

Lego Jurassic World Walk Through

5A. Prologue =
=====

True Survivor at 48,000

Characters: Robert Muldoon, Jophery Brown, Alan Grant (Montana), Ellie Sattler (Montana)

Raptor Transfer -

So we begin in control of everyone's favorite character from all the movies, Mr. "Clever Girl" himself, Robert Muldoon, and his associate, Jophery Brown. What, you don't remember Jophery? Well, never mind that! We've got a raptor to transfer!

Smash the object in front of the generator (it has an electric warning sign on it) and hold down B to assemble the generator. Hold down Y to bring up the Character Wheel, then switch to Jophery. Have him stand in front of the generator then hold down B to charge it up. This will allow you to climb up to where the cage is.

Now, note the object with little blue footprints coming off it. Switch back to Muldoon and press B to pick it up. Follow the footprints to track the source of this object. Once you reach the end, you'll find pieces for the track. Assemble them. Now, look up and you'll see a red and yellow target above one of the lights. Hold down X and drag the reticle over the target, then release X to fire on it. You'll drop more pieces, so assemble those. This completes the track, so now it's time to push the crate into position. Get behind it and move into it to start pushing.

Now you'll need to open the door to let the raptor inside. Go up the stairs to the console and have Muldoon stand in front of it and press B. To input the code, copy the directions in order as you see them come up. Switch back to Jophery and have him climb up to the top of the crate and charge up the generator. This will raise the gate.

The Dig Site -

We now take you live to sold out Montana. Drs. Grant and Settler are trying to find some decent fossils. You'll need to find three before you can continue.

1st Fossil - Go to the left and smash all the objects to find pieces for a Road Sweeper. Hop in with Y and drive it over the pile of dirt where the diggers are gathered. Have Grant dig up the dirt, and then assemble the bones that appear (only Grant can assemble the bones).

2nd Fossil - Go to the right past the guy messing with the rope. There's another dirt pile here to dig up. Assemble the fossil.

3rd Fossil - Once the 2nd one is assembled, have Ellie jump on its back and walk up to the ledge on the right. Smash the box and assemble the ladder so Grant can join her. Head to the right and smash the objects to assemble a jackhammer. The fossil will pop out and you can assemble it.

You now have the Raptor Claw. Grant now has the ability to cut ropes and vines. Head back to the beginning of the area and press B in front of the rope to cut it. You can now hop up the boxes. Move down the hill to the right and you'll have to find pieces for the radar equipment. To get the wheel, go to the right and smash the wheelbarrow. To get the handlebars, go further right and use the claw to slash up the vines. Take both pieces back to the thumper and attach them with B. Now, press Y to hop on board and bounce it around to the three cracked floor panels in the area.

Now, John Hammond makes his appearance. Switch to Ellie and have her jump up to grab the back of the truck that's nearly tipped over the side. Assemble the bones that fall out into a trampoline, then bounce up to the upper area. Head to the right and enter the camper to complete this mission.

New Characters: Robert Muldoon, Jophery Brown, Alan Grant (Montana), Ellie

Sattler (Montana)

Available for Purchase: Dig Site Volunteer, Dig Site Kid

New Vehicles: Jurassic Park Responder

Available for Purchase: Fork Lift, Road Sweeper

Park Interlude:

New Characters: Alan Grant, Ellie Sattler, John Hammond, Ian Malcolm,
Donald
Gennaro

So you have a choice at this point: continue on to Jurassic Park on the left, or go to the monorail and proceed to Jurassic World. For the sake of argument, let's go left and hop in one of the Responder jeeps. Drive down the road until you reach a locked gate. Use Grant to dig up the dirt pile to the gate's right and assemble the pieces, then have Hammond access the security panel you put together. Drive through the gate to get to the iconic cutscene.

You can play in this area if you want, but the idea is to keep driving along.

At the next gate, have Ellie hop up on the platform to the left and smash the boxes to find pieces for the gate. On the right side, have Grant cut the rope and again have Ellie hop up to the red boxes and smash them. With the gate opened, continue down the road and to the Visitor's Center. Enter through the front gate.

=====
5B. Welcome to Jurassic Park =
=====

True Survivor at 60,000

Characters: Robert Muldoon, Dino Handler Vic, Ellie Sattler, Gerry Harding,
Triceratops

Raptor Enclosure -

We're back at Raptor City, with Muldoon and Dino Handler Vic for feeding time! First head south and smash the smaller blue cages so you can assemble a bigger one. Track the object that pops out to the left and then assemble the panel. Open it with Muldoon, then head inside the cage and use Vic to fire up the generator. This will release the cow, so press Y to hop onto it and ride it over to the cage.

With the cage in place, you can now shoot the target on the crane to drop a ladder. Climb up to the crane and press Y to hop in. Use the Left Stick to move the crane. As you pass over it, you'll automatically pick it up, then you can swing it over the enclosure.

Triceratops Recovery -

Yes, you heard that correctly. Ellie wants to see some dino poop. Fortunately, there's a pile just next to the triceratops. As Ellie, press B to dive in. You'll learn what the trike needs to feel healthy again by those three items spinning over her head.

Yellow Popsicle - Use Gerry to pick up the nearby leaf and track it to find a sprout. Have Ellie water it, then climb up to the upper ledge and dive into the poop pile.

Carrot - Go to the left side of the area and dive into the poop pile.

Apple - Near the left poop pile is a sprout for Ellie to water. Climb to the upper ledge and shoot the target to drop a vine to climb to the top.

Under the green bush is a purple berry to track to another sprout.

Water it, then punch the apple out of the tree.

Carry all three objects back to the Triceratops.

YOU ARE NOW A DINOSAUR. THIS IS AWESOME.

You can switch to the trike at any time as if she were a normal character.

Experiment with her stomp (B) and her charge (move then hold X). Charge

through the tree in the background. Oops, smashed the car. Continue down

the path and charge into the tree to knock it over the river. Switch back

to the humans and cross the tree, then have Ellie water the sprout so the

trike can cross too.

Near the gate, smash the tree and assemble the control panel, then have

Gerry access it to open it. Head on inside. There's another gate, but

first, shoot the target to drop the ladder, and have the humans go up and

across. You now need to let the trike through. Go to the right and hop up

onto the big crates as Ellie. Push the crate off the edge, then assemble

the rotator switch. Push it to open that little stable, then dive into the

poop and you'll find the crank for the gate. Bring it back to the left and open the gate, then have the trike smash the back wall and you'll be able to escape.

New Characters: Alan Grant, Ellie Sattler
Available for Purchase: Dennis Nedry, Donald Gennaro, InGen Lab Technician

Park Interlude:

You're in control of Grant and Malcolm in one section and Ellie and Hammond in another and can switch by holding down the Y button and accessing the Character Wheel. Switch back to Ellie and Hammond if you want to access the Visitor's Centre, which has the custom dinosaur creator and the Red Brick store, but is not necessary right now, so let's stick with Grant.

Drive south using the car until you reach a rockslide. You can't go further south, so head into the nearby enclosure. Down the stairs is what's called a Dinosaur Delivery Pad. If you have three Gold Bricks, you can put it together right now. If you only have two so far, go south a little and use Grant's claw to free the guy hanging from the tree.

Use the Dino Pad to call in the Triceratops so it can smash down the tree in your path, then continue on and charge into the Dilophosaurii further in. Once they're down, you'll be able to climb the ladder and you'll be back on the track. Head north and use Grant to dig up the little dirt pile near the rock slide and assemble the jackhammer. Hop back in your car and continue riding it down to the gate.

=====
5C. Park Shutdown =
=====

True Survivor at 88,000

Characters: Alan Grant, Ian Malcolm, Lex Murphy (Survivor), Alan Grant (Survivor), Robert Muldoon (Raincoat), Ian Malcolm (Survivor)

T. rex Enclosure -

Looks like we found Rexy! You need to rescue the kids, but you won't be able to get to them until you distract her. Head to the far left and use Grant to cut down the vines, then smash the generator behind for a wheel. Place it on the socket just to the right and use it to remove the water. Assemble the pieces into a music box and turn the crank on it. Now, dig near the jeep and assemble the pieces into a little jack you can jump on to pull the jeep up. Once Lex crawls out, pull on her to free her and add her to the team.

Next up, we need to get Tim out. Switch to Lex and go to the right. Stand next to the jeep. Note the blue glass on it. Hold down B with Lex and she'll scream, shattering the glass. After a couple of things happen, Ian will run off. Now, assemble the pieces on the front of the jeep and mash B to pull a winch off it to attach to the crashed jeep. Head back to the jeep and press B pull Timmy loose. Mash B next to him to pull him out from under the jeep.

Rescue Timmy -

Well, this is an odd situation. You now need to get Timmy out of the tree. Go to the far left and dig up a wheel, then head back to the right and attach it to the water outflow door on the big wall and open it. Assemble the bones into a seesaw. Put Lex on the circular pad in front of it and press B, then switch to Grant and press A next to Lex to get tossed up to the next branch. Use Lex to hop across the poles to the right to the next platform. From here, target with Lex and hit the target with her baseball. This will drop some pieces you can use to make a ladder so Grant can come up.

Next, have Grant slash the vines, which will drop hanging vines to the left. Swing across to the left, then from the next platform, jump across the little ledges by tapping A. At the end, have Lex throw her ball at the target, then cross the branches and slash the vines at the other end. Assemble the bones, then bounce off the trampoline you make and continue

jumping across the little platforms and trampolines until you reach a pink and blue pair of walls. Use Lex to jump up between these walls, then have her ball a target on the right to drop a vine so Grant can come up and cut the vines supporting the jeep, then have Lex scream at the window.

T. rex Chase -

Hey, we're Muldoon, Ellie and Ian now! There's not much to do here except drive and try not to be chomped. You can throw flares at Rexy if you switch to Ian.

New Characters: Ian Malcolm, Lex Murphy
Available for Purchase: Ellie Sattler (Raincoat), Robert Muldoon (Raincoat)

Vehicle Available for Purchase: Jurassic Tour Vehicle

Park Interlude:

New Character: Timmy Murphy (Survivor)

You're out of the tree, so now it's time to get out of this paddock, but the wall isn't an option. Take control of Tim and have him crawl through the small passage on the right side of the water. On the far side, turn the crank to extend a bridge, then use Grant to dig up the dirt for pieces to ledges. You'll hop along these pieces, then continue down the trail for some time. Near the end, use Lex's baseball to knock down a vine, then continue in the direction of the broken fence. Hope through it and cut through the vines to enter the next area.

=====
5D. Restoring Power =
=====

True Survivor at 56,000

Characters: Lex Murphy (Survivor), Alan Grant (Survivor), Timmy Murphy (Survivor)

Gallimimus Chase -

Much like the previous chase, just run and don't get stomped.

Maintenance Shed -

Head down the stairs and to the left. You'll be stopped by a locked door,
so go back behind the bars and smash the tires to find a piece you can track. Follow it to the right to find the key. Use it on the door.
Head
through and shoot the target above the pipes to drop one in your path. Assemble the way up, then cross the pipe.

Next you have to pass the steam pipes. Pass the first one, then use Ellie
to grab onto the lever to shut off the second one so Muldoon can move ahead
and turn the crank to stop all the steam. Continue on down the stairs.

Down the hallway, shoot the target above the next steam pipe, then proceed
to the end. Note the purple and blue railings at the end. Stand next to
them as Ellie and press A to leap over. Have her grab the lever on the
left to lower all the pieces, then assemble them into the power switch.
Press B and time your press to pump the primer.

The Raptor Pack -

Head down the trail and hop over the log. There's an object to track here,
so do so to find a sprout for Ellie to water, which will create a series of
poles along the wall to flip up to and reach the upper ledge. Don't forget
to smash the leave and water the sprout to make a path for Muldoon.

On the next ledge, shoot a target to drop a vine, then swing across to the
next ledge. As you move down the path, you'll be attacked by a raptor.
Match the button prompts to push her off. After the attack, continue up the
path and have Ellie use the poop pile to find pieces for a bridge to cross
to the next ledge. Continue down the path for another raptor attack, then
proceed.

At the rock wall, smash to find some pieces for a lever, then have Ellie
jump on it to roll the rocks down, then slide down the slope. At the bottom, track the raptor claw to find the raptors and start a mini boss
fight. Pick up a rock with B and watch the bushes. Throw the rock at the
last bush to move and you'll bean the raptor in the head. Do this three
times.

New Characters: Timmy Murphy
Available for Purchase: Henry Wu (Jurassic Park), Jurassic Park
Veterinarian, Jurassic Park Warden

Vehicles Available for Purchase: Jurassic Park Responder (Soft Top)

Park Interlude:

This interlude's pretty short. Head up the path and toss Lex's
baseball at
the target which drops a crank for the mechanism on the left. Use it
to
open the nearby door, then send Tim inside. He'll put on his night
vision
goggles and can get the key inside. Unlock the gate and head through.

=====
5E. Visitors Centre =
=====

True Survivor at 40,000

Characters: Lex Murphy (Survivor), Timmy Murphy (Survivor), Alan Grant
(Survivor), Ellie Sattler (Survivor)

Kitchen Escape -

This area's a little interesting. For now, you can't jump, because no
one wants to get the attention of those raptors, right? Begin by
going

left and throwing Lex's ball at the target near the delicious
sausages.

This will distract the raptor on the left, so continue further into
the

foreground, then to the right. Switch to Timmy and crawl through the
vent, then turn on the stove. This pops up another target for Lex, so
toss that baseball. The raptor on the right is now distracted, so, as
Timmy, head to the right, to the foreground, then back left. Push the
cart along the push track until it stops so Lex can join you.

Go to the left and have Lex stand on the circle pad. Press B so
she'll

get ready, then switch to Tim and press A next to her to get boosted
up

to the shelf. Crawl through the vent and you'll come out on the far
right side. Drop down and push the cart and Lex will again join you.

Now, head to the fridge on the right. Knock the target down, assemble
the

pieces, then have Lex hop on the railing to open the door. Enter with
Timmy (he'll use his night vision goggles) and smash and assemble the
boxes inside. You'll get a raptor into the fridge. Sneak to the left

and the other one will eventually get bitey. Assemble a little thing and push on the green part to bonk the raptor on the head.

Control Room -

Okay, now to get those doors locked. Head to the right and smash the shelf to get pieces for the push track. Push the generator into the wall and you'll boot up the computers. Have Lex use the computer to start a little minigame. Move the cursor over all the circles to light them up and make a circuit.

Now, Tim's got to go down into the basement area using the tunnel on the far left. Once down there, head to the right past the generator, then back into the dark passage. Smash the box back there to find a replacement tube for the generator, and install it. With the computers back on again, have Lex use the marked computer. This requires a little game of Simon Says. You have to search through the files by tapping the boxes in the same order and color as they light up first. With that complete and the doors locked, go to the right and assemble the bones. Climb up the ladder you make.

Main Hall -

Move along the platforms and cut the rope. In this area, smash the brown stuff near the vent to find a sprout for Ellie, which will trap the raptor. Go through the vent as Timmy and smash all the planks in the next area so you can build a walkway for the rest of the crew. Jump up onto the bones and cross them.

Now you're on the ground floor. Switch to the T. rex and you'll perform what I call "Dino Combos" which is a cute way of saying "match the button prompts to win". Do a Dino Combo on the raptor, then switch back to the crew. Have Grant cut the rop holding the box over the raptor. Do another Dino Combo. Have Lex throw her baseball at the target. Do a final Dino Combo.

New Characters: Alan Grant (Survivor), Ellie Sattler (Survivor), Ian Malcolm (Survivor), John Hammond, Lex Murphy (Survivor), Timmy Murphy (Survivor)

Available for Purchase: Dennis Nedry (Costa Rica)

Vehicle Available for Purchase: Jurassic Park Responder (Roll Cage)

Park Interlude:

First movie complete! Next up is The Lost World, so hop into the helicopter you're next to to head on in.

=====
5F. Isla Sorna =
=====

True Survivor at 75,000

Characters: Ian Malcolm (Isla Sorna), Eddie Carr, Nick Van Owen, Sarah Harding

Eddie's Workshop -

Welcome to the Ian Malcolm show! First thing to do is fix three jeeps in the area.

Jeep #1 - You need to paint the jeep in the back. Go to the wall with equations in the back left and use Ian on it. Follow the pattern that lights up and you'll get pieces for the painter. Now, you can't just paint it any color. You have to paint it green, so go to the dials on the machine and set one color to yellow and another to blue. Jump on the pump to get the paint squirting.

Jeep #2 - The back-right jeep is having engine problems. Simply switch to Eddie and hold down B near the engine to repair it.

Jeep #3 - The front-right jeep is missing tires. Use Eddie to shoot down the targets in the back to drop two tires. Ride them over to the slots next to the jeep.

With all jeeps set to go, you'll get Nick Van Owen on the team. Head to the right and use his crowbar to pry open the door, then head through. You'll now need to get an engine into place. First, go to the back right and use Nick again to open the next door with his bolt cutters, then have Eddie fix the computer inside. Have Eddie shoot the targets on the boxes that appear, then assemble the rotator switch and push it to load up the

engine. This will lower an elevator in the back left, so gather the guys and ride up it.

Head to the right and have Nick crowbar open the gate to go back down to the ground floor. You now need to put the roof on top of the mobile lab.

Head to the far right and smash some brown boxes to find pieces for the stairs, then climb up and have Eddie repair the crane. Use it and pick up the roof, then place it on the mobile lab.

Finding Sarah -

Head up the path. Compies pop out at various points in this area, but just smack them a couple of times and they'll be stunned. Use Nick to crowbar open the rock (and try not to think too much about that concept)

and have Ian go inside with his flare. Bounce up the mushrooms to the upper ledge, then head back to the end of the ledge and smash the gray rock so you can make an anvil that drops a vine for the rest of the guys.

Go to the big root and pull down the vines with two characters, then have the third go up the root to the ledge and kick down the ladder to the left.

Go to the back of the area and shoot the left of the two targets (the other has to do with a minikit). This will drop pieces for a chopping machine.

Hop onto it to chop the brush covering the cave. Have Eddie track the piece

inside to find pieces for a trampoline. Bounce two guys up to the railing

to pull down the wood, then head to the left. At the end, have Nick crowbar

open the rock, then hop up to the fallen tree trunk with Nick and press B to

have him take pictures on the markers in multiple locations.

Stegosaurus Herd -

Now you have to deter this Stego who didn't like you getting too close to

her baby. Head to the right and build the hollow log, then press B to climb into it. It will get its tail stuck, then you can take a picture to

stun it. Do this two more times with two other logs.

New Characters: Eddie Carr, Ian Malcolm (Isla Sorna), Nick Van Owen, Sarah Harding

Available for Purchase: Carlos, John Hammond (Lost World)

Vehicles Available for Purchase: Isla Sorna Gatherer, Isla Sorna
Observer,
The Van Owen

Park Interlude:

New Character: Kelly Malcolm

You've now arrived on Isla Sorna with five members of the crew. Take a
right
and head down the path. You'll soon reach some water. Use the ledges
on the
wall to the left to climb up to a rock that Nick can upset so you can
use
the pieces to create a crossing. Continue further and you'll reach a
chasm.
Have Eddie shoot the target on the opposite tree and cross using the
vine.
At the end, have Sarah dig in the poop to find pieces for a trampoline,
then
jump up.

=====
5G. InGen Arrival =
=====

True Survivor at 64,000

Characters: Sarah Harding, Nick Van Owen, Eddie Carr, Ian Malcolm (Isla
Sorna)

Camp Sabotage -

Head to the right and bunch up the jerks, then use Nick's bolt cutters
to
free the Pachycephalosaurus. It won't be up and ready just yet.
You'll
need to feed it like you did with the Triceratops so long ago. Search
the
poop pile with Sarah.

Mushroom - Head up into the camp. Next to the cooking pot is a winch.
Smash it and reassemble the pieces so you can tip the pot over and
take
the shroom inside.

Ice Cream - Inside the camp is a pile of poop. Search it as Sarah.

Banana - At the far right end of the camp, use Nick to crowbar open
the
box next to the light.

You now have control of the Pachycephalosaurus, so head into the camp
and

have it ram the log on the right, then smash the rocks further in on the back. That's all you need her for, so she'll run off after you assemble the pieces to the stairs. Head up them into the second camp. In here you'll need to free more dinosaurs. First, use Sarah to jump up to the railing to free the Stegosaurus. Switch to her and have her smash open the smaller cage to the left to free the baby. This will crack two things near where Peter is going on about the money. Have Sarah go into the small cage and pull a key out of the poop, then use it to open the Triceratops cage. Use the trike to smash the cracked items, then assemble them into a pair of lights.

Mobile Lab -

Start climbing up the rope. Swing to the left or right to avoid the falling debris. Once you get high enough, the lab will tip and you'll have to switch to Eddie to fix it. With him, track the piece that was revealed to find pieces for a winch. Connect the one on the jeep to the lab and then get into the car. Hold the car in the center using the Left Stick to maintain it in the center of the arc and you'll be able to switch back to the other crew so they can climb up some more.

At the second tipping, have Eddie fix the engine while avoiding Compies and you'll have to do the pulling minigame again. Climb up some more to end the mission.

New Characters: Ajay Sidhu

Available for Purchase: Deirdre Bowman, InGen Scout, Peter Ludlow (Isla Sorna), Cathy Bowman

Vehicles Available for Purchase: Hunter Scout, Hunter Snare ATV

Park Interlude:

New Characters: Ronald Tembo, Robert Burke

Ronald basically replaces Eddie at this point. Head south down the trail and you'll reach a blocked path and a sick Triceratops. Have Sarah use its poop and you'll learn what you need to heal it. The blue ice cream is in

a cave to the south behind a rock that Nick can open and Ian can enter with his flare to pick up. The banana is found with Ronald. Pick up the object that was under the poop and track it. For the mushroom, use Robert and go east to find a small pile of bones. Assemble them with Robert into a see-saw, then get launched up to the upper ledge where you'll find the mushroom among a pile of other shrooms.

With the Triceratops healed, use it to smash the blocked path. Continue down (ignore Dieter, you can't help him with your current crew), and use Nick on the rock so you can climb over the big tree.

=====
5H. The Hunted =
=====

True Survivor at 45,000

Characters: Sarah Harding, Nick Van Owen, Kelly Malcolm, Ian Malcolm (Isla Sorna)

Attack on the Camp -

This part is just running, like the others. Step to the side to avoid the T. rex and people running past you.

The Long Grass -

Head straight to the right until you can't anymore. In the right foreground is a pile of poop which has pieces for a lawnmower, which will mow

down the LEGO grass ahead of you. Head further right and fend off a raptor attack, then continue to the fallen log and crowbar open the rock.

Further down the path, use one of the girls and slide under the colored railing, then smash the boxes and assemble the jack to raise the ribcage so the guys can join you.

Head to the right and smash boxes to uncover a chained box. Use the bolt cutters to open it to release Compies which will distract the raptor, then continue on and use a camera to stun the raptor on the guy. For the next pair of raptors, go to the back to find a pile of poop and use the pieces

inside to make an ice cream truck. Continue down the path to the right and use Kelly's scream to shatter the glass on the jeep, then assemble the burger thing to distract that raptor. Head to the back of the path, and stun the last raptor with a camera.

New Characters: Carter, Robert Burke
Available for Purchase: InGen Mechanic, Peter Ludlow

Vehicles Available for Purchase: Hunter Snagger, Hunter Harrasser

Park Interlude:

This one's pretty simple. Head down the track, use Kelly's scream to shatter the glass on the small cabin, then turn the crank inside to open the large gate, then head inside.

=====
5I. Communications Center =
=====

True Survivor at 69,000

Characters: Ian Malcolm (Isla Sorna), Sarah Harding, Kelly Malcolm

Compound -

Those darn raptors are still on your tail. Head to the right and smash up the blue and purple thing to make pieces for a railing that Kelly and Sarah can hop over. On the other side, head past the jeep to the poop pile and dive in to grab the winch. Stick it on the jeep and attach that to the door. With Ian back with you, head to the end of the path and enter the dark building, then fire up the generator. Head through the garage and then head to the left. Scream on the glass and enter the next garage, then smash the stuff to find pieces for another generator. Pump it, and then head out to the gas pump and stick it into the jeep to fuel it up. You can now hop into the car to move it out of the way. Smash the stuff in front of the door and head inside.

Radio Tower -

Ian is holding the door, so head to the left and a raptor will poke its nose in. Use a camera to stun it, then take the key that Mr. Skeleton is

holding and unlock the closet. Scream the glass away, then assemble the parts for the wall jump surface to get to the next level. Kick down the plank and cross it and grab onto the chain. This will lower the other side of the plank so the other person can cross it. Have that person smash the back wall and then you'll be able make a ladder so the first person can also climb up.

Have Sarah stand on the circle so she can toss Kelly up, then assemble the pipe so you can climb up to the railing and then to the next ledge.

Shimmy along the ledge to the left and smash the stuff at the next landing, then bounce off the trampoline you make to the next ledge. Head to the right and jump over the poles to flip to the wall surface and jump to the very top with both characters. Scream away the glass, then assemble the pieces, then camera-flash the raptor so you can complete the platform, then press the button to drop the high hide.

Rooftops -

Head around the roof and ride down the zip line. Head to the left and smash the vent to find pieces to put atop the poles to the left, then hop across them to the next building, then climb up the ladder and hit the button prompts to pull the shingles off the roof so the raptor falls off.

Climb up the rest of the way, then smash the the antenna to find a red crank, attach it and lower the tall antenna. Slide down the zip line, then head to the right to the helipad.

New Characters: Roland Tembo, Kelly Malcolm
Available for Purchase: Paul Bowman, SS Venture Crewman, InGen Guard Berner,
InJen Guard Jerry, Yacht Crewman

Vehicles Available for Purchase: Hunter Snare, Site B Transport

Park Interlude:

This is a snap. Just walk up to the helicopter.

=====
5J. San Diego =
=====

True Survivor at 60,000

Characters: Ian Malcolm (San Diego), Sarah Harding (San Diego)

San Diego Docks -

The SS Venture has run aground. First head to the left and yank the reporter out from under the rubble. The pieces under him will be used on the poles over the water, so hop across. In the next area, you'll find

a crank for the crane on in a white box to the left of it. Crank it to

drop pieces so you can enter the hull of the ship. Use Ian so he can light up the area, then climb up to the deck of the ship. Smash boxes to

find pieces for the ladder to the crane, then hop in and use the crane arm to lift the big crate on the civilian on the dock.

Drop down to the dock and cross the fallen crate, then have Sarah pull down the anchor so both characters can get to the deck. Head left and smash a box to find pieces to get up to the control cabin. Inside, solve

the equation wall with Ian, then assemble the pieces and head outside down to the port side of the ship (left side, for those of you non-nautical

folks). Smash the box with the purple and blue parts and assemble to vault over as Sarah. Vault over to the far side of the box on the track, then push it to let Ian join you. Head to the left and have one

character vault the other up to the left to end this section.

San Diego Streets -

This one's another simple chase. Drive away from the T. rex and do some cool stunts.

New Characters: Ian Malcolm (San Diego), Sarah Harding (San Diego)

Available for Purchase: InGen Harbor Master, InGen Investor Gerald, Fisherman Jim

Vehicles Available for Purchase: San Diego Speedster, Police Patrol Car

Park Interlude:

Two movies down, two to go! Hop in the boat on the right labeled "Jurassic Park III".

=====
5K. Landing Site =
=====

True Survivor at 51,000

Characters: Alan Grant (Isla Sorna), Billy Brennan, Paul Kirby

The Landing Site -

You will get annoyed by Amanda by the time this section is over. I guarantee

that. Head to the right side of the building to find a rock with an orange plug on it. Paul Kirby has a grappling hook that can be used to

pull it down by pressing B nearby (or by holding B and targeting).

Pull

down the hook to find a wall with squares on it. Billy can climb such a

wall, so have him climb to the top, then run down to the far right.

Knock

over an electric pole to reveal another orange plug for Paul to use his

grappling hook. Instead of pulling it down, you'll attach a rope for everyone to climb up.

Have Grant dig up the dirt and assemble the bones so you can cross.

Have

Paul fix the engine and turn the crank to raise the platform so you can

cross further to the left. Have Alan cut the vines at the top, then set

another grappling hook on the plug to cross to the roof of the building.

Pull down the orange plug here and use the pieces to make some stairs.

Cut

the vines at the far end of the stairs, then push them to the left to reach Amanda.

Spinosaurus Escape -

Like the chases before, just keep running, just keep running.

New Characters: Alan Grant (Isla Sorna), Billy Brennan, Paul Kirby, Amanda

Kirby

Available for Purchase: Cheryl Logan

Vehicles Available for Purchase: Site B Transport (Rusty), Pickup Truck

Park Interlude:

New Character: Udesky

Head up the path (AWAY from the Spinosaurus) and have Paul grapple the tree

across the water to pull it down. Cross, then have Grant claw down the vines to proceed.

=====
5L. The Spinosaurus =
=====

True Survivor at 65,000

Characters: Billy Brennan, Paul Kirby, Amanda Kirby, Udesky, Alan Grant
(Isla Sorna)

Spinosaurus vs. T. rex -

No time to watch this sick fight. First pull Dr. Grant out from under the logs, then head to the right past the broken rocks and dig the pieces

out from the dirt. Assemble and grapple to launch it at the Spinosaurus,

allowing you to switch to the T. rex as a character and do a Dino Combo

on it. Once you finish, assemble the wood pieces so you can go up the plank to the right. Go up and shoot the target down with Udesky, then assemble the pieces and track the remaining piece to find more pieces to make a catapult. Turn the crank on it and then cut the rope to launch the eggs. Do another Dino Combo.

Head down to the right. You'll need enough bones to build with, so smash

the skull, grapple the orange plug, and dig up the dirt. This will assemble a seesaw. Launch anyone over to the right, then smash the red

and green plant and use it to assemble a rotator switch. Spin it to stun the Spinosaurus again. Do another Dino Combo, then head your humans

to the right to move on ahead.

The Crash Site -

Well, you've escaped that mess, but you still have to get out of the area.

Head to the west and have Udesky shoot down the target. Assemble the pieces into a rail for Amanda. Climb up and cross to the right to find a

big piece of the plane. Assemble the track pieces nearby and push the piece off the edge. Assemble the resulting wreckage into a seesaw, then

launch Grant up to the top and have him cut the luggage down. This will

release a piece that Udesky can track to the right.

Assemble the bones he finds to create a trampoline, then have Billy bounce

up to the upper area. You'll find a parasail up here, which will give Billy a glide jump by pressing and holding A while in the air. Glide to the

right and push the plane engine over the edge. Assemble it into a fan that

will push everyone up to the ledge, then grapple down the orange plug.

Climb up the wall and parasail to the right, then smash all the objects near the wing and assemble them into a rotator switch. Turn it to drop the wing so everyone can join you.

Continue to the right and cut down the vines, then move further right and grapple down the plug to find a vest for Udesky to track. This will find you a video camera, so assemble it.

New Characters: Udesky
Available for Purchase: Cooper

Vehicles Available for Purchase: Hunter Command

Park Interlude:

Head south and have Grant clear out the vines near the gate. Have Amanda slide under the gap and use the winch on the jeep to pull open the gate, then move further down the trail and have Billy climb the wall to the top of the ledge. Smash the blue barrels and assemble a grapple point from them so Paul can attach a rope to it. Climb up and have Grant cut more vines to reach a gate. Pull the hook off the side of the gate, track the piece to the key, then unlock it.

=====
5M. Breeding Facility =
=====

True Survivor at 60,000

Characters: Alan Grant (Isla Sorna), Billy Brennan, Paul Kirby, Amanda Kirby, Udesky

InGen Facility -

Head inside the door and cut the vines on the vending machine. Have Amanda scream away the glass, then track the little gear to the rest of the parts. Assemble them and turn the crank to open the door, then enter and head right through the corridor.

In this large main room, go down to the lower area and use Paul to fix the blue arm in the back, then go back up as Billy and sail across the gap. Push the crate towards the edge, then switch to Paul so he can pull

it off the rest of the way. Assemble the pieces to complete the arm so it can close the breeding pod, then bounce off the pod to reach the upper catwalk. Drop down the other side. You'll need a valve for the pod on the left. Go down and right and cut away the vines, then repair the blue pipes. The valve will pop off and you can use it on the left pod. Turn both valves to release the bones, then assemble them into a ladder. Climb up, then head down the stairs to the pod area. Take pictures of the pods. The only one you actually need to take a picture of is the one with the green raptor head in it.

Corridor Chase -
Another chase. Run your LEGO legs off!

Characters Available for Purchase: Cooper (Runway), Amanda Kirby (Dinner), Nash (Runway), Paul Kirby (Dinner)

Vehicles Available for Purchase: Site B Saloon

Park Interlude:

The way back is blocked for now, so head east to find some fallen bones. Have Grant dig up a dirt pile nearby to find pieces for an agility bar. Have Amanda cross over and smash up some stuff to find pieces for a rock that will stop the Compies from spilling out and also yellow and black pieces so you can raise the bones, allowing the rest of the crew to pass.

=====
5N. Eric Kirby =
=====

True Survivor at 70,000

Characters: Alan Grant (Isla Sorna), Eric Kirby (Disguise)

Eric's Hideout -

Grant is separated from the rest of the tour, but finally found Eric Kirby, holed up and surviving for several weeks. Head to the right and hold down B as Eric to camouflage. Pass by the raptor. Once get close

to the boxes, decloak and smash them to find pieces for a little hot dog car which will distract the raptor so Grant can follow. Have him cut down the vines on the front of the jeep, then pull the winch out and to get the wood pulled off the vent so Eric can climb through.

At the top, smash the baskets and assemble them into a ladder so Grant can climb up, then have Grant cut the vines, which will release a hanging vine.

Swing across then head down to the ground. Continue right and camo past the raptor, then pump the generator on the right. This will scare off the raptor, so head to the back and crawl through the tunnel. On the other side, rotate the crank to open the gate. You'll need to fix up that Ankylosaurus. Eric can poop dive to find out what you need for food.

Banana - Under the poop pile.

Carrot - In the dirt pile in the foreground.

Candy Bar - In the vending machine in the back right. Cut the vines off it.

With the Ankylosaurus healthy again, use it to fight off the raptors. Head to the right and cross the poles to the island, then smash the boxes to find pieces for a bridge to the back. Have Grant cut the vines on the truck to enter it.

The Coast -

Now that you have T. rex Scent, you can hop across the lily pads and throw a vial at the Compies assembled around some bones. Assemble the bones into a trampoline and bounce up to the next ledge. Have Grant cut down the vine on the left to release a hanging truck, then assemble its pieces into a plank so you can move to the right. Continue to the right to find another pack of Compies. Scent them off, then dig up the dirt to find pieces for a ladder. Climb up and throw another vial at another pack, then use that spot to have Grant boost Eric up to the next ledge. Up there, poop dive to find another ladder for Grant. Go to the back and scent away another Compy pack to find more dirt. Unearth binoculars so you can look at the coast.

New Characters: Eric Kirby (Disguise)
Available for Purchase: Mark Degler, Ellie Degler, Charlie Degler

Vehicles Available for Purchase: Hunter Transport

Park Interlude:

Run up to the building and use Amanda to turn the crank to the left of the door, then use Grant and Paul to cut vines and fix the engine on the right of the door, then enter.

=====
50. The Bird Cage =
=====

True Survivor at 48,000

Characters: Alan Grant (Isla Sorna), Billy Brennan, Paul Kirby, Amanda Kirby,
Eric Kirby

Pteranodon Nests -

Head to the back and slash the vines on the doorway to enter. Head right and glide across the gap as Billy to the other side. Smash up the objects to create a plank bridge for the rest of the crew, then have Amanda jump up to the poles to flip across. Smash the objects and assemble a rotator switch to drop the mesh so everyone else can cross. Once the Pteranodon shows up, cut the rope nearby to scare it off. Have Paul pull down the plug on the nest and Grant can assemble the bones to make a bridge.

In the next area, smash some red stuff to make a little pump rocket to jump on to scare off the Pteranodon, then have Billy climb up the wall to reach a spot where he can glide to the right. Push the box of stuff off the edge and assemble it into a trampoline. Head to the right and have Grant cut through the vines, then continue to the right and smash stuff to make a diving platform for Billy. He'll jump off and glide with his parasail through a course. Steer through the rings to collect the studs.

Spinosaurus Showdown -

Head to the left and smash all the stuff to make a pair of cannons,
then
go to the right, Scent away the Compies, and dig in the dirt to find
parts
for a box of flares. Mount your flare cannon and fire it at the fuel
drums
in the water. Once you hit, you can switch to Paul and have him hop
to the
right to reach the building. Grapple the bunch of barrels to release
them
into the water, and then shoot them. For the last bunch, have Paul
build
the trampoline to reach the crane and use it to move the last bunch
into
position. Fire at it to finish off the Spinosaurus.

New Characters: Alan Grant (Lecture), Soldier, Eric Kirby
Available for Purchase: Enrique Cardoso

Vehicles Available for Purchase: Hunter Trapper

Park Interlude:

And now for the final movie. Head back to Jurassic Park using the
helicopter,
then select the monorail to head over to Jurassic World on Isla Nublar.

=====
5P. Welcome to Jurassic World =
=====

True Survivor at 120,000

Characters: Owen Grady, Barry, Velociraptor (Blue), Velociraptor
(Charlie),
Handler Ellis, Supervisor Nick

Raptor Research Arena -

You'll need to get that pig unstuck. Smash up the nearby boxes and
assemble
them into a wall that Owen can climb up. Have him cut the vines to
free
the crate, which will then crash onto a truck. Assemble the pieces
out of
the truck, then have Barry take the item that falls out and track it
to
where the pig is hiding. Once the pig is out, ride it back over to
the
spot next to the cannon, then grapple the cannon with Barry.

Next head up the ladder that appears and head along the catwalk to the

right. Cut the two ropes and grapple down the middle part of the light fixtures, then reassemble them. Use Barry's stun rifle to target the blue target, then fire to charge it up. You're now in control of Blue and Charlie. Go over to the switches by the far gate and pull on them with each of your raptors to raise up some blue targets. Shoot them with Barry to open the main gate.

Raptor Tracking -

This next area is mostly Blue and Charlie going through their training course. Head to the right and smash the boxes and tires so you can build

(yes, raptors can build) a tire bounce to the upper level. Head to the

right and drop down. Smash the boxes and assemble a raptor ledge, probably

the most frustrating part of the game. Stand a medium distance away, hold

B to target, and release B to leap onto the railing to pull yourself up.

That's how it's supposed to work in theory. In practice, you usually don't

pull yourself up and have to wiggle and jump and attack just to struggle

your way onto the actual ledge. It's doable but maddening, so keep at it.

Follow the pig to the back and right. Smash all the boxes to assemble another raptor ledge. This one you just grab and pull to break it, so it's

easier. This reveals another raptor ledge for climbing, but this one seems

less broken. Head to the right to find another enclosure. Smash the objects outside to find a raptor switch. Pull it while the other

raptor

is inside to switch the gates. Switch to the other raptor and have it pull on the switch inside, then have the first raptor join the second

and

each will stand on the two big buttons to open the gate.

Continue down the path and go to the cake. Press B to start sniffing a

Raptor Scent Trail, which you'll then have to follow to its source: the

bush in the right corner. This will scare up the pig, so assemble the pieces for a raptor switch, have the other raptor stand on the elevator,

then throw the switch. The raptor at the top can smash up pieces to make another raptor ledge. Climb up and head to the right. Pull the two raptor switches on either side of the gate to head back into your pen. Sniff out the pig using the cake to get him loose.

Now you're back in control of the humans. Use Owen to poop dive on the

left to find more pieces, then assemble them into a mobile. Have Barry

shoot it. Grab the crank that falls and go to the back to crank open the gate.

Indominus Paddock -

Time to find where the Indominus went to. Head to the right and you'll notice a blue glowing field near a terminal. Have Supervisor Nick use his tablet (press B) and he'll drop a ladder. Climb up and over to the other side and have Owen poop dive to find pieces for the wall. Climb up and over the fallen log, then slice the vines on the right side to drop it. Head to the right and fix the blue machine with Nick's wrench, then jump on it three times to get the water flowing. Jump across the hole.

Once the rumbling starts, head to the right and have Ellis charge up the generator on the wall. Oh no! Have Owen use his camouflage (hold down B) and sneak past the Indominus. Poop dive to find pieces to distract the Indominus with. You can now have Nick come to the right and use his tablet to remove the cage, then head further right and use his tablet again. Climb up the ledges that appear, then cut the rope. Head back to the main gate and use Nick to open it.

New Characters: Owen Grady, Barry, Supervisor Nick, Handler Ellis
Available for Purchase: Jurassic World Worker

Vehicles Available for Purchase: Jurassic Constructor, Jurassic Buggy,
Jurassic World Transport

Park Interlude:

New Characters: Zach Mitchell, Gray Mitchell

You're now playing as Zach and Gray, wandering around the main park. You'll find that the JW hub has more going for it than the JP hub (assuming you haven't jumped straight here after the Prologue). Behind where you begin is the Technology Center, where you can buy Red Bricks, input codes, look at your minikit fossils, and make custom characters and custom dinos.

Head down Main Street and take a left at the end (the way right is blocked for now). Once you reach the exhibit, have Gray go through the tunnel and

push the button on the other side to open the first gate, then have both brothers each hang from the levers above. Once inside, smash all the stuff and assemble the Dino Delivery Pad. Activate it to call in a Pachycephalosaurus, then steer it into the little elevator. You'll now control the Pachy in a bit of bread and circuses for the masses. Charge into the stone pillars, then fight off the other Pachys that show up, either by charging or pressing B for a tail whip.

With that done, the west boardwalk will be open, so head that way and up to the Gyrospheres. You can explore a little more if you wish, but there's not that much else to do right now. Once you reach the entry, poor Marty will beg you to help him fix the ride. Use Zach's wrench to repair it, then hop in a sphere. Ride it over to the blue and gray square object and roll inside it (this is a sphere switch) to open the way forward. Continue down the field to the big gate at the end. Bounce up to the platform on the right and use the sphere switch to uncover the vulnerable part of the gate, then use the bounce pad in front of the gate to smash it open.

=====
5Q. Gyrosphere Valley =
=====

True Survivor at 50,000

Characters: Zach Mitchell, Gray Mitchell

Gyrosphere Escape -

Another chase scene, only this time you're rollin' rollin' rollin' WHAT!

Gyrosphere Attack -

Zach's still in his gyrosphere, but Gray's loose. Roll over the blue objects to find pieces for a sphere switch. Roll inside it to shoot the beehive onto the Indominus. Switch to the Ankylosaurus to do a Dino Combo.

Assemble a little ramp so you can both get to the next level.

In this next area, go to the back right and clear away the tunnel for Gray to crawl through. Swing across the vines to the left, then use his

camera to stun the Indominus. Do another Dino Combo, then build a ramp to cross the tree to the other side.

In this next area, have Gray build a bounce pad for Zach, then go to the tree in the back and assemble the bones into a trampoline for him. Climb up the tree then slide down the zip line. On the other side, drop down and construct a ball-tossing machine, then do another Dino Combo. Drop down further and smash up the items to reveal some bones for Gray to assemble. Step on the launcher to toss the rock, then bounce off the pad to clear the way for both brothers.

In this last area, smash the bones and assemble them into a bone claw, then hop into the sphere switch that opens. Go down to pick up the jeep, then back up to swing it into the Indominus.

New Characters: Claire Dearing (Lab), Gray Mitchell
Available for Purchase: Gyrosphere Operator Josh

Vehicles Available for Purchase: Jurassic World Observer, Gyrosphere

Park Interlude:

Head north and you'll find a pad where Zach can boost Gray up. Have Gray hop across the poles to the opposite side, then smash the trunks and assemble them into a bridge. Have Zach cross and fix the blue mechanism near the gate, then head up to the Visitors Center and smash and assemble the bones to unlock the gate.

=====
5R. Out of Bounds =
=====

True Survivor at 80,000

Characters: Zach Mitchell, Gray Mitchell, Compsognathus, Owen Grady, Claire Dearing

Parking Garage -

Awww, look, a poor sick Compy! You should bring him back to health!

Candy Bar - Smash the tire to the right, then have Zach toss Gray up to the shelves, then crawl through the vent.

Ice Cream - Go to the left and have Zach repair the blue thing to open the shutter door. Head inside as Zach, then have him pump the generator.

Smash the bones so Gray can assemble them into a connection to the fridge,
which will pop out the ice cream.
Meat - Smash the cooler next to the Compy.

The Compy is now on your team. Send him through the green tube to reach
the other side. Head to the left and smash the object with black and yellow
stripes to get a box over to the other side of the fence, which the boys
can build into a springboard to head over to the main part of the garage.
In this area, you'll need to refurbish an old jeep, and you'll need three
parts for it.

Fuel - Send Zach into the dark alcove behind the jeep to find this.
Wheel - Send the Compy up the tube in the back left. Once it hits the
button at the end, it will drop wheels. Roll one to the jeep.
Engine - Go to the back right of the garage and have Zach fix the blue
part to get the door working for the Compy tube. Send the Compy
through
so he gets outside, then to the Compy tube by the door to open it.
Take
the boys outside and smash the boxes to the right of the wrecked
jeep,
then assemble it into a tool which will knock the engine out (which
looks
more like a battery).

Indominus Escape -

You're now Claire and Owen on the run from the Indominus. Head
towards
the screen and cut through the vines. Smash the boxes to find pieces
for the scaffolding on the right. Have Claire hop up to pull parts
down,
assemble them all and then grab your little chainsaw to buzz through
the
tree. Take Claire to the back of the room and use her tablet to start
up the sprinklers. This greens up the vines so Owen can cut through
them.
Assemble the pieces into a bridge you can use to cross to the left.

Head to the left corner and poop dive to find pieces for a wall jump
surface. Use Claire to grab the pole, then hit the wall jump surface
to
reach the next level. From there, have Owen stand on the lift so
Claire
can turn the crank to lift him up. He can climb along the wall to the
ledge, then push the box off so Claire can make a ladder and join him.

Have Claire hop over the railing and then grab the lever on the right
to
open the gate. Send Owen through and have him camouflage to get to
the

right side. Smash up the boxes and barrels and assemble a giant spray can.

Bounce on the pad to squirt the Indominus away, then have Claire assemble the colored pieces and slide under the gap. Smash and build on the other side so Owen can join, then have him cut the vines to the right. Head down to the right to complete this area.

New Characters: Claire Dearing, Zach Mitchell
Available for Purchase: ACU Trooper Female, ACU Trooper Male, Jurassic World Veterinarian, Vivian

Vehicles Available for Purchase: Jurassic Park Responder (Rusty),
Jurassic Pursuer

Park Interlude:

Back in control with Zach and Gray. The gate to the south is locked, so have Gray crawl through the tunnel to the ledge. Smash the rocks and take the key underneath. Unlock the gate and continue south. At the end of this clearing is a gate and two guys near it. Boost Gray up to the upper level from the nearby boost pad, then smash the stuff on the wall so you can assemble a ladder so Zach can climb up and fix the blue console. Head through the now open gate.

=====
5S. Under Attack =
=====

True Survivor at 85,000

Characters: Zach Mitchell (Survivor), Gray Mitchell (Survivor), Zara, Owen Grady (Survivor), Claire Dearing (Survivor)

Main Street -

We're back at Main Street, but it's not quite how we left it. You're all split into two teams now. Zach, Gray, and Zara are on the right, while Owen and Claire are on the left. First, head left to the music store and have Zara scream it open. Smash the object in the back and have Zach fix it.

At this point, Owen and Claire get auto-switched to. Head to the right and find a spot to use Claire's tablet, which will shut the shutter. Assemble the wall climbing surface so Owen can get up, then have him head left and kick down the sign which will drop a rope for Claire. Climb up and head to the right and use the scanner with Claire to activate the hologram.

Now back to the other team. Assemble the bones with Gray, then have Zara flip over the poles to the left, then smash the blue signs and assemble them into a bridge for the boys. Have Gray use his camera to stun the Pteranodon.

That Pteranodon kicked up a key near Owen and Claire, so grab it and unlock the arcade. Head inside to the left and vault over the railing and pump the generator to get the ride outside going.

Back with the other team, head to the left and go to the fountain and crank the valve to get the water flowing, then assemble the rotator and push it so it points to the left.

The Alpha -

The raptors have four mercenaries pinned down, so you'll need to save them.

Merc #1 - Have Barry track the nearby part to the left, which will make pieces for the poles. Boost Owen up to the jeep, then hop across to the right until you can cut the vines holding up the jeep. Also kick down the ladder (which you can use if you sent Barry up instead).

Merc #2 - With the parts you got from freeing the first guy, build a rocket thingy and jump on the pump to shoot it at Echo.

Merc #3 - Head to the right and fend off a raptor attack, then pull the guy free.

Merc #4 - Assemble the ramp and climb up, then poop dive to find pieces for a ladder. Climb up, then have Barry grapple down the stuff on the log. To get past Delta, have Owen camo up, then go to the right and smash all the stumps to make a spring-loaded launcher. Crank it to toss Delta and Barry will join you. Grapple down the stuff on the ledge and use it to make a trampoline, then bounce up. You've finally reached the merc.

Head right around the log, then camo and assemble the blue target.
Shoot

it with Barry to scare Blue off, then head to the left and assemble the
pepper launcher. Boost one of the guys up to it.

Raptor Pursuit (Part 1) -

For this section, shoot the oncoming raptors with your stun rifles.

Raptor Pursuit (Part 2) -

This is more of the same, only you're shooting from Owen and Barry's
perspective.

New Characters: Scientist Phil, Zara

Available for Purchase: Vic Hoskins, InGen Mercenary, Raptor Handler
Jenny

Vehicles Available for Purchase: Jurassic ATV, InGen Transport, Mobile
Veterinary Unit

Park Interlude:

Time for the finale. Head up Main Street to the Technology Center to
end
this! But first, head to the right of the Center's door and use
Claire's
tablet to activate the wall for Owen to climb. Push the dino skeleton
off
to the left and have Gray assemble it so Claire can bounce up and use
the
hand scanner to open the main door.

=====
5T. Main Street Showdown =
=====

True Survivor at 85,000

Characters: Owen Grady (Survivor), Claire Dearing (Survivor), Zach
Mitchell

(Survivor), Gray Mitchell (Survivor), Velociraptor (Blue),
Velociraptor
(Charlie), Velociraptor (Echo)

Innovation Center -

Almost time for the finale. Head to the right and use Claire's tablet
to
make a climbing surface appear, then climb up with Owen to the pipe
and
head to the left. Well, you couldn't get upstairs, but at least you
scared up some bones. Assemble them and climb the ladder.

Head to the left and have Claire use the hand scanner, then have Owen cut the rope. Assemble the rotator switch and push it to smash the glass. Send Gray through the vent and smash the big skull so you can assemble the rest of the push floor. Move the display case out of the way so everyone can assemble.

Have Zach go to the right and back into the dark tunnel. Flip the generator to start up a hologram of Jimmy Fallon. Since the raptor is an avid Stephen Colbert fan, it will go after the hologram. Head down the spiral staircase and to the right, then camo past Echo to get to the pizza display. Smash and assemble it, then fire it at Echo, then have Zach fix the nearby control panel.

Boardwalk Showdown (Part 1) -

It's Indominus time! Head to the right and smash the stuff near the garage door to find pieces for a raptor switch. Have Blue pull on the switch to open the garage door, then Zach can enter with his torch and push the button in the back. Gray can go through the vent inside, then hop out onto the amber structure and use his camera on the Indominus. Assemble the pieces that pop out of the amber.

Now, use Blue to track the scent coming off the plushie and you'll find pieces for a boost-up pad. Boost Gray up to the top and have him use his camera again. Assemble the rest of the pieces. Now, hop in the launcher and start shooting at the Indominus and get a plushie in her mouth. Once it gets stuck, switch to a raptor and slash her twice. Once she turns her head, pounce her on the indicated spot. Do this twice more.

Boardwalk Showdown (Part 2) -

Now that you've called in a REXY assist, head to the left and sniff the raptor scent to find pieces for a raptor railing. Pounce on it to drop the big TV, then assemble those pieces into a ladder. Up the ladder, go into the poop to find a crank, then attach it to the skylift. Have Claire stand on it, then raise her up and jump to the wire. She'll slide across,

then use the hand scanner on the right side to open an awning below so everyone else can get up.

Have Owen climb the wall and cut the rope to stun the Indominus, then do a Dino Combo with Rexy. You'll then switch to Echo and Charlie. Have one pull on the raptor switch on the right, then the other pounce up to the upper level and leap onto the Indominus from the marker. This will lead to one final Dino Combo to finish her off.

New Characters: Claire Dearing (Survivor), Owen Grady (Survivor), Zach Mitchell (Survivor), Gray Mitchell (Survivor)
Available for Purchase: Henry Wu (Jurassic World), Jimmy Fallon, Pilot Pat, DJ Master Frank, Colin Trevorrow, Mr. D.N.A., Steven Spielberg

Vehicles Available for Purchase: InGen Command, ACU Transport

Park Interlude:

Congratulations! You've completed the story of LEGO Jurassic World! Now go find all the collectibles, complete the bonus levels, and get all the characters for 100%!

=====
5U. Bonus Levels =
=====

Bonus levels are unlocked after completing the set of five missions comprising each movie. They will appear on the map as light blue circles with a T. rex fossil inside, and they're stone markers with gold stars on them when you approach them in the island hub. The last bonus level is unlocked after you complete all of the story.

The first six bonus levels are a chase, or a pursuit. Your objective is to survive the chase and get True Survivor. That's it, really. You can even use multipliers if you feel it's too hard to get True Survivor on a normal run. Also, if you look closely, you'll note that most of these are ripped right from story missions, only you're playing dinosaurs instead of your human characters.

Chase missions are you playing a dinosaur being chased by something.

Usually a T. rex or something similar.

Pursuit missions put you in the scales of the big dinosaur, having you chase down the puny humans.

So, without further ado, here are the first six bonus levels, which movie you have to complete, and the True Survivor threshold.

Gallimimus Escape -
Unlocked after Jurassic Park
True Survivor at 12,000

Tyrannosaurus Rex Pursuit -
Unlocked after Jurassic Park
True Survivor at 45,000

Tyrannosaurus Rex Escape -
Unlocked after The Lost World
True Survivor at 12,000

Velociraptor Escape -
Unlocked after Jurassic Park III
True Survivor at 12,000

Indominus Rex Escape -
Unlocked after Jurassic World
True Survivor at 25,000

Indominus Rex Pursuit -
Unlocked after Jurassic World
True Survivor at 45,000

The last bonus level is a special one that only unlocks after you complete the whole Story. It shows up on Isla Nublar near the helipad.

LEGO Isla Nublar -
True Survivor at 1,000,00

The point of this area is to stomp, roar, and smash your way to a million studs. You have control of a T. rex and an Indominus, so go crazy!

```
*****  
*****  
6. FREE PLAY RUNTHROUGHS  
*****  
*****
```

In this section I go mission by mission and list all eleven objects you can

collect during a Free Play run. Like many LEGO games in the past, how Free Play works is that you select your characters from whomever you've already unlocked, and then several more from your stable will be added so you can access as many secrets as you're able. You'll be able to switch to these characters using LB and RB.

Furthermore, during Free Play you have access to your entire stable of characters, which you can access by holding down Y during play, although there will be some instances where you cannot change characters.

=====
6A. Prologue =
=====

Raptor Transfer -

Minikit #1 - Once you climb up the ladder to the upper area of the raptor transfer, have Jophery use his taser to light all three light generators.

Minikit #2 - (Crowbar) In the upper area, crowbar open the gate on the left and dive into the poop inside.

Minikit #3 - Shoot the light above the raptor cage. Not the one on the left that you have to shoot with the target on it, but the one on the right.

Minikit #4 - Around the cage are a bunch of small red lights, shoot the four that you have close access to.

The Dig Site -

Minikit #5 - Once you assemble the Raptor bones at the east end of the dig site, hop onto them as Ellie and jump to the alcove where this is plainly visible.

Minikit #6 - Find and assemble four sand castles in the dig site. One is near the right-hand Raptor bones. The second is near one of the tents on the very left side of the area, on the upper ledge (jump up the left-hand Raptor bones). The third is in the radar area on the right side. The

last is at the top ledge near the camper. Just make sure you don't stumble
into the camper and end the chapter early.

Amber Brick - (Light) Just before you get to the radar machine, enter the
dark cave to find the Gallimimus Amber.

Minikit #7 - At the top of the dig site area, slash the vines in the
back
right to uncover this.

Minikit #8 - (Kid) Crawl through the tent near the camper to end
up far to the left. Track the item on the ground, then smash the
dumpsters
and you should have enough pieces to make the bellows. Step on it.

Minikit #9 - (Kid, Tablet) Crawl through the enter near the camper,
then
use Claire's tablet on the glowing box to open it.

Minikit #10 - (Bolt Cutters) Use bolt cutters on the crate to the right
of the camper, then assemble the street cleaner. Drive it over three
small piles of bricks in the sand.

=====
6B. Welcome to Jurassic Park =
=====

Raptor Enclosure -

Minikit #1 - In the Raptor Enclosure are four security cameras. Two
are on
the upper level and two on the lower. Shoot all four.

Minikit #2 - (Free Play) This is in the pile of poop to the right of
the
enclosure.

Minikit #3 - (Free Play) In the back left, have an agile character jump
over the purple railing.

Minikit #4 - Access the console that opens the enclosure before getting
the cow ready to have this come out.

Minikit #5 - (Compy) Head into the Compy tunnel in the lower left area
inside the big container and press both buttons inside.

Triceratops Recovery -

Minikit #6 - (Light) Hop up to the ledge from the beginning of this
area
and enter with a light.

Minikit #7 - Use the Triceratops to smash the wall near the plant you can climb.

Minikit #8 - Smash three rocks with the Triceratops. Two are in the initial area, and the third is after the river.

Minikit #9 - (Free Play) Before you go through the first metal gate, dig in the dirt pile.

Minikit #10 - Once you get through the first gate in the Recovery area, search in the front left for a sprout that Ellie can water.

Amber Brick - You'll receive the amber for the Triceratops upon smashing the last wall in this chapter.

=====
6C. Park Shutdown =
=====

T. rex Enclosure -

Minikit #1 - (Grapple) There are three sets of goat bones to be assembled. The first is near the cabin on the right side under a dirt pile. The second is in a box in a tree on the left side that needs to be grappled down. The last is found near the center of the area. A tracking item can be found under some stuff.

Minikit #2 - Use a shooter to hit the four red lights on the fence wall.

Minikit #3 - (Free Play) Use the poop pile in the far left corner of the area.

Minikit #4 - (Free Play) On the right side in the back, use Ellie to water a plant.

Minikit #5 - (Crowbar) Pry open the cabin on the right side.

Rescue Timmy -

Minikit #6 - (Free Play) Enter the dark hole at the base of the tree with a light to find this.

Minikit #7 - Go to the left side of the tree and use Grant's claw to cut

the vines holding the pig captive.

Minikit #8 - (Crowbar) There's a rock on the paddock wall that needs to be pried open. The minikit is behind it.

Minikit #9 - (Free Play) Once you're about halfway up the tree, you'll assemble some bones in front of a tunnel. Have a small person crawl through it.

T. rex Chase -

Minikit #10 - Switch to the person in the back seat and have them throw flares at the T. rex. Land three in its mouth as it roars.

Amber Brick - Hold to the left after about half a minute into the chase.

The brick is there for the Dilophosaurus.

=====
6D. Restoring Power =
=====

Gallimimus Chase -

Minikit #1 - During the Gallimimus Chase, stick to the right and watch the studs that appear on the trail. When they form a small circle, jump, and you'll clear a log. Most logs have blue studs hovering over them; one has a minikit.

Minikit #2 - You need to knock over three warning signs during the chase.

The first and second both are on the right-ish side of the trail. The third is after the cameras pans a bit, move left (or towards the back) to get the last one.

Maintenance Shed -

Minikit #3 - (Crowbar) Early in the shed, there's a small staircase that goes down to a door. Pry it open with a crowbar.

Amber Brick - As you enter the maintenance shed, go down and to the right.

Have Ellie dig through the poop to find this, the amber for the Velociraptor.

Minikit #4 - (Free Play) In the area with a pit, use a stun rod to charge

up the generator to get the pieces for a minikit.

Minikit #5 - Shoot four red lights in the ceiling in the shed. The first is right at the beginning. The second is down the stairs to the right. The third is near the locked door. The last is beyond the steam pipes and down the stairs to the left, near a pile of poop.

Minikit #6 - After crossing the pit, smash the stuff on the left to find a tunnel. Crawl through it.

Minikit #7 - (Compy) After Hammond tells you to go down a metal staircase, go far to the left and go into the poop to find pieces for a crawl tunnel. Crawl through it to end up in a new area. Run through all the Compy tubes to find three buttons to open the canister at the bottom.

Minikit #8 - (Compy) As you go through the tubes to find Minikit #7, continue to the upper right, smash the objects and assemble them for another minikit.

Raptor Pack -

Minikit #9 - In the Raptor Pack area, there are four birds nests to be shot at. The first is just before the first plant-watering and pole-swinging. The second and third are near the big poop pile, both in the far back left of the woods (it might be tough to spot one of them). The last is just above you just after that poop pile.

Minikit #10 - (Velociraptor) Not long after the first raptor attack, smash a bush to find a raptor smell, follow it back to the lower ledge. Dig up the dirt pile you discover.

=====
6E. Visitors Centre =
=====

Kitchen Escape -

Minikit #1 - (Free Play) Use InGen Access at the far right door in the kitchen.

Minikit #2 - (Free Play) Once you enter the door where Minikit #1 is, assemble the three piles of bricks near the model.

Minikit #3 - (Free Play) Once you enter the door where Minikit #1 is, go to the right and use the crane machine to get the pieces.

Control Room -

Amber Brick - In the Control Room, take Lex to the left side and have her scream the glass off for the Tyrannosaurus Rex amber.

Minikit #4 - In the Control Room, knock down six monitors on the walls. There are four on the left wall and two on the right side of the room.

Minikit #5 - (Bolt Cutters) Once you get to the lower area, go to the right and use bolt cutters on the gate.

Minikit #6 - (Free Play) At the lower area, switch to Lex and have her hack the computer near the pole in the middle. Drive the little lifter into all four boxes.

Minikit #7 - (Stun Rifle) In the lower area, go to the right and up the steps, then shoot the blue target.

Main Hall -

Minikit #8 - (Bolt Cutters) Once you pass the first raptor, use an agile character to jump over the wall, then cut the bolt on the back door, and jump into the back area and head to the left.

Minikit #9 - (Free Play) Water two plants in the area. The first is just after the first raptor, and the second is through all the agile LEGO objects to the left.

Minikit #10 - (Free Play) Go through all the agile LEGO objects to the left of the start and smash the glass case holding this minikit. It's next to the second flower of the previous minikit.

=====
6F. Isla Sorna =
=====

Eddie's Workshop -

Minikit #1 - (Free Play) There are three sets of chicken bones in the garage. The first is next to the Equation board. The second is in the second area, near the front of the room next to the break table. The last is in the last area, to the left of the mobile lab.

Minikit #2 - Once you knock down the tires, take one to the left where the crank is roll it in. Turn the crank to raise the minikit.

Minikit #3 - On the upper level of the workshop, use Nick's bolt cutters to open the cabinet in the cafeteria area.

Minikit #4 - (Stun Rifle) On the upper level, shoot the blue target on the back wall so the steam goes away, then use an agile character to jump up the ledges to the top. Jump over the railing and slide under to the right and then avoid the steam jets to the minikit.

Minikit #5 - (Stun Rifle) Once you go down from the upper level, there's a blue target under the stairs near a familiar looking "Telepod". Out the other one will spill some "hybrids". Defeat ten.

Finding Sarah -

Minikit #6 - When you're on the island, shoot down three bird nests with big blue eggs in them. The first is very early. The second is before you drop the big log to climb up a ledge, and the last is near the Stegosaurii.

Minikit #7 - (Free Play) Use a charging dino on the cracked wall under the branch that bends.

Minikit #8 - (Free Play) Dive into three piles of poop in this area. The first is near the beginning, the second is under a target on a tree, and the last is near the Stegosaurus herd.

Minikit #9 - (Free Play) At the end of the area, dig up the dirt pile at the far left corner and track it to the minikit.

Stegosaurus Herd -

Amber Brick - During the Stegosaurus attack, bait the Stego into smashing with its tail so it smashes the logs and rocks. Take care of all three and you get the Stegosaurus amber.

Minikit #10 - (Free Play) Smash stuff in the back left to get some bones.

Assemble them, then shoot at the four targets that pop up.

=====
6G. InGen Arrival =
=====

Camp Sabotage -

Minikit #1 - (Free Play) Fire up three generators in the area. The first is right at the beginning. The second is in the nearby campsite before you smash down the wall. The last is in the large encampment in the back left.

Minikit #2 - On top of the Pachycephalosaurus cage. Use Sarah to jump from the jeep to the top of the cage and assemble it.

Minikit #3 - (Dilophosaurus) Spit on three rocks in the area. One is just before the large encampment. The second and third are in the large encampment, each near a cage.

Minikit #4 - (Tablet) Just before the big encampment, use a tablet in front of the glowing area to reveal a cracked block. Charge into it.

Minikit #5 - (Free Play) Near the tent where Ludlow is speaking, crawl through the tunnel to its right and grab the minikit.

Minikit #6 - Once you release the Stegosaurus on the right, go into the cage and dig through its poop.

Minikit #7 - (T. rex Scent) Once you release the baby Stegosaurus, go to the back and throw T. rex Scent at the Compies, then water the sprout that they were standing near.

Mobile Lab -

Minikit #8 - As you hang on for dear life from the Mobile Lab, swing left and right to pick up stuff, including a falling minikit.

Minikit #9 - (Free Play) On the ledge, smash up the bush in the lower right and dig the dirt pile.

Minikit #10 - (Velociraptor) In the front left of the ledge, sniff out the raptor scent, then track it to the back right and water the sprout.

Amber Brick - (Free Play) On the side of the mobile lab are a couple of ledges. Climb up with an agile character. Just make sure it's not tilted. You'll get the Compy amber for your troubles.

=====

6H. The Hunted =
=====

Attack on the Camp -

Minikit #1 - At the beginning, go to the left and you'll run down this one.

Minikit #2 - The camera will pan to the side, and then back to the front.

At that point, hug the right-hand wall to run over another one.

Minikit #3 - Near the end of the chase, just as the camera pans behind your crew, jump over a small log to grab this minikit.

The Long Grass -

Minikit #4 - (Free Play) At the beginning of this area, track the item on the left to get the minikit.

Minikit #5 - (Free Play) After passing the first hedge wall, go to the dirt pile and dig it up, then reel in the hook.

Minikit #6 - (T. rex Scent) From the previous minikit, go towards the front to find a small path leading to some Compies. Throw Scent at them to scatter them.

Minikit #7 - In the long grass area, after Nick pries open the hollow log, go left inside it to pick up a slightly hidden minikit.

Minikit #8 - (Dilophosaurus) After the barrier you slide under is a black rock. Spit on it.

Minikit #9 - (Velociraptor) Near the end before you move towards the back is a raptor scent. Follow it to a little picnic area.

Minikit #10 - (Free Play) Go to the far right of the long grass and you'll see some vines. Cut them down, then crowbar the rock behind it. Make sure you have a light to go inside.

Amber Brick - In the long grass, you need to rescue five people. They're all pretty obvious and most need to be rescued as you progress the area. Once you get the fifth, you get the Parasauralophus amber.

=====
6I. Communications Center =
=====

Compound -

Minikit #1 - This is hidden at the very beginning under a leaf that's close

to the raptors. As you get close, you'll back away in fear, but if you can position yourself so you can smash the leaf and all the stuff around it, you'll find pieces for the minikit.

Amber Brick - (Stun Rifle) Once you cross the railing, there's a raptor scent

trail. It will lead you to a blue target to zap with a stun rifle, which will then reveal another target to drop the sign and get the amber for the Apatosaurus.

Minikit #2 - There are three danger signs that need to be assembled.

One is just after the agility gate in the beginning. The second is near the gas tank. The third is after you use the jeep to knock over a raptor.

Minikit #3 - Once you use the jeep to knock over a raptor, head to the darkened area to the right of the door inside the building to find

this one.

Radio Tower -

Minikit #4 - (Free Play) Once you cross the beam inside the tower and assemble the first ladder, go into the darkened room with a light.

Minikit #5 - (Free Play) As you flip over the poles, instead of hopping up

the wall, drop to the platform and shoot the target near the skeleton on the right.

Minikit #6 - (Free Play) At the top left of the radio tower, uncover a tunnel and crawl through.

Rooftops -

Minikit #7 - On the rooftops, go down the zip line, then walk north from

where you land to find some ventilation work. Punch the fan to get it working and it will spit out the pieces to the minikit.

Minikit #8 - (Free Play) You need to repair three small blue dishes.

The

first is close by after the zip line. The second is after hopping across the poles. The third is by the helipad.

Minikit #9 - (Free Play) At the helipad, shoot the target near the billboard to drop some ledges so you can hop up the right side of the board and cross to the minikit.

Minikit #10 - (Free Play) There's a minikit behind a gate that you can crowbar open just beneath the helipad.

=====
6J. San Diego =
=====

San Diego Docks -

Minikit #1 - (Free Play) From the beginning, go to the right and scream away the glass.

Minikit #2 - Once you start fighting guards, note the poles in the water nearby. Hop across them, then shimmy along the side of the ship to this minikit.

Minikit #3 - You need to save three civilians on the docks. Two you'll save as you go through normally. The third is out of the way, though. Once you go through the main control room to the other side of the ship and push the box to let Ian pass, you'll see a yellow-marked floor that leads off the ship onto the pier. Follow that all the way to the left to find a guy trapped under a truck.

Minikit #4 - (Free Play) Where you begin fighting guards, crowbar open the cage.

Minikit #5 - (Free Play) Before going into the cabin, use InGen Access on the door leading to the stern of the ship. Once there, use a Stun Rod to open the cage on the right.

Minikit #6 - (Stun Rifle) On the stern of the ship, near Minikit #5. Zap the blue target to lower the crane, after a fashion.

Minikit #7 - (Free Play) On the stern of the ship, near Minikit #5. Use the tunnel on the back of the command cabin (to the right from the camera's perspective) to reach the top of the cabin. Repair the fog horn.

Amber Brick - Once on the far side of the ship, you'll see a darkened open crate. Go inside with Ian's flare to find the amber for Brachiosaurus.

San Diego Streets -

Minikit #8 - Switch to Sarah and have her throw chicken into the T. rex's mouth when it roars. You need to hit it three times.

Minikit #9 - During the chase, shortly after making the turn so the camera is behind you, stick to the right.

Minikit #10 - Following that minikit, stay on the right so you launch through the ramp and make a sick jump.

=====
6K. Landing Site =
=====

The Landing Site -

Minikit #1 - (Free Play) Using an agile character, jump up and open the plane door.

Minikit #2 - (Dilophosaurus) Near the plane, spit on the black rock in the back of the truck.

Minikit #3 - (Free Play) Shoot three red canisters with targets on them in the site. The first is next to the plane, the other two are further out to the right.

Minikit #4 - (Free Play) In a crate on the right side of the area. Use bolt cutters to get it open, then enter with a light.

Minikit #5 - (Free Play) Crawl into the wooden building through the tunnel, then use a hacker on the console. Click on the plane as it appears on the radar and it will drop off a minikit.

Minikit #6 - On the right side of the landing site, use Grant's claw to cut a vine to make a climbable out of it. Climb up and jump to the minikit.

Minikit #7 - (Velociraptor) Under some junk in the south part of the area is a raptor scent trail. Track it to the minikit.

Amber Brick - In the upper area near the radio tower, there's a blue and pink wall panel within the scaffolding. Jump up it with an agile character to the amber of the Corythosaurus.

Spinosaurus Escape -

Minikit #8 - Hang to the right in the beginning to run over one.

Minikit #9 - During the chase, walk over three dino skulls. The first is in the initial area on the right side. Once the camera pans to the side, the second will be near the back part of the path. Once the camera pans back to the front, a third one will be in the middle. There are actually more than three just in case you miss one, but these are three you can look for.

Minikit #10 - Once the camera pans to the side, go to the back and run up a small hill to reach this one.

=====
6L. The Spinosaurus =
=====

Spinosaurus vs. T. rex -

Minikit #1 - (Velociraptor) In the beginning, follow the scent trail with a raptor to the minikit.

Minikit #2 - Once the two dinos knock over the big log in your path with their fighting, use Kirby's grapple on the tree with the orange hook to find this minikit.

Minikit #3 - You need to assemble three bird nests in the first area. One is assembled before climbing the slanted plank. The second is shortly thereafter. The last is after vaulting over the fallen T. rex.

Minikit #4 - (Free Play) Late in the area is a cracked rock. Charge into it with a charging dino.

The Crash Site -

Minikit #5 - At the crash site, once you release the luggage, drop down the hole (or climb up it) to grab this obvious minikit.

Minikit #6 - Toss Paul up to the area where the luggage dropped and have him grapple down the minikit hanging in the trees. The plug isn't obvious, so just hold down B to target the area and see what you get.

Minikit #7 - At the crash site, there are three branches with targets on them to shoot. One is high on the left side. One is high and far back near the water. The third is after the plane wing, just after fighting the Dilophosaurii. As long as you hold down the X button to target them, you should be able to tag them from the ground.

Minikit #8 - (Stun Rifle) Shoot the blue target on the plane engine near where you get the parasail for this one.

Amber Brick - (Velociraptor) Once you cross the water, dive into the poop to find a raptor handle. Pounce on it to get up to the amber for the Baryonyx.

Minikit #9 - As you cross the plane wing over the water, have Billy take a picture of that awesome Brachiosaurus.

Minikit #10 - (Free Play) At the end of the area, crawl through the tunnel at the right side.

=====
6M. Breeding Facility =
=====

InGen Facility -

Minikit #1 - (Free Play) Use a charging dino to smash the cracked jeep outside.

Minikit #2 - After entering the facility, have Udesky shoot all four targets hanging above.

Amber Brick - In the first room of the building, get onto the counter and jump up to the railing with Amanda, then to the rafters. Proceed to the back where the ladder is and climb up, then move to the right to get the amber for the Troodon.

Minikit #3 - (Velociraptor) Once you enter the main room, look up to the raptor ledge and pounce up, then run along the catwalk to the right.

Minikit #4 - (Stun Rifle) Once you enter the main room, drop down beneath the entrance and shock the blue target. Enter with a light.

Minikit #5 - (Free Play) After building bones into a ladder, you'll see an Equation Wall on the back wall. Solve it.

Minikit #6 - (Free Play) After Minikit #5, head to the right and use the InGen Access panel to fire up some floor buttons to the right. Step on the fourth, third, and first.

Minikit #7 - (Free Play) After Minikit #6, head to the right into a little computer room. Hack the terminal, then complete the little game where you maneuver a raptor to pick up all the dots (thank goodness there are no dino ghosts).

Minikit #8 - Take pictures of the canisters that *don't* move the story forward. These are the three on the left, and the one on the far right. The one that triggers the cutscene is the one with the raptor behind it.

Corridor Chase -

Minikit #9 - This is on the right side of the corridor not far from the beginning.

Minikit #10 - This is along the back of the corridor after you turn to the right.

=====
6N. Eric Kirby =
=====

Eric's Hideout -

Minikit #1 - (Free Play) After passing the first raptor, use a Grapple to pull the door off the crashed jeep.

Minikit #2 - (Dilophosaurus) Just before the second raptor is a jeep with some black parts. After you get rid of the raptor, switch to the Dilo and spit on it. I had a hard time with this, but keep at it and it will fall

apart eventually.

Minikit #3 - (Stun Rifle) In the Ankylosaurus area, shoot the blue target above the poop pile, then shoot the box that moves into position above.

Minikit #4 - Right behind the Ankylosaurus is a cracked wall. Use the Ankylosaurus to smash it.

Minikit #5 - Once you hop across the poles to the small island, dig up and assemble the scarecrow with Grant. Continue to dig up two more scarecrows and the minikit will appear.

Minikit #6 - (Free Play) This is on a raft in the water. Use Ellie's watering can on the sprout on the little island and hop over the leaf that sprout.

The Coast -

Minikit #7 - After you scatter your first Compy group, look to the left to find a target way up on a tree. Toss a scent vial at the target.

Minikit #8 - (Free Play) After swinging a hanging jeep into a wall, you'll find a climbing surface. Climb up and switch to a charging dino to ram the cracked wall, then go inside with a light.

Minikit #9 - Just before the area where Grant boosts up Eric, look for a crawl gate to the right. Once Eric goes through, continue to the right, using camouflage past the raptor and you'll find this minikit.

Minikit #10 - (Velociraptor) Just before reaching the cliffside over the water, go left and parasail (there will be a target to jump from), then use the raptor scent trail and follow it.

Amber Brick - (Free Play) Just before reaching the cliffside over the water, go left and parasail, then hop over the purple railing with an agile character. Grapple open the crate to get the Pteranodon amber.

=====
60. The Bird Cage =
=====

Pteranodon Nests -

Minikit #1 - (Free Play) Once you pull down the mesh wall with the railings, enter the darkness behind with a light.

Amber Brick - (Free Play) After chasing off the Pteranodon, water the sprout, then bounce up to the left, climb the wall to the left and take the Spinosaurus amber.

Minikit #2 - (Free Play) After the first Pteranodon, use a crowbar on the box to the right.

Minikit #3 - (Free Play) There are three targets in the first area, one near the beginning, the second near the push track that drops a box. The third is to the right of the diving board.

Minikit #4 - (Compy) Near where you put the diving board, go up the Compy tube, then follow the maze to the little enclosure in the center.

Minikit #5 - Once you build a diving board for Billy, continue down the path to the right and you'll find the minikit under a bunch of junk.

Minikit #6 - As you glide down the parasailing area, you'll find a minikit in one of the stud circles.

Spinosaurus Showdown -

Minikit #7 - During the Spinosaurus fight, shoot the four buoys in the water with the flare cannon.

Minikit #8 - (Velociraptor) There's a raptor smell near the bottom of the area. Follow it to the minikit.

Minikit #9 - (Free Play) Once you get access to the back right, crawl through the tunnel to the minikit.

Minikit #10 - Climb past the crane during the Spinosaurus fight to find pieces of an ammonite. Assemble it.

=====
6P. Welcome to Jurassic World =
=====

Raptor Research Arena -

Minikit #1 - On the far right side of the Raptor Arena, just to the left of the tent with the notice board outside is one of the rectangular boxes. Smash it to find pieces for a minikit.

Minikit #2 - (Hacking) At the far right tent is a hacking station. Click on the helicopter on the radar to call it in.

Minikit #3 - (Crowbar) In the back of the truck on the right side.
Crowbar
it open.

Raptor Tracking -

Minikit #4 - After you build the first tire bouncer with the raptors,
enter
the wire enclosure to find this minikit.

Minikit #5 - (Dilophosaurus) After travelling across the water, spit at
the
black rock in the back.

Minikit #6 - At the enclosure at the end, smash all the stuff in the
back
right, then assemble the box and use the raptor switch on it.

Indominus Paddock -

Minikit #7 - (Hacking, Smash, Equation) Go down into the lower trench
in the paddock and charge into the cracked wall to access this back
area.
Go to the computer terminal and hack it to move a ball over the two
red
squares. Once the shelf opens, solve the Equation Wall.

Minikit #8 - (Smash, Compy) Go down into the lower trench in the
paddock and charge into the cracked wall to access this back area. Go
to the right and put someone on the elevator, then turn the other
character
into a Compy and enter the tube. Have it push the upper button to
raise
the elevator to reach the minikit.

Minikit #9 - (Light) After passing the wall climb, go into the darkness
with a light, then smash some bones and assemble a lamp so you can use
a
Grapple to pull down the turtle bones on the wall.

Minikit #10 - (Camera) Once the Indominus makes its presence known,
you'll
want to take three pictures of stuff on the walls of the paddock. The
first is the scratches. The second is further down the wall near the
generator. The last is to the right of the main door.

Amber Brick - You'll get this through the story as you try to avoid the
Indominus. It's the Pachycephalosaurus amber.

=====
6Q. Gyrosphere Valley =
=====

Gyrosphere Escape -

Minikit #1 - There are signs in the area to roll over with your
gyrosphere.

The first is on the right, so hang there until you hit it. The second is on the left. You'll hit it after you enter the woods. The last is found once you pass the ramps. Hang out along the back of the trail (as the camera will be on the side).

Amber Brick - During the chase, once the camera pans to the side and you're rolling to the right, hang back so you can jump over ramps to an upper area with this brick at the end, the Ankylosaurus amber.

Gyrosphere Attack -

Minikit #2 - (Smash) Use a dino to smash the rock on the left as you begin this area.

Minikit #3 - (Free Play) Use the grapple point up in the tree and climb up to the minikit.

Minikit #4 - (Free Play) After the first Ankylosaurus fight scene, go up to the next platform and cut the vines on the rock to reveal a bounce pad. Use it with the Gyrosphere to bounce to a lower area with this minikit.

Minikit #5 - (Dilophosaurus) In the second area, spit on the black rock.

Minikit #6 - (Free Play) This minikit hangs way above the tilting platform after the second Ankylosaurus fight. The only way I've found to reliably get it is stand on the platform and jump up as a velociraptor. Your height will make the connection.

Minikit #7 - (Crowbar) After the second Ankylosaurus fight scene, go down into the small river and crowbar open the rock.

Minikit #8 - (InGen Access) After the third Ankylosaurus fight scene, drop down to the lower area and dig up pieces for an access panel. Use it to open the floor grate.

Minikit #9 - (Free Play) In the last area, clear the bones away near where you assemble the crane claw and water the sprout.

Minikit #10 - (Free Play) Use Claire's table on the crane on the far right side to make this appear.

=====

6R. Out of Bounds =
=====

Parking Garage -

Minikit #1 - (InGen Access) Go to the far left of the first area and use the access panel to release a bunch of Compies. Beat up twelve.

Minikit #2 - (Crowbar) In the garage with the wrecked jeep, go to the back and crowbar open the cabinet.

Minikit #3 - (Free Play) At the far right outside part, use wall climbing up the back wall, then use a light in the dark cave.

Minikit #4 - (Free Play) At the far right outside part, poop dive to get this one.

Minikit #5 - (Free Play) At the far right outside part, shoot the target above and track the meat. Fight off the raptor to get the minikit.

Indominus Escape -

Minikit #6 - Once you get control of Owen and Claire, go into the poop with Owen behind you to find the pieces for the minikit.

Minikit #7 - Just to the right of the beginning is a dark passage that you might stumble past if you weren't looking. Hug the wall and go in to find a minikit.

Minikit #8 - (Free Play) This is behind the green vines that hang down on the right side of the initial corridor, but you can't just bypass those. Go down and find an item to track back to it, then water the sprout.

Amber Brick - (Free Play) You need to shoot down three purple flowers along the walls of the area. They're pretty easy to spot. You'll get the amber for the Indominus Rex.

Minikit #9 - While hiding from the Indominus, go to the far left corner of the building, near the pile of poop and have Owen cut the rope holding the pieces for a minikit.

Minikit #10 - (Free Play) After passing the Indominus by spraying bug repellent in his face, slide under the next door and use a crowbar on the back door.

=====
6S. Under Attack =
=====

Main Street -

Minikit #1 - (Dilophosaurus) There are three black souvenir stands to spit on. One is at the beginning of each side's area. The third is just to the left of the big fire in the center.

Minikit #2 - (Crowbar) On the left side, near the theater projector, use a crowbar on the door inside and then smash the popcorn machine.

Minikit #3 - (Free Play) Before reaching the center on the right side, go up the tunnel and dive into the poop.

Minikit #4 - (Hacking) In the arcade, play the game on the right. Guide the dino head over all the dots and out the other end.

Amber Brick - After having Zara cross the electrified stream of water, have her slide into the clothes shop in the back to get the amber brick for the Dimorphodon.

Minikit #5 - (Free Play) Just to the left of the fire, water the sprout behind the overturned van and climb up to the roof. You may need to jump onto the vine to avoid the thorns at the bottom.

The Alpha -

Minikit #6 - (Free Play) Just after saving the first merc, water the sprout near where he was hanging from.

Minikit #7 - (Smash) Near the second merc, charge into the cracked rock on the right.

Minikit #8 - Before bouncing up to the ledge leading to the last merc, go to the right and dive into the poop to find pieces for this minikit.

Minikit #9 - (Free Play) At the end, go to the left and use the raptor scent trail. You'll have to clear Blue out from the area before you can get to the second part of the trail.

Raptor Pursuit (Part 2) -

Minikit #10 - Make sure you're controlling the driver and move towards the back of the road to hit this minikit.

=====
6T. Main Street Showdown =
=====

Innovation Center -

Minikit #1 - Right at the beginning, go left and have Claire use the hand scanner to get pieces of a minikit from the vending machine.

Amber Brick - (InGen Access) At the beginning, use the access panel to go back into the lab. Camouflage to get past the camera, then use the JW access panel to release the amber for the Mosasaurus.

Minikit #2 - (InGen Access, Equation) From the Amber Brick, continue left. Use the Equation Wall to the left to start up the sequencers.

Minikit #3 - (InGen Access, Hacking) From Minikit #2, continue left and use the computer to hack some DNA. Pick the complimentary DNA strand from the choices.

Minikit #4 - (InGen Access) From Minikit #3, continue left, smash up all the stuff, then assemble two egg hatcheries.

Minikit #5 - (Free Play) Go to the right from the beginning and dig up the dirt pile.

Boardwalk Showdown (Part 1) -

Minikit #6 - (Smash) Go to the left and charge into the cracked door.

Minikit #7 - (Free Play) Once you crawl up the tunnel on the right side, switch to a screamer to break the glass on the right.

Minikit #8 - Once you have the plushie launcher ready on the boardwalk, fire it at the three Dimorphodons hanging out watching the action. They're all perched high up on the buildings, so look for movement among the darkness.

Boardwalk Showdown (Part 2) -

Minikit #9 - Once the T. rex shows up, head to the right and have Zach fix the blue vending machine. It'll cough up pieces for a minikit.

Minikit #10 - Once the T. rex shows up, head to the right and have Owen dive into the poop pile to find these pieces.

7. ISLAND EXPLORATION

Once you complete the story, you'll find yourself spending a ton of time exploring the islands for all the loose gold bricks and everything else that this game is asking of you.

First off, let me just say that you shouldn't make a serious effort on this until you at least complete one of the movies. While in the middle of the story, the game pretty much railroads you to the next mission and you won't have a lot of freedom. Also, you'll unlock hub Free Play once you complete the movie, meaning you'll be able to hold the Y button to pick any character.

The best way to go about it is to complete *every* story mission so that you'll at least have all the types of characters you'll need to find everything. That said, you'll need several types of dinosaurs, too, so make a point to go back through the missions to pick up Amber Bricks.

The most important thing you'll want to do in the island hubs is find all the map points. Map Points are marked green on your map. Once you find them, you'll get three things:

- 1) A picture of where most of the collectibles are in that area, marked by colored circles.
- 2) A listing of all the collectible items that can be found in the area if you select that Map Point again on the map.
- 3) The means to fast travel to that Map Point if you select it on the map.

It should be noted that you have to be in Free Play for 2 and 3 to apply.

Once you have all that Map Points marked, it's a task of simply going through the areas and solving each puzzle to find each collectible.

I should also note that I refer to the territory names that the Map Points give more than once, so if you're missing something, I suggest going to your map and selecting each Map Point to figure out which needs to be

found, then searching for where I listed the territory. I've organized these according to item first, then by area, then by territory.

The areas are as follows:

Isla Nublar Jurassic Park - The island in the first movie divided into the following territories:

- Isla Nublar Helipad: The southern helipad near the lagoon.
- Brachiosaurus Field: The large field in the southwest.
- Visitor Center: The area surrounding the building.
- Raptor Territory: The transfer and paddock in the northwest corner.

To

get inside here, go northwest from the Visitors Center and poop dive to

find a key to the lock on the gate.

- Jurassic Park Gate: The main gate to Jurassic Park, east of the Visitors Center.

- Tour Route Exit: Not far south of the main gate, mostly restricted to the road itself.

- Gallimimus Territory: This is the large paddock in the west portion of fenced area. It also covers the smaller fenced area to the west of the

Tour Route Exit. To get inside this area, you'll need a wrench on the gate near the west end of it, and you'll have to pass under the road.

- Dilophosaurus Territory: The smallish northern paddock and the nearby road.

- Triceratops Territory: The large eastern paddock and the nearby road.

- Herbivore Territory: The southeastern paddock and nearby road.

- Tyrannosaurus Enclosure: This is the rather small southeast area where

the T. rex breaks out of. It's obvious by the broken fence.

- East Dock Route: South of the paddocks, in the southeast corner.

- Carnivore Territory: This is the southwestern paddock that runs along the west side.

- Tyrannosaurus Territory: This is the "central" paddock. Basically a thin area that you run through after the third mission. To get here, you'll need to walk from the Gallimimus Territory to the northwest if you

didn't already activate the map point for fast travel. There's also a whole

section that's normally sealed off just north of it. You can enter there

by firing a stun rifle at the ladder to the left of the Map Point.

Isla Sorna Lost World - The eastern part of the island in the second movie.

- Stegosaurus Territory: Essentially the entire eastern path from the dock up to the lab site.

- Mobile Lab Site: The northeastern corner.

- Hunting Plains: The open central area stretching from the water in the

north down to the camp in the south.

- Hunter Camp: The southwestern camp going up to near the waterfall.

- Long Grass: Starting from the waterfall along the path to the north.
- Communications Center - The fenced area at the west end.

Isla Sorna JP3 - The western part of the island in the third movie.

- Rescue Site: The south beach. Notable in that it has no collectibles.
- InGen Compound: Northwest of the beach, fenced in.
- Crash Site: West of the compound, comprising of the area of the wrecked plane and some raptor nests.
- Spinosaurus Territory: The northwest corner area.
- Eric's Hideout: North of the compound is this blocked-off area with a cliff to the north.
- Ankylosaurus Territory: The eastern part of the area.
- Isla Sorna Aviary: The northernmost area. Most of the action is inside the aviary, and you'll need a Pteranodon to get everything.

Isla Nublar Jurassic World - The refurbished Isla Nublar in the fourth movie.

- Main Street: The street running from the Innovation Center in the north to the fountain in the south.
- East Boardwalk: To the right of Main Street, including the Pachycephalosaurus Arena and the petting zoo.
- West Boardwalk: To the left of Main Street, including the arcade and the T. rex enclosure.
- Mosasaurus Arena: The south area near the lagoon. You'll need a Mosasaurus to do most of the stuff here.
- Gyrosphere Valley: Northwest of the West Boardwalk, starting from where you pick up the spheres up to where you break through the wall.
- Shady Grove: In reality the old Visitors Center and the surrounding path in the northwest.
- Indominus Territory: The giant paddock in the north and surrounding path.
- Isla Nublar Aviary: The enclosed aviary in the northeast. Again, you'll need a Pteranodon for most of the stuff there.
- Safari Plains: The plains in the east.

=====
 7A. Gold Bricks - Isla Nublar Jurassic Park =
 =====

Since there are so many Gold Bricks, I've separated them by island, then by territory in each section. This section deals with the first movie. Reminder that this does not cover ALL Gold Bricks listed under the Map Point, since the Point counts those that are also Sick Dinos, Races, etc.

Isla Nublar Helipad -

#1 - Just west of the helipad, shoot the target in the tree, then use a raptor to follow the scent trail around the local area, which reveals a sprout that Ellie can water.

Brachiosaurus Field -

#2 - In the east side of the Brachiosaurus field. Use a Dilophosaurus to spit on the black rock and assemble the bones to make a trampoline, then shoot the target above to release the brick.

#3 - In the west side of the Brachiosaurus field. Use a baby dino to smash the cracked rock and go inside with a light.

Visitors Center -

#4 - South edge of the Visitors Center. There's a box on top of a scaffolding. Near that box is a blue pad that two characters can use to boost up to push the box off. Assemble the ladder, then climb up and shoot down another ladder leading up to the roof.

#5 - North side of the Visitors Center. Use a Raptor to pounce up the bone railing and jump onto the brick. Make sure you target the railing by holding down B.

#6 - Pond east of the Visitors Center. Use a grapple to pull down the orange hook and cross the fallen tree to the island.

Raptor Territory -

#7 - Northwest Raptor Transfer. Use a short person to crawl through the hatch near Dino Handler Vic to reach the upper area, then ride the zipline down.

#8 - Northwest Raptor Transfer. Have a raptor pounce on the shipping crate near the race marker to release a bunch of Compies. Take out twelve within the time limit.

#9 - Northwest Raptor Transfer. Use a Stun Rifle on the two blue targets on the cage to move the lights, then Grapple open the box that appears.

#10 - Northwest Raptor Transfer. Use Claire's tablet on the pen to open the gate and get the brick.

Jurassic Park Gate -

#11 - East of the Visitors Center. Main Jurassic Park gate. Jump up the ledges on the left side of the gate to this one.

#12 - East of the Visitors Center. Main Jurassic Park gate. Use a wrench to fix the gate on the jeep.

Tour Route Exit -

#13 - West part of the island track, near cliffs with poles. Crawl through the tunnel with a short guy, then swing from the poles with an agile character.

#14 - West part of the island track. Crowbar open the gate and use a tablet inside to drop a ladder. Climb up to the top of the tower.

Gallimimus Territory -

#15 - South of the main Jurassic Park gate. The thatched roof cabin has a box nearby that you can smash to make a catapult. Launch over the roof to grab the brick on the scaffolding.

#16 - South of the main Jurassic Park gate. Use a scream to shatter the glass on the vending machine.

#17 - Southeast of the main Jurassic Park gate. Go down to the underpass and use a wrench to fix the gate mechanism. The brick is just inside.

#18 - Small paddock just east of the Visitors Center. Use Claire on the hand scanner to open the door, then use a light to enter.

#19 - Large western paddock with the feeding machine. Pull a T. rex out

of the dino pad, then use its roar on all three amber blocks to get the

Gallimimus herd back to their pads. Hold down X to use the roar.

#20 - Large western paddock with the feeding machine. Use Ellie to water

three sprouts in the area.

#21 - Large western paddock with the feeding machine. Pull a T. rex out of

the dino pad and walk to the east side and pull the rock off with a jaw

bite. Head inside the cave with a light.

#22 - Large western paddock with the feeding machine. Use a Brachiosaurus

or another very large dinosaur to stomp on the three floor panels.

Dilophosaurus Territory -

#23 - On the track surrounding the park, halfway along the north end. Have

Grant dig up the dirt pile, then track the object to the dino bone pile.

Assemble the bones and bounce off the trampoline to the roof.

#24 - On the track surrounding the park, halfway along the north end. Use

Grant to slice up the vines, then enter the cave with a light.

#25 - On the track surrounding the park, halfway along the north end.

Shoot the targets on the palm trees. One will drop the brick.

#26 - Inside the paddock, use a charging dinosaur on the yellow dumpster.

#27 - Inside the paddock, use a Grapple to pull down the nest, then use a

raptor to track the scent to the gold brick.

#28 - Switch to a Dilophosaur and spit at the black coconuts hanging from

the palm trees. Spit on all three to get the brick.

Triceratops Territory -

#29 - On the track surrounding the park, in the northeast corner. Smash

the purple bush and track the item inside to find a sprout. Water it with

Ellie to bounce off the flower to the ledge where the brick is.

#30 - On the track surrounding the park, near the northeast corner.
Take
a light into the dark cave and build the object inside.

#31 - Call in a large quaking dinosaur in the paddock, then walk east
to
the cracked floor and smash it, then ride the water geyser up to the
brick.

#32 - A charging dino can smash the small pillars on the brown
platforms in
quick succession in a short amount of time to make this brick appear.

#33 - In the southeast part of the paddock, use T. rex scent to scatter
the
Compies and smash the bones they were guarding.

#34 - The south part of the paddock has a small river. Hop across the
poles to the brick.

#35 - Call a T. rex into the paddock and have it bite open the cage on
the
south side.

#36 - Call a T. rex into the paddock and have it roar the amber away in
the northeast part of the paddock. Assemble the bridge, then cross
and
track the cherry to the gold brick.

Herbivore Territory -

#37 - On the track surrounding the park, at the east side. Climb up
the
wall, then parasail to the right to grab the brick.

#38 - There are blue targets on the walls by the track. Shoot both
with a
Stun Rifle.

#39 - Near the walls in the southeast part of this area is a pile of
poop.
Jump in and track the raptor scent that emerges.

#40 - Inside the paddock, spit on the black rocks near the Dino
Delivery
Pad with a Dilophosaurus.

#41 - Inside the paddock, use a raptor pounce in the southwest corner
to
climb up to this one.

Tyrannosaurus Enclosure -

#42 - Near the parked car. Dig up the dirt pile and assemble the car.

#43 - West of the parked car. Dig in the poop pile, then track the little gold you pull out to a small clearing.

East Dock Route -

#44 - South corner of the island. Hop up the poles to the top.

#45 - South corner of the island. Use a Dilophosaurus to spit on the black rock, then assemble the shaving cream can.

#46 - South corner of the island. Use a tablet on the webbed up wall to remove the webs, then use a Dilophosaurus to spit on it.

#47 - South corner of the island. Go to the security hut and scream the glass in the window, then head inside to the brick.

Carnivore Territory -

#48 - The brick itself well away from the paddock, to the southeast, almost next to the Tyrannosaurus Enclosure. You'll find some vines to slash with Grant's claw. Crawl through the tunnels to reach a dark cave. Use a light to get the brick inside.

#49 - Southwest corner of the island track. Near the vehicle dispenser is a banana tree. Knock a banana out of it with a projectile, then use it to track to a sprout that Ellie can water into a trampoline to the roof.

#50 - Mid-south portion of the island track, near a gate with a blue marker. Use a Stun Rifle on the marker, then use a light inside the bunker to find the brick.

#51 - Inside the paddock, go about midway in and you'll find a brick on a ledge. Climb up the poles, then parasail across the gap.

#52 - Halfway into the paddock, find a raptor smell spot and follow it to a trophy, then to the brick.

#53 - Go all the way into the paddock and smash the cracked block and at

the end you'll be able to fight a bunch of Compies for a brick.

#54 - In the east end, shoot the target above the Compy tube to connect it, then become a Compy and move through the tube to the button.

Tyrannosaurus Territory -

#55 - This is in the central little water circle, which you can access from the map point by going west, or going southeast from the Gallimimus Territory map point. Climb up the wall.

#56 - The rest of these are in the middle grassy area, which you'll need a stun rifle to hit the blue target near the map point to access. In the upper corner of the grassy area is a black rock for Dilophosaurus spit. Under it is a target. Shoot it, then shoot all the targets that pop up afterwards.

#57 - Use a charging dino to smash the cracked rock on the east side of the grassy area.

#58 - At the south end of the grassy area is a parasailing jumping point. Parasail to the south to reach a ledge and climb up to the brick.

=====
7B. Gold Bricks - Isla Sorna Lost World =
=====

Stegosaurus Territory -

#1 - There is a Stegosaurus trapped on a log on the Dino Pad. Use a crowbar to pry the log open and get a brick.

#2 - Halfway up the trail, switch to charging dino and smash the square lantern-like object, then fend off all the hunters that come after you.

#3 - Halfway up the trail, spit on a black rock, then crawl up the tunnel and push the box off.

#4 - About two thirds of the way up the trail, look for a Raptor pouncing ledge on the west side. Hop up it and grab the brick.

Mobile Lab Site -

#5 - In the muddy clearing is a sprout. Water it with Ellie.

#6 - Near the cliffside is a wall of black rocks. Spit at them with a Dilophosaurus.

#7 - North of the map point, slice through the vines and continue up the trail to the high hide, then slice through the rope holding it up.

Hunting Plains -

#8 - Call in a Brachiosaurus or an Apatosaurus at the Dino Pad and have it stomp the three cracked floors.

Hunter Camp -

#9 - Hunter Johnny wants his gun back from the trees. Take a small person and crawl through the tunnel at the base of a nearby tree to get the gun, then bring it back to him.

#10 - Smash all the green boxes around the camp to find a bunch of pieces. Assemble them all to make a big smore stick.

#11 - In the camp is a sprout for Ellie to water. Four blossoms will appear and start a little Simon Says game. Match the notes and colors to get the brick.

Long Grass -

#12 - At the waterfall, Grapple the orange hook, then climb up the ledges to the top.

#13 - Just north of the waterfall, pry open the rock with a crowbar.

#14 - North of the waterfall, have a raptor pull on the switch on the blue machine, then let go.

Communications Center -

#15 - Use a Dilophosaurus to spit on the Jurassic Park sign in the center

of the area.

#16 - Use a charging dino to smash the wall on the garage, then use the raptor switch inside to open the garage door. Repair the car inside to get the brick.

#17 - Get to the roof of the garage by raptor pouncing onto the railing, then use the scent trail to find the brick.

#18 - On the west side of the area, use a small character to crawl up to the roof of the building, then scream the glass away on the window to get the brick.

#19 - Bounce up to the helipad on top of the south building, then use a Compy to crawl through the tube.

=====
7C. Gold Bricks - Isla Sorna JP3 =
=====

InGen Compound -

#1 - In the center of the compound, smack the Compy around to summon some more. Beat up ten in time to get the brick.

#2 - Use a raptor to pull on the vehicle in the compound to get a brick.

#3 - Use a stun rifle on the blue target in the compound above the red generator to get a brick.

#4 - Scream to break the glass on the compound wall, then enter and use the equation wall with Ian to get the brick.

#5 - You need to replace three letters on the InGen sign. The first is suspended by a red target on the fence. The second is inside the building. Break the glass by screaming, then use a crowbar to open the red cupboard. For the last letter, use a raptor to track the scent near the sign.

Crash Site -

#6 - North of the Crash Site map point is a bunch of raptor eggs, and you'll need to return three to their baskets. One is to the north in a pile of poop. The second is in a dig pile near the crashed plane. The last is

north of the crash site, in a tree with a red target under it, so shoot it down.

#7 - In the crash site, use a charging dino on the plane with the cracked wall.

Spinosaurus Territory -

#8 - Call in a T. rex on the Dino Pad and roar away the amber egg to call in some dino skeletons. Smash ten in the time limit to get the brick.

#9 - Next to the Dino Pad is a sprout. Water it with Ellie then climb up the plant to the brick.

#10 - Next to the Dino Pad is a pile of poop. Search it for pieces to make a phone booth and a brick.

#11 - Use a light to enter the darkened cave up the ledge from the Dino Pad.

#12 - This actually starts down at the crash site. There's a raptor scent there. Follow it all the way back up to the ledge to get this brick.

Eric's Hideout -

#13 - Use Claire's tablet on the tower to crack the wall, then have a dino charge into it and a small person climb through the tunnel.

#14 - Use a Dilophosaurus to spit on three black rocks in the hideout area.

#15 - On the cliffside north of the hideout, use a Dilophosaurus to spit on the black rock, then enter with a light.

#16 - On the cliffside north of the hideout, use Ellie's watering can on the sprout, then bounce across the flowers to the brick over the water.

#17 - Use Eric's T. rex Scent to remove the Compies around the van in the water.

Ankylosaurus Territory -

#18 - Throughout the area you'll find rocks with cracks on them.
Charge
into all four of them with a charging dino.

#19 - Near the Dino Pad are a flock of Compies. Use the T. rex Scent
to
scare them off and dig to find the brick.

#20 - For this one encased in amber, you'll need to create a custom
dino
that's small or medium and has the head of a T. rex so it can roar.
Roar
away the amber.

Isla Sorna Aviary -

#21 - You need a flying dino for most of these. Fly down to the water
and
under a rock arch to get this brick.

#22 - Fly down to the eggs and slap the dinos. Slap ten within the
time limit to get the brick.

#23 - Take a Pteranodon and crash into three skeletal picnics inside
the
aviary, scattered around various rocks.

#24 - Use a Pteranodon to pull on the hover switch on the main gantry
and
drop it to reveal a door that needs to be crowbarred open. Head
inside
to the right and use a parasailer on the diving board. Steer your
parasail
through the eight rings.

#25 - After pulling open the first hover switch, go to the left and
pull
another to open an elevator with this brick inside. You'll have to
get it
as a human, though.

=====
7D. Gold Bricks - Isla Nublar Jurassic World =
=====

Main Street -

#1 - With a gun character, shoot the shooting gallery in the middle of
Main Street and shoot all the targets.

#2 - Near the Innovation Center, jump on the little ledges up to the
roof of the eastern rooftops to reach this brick.

#3 - Near the arcade, shoot a stun rifle near the ride to get it
moving.

#4 - In the arcade, have a hacker use the driving minigame and avoid the other cars to reach the goal in time.

#5 - Near the East Boardwalk, use a Compy to climb up the tubes and smash the saxophones above the store to drop a door to the brick. Use an agile character to jump to it.

East Boardwalk -

#6 - In the petting zoo/feeding area is a soccer ball. Kick it into the goal three times.

#7 - Enter the Pachycephalosaurus arena and smash the back wall. Fight off all the dinosaur challengers that show up.

#8 - At the bottom of the Pachycephalosaurus arena, use a stun prod on the charge station on the right to release a chicken into the arena, then sent a raptor in and have it follow the scent trail.

West Boardwalk -

#9 - To get most of these, you'll need Claire to enter the T. Rex arena and then get inside the actual paddock. Use the hand scanner in the viewing area. This will call the elevator and activate a blue target. Go down the elevator and shoot the blue target to release the T. rex and get a brick.

#10 - Having done the previous stuff, call in a charging dino and have it smash all four rocks in the arena.

#11 - Take control of the T. rex and roar to remove the amber from the Dino Pad.

#12 - In the back of the arena is a Compy tube. Crawl up it to the top.

#13 - Take control of the T. rex and roar on the amber by the door to reveal an equation wall. Use it to release a bunch of Gallimimus. Smash them all to get the brick.

Mosasaurus Arena -

#14 - Go down the elevator into the lower area and assemble the skull with
a someone who can put bones together.

#15 - Put together the Dino Pad in the lower area and become the Mosasaurus.
Let's start by going through three objects in the water: a shell, a starfish,
and an ammonite.

#16 - In the Mosasaurus area, swim into a brick in the middle of a circle
of yellow studs.

#17 - The Gold Brick Detector points to the viewing area for this one,
but what you have to do is chomp on six sharks that are in the pool.

Gyrosphere Valley -

#18 - While riding through the Gyrosphere exhibit, Marty will mention pads
that bounce your sphere. Ride into the one by the water to get tossed
through a brick.

#19 - In the water is a raft with a brick on it. Use a Grapple to pull it
up so you can reach the brick.

#20 - Once you clear the Gallimimus off the Dino Pad, call in a huge
dinosaur to stomp the three cracked floors in the area.

Shady Grove -

#21 - Near the water west of the Visitors Center is a dark cave. Go in
with a light.

#22 - Near the water west of the Visitors Center is a series of red and
white barriers. Shoot Dilophosaurus spit at the black rock across the
way then parasail over to the brick.

#23 - Near the Map Point near the old Visitors Center, beat up the
Compies
that spawn in. Take down twelve to get the brick.

#24 - West of the Visitors Center, use bolt cutters to open the gate.

Indominus Territory -

#25 - Get a charging dino and smash the four trees inside the paddock.

#26 - Using a huge dino, stomp on the cracked floor in front of the water.

#27 - Take the Indominus from the Dino Pad, camouflage by holding down B, then head past the camera. Roar at the amber to release the brick.

Isla Nublar Aviary -

#28 - This is floating low to the ground inside the aviary. You'll actually stumble over it as you go through the race.

#29 - This is outside the aviary, far to the east. There's a black rock for Dilophosaurus spit, and underneath is a raptor scent trail.

Safari Plains -

#30 - At the north end, over the bridge, spit on the black rock with a Dilophosaurus, then Compies will spill out. Smack twelve of them within the time limit.

#31 - In the plains, use a charging dino on the four rocks with cracks on them.

=====
7E. Red Bricks =
=====

Much like Gold Bricks, Red Bricks are simply just dotted around the islands. You'll collect them in much the same way.

Isla Nublar Jurassic Park -

#1 - This is behind the Visitors Center. Once you have a character with a Stun Rifle, shoot the blue target on the gate door to open it, then enter with a light to find the brick.
Unlocked: Score x2

#2 - This is in the Gallimimus Territory that you access by repairing the door to the west of it. Turn the crank on the feeding machine, then smash the box and put together the raptor handle. Use it as a raptor, then release to dump a whole bunch of studs out.

Unlocked: Hybrid Disguises

#3 - This is in the Tyrannosaurus Territory in the grassy area. Call a T. rex in from the Delivery Pad and have it chomp on the cage at the north side.

Unlocked: Red Brick Detector

#4 - This is in the Dilophosaurus Territory inside the paddock. Charge the fallen log on the east side, then spit acid on the black rock, then have Ellie water the sprout underneath.

Unlocked: 8-Bit Music

#5 - In the Herbivore Territory, the marker appears to be on the street, but it's actually inside the pen. Use the Dino Pad to get a Triceratops or something that can charge into the rock on the east wall. Go inside as someone with a light to grab the brick.

Unlocked: Score x8

#6 - In the Triceratops Territory, you need to get further inside, and you'll need InGen Access for that to create the bridge to cross. Head to Scientist Maria with the Triceratops in the pen. Smash the brown boxes near the pen and build the computer terminal. Hack it with Lex and use X to select three parts of the bones.

Unlocked: Nedry Disguises

#7 - In the Carnivore Territory, you'll need to collect three eggs. This one's a little obtuse as you'll need to go to the Visitors Center and create a custom small (or medium) dino that has a roar that can shatter amber, and to do that, give them a T. rex head. Once you do that, it's easy. Get one egg from the amber, one from the purple railings further north (use the raptor switch to shut off the electricity), and one behind the vines to the west.

Unlocked: Attract Studs

Isla Sorna Lost World -

#8 - As you go up the trail on the east side (Stegosaurus Territory), charge into the cracked wall about halfway up (before the ledge you jump up with

a mushroom). After you hit that cracked wall, continue smashing other walls that appear.
Unlocked: Helium Voices

#9 - In the Hunting Plains area, call in a Gyrosphere from the vehicle pad and use the bounce pad near the rock at the center of the area. Next, pull a T. rex out of the Dino Pad and have it roar at the amber underneath.
Unlocked: Score x4

#10 - In the Long Grass area, near the Dino Pad is a raptor smell. Track it back south to the brick.
Unlocked: Gold Brick Detector

Isla Sorna JP3 -

#11 - In the Spinosaurus Territory in the northwest, become a Compy and find a small maze of hollow logs near the Dino Delivery Pad. You walk into them on the west side, then move around them to the brick.
Unlocked: Fast Build

#12 - In the Ankylosaurus Territory, bring three eggs to a larger egg in the background. To get to the big egg, use a charging dino to knock over a cracked tree. There's also a small egg to get there. The second is behind some vines near the sick dino. The last is near the base of a tree nearby where the tunnel is, so hunt near those tree bases to find the egg.
Unlocked: Amber Brick Detector

#13 - In the Aviary, take a Pteranodon to the gantry system just next to the entrance. Use the hover switch and then switch to the baby Pteranodon inside. Walk through as far as you can go, then switch back and release the lever. The baby can then move further. Next, grab the lever again so the baby can get through the last part to reach the brick.
Unlocked: Score x6

Isla Nublar Jurassic World -

#14 - In the Pachycephalosaurus arena, use a raptor to pull on the switch, then switch to a Dilophosaurus and spit at all the targets in the stands.
Unlocked: Minikit Detector

#15 - In the T. rex arena in Western Boardwalk, use the T. rex to pull on the rock near the door and then climb up the rocks to the windowed area with the brick in it.
Unlocked: Collect Ghost Studs

#16 - In the Mosasaurus arena, roar at the three amber objects in the water with the Mosasaurus.
Unlocked: Compy Mode

#17 - In Gyrosphere Valley, clear the Gallimimus off the Dino Pad and pull out a T. rex. Head back east and roar the amber off the rock, then assemble the raptor railing and pounce up it, then switch to a Dilophosaurus and spit on the black rock.
Unlocked: Fast Interact

#18 - In the Indominus Territory, take the Indominus from the Dino Pad and camouflage by holding down B. Pass the camera, then use the dino strength box that has the red brick inside.
Unlocked: Score x10

#19 - In the Isla Nublar Aviary, take a Pteranodon to the bottom and use the hover switch near the back right blue platform. Quickly use the other platforms' switches in succession to unlock the brick.
Unlocked: Invincibility

#20 - In the Safari Plains on the east side of the island, there is a small hut with a red and white striped awning at the north end. Have a raptor pull on the switch on its side to lower the awning, then jump up with the same raptor (or an agile character).
Unlocked: Destroy on Contact

=====
7F. Workers in Peril =
=====

Each Worker you find gets you a Gold Brick, and a lot also give you a character to purchase.

Isla Nublar Jurassic Park -

#1 - This guy is in the Herbivore Territory, hanging from a vine. Cut him down. You can even free him during the story after the second mission.

#2 - West side of the Visitors Center. Use Jophery Brown to zap open the shuttered gate that the worker is trapped under.
Unlocked: Dino Handler Bob

#3 - East side of the Visitors Center. A raptor's pounce (hold B and target) can get you up the bone railing near the Gold Brick, so use an a wall climber to continue climbing up to the roof, then cut through the rope holding up the worker.

#4 - In the Raptor Territory, Dino Handler Vic has locked himself in the little room, so crowbar it open.
Unlocked: Dino Handler Vic

#5 - In the Raptor Territory, take a picture of Ray Arnold being harassed by the raptor to free him.
Unlocked: Ray Arnold

#6 - This is found near the Tyrannosaurus Enclosure on the southeast part of the island, near the parked car on the track. Use a crowbar to open the bathroom and release Donald Gennaro.
Unlocked: Donald Gennaro (Bathroom)

#7 - In the East Dock Route area you'll find Dennis Nedry in a jeep. Crowbar open the door to his jeep to let him out.
Unlocked: Dennis Nedry (Raincoat)

#8 - This is part of Tour Route Exit, but waaay southeast of the Map Point. Use Eric Kirby's scent vial to scare off the Compies and free the worker.
Unlocked: Jurassic Park Driver

#9 - In the Tyrannosaurus Territory in the center of the island. Call a T. rex from the Dino Delivery Pad and roar the amber that the worker is encased in.
Unlocked: Juanito Rostagno

Isla Sorna Lost World -

#10 - Southwest of the Hunting Plains map point in an alcove. Throw Eric Kirby's T. rex scent at the Compies.
Unlocked: Unlucky Bystander

#11 - Far south of the Hunting Plains map point, cut down the vines and use Eric's T. rex scent on the Compies.

Unlocked: Dieter Stark

#12 - North of the waterfall in the Long Grass area, pull the worker out from under his car.
Unlocked: InGen Hunter

Isla Sorna JP3 -

#13 - In the northwest area in the Spinosaurus Territory. Use the Dino Pad to call in a T. rex to chew open the bone cage.
Unlocked: Nash

#14 - Near the Crash Site, use a knife to chop down some vines and then a rope to lower the guy.
Unlocked: Ben Hildebrand

#15 - In the Ankylosaurus Territory, simply pull this guy out from under the tree.
Unlocked: Udesky (Alt)

Isla Nublar Jurassic World -

#16 - Near the arcade on Main Street, use a raptor on the switch to raise the shutter gate.
Unlocked: Lowery

#17 - Just outside the Indominus paddock, cut down the rope that the guy is strung up in.
Unlocked: Hamada

#18 - Go east along the road from the Indominus paddock and use bolt cutters on the big blue crate.
Unlocked: Young Raptor Handler

#19 - Inside the Aviary, take control of a Pteranodon, then drop down and use the hover switch to pull the helicopter away from Simon.
Unlocked: Simon Masrani

#20 - This is in the Safari Plains. There's a guy being harassed by some Gallimimus. Call a T. rex up from the Dino Pad and have it roar at the amber to scatter them.
Unlocked: Jurassic World Ranger

=====
7G. Sick Dinosaurs =
=====

Much like in the second story mission of Jurassic Park, there are dinosaurs around the park that need to be healed of their sicknesses, and you'll need to find three items to get them back on their feet.

Isla Nublar Jurassic Park -

#1 - This is in Gallimimus Territory (which you access using an underpass gate that needs a wrench to fix). The Gallimimus' poop is nearby, so dive in.
Carrot - Track the item from the poop pile.
Banana - On a nearby ledge near some mushrooms (use a boost up pad)
Apple - In the fallen log, and you need a Dilophosaurus to spit away the blockage.

#2 - This is in the Dilophosaurus Territory.
Bone - In the very nearby pile of bones.
Sausage - In the grill on the north wall.
Drumstick - Found by tracking a feather that's to the east near the yellow dumpster.

#3 - This is a Triceratops deep in said Territory. All three food items are found behind vines in the immediate area that need to be cut.

Isla Sorna Lost World -

#4 - Center of Isla Sorna, a triceratops that you need to heal as part of the story.

#5 - In the Long Grass area is a sick raptor.
Drumstick - Can be found by digging in the nearby dirt and tracking the item.
Sausage - East under a sprout. Water it with Ellie.
Pork Chop - Under the orange barrier. Smash it and reassemble it.

Isla Sorna JP3 -

#6 - This Ankylosaurus is in his Territory on the east part. His poop is nearby.
Mushroom - Under the log to the right under the Grapple plug.
Leaf - Found in the tree in the middle of the area. To get there, crawl up a tunnel at the base of a nearby tree, then parasail across the gap.

Banana - Near the big egg in the background, so you have knock down the tree with a charging dino. Go across the tree as a human, then change into a raptor on the other side (it's difficult but can be done) and sniff out the banana using the scent trail.

Isla Nublar Jurassic World -

#7 - Well, he's not quite sick, but there's a hungry baby Triceratops in the

East Boardwalk area.

Apple - Found by tracking the purple cherry, then watering the resulting sprout.

Croissant - Found by using the equation wall with Ian.

Carrot - Found in the blue object that you need to repair.

#8 - There's a sick Gallimimus on top of the Dino Pad in Gyrosphere Valley.

First, hit the pile of poop next to him.

Carrot - Go to the other pile of poop.

Apple - Shoot the nearby tree.

Banana - Bounce a Gyrosphere to the upper ledge to grab it.

#9 - East of the old Visitors Center is a sick Pachycephalosaurus.

Banana - In the medkit hanging from the tree that you need to shoot down.

Leaf - In the nearby pile of poop.

Mushroom - In the black rock that you need Dilophosaurus spit for.

#10 - In the Safari Plains, you need to first get the Gold Brick in the northern ledge area with the Compies. After that, leave and come back and

you'll find a sick Gallimimus. Use the poop nearby to find what you need.

Ice cream - Behind the blue targets. Stun rifle them.

Cherry - In the rocks that you need to Grapple.

Leaf - A little distance away, but still in the same area. There's a sprout

for Ellie to water that spits out the leaf.

=====
7H. Photographs =
=====

These are probably the easiest collectibles. Simply stand on the spot with some with a camera, and as long as there's a tripod there and a marker on the ground, press B and you get a cute picture.

Isla Nublar Jurassic Park -

#1 - In the helipad area right next to the Prologue chapter. Drop from the helipad into the rocks and smash a rock to find the spot.

#2 - In the Brachiosaurus Field. Near the side of the road is a dirt pile that Grant can dig up, which uncovers an apple that Muldoon can use to track to the photography spot.

#3 - Pond east of the Visitors Center. Use a grapple to pull down the orange plug and cross the fallen tree to the island. Smash the boxes on the little dock to find a piece to track to the center of the island to find the tripod.

#4 - East of the Visitor Center on the road. Use Grant's claw to cut the vines, then assemble the tripod.

#5 - In the Tyrannosaurus Enclosure area, near the parked car. Use Grant to dig up the dirt pile and assemble the tripod.

#6 - East Dock Route, near Nedry's crashed jeep.

#7 - Small western paddock east of the Visitors Center, technically part of the Gallimimus Territory. Use a Dilophosaurus to spit on the black rock inside to uncover the tripod.

Isla Sorna Lost World -

#8 - Just north of the Hunting Plains map point, go up onto the rock ledge and smash a rock to find the tripod.

Isla Sorna JP3 -

#9 - In the Aviary, go to the back window and use the tripod.

Isla Nublar Jurassic World -

#10 - Right next to the fountain on Main Street.

#11 - In the feeding area in East Boardwalk.

#12 - In the center of the T. rex arena in West Boardwalk.

#13 - In the Mosasaurus arena, climb the ladder up to the upper seating area and shoot the blue target with a stun rifle. This will make the shark slide down and the tripod marker will appear.

#14 - In the Gyrosphere entry area in front of the sign.

#15 - In the middle of the Gyrosphere Valley area is a flock of Compies. Use T. rex Scent to scatter them.

#16 - In front of the old Visitors Center in Shady Grove.

#17 - In the Indominus Territory just outside the paddock. Track the banana to the tripod.

#18 - In the Indominus Territory. Throw T. rex Scent at the Compies around the tripod.

#19 - In the Isla Nublar Aviary, right on the observation platform.

#20 - In the Safari Fields, look for a raptor scent spot. Track it to the tripod.

=====
7I. Races =
=====

These are all marked by a upright hexagon in the area. Either as a dinosaur or in a vehicle, approach these and press B to start the race. Your task is to run, drive, fly, or swim through all the markers until the finish. Each marker you pass will add time to your total. It's important to note that the next marker to pass through will always be rotating.

Isla Nublar Jurassic Park -

#1 - In the water east of the helipad. First, go across the poles to the dock and use a crowbar to pry open the box. Assemble the console, then use it to control an RC boat, which is what actually does the race.

#2 - Raptor Territory in the northwest. Use a raptor and use its pounce to climb over the crates and around the paddock area.

#3 - East of the main Jurassic Park gate. Take a car for this race because

you're going around the entire island track.

#4 - In the Gallimimus Territory with the feeding machine. This is a race for a Gallimimus or something fast, but a raptor works just fine as well.

#5 - This is in the Triceratops Territory. Use at least a raptor to run around the paddock.

#6 - This is in the Carnivore Territory (the southwest paddock). I suggest taking something small like the Jurassic Pursuer (the bike) inside and hit the race, because you don't have much time to hit the first marker.

Isla Sorna Lost World -

#7 - This is near the Mobile Lab Site map point. Take a vehicle from the pad and ride it south towards the docks.

#8 - Just south of the Hunting Plains map point, take a vehicle from the pad and ride it around the area.

#9 - In the Communications Center, get to the roof of the garage by raptor pouncing onto the railing. The race will take you around the grounds and up to the helipad.

Isla Sorna JP3 -

#10 - Found near the Aviary, use a charging dino for this race that goes south and then back north.

#11 - This is found inside the Aviary (go down the stairs) and you need a flying dino: Pteranodon or Dimorphodon. The race start is just above the Dino Pad.

Isla Nublar Jurassic World -

#12 - This is in the feeding area on the East Boardwalk. You can take a vehicle or a dino for it.

#13 - This is in front of the T. rex arena in the West Boardwalk. Use a

crowbar to release the pig, then ride him around through the checkpoints.

#14 - This is inside the T. rex arena in West Boardwalk. Race through the arena with a charging dino.

#15 - This is at the entry to Gyrosphere Valley, and a Gyrosphere is fine as the vehicle.

#16 - This is east of the Visitors Center and rides all the way down to the East Boardwalk. Use a vehicle.

#17 - This is in the Indominus Territory. Best if you take a charging dino to run around the inside of the paddock.

#18 - This is in the Isla Nublar Aviary. Take a flying dino through the rings, starting in the back.

#19 - This is on the Safari Plains and runs north. Use a fast dino to run around the plains and hop over the logs.

#20 - This is in the Mosasaurus Arena. Once you become the Mosasaurus, swim through the race marker. Try not to adjust your depth too much so you don't accidentally swim over or under the race markers.

8. CHARACTERS, DINOS, AND VEHICLES

This section covers information on all the characters you can find in the game. In the game there are:

- 122 human characters (including costumes for the same character)
- 10 custom characters
- 20 small dinosaurs (including color variants and skeletons)
- 10 medium dinosaurs
- 12 large dinosaurs
- Customs for each base breed of dinosaur
- 35 vehicles

The majority of characters and vehicles are either unlocked or made available for purchase as the story progresses. However, there are several characters that are "Workers In Peril" in the hub, and you can't purchase them until you save them.

For unlocking dinosaurs, you must either pick up their respective Amber

Brick in the story mission, or you must find all ten Minikits in the same story mission to get access to its skeleton.

=====
8A. Characters =
=====

- * Alan Grant (Montana) * - JP1-1
- * Alan Grant * - JP1-2
- * Alan Grant (Survivor) * - JP1-5
- * Alan Grant (Isla Sorna) * - JP3-1
- * Alan Grant (Lecture) * - JP3-5

Dr. Alan Grant is a paleontologist that Dr. John Hammond invites to the island with the hopes that he'll endorse the upcoming park. He has a fascination with dinosaurs but is not so great with kids. He returns in Jurassic Park III to help the Kirbys find their missing son.

Abilities:
Bone Assembly
Cut
Dig

- * Ellie Sattler (Montana) * - JP1-1
- * Ellie Sattler * - JP1-2
- * Ellie Sattler (Survivor) * - JP1-5
- * Ellie Sattler (Raincoat) * - JP1-3 (85,000)
- * Ellie Degler * - JP3-4 (50,000)

Dr. Ellie Sattler is a paleobotanist and Alan Grant's partner and love interest. While she works with Dr. Grant in helping him dig up dinosaurs, her real interest is in starting a family.

Abilities:
Agile
Poop Dive
Water Plants

- * Jophery Brown * - JP1-1

One of the workers assigned to the Raptor Transfer.

Abilities:
Stun Rod

- * Robert Muldoon * - JP1-1
- * Robert Muldoon (Raincoat) * - JP1-3 (85,000)

A hunter from Australia, Muldoon is the game warden at Jurassic Park. He and John Hammond are old friends and Hammond trusts him to maintain the wildlife in the park.

Abilities:
Shoot
Tracking
InGen Access

* Gerry Harding * - JP1-2

One of the veterinarians of Jurassic Park, Gerry meets Ellie when they run across a sick Triceratops. Also, he's the main character of Telltale's Jurassic Park: The Game.

Abilities:
Shoot
Tracking
InGen Access

* Ian Malcolm * - JP1-3
* Ian Malcolm (Survivor) * - JP1-5
* Ian Malcolm (Isla Sorna) * - JPLW-1
* Ian Malcolm (San Diego) * - JPLW-5

A mathematician who specializes in "chaos theory", Dr. Malcolm was invited by John Hammond as an insurance consultant and to help him find any issues with the park. He returns in The Lost World to search for his girlfriend, Sarah Harding.

Abilities:
Equations
Light

* Lex Murphy * - JP1-3
* Lex Murphy (Survivor) * - JP1-5

The elder of John Hammond's grandchildren, Lex is not quite as interested in dinosaurs as other visitors to the park. She has a talent as a hacker and is quite the tomboy.

Abilities:
Shoot (baseball)
Agile
Hacking
Scream

* John Hammond * - JP1-5

* John Hammond (Lost World) * - JPLW-1 (145,000)

The CEO of InGen and the Hammond Foundation, Dr. John Hammond is a venture capitalist who envisioned the idea of Jurassic Park as a place where people could finally see the long-extinct dinosaurs in real life.

Abilities:

InGen Access

* Eddie Carr * - JPLW-1

Eddie is a field equipment expert who was sent to Isla Sorna as part of John Hammond's team to recover Sarah Harding. He designed and provided most of the equipment used by the InGen group.

Abilities:

Shoot

Tracking

Repair

* Nick Van Owen * - JPLW-1

Nick is a photographer who accompanied Ian and Eddie to Isla Sorna. He has considerable field experience in hostile situations, and was sent to document the dinosaurs there.

Abilities:

Bolt Cutter

Crowbar

Camera

* Sarah Harding * - JPLW-1

* Sarah Harding (San Diego) * - JPLW-5

Upon John Hammond's request, Sarah is sent to Isla Sorna to document the dinosaurs there. She is a scientist who specializes in animal behavior.

Abilities:

Agile

Poop Dive

Camera

* Ajay Sidhu * - JPLW-2

A hunter from India, Ajay is part of Roland Tembo's crew. He doesn't much care for long grass.

Abilities:
Tracking
Grapple
Shoot

* Carter * - JPLW-3

One of the hunters in Roland Tembo's crew, Carter is also Dieter Stark's driver. He really enjoys listening to his headphones.

Abilities:
Repair
Bolt Cutter
Crowbar

* Robert Burke * - JPLW-3

Burke is a paleontologist, but not nearly as good as Alan Grant. He was on Peter Ludlow's team to Isla Sorna. He's not a fan of snakes.

Abilities:
Bone Assembly
Dig

* Roland Tembo * - JPLW-4

Tembo is a big game hunter from Mombasa, Kenya. He is sent along with his crew to Isla Sorna by Peter Ludlow. He believed no quarry on Earth could be as good as he was.

Abilities:
Tracking
Shoot
Wall Climb

* Kelly Malcolm * - JPLW-4

Ian Malcolm's daughter, who stowed away on the trip to Isla Sorna.
Kelly
is a talented gymnast and puts her skills to good use when the raptors
come
a-callin'.

Abilities:
Agile
Scream

* Billy Brennan * - JP3-1

Billy is an associate professor in paleontology and the site manager of
Alan Grant's dig site. He may like eggs a little too much.

Abilities:
Camera
Wall Climb
Parasail

* Paul Kirby * - JP3-1
* Paul Kirby (Dinner) * - JP3-3 (60,000)

Paul introduces himself to Alan Grant as the owner of Kirby
Enterprises, and
offers him and Billy a million dollars for an aerial tour of Isla
Sorna.
This turns out to be a ruse to help him find his son, stranded on the
island.

Abilities:
Repair
Grapple

* Amanda Kirby * - JP3-1
* Amanda Kirby (Dinner) * - JP3-3 (50,000)

Amanda is Paul's ex-wife, who joins him in his ruse to trick Alan Grant
to
go to Isla Sorna to rescue their missing son. She's a little too
attached to
that megaphone of hers.

Abilities:
Agile
Scream

* Udesky * - JP3-2
* Udesky (Alt) * - Worker in Peril (65,000)

A mercenary and pilot, Udesky is part of the group the Kirbys organize to Isla Sorna.

Abilities:

Shoot
Tracking

* Cooper (Runway) * - JP3-3
* Cooper * - JP3-2 (75,000)

One of the mercenaries hired by the Kirbys. Cooper's one dream in life was not to be eaten by a dinosaur.

Abilities:

Shoot
Cut
Tracking

* Soldier * - JP3-5

When Ellie hears Alan is trapped on Isla Sorna, she has her husband Mark call in the US Marines to extract them. This is one of those proud members of the Armed Forces.

Abilities:

Shoot
Cut

* Owen Grady * - JW-1
* Owen Grady (Survivor) * - JW-5

A dinosaur researcher for Jurassic World, Owen doesn't live all that close to the park, instead living in a far-off bungalow. His work involves communicating with the velociraptors and attempting to work with them as a team.

Abilities:

Camouflage
Cut
Wall Climb
Poop Dive

* Barry * - JW-1

One of the trainers in Owen's velociraptor team, Barry knows French!
Don't know how he expects that to help him with the raptors, but who can say?

Abilities:
Stun Rifle
Grapple
Tracking

* Supervisor Nick * - JW-1

Poor Nick is the paddock supervisor for the Indominus. Spoiler alert,
there's a reason he wasn't given a last name.

Abilities:
Repair
Tablet
JW Access

* Handler Ellis * - JW-1

Poorer Ellis works under Nick in the Indominus paddock. Guy never had
a chance.

Abilities:
Stun Rod

* Claire Dearing (Lab) * - JW-2
* Claire Dearing * - JW-3
* Claire Dearing (Survivor) * - JW-5

Claire is the park operations manager at Jurassic World. She focuses
on the business aspects of the park and is quite the workaholic who
unfortunately has little time for her nephews.

Abilities:
Agile
Tablet
JW Access

* Zach Mitchell * - JW-3
* Zach Mitchell (Survivor) * - JW-5

Zach is the elder of the Mitchell brothers. He has a penchant for fixing cars and seems to have a great interest in girls that supercedes the BIG DINOSAURS nearby!

Abilities:

Repair
Light

* Scientist Phil * - JW-4

One of the scientists at Jurassic World. Has a magnificent beard.

Abilities:

Equations
JW Access

* Zara * - JW-4

Zara Young is Claire's personal assistant, who Claire sends to take care of her nephews while she takes care of business.

Abilities:

Agile
Tablet
Scream

* Dino Handler Vic * - Worker in Peril (40,000)

* Dino Handler Bob * - Worker in Peril (45,000)

These guys are in charge of the raptor paddock in Jurassic Park.

Abilities:

Stun Rod

* Dig Site Volunteer * - JP1-1 (30,000)

This young lady works at Alan Grant's dig site.

Abilities:

Agile
Bone Assembly
Dig

* Juanito Rostagno * - Worker in Peril (40,000)

Juanito is the proprietor of a mine in the Dominican Republic. His workers pull up an amber, which he hands off to Jurassic Park.

Abilities:
Bone Assembly
Dig

* Dennis Nedry * - JP1-2 (100,000)
* Dennis Nedry (Raincoat) * - Worker in Peril (125,000)
* Dennis Nedry (Costa Rica) * - JP1-5 (145,000)

Dennis is a computer programmer at Jurassic Park. He looooves his snack food. He's also having money problems and accepts a little job from Biosyn.

Abilities:
Shoot
Hacking
InGen Access

* Donald Gennaro * - JP1-2 (75,000)
* Donald Gennaro (Bathroom) * - Worker in Peril (85,000)

Donald is a lawyer for InGen who was inspecting Jurassic Park's business viability. Apparently has to go to the bathroom a lot.

Abilities:
None

* InGen Scientist * - Triceratops Territory (20,000)

This lady runs the labs in Jurassic Park. She can be found in Triceratops Territory on Isla Nublar Jurassic Park, and you'll need to help her out to get some other stuff as well.

Abilities:
Agile
Equations
InGen Access

* InGen Lab Technician * - JP1-2 (20,000)

This guy is a lower-level worker in the labs.

Abilities:
Equations
InGen Access

* Henry Wu (Jurassic Park) * - JP1-4 (80,000)
* Henry Wu (Jurassic World) * - JW-5 (100,000)

Henry is the chief genetics engineer in Jurassic Park, and later Jurassic World. He really enjoys doing science, but as the years go, it seems he loses sight of the science he should be doing.

Abilities:
Equations
InGen Access (JP)
JW Access (JW)

* Jurassic Park Driver * - Worker in Peril (10,000)

This guy drives the cars at Jurassic Park.

Abilities:
InGen Access

* Ray Arnold * - Worker in Peril (125,000)

John "Ray" Arnold is the chief engineer at Jurassic Park. He is fond of making sure everyone is holding on to their butts.

Abilities:
Repair
Hacking
InGen Access

* Jurassic Park Veterinarian * - JP1-4 (65,000)

Despite having little experience working with these dinos, JP employs a staff of vets to make sure the dinos are healthy.

Abilities:
Agile
InGen Access
Poop Dive

* Jurassic Park Warden * - JP1-4 (35,000)

The wardens of Jurassic Park are in place to keep the animals from socializing too much with each other.

Abilities:

- Shoot
- Tracking
- InGen Access

* Dieter Stark * - Worker in Peril (75,000)

Another member of Ronald Tembo's team, Dieter is a hunter of Swedish descent. He's a bit of a mean person.

Abilities:

- Stun Rod
- Tracking

* Carlos * - JPLW-1 (40,000)

The captain of the Mar Del Plata, Carlos ferries Ian Malcolm and the rest of the crew to Isla Sorna.

Abilities:

- Bolt Cutter
- Crowbar
- Repair

* Deirdre Bowman * - JPLW-2 (40,000)

The mother of the Bowman family who stumble upon Isla Sorna. She doesn't like snakes and REALLY doesn't like Compies.

Abilities:

- Agile
- Scream

* InGen Scout * - JPLW-2 (20,000)

This fellow is part of the InGen advance team.

Abilities:

- Stun Rod

* Peter Ludlow (Isla Sorna) * - JPLW-2 (120,000)

* Peter Ludlow * - JPLW-5 (90,000)

John Hammond's nephew, Peter takes over InGen after the Jurassic Park incident. He's more interested in bringing dinosaurs to the mainland to exploit them for the money.

Abilities:
InGen Access

* InGen Hunter * - Worker in Peril (30,000)

This InGen employee comes equipped with a nice tranquilizer rifle.

Abilities:
Shoot
Grapple

* InGen Mechanic * - JPLW-3 (30,000)

This InGen employee trades weapons for neat tools.

Abilities:
Bolt Cutter
Crowbar
Repair

* Paul Bowman * - JPLW-4 (20,000)

Paul is the father of the Bowman family who stumble upon Isla Sorna. He owns a yacht!

Abilities:
Light
Wall Climb

* SS Venture Crewman * - JPLW-4 (20,000)

The SS Venture is the large ship used to transport dinosaurs, and this is one of its crewmen.

Abilities:
Light
Grapple

* InGen Guard Berner * - JPLW-4 (45,000)

* InGen Guard Jerry * - JPLW-4 (40,000)

Berner and Jerry are actually police officers who responded to the SS Venture running aground in San Diego.

Abilities:

InGen Access

* Yacht Crewman * - JPLW-4 (25,000)

This fresh fellow works on the Bowman yacht.

Abilities:

Light

Grapple

* InGen Harbor Master * - JPLW-5 (20,000)

A harbor master is the guy who runs a harbor. Look, this guy really has very little stake in this. I don't really have any flavor text for him.

Abilities:

InGen Access

Light

* InGen Investor Gerald * - JPLW-5 (35,000)

Apparently this is one of the guys that Peter Ludlow was pitching the idea of the mainland park to.

Abilities:

None

* Unlucky Bystander * - Worker in Peril (20,000)

This poor resident of San Diego probably did not expect to go by being eaten by a T. rex.

Abilities:

None

* Fisherman Jim * - JPLW-5 (30,000)

Poor Fisherman Jim did not expect to hook an abandoned ship with a T. rex on board.

Abilities:
Grapple
Repair

* Cheryl Logan * - JP3-1 (40,000)

Cheryl is a graduate student at Alan Grant's dig site. I've heard she likes Billy, but don't tell.

Abilities:
Agile
Bone Assembly
Dig

* Ben Hildebrand * - Worker in Peril (65,000)

Ben is Amanda Kirby's boyfriend following her divorce. He took Eric to Isla Sorna and is the reason they're missing.

Abilities:
Camera
Parasail
Wall Climb

* Nash * - Worker in Peril (65,000)
* Nash (Runway) * - JP3-3 (65,000)

M.B. Nash is another of the mercenaries hired by Paul Kirby.

Abilities:
Shoot
Grapple
Tracking

* Mark Degler * - JP3-4 (10,000)

Mark is Ellie's husband by the time of Jurassic Park III. He works for the US State Department, and as such, has a bit of clout to get military help when needed.

Abilities:
None

* Enrique Cardoso * - JP3-5 (50,000)

Enrique runs a little operation called "Dino-soar", a parasailing trip around Isla Sorna. It's not entirely above board.

Abilities:

Camera
Parasail
Wall Climb

* Young Raptor Handler * - Worker in Peril (70,000)

This guy works with the raptors in Jurassic World, but has a lousy sense of balance.

Abilities:

Poop Dive
Stun Rod

* Jurassic World Worker * - JW-1 (20,000)

This guy is... self-explanatory.

Abilities:

JW Access

* Jurassic World Ranger * - Worker in Peril (40,000)

This ranger does field work in Jurassic World.

Abilities:

Poop Dive
Tracking
JW Access

* Hamada * - Worker in Peril (85,000)

Katashi Hamada is the captain of the Animal Control Unit in Jurassic World.

Abilities:

Stun Rifle
Tablet

* Lowery * - Worker in Peril (90,000)

Lowery Cruthers is one of the tech operatives working in the control room at Jurassic World. He reeeeeeeally likes dinosaurs.

Abilities:
Shoot
Hacking
JW Access

* Gyrosphere Operator Josh * - JW-2 (45,000)

By his own words, this guy just works here.

Abilities:
Repair
JW Access

* ACU Trooper Female * - JW-3 (25,000)

* ACU Trooper Male * - JW-3 (20,000)

The ACU is on hand to help control animals that go off the grid in Jurassic World. They actually appear to be decent at their jobs, but even they have a tough time with the Indominus.

Abilities:
Agile (Female only)
Stun Rifle

* Jurassic World Veterinarian * - JW-3 (65,000)

Much like the Jurassic Park Veterinarian, only World-ier.

Abilities:
Agile
Water Plants
JW Access
Tracking

* Vivian * - JW-3 (80,000)

Vivian Krill is an operator in the control room at Jurassic World. Apparently, she has a boyfriend that Lowery is unaware of.

Abilities:

Agile
Tablet
JW Access

* Vic Hoskins * - JW-4 (145,000)

Hoskins works for InGen in its current form. He's looking to weaponize the velociraptors for military use, despite how much of a really bad idea it is.

Abilities:
Cut
InGen Access
JW Access

* InGen Mercenary * - JW-4 (40,000)

This is one of Hoskins' cronies that he calls in to deal with the Indominus threat.

Abilities:
Shoot
InGen Access

* Simon Masrani * - Worker in Peril (150,000)

Masrani is the CEO of Masrani Global Corporation, who acquires InGen and is the finance behind Jurassic World. He's about to complete his helicopter license training.

Abilities:
InGen Access
Tablet
Parasail

* Raptor Handler Jenny * - JW-4 (50,000)

Jenny's moving up in the world after what happened to Nick and Ellis.

Abilities:
Agile
Stun Rifle

* Jimmy Fallon * - JW-5 (250,000)

Comedian and host of his own late night show, Jimmy Fallon is a super real person who plays himself in Jurassic World as the talking guy in the Gyrosphere.

Abilities:
Equations
JW Access

* Pilot Pat * - JW-5 (250,000)

This is likely a reference to someone real, but I have no clue who.

Abilities:
InGen Access
Parasail
Tablet

* DJ Master Frank * - JW-5 (250,000)

This is Frank Marshall, producer of Jurassic World. Yes, he's actually a DJ!

Abilities:
Shoot
InGen Access
Tablet

* Colin Trevorrow * - JW-5 (250,000)

Director of the 2012 indie comedy film Safety Not Guaranteed... oh and also of Jurassic World.

Abilities:
Shoot
Camera
InGen Access

* Mr. D.N.A. * - JW-5 (500,000)

The lovely animated mascot of Jurassic Park, Mr. D.N.A. is formed purely of adenine, cytosine, guanine, and thymine.

Abilities:

Shoot
Agile
Bone Assembly
Equations
Poop Dive
Hacking
Tracking
InGen Access
JW Access

* Steven Spielberg * - JW-5 (250,000)

A director of some renown, Mr. Spielberg is known for such classics as E.T., Raiders of the Lost Ark, Jaws, and of course, Jurassic Park.

Abilities:

Shoot
Bone Assembly
Camera
InGen Access

* Timmy Murphy * - JP1-4
* Timmy Murphy (Survivor) * - JP1-5

The younger of John Hammond's grandchildren, Tim is far more into dinosaurs than his sister. He also idolizes Alan Grant and has read his book.

Abilities:

Bone Assembly
Kid
Light

* Eric Kirby * - JP3-5
* Eric Kirby (Disguise) * JP3-4

The son of Paul and Amanda Kirby, he's lost on Isla Sorna. What people didn't expect is that he manages to look after himself rather well with no adults around.

Abilities:

Camouflage
Kid
Poop Dive
T. rex Scent

* Gray Mitchell * - JW-2

* Gray Mitchell (Survivor) * - JW-5

The younger of the Mitchell brothers, Gray is quite the smarty and loves dinosaurs.

Abilities:
Bone Assembly
Camera
Kid

* Dig Site Kid * - JP1-1 (45,000)

Apparently, Dr. Grant just lets kids run around his dig site.

Abilities:
Kid

* Cathy Bowman * - JPLW-2 (50,000)

The daughter of the Bowman family. She thinks Compsognathus are cute.

Abilities:
Kid
Scream

* Charlie Degler * - JP3-4 (30,000)

Ellie's son with Mark Degler. He also loves dinosaurs, so he must have good taste.

Abilities:
Kid

=====

8B. Dinosaurs =

=====

- * Velociraptor * - JP1-4 Amber
- * Velociraptor (Charlie) * - JP1-4 Amber or JW-1
- * Velociraptor (Blue) * - JP1-4 Amber or JW-1
- * Velociraptor (Echo) * - JP1-4 Amber or JW-1
- * Velociraptor (Delta) * - JP1-4 Amber or JW-1
- * Velociraptor (Skeleton) * - JP1-4 Minikit

Meaning "swift thief", the velociraptor is styled as the intelligent hunter of the dinosaur world. They work in packs, can set traps, and are serious threats in a one-on-one fight.

Abilities:

Pounce
Raptor Switch
Scent Trail

* Dilophosaurus * - JP1-3 Amber
* Dilophosaurus (Skeleton) * - JP1-3 Minikit

Meaning "double crested lizard", the Dilophosaurus is a predator that has a frill it can inflate, and a venomous spit.

Abilities:

Spit

* Gallimimus * - JP1-1 Amber
* Gallimimus (Skeleton) * - JP1-1 Minikit

Meaning "chicken mimic", the Gallimimus has no teeth, so it doesn't pose a credible threat to humans. Of course, if a flock of them veers towards you, you may still want to steer clear.

Abilities:

None

* Troodon * - JP3-3 Amber
* Troodon (Skeleton) * - JP3-3 Minikit

Meaning "wounding tooth", the Troodon (pronounced "tro-oh-don") is a carnivore which likely ate smaller animals, as it's one of the smaller dinosaurs.

Abilities:

None

* Compsognathus * - JPLW-2 Amber
* Compsognathus (Skeleton) * - JPLW-2 Minikit

Meaning "elegant jaw", the Compy is a rather small dinosaur. They are meat-eaters and typically scavenge in groups for safety.

Abilities:

Compy

* Pachycephalosaur * - JW-1 Amber
* Pachycephalosaur (Skeleton) * - JW-1 Minikit

Meaning "thick-headed lizard", this one was known for the hard surface on the top of its head. He could use this to charge, likely to fend off predators.

Abilities:
Smash

* Velociraptor (Baby) * - JP1-4 Amber

They look cute when small, but they'll crawl ya.

Abilities:
None

* Triceratops (Baby) * - JP1-2 Amber

This cute little baby three-horn has all the abilities of its mother.

Abilities:
Smash

* Tyrannosaurus Rex (Baby) * - JP1-5 Amber

Not quite the fearsome king, but a baby T. rex becomes an important plot point in The Lost World.

Abilities:
None

* Stegosaurus (Baby) * - JPLW-1 Amber

Unlike the baby Trike, this little guy doesn't have the talents of its parent.

Abilities:
None

* Triceratops * - JP1-2 Amber
* Triceratops (Skeleton) * - JP1-2 Minikit

Meaning "three-horned face", the triceratops was largely a peaceful leaf-

eating dinosaur that traveled in herds. It's most well-known for the the three horns, two above its head, and one at the front of its beak.

Abilities:

Smash

- * Stegosaurus * - JPLW-1 Amber
- * Stegosaurus (Skeleton) * - JPLW-1 Minikit

Meaning "roofed lizard", the stegosaurus had a series of plates that ran along its spine, and spikes at the end of its tail. It used these to defend itself from predators.

Abilities:

Smash

- * Parasaurolophus * - JPLW-3 Amber
- * Parasaurolophus (Skeleton) * - JPLW-3 Minikit

Meaning "near crested lizard", the Parasaurolophus' most distinguishing feature is the bony protrusion that curves back from its head. It is believed that this crest helped it with making sounds to communicate.

- * Corythosaurus * - JP3-1 Amber
- * Corythosaurus (Skeleton) * - JP3-1 Minikit

Meaning "Corinthian crested lizard", this is an herbivore that travels in herds. Its most prominent feature is the bony crest atop its head, more round and spiny than the Parasaurolophus' tubular crest.

- * Ankylosaurus * - JW-2 Amber
- * Ankylosaurus (Skeleton) * - JW-2 Minikit

Meaning "fused lizard", this herbivore is built like a tank. It has plates all along its back, with spikes on the sides and a club like tail.

Abilities:

Smash

- * Tyrannosaurus Rex * - JP1-5 Amber
- * Tyrannosaurus Rex (Skeleton) * - JP1-5 Minikit

Meaning "tyrant lizard", this is the main predator of the North American dinosaur scene. It ran on two legs to chase down its prey, and has massive jaws to chomp down on them.

Abilities:

Roar
Chomp

* Apatosaurus * - JPLW-3 Amber
* Apatosaurus (Skeleton) * - JPLW-3 Minikit

Meaning, "deceptive lizard" due to it displacing the brontosaurus, this is one of the largest dinosaurs, with a long neck and tail, and trunk like legs.

Abilities:

Smash
Quake

* Brachiosaurus * - JPLW-5 Amber
* Brachiosaurus (Skeleton) * - JPLW-5 Minikit

Meaning, "arm lizard" for the long length of its humerus bone, the brachiosaurus was likely one of the tallest of dinosaurs, able to take leaves from treetops. It is also one of the dinosaurs with no natural predators, due to its size.

Abilities:

Smash
Quake

* Baryonyx * - JP3-2 Amber
* Baryonyx (Skeleton) * - JP3-2 Minikit

Meaning "heavy claw", this is a carnivore from Africa. Its skull and jaws make it seem like a crocodile's and it likely ate a lot of fish.

Abilities:

Roar
Chomp

* Spinosaurus * - JP3-5 Amber
* Spinosaurus (Skeleton) * - JP3-5 Minikit

Meaning "spiny lizard", this is another carnivore from Africa, but can get bigger than even the Tyrannosaurus. It likely ate other dinosaurs.

Abilities:

Roar
Chomp

- * Indominus Rex * - JW-3 Amber
- * Indominus Rex (Skeleton) * - JW-3 Minikit

A specially genetically engineered dinosaur, the Indominus was designed to be a new attraction for Jurassic World. She contains genetic info from the Tyrannosaurus and Velociraptor, among others. Slightly bigger than a Tyrannosaurus, she also has more operable arms, spines along her back, and can mask her heat signature to camouflage herself.

Abilities:

Roar
Chomp
Camouflage

- * Pteranodon * - JP3-4 Amber
- * Pteranodon (Skeleton) * - JP3-4 Minikit

Abilities:

Fly
Hover Switch

Meaning "toothless wing", this a flying reptile (not technically a dinosaur) that could glide and eat fish.

- * Dimorphodon * - JW-4 Amber
- * Dimorphodon (Skeleton) * - JW-4 Minikit

Meaning "two-form tooth", the flying Dimorphodons were unique in that they had two types of teeth in their mouths much like a mammal would.

Abilities:

Fly

- * Mosasaurus * - JW-5 Amber
- * Mosasaurus (Skeleton) * - JW-5 Minikit

Meaning "Meuse lizard", referring to the river where it was first found, this is a large swimming lizard that eats fish and other animals. The Jurassic World Mosasaurus is actually much larger than they were typically.

Abilities:

Swim