

FREE with

MEAN MACHINES



JURASSIC PARK

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INSIDE...

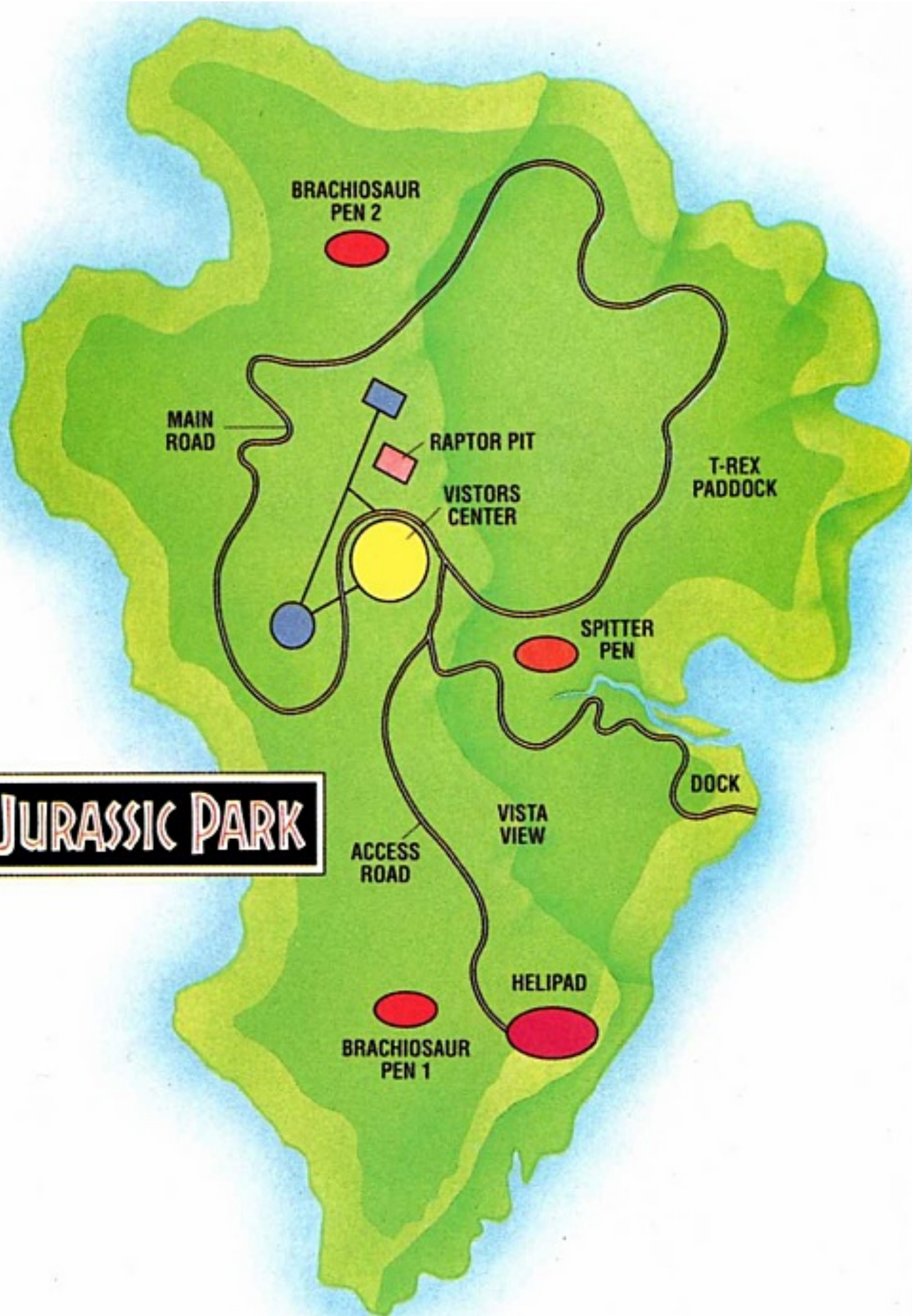
EXCLUSIVE!

- **Megadrive Review!**
- **Mega-CD Preview!**



**The making of Jurassic Park
and a review of the movie!**

JURASSIC PARK



WELCOME TO JURASSIC PARK!

This summer we welcome perhaps one of the most eagerly awaited movies of all-time to the cinema: Jurassic Park. copy cop copy copy

Based on the best-selling novel by Michael Crichton, it transports the audience to an island off the Costa Rican coast, where man has used technology to recreate the dinosaurs and turn them into a commercial tourist attraction (that, of course, goes hideously wrong!).

The film, directed by the most successful director/producer of recent times, Steven Spielberg, is a definite classic, probably the greatest film of its genre... and great material for conversion to the Sega range of consoles.

Here at MEAN MACHINES SEGA, we've decided to celebrate the arrival of this classic movie with this lavish booklet, containing fascinating info on the movie, its genesis and its theories.

And of course, in true MEAN MACHINES fashion, we've managed to secure the EXCLUSIVE review of the Megadrive version of the film, in an enormous 12-page article which details just about every aspect of one of the most eagerly anticipated games of the summer. What's more, we've even managed to get hold of some exclusive shots of the Mega-CD version of the game... and it's looking excellent!

A lot of work has gone into this booklet. We hope you enjoy it. In the meantime, welcome to Jurassic Park!



RICH LEADBETTER



MEGADRIVE REVIEW

**1-2
PLAYERS**



PRICE: £49.99

BY: SEGA

RELEASE: AUGUST

OPTIONS:

CONTROL: JOYPAD

CONTINUES: NONE

SKILL LEVELS: 3

RESPONSIVENESS: GOOD

GAME DIFFICULTY: TOUGH

**1ST DAY SCORE:
LEVEL TWO COMPLETE**

ORIGIN:

**A fairly derivative platform game
based on the blockbuster movie.**



John Hammond has made a dream come true. An avid dinosaur fanatic, he's made use of the latest advances in genetic engineering to clone over fifteen species of dinosaur and place them in special pens in his new Costa Rican resort: Jurassic Park!

Invited by Hammond to sample the wonder of his creation, scientist Alan Grant arrives at the



2 MM JURASSIC PARK



island just as everything goes wrong. The dinosaurs have escaped from their pens and now roam the island freely, the predators killing any humans on sight for food.

Grant himself is on the receiving end of a pretty horrific Tyrannosaurus attack as his Jurassic jeep is forced off the road. Escaping, but only just, it's his task to find some way of call-

HOW TO CONTROL

Your common-or-garden control mode when using Grant — if you've played any decent Megadrive platform game, you get the idea.

A

Select Weapon

B

Fire Weapon

C

Jump

S

Starts and pauses the game

HOW TO PLAY

Run around the platform levels in search of the elusive exit.





MEGADRIVE REVIEW



TWO GAMES FOR THE PRICE OF ONE

Jurassic Park is literally two games in one! As well as controlling the heroic Grant in his quest to escape from Jurassic Park, the player can also choose to play a different game, set in the same levels, where he/she controls the murderous predator, the Velociraptor (or

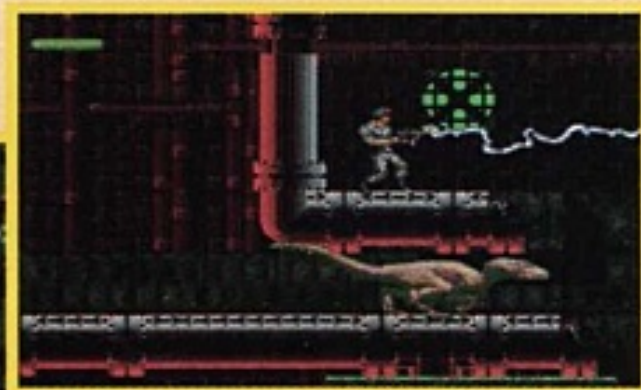


Raptor for short). In this second game variation, the aim is to track down and kill Grant before he can alert the world to the presence of the rampaging dinosaurs. Lovely.

GAS GRENADE



A well-aimed gas grenade can put just about every type of dinosaur to sleep for a short while. Useful for reaching dinosaurs on higher platform levels.



▲ JHJSZNB J N CVZKLXJKXCJNJNJNJNJKNNNKMN



JURASSIC WEAPONRY

Whilst playing Grant, the player has access to many types of tranquilising technology. However, if you're playing as the Raptor, expect to be attacked by all this sophisticated sleep-inducing hardware! Here's a list of some of the more intriguing items.

TRANQUILISER DART



The basic tranquiliser gun. Two good hits are required to drop a Raptor. Don't even try it against the Triceratops!

MEGA TRANQUILISER DART



These babies contain many times the tranquilising power of the basic dart and deck most dinos with just one hit. Very useful indeed.

GRENADES



Your common-or-garden concussion grenades which are perhaps too powerful against the standard Raptors or Pterodactyls. Save them up for use against the marauding Tyrannosaurus Rex!

ROCKETS



Packing a destructive concussive force far greater even than the grenades, the rockets are perhaps the best weapon in the game. Save them up for emergency situations

TASER



A very impressive-looking weapon that launches rampaging lightning bolts at the hapless dinosaurs, electrifying them on the spot! It takes quite a while to power-up, making it less effective than grenades.



MEGADRIVE REVIEW



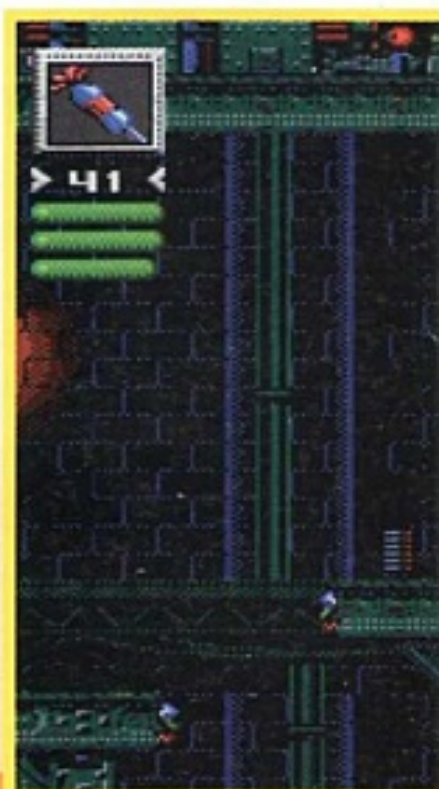
GRANT THE GYMNAST

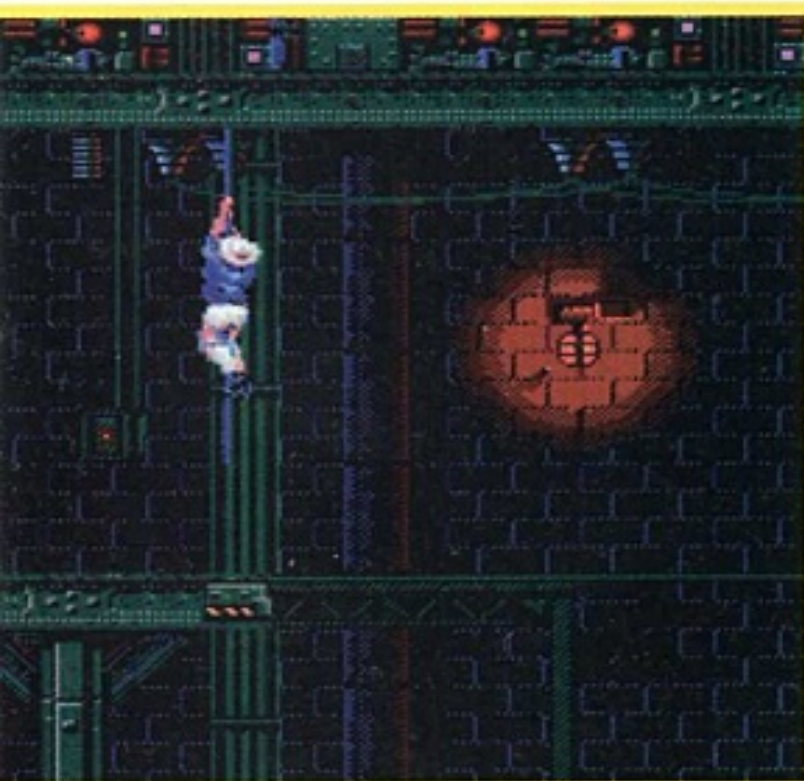
Obviously all those years surveying archaeological digs have made Alan Grant an olympic-level athlete! In the Jurassic Park game, he's able to scale some pretty imposing heights and pull off some Carl Lewis-style long jumps! In addition to this impressive physical prowess, Grant's able to traverse the likes of vines and ropes with the minimum of effort. It's just as well really, because Jurassic Park makes the Krypton Factor physical challenge look like a Sunday afternoon picnic!



GRANT THE PUZZLE SOLVER

When playing Grant, the game allows you to interact ever-so-slightly with the backgrounds. For example, in the power station level, you have to find the control room and turn on all of the power switches. Similarly, in the pump station, Grant finds himself turning pressure wheels and pressing buttons in order to turn off steam jets and open doors.





SIX PICK 'EM UPS WITH BARBEQUE SAUCE

Helping Grant on his quest are a number of pick-up icons. These range from weapon "refills" to first-aid kits with which to heal some of the heroic paleontologists' wounds! Other intriguing pick-ups include car batteries and chicken legs (for the Raptor to eat when you control it).

WHAT'S ON THE BOX?



Adding to the puzzling is the appearance of special boxes that both Grant and the Raptor have the ability to move around. The only real use for these containers is to stand on to give your chosen character extra height, thus making some of those impossible platforms easier to reach.





MEGADRIVE REVIEW

THAT DINO-MITE PUN AGAIN

Just like the movie, the real stars of Jurassic Park are the dinosaurs! The Megadrive translation has around 15 different species included, one of which (the pteradactyl) isn't even in the movie! Here's a lowdown of the most common dinosaurs roaming John Hammond's amazing theme park.

MINI-RAPTOR

These newly hatched velociraptors are quite small, just over a foot in fact, but very very hungry! To this end they leap up your arm taking bite-sized chunks out of poor Grant.

RAPTOR

These carnivorous predators are some of the most lethal inhabitants of Jurassic Park. Fast, cunning, and equipped with murderous fangs and a single-taloned throat-slashing foot they are Grant's biggest worry as he crosses the island.



PTERADACTYL

These majestic creatures flap about Jurassic Park making very impressive noises. However, they're of little consequence to Grant as just one well-aimed tranquiliser dart is enough to stop one of these!



TRICERATOPS

The very first dinosaur you'll encounter in the game. The lumbering beasts don't really mind impaling Grant on those massive tusks, so be warned! A grenade or high-power tranquiliser dart is your best bet here!

SPITTER

These creatures are some of the most common in Jurassic Park. Easily identifiable due to the flaring "ruff" around their necks, these creatures are capable of shooting deadly venom at anything they don't much like the look of... like Alan Grant for example.

BRONTOSAURUS

A peaceful herbivore (that is, it doesn't eat meat), these creatures don't really cause much of a problem for Grant. However, their heads do tend to get in the way a bit...



TYRANNOSAURUS REX

The largest dinosaur that Hammond managed to squeeze into his park. This critter is virtually indestructable!

Just about everything in Grant's armoury doesn't even scratch this mutha. However, some weapons cause it to shriek out in pain, distracting it for long enough for Grant to progress - without being





MEGADRIVE REVIEW

LEVEL PREVIEW

There are seven enormous levels in this 16-meg cartridge, all of which are extremely taxing to complete - as both Grant and the Raptor! Take a look at our level preview which reveals some of the secrets of Jurassic Park!

LEVEL ONE: THE JUNGLE

The action starts in the jungle just after Grant's jeep has been attacked by the T-rex. It's our paleontologists' task to traverse the arduous jungle taking on Raptors and Spitters, in search of the Jurassic Park Power Station.

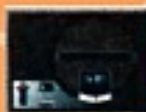


LEVEL TWO: THE POWER STATION

Grant rushes through the power station in a vain

attempt to bring power back to the miles of electric fences that contain the dinosaurs. However, getting in the way is the usual assortment of raptors along with a return appearance from the T-rex as well as some dodgy electricals that threaten to electrocute poor old Grant!



**COMMENT****GUS**

This game is really good fun. Yes, the basic idea of it is quite similar to Flashback, and whilst this isn't quite as good, it is a lot more challenging and the maps are significantly larger... and you couldn't play a dinosaur in Flashback! I found the Raptor

option an excellent addition to the game. The beastie has loads of devastating moves at his disposal and getting to grips with them takes some doing. Negotiating it around the map is also difficult because it's so large! A special mention must go to the sound. Although the music is a tad mundane, the sampled effects are excellent. Put this one through your hi-fi and a great atmosphere is created. Although a decent diversion, Jurassic Park isn't the greatest thing since sliced bread. Apart from the Raptor option, there isn't really much in the game concept that we haven't seen before. Still as Rich says, it's a good enough film tie-in and definitely worth investigating further.

LEVEL THREE: THE RIVER

Exiting the power station, Grant is faced with an arduous trek down the river pursued by the dinosaurs whose peace he is disturbing. Making use of the obligatory boat is essential, but fuel's low and all the fuel has been scattered down-stream...





COMMENT



RICH

Jurassic Park on the Megadrive is an admirable attempt at bringing the Spielberg magic home to the 16-bit system. Initially it looks like a less-polished version of Delphine's Flashback - Grant's athletic antics look very similar to Conrad Hart's. However, this game has an atmosphere that is, to my mind, a lot better. The myriad of different dinosaurs, all well-animated and in fine sampled voice, really does make a real difference to the game and learning how to overcome each species is good fun. It's also very tough! The first level is hard enough, but that's nothing compared to the boating section which had me playing for hours! The addition of the Raptor game option also increases longevity. I can't say that this is the greatest platform game I've played. There are better examples out there (some reviewed this issue). However, Jurassic Park is good fun and well worth taking a look at.

LEVEL FOUR: THE PUMP HOUSE

With the horror of the river behind him, Grant faces an even more difficult task: that of negotiating the dino-ridden pump house! Raptors and Spitters patrol the claustrophobic tunnels, not giving Grant much room to manoeuvre. Fast trigger finger action is definitely recommended!





LONG TERM REPORT

HOUR					
DAY					
WEEK					
MONTH					
YEAR					

BREAKDOWN

STRATEGY					
CHALLENGE					
ACTION					
REFLEXES					
ORIGINALITY					



LEVEL FIVE: THE VOLCANO

The desolate volcanic area of Jurassic Park is Grant's next destination. Here, the action really "hots" up, with the cunning raptors making use of the rocky terrain to launch surprise attacks on our hero. One of the plucky beasts even plays dead until Grant walks past - whereupon two more Raptors jump out to join the offensive!



BECOME THE RAPTOR!

When playing Jurassic Park as Grant the action is fairly unoriginal, with ideas very similar to the likes of Flashback and Alien III. However, the options screen presents players with the opportunity to play as one of the Raptors recently escaped from the confines of its pen. A number of special dinosaur moves are open to the beast.

POUNCE

Holding DOWN along with B causes the Raptor to pounce, instantly killing any hapless human or dinosaur that gets slashes by its rampaging talons! Very useful.

JUMP

The bog standard Raptor jump has its own merits. For one, when combined with UP, the beast makes an unfeasibly enormous leap upwards - very useful for the pump station. Any dino/human that the Raptor lands on is instantly killed (of course).

EAT

Raptors have enormous appetites, which are thankfully satisfied by the chicken legs that have been left carelessly around.

**ATTACK**

Should a human in front of you be causing your Raptor some hassle, simply press the B button to slash with the Raptor's claws. Oooh, very painful indeed.

CLAMBER

Raptors can cling on to the sides of platforms in a similar way to Grant, although on a much bigger scale!

CRAWL

The Raptor crouches down as you guide it through cramped environs, like the tunnels in the pump station for example.

PRESENTATION

▲ A decent range of cut-screens and options.

81**GRAPHICS**

▲ Some great definition on the dinosaurs and atmospheric backdrops.

89**SOUND**

▲ Awesome. Each dino has its own noises. A great atmosphere is created.

93**PLAYABILITY**

▲ Easy to get into but tough enough to sustain interest. Choice of Grant or Raptor increases interest.

89**LASTABILITY**

▲ Seven massive levels to play through — with both Grant and the Raptor.

89**OVERALL**

Not exactly original, but a large playable effort well worth investing in.

88

MAKING OF JURASSIC PARK

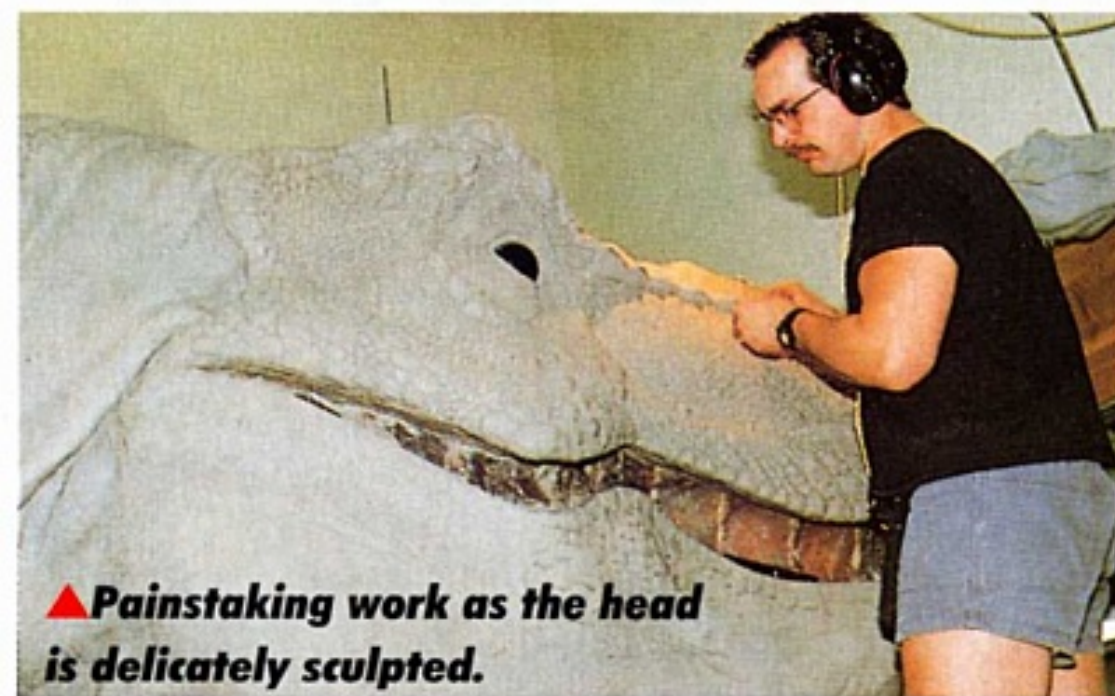
THE MAKING OF JURASSIC PARK

The following pages reproduce some of the fantastic artwork Jurassic Park's motion picture artists created prior to putting together the film's amazing sets and jaw-dropping animatronic/computer generated dinosaurs.

If you want to know and see more, we recommend that you purchase *The Making of Jurassic Park*, written by Cinefex veterans, Don Shay and Jody Duncan. This book covers the creation of the movie from the first idea in Michael Crichton's head to the final licks of polish added to the finished movie in its post production phase.

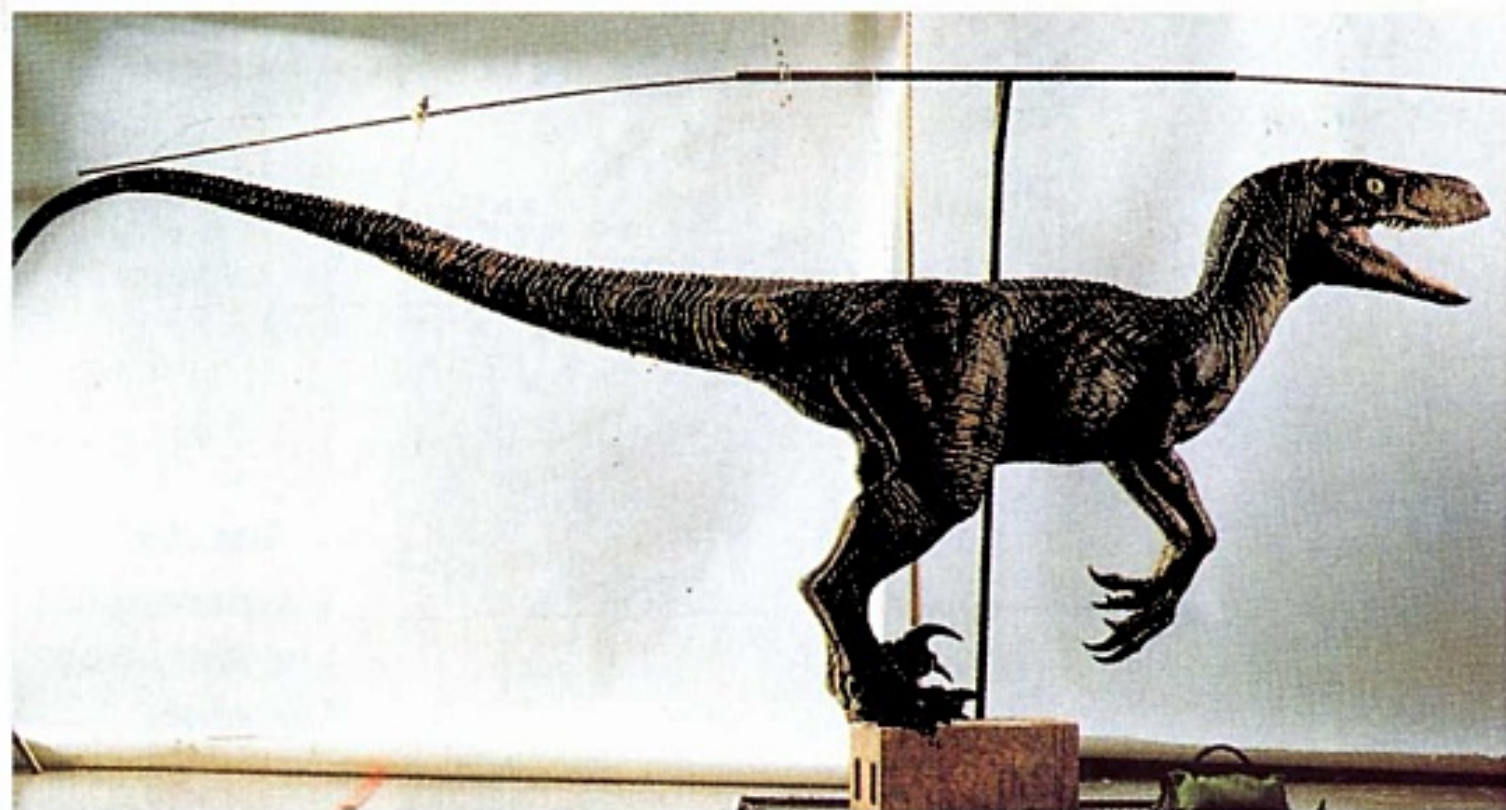
Everything you would ever want to know about the genesis of the awesome movie is contained in this book with interviews with the stars and producers. If you're even the slightest bit interested in the film we recommend that you trot off down to your local bookstore and purchase a copy immediately.

The Making of Jurassic Park is published by Boxtree Limited and costs £8.99 — a worthy investment for a massive book with over 200 pages of everything Jurassic you could ever hope for!



▲ *Painstaking work as the head is delicately sculpted.*





▲ **Small but magnificent — just one of the examples of the beasts used in the film.**



◀ **Open wide! Oh yes, that definitely needs a filling!**



MAKING OF JURASSIC PARK



▲ Adding finishing touches... and that's just the leg!



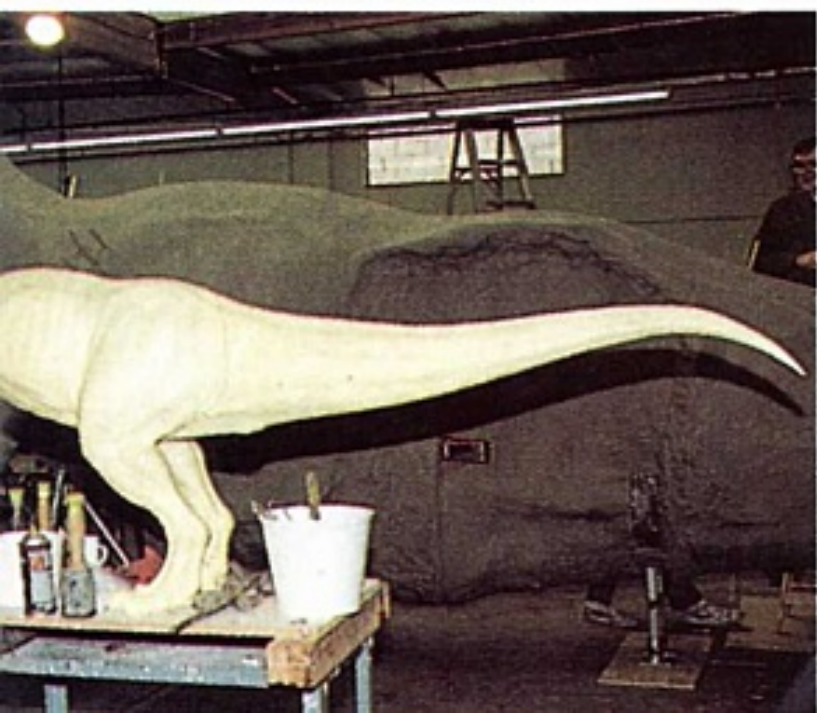
▲ One day I'll be a super-model, just like Naomi Campbell!



MAKING OF JURASSIC PARK

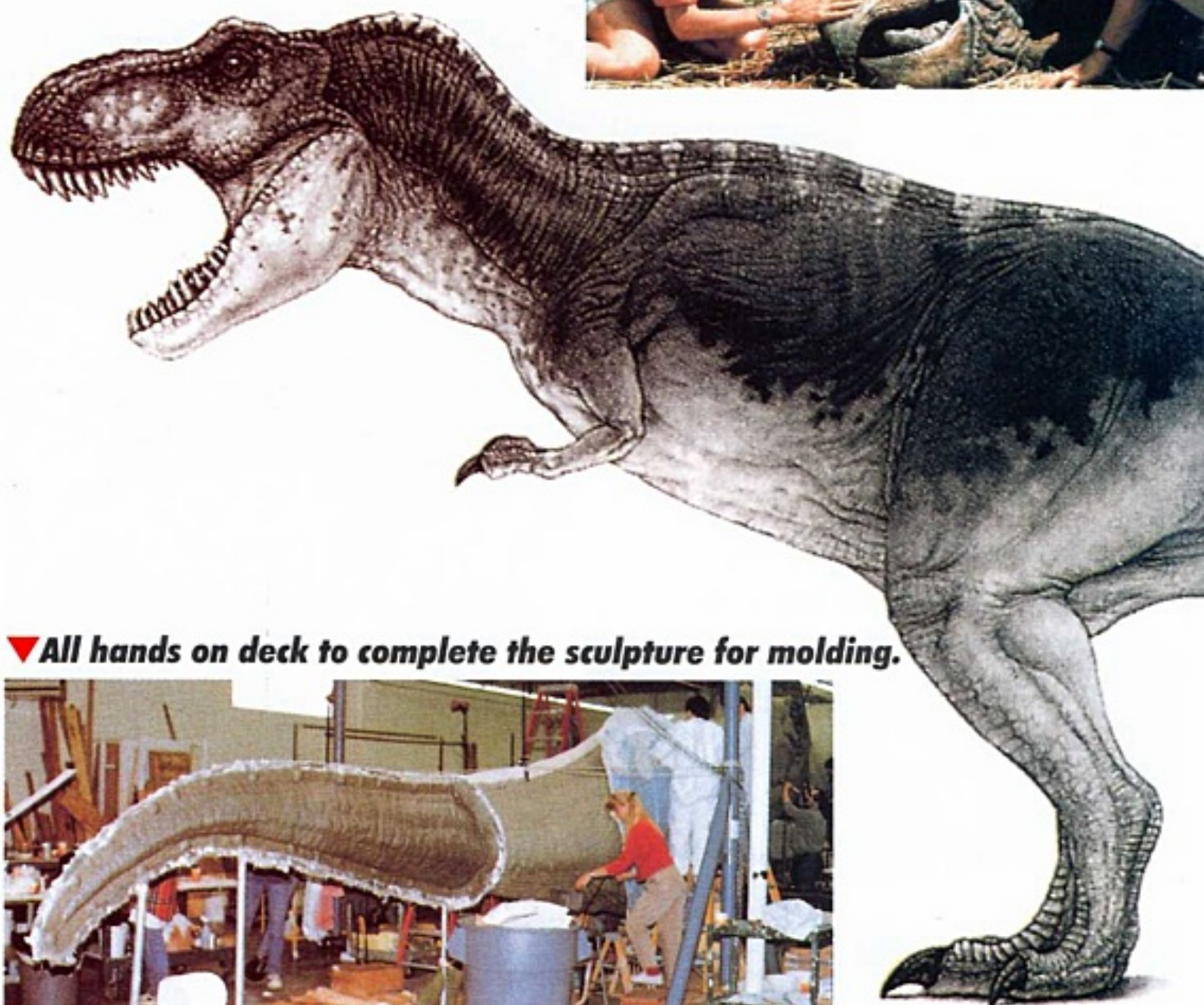


▼ *But mommy, I don't want to stand on this table any more!*



MAKING OF JURASSIC PARK

All the king's horses and all the king's men, couldn't put Dino together again! ▶



▼ *All hands on deck to complete the sculpture for molding.*



MAKING OF JURASSIC PARK



◀ ***Is it a bird, is it a plane? No it's a dinosaurs bottom!***

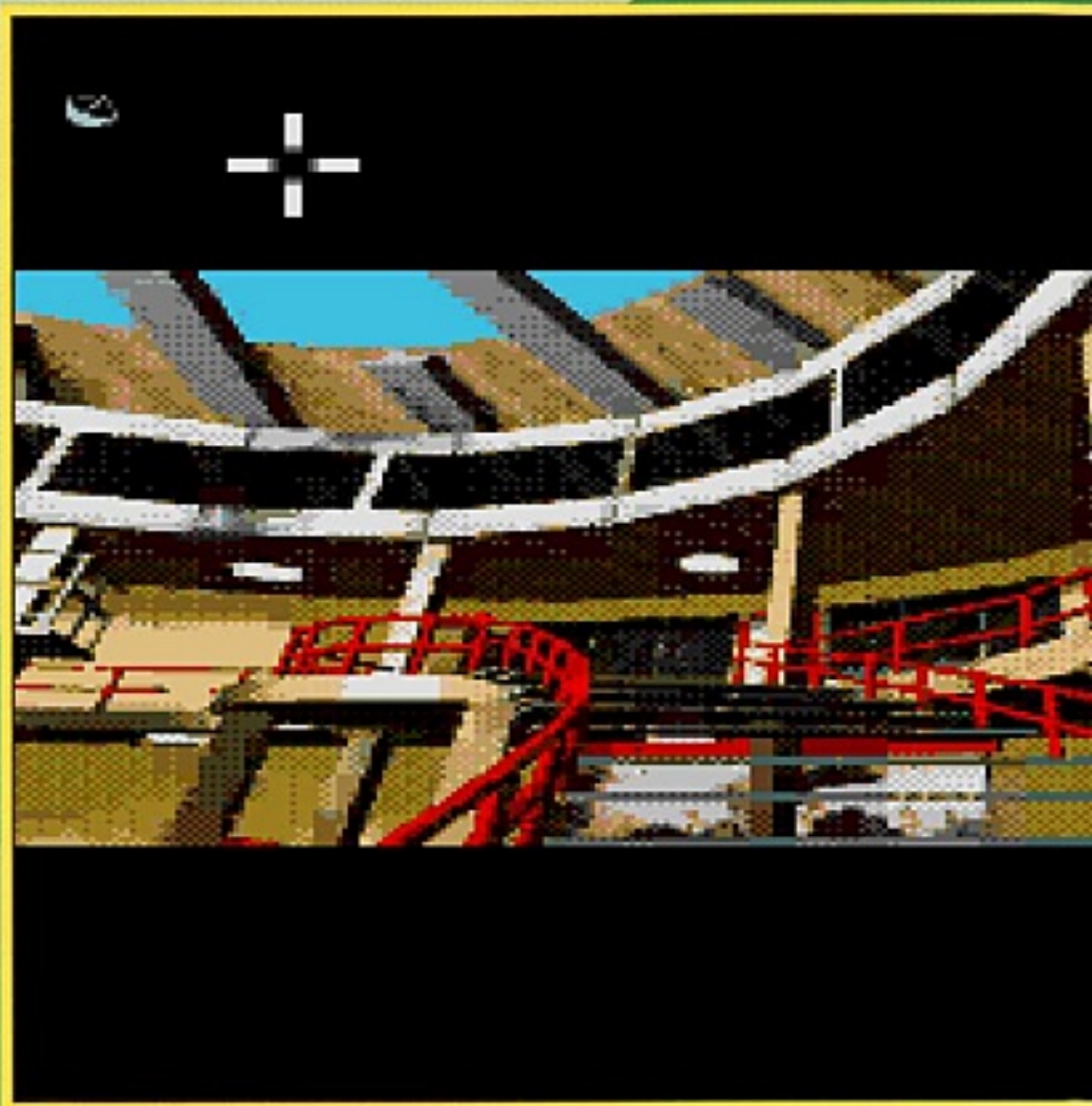


MEGA-CD JURASSIC PREVIEW

At the summer Chicago CES show in June, our very own editor was given a smart preview of the forthcoming Jurassic Park Mega-CD video game.

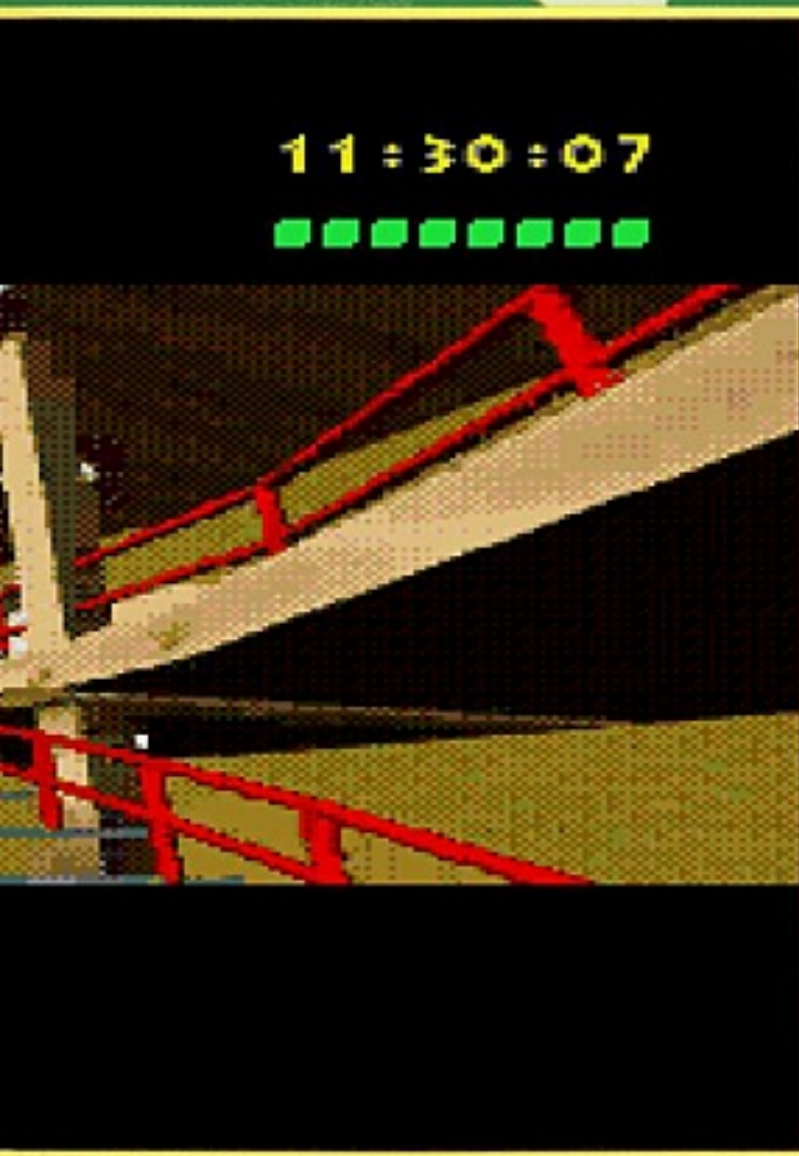
As you can see from our screenshots, the game is completely different from the Megadrive title we've reviewed in these pages. The basic idea of the game is to locate every single dinosaur egg on Jurassic Park and take them all to the visitor centre. Sounds simple eh? Well, just like in the movie, the dinosaurs have other ideas...

Inside the visitors' centre at Jurassic Park. ▶





▲ *Inside the security HQ.*



BASIC GAMEPLAY

As you can see, the game is viewed from a first person perspective, with the player controlling Alan Grant. A point-and-click interface enables players to walk around the buildings and the park itself. To move around, you simply move the pointer to your desired destination and press a button! The Mega-CD then uses full-motion video to take you there! The effect is very impressive indeed.

SURROUND SOUND

It's not only the graphics that are spectacular. Sega's sound guys patrolled swamps to get authentic reptilian samples and atmospheric noises! Every sound is processed through the new Q-Sound (tm) surround sound system (as premiered in Ecco the Dolphin, reviewed this issue), making the Jurassic environment even more lifelike!





MEGA-CD PREVIEW



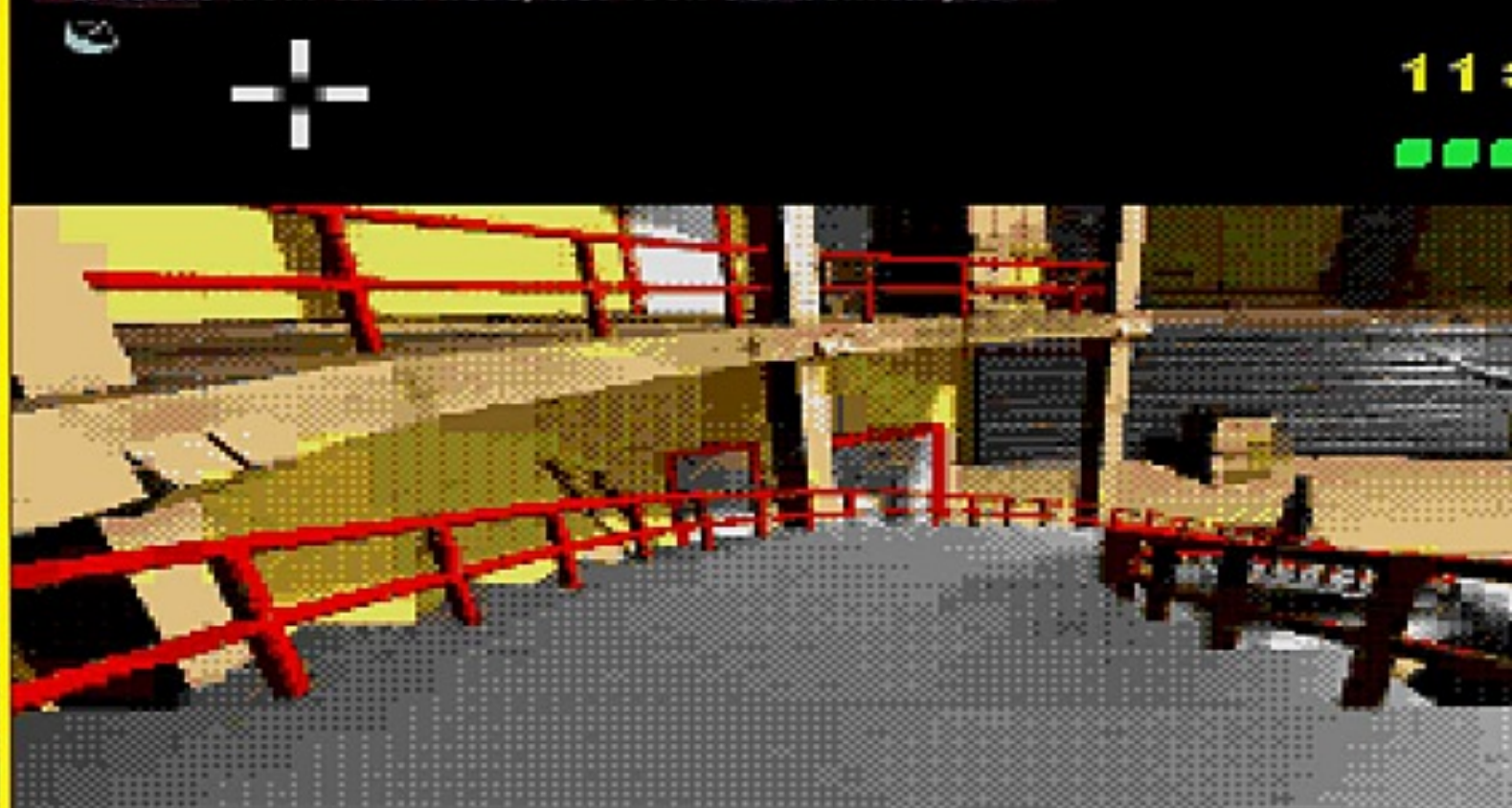
JURASSIC EDUTAINMENT

Sega are introducing some educational moments into their latest CD releases (check out the full-motion video dolphin documentary in Mega-CD Ecco the Dolphin). Jurassic Park is no exception. The very strange Robert T Bakker makes an appearance in the Mega-CD game, giving you some helpful hints about your current situation

and providing an intriguing insight into the world of the dinosaurs (or something).

Spectacular graphics using full-motion video footage.

▼ ***It looks clear from here, but look out behind you!***





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WHEN'S IT OUT THEN?

The Mega-CD version of Jurassic Park is being completed as we speak down at Sega's \$10m multimedia studios down in Redwood City, California. Sega of America will be selling the game across the Atlantic in October. However, don't expect the official UK version of the game until early next year! Aieeee!

**1-2
PLAYERS**

RELEASE: TBA

BY: SEGA

PRICE: TBA



PERCENTAGE COMPLETE



JURASSIC PARK: THE MOVIE

JURASSIC PARK: THE MOVIE

Jurassic Park began life as a novel by one Michael Crichton, author of well-regarded books such as *The Andromeda Strain* and *The Terminal Man* and creator of the classic '70s sci-fi flick, *Westworld*. Steven Spielberg has based his latest blockbusting movie (breaking all box office records in its first weekend in the States!) quite closely on Crichton's novel. The author paints a pretty bleak picture of the near-future where massive genetics companies toy with the essence of life — DNA — to make enormous amounts of money.

This culminates in the creation of one John Hammond's dream: Jurassic Park. By employing the greatest geneticists and the most expensive equipment in the world, he re-creates actual dinosaurs and deposits them on his Costa Rican island, Isla Nublar. His aim: to create the most fantastic theme park in existence — where paying customers can see *real* dinosaurs in the flesh!

However, after reports of escaping dinosaurs and construction workers being killed, Hammond is forced to unveil his park early to the park's investors, accompanied by scientists Alan Grant and Ellie Sattler, all worried about the feasibility and safety of Jurassic Park.

Hammond is desperate to prove that the park is safe, especially after having installed the most sophisticated security computers and miles of electric fences. However, as you've probably gathered by now, the dinosaurs have other ideas...



▲ It's big, it's bad and it's coming to get us. Aieeee!

JURASSIC PARK: THE MOVIE



JURASSIC PARK: THE MOVIE

JOHN HAMMOND **(RICHARD** **ATTEBOROUGH)**

Hammond is a rich man who has used the latest advances in genetic biotechnology to bring Jurassic Park (actually an island off Costa Rica called Isla Nublar) to life: he'll stop at nothing to open it to the public.

ALAN GRANT **(Sam Neill)**

One of the foremost dinosaur authorities in the world, Grant has spent a great deal of his life digging up the bones of the long-dead creatures and writing intriguing scientific papers about them.

ELLIE SATTLER **(Laura Dern)**

Alan Grant's archaeological partner, Ellie isn't your usual stereotyped damsel-in-distress. She's extremely smart and saves the day in the film more than a couple of times...

IAN MALCOLM **(Jeff Goldblum)**

Arrogant master mathematician who predicts the inevitable destruction of Jurassic Park by using fractal-based chaos theories (or

THE **CHARACTERS**



JURASSIC PARK: THE MOVIE



something). Only wears grey and black because "they go with anything" and he can't be bothered about trivialities like fashion anyway. Er, fair enough.

DONALD GENNARO (Martin Ferrero)

Gennaro's an associate of a massive city firm that has placed considerable sums of cash into the Jurassic project. This firm is now extremely worried that Jurassic's going to turn into a nightmare. Gennaro's job is to close down the project at the first sign of danger.

ROBERT MULDOON (Bob Peck)

A seasoned hunter, employed by Jurassic Park in the capacity of gamekeeper. He plays the hunter's game against the park's Raptors... and loses.

TIM MURPHY (Joseph Mazello)/**ALEXIS MURPHY** (Arina Richards)

The grandchildren of John Hammond. Tim's an avid dinosaur fan, but even his enthusiasm is tested as he and his sister are subjected to a vicious T-rex attack — and that's just for starters!

JURASSIC PARK: THE MOVIE

▼ *Okay folks, I've found us some lunch!*



DINOSAUR CREATION

If you have seen the amazing movie, you will know that the real stars of the movie are the stunning dinosaurs. Forget the sad puppets and stop-motion animation of the past: Jurassic Park employs the latest in animatronic technology to bring its dinosaurs to life. The awesome Tyrannosaurus Rex, for example,

is in actual fact a hi-tech twenty-foot high, thirteen thousand pound mechanical creature!

Adding to the realism is millions of dollars' worth of computer generated images. For example, the returning T-rex at the end of the film was created by using super computers similar to the ones that created the T-1000 for

JURASSIC PARK: THE MOVIE



the excellent Terminator II movie! However, the programmers and graphic artists at Industrial Light and Magic had a far more grueling job. The T-1000 was a metal, unliving creature.

Jurassic's

dinosaurs had to look *real*: that involved looking after the minutest of details — blinking eyes, rippling muscles — you get the idea. However, all the work paid off because the effect is simply stunning: the creatures in Jurassic are definitely the most lifelike dinosaurs ever committed to celluloid!

INDUSTRIAL LIGHT AND MAGIC RETURN

Jurassic Park's special effects are brought to us courtesy of the greatest special effects company in the world: Industrial Light and Magic. Their list of film credits is amazing, encompassing some of the biggest money-making movies of all time, including the Star Wars films, the Indiana Jones trilogy, the effects-intensive Star Trek movies as well as the likes of the Back to the Future films, Who Framed Roger Rabbit and of course, ET. Other lesser known achievements include some of the early model-making in Star Trek: The Next Generation, including the initial models of the new Enterprise 1701-D. Basically, the film industry know that when they hire ILM, they're getting the most experienced, up-to-date, creative special effects team around.





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