

Jurassic Park - Optional Factory Accessories

Shooter Knob

Our shooter knob and rod is crowned with an egg-shaped amber globe, housing a suspended fossilized mosquito...the key to unlocking the dinosaurs in Jurassic Park. This official Jurassic Park shooter knob and rod adds a fun element to your pinball experience from the very first plunge.

Stern part number: 502-7101-00

Inside Art Blades

Someone is watching you while you play...who can it be? Look out! This amazing art brings added layers of color to your Jurassic Park pinball machine. Fits all models

Stern part number: 502-7085-M3

Side Armor

Trick-out your Jurassic Park pinball machine with these officially licensed Jurassic Park logo side armor kit. Fits Pro, Premium, and Limited Edition models. Comes with 2 sides of armor.

Stern part number: 502-7086-M3

Topper

Welcome to Jurassic Park! This topper interacts with your game by capturing dinosaurs to light a letter in Jurassic Park. Your letter progress carries over from game to game. Spell Jurassic Park for a special mode. There's no better way to top off your game!

The topper has individual LEDs that light up the individual letters of JURASSIC PARK. As you start the game with the topper attached and not a Competition Mode game you will be able to light up a letter in JURASSIC PARK on the topper solid for each dinosaur you capture in the

game. Each letter is collected from left to right in order until JURASSIC PARK is spelled out. This is persistent across all players and games, eventually someone will be the lucky / skilled person to get the dino that lights all the JURASSIC PARK letters. Once it's ready to go, a Super Supply Drop lights at the Supply Drop Target to start the mode "GOAT MANIA". If you wind up draining before starting GOAT MANIA the "K" in JURASSIC PARK will un-light for the next person to collect a dino to light it again after their next dino collect. Once GOAT MANIA is successfully started all the letters unlight after the mode is played and can start being collected again.

GOAT MANIA:

A limited flip mode default 40 flips, but adjustable by adjustment "GOAT MANIA FLIP LIMIT" min 35 / max 50. You have 40 flips to score as many shots as you can as each flip makes a goat sound effect and the scores are all based on the Amber shots in the game as if all the Amber Features are running at the same time. TARGETS, RAMPS, HALFPIPES, SLINGS, POPS all score the current Amber Value and increment it for each score.

Stern part number 502-7111-00









