

**ELECTRONIC****DINOSAURS!**<sup>TM</sup>**LCD GAME****1 THE DINOSAURS!<sup>TM</sup> STORY**

You are now in prehistoric times. It is a time when dinosaurs roamed the earth and a caveman's only chance for survival was his instinct, quickness, and courage.

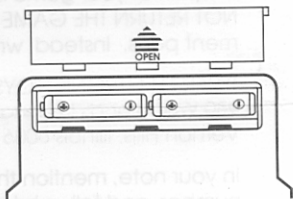
Cavemen must search the earth and pick up dinosaur eggs for food. They must fight with clubs and spears against dinosaurs that can easily mash them into the ground. They must know when to dodge down, when to jump up, when to move forward, and when to attack back! Cavemen must hunt—or be hunted themselves!

**2 INSERTING THE BATTERIES**

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



### 3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

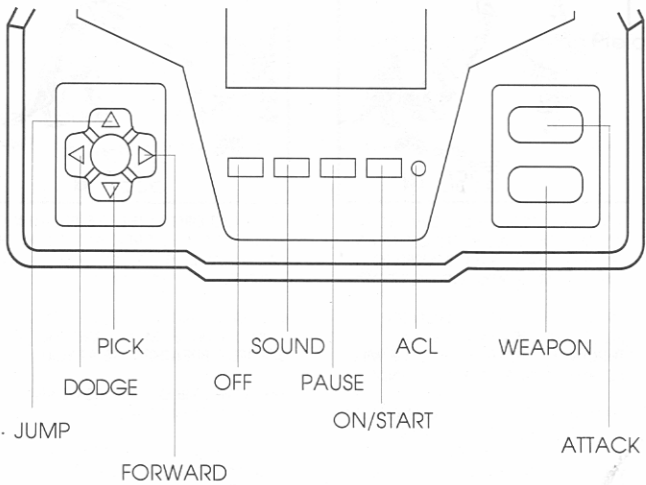
### 4 THE OBJECT OF THE GAME

You always play as the caveman. You must use your club and spears to fight against the army of dinosaurs that rage across the earth.

You lose energy when you are attacked by dinosaurs or hit by fireballs. You can regain energy by picking up dino eggs. If you lose all your energy, the GAME IS OVER.

If you can survive and defeat the massive T-Rex at the end of stage 4, you WIN THE GAME!

## CONTROL GUIDE



- ON/START** — To turn on the unit.  
— To start the game.  
— To start each stage.  
— To exit pause.
- PAUSE** — To pause the game.
- SOUND** — To control sound: on or off.
- OFF** — To turn off the unit.
- ATTACK** — To attack with the selected weapon.
- PICK** — To pick up dino eggs.  
— To pick up spear.
- WEAPON** — To choose between your two weapons  
CLUB AND SPEAR (if you have a spear).
- JUMP** — To jump up.
- FORWARD** — To move forward  
(if no dinosaurs are blocking your way).
- DODGE** — To crouch down  
(as long as the button is held down).

## 6 FEATURES

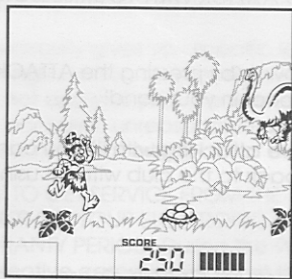
- 4 stages of prehistoric fun
- 6 attacking dinosaurs
- two kinds of weapons
- different stage speeds
- energy bars
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

## 7 GAME SUMMARY

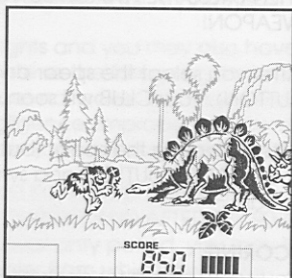
You are a caveman in prehistoric times. You must hunt down dinosaurs—before they hunt down you!

You lose energy each time you are attacked by a dinosaur or hit by a fireball. If you run out of energy, the GAME IS OVER. You can regain energy by picking up dino eggs.

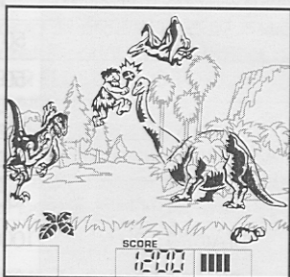
There are 4 stages of play. Score as many points as you can by defeating dinosaurs with your club and spears and by picking up dino eggs. If you can survive long enough to defeat the T-Rex who waits for you at the end of stage 4, you WIN the game!



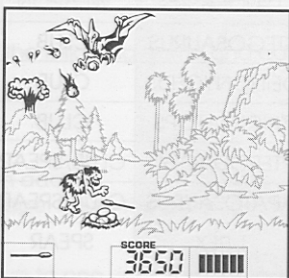
YOU ARE A CAVEMAN TRYING TO SURVIVE IN THE PREHISTORIC JUNGLE. YOU FORAGE FOR FOOD (BY PICKING UP DINO EGGS) AND FIGHT OFF FEROCIOUS DINOSAURS!



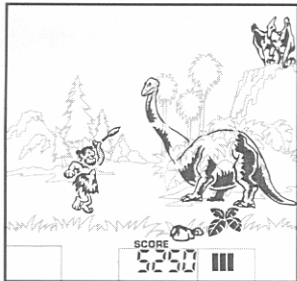
USE YOUR CLUB TO CRACK THE STEGOSAURUS AND THE TRICERATOPS OVER THE HEAD BEFORE THEY OPEN THEIR MOUTHS!



JUMP UP TO BEAT THE LONG-NECK APATOSAURUS AND THE FLYING PTERODACTYL! JUMP OR DODGE DOWN TO AVOID THE CLAW ATTACK OF DEINONYCHUS WHO ATTACKS YOU FROM BEHIND!



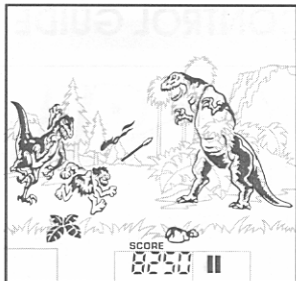
PICK UP THE DINO EGGS TO REGAIN ENERGY! ALSO PICK UP SPEARS WHEN THEY APPEAR ON THE GROUND! WATCH OUT FOR FIREBALLS WHICH HAVE ERUPTED FROM VOLCANOES... AND KEEP AN EYE OUT FOR THE PTERODACTYL! SOMETIMES THE PTERODACTYL WILL DROP ROCKS ON YOU!



YOU CAN STOP A PTERODACTYL OR AN APATOSAURUS BY THROWING A SPEAR AT THEM, BUT IT'S WISER TO SAVE YOUR SPEARS FOR THE T-REX!

PRESS THE WEAPON BUTTON TO SELECT THE SPEAR. AFTER YOU THROW THE SPEAR, YOUR CLUB WILL SOON REAPPEAR IN YOUR HAND!

(BEFORE ACTUALLY ATTACKING WITH THE SPEAR, YOU CAN CHANGE YOUR MIND BY PRESSING THE WEAPON BUTTON AGAIN. IT WILL CHANGE BACK TO THE CLUB AND YOU WON'T WASTE A SPEAR.)



YOU MUST DEFEAT THE FIRE-BREATHING STAGE BOSS, THE T-REX, AT THE END OF EACH STAGE! IT CAN ONLY BE KILLED STOPPED WITH SPEARS!

PICK UP SPEARS WHEN THEY APPEAR AND THROW THEM TOWARD THE T-REX BEFORE IT BREATHES FIRE AT YOU!

THE FORE-LIMB OF THE T-REX CAN KNOCK DOWN SPEARS!

IN THE GAME'S HIGHER STAGES, OTHER DINOSAURS WILL ATTACK YOU AT THE SAME TIME AS THE T-REX!

## 8 HOW TO PLAY

PRESS THE ON/START BUTTON TO TURN ON THE UNIT.  
You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO BEGIN THE GAME FROM STAGE 1. You'll hear a "Game Start" tune and you begin with zero score.

You begin with the CLUB in your hand.

You always play as the caveman. You must use your club and spears to fight against the deadly dinosaurs! You lose energy whenever you are attacked by dinosaurs or fireballs. You can regain energy (and score extra points) by picking up dino eggs for food!

Use your control buttons to help you:

PRESS THE ATTACK BUTTON

— To attack with the weapon you select.

PRESS THE PICK BUTTON

— To pick up dino eggs.

— To pick up spears.

PRESS THE WEAPON BUTTON

— To choose between the CLUB and SPEAR (if you have a spear).

PRESS THE JUMP BUTTON

— To jump up.

PRESS THE FORWARD BUTTON

— To move forward if no dinosaurs are blocking your way.

PRESS THE DODGE BUTTON

— To crouch down

(for as long as you hold the button down).

### ENERGY AND DINO EGGS

You start each stage with full energy. You lose an energy unit whenever you're hit by a dinosaur or a fireball. You lose the game if you lose all your energy. But you can regain energy (and score 50 POINTS) by picking up dino eggs.

PRESS THE PICK BUTTON TO PICK UP DINO EGGS TO REGAIN ENERGY AND SCORE 50 POINTS.

### WEAPONS

You begin play by carrying your club. But spears will randomly appear along your way. You can store up to 3 spears.

PRESS THE PICK BUTTON TO PICK UP SPEARS WHEN THEY APPEAR.

PRESS THE WEAPON BUTTON AT ANY TIME DURING PLAY TO SELECT BETWEEN THE CLUB AND THE SPEAR (assuming you have a spear in stock).

THEN PRESS THE ATTACK BUTTON TO ATTACK WITH YOUR SELECTED WEAPON!

After you select the spear and throw it (by pressing the ATTACK BUTTON), your CLUB will soon reappear in your hand!

After selecting the spear (but before attacking with it) you can press the WEAPON BUTTON and switch back to the club without using up a spear!

### SCORING

You score points for destroying dinosaurs. Certain dinosaurs can only be destroyed using spears, so use your spears wisely! As the chart shows, it takes more and more hits to defeat the T-Rex as you advance from stage to stage!

DINOSAURS	WEAPON	NUMBER OF HITS TO DEFEAT	SCORE
STEGOSAURUS	CLUB	1	50 POINTS
DEINONYCHUS	CLUB	1	50 POINTS
TRICERATOPS	CLUB	1	100 POINTS
PTERODACTYL	CLUB/SPEAR	1	100 POINTS
APATOSAURUS	CLUB/SPEAR	1	100 POINTS
T-REX	SPEAR	STAGE 1: 2	1000 POINTS
		STAGE 2: 3	1000 POINTS
		STAGE 3: 4	1000 POINTS
		STAGE 4: 5	1000 POINTS

Use your CLUB to crack the Stegosaurus and the Triceratops over the head before they open their mouths!

Jump up to beat the long-neck Apatosaurus and the flying Pterodactyl!

Even though you can kill a Apatosaurus or a Pterodactyl by throwing spears at them, it's wise to save your spears for use against the T-Rex!

Be ready to jump clear or dodge the claw attack of the Deinonychus who attacks you from behind!

To kill a T-Rex, throw the spears at it before it can breath fire on you!

PRESS THE SOUND BUTTON TO FIGHT IN SILENCE.  
PRESS IT AGAIN TO REGAIN ALL THE SOUNDS OF THE JUNGLE HUNT.

PRESS THE PAUSE BUTTON AT ANY TIME DURING PLAY TO PAUSE THE GAME.

PRESS THE ON/START BUTTON TO RESUME ACTION ONCE YOU'VE CAUGHT YOUR BREATH.

The game automatically pauses when you complete a stage.  
PRESS THE ON/START BUTTON TO BEGIN THE NEXT STAGE WHEN YOU ARE READY.

AFTER A GAME OVER, PRESS THE ON/START BUTTON TO BEGIN A NEW GAME FROM STAGE 1!

PRESS THE OFF BUTTON WHEN YOU ARE FINISHED PLAYING.  
But don't worry if you forget. Your unit automatically shuts itself off after about 3 minutes of non-action!

You WIN THE GAME if you can complete stage 4 by defeating T-Rex without using up all your energy!

## 9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

## 10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.