Jurassic Park Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Varitarget
2. Left Orbit
3. Tour Ramp
4. Centre Ramp
5. Extra Ball Sink Hole
6. Shed Reverse Scoop
7. Perimeter Inner Loop
8. Right Ramp
9. Right Orbit

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

In collaboration with Universal Brand Development, Zen Studios celebrates the 25th anniversary of Jurassic Park™ by releasing a three-pack of prehistoric pinball perfection for Pinball FX3. Jurassic World Pinball is comprised of thrilling tables themed around the history and lore of the iconic film franchise.

Jurassic Park Pinball sees you play through various Modes in homage to the iconic film of the same name. Thus, allowing you to relive your favourite T. Rex chases, raptor hunts and more in a whole new way. Add to that various audio works from the characters of the film themselves to add that extra bit of authenticity.

I hope my Guide will help you understand the Table better.

Skill Shot -

Whenever the Ball gets in the Plunger Lane, the Ball will have the role of a Dinosaur egg, which must be placed carefully in the nest of the hatchery. The nest will move forward and backward behind a jump ramp, so you must launch the Ball in the correct time with proper strength (using the manual launch function).



By launching the Ball on the correct trajectory, the Ball will land in the nest – then the robotic arm of the hatchery will take it out and put it on a habitrail nearby.

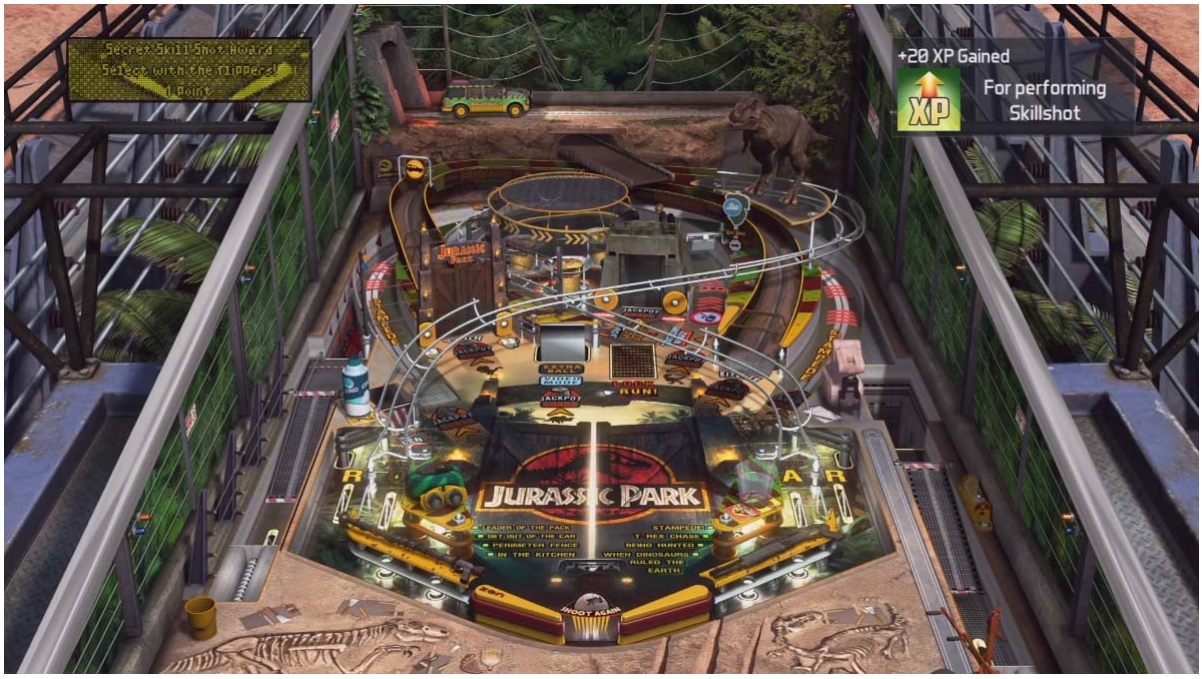


Secret Skill Shot

If the manually launched Ball reaches the Right Orbit (9) but rolls back to the right flipper.



Shooting the Extra Ball Sink Hole (5) subsequently scores Secret Skill Shot.



This time the award is not necessarily a score. The Ball will be halted in the Sink Hole, and you will have 8 seconds to choose from random scores or a Main Game Mode to be lit. Use the Flipper Buttons to cycle through the awards, and press the “Launch” Button to select your chosen award. (This is not an unlimited cheat, since the Secret Skill Shot will work only once per Ball, which means maximum 3 Main Modes can be skipped during a whole game session.)

Hidden Skill Shot

You may find the “Hidden Skill Shot” a nice consolidation prize after you lose the Ball during the T.REX Chase Main Mode. (Just hit the car before it falls into the Skill Shot Hole.)

Magna Save & Ball Save/Butterfingers Save

Magna Save –

To activate the Magna, Save, you will need to complete the below steps.

1. Collect all 4 of the "ROAR" Rollover lights which are located on the In's & Outlanes.



***Tip - If you complete "ROAR" with an "R" (and you might think the Ball drains down through the Outlane), then a short Ball Saver will be activated, so don't waste your Magna Saves in vain. ***

2. Once done, the Magna Save will be activated. Now if/when the Ball drains down the sides or middle, you can press & hold the "Launch" Button. This activates the magnet and pulls the Ball back up to the Table Playfield, and once you let go of the "Launch" Button the Ball will become active again.



If the Magna Save is already activated, doing the above will instead stack another Magna Save – the stack limit is 3.

*Note – Any Magna Saves that have been activated will remain as such upon the Ball draining. *

Butterfingers Save -

"Our lives are in your hands and you have butterfingers": this quote from Hammond will be spoken when the Ball goes straight down in the middle after the Shed Reverse Scoop (6) is hit. To prevent this unfortunate event these Balls can be saved by the Butterfingers Save. Hitting both Targets by the door of the Shed Reverse Scoop (6) will activate the feature – and it can be stacked.



The stack limit is 3. When it's full, the Targets become inactive.

Ball Save -

Ball Save is temporary activated at the start of the many Game Modes.

***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball at the Extra Ball Sink Hole (5) –



- ***Method 1***: *Chaotician Award;* look later in the section titled 'Side Modes - Chaotician Awards" for information on how to get this **Extra Ball**.

- ***Method 2***: *Collecting 5* ***Super Jackpot*** *awards (100 Million Points) in the Stampedes Multiball Mode;* look later in the Guide under "Main Modes – Stampede Multiball" section for information on how.

- ***Method 3***: *Collecting 5* ***Super Jackpot*** *awards (100 Million Points) in the Leader of The Pack Multiball Mode;* look later in the Guide under "Main Modes – Leader of The Pack Multiball" section for information on how.

- ***Method 4***: *Completing the Spared No Expense Mode;* look later in the Guide under "Side Modes – Spared No Expense" section for information on how.

- ***Method 5***: *Achieve a Master Combo;* below this page you will find an explanation on how to achieve this. The short answer is you need to perform a 7-way combo to get this **Extra Ball**

Combo shots

There are many 3-way combos, worth 3 Million Points each:

Consecutive Left Orbit (2), Tour Ramp (3), Centre Ramp (4), Shed Reverse Scoop (6), Perimeter Inner Loop (7), Right Ramp (8), Right Orbit (9) shots during single-Ball play are counted as Combos.

******Tip - When the Centre Ramp (4) is missed during a combo, there is still a chance for a Master Combo by continuing the combo with a big Orbit shot from the left consequently. (Basically, the Left Orbit (2) shot can be the part of the combo twice with this method.) ****

4-way combos worth 4 Million Points (7 Million Points since it includes a 3-way combo), and 5-way combo will score 5 Million Points, 6-way combos (Super Combo) 6 Million Points, and 7-way combos (Master Combo) 10 Million Points. Once a Master Combo is achieved an **Extra Ball** will be made available at the Extra Ball Sink Hole (5).

Moreover, the base value of all combo shots will be increased by 1 Million Points with each Master Combo till it reaches 10 Million Points. Losing a Ball will reset the value.

Raising the Multiplier

When a Skill Shot is obtained,



Mr. DNA (the cartoon character from the film) will appear on the Dot-Matrix. He will multiply his cells, and those dots will shape the numbers of the bonus multipliers (like they shaped the dino in the movie).

You can also increase the Multipliers be collect the corresponding award from the Chaotician Awards, and if you gain the award for holding the Multipliers then they won't be reset upon the Ball draining. (more info later in the guide under "Side Modes - Chaotician Awards" section).



End-of-Ball Bonuses

All major parts of the Table will award bonuses: when the ball is lost, the Table will be darkened, and flasher lamps will indicate, which part gives the specific bonus (appearing on the Dot-Matrix).

- ***Tour bonus*** – for Tour Ramp (3) shots.
- ***Gatekeeper bonus*** – for Varitarget (1) hits (at the Raptor pen).
- ***Clever girl bonus*** – for Right Ramp (8) shots.
- ***Flock bonus*** – for Orbit shots – Left Orbit (2) &/or Right Orbit (9) shots.
- ***Fence bonus*** – for Perimeter Inner Loop (7) shots.
- ***Running bonus*** – for shots through the Shed Reverse Scoop (6).
- ***Chaos theory bonus*** – for Centre Ramp (4) shots.

Side Game Modes

- **Chaotician Awards–**

  When you hit the Centre Ramp and it doesn't start the Chaos Hurry Up mode (it will be one of the awards), you will get a mystery award.

  Awards include:

  - Light **Extra Ball** (**Extra Ball** will be lit at the Extra Ball Sink Hole (5)).

  - Raptor pen for locking Balls to start Leader of The Pack (the raptor pen will be open permanently).

  - Spinner Millions (the revolutions of the spinner which is located at the Tour Ramp (3) are worth millions till the spinner stops).

  - Hold Multipliers (the end-of-Ball Multipliers will be held to the next Ball).

  - +1 Bonus X (the end-of-ball Multipliers will be increased).

  - Magna Save (Magna Save will be activated or stacked).

  - 10.000 points (it will be increased by 10.000 whenever it is collected till Ball out).

- **Chaos Hurry Up –**

  Hitting the Centre Ramp (4) 5 times will start this Mode.



  As the Ball pops back from the popper hole strong magnets under the Playfield will modify the path of the Ball chaotically – in exchange you will get a short Ball saver. During the Mode a "Chaos" Lamp will flash in one of the main Lanes for 3 seconds, then it will change to another and keeps changing periodically in a random order for 30 seconds.



  The hurry-up can be collected by shooting the flashing Lane. The base value of this Hurry-Up increases by 10 Million each time you complete it.

- **Spared No Expense –**

  The conveyor belt of the Table will carry piles of Amber when there is no running Main Mode and the Ball gets to the Bumper area (mostly from the Right Ramp (8)). With every Bumper hit the belt moves slowly while cartoon miners (from the presentation in the auditorium) will dig on the Dot-Matrix.



The piles of amber are dropped to a large hole behind the shed. (Sometimes the Ball itself is dropped there from the Bumper area.) When a pile is dropped at the end of the belt it starts a secondary Mode.



In this secondary Mode the Amber pieces must be sorted/categorized starting with the smallest by shooting their Lanes. Success will result in a new Dinosaur species being obtained (with a huge score).





You can stack this Mode with other Modes going on if you happen to complete 100 Bumper hits during another Mode.

- **Video Mode: Triceratops Pasture** –

  When the tour is on half way,



  The Video Mode will be lit at the Extra Ball Sink Hole (5) for a few seconds.



  At the beginning of the Video Mode you will have to memorize different poisonous plants that are appearing on the Dot-Matrix display, then the Triceratops starts to walk and graze. Different plants will be encountered through his path and you must choose which one should be eaten. The Triceratops will walk over by Left Flipper or graze by Right Flipper controls. The mini-game lasts until the time is up, or till the Triceratops becomes sick.

- **You Didn't Say the Magic Word –**

  The Embryo Targets are right next to the Entrance Gate of the Tour Ramp (3): hitting them will open the shaving cream can (with a flasher inside) and every Target hit will collect an Embryo. If you manage to get fifteen species, a Hurry-Up Mode starts.



  The entrance gate will be closed and the systems of the park will go down, thus the whole table will be darkened.



  You must meet Dennis Nedry's doom behind the park gate, but because of the lack of electricity it must be opened manually this time. This means that the physical Ball will push the wings of the gate. If it is opened successfully, you will find the Dilophosaur behind the gate (Dot-Matrix animation). The Ramp behind the gate will be raised in this Mode revealing another Sink Hole: landing the Ball in it will collect the Hurry-Up score & complete the Mode.

Main Modes



The different areas of the Table will be reminiscent of the iconic movie sets, and hitting these spots will lead to the major events of the film. You can choose your favourite scene and replay it repeatedly – however the Wizard Mode of the Table can be reached only after all events have been completed at least **once**. Basically, all Modes will be available anytime by default, but 2 Main Modes will not be able to run concurrently. (E.g.: while the T.REX is busy destroying the visitor's car, it can't chase the jeep or hunt for the Galliminus horde.) When a Main Mode is started, the way to the other Main Modes will be closed or inactive.

After any Mode is completed, the value for each shot gains an extra Million for each time you complete the Mode. i.e. if you were to start “In the Kitchen” Mode after completing it, the initial shots are 3 Million & the final shot is 6 Million.

Multiball Modes –

- ## Leader of The Pack *3 Ball Multiball Mode*:

Activation –

Hitting the Varitarget (1) will open the raptor pen for a few seconds – harder hits open the lane for more time.



Hitting the Perimeter Inner Loop (7) or Right Orbit (9) while it is open will capture the Ball at the Left Plunger and a new Ball will be launched automatically from the regular Plunger.



Meanwhile a transportation crate will emerge at the raptor pen, and after this point the Varitarget (1) will operate the Left Plunger – harder hits will pull back the spring-loaded kicker more. By launching the captive Ball with enough strength, the raptor crate will open and then it can be locked into the crate.



When it's done, the whole locking process can be repeated 2 more times. After the final Ball is locked, the Multiball Mode will begin.

Mode itself -

Once this 3 Ball Multiball Begins; the velociraptors will come out from the raptor pen. They will jump over different lanes and you must find the leader of the pack.

The Initial **Jackpot** value is 5 Million, can be increased by 1 Million by making the Centre Ramp (4) shot, **Super Jackpot** (random shot among the 3 **Jackpots**) is 2x **Jackpot**. In the first round it will be the last one (every time when the Mode begins), and finding her will score a **Super Jackpot**, while shooting the rest of the pack will collect normal **Jackpots**.



Then the pack will change its position, and you must repeat the process – but this time if you were aware enough and followed the leader, then the **Super Jackpot** can be collected instantly.

Centre Ramp (4) shots will raise the **Jackpot** value, while strong Varitarget (1) shots will multiply the next **Jackpot** or **Super Jackpot**.

This Main Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode

- **Stampede *4 Ball Multiball Mode***:

Activation –

Hitting either of the Orbits – Left (2) or Right (9) will open a hatch temporarily.



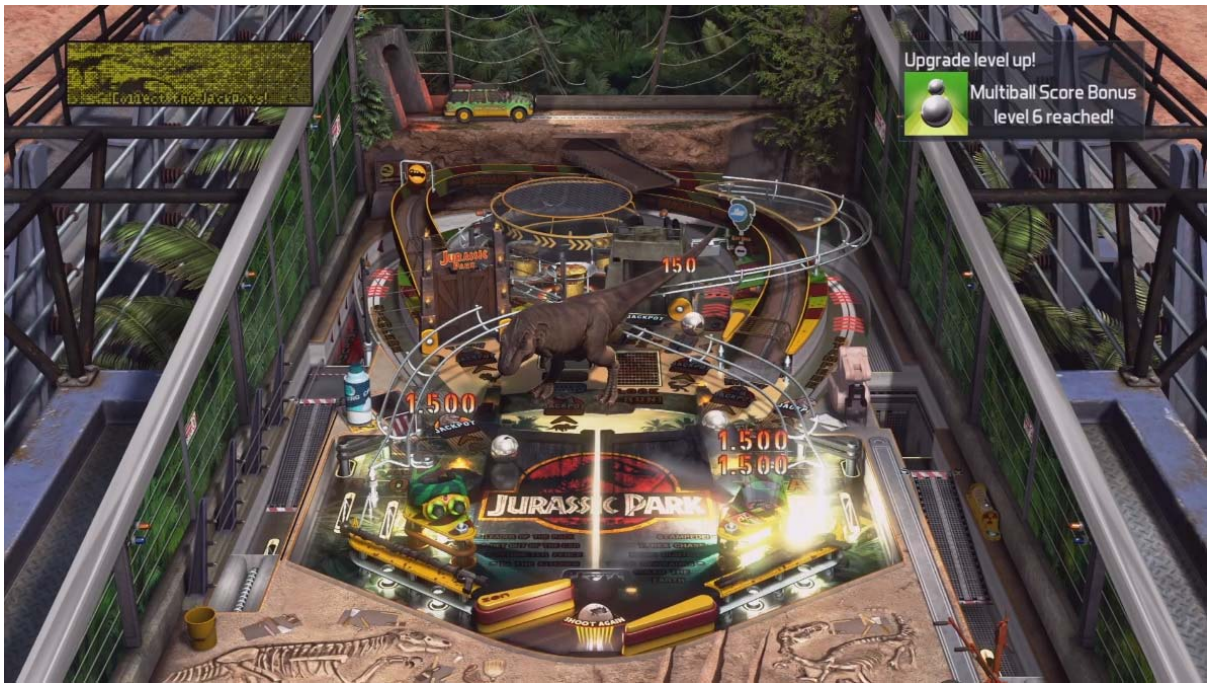
Landing the Ball under this hatch within a short time period will lock the current Ball (i.e. it is a special combo shot).



Repeat the above process a further 3 times, and once 4 Balls are locked the Multiball will begin.

Mode itself -

After the 4th Ball is locked under the hatch, the frantic 4-Ball Multiball Mode will begin. The T.REX will go down into the Playfield and it will pretend to catch the Balls, but the Balls will avoid him because of a strong magnetic field that will toss the Balls away.



Collect the **Jackpots** by sending the Balls around either of the Orbits – Left (2) or Right (9).

The initial **Jackpot** value is 3 Million, can be increased by 1 Million by making the Centre Ramp (4) shot, **Super Jackpot** is 5x **Jackpot**. Hitting the Shed Reverse Scoop (6) behind the T.REX will collect the **Super Jackpot** – most likely it will be a shot through the legs of T.REX.



Centre Ramp (4) shots will raise the **Jackpot** value, while strong Varitarget (1) shots will multiply the next **Jackpot** or **Super Jackpot**.

This Main Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Tour Modes –

Activation –

To start this Mode, you will need to move the visitor car all the way to the T-Rex paddock. You will first need to hit the entrance gate which is blocking the Tour Ramp (3).



Once that is done, send the Ball up the Tour Ramp (3) and it will cause the Spinner to spin. This will in-turn cause the visitor car to advance towards the paddock.



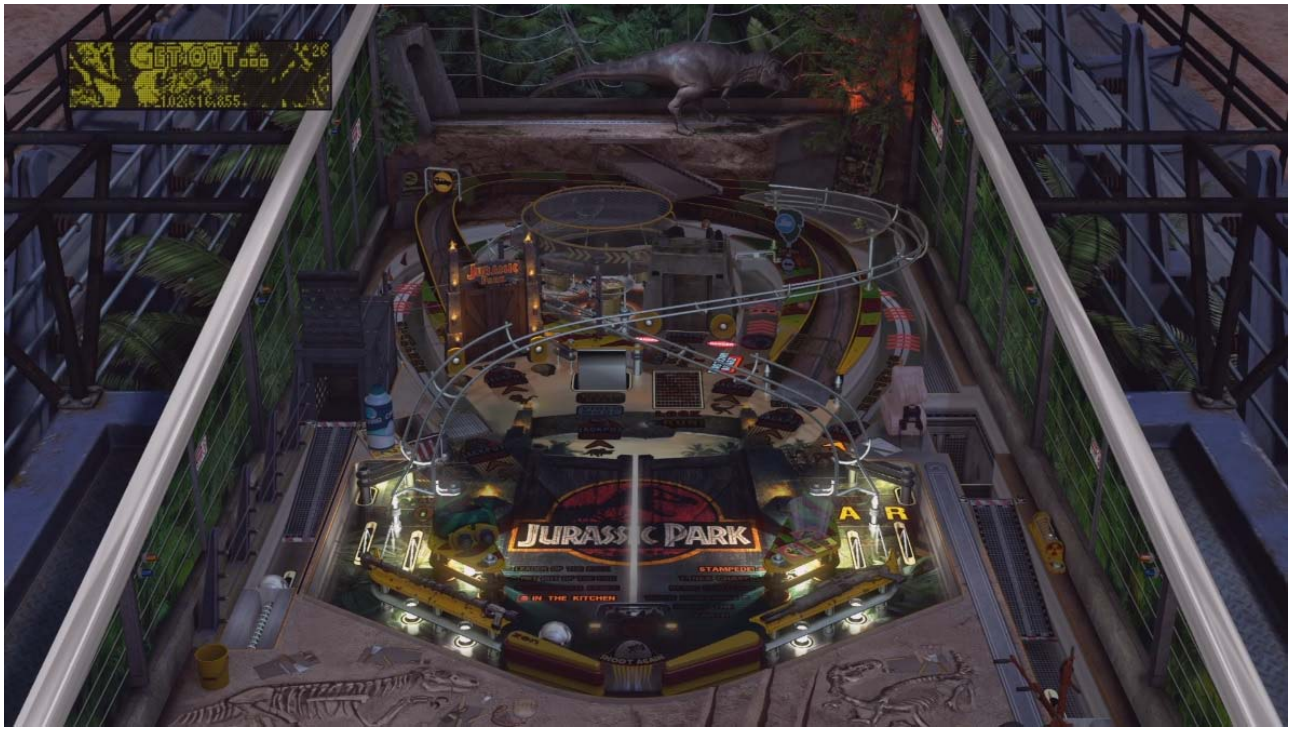
Repeat this process until the visitor car reaches the paddock, and finally sink the Ball into the revealed Sink Hole at the entrance of the Tour Ramp (3).



At this point you must choose which path to take:

- **Get Out of The Car *Dr. Grant Path***:

  The SUV will be tipped over and tossed by the T.REX to the great tree in a special lane which will be open from the Right Orbit (9) only during this Mode. There will be limited time to hit the car that is stuck on the tree.



  It must be hit 3 times and it will fall to a lower level by every successful hit. In the end it will fall under the Playfield.

- **T.REX Chase *Malcom Path***:

Muldoon's car appears at the T.REX paddock, then it will jump down to the conveyor belt, and it will be chased by the T.REX.



At the start the T.REX is very close to the car, but by hitting the Spinner located within the Tour Ramp (3) the jeep will move toward the other end of the belt.



The car will lose speed if the needed shot is not made for a long time and it will be destroyed by the T.REX. However, by reaching the other end the jeep will jump to the big hole in the plunger lane, and the T.REX will go back to its place. Every stomp of the T.REX shakes the table which makes this mode a little bit harder, do note that you can nudge the Table during the T-REX chase. (You can clearly observe it when you use the slow-motion upgrade.) Another is that the virtual shaker motor of the Table (the stomps) will override the nudge almost instantly. This is the reason why the table won’t tilt during this Mode

Perimeter Fence *Shocking Multiball Mode (2 Balls) Begins After Completion*:

Activation –

Perimeter Inner loop (7) hits will go toward the perimeter fence.



After a couple of hits the Ball will be caught (by an electromagnet) under the fence, and now the Mode will begin.



Mode itself -

The fence is a web of wires over the Left Orbit (2), and the Ball will be caught in it like a fly in a cobweb. While this unique captive Ball will be on the other side of the fence, another Ball will be plunged, and the captive Ball must be hit with it from the inner side of the web. To do this a Jump Ramp will emerge in front of the fence.



You will need to hit the captive Ball via the Jump Ramp 4 times in total. Each successful hit will propel the captive Ball up to the next line of the web till it turns over the top of the fence – then a 2-Ball Multiball called Shocking Multiball begins. (If time is up during the climbing, the flippers will die, and the captive ball will fall back into play after the other ball left.)

Shocking Multiball *2 Balls* -

After the Perimeter Fence Mode is completed, the climbing Ball will be thrown onto the Playfield like if it was shocked by electricity. The electrocuted Ball will behave very unpredictable because it will roll slowly with almost constant speed.



You will need to countershock it by hitting it with the other Ball.



Then the shocked Ball will behave as usual for a few seconds, and it must be shot into Sink Hole under the Tour Ramp (3) before it returns to its strange behaviour.



This Main Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

In the Kitchen:

Activation –

If the Right Ramp (8) is hit with such force that the Ball can get through the funnel over the Bumpers, then it will advance the Raptors' intelligence (Dot-Matrix animation), and eventually the “In the Kitchen” Mode will start.



Mode itself -

Like the Leader of The Pack Multiball Mode, the Velociraptors will take their positions over different Lanes, but this time they must be avoided. At the start of the Mode a crane-like mechanism will emerge and different kitchen tools will be hanged on its long arm – a ladle, a food turner and a toasting fork (just like the ones in the film behind the hiding Tim).



Hitting this bunch of tools will make enough noise to attract the Raptors' attention. Repeat a further 4 times to complete the Mode.

Being Hunted:

Activation –

Sending the Ball through the maintenance Shed Reverse Scoop (6) a couple of times will start this Mode.



Mode itself -

The Shed will be closed during this Mode and you must reach it while being hunted. The Velociraptors will lurk near to the Flipper bats and they will try to catch the halted Ball, so note that you will have limited time to aim for the necessary shots otherwise the Ball will be taken away. If all shots were made, the Shed opens for the finishing shot.



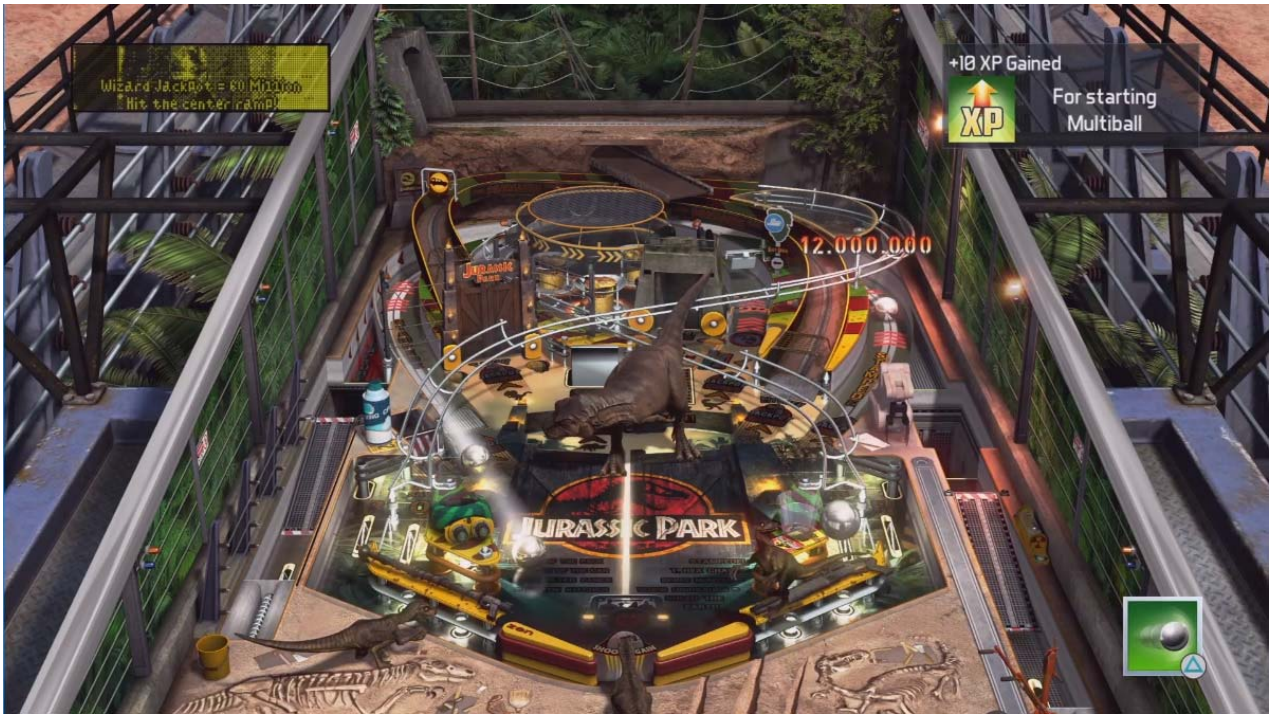
******Tip - If you accidentally shoot the Tour (3) or Right Ramp (8), you can still save the Ball with the Magna Save feature when the Ball hits the Rollover Target in the Inlane. (That's when the Raptor attack starts.) ******

Wizard Mode – "When Dinosaurs Ruled The Earth" *4 Ball Multiball*

When all Main Modes are completed, the Extra Ball Sink Hole (5) will start the Wizard Mode.



All the Dinosaurs of the Table will hunt the Balls, so this Mode will be like the Stampede and the Being Hunted Modes being run altogether – though it will be certainly more lucrative. The value of the **Wizard Jackpot** will depend on how many times the Main Modes were completed and it can be collected by Centre Ramp (4) shots. All other major shots are worth 10% of the **Wizard Jackpot**.
Basically, all shots are worth 1 Million x the number of Modes you've completed, and the Centre Ramp (4) is worth a **Jackpot** times 10 Million x the number of Modes you've completed.



This Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode. The Table will also **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Zoltán Vári (without his help this guide wouldn't have been possible!), Captain B. Z., Deep, wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Pinball errr finds a way."

Yours
ShoryukenToTheChin