



A multiverse adventure  
65 million years in the making.

The year is 1993. John Hammond has used his company, InGen, to gather ancient DNA and clone plants and animals. Rather than use this discovery to advance the world's understanding of genetics, he jealously guards the secret and used it to create his very own out-of-this-world monster theme park. Competitors try to steal his company's secret or sabotage him, but in the end it's usually everyday people who suffer from these plots.

If you survive ten years you can move on. If not, you keep everything gained on your journey.

## Budget

Whether you plan to be one of the brilliant minds behind the scenes or just want to enjoy the park for what it is, these points will let you purchase the skills and tools to help you survive this world. It may not sound dangerous, but facing these dinosaurs won't be a walk in the park.

**+1000CP**  
Choice Points



# Location

Isla Nublar is the host to the first Jurassic Park, but it's by no means the only important place on the world. InGen doesn't want to keep these dinosaurs as some far off fantasy island, and has facilities all over the world. Regardless of success, they'll make more theme parks.

Roll 1d8  
100CP to choose

## 1 & 2 Isla Nublar

Also known as Site A, this is the future home of Jurassic Park, provided the upcoming showing of the park to consultants goes off without any major problems. John Hammond has purchased the island from the Costa Rican government, who were happy to give up the storm-prone hunk of rock and jungle. The island now features luxury accommodations and more importantly, revived ancient species. Almost like a prehistoric safari, tourists can come here and see dinosaurs like never before. Once tourists start to arrive, there will be a full security detail to ensure that no one poses danger to people or the animals. The jungle suits most of the zoo's animals, so unfortunately they have a lot of cover; but try not to worry, I'm sure you'll see plenty of dinosaurs during your time on Jurassic Park. The south tip of the island sees some volcanic activity.

## 3 & 4 Isla Sorna

Another tropical island, not far from Isla Nublar. This one is far less developed; unlike Isla Nublar it is not intended to draw tourists but to raise the animals. The island has minimal fencing and more-or-less lets the dinosaurs roam freely. There are several labs here that are responsible for the revival of the ancient creatures. They're still given their required lysine dosage, pumped into the water supply so that they can be sure the animals will all consume the required nutrient values. The island is much more dangerous, with massive herbivores and hungry predators common sights. The most dangerous locations are in the center of the island, unfortunately that's also where the communication center is to call for transport. The human areas are all well fenced in, but prolonged attacks or clever dinosaurs could easily get through the defenses.

## 5 Snakewater

A dig site several miles out from the city limits in the Montana badlands. There are excavation areas scattered all over the place and dozens of makeshift shelters. Volunteers and children are around to help out the paleontologists, though not all the youngsters appreciate the bones. There are five Velociraptors and a Tenontosaurus skeleton being unearthed here - a very exciting find. Soon John Hammond himself will arrive to offer Dr. Grant and Dr. Sattler a trip to his island. By virtue of proximity, you likely receive an invitation to the island as well!



## 6 San Diego

Hosting its very own complex, Hammond decided that it really was best to keep the extinct monsters close to home rather than only catering to the super rich on some far off island. Being so close to Sea World and San Diego Zoo puts this Jurassic Park as another stop on the animal sightseer's tour, and the most exotic and exciting option at that! Keeping wild genetic monsters so close to the fans is great for profits and seemed like a good idea at the time. Pesky law enforcement may shoot the animals if they escape, but at least you'll hear about the loose dinosaurs quickly.

## 7 Free Choice

You can begin anywhere on Earth. Wherever you choose to begin, you'll soon find events unfolding to draw you in to the prehistoric park. You can ignore these of course, but if you don't go to the park, you may find it coming to you.

## 8 Siberia

Martel, an experimental InGen facility, is working hard to uncover Pleistocene genetic material from the ice and having moderate success creating vicious mammals from the extractions. The area is very isolated and surrounded in all directions by hundreds of miles of frigid wilderness with frequent whiteouts. This is little problem for the creatures straight out of the ice age, but you may find it less pleasant outdoors. At least InGen isn't making the same mistake of San Diego; if something goes wrong here civilian won't be endangered for weeks. Don't expect quick rescue.



# Identity

Who you choose to be in this world can not only give you new memories to help give you a place here, but can also provide you with an improved set of skills and in many cases effect your personality and outlook on the world. You are still yourself, but the new traits will take time to overcome.



## Tourist

0CP

- + No new memories or personality
- No connections in the world

You don't remember signing up for it, but you're the lucky winner of a all-expenses paid trip to the most magical park the world has ever seen. That's not the only thing you don't remember - landing in this world you're the same person you've always been and have no new memories to help you get accustomed to living in the lost world of 1993. Given that you've come from a more advanced era than the people of this world, you tend to have a better grasp of modern technology and scientific theory than them. The miracles they work with genetic are new though, and you'll see your fill of them on that free trip.

## Staff

50CP

- + Reasonable pay and great benefits plan
- Dangerous job, dealing with dinos daily.

Somebody has to keep this place from falling apart. You're in charge of feeding, and perhaps even training some of the beasties to perform tricks for an audience. You need to remember not to let your guard down around them, despite being part of your daily routine they are wild animals that could easily kill a person. This position affords you a lot of experience with the dinosaurs that other's won't have; it's one thing to read about their capabilities or make judgments from bones, it's another entirely to be around the living thing every day. Unless something terrible happens in the park, you have a secure job.

## Manager

50CP

- + Safer position with better pay and authority
- Held responsible for accidents in the park

You have a business to run and you're heavily invested in its success. You are a valuable employee of InGen and they trust you to make the decisions that will benefit the park (but that won't stop them from poking in from time to time). You were hand-picked to keep this location running smoothly by John Hammond himself, but even if he should lose sway in the company you'll be treated favourably as long as you keep earning them money. Other issues are secondary to profits; If an accident occurs, you're expected to cover it up and not let the company lose face. Keep an eye out for competitor's spies.

## Geneticist

50CP

- + Extraordinaty knowledge of genetics
- Reliant on structure and controlled variables

Completely at home in the laboratory, you've spent the better part of your life working with genetics in a controlled environment. It takes an intelligent mind to deal in this field, and that's something you most certainly have. You know exactly what your creations are capable of when it comes to numbers. Outside of the laboratory you may find yourself a little bit uncomfortable with things being out of your control. You may be in the employ of InGen or a rival company; either way you and your experiments are closely monitored. Outside of work nothing prevents you from doing some independent research if you have the tools.

## Paleontologist

50CP

- + Very familiar with dinosaurs due to the job
- Big dinosaurs fan, may impair judgment

You're used to dinosaur bones being in the ground, not wandering around inside of dinosaurs! It is a dream come true seeing your childhood wish to see a real dinosaur finally fulfilled. As a paleontologist you're a bit like a detective, following traces of the dinosaurs and figuring out what they were up to. You're a little slower than a detective though, by a few million years. No one seems to mind the delay though, so long as you keep digging up bones. You are great at using clues from the past piece together situation in the present, and have great awareness and intuition. Both these skills lend themselves to avoiding dinos.

## Dinosaur

100CP

- + Fresh meals delivered on a timely basis
- Lessened ability to think as a human does

Animals engineered for the park are female in order to prevent unauthorized breeding. However, an accidentally genetic quirk has given them the ability to change gender over time. InGen has managed to successfully restore a wide variety of dinosaurs, and you may choose any real dinosaur featured in Jurassic Park to serve as your new form. Note that whatever your species, if you begin in an InGen facility you will be kept in a enclosure powerful enough to contain it. With all this strength comes the drawback of a dinosaur's mind - you have their instincts but aren't wired for higher thought.

## Age

Roll 2d8 plus 21 to determine your age. You may change your age to anything within the rollable range for the price of 50CP.

## Gender

A dinosaur's default gender is female, other identities are unchanged. If you want to begin as a different gender, you can spend 50CP to do so.

## Extinct Genus

For an additional 150cp you are not restricted to the prehistoric animals of earth, and can select ancient creatures from another source instead. Your physical capabilities cannot exceed that of an earthly dinosaur, and only abilities with biological explanations remain.



# Skills & Abilities

The world might not seem too different from the one you're used to, but make no mistake it is a dangerous place. The feild of genetics is cutthroat and the advancements made do more harm than good. To survive, there are a variety of skills to choose from. Discounts 50% off.



## Chaos Theory

Whenever anyone questions your predictions, information, or judgment, you can explain complex equations and/or math-babble in order to justify your words, and only those with a background or firm understanding of math will call you out on it.

Tourist discount 100CP

## Fitness

You clearly take care to remain healthy. You are as strong and healthy, easily at the peak of peak human normal human functionality.

Staff free 100CP

## Spared No Expense

You are perfectly aware of your profits and losses on individual ventures, and have a much better understanding of finances. You can keep track of exactly where your money is going and what will earn the best revenue.

Manager free 100CP

## Hacker

Computers may not yet be a common sight in households but you're already very familiar with them. You could become a proficient hacker with only a little bit of effort on your part. You're able to make sense of new computer systems very quickly.

Tourist discount 100CP

## Shoot Her! Shoot Her!

You're absolutely great with a firearm. In this place you need to be. You are not only a better aim while firing from the hip, but the damage you deal with firearms seems to be increased.

Staff discount 200CP

## Soundtrack

You can keep the score from the films, or enjoy an original composition in the style of John Williams. This music can be toggled on and off at will. Any allies that would be considered companions can also hear the orchestral melodies.

Manager discount 100CP

## The Phones Are Working

You seem to always be able to get a signal for your devices. Whether you're buried under a small mountain or rubble or out in deep space - as long as the device itself can turn on the connections seem fine.

Tourist discount 200CP

## Behavioural Research

You are completely in sync with the animal kingdom. You understand how to influence animals to get them to behave as you want. Only the most aggressive, hungry, or intelligent creatures will resist your talents.

Staff discount 300CP

## Public Relations

You have a natural charm and way with people, and have an easy time getting others to like you even if they disagree with your methods. You have a great understanding of what people want from you and from your park attractions and other projects.

Manager discount 200CP

## You Didn't Say The Magic Word

You can protect any of your electronic devices from tampering by others unless they have a specific password. These can't be decrypted, those trying to access your files will actually need to ascertain the password through conventional means.

Tourist discount 300CP

## Probably Not A Good Idea

You can summon a tyrannosaurus rex nearby. It will emerge from the nearest area that has no one observing it. After you've summoned it, who knows what will happen though. It is always the same T-rex that appears, and its wounds are completely healed each week.

Staff discount 400CP

## Administrator

You are intuitively aware of any damage to your property. You can anticipate upcoming losses due to storms or other natural events, giving you enough time to protect the areas or items at the most risk.

Manager discount 400CP

## Chaos Theory Mastery

Some people talk about chaos as though it is something that can't be predicted; to those people you simply say, "How dare you speak to me." You have a truly beautiful mind, able to make almost impossible connections and predict outcomes of nearly any course of action.

Tourist discount 600CP

## Dinosaur Whisperer

You've got a way with these dinosaurs that InGen developed, and it extends all kinds of other prehistoric monstrous from other worlds. You can communicate with them easily, and can turn dinosaurs into allies after a few minutes together.

Staff discount 600CP

## Tycoon

Your businesses are improbably succesful. Your entertainment and products are guaranteed to draw a crowd and be successful, as long as they are or comparable quality of your competitors or better. You have an eye for opportunity and it's as though money is drawn to you.

Manager discount 600CP



# Skills & Abilities

For those that like working more closely with the vicious creatures of Earth's past, don't fret. You haven't been forgotten. Whether you want to create dinosaurs in a lab or just run around the jungle with them, we have the perks for you. Discounts reduce costs by 50%.



## PhD

A vast amount of knowledge on a subject of your choice. In this world, you have documentation to match your training and memories of completing all the proper education. Geneticists gain a comprehensive understanding of genetics for free.

**Geneticist** free 100CP

## Scale Specifics

You can identify any earthly dinosaur on sight. You can also deduce any biological flaws it may have; impressively this extends to qualities it has gained from DNA from other species. When large species are nearby you can identify them based on the heavy footprints.

**Paleontologist** free 100CP

## Life Finds A Way

You may change your own biological sex and sexual preference. This takes a few hours to complete the process. Small possibility of this starting automatically if you're surrounded by a group with the same gender as you but you can reverse it at any point.

**Dinosaur** free 100CP

## Missing Link

You can easily patch holes in information with bits and pieces of similar material. DNA, Programming Code, Audit Evaluations, it doesn't matter what. You can fill in the empty space with similar data, and it usually functions with minimal repercussions.

**Geneticist** discount 100CP

## Fossil Hunt

You frequently come across valuable paleontology samples from the ancient creatures of the world. They will almost always be well-preserved and can make a full skeleton. Even better, you can manage to get genetic material from even the barest bones.

**Paleontologist** discount 200CP

## Clever Girl

Regardless of whether or not your current brain can accommodate it, you lose no human functionality in non-human forms. You still keep the benefit of all your animal instincts and beneficial mental traits though. You don't suffer racial intelligence penalties

**Dinosaur** discount 200CP

## Cloning

With time and facilities, you can perfectly recreate any biological creature. You know how to extract genetic material, create functioning cells, and maintain ideal artificial chambers to grow them into infants. This doesn't work on beings without understandable biology and cannot reproduce magical or divine affects.

**Geneticist** discount 200CP

## Six Foot Turkeys

When danger approaches you will always get a sixth sense or warning. Shadows will cast to get your attention, or perhaps your pursuer will make some accidental noise, the ground may even rumble. As long as you're aware enough, nothing will catch you off guard.

**Paleontologist** discount 300CP

## Amphibian DNA

The dinosaurs made on the island aren't exactly pure. Some of them have gotten traits from reckless splicing. Now you too can enjoy one biological ability from any earthly amphibian or reptile of your choice. If you're a human, someone has been doing highly immoral experimentation.

**Dinosaur** discount 200CP

## Genetic Improvements

Nature can only do so much. Where some people might settle for simply recreating an ancient being from scraps of DNA, you can do more. You know just what lines of genetic code to replace to give creature features of your choice, as long as you have access to DNA with the desirable traits.

**Geneticist** discount 300CP

## Window to the Past

You can look upon an area and view it as it was 65 million years ago, even envisioning the creatures that roamed there vividly. This can give you great insight into the ancient world. With some effort, you can use this to look at the recent past as well.

**Paleontologist** discount 400CP

## Thundering Roar

You have a mighty roar that gives even the most courageous souls pause. Lesser creatures may scatter in terror at the tremendous sound, and small ones will be knocked down. The rumbling roar is so strong it feels as though the air buzzes around you.

**Dinosaur** discount 200CP

## Hybrid

You can almost effortlessly take samples from two or more species and find a way to combine their best traits. They function even more effectively than their parts, and may end up even more cunning and ruthless than you expect. What could possibly go wrong?

**Geneticist** discount 600CP

## Time Wipes No Trace

You can find clues and tracks that were left thousands of years ago, as if they were left yesterday. You can also find clues that were there yesterday as if they were still there now. This may just start out as a hunch, but if there are still hints around, you will find them.

**Paleontologist** discount 600CP

## Special DNA

You've been spliced with a genetic material from a dinosaur, possibly other creatures as well. Your form is that of a hybrid, combining features from up to three dinosaur-like species from your travels. You can gain the strengths of each, but the weaknesses too.

**Dinosaur** discount 600CP



# Equipment & Allies

Jurassic Park isn't just for sightseeing and learning about the evils of tampering with gods creatures. It's also about selling as much dinosaur-themed merchandise as possible, so be sure to check out the gift shop before you go! Discounts on items reduce costs by 50%.



## Gyrosphere

Reaching speed of up to 5mph, this fabulously round transportation seats two and has a built in computer that can identify any species known to the world. It is fairly hardly, but incredibly powerful predators may pry it apart. Self-repairing, no fuel needed.

**Tourist** discount 300CP

## Gun

A choice option for park staff should animals escape, the SPAS-12 is incredibly effective at short range. It's capable of using a variety of special ammunitions and you'll find you always have a few rounds of solid slug on hand when using the shotgun.

**Staff** discount 100CP

## Sap on a Stick

Everything looks classier on a stick. This hunk of amber may or may not contain a mosquito, which in turn may or may not contain some extinct species DNA. But you really wouldn't want to damage the perfect amber by drilling a hole into it. A lovely polished walking stick.

**Manager** discount 100CP

## Richard Kiley / Mr. DNA

You have a digital ally that can give you detailed information on the unnatural beings you encounter, and even describe the process used to create them. Their control panel has limited interactive features if you need more detailed information.

**Tourist** discount 200CP

## Vehicle

Initially comes in a non-negotiable Jurassic Park paintjob. You can start the vehicle with any key. It won't work for anyone without your consent. This can be an imported vehicle, but it still gets the paint job. You can drive it around the park without hassle.

**Staff** discount 200CP

## Personal Park

A portion of the surviving park will be able to travel with you, either as part of future properties you own or simply held for safekeeping in some kind of pocket dimension. Dinosaurs care will be automated from this point on, but you still may need security.

**Manager** discount 400CP

## DNA Samples

Two dozen priceless samples of nearly complete dinosaur genomes. You could make a killing selling these to rival corporations, but perhaps it would be better to keep them for your own use?

**Geneticist** discount 200CP

## Fedora

Ensures that neither dust nor the sun will ever get in your eyes while you wear it. Can be any headwear in any colour you'd like, if for some reason you don't want a fedora.

**Paleontologist** discount 100CP

## Lysine

Jurassic Park's dinosaurs have been designed with an inability to produce their own lysine, and need to be supplied with it from the park in order to keep alive. This isn't a problem in the confines of the park, but dinosaurs wandering on their own may see a need for the essential amino acid.

**Dinosaur** discount 100CP

## Laboratory

All of the equipment you need to analyze and synthesize genetic material, as well as advanced chambers to ensure artificially created life can prosper and grow into healthy living beings. Comes with detailed manuals for all of the devices gained

**Geneticist** discount 400CP

## Tranquilzer Gun

This elegant wooden case stores an equally attractive rifle perfectly suited to bring down game without killing it. The replenishing sedative darts are strong enough to bring down any biological creature in two shots or less. CO2 cartridges also replenish over time.

**Paleontologist** discount 200CP

## It's... It's a Dinosaur!

Who doesn't want their very own best buddy dinosaur? Some folks might not understand, but they've just lost touch with their inner child. This dinosaur will be the best of pals, and can be any real species of dinosaur. Strangely dog-like in mannerisms. Pet-level intelligence.

**Dinosaur** discount 200CP

## Companion Import

Import an existing companion and give them a history in this world. They gain a free identity and its free perk. For an additional 50cp, you can give the companion 300cp to spend on perks.

50CP

## Barbasol, and Nothing Else

A modified can of shaving cream spray, this can be twisted open to provide a space to perfectly conceal small items. Even if it is checked for functionality it produces the expected cream. Inner coolant will preserve organic items stored inside.

50CP

## RV Mobile Lab

Modified motor home with all kinds of equipment. It has four bunks, a small library, small kitchen, computer consoles, GPS, mapping software, and first aid equipment and space to perform emergency treatment. It can even disperse nonlethal smoke to scare away dinosaurs.

150CP



# Complications

The world is relatively safe for the most part, but if you're willing to make it a bit more dangerous you can increase the amount of points you have to spend. The first two selected complication provide the full value, but after that the choices only give half the indicated points.

**+600CP**  
**Maximum Benefit**

## You've Gotta Be Kidding Me

You're going to be only 7+1d8 years old instead of an adult. People will treat you as they would a youngster. Your shorter stature and limited physical abilities could become a concern if the dinosaurs should somehow escape.

+0CP

## Fuzzy

Something is strange about the dinosaurs you'll encounter in this world. They're far more warm and snuggly looking than the original material would indicate (though no less lethal). Some may be completely covered in soft downy feathers, while others are just plain hairy.

+0CP

## Clever Girls

All prehistoric creatures are elevated to at least human intelligence. Predators become especially threatening and crafty, and even herbivores have discovered the merits of leading others to carnivores to prolong their own lives. All animals notice something unnatural about you. Maybe you're tasty?

+0CP

## Fat Slob

You've got a minor addiction to junk food, all food, really. This has caused you to put on a fair bit of weight. Counters any ability you have to keep weight down and makes predators see you as a meatier morsel. You also have no real concern for keeping clean.

+100CP

## Biosyn

A genetics company opposing InGen has taken an interest in you. They want you for slightly invasive genetic research and are eager to examine any gear you have. They are happy to twist the law to get what they want and will resort to blackmail and slander.

+100CP

## Scavengers

Packs of procompsognathus follow everywhere you go. They'll be curious and always follow you around, being a frequent nuisance by eating anything left out. They are accustomed to your presence, but hurting one of them enough will make the pack swarm the attacker. They run from your enemies.

+100CP

## Jurassic World

It appears as though not only has a park been opened on a secluded island, but multiple (expansive) sister resorts are located on mainlands worldwide. The creatures are inevitably going to break out and spread, causing havoc all over the planet as a result.

+200CP

## Prion Disease

All dinosaurs are susceptible to a rabies-like condition that drives them to begin a rampage. Even Normally passive specimens like the triceratops and stegosaurus will aggressively attack anything that comes into their sight after developing symptoms.

+200CP

## It Rex Everything

A minimum of once a month, you will come under surprise attack from dinosaurs. I may be a flock of pterodactyls swooping down to ruins your picnic or a tyrannosaurus head that bursts through your living room wall. No matter the precautions, dinosaurs will get passed them.

+200CP

## Dino Soldiers

InGen's project has captured the imagination of the military, and they quickly took to experimenting on soldiers to enhance their abilities. Not unlike the predators they've been spliced with, thousands of these men have taken to moving in packs and hunting humans and dinosaurs alike for sport.

+300CP

## Anti-Science

Not only is the world not ready for advancements in genetics, it turns out they don't even really know what they're doing. Trying to learn scientific secrets will fail, as the science is simply wrong. In addition, all breakthroughs, advancements, and new tech will end up bringing harm to the world.

+300CP

## Dinosaurs Eat Jumper

The best way to draw in new tourists to the park, InGen decided, was to design a creature so deadly it would terrify everyone. It is the largest, strongest, fastest predator the world has ever seen. It has your scent and wants to eat you. Strangely, it is completely immune to all powers from previous worlds.

+300CP

So you've made it all the way to 2003 have you? If you've taken complications, they end now.

You retain any abilities, equipment, and companions you've gathered so far. If you died along the way, you're sent home with those parting gifts. Otherwise, there's one more choice.

Return Home

Stay Here

Next World