

1. GAME STORY

"LIVE DINOSAUR SIGHTINGS"

You have spent all of your adult life as a big game hunter. But never have you received a request like this one. You have received word that actual live dinosaurs have been spotted on a mysterious island. Your job: investigate! Then if the reports are true, bring back live dinosaur specimens.

When you arrive on the island, you discover a volcano that has already begun belching small amounts of lava. It's only a matter of time before lava overflows the entire island, and all wildlife (not to mention visiting game hunters) will be destroyed. No wonder your employers were in such a hurry to get you here!

2. OBJECT OF THE GAME

"BEWARE OF POSSIBLE EXTINCTION — YOURS!"

You must keep the dino specimens alive — that is why the only weapons you have to use are tranquilizer darts to throw and your own fabulous fists for punching! Exert extreme caution as you overcome the dinosaurs and pick up their eggs. It would be totally ironic if you discover live dinosaurs only to see yourself become extinct under their savage attacks!

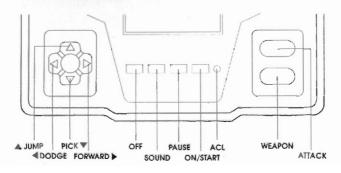
There are 4 stages of play. You begin each stage with full energy. You lose a unit of energy whenever you are attacked by dinosaurs or are struck by a volcanic fireball. If you ever lose all your energy, it's GAME OVER. Your can regain energy (and score bonus points) by picking up the dino eggs you discover along the ground.

There is a T-Rex stage boss waiting for you at the end of each stage. You must defeat the T-Rex in order to advance to the next stage. If you can defeat the T-Rex in the final stage, you WIN the game. You will return home a conquering hero.

If you ever fail to defeat the T-Rex at the end of a stage, it's GAME OVER. Sorry, you're fertilizer.

3. HOW TO PLAY

"THE HUNTER BECOMES THE HUNTED"



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 dinosaur eggs.

- to pick up stun dart gun.

WEAPON — to choose between your two weapons:

YOUR OWN FISTS FOR PUNCHING and TRANQUILIZER DARTS TO THROW

(if you have a dart in supply).

JUMP ▲ — to jump up.

FORWARD▶ — to move forward (if no dinosaurs are blocking your way).

DODGE

 — to crouch down.
 (for as long as you hold this button down).

ACL — to reset the unit if your game malfunctions.

Press the ON/START button to turn on the unit and see the maximum score. Press ON/START again and you begin play on this most mysterious island beginning with stage 1.



YOU BEGIN PLAY WITH YOUR FABULOUS DINO-PUNCH AS YOUR SOLE WEAPON!

While you begin playing with your own fists as your only we apon, tranquilizer darts will randomly appear as you trek through the jungles. Each time you pick up a dart, it will be good for one throw. You can store up to 3 tranquilizer darts.



PRESS THE PICK BUTTON TO PICK UP A TRANQUILIZER DART WHENEVER IT APPEARS.



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

You can press the WEAPON button at any time during play to select between the power of your fists and the tranquilizer darts, assuming you have a dart in stock!

After you select and attack with a dart, the dart will disappear from your hand and you are back to being a dinopuncher again!

You want to choose your weapons carefully because only certain weapon attacks can defeat certain dinosaurs. With that thought in mind, you are free to change your mind! So if after selecting the dart weapon, BUT BEFORE ATTACKING WITH IT, you can press the WEAPON button and switch back to punching without using up a dart from your supply!



STEGOSAURUS: ATTACK WITH PUNCHING! GIVE HIM A DINO-PUNCH RIGHT ON THE SNOUT!



TRICERATOPS: ATTACK WITH DINO-PUNCH BEFORE HE CHARGES!



VELOCIRAPTOR:
ATTACK WITH DINO-PUNCH
OR TRANQUILIZER DARTS.
YOU MUST ALSO JUMP TO
REACH THE RAPTOR!



PACHYCEPHALOSAURUS: ATTACK HIM BY DINO-PUNCH.GET HIM BEFORE HE HEAD BUTTS YOU WITH HIS HELMETED HEAD!



PTERODACTYL:
ATTACK WITH DINO-PUNCH
OR TRANQUILIZER DARTS.
JUMP UP TO REACH THE
PTERODACTYL.



T-REX; ATTACK WITH TRANQUILIZER DARTS ONLY. REMEMBER YOU MUST DEFEAT THE T-REX STAGE BOSS IN ORDER TO COMPLETE EACH STAGE!

So. You don't want to get caught in the unenviable position of facing off against the T-Rex without a good supply of darts to throw!

As you play, the volcano is preparing to erupt! It's already belching out fireballs which you must avoid in order to save yourself.



THIS COULD BE TOO HOT TO HANDLE! IT'S THE FLASH OF VOLCANIC FIREBALLS BELCHING YOUR WAY!

You are being drained of energy each time you are hit by dinosaurs or fireballs. Although your energy is restored pick up dinosaur eggs for extra energy!



YOU REGAIN ENERGY EACH TIME YOU PICK UP A DINOSAUR EGG!

The game pauses as you complete each stage. Press the ON/START button to begin each new stage. After a GAME OVER, press the ON/START button to begin a new game from stage 1.

Remember, you must defeat the T-REX in the final stage to WIN the game!

4 SCORING

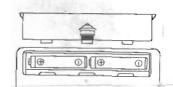
"SURVIVAL IS ONLY THE BEGINNING"

DINOSAUR WEAPON	NUMBER OF HITS TO	DEFEAT SCORE
Stegosaurus	Punch 1	50 points
Pachycephalosaurus	Punch 1	50 points
Triceratops	Punch 1	100 points
Pterodactyl	Punch/ Dartsì	100 points
Velociraptor	Punch/Darts1	100points
T-Rex Darts	Stage 1: 2	1000points
	Stage 2: 3	1000points
	Stage 3: 4	1000points
	Stage 4: 5	1000points

5. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game.

(To remove cover, press and push battery cover, upward.) Insert 2"AA"/LR6 batteries or equivalent (not included), making sure to align "+" and "-" as shown.



TO ENSURE PROPER FUNC-

- DO NOT MIX OLD AND NEW BATTERIES
- -DO NOT MIX ALKALINE, STANDARD OR RECHARGE ABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTEIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTER
 IES ARE TO BE REMOVED
 FROM THE TOY BEFORE
 BEING CHARGED
 (IF REMOVABLE).
- -RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).



- -ONLY BATTERIES OF THE SAME OR EQUIVA LENT TYPE AS RECOM MENDED ARE TO BE USED.
- -BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- -EXHAUSTED BATTERIES ARE TO BE RE MOVED FROM THE TOY.
- -THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.



CAUTION/DEFECT OR DAMAGE



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



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



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



Clean only with a piece of soft dry cloth.

If a part of your **RAPTOR ISLAND** 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. Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do out best to expedite your return promptly.

90 - DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$ 8.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept. 980 Woodlands Parkway Vernon Hills, Illinois 60061, U.S.A.

- Pack the product carefully in the original box or use a good quality carton with packing materials.
- Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages result ing from accident, unreason-able use, negligence, improper service or other causes not arising out of defects in material or workmanship.



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