

Jurassic Park Walkthrough
Ocean
Walkthrough by Catfish_82

Thanks for checking this walkthrough out; I hope it helps you out. Like always, I welcome any and all questions, comments, or suggestions in regards to the walkthrough. My email is StoneColdMatt_82@Hotmail.com. Also, like always, I've written this walkthrough to be displayed on SNES Central. If you want to borrow some or all of it, I don't mind, but I do ask that you credit me (Catfish_82) as the author and while you're at it, why not link back to SNES Central? (www.snescentral.com) It'd do a lot of good as far as getting the traffic up on the site.

Welcome to Jurassic Park! And with those words, your journey into madness begins. While other games were stretching the boundaries of the SNES's graphical capabilities, this game was content with mediocrity. Oh well, such is the fate of all games made solely for the gain of a quick buck. But before I get on with the walkthrough, we'll get some stuff out of the way.

Game Details:

- Jurassic Park the game is a registered copyright of Ocean Ltd. 1993. While all other Jurassic park trademarks are copyrighted by Universal pictures and Amblin Entertainment.
- Licensed by Nintendo, 1993.
- While nobody owns a copyright on the names of the dinosaurs, all other names, characters, items etc. are copyright of their respective owners.
- This walkthrough is the sole property of Catfish_82 (me) and is neither endorsed nor affiliated with Ocean Ltd. Nintendo, Universal or Amblin Entertainment.

Table of Contents:

1. Version History
2. The basics
 - a. Controlling Alan Grant
 - i. While Outside
 - ii. While Inside
 - b. Items
 - c. Weapons
 - i. Primary
 - ii. Secondary
 - iii. Miscellaneous
 - d. The Dinosaurs
 - i. Misc. Animals
3. The Six Tasks (with maps)
 - i. Map: Jurassic Park Overhead Section Map
 - a. Task One: Restore Power
 - ii. Map: Nublar Utility Shed Ground Level
 - b. Task Two: Reboot the Computer
 - i. Map: Beach Utility Shed Ground Level
 - ii. Map: Visitor Center Roof Level
 - iii. Map: Visitor Center Ground Level
 - iv. Map: Visitor Center Sub Level
 - v. Map: Visitor Center Floor One
 - c. Task Three: Secure the Visitor Center, Find Out How the Raptors are Getting in and Stop Them
 - i. Map: Raptor Pen Entry Level
 - ii. Map: Raptor Pen Ground Level
 - iii. Map: Raptor Pen Upper Level
 - iv. Map: Raptor Pen Sublevel One

- v. Map: Raptor Pen Sublevel Two
 - d. Task Four: Clear the Ship of Dinosaurs and Access a Terminal to Stop it From Sailing
 - i. Map: Ship Entry Level
 - ii. Map: Ship Sublevel One
 - iii. Map: Nublar Utility Shed Sublevel
 - iv. Map: Beach Utility Shed Sublevel One
 - v. Map: Ship Sublevel Two
 - vi. Map: Ship Sublevel Three
 - vii. Map: Ship Sublevel Four
 - e. Task Five: Gas the Raptor Nest
 - i. Map: North Utility Shed Ground Level
 - ii. Map: North Utility Shed Sublevel
 - iii. Map: Raptor Nest (Incomplete)
 - iv. Map: Jurassic Park Overhead Map Showing Egg Locations
 - f. Mini-task: Collect 18 Raptor Eggs
 - g. Task Six: Contact the Mainland For Help
4. Credits
5. Q&A Section

Version History:

V 1.0: I wrote the basic walkthrough and provided some crude maps for the buildings and ship. Most of what I originally wrote is still in here, but much more clarified.

V 1.5: I beefed up the maps. Now instead of simply telling what areas require night vision and the locations of ID cards and batteries, I've put in locations of weapons – primary and secondary – health items, and the location of dinosaurs throughout all interior maps. Previously I'd only done that on the ship maps.

V 2.0: I'd been waiting for someone to email me with some information regarding a few features of this game. In the meantime, I added the complete JP overhead map showing the egg locations (in case my excellent verbal descriptions aren't enough, sarcasm intended) and the same map, this time showing the different areas and gates and how I grouped them in the walkthrough. The guy never emailed me back by the way.

V 2.5 I was going to go ahead and submit what I'd previously done, however it occurred to me that it'd be callous and very cruel of me to leave the section on task five (gassing the raptor nest) as vague as it is. Therefore I added a map of the raptor nest that will allow you to get in and out quick as you please.

V3.0: Added a table of contents, beefed up the Q&A Section, and a few other minor things, but this is it, the last major update I swear.

V3.5: Ok I lied, in this update I've added a new section to the TAC, as well as included some information sent in via email.

The Basics:

a. Controlling Alan Grant

- While outside

- Shoot primary weapon (i.e. shotgun, rockets, tranquilizer darts, stun gun) press A.
- Shoot secondary weapon (i.e. Bolas, gas grenades) press Y
- Pick up items, weapons, and eggs press X.
- Jump, press B.
- D-pad, to move.

- While inside

- Shoot primary weapon, press A.
- Shoot secondary weapon, press Y.
- Jump, N/A.
- Pick up items, just run over them.
- Right/Left on D-pad, aim.
- Up/Down on D-pad moves back and forwards.
- L/R fine-tunes your aim.

b. Items

- Health/Food: This will be either a health kit, which restores all your energy, or a drumstick that restores your energy partially.
- Extra life: This is a picture of you encased in a yellow box that will give you one more attempt at getting off the island.
- Raptor eggs: These are scattered throughout the outside, and you must collect all 18 of them.

c. Weapons:

Primary Weapons:

Stun Gun- This is what you start the game with. It's pretty weak; in fact its best uses are dealing with the compys, opening gates, and extending bridges.

Shotgun- these are reliable but slow. Shotgun is a good choice if you're prone to getting lost in buildings. You can simply follow the body trail back to the exit. Three hits will kill a raptor; two hits will kill a spitter, and pachy. One hit kills the gallimimus and compys.

Rocket- Rockets will kill everything except the T. Rex and Triceratops with one hit, it leaves no body, so you might get lost in buildings.

Tranquilizer darts- the only practical use these things have is to slow down the T. Rex if he's on your tail.

Secondary Weapons:

Bolas- this is the first 'secondary' weapon you'll pick up. The Bolas along with the gas canisters complements your shotgun or rockets. Bolas will kill everything but the T. Rex and triceratops with one hit.

Gas Canisters- This is your supposedly 'non-lethal' weapon. It will kill everything but the T. Rex and Triceratops, but it's slow to work. Its most useful (and fun) application is to hurl it into a crowd of tightly packed Gallimimuses.

Miscellaneous:

Nerve Gas- This is what you will use to gas the Raptor nest. There is no other place that you can use it.

One thing that has always bothered me about this game is that only two of the dinosaurs appearing in this game were actually from the Jurassic period. I guess I'm just a stickler for accuracy, but I suppose Cretaceous Park isn't nearly as catchy. Oh well...

d. Cast of Characters (The dinosaurs):

Compsognathus (Compy)- These are the little guys. They run away from you when you chase them, but come at you when your back is turned. Killing them is good for one point each.

Pachycephalosaurus- A Cretaceous dinosaur, you'll usually find these guys two at a time. They're very territorial, and will chase you. Very annoying to try and kill with the stun gun or shotgun, use Bolas or Rockets on them instead. You'll receive five points upon their demise.

Gallimimus- these are the roadrunners of the Cretaceous dinosaur world. You'll find them in the front of and to the side of the visitor's center. Also near the helipad. Unlike all the other dinosaurs here, they do not attack you. But they will stampede if you go around mindlessly killing them.

Dilophosaurus (Spitters)- Ah the spitting dinosaurs, what video game would be complete without them? Be wary of their spit, which will cause temporary loss of control as well as relieving you of a substantial chunk of your life. Killing them will net you ten points.

Velociraptors (Raptors)- The dinosaurs that made Jurassic Park famous. These 'super intelligent' Cretaceous dinosaurs will make life rough for you if you're not careful. Fond of leaping out of bushes and pacing within the buildings, they usually attack in groups of three. Don't fool around; use Rockets or Bolas on these guys. Twenty points is your reward for killing these guys.

Triceratops- There are three places where you will encounter this Cretaceous herbivore, steer clear of these guys. They are also indestructible so don't waste ammo on them.

Tyrannosaurus Rex (T. Rex)- The 'Tyrant Lizard' was also a cretaceous dinosaur making a guest appearance on the game. There are two places you'll find this guy. Tranquilizer darts will slow him down, but not stop him.

Miscellaneous:

Giant Mosquitoes- These guys are just straight up annoying. They are also quick, and hard to hit.

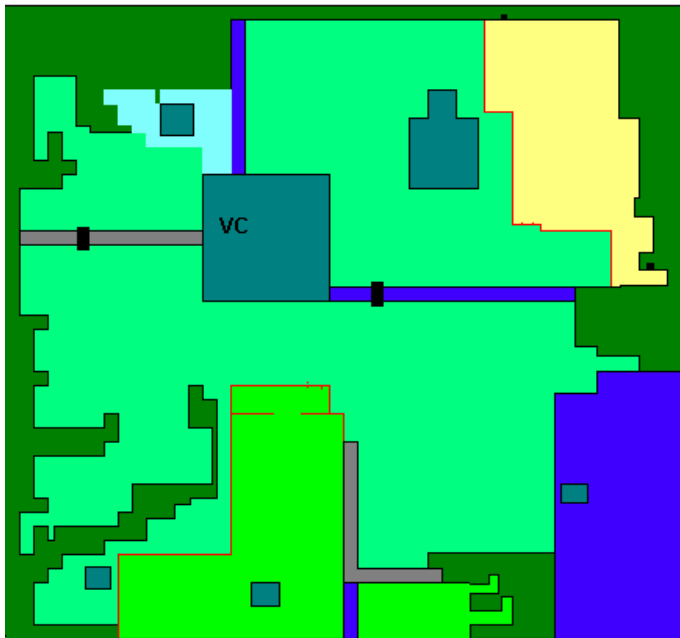
3. The game is set up into six tasks that you'll need to complete before you can get off the island.

1. Restore Power by turning on the generator
2. Reboot the computer
3. Secure the Visitor Center, find out how the raptors are getting in and stop them
4. Clear the ship of dinosaurs and stop it from sailing
5. Gas the raptor nest
6. Contact the mainland for help

Mini task

- a. Collect all 18 raptor eggs

Before I delve into the walkthrough I should explain one thing, when telling you where to go I'll occasionally refer to 'the common area' or 'gate one', etc. I've provided a handy dandy section map so you know what areas belong to what section. Now this map doesn't give you the intricacies of the jungle mazes, it's just there to let you know how I've grouped things. If you want a more detailed map of the JP overhead map, scroll on down to the section on the eggs.



Jurassic Park Overhead Section Map:

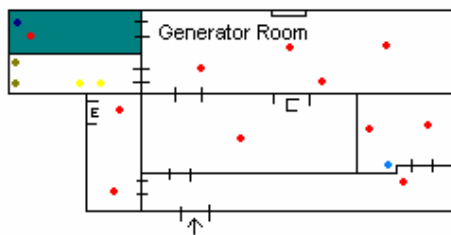
Key:











-  = Common Area
-  = Gate One
-  = Gate Two
-  = Gate Three
-  = Building

a. Task 1: Restore power by turning on the generator.

Head south through the jungle (be careful, there are two spots where you'll be ambushed by raptors). You'll see a blue building; this is the Nublar Utility Shed, where you'll turn on the power. If you go to the room all the way to the right at the end of the hallway, you'll get the battery. This will allow you to use your night vision goggles. Now head to the generator room. Kill all the Dilophosaurs and then just walk up to the generator. The power will come back on automatically. Next you'll need to reboot the computer. (I apologize for the crudity of these drawings.)

Nublar Utility Shed Ground Level



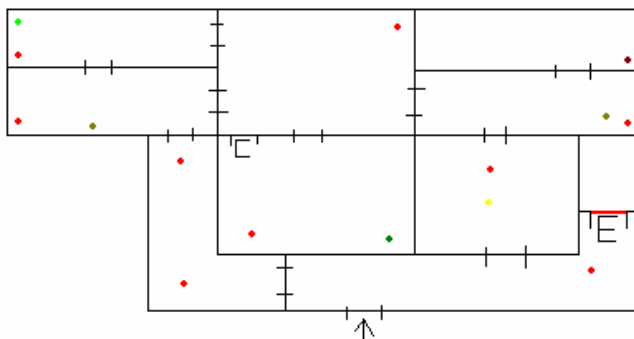
- Key
-  = Night Vision Required
 -  = Shotgun Shells
 -  = Rockets
 -  = Gas Grenades
 -  = Health/Food
 -  = Dinosaur
 -  = Battery
 -  = Entrance/Exit
 -  = Elevator
 -  = Computer

b. Task 2: Reboot the computer.

You'll need to work your way back through the JP gates and up to a chain link gate. There are gears next to it. Now that the power is back on, these gates are electrified, so don't touch them. Use your shotgun; rockets or stun gun on the gears and the gate will open. But it recoils, so go through quickly. Once past that, you are in what I like to call the 'common area' it includes the beach utility shed, the southwest jungle, the Visitors Center (VC for short) and various other landmarks. Also, you'll see poles scattered throughout the landscape. These poles will save your progress, (in game progress that is, you can't touch a pole then shut your SNES

off) and remind you what task you're on. If you die, you'll start off at the last pole you touched or building you entered. The computer you need to reboot is in the VC, but you can't get to it right away. Instead head west into the southwest jungle. Avoid the Gallimimuses in front of the VC. If you head south through the jungle, generally sticking to the east side, you'll get right where you need to be. You know you're going the right way if you get a message from Tim warning you about the Triceratops. You'll see an egg, then a path going south. When you walk down it you'll hear and see the Triceratops charging at you. If you look to your right, there is a section of fence. Just past that is a nook that you can duck into to avoid the Triceratops. There is no way to outrun him so if you miss that nook, then you'll get trampled. Once past that, it's just a hop, skip and a jump to the beach utility shed. You may notice a change in music, it's your warning that the T. Rex is near. In fact if you go past the beach utility shed, into that open area, the T. Rex will come out and chase you. For reasons I still don't understand, you *can* outrun the T. Rex. But once inside the utility shed, make your way up to the top left corner to get Dennis Nedry's ID card.

Beach Utility Shed Ground Level



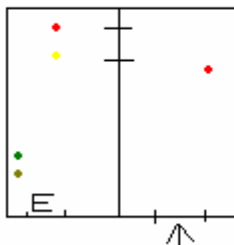
Key

- = Shotgun Shells
- = Bolas
- = Rockets
- = ID Card
- = Health/Food
- = Dinosaur

Notes: Get Dennis Nedry's ID in the top lefthand corner.
The locked elevator requires Donald Gennaro's ID

Now you're ready to go to the VC to reboot the computer. But before you do that, take a moment to get Jon Hammond's and Alan Grant's ID Cards. Hammond's card is on the VC roof, top left corner. Get it first. Alan Grant's card is a bit trickier. Go to the back left corner of the VC ground level and use the elevator to get to the sub level. From there, get the battery. Then go back up to the VC ground level, to the room that requires night vision, and get Grant's ID card.

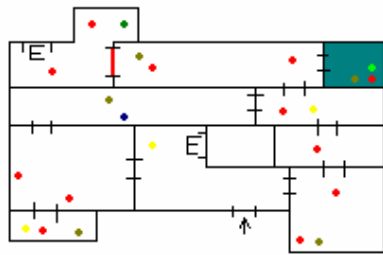
Visitor Center Roof Level



Key

- = Bolas
- = Rockets
- = Dinosaur
- = Health/Food

Visitor Center Ground Level



- Key
- = Rockets
 - = Bolas
 - = Gas Grenades
 - = Health/Food
 - = Dinosaur
 - = ID Card
 - = Locked Door
 - = Night Vision Required

Note: Locked door requires John Hammond's ID card.
Get Alan Grant's ID in the room that requires night vision.

Visitor Center Sublevel

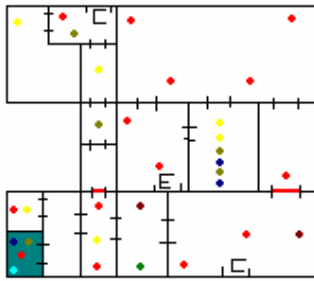


- Key
- = Rocket
 - = Bolas
 - = Health/Food
 - = Dinosaur
 - = Battery

Notes: The locked elevator requires Ellie Sattler's ID.

With Grant's card in tow, you are now ready to reboot the computer. Go to the VC first floor, through the incubator room and into the hallway. In the next room you'll find a computer. Go over to it and press the reboot icon. The mainframe will come up. Now go to Park Control, then Motion Sensors, and hit that. You'll get a message saying the motion sensors have been enabled. (If you go under user options, then inventory, you can get a list of all the ID cards you have, and whether your battery is charged or not.) The motion sensor will allow you to see what's around you. Red dots are enemies, such as raptors or spitters, black dots are things you're not supposed to kill, gallimimuses and compys, and yellow dots are items. Now, on to your next task.

Visitor Center Floor One



Key

- = Shotgun Shells
- = Rockets
- = Bolas
- = Gas Grenades
- = Health/Food
- = Dinosaur
- = Locked Door
- = Extra Life

Notes: The locked door just past the incubator room requires Dennis Nedry's ID card. The next locked door requires Dr. Wu's ID card. Request security clearance one from the second computer.

c. Task 3: Secure the visitor center and stop the raptors from entering.

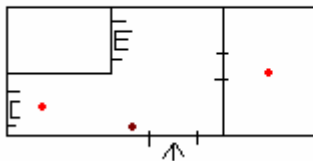
Head outside the visitor center and then head northeast until you see the raptor pen.

Cheat Alert

Immediately to the left of the entrance of the raptor pen are some shotgun shells. If you go outside then come back in they'll be there again. If you do this twenty-five times or so, you'll have infinite shotgun ammo. This trick can be pulled with any weapon, but lack of such a convenient spot tends to limit the time you can do this.

Go to the elevator and take it all the way down. Go until you find the room with the battery. Along the way you may encounter a locked door. To get it you'll need security clearance 1. Remember it for later. Once you've got the battery return to the elevator, and go back up to the upper level and get Ian Malcom's ID card.

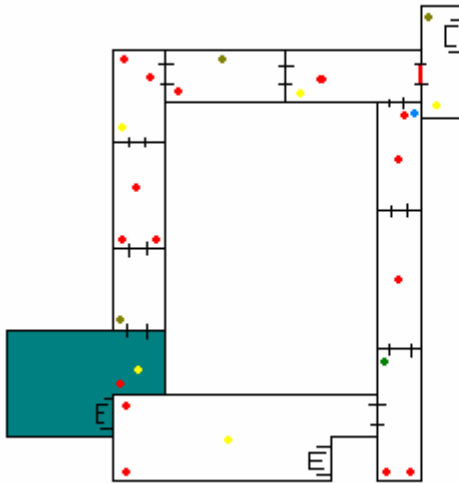
Raptor Pen Entry Level



Key

- = Dinosaur
- = Shotgun

Raptor Pen Ground Level

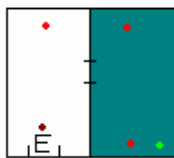


Key

- = Dinosaur
- = Rockets
- = Bolas
- = Health/Food
- = Battery

Notes: Locked door requires security level one.
Ship comms from the computer on this level.

Raptor Pen Upper Level



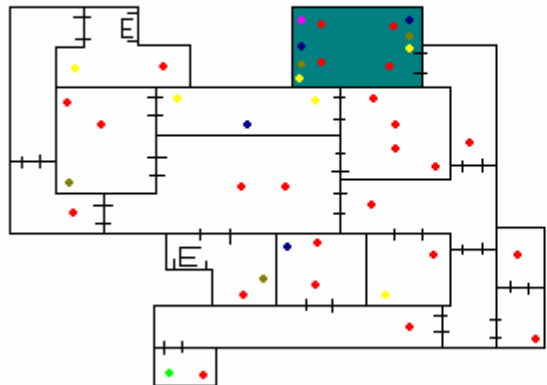
Key

- = Dinosaur
- = Shotgun Shells
- = ID Card

Notes: Get Ian Malcom's ID in the room requiring nightvision.

Now go back down and to the elevator, it's a pretty straightforward path, no real explanation required. Once down on Sub level 1, go to the front of the level (see map) to get Robert Muldoon's ID. With that done, go to the elevator towards the back left and go down to sub level 2. Make your way along until you get to a room with two raptors, a crate, and an elevator and another door. The other door is how the raptors are getting into the VC. The elevator in this room leads to the control room in the VC. (apparently, the makers of this game want you to believe that the raptors are using the elevator to get into the VC. We knew raptors were smart but SURPRISE!! They're smart enough to press the button, get on the elevator and press another button! I wonder if they enjoy elevator music as much as we all do?) There are two things you can do here. A, get behind the crate and push it in front of the doors, this will stop the raptors. Or B, you can go into this other room and kill all the raptors to jack up your score and then go push the crate. If you do decide to enter this area to boost your score there are two things to be aware of. One, it requires night vision. Why did I not do a map for this section as well? There's no reason to, the game never saves your score so there's really no reason to go inside. Secondly, you might see some seemingly decorative features of the walls that have the Jurassic Park logo on them. If you press up against them you'll be transported to a weird little place. It's a room that seemingly goes on forever, and littering the ground are many dead raptors and spitters. The reason you should not go in this room is that if you do go, it is very easy to get trapped with no escape, if this happens then you're SOL my friend, and will have to reset your console. These weird places are also in the Raptor nest as well. Anyways, after you've pushed the crate in front of those doors, you're done with this task. Now take the elevator back up to the VC and head outside.

Raptor Pen Sublevel One

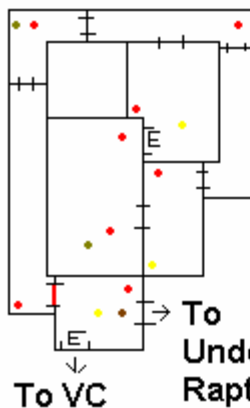


Key

- = Dinosaur
- = Rockets
- = Gas Grenades
- = Health/Food
- = ID Card
- = Extra Life
- = Night Vision Required

Notes: Get Robert Muldoon's ID card.

Raptor Pen Sublevel Two



Key

- = Dinosaur
- = Rockets
- = Health/Food
- = Crate

Notes: Locked door requires Alan Grant's ID.

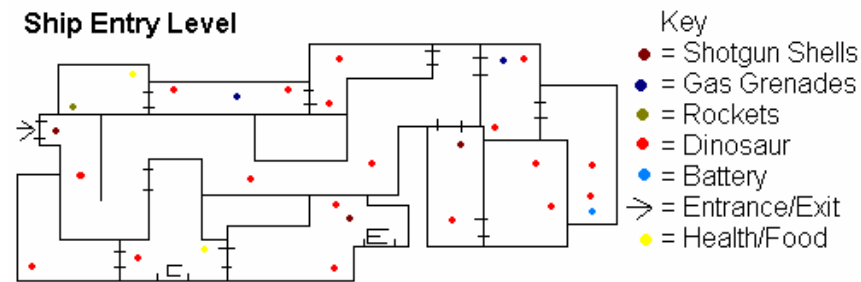
d. Task 4: Clear the ship of dinosaurs and stop it from sailing.

This is one of the most frustrating tasks of all, because it involves you going multiple places to complete the task. Depart from the VC and go east until you come to a set of cliffs. You must traverse these in order to get to the ship. Be sure to duck into the little secret area tucked into the corner right before the spitter and the second raptor. Just press up into the corner and you'll be taken to a little room. There isn't much in here, some weapons, an extra life and for some reason a large "D" that I have no idea why it's there. Thanks to dennis lyle1 for this info.

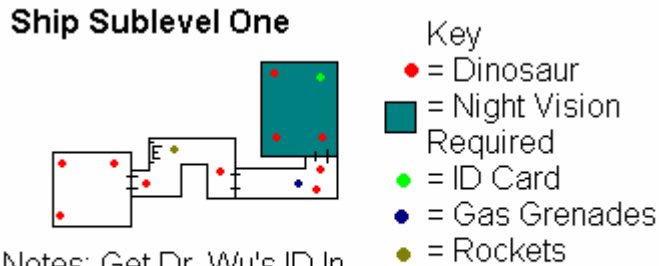
A Word of Caution:

By now you're probably frantically running around trying to get done with the tasks so you can beat this godforsaken game and be done with the whole mess. I don't blame you, I do the same thing. But there is something you should be aware of. There is a glitch in the game that can get you stuck in between doors of the ship with no escape. I'm not saying it *will* happen, I'm just saying there is a possibility of it happening. If it does happen, you'll have to reset your SNES and start the game over. The best way to avoid this is to line yourself up. Make sure your nosepiece is flush with the middle of the doors. (I've never noticed this glitch outside the ship, so once your done with task 4, you shouldn't have to worry about it.)

There are 18 dinosaurs on the entry level of the ship. For convenience sake, I've put the location of all the dinosaurs on each level. I hope it helps.



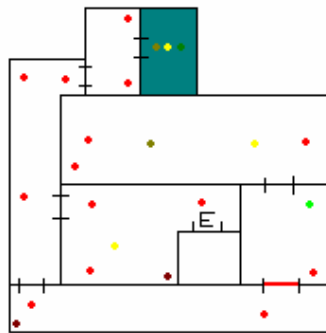
Make sure you grab the battery before you go down the elevator. Once you've got the battery, go down one level to sub level 1. There are 10 dinosaurs on sub level 1. This is also where you'll get Dr. Wu's ID.



Notes: Get Dr. Wu's ID in part requiring night vision.

Once you have Wu's ID, go back outside of the ship. Make your way back to the VC floor 1. Go to the second computer on the level; (the one right next to the lab) go to park control, then park security, and request level 1 clearance. Now head for the Raptor pen, ground floor, and go to the door you couldn't get to before. On the computer in that room go to communications, and then ship comms. Now the ship will remain docked. So you're half done. Now head for the Nublar Utility shed where you turned on the generator. Go to the sub-basement to get Donald Gennaro's ID.

Nublar Utility Shed Sublevel

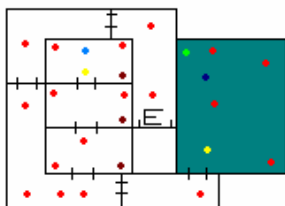


- Key
- = Shotgun Shells
 - = Rockets
 - = Bolas
 - = Health/Food
 - = ID Card
- | = Locked Door
- = Dinosaur

Note: Locked door requires Ian Malcom's ID.
Get Donald Gennaro's ID in Nublar Utility Shed Sublevel.

Then head for the Beach Utility Shed. Go to the elevator that was locked. On the sub level, first get the battery, and then go to the area that requires night vision to get Ray Arnolds ID.

Beach Utility Shed Sublevel One

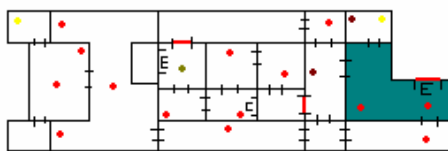


- Key
- = ID Card
 - = Battery

Notes: Make sure to get the battery prior to retrieving Ray Arnold's ID in the area requiring night vision.

Finally you're ready to finish off the ship. Head for the elevator, and sub level 2. There are 14 dinosaurs here. On the computer on this level, request level 2 clearance.

Ship Sublevel Two



- Key
- = Dinosaur
 - = Rocket
 - = Shotgun Shells
 - = Health/Food
 - | = Locked Door
 - | = Locked Elevator

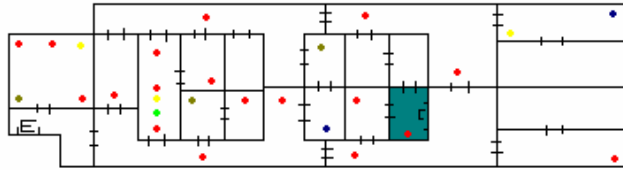
Notes: Locked doors require Ray Arnold's ID.

The Locked elevator requires security level two.

Request security level two from the computer on this level.

Now head for sublevel 3. Make sure to grab Ellie Sattler's ID. There are 18 dinosaurs on sublevel 3.

Ship Sublevel Three

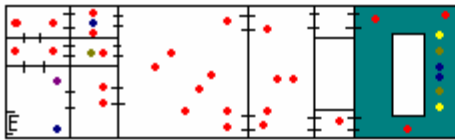


- Key
- = Rockets
 - = Gas Grenades
 - = ID Card
 - = Health/Food

Notes: Get Ellie Sattler's ID.
Request the helicopter from the computer on this level.

There are 25 dinosaurs on sub level 4.

Ship Sublevel Four



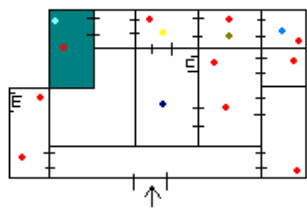
- Key
- = Dinosaur
 - = Rockets
 - = Gas Grenades
 - = Tranquilizer Darts
 - = Health/Food

Once you've gotten sub level 4 cleared out, then you're finally done with the task. Now it's on to the next one.

e. Task 5: Gas the Raptor nest.

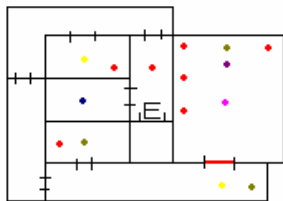
This is another frustrating task but thankfully it doesn't require as much running around from place to place. Go to the nearest computer, which will probably be in the ship on your way out. At the computer go to park control, gate operation and unlock gate number 1. With that done, head west of the VC and into the north jungle (you'll have another bridge to cross, and a herd of Gallimimuses will be in front of it.) Head through the electrified fence, and you'll see the North Utility shed right near it. This is where you'll pick up the nerve gas that you need to use on the raptor nest. Picking up the battery on the first floor is optional, since the room the gas is in doesn't require night vision. Head to the sublevel to retrieve the nerve gas.

North Utility Shed Ground Level



- Key
- = Dinosaur
 - = Rockets
 - = Gas Grenades
 - = Battery
 - = Extra Life
 - = Health/Food
 - = Computer

North Utility Shed Sublevel



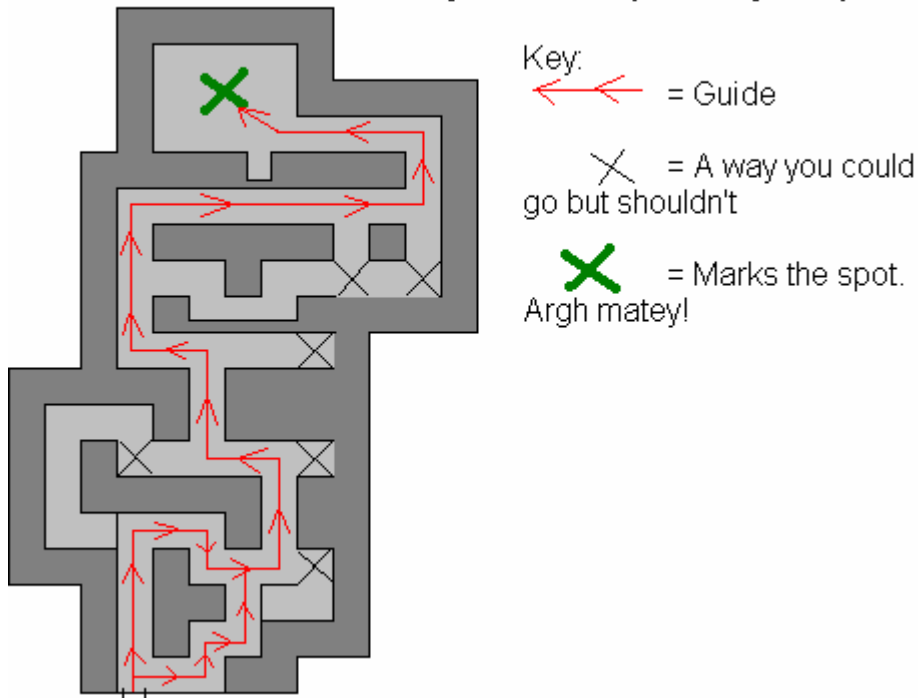
- Key
- = Rockets
 - = Gas Grenades
 - = Tranquilizer Darts
 - = Dinosaur
 - = Health/Food
 - = Nerve Gas

Notes: Locked door requires Robert Muldoon's ID.

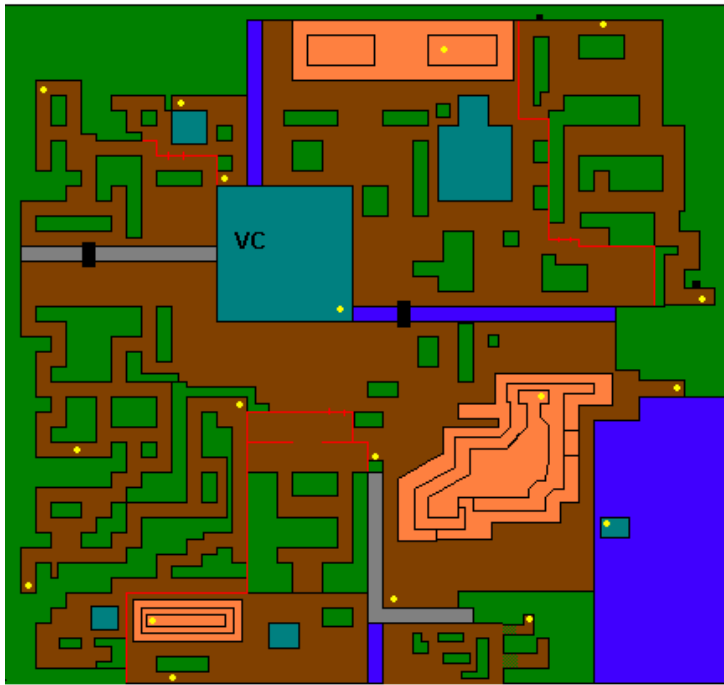
Now, head for the raptor pen. Once there, unlock gate number 2. In this sector, you should watch out for the T. Rex. You're going to want to head upwards and get to the north entrance of the

raptor nest. The map I've provided won't apply unless you use the north entrance. I also know it says it's incomplete. But that's only for the rest of the nest. I didn't map out the entire raptor nest is all that means. Follow it to get to the room with all the blue eggs. All you have to do is walk out into the middle of them and the nerve gas will automatically set. Now you need to evacuate the premises, but don't worry there's no timer so you're in no rush. Once out, you'll get a message confirming you've successfully completed the task. Now you're ready for the final task, getting help. But before you do that, collect all the eggs. (This mini task can be done anytime after the computer is rebooted, I just saved it until last.)

Raptor Nest (Incomplete)



Now finally, is what I consider the most helpful map. Bear in mind that it's not perfect, but it will allow you to get all the eggs easily and (hopefully) keep you from getting lost.



Jurassic Park Overhead Map (Showing Egg Locations)

Key:

	= Egg
	= Jungle
	= River/Ocean
	= Mt. Range
	= Canal
	= Gate

f. Mini-Task: Collect 18 Raptor Eggs

Common Area

1. On the roof of the VC.
2. Between the yellow electrical gates in the southwest jungle.
3. Bottom left corner of southwest jungle.
4. Right before the Triceratops in the southwest jungle.
5. Right before the Triceratops in the north jungle.
6. On top of the small cliffs northwest of raptor pen.
7. Just outside the fence near gate 3 right side.
8. On the very top cliff of the ones you used to get to the ship.
9. Due north of the ship. (This one sometimes doesn't show up until later in the game.)
10. On top of the ship.
11. West of the ship, south of the cliffs, in a field.

Gate 3

12. On top of the cliffs, due west of Nublar Utility Shed.
13. South of the aforementioned cliffs, just into the jungle.
14. Hidden area east of Nublar Utility shed, (Watch out for the Triceratops).

Gate 2

15. South of the east Raptor nest entrance
16. East of the North Entrance to the Raptor Nest.

Gate 1

17. North of the VC.
18. Behind North Utility shed.

g. Task 6: Contact the mainland for help.

Once you've gotten all the eggs, use the computer on (Drum roll please) sub level 3 of the ship to contact the mainland for help. Once you've done that, head for the Helipad that's east of the

Nublar Utility shed, and the helicopter will pick you up. Now you're free to sit back and enjoy the (picture the Comic Book Guy™ from The Simpsons™ saying this) worst ending ever!

Credits:

Dennis Lyle1: Thank you for the information on the secret level within the southwest mountains.

Q & A Section:

Q: How do I turn on the power once I'm in the generator room?

A: Simply walk up to it. Once you get close enough, you'll get a message telling you the power has been restored.

Q: Couldn't you be a bit more specific with the locations of the raptor eggs?

A: If you still can't find them after reading the walkthrough and looking at the maps I'm sorry, I can't help you.

Q: I got stuck in the ship and can't move at all. What happened?

A: This is the dreaded glitch I was mentioning earlier. Unfortunately you'll have to reset your SNES.

Q: What are those white letters I see scattered throughout the park for? Do they do anything?

A: Unfortunately I do not know, and have not been able to find anyone who does. I think however that they were originally items or weapons, but due to software glitches, they show up as letters instead. If anyone does know what they're for than please email me.

Q: What's the fastest time you've ever beaten the game?

A: One hour and forty-five minutes. But that's without any kind of aid such as the walkthrough and maps you're being provided. By all means email me your fastest times; maybe we could get a little hall of fame going, with your name, clear time, and hi-score.

Q: How do I set the nerve gas in the raptor nest?

A: Simply walk out into the middle of the room and the gas will set automatically.

Q: Why are there big blank gaps in this walkthrough?

A: Some of the maps were too big to fit on the space remaining on one page; therefore they default to the next page.

(More Q & A to come...)
