



# ***Spino vs. T.Rex™***

## ***Battle Game***

For 2 players / Ages 7 and up

### **Object**

Be the first player to win 5 battles. To win a battle, hit your rival dinosaur's strike plate in the center of its chest and knock it completely off its base — before it does the same to you!

### **Contents**

1 Battling Spinosaurus with controller, 1 Battling Tyrannosaurus with controller, Label Sheet

## Batteries

- Insert batteries: Loosen the screws on the battery compartment doors, located on the underside of the controllers, and remove the doors. Insert 2AA-size batteries (we recommend alkaline) into each controller, making sure to align the + and - with the markings in the plastic. Replace the doors and tighten the screws.

### CAUTION:

To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

## Assembly and Set-up

- Remove the labels from the label sheet and apply them to the front, top, and sides of the two controllers as shown in Figure 1. The front labels will help you to distinguish between the Spino controller and the T.Rex controller.

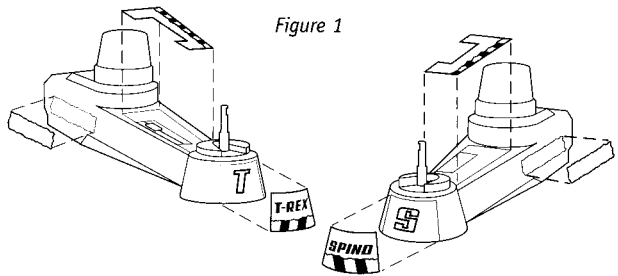
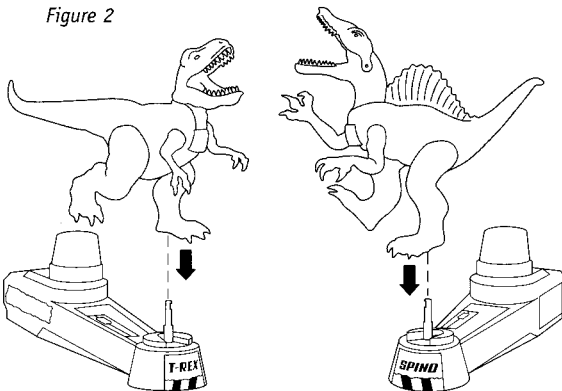


Figure 2



- Attach the Spinosaurus to the Spino controller and the Tyrannosaurus to the T.Rex controller as explained on page 3.

**IMPORTANT:** The dinosaurs and their controllers are not interchangeable.

- With the controller on the table, lower the dinosaur so the hole in its left foot goes over the post. Line up the foot in the indentation with the toes pointing out the opening as shown in Figure 2. Then hold the leg and press down until the foot snaps into place. **Important: Never try to remove a dinosaur from the controller without first pressing in the strike plate on its chest.**

## **Practice Battles**

Choose your dinosaur! Now using the knob on the controller, experiment a little to get the feel of it. Try quick, back and forth turns, then longer ones. Practice aiming for the strike plate in your rival dinosaur's chest. Defend yourself using your claws, tail and mighty jaws! NOTE: At times, you may want to pull your dinosaur and controller towards you, away from your rival, then go back into battle from another angle!

## **Gameplay**

- Both players slide their scoring arrows to "0".
- Move the controllers so the dinosaurs face each other.
- Count to three. On "Three" start battling!

**Important:** Your controller must remain flat on the playing surface at all times during the battle.

## **Doing Battle**

Hit your rival's strike plate sending it flying completely off the base and you earn one point. Move your scoring arrow up one notch, to the next higher number. Then put the dinosaur back onto the controller and battle again.

NOTE: If you hit the strike plate, but the dinosaur did not completely come off the base, stop the battle. Put the dinosaur back onto its controller and continue the fight. No one scores. If both dinosaurs are knocked from their controllers; put them both back on and start the battle over. Again, no one scores.

## **Winning**

The first player to win 5 battles wins!

## Troubleshooting

If your dinosaur is not performing properly please make sure it is attached to the correct controller, or remove and reinsert batteries.

## Re-storage

Press the strike plates on both dinosaurs to remove them from their controllers. Return all contents to the box and close the lid for easy storage.

## FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not used in accordance with the instructions, may cause harmful interference to television or radio reception. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**Warning:** Changes or modifications to this unit, not expressly approved by the party responsible for compliance, could void the user's authority to operate the equipment.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6

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A Note to Parents: The Jurassic Park films are rated PG-13.

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