JURASSIC PARK
Fact Sheet

Publisher	Universal Interactive, Inc.
Developer	Blue Tongue Software, Melbourne, Australia
Category	Mission-based World-builder
Platform	PlayStation®2 computer entertainment system, Xbox™ video game system from Microsoft, PC CD-ROM
Pricing and Availability	MSRP $49.99 Jurassic Park will be released fourth quarter 2002.
Rating	Jurassic Park has not yet been rated by the ESRB (Entertainment Software Ratings Board). The ESRB rating is currently pending. (T for Teen is anticipated).
Overview/ Storyline	This world-builder title is inspired by Universal Pictures and Amblin Entertainment's Jurassic Park franchise, the studio's most successful film franchise. Jurassic Park allows you to fulfill Dr. John Hammond's dream by successfully designing and managing your very own Jurassic Park. Create the most amazing dinosaur theme park the world has ever seen, or battle your way through 12 intense missions that will truly test your skills against the awesome powers of nature and its most dominant creatures.

Features

- First mission-based world-builder developed for console and PC. Two games in one allows for full-fledged world-building or mission-based action gameplay.
- Powerful, yet easy-to-use, world-building engine allows the player to build and manage the ultimate Jurassic Park. From the shape of the island to the price of admission, every decision is yours to make. It truly is Jurassic Park… your way.
- Test your skill in 12 intense missions; including rescuing stranded park visitors and stopping a dino rampage. These action-packed missions will provide a variety in gameplay not seen in other world-building titles.
- The game's music (10 original tracks) was written by Blue Tongue's internal sound engineer and composer Stephan Schultze and is being performed by the Melbourne Symphony Orchestra, conducted by Graeme Abbott. Two scores

from John Williams' (movie composer) soundtrack also will be included.

- Act III, a 3D graphics and animation house, is creating all in-game cinematic sequences.

- Multiple cameras and gameplay modes add to the experience. Stop a rampaging dino with your tranquilizers in *Ranger Cam* mode, pilot a helicopter around your park in *Chopper Pilot* mode or take in all the amazing sights with the first person *Visitor View.*

- Control your dinos through mixtures of chemicals brewed in the dino-vet lab. Make them angry, sleepy, aggressive, hungry, etc. Watch out though, the wrong mixture could lead to disaster!

- Complex A.I.: Watch the fascinating interaction among more than 25 long-extinct Jurassic giants as they hunt, fight, feed and display flocking behavior.

- Lush 3D jungle environments and incredibly detailed dinosaur models deliver the excitement of the Jurassic Park movies to powerful next-gen platforms.

Developer Information	Blue Tongue Software is one of Australia's premiere game development studios. It commenced operation in October 1995, after the two founders, Chris Mosely and Andrew Heath, saw the potential to develop their respective areas of interest in computer software development and the Internet. Today the company focuses solely on entertainment software development and employs 33 staff including contractors. In 1998, Blue Tongue was awarded an R&D Start grant by AusIndustry. Blue Tongue's staff has worked collectively on well over 40 major game titles over the past fifteen years. Technical expertise and attention to detail have made Blue Tongue an internationally sought after developer of premium quality game titles, and will continue to ensure the success of the company moving forward.
Jurassic Park Film Franchise Information	A note to parents: The *Jurassic Park* films are rated PG-13. Consult www.filmratings.com for further information.
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