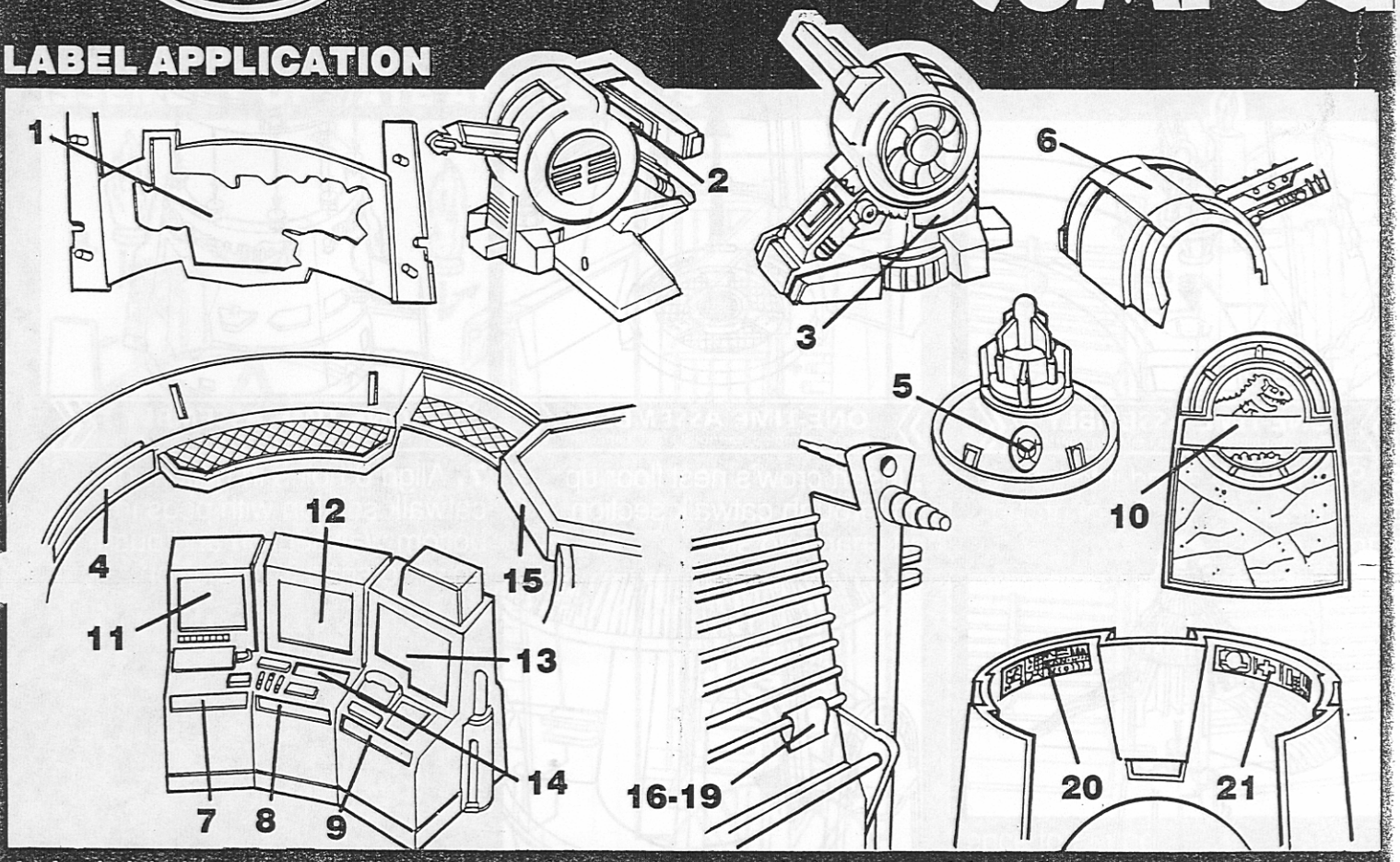
JURASSIC PARK™

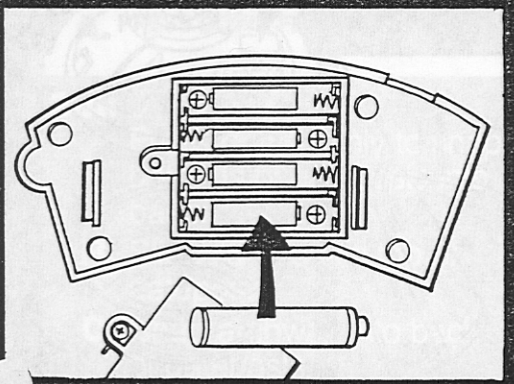
COMMAN
COMPOU

LABEL APPLICATION

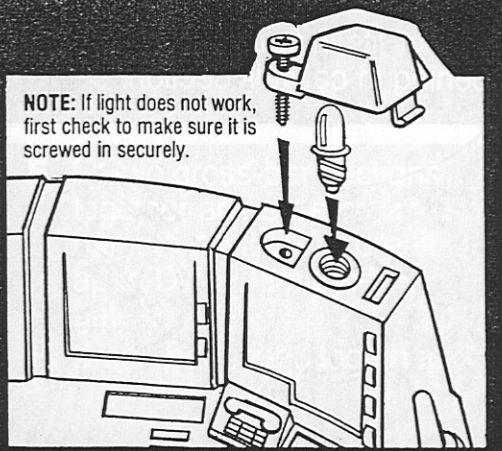


1. Apply labels to unassembled pieces using numbers on label sheet and these illustrations as a guide.

ASSEMBLY

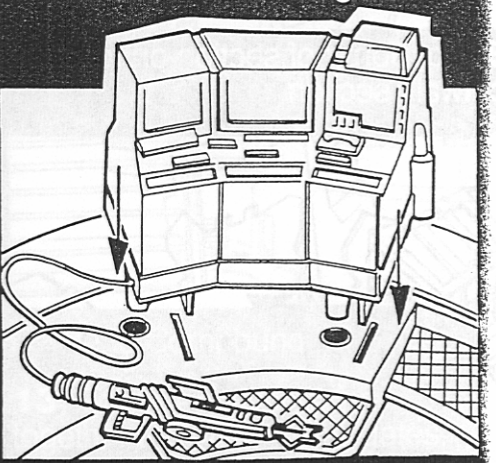


2. Unscrew battery compartment door and insert 4-AA alkaline batteries as shown.
NOTE: USE ONLY FRESH BATTERIES.



NOTE: If light does not work, first check to make sure it is screwed in securely.

3. Computer console light is replaceable if it burns out. Unscrew and remove red cover from top of console and insert one E5 light.



4. Snap computer console onto base. Console can be removed from underneath if battery replacement is necessary.

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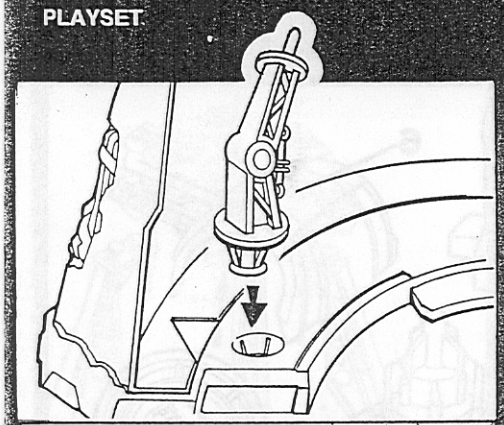
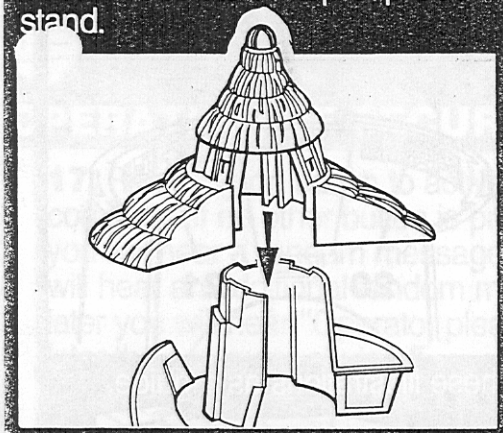
PLAYSET

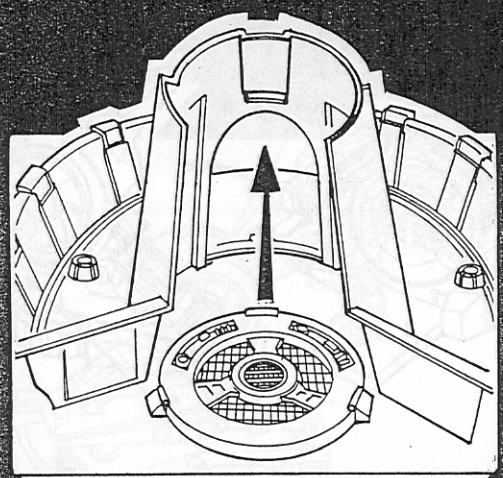


ONE-TIME ASSEMBLY
Once assembled, cannot be taken apart!

5. Snap probe stand into hole in base. Probe fits on top of probe stand.



8. Position roof section on top of catwalk section.



ONE-TIME ASSEMBLY
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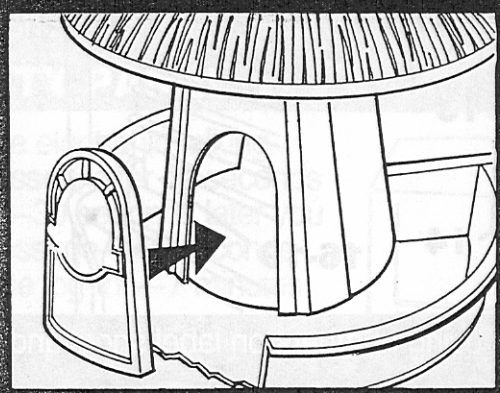
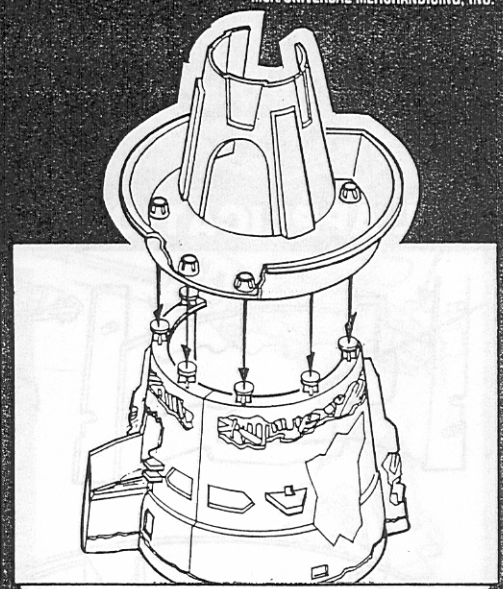
6. Insert crow's nest floor up and through catwalk section and snap into slots.

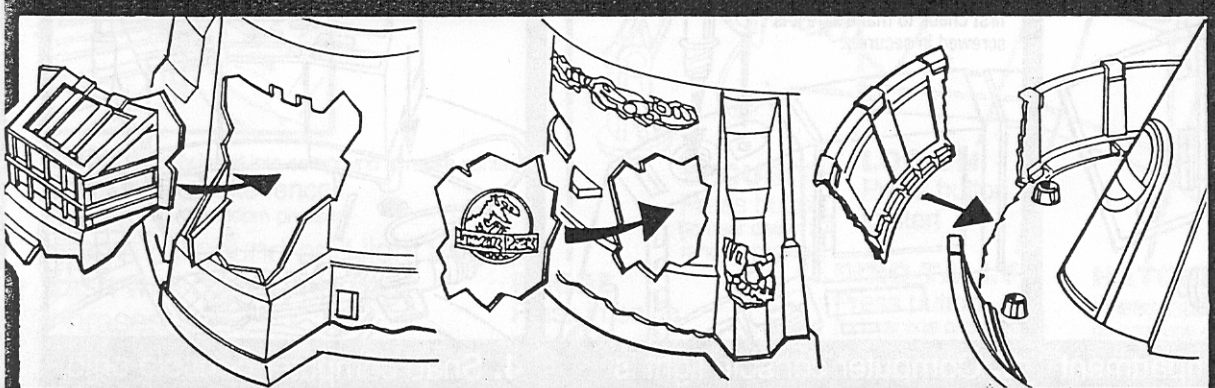


9. Door fits in front of door opening in catwalk section.



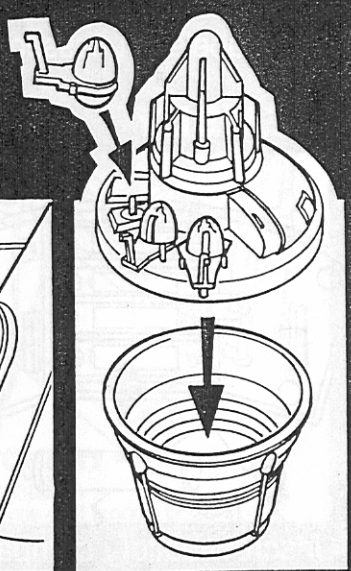
ONE-TIME ASSEMBLY
Once assembled, cannot be taken apart!

7. Align 6 holes in bottom of catwalk section with pegs in bottom wall section and push down to snap into position.



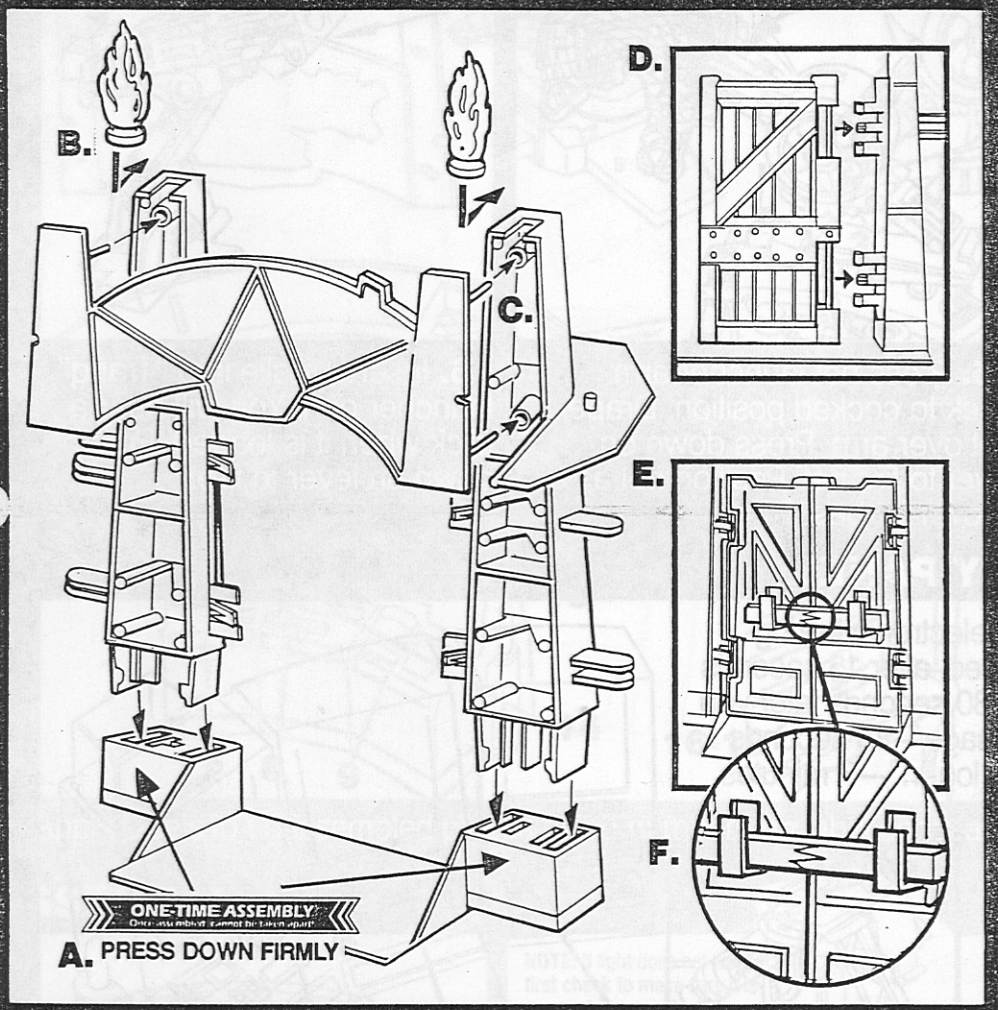
WINDOW **WALL** **CATWALK**

10. Insert 3 Dino-Damage™ sections into areas shown. This may take two hands.



11. Position lid on hatchery. Eggs fit onto pegs on top.

ASSEMBLY OF GATE AND FENCES



12-A. ONE-TIME ASSEMBLY
Press down firmly to snap bottoms of gateposts into base.

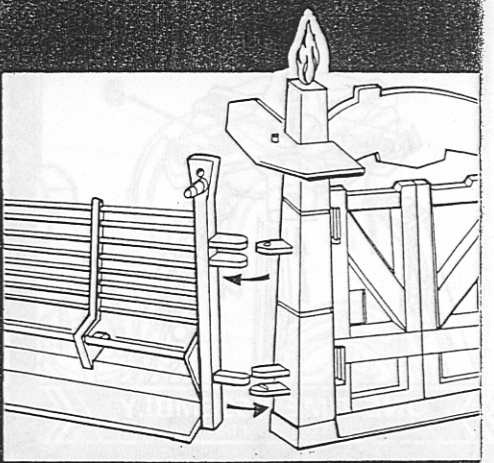
B. Slide flames into top of gateposts.

C. Snap archway into back of gateposts.

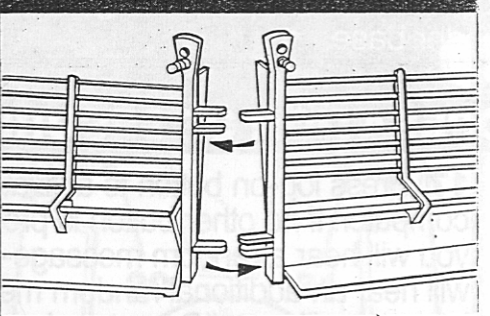
D. Attach doors to gateposts.

E. Fit two cross-bar sections together and slide cross-bar into position for break-apart Dino-Damage™ gates.

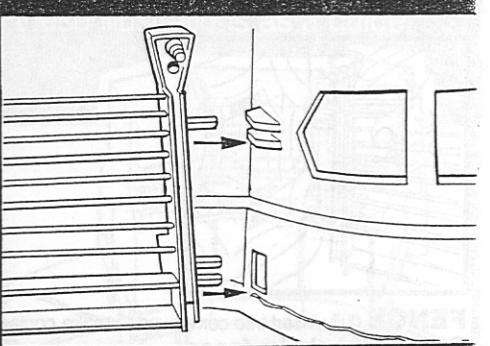
F. Cross-bar snaps together.



Fence to Gate



Fence to Fence



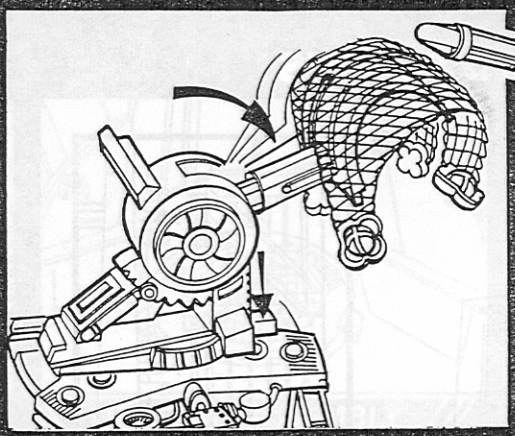
Fence to Compound

13. Fit six fence sections together to combine the gates, fences and main building into the command compound. The fence sections can be put together in a variety of patterns.

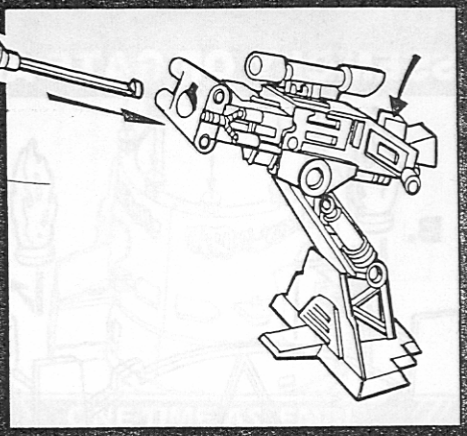
ONE-TIME ASSEMBLY
Once assembled, cannot be taken apart!

14. Snap launcher body into top of base. Snap three legs under base.

ASSEMBLY AND OPERATION OF LAUNCHERS



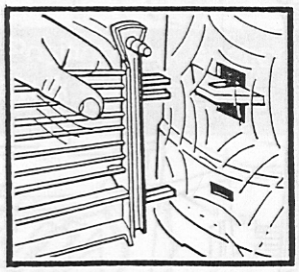
15. Press net launcher arm back to cocked position. Drape net over arm. Press down on lever to fire net. Position net as shown for best firing.



16. Insert missile into "Tranq" launcher gun. You will hear a click when it is loaded. Press down on lever to fire.

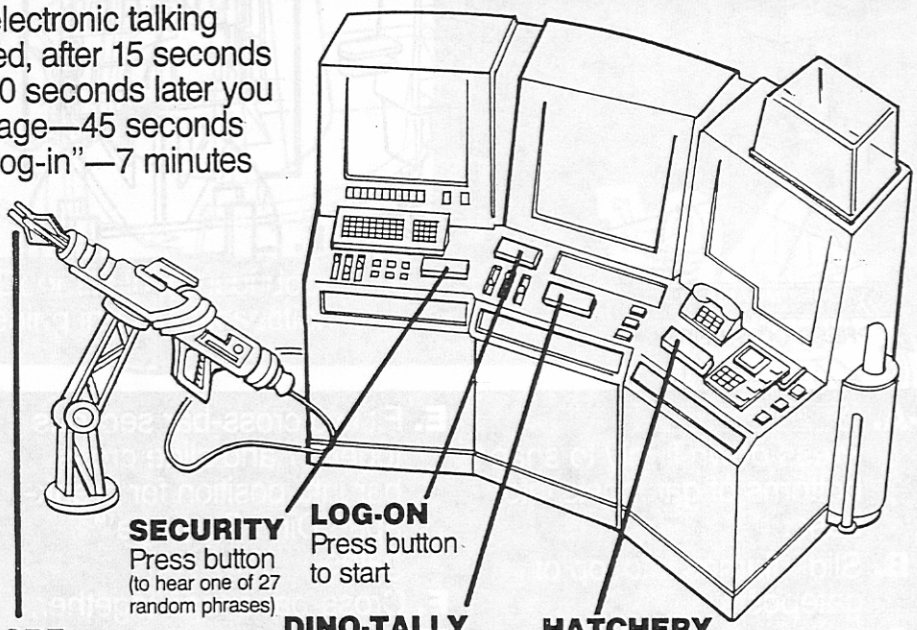
OPERATION OF SECURITY PANEL

17. Press log-on button to activate electronic talking computer. If no other button is pressed, after 15 seconds you will hear a random message—30 seconds later you will hear an additional random message—45 seconds later you will hear "Operator please log-in"—7 minutes later the computer shuts off.



FENCE (fully insert into compound to make contact)
Remove or shake fence.
(to hear one of 10 random phrases)
Alarm will sound and light will flash with corresponding phrases.

NOTE: WEAK BATTERIES WILL RESULT IN THE CONSOLE EMITTING A CONSTANT BUZZ WHEN A FUNCTION BUTTON IS DEPRESSED.



SECURITY
Press button
(to hear one of 27 random phrases)

LOG-ON
Press button to start

PROBE
Press in on tip of probe
(to hear one of 7 random phrases)

DINO-TALLY
Press button
(to hear one of 3 random combinations of phrases)

HATCHERY
Press button
(to hear one of 11 random phrases)

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