











PINBALL 65 MILLION YEARS IN THE MAKING

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SKILL SHOT Pull the trigger on the tazer gun to stun the dinosaur running across the display.
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SMART MISSILE The smart missile can only be used once per game and will collect everything flashing when used.
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CONTROL ROOM Enter to award lit feature. After a feature is scored the turbo bumpers will randomly advance the next value. Shooting the Power Shed will lock in the value to be scored. If no value is lit when going down the right return it will light the Control Room for a few seconds and temporarily lock the flashing value in place.
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SYSTEM FAILURE Finish all computer features and shoot either scoop to start a 45 second multiball, with all switches scoring 1M.
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TRI-BALL Collect all six target species to complete the map. Start Tri-Ball by feeding T-Rex once or hitting the Raptor Pit several times. Collect either jackpot to light CHAOS Mode.
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CHAOS MODE Hit all five flashing C-H-A-O-S letters to start CHAOS multiball. Hit all the letters again to light T-Rex. After feeding the T-Rex relight and feed again to light both the Ramp and Helicopter Pad twin Super Jackpots.
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CAPTIVE BALL Shooting the captive ball enough times will crack the dinosaur egg. Every fourth egg crack will score Super Egg Mania.
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MR. DNA Ramp molecules are collected with every ramp shot. When a DNA strand is complete the Bunker Scoop is lit for Mr. DNA.