

## **Jurassic Park: Unofficial ROM 6.00 – Change Log**

*(Last updated October 11, 2015)*

This classic dinosaur movie themed pinball machine from 1993 has evolved!

- Newly balanced scoring means all modes are now worth playing.
- Exciting new rules engage the player for added fun.
- New randomized Skill Shot action challenges the player.
- Random first mode adds variety to each game.
- Removal of the "freebie" Tri-Ball now adds challenge for the player.
- Added alternate opportunities to collect Dinosaurs by hitting Egg and successful Dino Shootout.
- Extended Ball Save with now flashing Shoot Again insert lets player relax at start of each ball.
- Super Egg Mania mode updated and now available more often.
- Overhauled Mr. DNA Awards gives player more interesting choices.
- Many bug fixes allow for smoother and more enjoyable game play.
- Much more!

## GENERAL

Item	Original	Update
Starting Mode	The starting mode is always Stampede.	This has been changed to be random. Lite Extra Ball has been removed from the starting random choice. If Tournament Mode is enabled then starting mode will always be Stampede.
Auto-Collecting Dinosaur Species Targets	Dinosaur Species stand-up targets would auto-collect between balls guaranteeing Tri-Ball would be lit by third ball.	This has been removed. If the player still wants them to auto-collect, then they can switch Adjustment 7 from the default of Moderate to Easy or Extra Easy.  Note: One Dinosaur Species target will now also be collected with every Egg shot and successful Dino Shootout along with the usual hitting the targets with the ball.
Shoot Again Insert		The "Shoot Again" insert will now flash when Ball Save is active for the first 10 seconds of each ball.
Skill Shot	JP currently has this predictable Skill Shot pattern: <ul style="list-style-type: none"> <li>Ball 1: Dino moves right and left without stopping</li> <li>Ball 2: Dino pauses while moving right but moves left without a pause</li> <li>Ball 3: Dino pauses in both left and right directions</li> <li>Extra Ball: No animation played. Player is guaranteed skill shot award.</li> </ul>	Skill Shots are no longer given to the player in any predictable order. It is now completely random.  Each ball will randomly choose the Ball 1 animation, the Ball 2 animation or the Ball 3 animation during the Skill Shot and will also randomize them as the animation is playing.  Successful skill shots award 2M on Ball 1, 3M on Ball 2, and 4M on Ball 3. It also briefly activates Super Pops.  Extra Ball will now play this same random skill shot animation.  End Of Ball Bonus will no longer increase during multiball.
End Of Ball Bonus Scoring	Starts at 500,000 points. 7,500 points per switch. Limit 2,000,000 points. 9X is max multiplier (18,000,000 absolute max bonus). With this logic the player has to hit 200 switches to max out bonus.	Starts at 500,000 points. 25,000 points per switch. Limit 6,000,000 points. 9X is max multiplier (54,000,000 absolute max bonus). With this logic the player has to hit 220 switches to max out bonus.
Special	Special can be lit via Egg shot but is rare and can only happen on ball 3.	Special can be lit via Egg shot but is rare and can now happen on any ball.
Ball Launch Ball Save Timer	4 seconds	10 seconds
Raptor Kickback Ball Save Timer	3.5 seconds	5 seconds

## MODES

Item	Original	Update
Spitter Mode	20 seconds to hit Spitter targets. Points are awarded at end of mode. 1 hit = 5M, 2 hit = 20M, 3 hit = 30M	Will play previously unused "Spitter Mode" voice call at start of mode. 20 seconds to hit Spitter targets. Points are awarded at end of mode. 1 hit = 5M, 2 hit = 15M, 3 hit = 30M
Feed T-Rex	30 seconds to shoot T-Rex for 30M.	No change.
2-Ball Raptor	Raptor pit is worth 7M, 9M, 11M, etc. 3 shots to this would get 27M. 6 shots to this would get 72M.	Raptor pit is worth 9M, 10M, 11M, etc. 3 shots to this would get 30M. 6 shots to this would get 69M. Added boat horn sound to play after the "2-Ball is lit" voice call.
Electric Fence	20 seconds to hit 15 pops for 30M.	No change.
Mosquito	20 seconds, captive ball is worth 5M, 6M, 7M, etc. 3 shots to this would get 18M.	20 seconds, captive ball is worth 10M, 11M, 12M, etc. 3 shots to this would get 33M.
Raptor Rampage	20 seconds, Raptor Pit is worth between 5M and 10M. Mode starts quietly.	20 seconds, Raptor Pit is worth between 8M and 15M. Voice call "The raptors are out!" added to start of mode.
Stampede	Always first mode. 20 seconds. Starts at 5M, all switches add 300K, 310K, 320K, etc to reward.	Random mode. 20 seconds. Starts at 5M, all switches add 500K, 520K, 540K, etc to reward.
Bone Busting	25 seconds, hit ramp 3 times to collect 20M.	25 seconds, hit ramp 3 times to collect 30M. All references to BONE BUSTERS changed to display BONE BUSTING.
System Boot	15 seconds, shoot all scoops for 5M, 10M, 15M. 30M total.	20 seconds, shoot all scoops for 5M, 10M, 15M. 30M total.
Escape Isla Nublar	<ul style="list-style-type: none"> <li>Starts at 21M. Counts down 1M per second.</li> <li>When the player hits one of the awards (Heli, Boat, Visitor) it FLASHES the score on the screen. IT DOES NOT ADD THAT SCORE!!! It also adds 10M to the score countdown and plays the "Escape" voice call and dinosaur roar.</li> <li>When the player hits another of the awards, it FLASHES the countdown score on the screen. IT AGAIN DOES NOT ADD THAT SCORE!!! It also adds 10M to the score countdown and plays the "Escape" voice call and dinosaur roar.</li> <li>When the player COMPLETES the mode by hitting the last target, it FLASHES the countdown score on the screen. THIS IS THE &gt;&gt;&gt;ONLY&lt;&lt;&lt; SCORE THAT IS ADDED.</li> <li>If (after the player hits only one or two targets) more than 10 seconds counts down (bringing the player back to the score it flashed on the screen) then the mode abruptly ends, nothing is shown on the display, and THAT IS THE &gt;&gt;&gt;ONLY&lt;&lt;&lt; SCORE THAT IS ADDED.</li> </ul>	<ul style="list-style-type: none"> <li>Starts at 21M. Counts down 1M per second.</li> <li>When the player hits one of the awards (Heli, Boat, Visitor) it adds 10M to the score countdown and plays the "Escape" voice call and dinosaur roar.</li> <li>When the player hits another of the awards, it adds 10M to the score countdown and plays the "Escape" voice call and dinosaur roar.</li> <li>When the player COMPLETES the mode by hitting the last target, it FLASHES the countdown score on the screen. THIS IS THE &gt;&gt;&gt;ONLY&lt;&lt;&lt; SCORE THAT IS ADDED.</li> <li>If (after the player hits only one or two targets) more than 10 seconds counts down then the mode ends, it FLASHES the score that the player achieved on the screen and THAT IS THE &gt;&gt;&gt;ONLY&lt;&lt;&lt; SCORE THAT IS ADDED.</li> </ul>

## OTHER

Item	Original	Update
Victory Lap	30 seconds, shoot ramp up to 6 times for 5M each. Only plays if game award is set to Credit.	30 seconds, shoot ramp up to 6 times for 5M each. Will play if game award is set to Credit or Extra Ball.
Park Revenue	Starts at 500,000. 30,000 per pop bumper hit. Resets between balls.	Starts at 1M. 50,000 per pop bumper hit. Resets between balls.
Shoot Out	Shoot random dinosaur on video screen for 3M. Activates Super Pops.	Shoot random dinosaur on video screen for 10M and include 10M video. Activates Super Pops. Will also collect one Dinosaur Species target.
Lit Boat Dock	Before first Tri-Ball, the lit Boat Dock shot will only collect one dinosaur species target even though physically hitting the same target would collect the whole group (for those that are in a group).  After the first Tri-Ball, the lit Boat Dock will only collect one dinosaur species target.	Before first Tri-Ball, the lit Boat Dock shot will collect the entire group of the dinosaur species targets to match the behavior had a ball hit the same target.  After the first Tri-Ball, the lit Boat Dock will only collect one dinosaur species target.
Combo Shots	The 3-Way Combo of Ramp to Boat Dock to Helicopter Pad says it is worth 5M but there is a bug and game that is only granting 3M.  Following this for a 4-Way shot to T-Rex is an additional 10M.	Fixed 3-Way Combo scoring bug to match display.  Added alternate ability to achieve 3-Way Combo by shooting Ramp, Left Loop, Helicopter Pad. Added voice call "Enjoy Jurassic Park" when player achieves 3-Way Combo.  Following this for a 4-Way shot to T-Rex is an additional 10M.
Egg	Non-bonus shots to the Egg score 250,000.	<ul style="list-style-type: none"> <li>• 1 shot to collect 5M and Species Target.</li> <li>• 2 more shots to collect 10M and Species Target (or extra ball if the extra ball percentage achieved is low).</li> <li>• 3 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to start Super Egg Mania.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to start Super Egg Mania.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to collect 15M and Species Target.</li> <li>• 4 more shots to start Super Egg Mania.</li> <li>• repeating...</li> </ul> <p>This requires 10 shots to start Super Egg Mania.</p> <p>Non-bonus shots to the Egg score 500,000.</p>

## OTHER

Item	Original	Update
T-REX Bounty	<p>Starts at 7.5M. Increases by 500,000 per T-Rex saucer shot. Also increases by 100,000 per ramp shot. DOES NOT reset between games. Collects/resets when player makes four T-Rex saucer shots in one game (or in one ball if Adjustment 44 "T-Rex In Memory" is set to No).</p> <p><b>Tournament mode:</b> The letters in T-REX reset at the beginning of each ball and the T-REX Bounty also resets to 7.5M.</p>	<p>Starts at 12.5M. Increases by 2.5M per T-Rex saucer shot. Also increases by 1M per ramp shot. DOES reset between games. Collects/resets when player makes four T-Rex saucer shots in one game (or in one ball if Adjustment 44 "T-Rex In Memory" is set to No).</p> <p><b>Tournament mode:</b> The letters in T-REX reset at the beginning of each ball and the T-REX Bounty also resets to 12.5M.</p>
Ramp	50 ramp shots will Lite Extra Ball.	20 ramp shots will Lite Extra Ball.
Super Egg Mania	<p>Starts as a single ball. Timer starts at 25 seconds. Each hit to the egg adds 5M. Each hit to the egg (with timer still running) adds a ball (up to 6 balls).</p> <p>When timer ends, no more balls are added the playfield when hitting egg and player still collects 5M for each Egg hit.</p> <p>When player drains down to 1 ball (or 0 balls), mode ends.</p>	<p>Starts as a two-ball. Timer starts at 25 seconds. Each hit to the egg adds 5M x number of balls in play. Each hit to the egg adds 5 seconds to the timer. Each hit to the egg (with timer still running) adds a ball (up to 6 balls).</p> <p>When timer ends, no more balls are added the playfield when hitting egg and player collects 5M times number of balls in play for each Egg hit.</p> <p>When player drains down to 1 ball (or 0 balls), mode ends.</p>
Raptor Pit Value	Starts at 2M, each Raptor Pit shot increases value by 350,000.	Starts at 3M, each Raptor Pit shot increases value by 350,000.
Helicopter Pad Loop		Looping the Helicopter Pad shot will now award 5M for each loop and play video of flashing "5 MILLION" and a previously unused jackpot type sound will play each loop.
Super Pops	<p>Activated by successfully shooting the dinosaur during the Dinosaur Shootout Video Mode or via Mr. DNA.</p> <p>30 second timer starts counting down. Once timer ends the mode is over. Pop bumpers are worth 100,000 and hitting all three is worth 1M.</p> <p>Hitting any pop bumper resets timer to 3 seconds (thus cutting short this mode). If no pop bumper is hit again within 3 seconds then mode ends.</p>	<p>Activated by successfully shooting the dinosaur during the Dinosaur Shootout Video Mode or via Mr. DNA.</p> <p>30 second timer starts counting down. Once timer ends the mode is over. Pop bumpers are worth 100,000 and hitting all three is worth 1M.</p> <p>Hitting any pop bumper does NOT reset timer to 3 seconds (thus guaranteeing that this mode will last 30 seconds).</p> <p>Mode ends if after 30 seconds no pop bumper is hit again within 3 secs.</p>

**OTHER**

Item	Original	Update
Mr. DNA	<p>Original choices are:</p> <ol style="list-style-type: none"> <li>1. 5 Million</li> <li>2. 10 Million</li> <li>3. 15 Million</li> <li>4. 20 Million</li> <li>5. Super Pops</li> <li>6. Complete Egg</li> <li>7. Raptors +5Mil</li> <li>8. Lite Special (very rare)</li> <li>9. Award Lit CRT</li> <li>10. Runaway X-Ball</li> <li>11. Runaway 20 M</li> <li>12. Runaway 2-Ball</li> <li>13. Tri-Ball Ready</li> <li>14. Super Egg (rare)</li> <li>15. Bunker +5Mil</li> <li>16. Advance T-Rex</li> </ol>	<p>New choices are:</p> <ol style="list-style-type: none"> <li>1. 5 Million (never offered in non-tournament play)</li> <li>2. 10 Million</li> <li>3. Max Bonus (new)</li> <li>4. Hold Bonus (new)</li> <li>5. Super Pops</li> <li>6. Complete Egg</li> <li>7. Raptor Pit +5M (new text)</li> <li>8. Lite Special (rare)</li> <li>9. Hold Raptor Pit (new)</li> <li>10. Runaway X-Ball</li> <li>11. Runaway 20 M</li> <li>12. Runaway 2-Ball</li> <li>13. Tri-Ball Ready</li> <li>14. Super Egg</li> <li>15. Park Rev +5M (new text)</li> <li>16. Advance T-Rex</li> </ol>
Mr. DNA		<p>Fixed Mr. DNA so if no choice is selected, then animation does not show gun shooting and gunshot sound effect is not played.</p> <p>Sped up the choice selection animation to require more timing skill when choosing award.</p> <p>The player now has to act much quicker and learn the new timing to become skillful at this challenge.</p>

## MISCELLANEOUS

Item	Original	Update
Adjustment 37: Restart Game	This is on by default. When turned off, game will still restart on ball 3 when start button pressed.	This is off by default. When turned off, game will no longer restart on ball 3 when start button pressed. (Those with small children will appreciate this.)
Match Sound Effect	When a match is not achieved and if there are no credits (or game is on Free Play) then game will play descending notes sound effect.  When a match is not achieved and if there are credits then the game will play the "Ohh, T-Rex got him" sound call.	When a match is not achieved and if there are no credits (or game is on Free Play) then game will play the "Ohh, T-Rex got him" sound call.  When a match is not achieved and if there are credits then the game will play descending notes sound effect.
T-Rex Diagnostics	Always runs at boot-up or after a reset.	Holding down gun trigger at boot up or reset will skip T-Rex Diagnostics.  Audits must show at least one full game played for this ability to work.  You only really have to be holding the trigger down the moment the game goes from showing the version info to showing attract mode. This means you can reach down with your right hand, turn on the game, then bring your right hand up to the trigger and hold it until attract mode starts.
Ramp bug		Fixed bug when ramp shot lites extra ball at same time Mr. DNA is to be collected. This would not collect Mr. DNA and would set its collection counter to 99.
Mr. DNA Bunker +5mil Award		Mr. DNA award text, "BUNKER +5MIL" changed to "PARK REV +5M". This makes more sense since the award is actually for Park Revenue.
Mr. DNA Raptors +5mil Award		Mr. DNA award text, "RAPTORS +5MIL" changed to "RAPTOR PIT +5M". This makes more sense since the award is actually for the Raptor Pit.
Next Game Promotion	Next game promotion will never play regardless of adjustment setting. Promotion Game is Last Action Hero.	Next game promotion will play if enabled in adjustments. Promotion Game is Last Action Hero. Default is enabled.
Tilt Warning	Tilt can only be set to 0, 1, or 3 warnings. Default is 1.	Tilt can be set to 0, 1, 2, or 3 warnings. Default is 2.
Switch 28	Switch 28 is unused. There is a bug in the code whereby if this switch is ever triggered due to a physical fault in the switch matrix then the game would go into a bugged loop until the ball drains.	Switch 28 is now ignored by the code.
Sound Changes / Fixes		<ul style="list-style-type: none"> <li>• Voice call "Chaos!" added to each shot that collects a CHAOS letter.</li> <li>• "Bone Busting" voice call fixed so it does not get cut short.</li> <li>• "Feed T-Rex" voice call fixed so it does not get cut short.</li> <li>• Mode Lock Computer sound fixed so it does not get cut short.</li> <li>• When hitting ramp during Bone Busting, alternate jackpot sound is played instead of Mr. DNA computer sound effect.</li> <li>• Outlane voice call, "The raptors are out!" replaced with "Oh no, it's T-Rex!"</li> </ul>