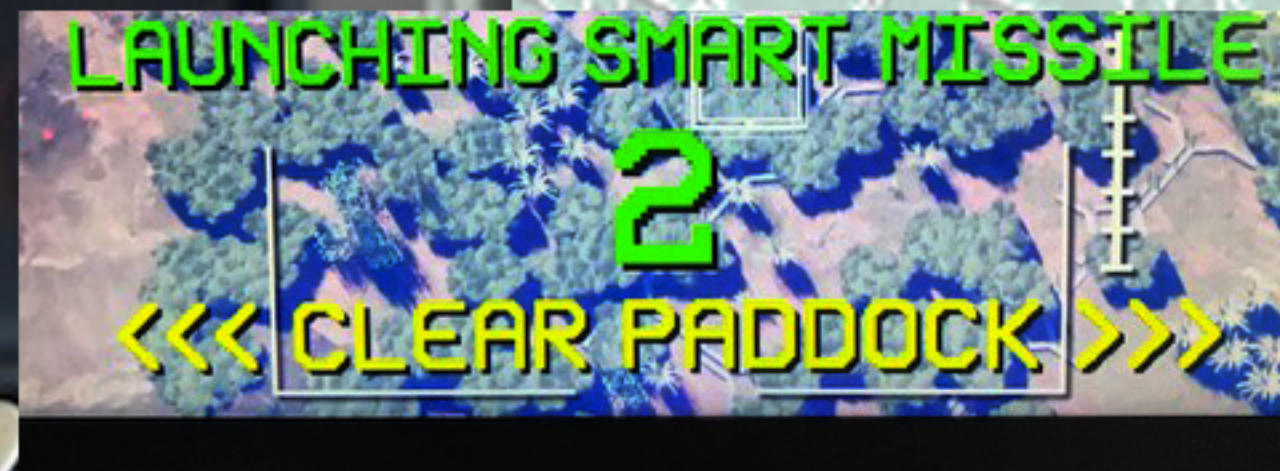
COLLECT SUPER SUPPLY
DROP TO BEGIN
AMBER FRENZY MODES
AMBER POPS
AMBER RAMPS
AMBER SLINGS
AMBER TARGETS

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- ???