

Jurassic Nublar JP-Era Route Notes

Introduction

These notes are for speedrunning the 5 star Challenge Mode of Jurassic World Evolution using the Jurassic Park Era, Jurassic Difficulty, and normal fossil settings on the Isla Nublar Map.

Versioning

These notes are for the current patch on PC as of August 2021. As far as I know there aren't any relevant version differences for JP-Era since it was the last DLC to come out. This route will not work on the Nintendo Switch version as it uses over 100 dinosaurs. Using Aggressive Instincts 1.0 on Dilophosaurus and incubating a few more Brachiosaurus would probably be the fastest way to modify this route to use fewer than 100 dinosaurs. As far as I know the route should be viable on all other consoles, although I have only tested it on PC.

DLC

In addition to the Return to Jurassic Park DLC needed for JP-Era runs, this route makes use of the Herbivore Dinosaur Pack, Carnivore Dinosaur Pack, Deluxe Dinosaur Pack, and Claire's Sanctuary DLCs.

These packs are not a strict requirement for the run though, they are used because Dryosaurus, Proceratosaurus, Euoplocephalus and Styraeosaurus are good dinosaurs for meeting the variety requirement.

I'm not sure exactly how much slower it is to not have them, but I would recommend the following alternate species:

- Baryonyx (or Maiasaura if you are using the Baryonyx route tweak)
- Apatosaurus
- Mamenchisaurus
- Pteranodon (you might need to deactivate some hotels and remove some upgrades at the end of the run to have enough power for an aviary)

Run overview

This route is fairly volatile and if you are going for the best possible time it will die to RNG more often than not. It's also a bit on the long side at just under 2 hours when done well.

Many of the things needed for this run are covered in my [general tips and information guide](#).

The most important execution things to focus on are JP-Era contract manipulation, disaster management, and the most profitable JP-Era dig sites.

When it comes to disease, I either research Campylobacter and Hookworm if the common cold hits at 1 star or EColi and Avian Influenza if it hits at 2 stars. Generally the run finishes before a third disease can hit.

If you are going for the best possible time, you can route out electric fences using decoys destroyed by the first storm. This means that 60% of your runs will die because the first storm wasn't a tornado, and even more will die if that tornadoe doesn't go for your decoy or doesn't destroy enough fences to properly avoid all future storms. My current PB doesn't do this, (although I am hoping on going back and working on this category again) and as such this route still has electric fences in it. Feel free to ignore those if you are willing to reset to avoid all but the first storm.

Dinosaur Points

Species	Base Rating	Genome Percent	Authenticity Bonus	Scenery Bonus	Cosmetic Bonus	Total Individual Rating	Count	Total Species Rating
Ceratosaurus	68	70	14	4	17	103	3	309
Dilophosaurus	46	100	23	3	0	72	100	7200
Gallimimus	8	50	0	1	0	9	1	9
Triceratops	26	50	0	2	0	28	1	28
Corythosaurus	18	70	4	1	0	23	2	46
Euoplocephalus	38	70	15	2	0	48	2	96
Ankylosaurus	40	50	0	2	0	42	1	42
Brachiosaurus	93	50	0	5	0	98	1	98
Compsognathus	10	50	0	1	0	11	1	11
Dryosaurus	4	50	0	1	0	5	1	5
Metriacanthosaurus	84	50	0	5	0	89	1	89
Stegosaurus	34	50	0	2	0	36	1	36
Parasaurolophus	24	50	0	2	0	26	1	26
Pachycephalosaurus	26	50	0	2	0	28	1	28
Velociraptor	49	50	0	3	0	52	1	52
Styracosaurus	27	50	0	2	0	29	1	29
Proceratosaurus	44	50	0	3	0	47	1	47
Maiasaura	21	50	0	2	0	23	1	23
						Total:	121	8174

This table shows the 18 dinosaur species used in this route. In theory they add up to under the target of 8200 points, but in practice I always overshoot the genomes enough to make up for the missing 26 points. If you're concerned you haven't got enough points at the end of your run you can add skins to Velociraptor, Parasaurolophus, Pachycephalosaurus, and Maiasaurua to guarantee you will always cross 8200.

I use so many Dilophosaurus because they are the most cost efficient dinosaur for getting points. Dryosaurus and Pteranodon have better raw efficiencies (incubation dollars per point) but have much higher building and upkeep costs per point that make them not worth it overall, and aren't available until 3 stars.

The Savannah cosmetic skin is used on Ceratosaurus despite it lowering its raw efficiency because it speeds up how quickly the route gets to 1 star and unlocks dig team bravo. One could get to 1 star faster by spending more money on 4 Ceratosaurus or 7+ Triceratops, but I believe this is the optimal tradeoff of speed and cost, and generally hits 1 star right after the first storm would have spawned to minimize the number of storms that will hit during the run.

Using Aggressive Instincts 1.0 is just barely a waste of money on Dilophosaurus in this route. If you're struggling to wrangle 100 of them into 9 enclosures, using it lets you drop to 83 Dilophosaurus across 7 enclosures which is a bit more manageable.

Park Layout



Here is a screenshot of the map at the end of my current PB to give a sense of what the park layout should be like.

- Try to use as few pylons and substations as possible. Note that the arrival helipad doesn't need to have power.
- The storm defense station and the guest shelter are in the center of the other buildings to keep as many buildings in their radii as possible. This lets the Malcolm contract manipulation be done with only one of each, as only buildings count towards shelter and storm station coverage percentage.
- Hotels and guest buildings should be as close to the park tour as possible to maximize guest satisfaction.
- The park tour route cuts in front of the hatcheries since it cannot cross paths. I haven't had any issues with tour vehicles being attacked by dinosaurs.
- The decoy fences are in the bottom left corner so that if a tornado picks a combination of buildings and decoy fences as targets it won't path through the Dilophosaurus enclosure area. Note that this is an old layout and should not be copied exactly.
- Each Dilophosaurus enclosure is 2 x 1.5 fence lengths. Note that not all contain the maximum of 12 since we have 9 enclosures to fit 100 Dilophosaurus
- The large enclosure on the right is 4.5 x 3 fence lengths
- The herbivore enclosure is roughly 2 x 1.5 fence lengths
- Gates are placed on the intersection of fences wherever possible so that the number of fence segments in the enclosure area stays as low as possible to minimize the number of tornado targets. If you ever notice a spot that uses two fence segments that could instead use one delete and replace them if you can.
- The fence and tour gate in between the middle and right hatchery doesn't need to be built until the very end of the route which saves a little bit of money and helps minimize bad tornado targets

The Route

0-1 stars

- First build the Visitor center, then a Geothermal Power station, then the Storm Defense station, then a Storm Defense Station.
- Cancel all your initial contracts unless the Grant contract is good.
- Get all three Visitor center modules as soon as possible.
- Whenever you have downtime, build the park layout. The first priority is getting 3 hatcheries ready and completing the Park Tour track so jeeps will already be out and able to see the dinosaurs as they are released.
- Once Incubation Success Chance 1.0 is ready, add 3 of them to the left Hatchery
- Once Savannah Cosmetics is ready, modify the Ceratosaurus genome to use it.
- Once the Ceratosaurus genome hits 70%, incubate 3 of them. The first should be in a hatchery without upgrades as it's guaranteed to succeed, the next two should be in the left hatchery with the incubation success upgrades. At 70% genome there is a ~10%

chance one of the incubations will fail, you can wait for 75% to guarantee success for safety if you want, but it's not worth delaying 1 star in my opinion.

- Add 12 cheap decoration trees spaced out across the Ceratosaurus enclosure.
- Build guest buildings as soon as they are ready, you only need one of each at minimum staff for 1 star. Set the sold items to the most expensive ones and sell them for a slight profit.
- Build a guest shelter before your Ceratosaurus are released to continue Malcolm contract manipulation.
- Release the Ceratosaurus asap and set their feeder time to 30 mins.
- Once Gallimimus hits 50%, incubate and release one. Set its feeder to 45 mins and add cheap decoration trees to the herbivore enclosure.
- Once Triceratops hits 50%, incubate and release one. Update the herbivore feeder to 40 minutes.
- If all goes well you will hit 1 star when all 3 guest buildings are done and all 3 Ceratosaurus are visible (requires Binoculars research to finish most of the time, but you might get lucky)

Fossil Route

- As soon as the Expedition module is done send 7 expeditions to Lourinhã Formation to empty it out. Sell any Ceratosaur once you hit 70% (or 75% for safety) Extract the Stegosaurus if you can, but sell them if you need the money or space.
- go to Nemegt Formation for 50% Gallimimus.
- go to Hell Creek for 50% Triceratops.
- If you have any extra time before hitting 1 star go to Dinosaur Park Formation

Research Route

- Incubation Success Chance 1.0
- Savannah Cosmetic Gene
- All 3 guest buildings
- Binoculars

1-2 stars

- Build a ranger outpost and a second geothermal power station at some point.
- As soon as you finish researching extraction speed, put 3 on the fossil module. Make sure to cancel all currently queued fossils for it to take effect.
- As soon as you unlock and finish researching dig yield, put 3 on the expedition module.
- Once Hatchery Capacity finishes researching apply 3 upgrades to the middle and right hatcheries
- Once the Dilophosaurus genome is complete you pretty much always want to be incubating Dilophosaurs. The middle and right hatcheries should be used exclusively for Dilophosaurs until all 100 are done. The left hatchery should also be used for Dilophosaurs whenever it's free.

- Finish all the fences and place 4 decoration trees in each Dilophosaurus enclosure before the Dilophosaurs are released, since once they are running around they can make editing difficult.
- Herding Dilophosaurs into their enclosures can be tricky
 - Make sure only the right gates are open before releasing them.
 - Dinosaurs will try to go for food or water as soon as they are released so having water in the enclosures along their path and a feeder in their enclosure should help get them going in the right direction from the start
 - Don't be afraid to close gates with a few stragglers left behind. Better to tranquilize and airlift a few Dilophosaurs than leave the gates open and have the rest of the group wander back out.
 - Flares might help if a large group is dawdling, although I'm not actually sure how effective they really are.
- Once Ankylosaurus reaches 50% incubate and release one in the left hatchery. Update the herbivore feeder to 27 minutes.
- Once Corythosaurus reaches 70% incubate and release two in the left hatchery. Update the herbivore feeder to 13 minutes.
- Once Euoplocephalus reaches 70% incubate and release two in the left hatchery. Update the herbivore feeder to 10 minutes.
- If your first storm is a Thunderstorm make sure to spend some time building decoy fences. If it's a tornado you have a little more time to focus on Dilophosaurs.
- You should hit 2 stars at around 25 Dilophosaurs.

Fossil Route

- Empty out both Lower Lufeng Series and Ziliujing Formation to get Dilophosaurus to 100%. Sell the lower quality fossils before extraction speed finishes to save space and make extra money.
- Dinosaur Park Formation is one of the most profitable sites available at 1 star and we also want all of the dinosaurs there: 70% Corythosaurus and Euoplocephalus, 50% Parasaurolophus and Styracosaurus.
- 50% Ankylosaurus from Hell Creek
- 50% Stegosaurus from Dinosaur National Monument
- 50% Proceratosaurus from Minchinhampton once its researched
- 50% Metriacanthosaurus from Oxford Clay once it is researched (might be later than 1 star)

Research Route

- Research Team Bravo
- Extraction Speed
- Dig Team Bravo
- Electrified Cable Fence
- Hatchery Capacity

- Dig Yield and dig team charlie whenever you get enough favor for them (might be later than 1 star)
- Euoplocephalus
- Styracosaurus
- Proceratocaurus
- Metriacanthosaurus as soon as you have enough favor for it (might be later than 1 star)
- Incubation Speed 1.0 and 2.0

2-3 stars

- Complete guest buildings (5 hotels, 2 gifts, 2 foods, 2 restrooms). Even though these aren't needed for facility rating until later, they help serve as tornado decoys.
- Complete decoy fences
- Replace the upgrades on the left hatchery with three Incubation Speed 2.0
- Once Brachiosaurus reaches 50%, incubate it in the hatchery with the Incubation Speed upgrades. Once you release it build it a tall herbivore feeder set to 45 minutes
- You should hit 3 stars at around 55 Dilophosaurs.

Fossil Route

- 50% Brachiosaurus from Garden Park. Then empty it out to sell extra gene fossils and hope for Dinosaur Eggs.
- 50% Pachycephalosaurus from Hell Creek
- If you are running out of sites to go to you can go to Morrison Formation a few times to increase the odds of Dryosaurus later and hopefully sell a few Apatosaurus fossils.

3-4 stars

- Once Dryosaurus reaches 50% incubate and release one. Update the herbivore feeder to 8 minutes.
- Once Compsognathus reaches 50% incubate and release one. Update the carnivore feeder to 28 minutes.
- You should hit 4 stars at around 84 Dilophosaurus.

Fossil Route

- 50% Velociraptor from Iren Dabasu Formation, and keep going there for money if you can.
- As soon as Dryosaurus research is done get 50% from Morrison. This can take a while if RNG goes poorly so prioritize it above other expeditions until you hit 50%
- 50% Compsognathus from Canjuers once research is done

Research Route

- Dryosaurus as soon as you hit 3 stars

- Compsognathus

4-5 stars

- Once 100 Dilophosaurs are released, do the final incubations in this order. All the incubations are guaranteed to succeed since they are the first of their species.
 - Metriacanthosaurus in the left hatchery
 - Swap all 3 hatchery capacity upgrades in the middle hatchery to incubation speed 2.0 upgrades
 - Stegosaurus in the middle hatchery
 - Swap 1 hatchery capacity upgrade in the right hatchery to incubation speed 2.0
 - Styracosaurus in the right hatchery
 - Maiasaurua in the right hatchery
 - Velociraptor in the left hatchery
 - Pachycephalosaurus and Parasaurolophus in the right hatchery
 - Proceratosaurus in the middle hatchery
- Once all the dinosaurs are incubating, double check that you have all the guest buildings you need, all are at full staff, and your Facility Rating is at 5 stars
- Before releasing the last 8 dinosaurs, make sure the hatcheries are all separated and have decoration trees in their tiny enclosures
- Release the last 8 dinosaurs. If all went well you should hit 5 stars right after the release is finished, well before the dinos start causing chaos because you haven't met any of their care requirements.

Fossil Route

- 50% Maiasaura from Egg Mountain

Baryonyx

One thing to consider near the end of a run is Baryonyx. Baryonyx is a very cost efficient dinosaur that also unlocks two fairly profitable dig sites. The only thing holding it back is requiring a very large amount of Grant favor and additional research time. Most runs would lose time waiting for Baryonyx to become available and should instead use Maiasaura for the final variety dinosaur, and once you hit 4 stars more profitable dig sites become available.

But if you have good contract RNG during the run and unlock Baryonyx before you hit 4 stars you can consider making the following route adjustments to potentially save some time:

- only incubate and release 99 Dilophosaurs
- send dig teams to both Isle of Wight and Smokejack Clay Pit to get 50% Baryonyx genome instead of going to Egg Mountain for Maiasaurua
- For the final incubations use this order instead:
 - Swap 1 hatchery capacity upgrade in the right hatchery to incubation speed 2.0
 - Stegosaurus in the right hatchery

- Metriacanthosaurus in the left hatchery
- Swap all 3 hatchery capacity upgrades in the middle hatchery to incubation speed 2.0 upgrades
- Baryonyx in the middle hatchery
- Styracosaurus in the right hatchery
- Velociraptor in the left hatchery
- Pachycephalosaurus and Parasaurolophus in the right hatchery
- Proceratosaurus in the middle hatchery