

Nintendo
GAME BOY[®]

DMG-A2JE-USA



PART 2:
THE CHAOS
CONTINUES

INSTRUCTION MANUAL



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SOME VACATION!

Although it was supposed to be business, Dr. Grant thought the trip to Isla Nublar would be fun – get a little sun, get away from the lab, see some living dinosaurs. But Grant, a great paleontologist, never expected to be fighting for his life!

Invited by Jurassic Park's founder John Hammond to inspect the island's dinosaur installations, Grant is in the heart of a vicious hurricane which destroyed Jurassic Park's central headquarters. Computer systems are off-line, electrical fences are down and the dinosaurs have taken over the park.



Grant is trapped. If he wants to escape alive, he must collect the security cards needed to open the gates between compounds. To reach the helicopter that will take him to safety, he must fight his way through the park and get away from the hungry prehistoric carnivores.



GETTING STARTED

1. Make sure the Power Switch is OFF.
2. Insert the ***Jurassic Park: The Chaos Continues*** Game Pak into the Game Boy.
3. Turn the Power Switch ON.
4. In a few moments, the Title Screen will appear.

Press **START** to select a language. After selecting a language a demo will begin momentarily. Press **START** to begin the game and you will be given a description of the mission ahead. Press **START** when you are ready for action!



CONTROLS

If you want to get Grant out alive, learn the controls!

CONTROL PAD

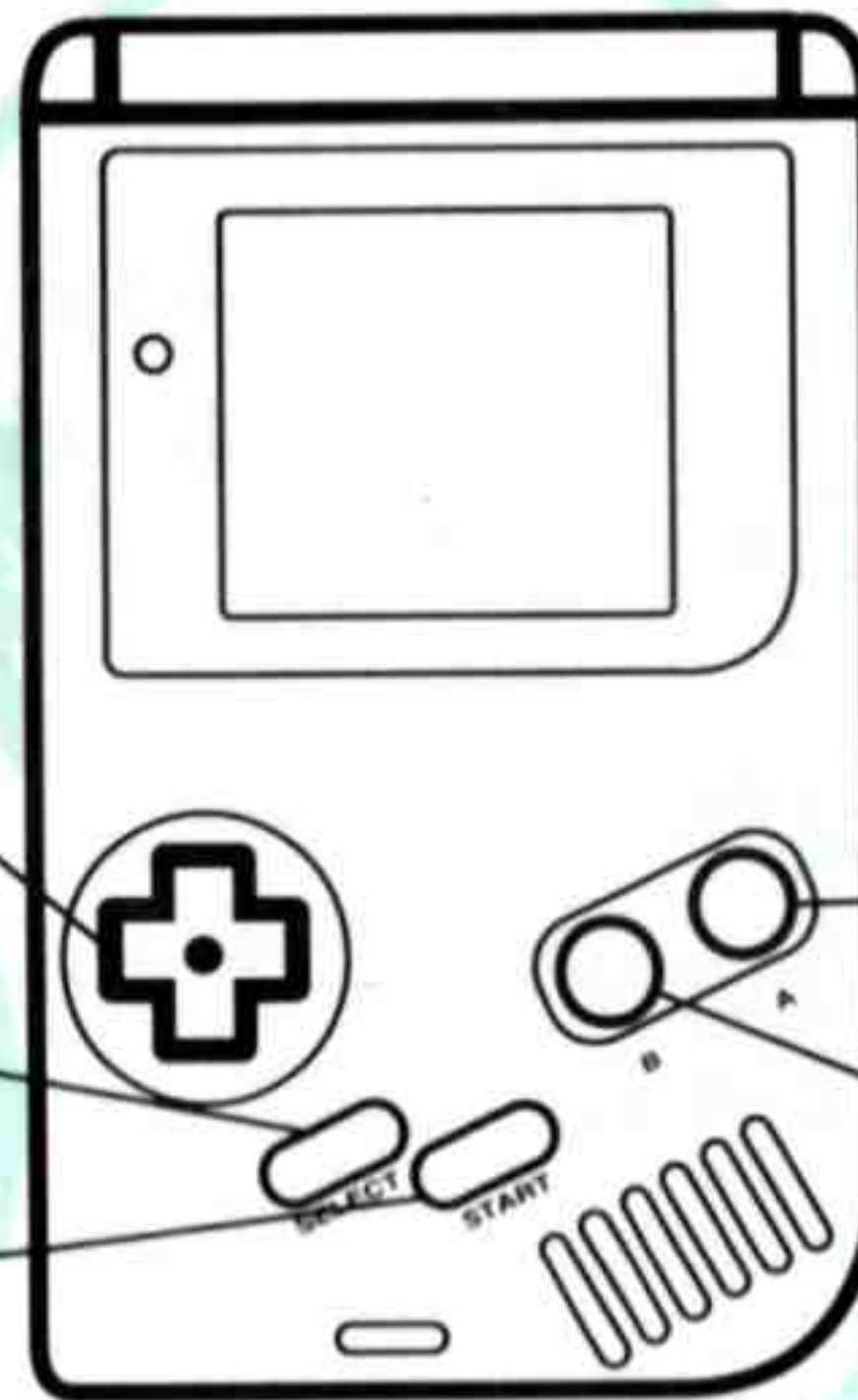
Move Dr. Grant:
Press Left & Right to walk,
press down to duck

SELECT BUTTON

Select which weapon to use

START BUTTON

Start game or pause



A BUTTON

Jump, use Control Pad
to control direction of jump.
Press when underwater
to swim upwards.

B BUTTON

Fire selected weapon

SCREEN LAYOUT

Displays at the bottom of the screen will provide useful information to help Dr. Grant stay alive!



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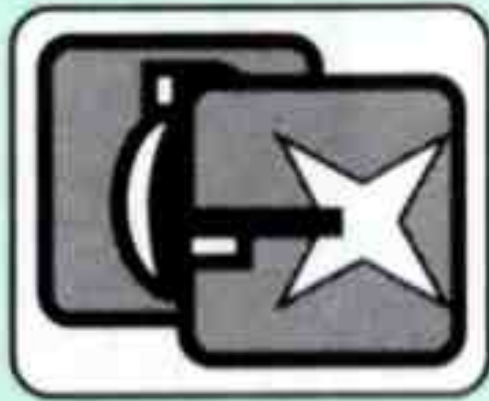
A) Score

Shows your current score



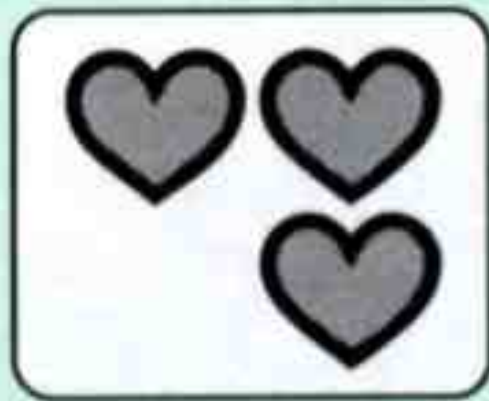
B) Magnetic Cards

Collect these to open the security gates and get out of the different sections of the park. The number next to the icon shows the number of cards remaining in your area of Jurassic Park. When you collect enough cards for the number to reach "00" you will be able to find a gate and move to new areas of the park.



C) Weapon Selected

Will show which weapon you are currently using. See page 10 for weapon descriptions.



D) Health

Each time you fall or are attacked, Grant will lose a heart. If Grant loses all of his hearts, he's history.



E) Lives

Shows how many chances you have to get out of the park. Be careful or you'll become a permanent resident!



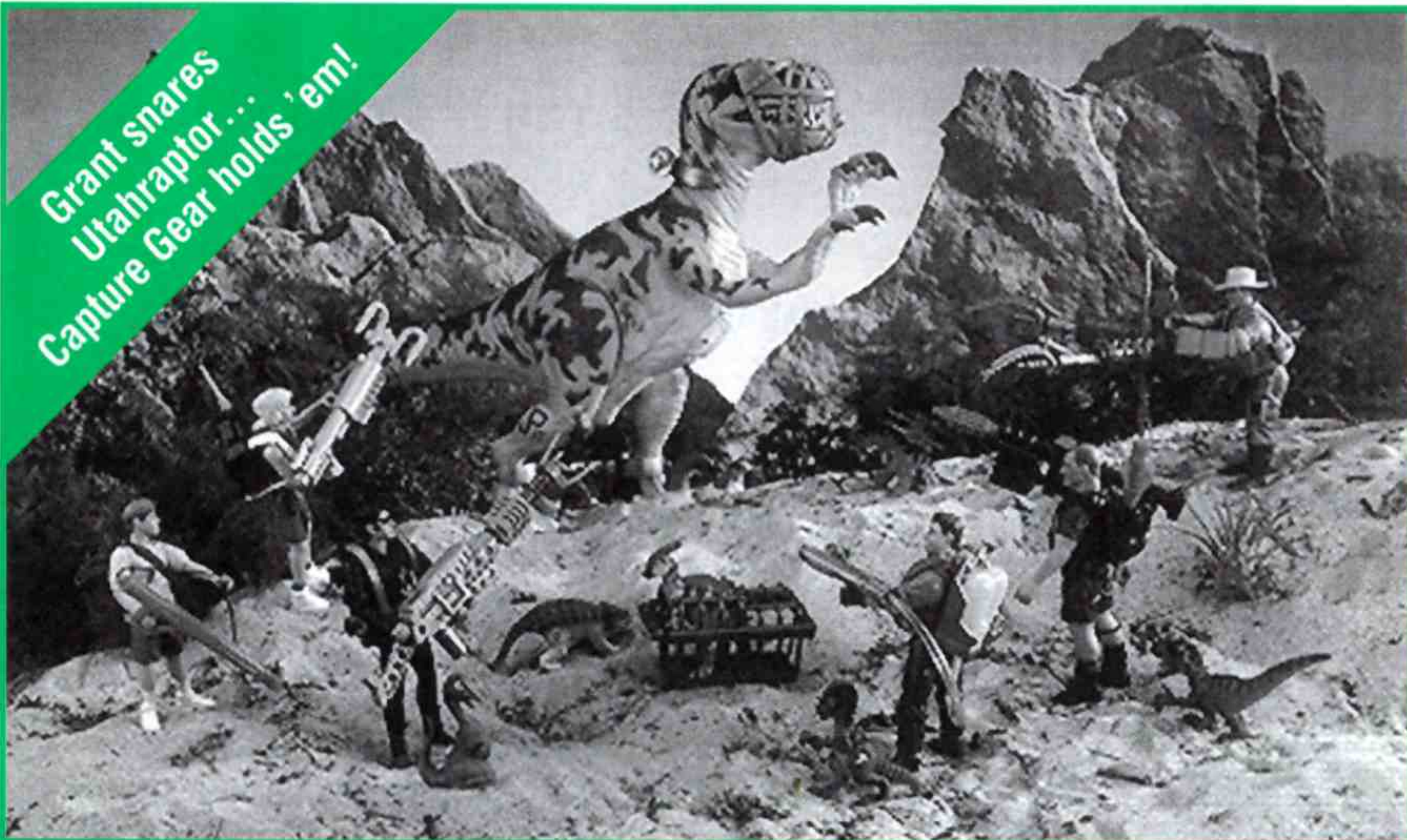


Capture Gear™, Real-Feel Skin, Dino Damage™...



Electronic T-rex Attacks
Jungle Patrol™...
Dino Damage!

Grant snares
Utahraptor...
Capture Gear holds 'em!



...Only with the Official JP™ toys from **Kenner®**

WEAPONS

Press the **Select Button** to choose from a variety of weapons.



Rifle

All-purpose weapon, good for all sizes of dinosaurs.



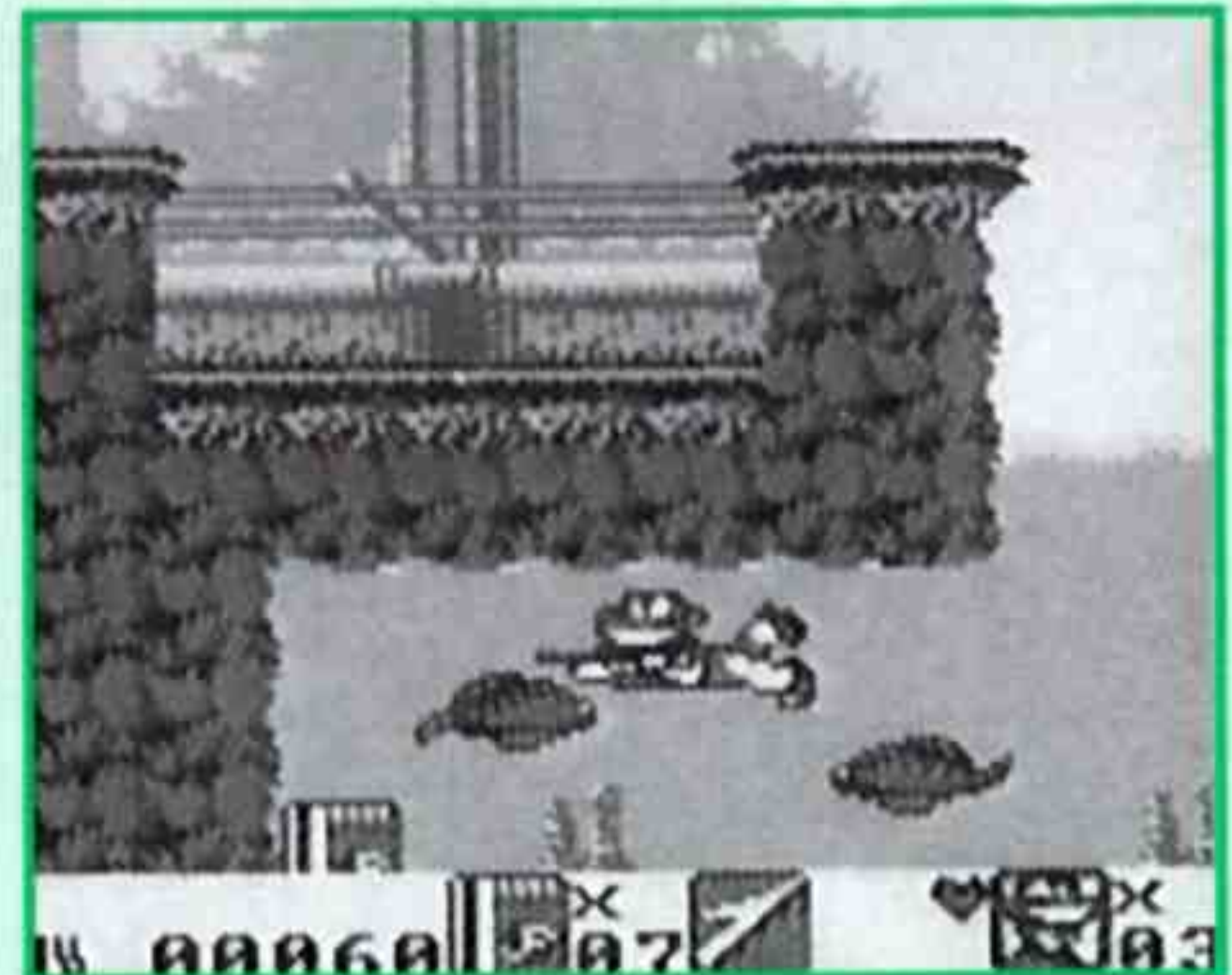
Grenades

Good for all sizes of dinosaurs, but may be difficult to aim precisely.



Harpoon

Appears only when Dr. Grant is underwater. Good for all underwater dinos.



PICK UPS

Look for helpful items as you cross the island. Pick them up by walking over them.



Health

Improves your health – adds one heart to your health bar and gives you one more chance to beat those dinos on their own turf.



Magnetic Card

Picking one up brings you one step closer to getting out of the park with your skin intact.



One Up

Gives you an extra life and increases energy to full.

A WALK IN THE PARK

It's a jungle out there!

Watch your step as you move through the thick undergrowth. Dinos attack from all sides – even from the sky! Climb trees to reach different areas and watch for those magnetic cards.



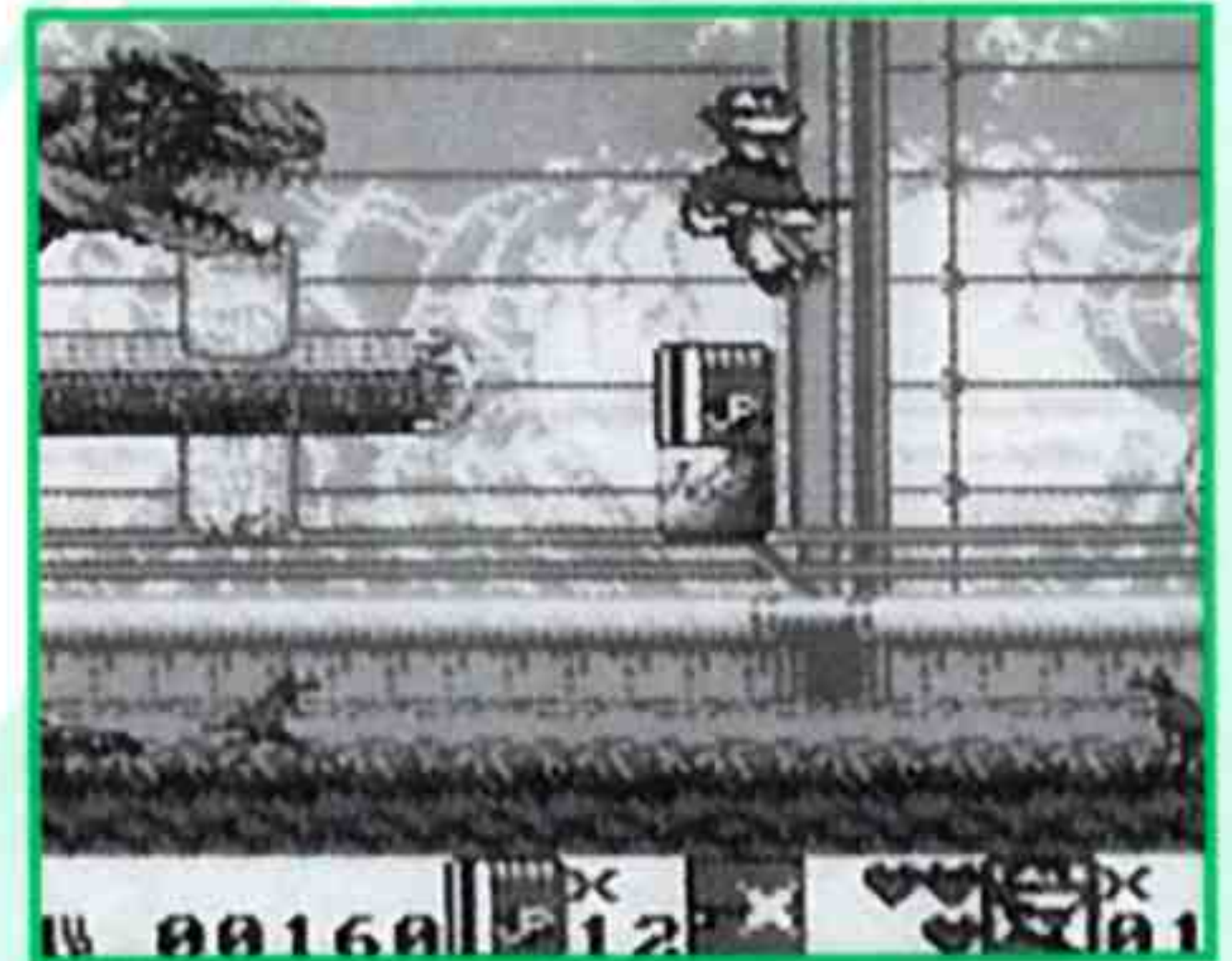


Look – up in the sky!

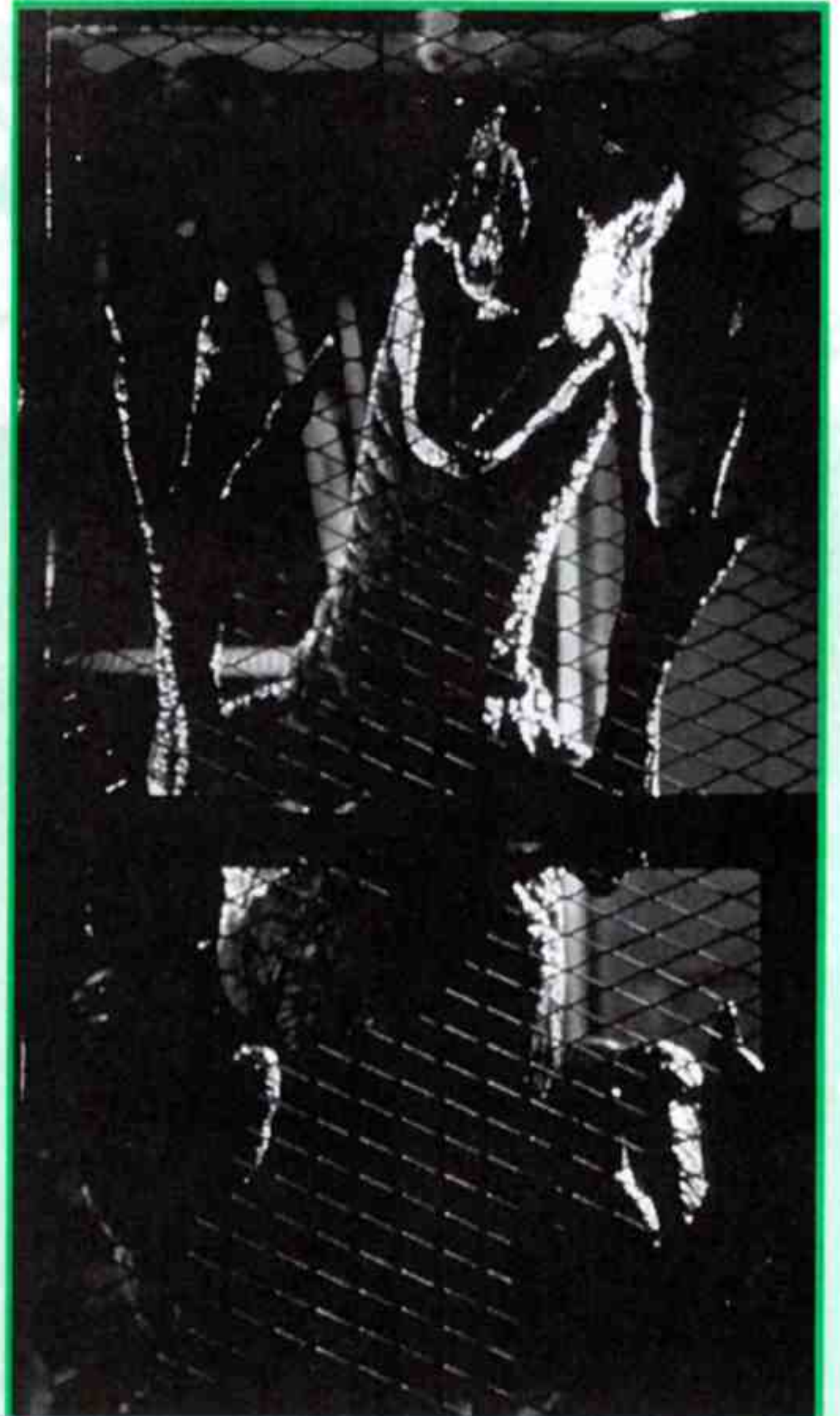
The Pteranodons are upset at being disturbed. The young ones dive at you while the momma bird tries to drop a rock on your head. Keep moving!

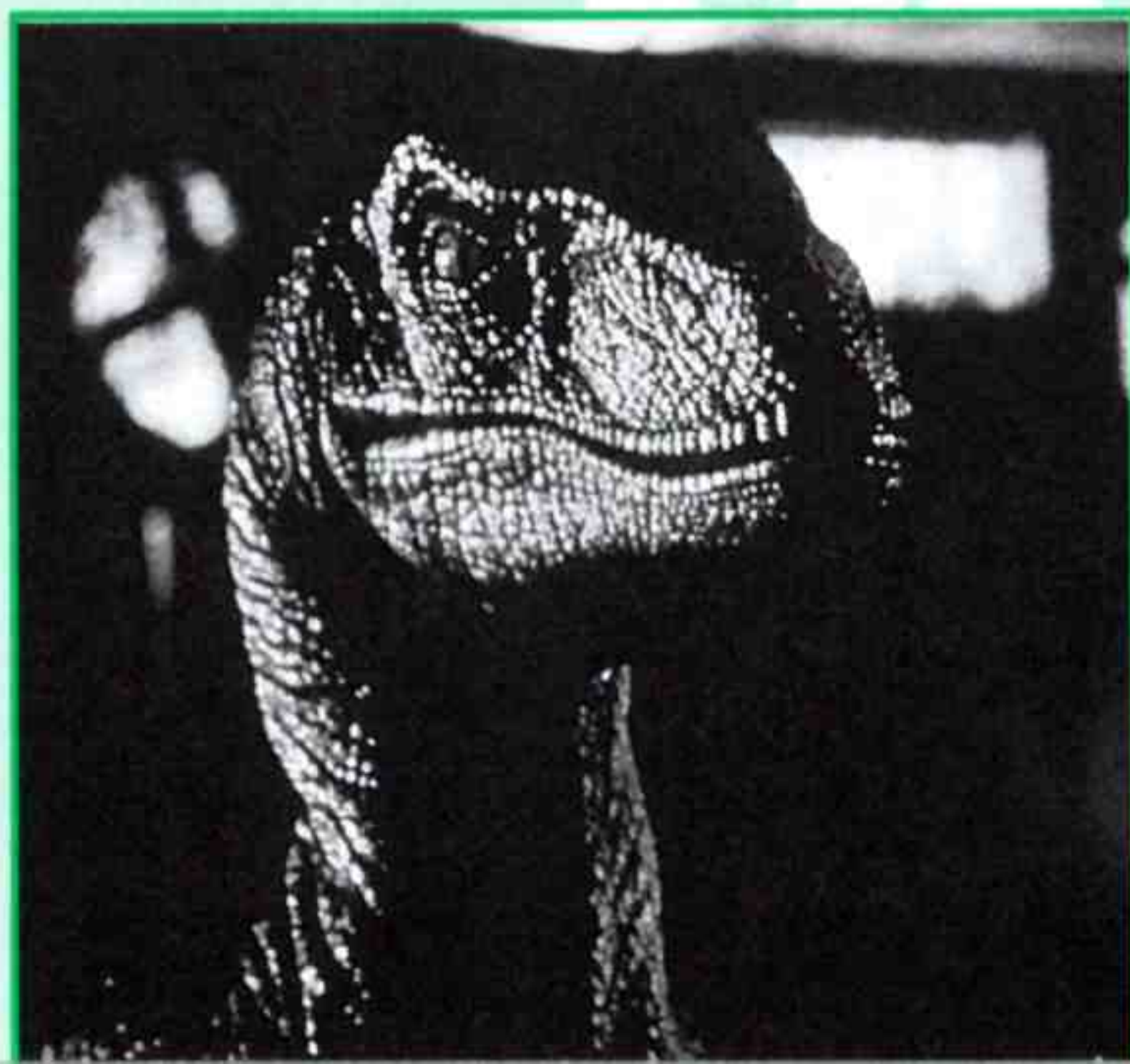
Feel like you're being followed?

The Tyrannosaurus Rex has broken out of his paddock and is on the rampage! Your only chance is to keep running ahead of this towering monster. Make sure you don't get trapped in the broken pillars of the paddock – this is one hungry Rex!



PALEONTOLOGIST'S NOTES





HINTS & TIPS



Look for magnetic cards scattered across the park – if you collect enough, they will open the gates.



Keep your eyes open for a variety of different dinosaurs – each attacks in a different way.



Use your grenades to discover hidden parts of the island.



If you collect all the magnetic cards on the T-Rex levels you gain an extra life.



On all levels, except T-Rex Pursuits, you must collect all the magnetic cards to exit the level.

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Ocean of America, Inc. 1870 Little Orchard Street
San Jose, CA 95125 (408) 289-1411

JURASSIC PARK



**Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125
(408) 289-1411**

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