

EVOLUTION:
DINO DUDES™



JAGUAR
64 • B I T

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M A N U A L

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EVOLUTION: DINO DUDES™



**JAGUAR™ 64-BIT INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL**

INTRODUCTION

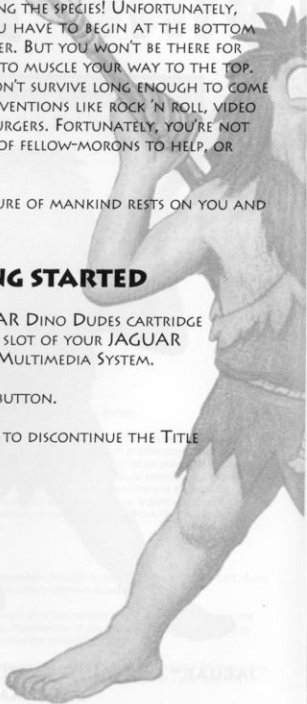
CONGRATULATIONS ON JOINING THE SPECIES! UNFORTUNATELY, YOU'RE A LITTLE LATE, SO YOU HAVE TO BEGIN AT THE BOTTOM OF THE EVOLUTIONARY LADDER. BUT YOU WON'T BE THERE FOR LONG—IF YOU CAN MANAGE TO MUSCLE YOUR WAY TO THE TOP. OTHERWISE, YOUR SPECIES WON'T SURVIVE LONG ENOUGH TO COME UP WITH ALL THOSE GREAT INVENTIONS LIKE ROCK 'N ROLL, VIDEO GAMES AND DOUBLE CHEESEBURGERS. FORTUNATELY, YOU'RE NOT ALONE—YOU'VE GOT A TRIBE OF FELLOW-MORONS TO HELP, OR HINDER YOU.

GOOD LUCK, DUDE! THE FUTURE OF MANKIND RESTS ON YOU AND YOUR HAIRY TEAMMATES.

GETTING STARTED

1. INSERT YOUR JAGUAR DINO DUDES CARTRIDGE INTO THE CARTRIDGE SLOT OF YOUR JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM.
2. PRESS THE POWER BUTTON.
3. PRESS A FIRE BUTTON TO DISCONTINUE THE TITLE SCREENS.

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SELECTION SCREEN

HERE YOU CAN CHANGE YOUR OPTIONS BY WALKING UP TO THE SIGN AND PRESSING A FIRE BUTTON OR BY FOLLOWING THE ARROW SIGN TO ENTER A CODE OR START THE GAME.

MUSIC ON/OFF LETS YOU TURN THE BACKGROUND MUSIC ON OR OFF. THIS WORKS THE SAME AS PRESSING THE [O] BUTTON.

LEVEL LETS YOU SELECT THE DIFFICULTY LEVEL. CHOICES ARE EASY, NORMAL AND HARD. ON THE EASY SETTING, YOU START WITH 12 DINO DUDES AND LOTS OF TIME FOR EACH LEVEL. ON THE NORMAL SETTING, YOU START WITH 10 DINO DUDES AND LESS TIME, BUT YOU GET MORE POINTS FOR JUST FINISHING A LEVEL. ON THE HARD SETTING, YOU START WITH 8 DINO DUDES AND SO LITTLE TIME THAT YOU WILL REALLY HAVE TO SEARCH FOR THE FASTEST WAY TO FINISH A LEVEL. HOWEVER, YOU DO GET MORE POINTS THAN YOU DO ON THE EASY AND NORMAL SETTINGS...

ENTER CODE WALK PAST THIS SIGN TO GET TO THE PASS CODE ENTRY SCREEN. HERE YOU CAN ENTER YOUR PASS CODE USING THE JOYPAD TO HIGHLIGHT A LETTER, [←] FOR BACKSPACE, [SP] FOR A SPACE, [AC] FOR ALL CLEAR, OR [LP] FOR LAST PASSWORD. LAST PASSWORD RECALLS THE PASSWORD FOR THE LAST LEVEL PLAYED EVEN IF THE GAME IS TURNED OFF. PRESS A FIRE BUTTON TO ENTER THE LETTER, AND END BY SELECTING OK.

START GAME WALK PAST THIS SIGN TO BEGIN A GAME.

KEYPAD CONFIG PRESS A FIRE BUTTON TO DISPLAY THE KEYPAD CONFIG SELECT SCREEN. PRESS ANY DIRECTION ON THE JOYPAD TO TOGGLE BETWEEN CONFIGURATION 1 AND 2. PRESS A FIRE BUTTON TO RETURN TO THE SELECTION SCREEN.

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GAME CONTROLS (SEE FIG. 1)

KEYPAD CONFIG 1

- A** ACTIVATES POWER BAR
- B** ACTIVATES AN ACTION SELECTED ON THE ACTION BAR
- C** SELECT ACTION ON THE ACTION BAR

KEYPAD CONFIG 2

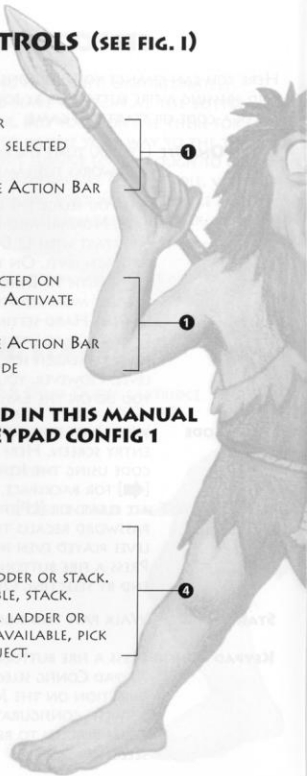
- A** ACTIVATE ACTION SELECTED ON THE ACTION BAR AND ACTIVATE POWER BAR
- B** SELECT ACTION ON THE ACTION BAR
- C** SELECT NEXT DINO DUDE

EXAMPLES USED IN THIS MANUAL ASSUME KEYPAD CONFIG 1

JOYPAD CONTROLS

- LEFT** WALK LEFT
- RIGHT** WALK RIGHT
- UP** CLIMB UP ROPE, LADDER OR STACK. IF NONE IS AVAILABLE, STACK.
- DOWN** CLIMB DOWN ROPE, LADDER OR STACK. IF NONE IS AVAILABLE, PICK UP OR DROP AN OBJECT.

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PAUSE ②

PAUSES GAME.

WHILE IN PAUSE MODE YOU MAY PRESS THE **A** BUTTON TO DISPLAY THE MUSIC VOLUME SLIDER AND THE **B** BUTTON TO DISPLAY THE SOUND EFFECTS VOLUME SLIDER. WHEN A VOLUME SLIDER IS DISPLAYED, PRESS THE JOYPAD LEFT OR RIGHT TO CHANGE THE VOLUME.

OPTION ③

CALLS UP THE CONTINUE/RESTART LEVEL OPTION BOX

KEYPAD

- 1-9** SELECT A TRIBESMAN.
FOR EXAMPLE, IF YOU HAVE FIVE DUDES ON A LEVEL, THEN 1-5 EACH SELECT A DIFFERENT TRIBESMAN.
- *** NEXT DINO DUDE
- #** PREVIOUS DINO DUDE
- O** INSTANTLY TOGGLES THE MUSIC ON AND OFF
- * & #** RESETS GAME

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KEYPAD CONFIGURATION, LAST LEVEL PLAYED, VOLUME AND HIGH SCORE INFORMATION ARE RETAINED IN THE CARTRIDGE EVEN IF YOU HAVE TURNED OFF YOUR JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. THE CARTRIDGE WILL STORE UP TO 100,000 CHANGES. AFTER 100,000 CHANGES HAVE BEEN RECORDED, NO MORE CHANGES WILL BE RETAINED. TO CLEAR THE CURRENTLY SAVED CHANGES, PRESS *, OPTION AND # WHILE ON THE SELECTION SCREEN.

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MAIN GAME SCREEN

CONTROLLING YOUR DINO DUDES

WHEN YOU BEGIN PLAY, YOU'LL FIND YOUR DINO DUDES WAITING—AIMLESS AND BORED—AROUND THE LEVEL. DON'T BE MISLED—EACH IS A PREHISTORIC POWER-HOUSE READY TO MAKE IT THROUGH EVOLUTION. TO SUCCEED, YOU HAVE TO LEARN TO CONTROL SEVERAL DINO DUDES TO WORK TOGETHER AS A TEAM. IT TAKES PRECISION AND TEAMWORK TO MASTER THE DIFFICULT TASK OF SURVIVAL. AFTER ALL, BECOMING THE DOMINANT SPECIES ISN'T EASY—ESPECIALLY WITH ALL THOSE HUNGRY DINOSAURS ROAMING AROUND OUT THERE.

SELECTING YOUR DINO DUDE

DEPENDING ON THE LEVEL, YOU'LL HAVE UP TO EIGHT DINO DUDES TO CONTROL. PRESS THE CORRESPONDING NUMBER ON THE KEYPAD TO SELECT ANY OF THE INDIVIDUAL DINO DUDES. ONCE SELECTED, ALL FURTHER COMMANDS WILL BE CARRIED OUT BY THAT DINO DUDE UNTIL YOU SELECT ANOTHER. YOU MAY ALSO SELECT MEMBERS OF THE TRIBE BY PRESSING * OR # ON THE KEYPAD.

WALKING AND CLIMBING

WALKING IS THE EASY PART. TO WALK LEFT OR RIGHT, MOVE THE JOYPAD TO THE LEFT OR RIGHT. TO CLIMB A LADDER OR A ROPE OR A STACK OF DINO DUDES, MOVE THE JOYPAD UP TO CLIMB UP; JOYPAD DOWN TO CLIMB DOWN.

BASIC ACTIONS

THE BASIC DINO DUDE HAS ONLY TWO FUNCTIONS: "PICKING UP STUFF" AND "FORMING A LADDER" (STACKING). THE BASIC DINO DUDE IS SO PROUD OF THESE ACHIEVEMENTS THAT THEY HAVE BEEN CARVED IN STONE AT THE FOOT OF THE SCREEN (THE ACTION BAR). TO SELECT AN ACTION, KEEP PRESSING THE C BUTTON UNTIL THE ACTION YOU WANT HAS A RED BOX AROUND IT.



PICKING UP AND DROPPING OBJECTS (SEE FIG. 11)

ONCE YOU HAVE CHOSEN AN ITEM TO PICK UP, YOU MUST MOVE YOUR DINO DUDE OVER THE OBJECT, EITHER SELECT THE PICK-UP ICON USING THE C BUTTON AND PRESS THE B BUTTON (OR DOWN ON THE JOYPAD) TO PICK UP THE ITEM. WHEN YOUR DINO DUDE PICKS UP THE ITEM, THE ACTION BAR WILL DISPLAY A NEW SET OF ICONS FOR YOU TO CHOOSE FROM, OFFERING A RANGE OF ACTIONS POSSIBLE WITH YOUR NEW ITEM. YOU MAY ONLY CARRY ONE ITEM AT A TIME. YOU CAN DROP AN ITEM BY PRESSING DOWN ON THE JOYPAD, OR BY SELECTING THE DROP ICON USING THE C BUTTON, THEN PRESSING THE B BUTTON.

FORMING A DINO DUDE LADDER/STACKING

YOUR DINO DUDES' OTHER BASIC FUNCTION IS "STACKING." STACKING OCCURS WHEN YOU STACK YOUR DINO DUDES ON TOP OF ONE ANOTHER TO FORM LADDERS. LADDERS ARE USEFUL FOR MOVING UP AND DOWN THROUGH THE LEVELS. EITHER SELECT THE STACKING ICON AND PRESS B, OR SIMPLY PUSH THE JOYPAD UP TO PUT THE DINO DUDE INTO THE STACKING POSITION—BOTH ARMS RAISED ABOVE HIS HEAD. THEN SELECT ANOTHER DINO DUDE AND BRING HIM IN FRONT OF THE FIRST DINO DUDE, AND PUSH THE JOYPAD UP TO MAKE HIM CLIMB ON TOP OF THE FIRST DINO DUDE. THIS PROCESS CAN BE REPEATED TO BUILD IMPRESSIVE MULTI-DUDE STACKS AND OBTAIN OTHERWISE OUT-OF-REACH ITEMS.

TAKE CARE! WHEN YOU BEGIN TO BUILD YOUR STACK, PARTICULARLY IF IT'S GOING TO BE A TALL ONE, MAKE SURE THAT YOUR BOTTOM DINO DUDE IS CLOSE ENOUGH TO THE BASE OF THE STEP YOU WISH TO CLIMB. IF YOU'RE TOO FAR AWAY TO START WITH, YOUR TOP DINO DUDE MAY NOT BE ABLE TO MAKE THE STEP FROM THE TOP OF THE STACK ONTO THE LEDGE.



AVAILABLE OBJECTS

ON THEIR JOURNEY THROUGH EVOLUTION, YOUR DINO DUDES WILL DISCOVER VARIOUS TOOLS TO HELP THEM REACH THE GOAL FOR THAT LEVEL. EACH TOOL HAS ITS OWN USE AND SEPARATE ICON SET THAT APPEARS WHEN YOU PICK THE TOOL UP:

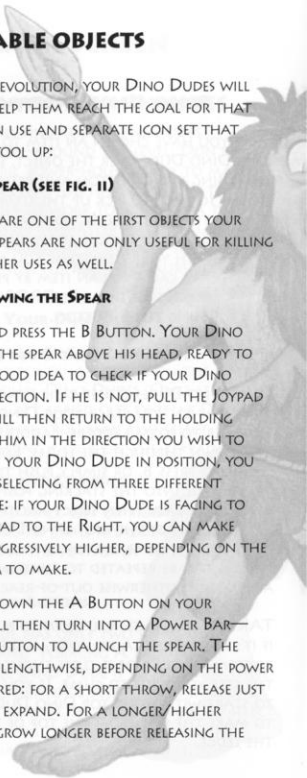
THE SPEAR (SEE FIG. 11)

SPEARS ARE USEFUL ITEMS AND ARE ONE OF THE FIRST OBJECTS YOUR DINO DUDES WILL DISCOVER. SPEARS ARE NOT ONLY USEFUL FOR KILLING THINGS, THEY HAVE MANY OTHER USES AS WELL.

THROWING THE SPEAR

SELECT THE THROW ICON AND PRESS THE B BUTTON. YOUR DINO DUDE WILL NOW BE HOLDING THE SPEAR ABOVE HIS HEAD, READY TO THROW. AT THIS POINT IT'S A GOOD IDEA TO CHECK IF YOUR DINO DUDE IS FACING THE RIGHT DIRECTION. IF HE IS NOT, PULL THE JOYPAD DOWN—YOUR DINO DUDE WILL THEN RETURN TO THE HOLDING POSITION AND YOU CAN TURN HIM IN THE DIRECTION YOU WISH TO THROW. NOW THAT YOU HAVE YOUR DINO DUDE IN POSITION, YOU CAN VARY THE TRAJECTORY BY SELECTING FROM THREE DIFFERENT STARTING ANGLES. FOR EXAMPLE: IF YOUR DINO DUDE IS FACING TO THE LEFT, BY PRESSING THE JOYPAD TO THE RIGHT, YOU CAN MAKE YOUR DINO DUDE THROW PROGRESSIVELY HIGHER, DEPENDING ON THE TYPE OF THROW YOU WISH HIM TO MAKE.

TO THROW THE SPEAR, HOLD DOWN THE A BUTTON ON YOUR JOYPAD—THE ACTION BAR WILL THEN TURN INTO A POWER BAR—AND RELEASE THE A BUTTON TO LAUNCH THE SPEAR. THE POWER BAR EXPANDS LENGTHWISE, DEPENDING ON THE POWER OF THE THROW REQUIRED: FOR A SHORT THROW, RELEASE JUST AS THE BAR BEGINS TO EXPAND. FOR A LONGER/HIGHER THROW, LET THE BAR GROW LONGER BEFORE RELEASING THE FIRE BUTTON.



VAULTING WITH THE SPEAR

USE THE SPEAR TO VAULT OVER CHASMS AND OTHER OBSTACLES. SELECT THE VAULT ICON AND PRESS THE B BUTTON. NEXT, HOLD DOWN THE A BUTTON AND THE POWER BAR WILL APPEAR AT THE BOTTOM OF THE SCREEN. AS DESCRIBED IN THE "THROWING THE SPEAR" SECTION, GAUGE THE POWER AND RELEASE THE A BUTTON ACCORDINGLY. IF YOU WISH TO CANCEL THE VAULT AND RETURN YOUR DINO DUDE TO THE HOLDING POSITION, PRESS DOWN ON THE JOYPAD.

BRANDISHING A SPEAR

AS YOUR TRIBE PROGRESSES THROUGH EVOLUTION IT WILL BECOME APPARENT THAT THE DINO DUDES ARE NOT GOING TO GET THINGS THE EASY WAY. THERE ARE NASTY DINOSAURS WHO ARE OUT TO GET YOU. WHEN YOU BRANDISH YOUR SPEAR, POSITION YOUR DINO DUDE CAREFULLY (LIKE NEAR A HUNGRY DINOSAUR WANTING TO DINE ON YOUR TRIBE), AND YOUR DINO DUDE WILL NOW BRAVELY BRANDISH AND KEEP THE WOULD-BE "DINING-DINO" AT BAY UNTIL YOU COMMAND OTHERWISE.

THE TORCH (SEE FIG. II)

ASSUMING YOUR TRIBE OF MENTAL MIDGETS IS PROGRESSING SUCCESSFULLY ALONG THE EVOLUTIONARY PATH, THE NEXT OBJECT THEY WILL DISCOVER WILL BE THE BURNING TORCH. TORCHES CAN BE THROWN AND BRANDISHED LIKE SPEARS, BUT CAN ALSO BE USED TO BURN THINGS.



SETTING THINGS ON FIRE

NO POINT IN HAVING FIRE UNLESS YOU CAN PUT IT TO GOOD USE. THE **BURN** ICON IS MOST USEFUL FOR SETTING FIRE TO VEGETATION BLOCKING YOUR TRIBE'S PROGRESS. SELECT THE **BURN** ICON AND IGNITE THE CHOSEN OBJECT USING THE **B** BUTTON. (A WORD OF WARNING: FELLOW MEMBERS ARE FLAMMABLE, SO BE CAREFUL WHEN YOUR **DINO DUDE** IS WAVING HIS TORCH ABOUT!)

THE ROPE

AS YOU MIGHT EXPECT, A ROPE COMES IN PRETTY HANDY WHEN YOUR **DINO DUDES** ARE CLIMBING ABOUT ALL OVER THE LEVELS. YOU WILL FIND NEAT COILS OF ROPE DOTTED ABOUT ON VARIOUS PLATFORMS THROUGHOUT THE GAME. USING A ROPE CAN BE MUCH FASTER THAN RUNNING ABOUT TRYING TO FIND A LADDER, AND MAY SAVE YOUR **DINO DUDES** FROM HAVING TO GO THROUGH ALL SORTS OF COMPLEX MANEUVERS TO GET SOMEWHERE. YOU THROW A ROPE JUST LIKE YOU THROW A SPEAR.

LOWERING AND RAISING THE ROPE

FIRST OF ALL, MAKE SURE THAT YOUR **DINO DUDE** IS CLOSE ENOUGH TO THE EDGE OF A CLIFF FOR HIM TO BE ABLE TO LOWER THE ROPE. THEN SELECT THE **RAISE/LOWER** ICON FROM THE ACTION BAR AND PRESS THE **B** BUTTON. YOUR **DINO DUDE** WILL THEN LOWER THE ROPE OVER THE EDGE. IF HE ISN'T CLOSE ENOUGH TO THE EDGE, HE WILL ONLY LOWER THE ROPE TO HIS TOES. TO PULL THE ROPE BACK UP, USE THIS ICON AGAIN.

CLIMBING THE ROPE

FOR A **DINO DUDE** TO CLIMB DOWN THE ROPE, MOVE YOUR CHOSEN **DINO DUDE** OVER THE ROPE AND PRESS THE JOYPAD DOWN. TO CLIMB UP THE ROPE, MOVE YOUR **DINO DUDE** OVER THE ROPE AND PUSH THE JOYPAD UP.

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THE WHEEL

OF COURSE, NO DINO DUDE COULD EVER HOPE TO EVOLVE (OR REVOLVE FOR THAT MATTER!) WITHOUT THE WHEEL, AND SO IT IS, THAT BEFORE TOO LONG YOU WILL COME ACROSS THE SAID "WHEEL."

MOUNTING THE WHEEL

TO PICK UP THE WHEEL, MOVE YOUR DINO DUDE OVER THE WHEEL AND TRY TO PICK IT UP. INSTEAD, SINCE IT IS TOO HEAVY TO LIFT, YOUR DINO DUDE WILL BE PERCHED, SITTING ON THE WHEEL, READY TO ROLL.

RIDING THE WHEEL

ONCE YOU HAVE YOUR DINO DUDE MOUNTED-UP AND MOBILE, YOU WILL PROBABLY BE IMPRESSED WITH THE UNCANNY EASE WITH WHICH YOUR NOMINATED NEANDERTHAL CAN CAREEN THROUGH THE LEVEL. AS HE ROLLS DOWNHILL HE WILL ACCELERATE; AS HE ROLLS UPHILL HIS SPEED WILL DROP. ONE OF THE USEFUL FUNCTIONS OF "WHEEL-RIDING" IS THAT THE WHEEL CAN BE USED TO PROPEL YOUR DINO DUDE ACROSS CHASMS AND OTHER OBSTACLES. WHEEL-RIDING IS SIMPLE AND WILL, WITH PRACTICE, SERVE YOUR TRIBE WELL.

MAKE SURE THAT YOU CAN GET A GOOD RUN AT THE OBSTACLE WHICH YOUR DINO DUDE WISHES TO CROSS. AS HE REACHES THE EDGE OF THE PRECIPICE, HOLD DOWN THE A BUTTON TO MAKE THE WHEEL JUMP. REMEMBER: THE LONGER YOU HOLD DOWN THE BUTTON, THE LONGER THE JUMP.

ROLLING THE WHEEL

A DINO DUDE CAN'T LIFT A WHEEL, BUT HE CAN PUSH IT BY HOLDING DOWN THE A BUTTON WITH THE WHEEL IN FRONT OF HIM AS HE WALKS.

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DISMOUNTING FROM THE WHEEL

TO DISMOUNT THE WHEEL, RELEASE THE JOYPAD AND PRESS THE B BUTTON.

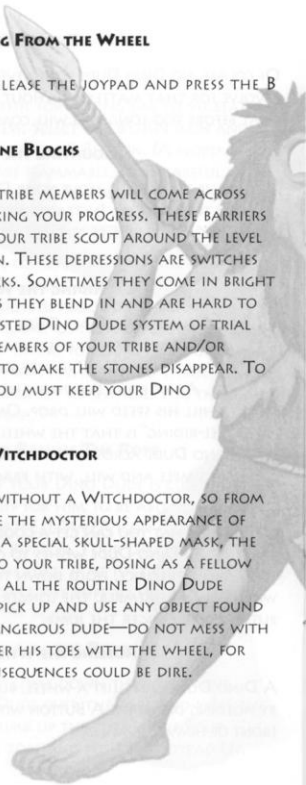
STONE BLOCKS

EVERY NOW AND AGAIN YOUR TRIBE MEMBERS WILL COME ACROSS STACKS OF STONE BLOCKS, BLOCKING YOUR PROGRESS. THESE BARRIERS CAN BE REMOVED BY HAVING YOUR TRIBE SCOUT AROUND THE LEVEL TO FIND A SHALLOW DEPRESSION. THESE DEPRESSIONS ARE SWITCHES CONNECTED TO THE BLOCK-STACKS. SOMETIMES THEY COME IN BRIGHT HAPPY COLORS, AND SOMETIMES THEY BLEND IN AND ARE HARD TO FIND. USING THE TRIED-AND-TESTED DINO DUDE SYSTEM OF TRIAL AND ERROR, YOU CAN STACK MEMBERS OF YOUR TRIBE AND/OR OBJECTS ON THESE DEPRESSIONS TO MAKE THE STONES DISAPPEAR. TO KEEP THE WAY FREE THOUGH, YOU MUST KEEP YOUR DINO DUDES/OBJECTS IN PLACE.

THE WITCHDOCTOR

NO TRIBE IS REALLY COMPLETE WITHOUT A WITCHDOCTOR, SO FROM TIME TO TIME, YOU WILL NOTICE THE MYSTERIOUS APPEARANCE OF THIS VOODOO DUDE. WEARING A SPECIAL SKULL-SHAPED MASK, THE WITCHDOCTOR WILL BLEND INTO YOUR TRIBE, POSING AS A FELLOW DINO DUDE. HE CAN PERFORM ALL THE ROUTINE DINO DUDE ACTIONS BUT IS UNWILLING TO PICK UP AND USE ANY OBJECT FOUND AROUND THE LEVEL. HE IS A DANGEROUS DUDE—DO NOT MESS WITH HIM, BY RUNNING OVER HIS TOES WITH THE WHEEL, FOR EXAMPLE, OR THE CONSEQUENCES COULD BE DIRE.

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CASTING SPELLS

THE GREAT THING ABOUT A WITCHDOCTOR IS HIS ABILITY TO CAST SPELLS AND CONJURE UP OBJECTS USING MAGIC. IF YOU WANT YOUR WITCHDOCTOR TO CAST A SPELL AND MAKE A USEFUL OBJECT MAGICALLY APPEAR OUT OF THIN AIR, YOU MUST MAKE SURE YOUR WITCHDOCTOR IS IN THE RIGHT PLACE WHERE YOU WANT THIS OBJECT TO APPEAR. HAVING SELECTED AND MOVED THE WITCHDOCTOR, YOU WILL NOTICE HIS ICON SET ALONG THE ACTION BAR. THERE WILL BE A STACKING ICON AND OTHER ICONS REPRESENTING THE OBJECTS WHICH HE CAN SUMMON. USE THE C BUTTON TO CYCLE THROUGH THE ICONS UNTIL YOU REACH THE ITEM YOU WISH THE WITCHDOCTOR TO PRODUCE, AND PRESS THE B BUTTON.

THE WITCHDOCTOR DEMANDS A HEAVY PRICE FOR ANY OBJECT HE SUMMONS FROM THIN AIR: THE SACRIFICE OF A DINO DUDE. IN ORDER FOR THE MAGIC TO WORK, YOU MUST MOVE ANOTHER DINO DUDE UP ALONGSIDE THE WITCHDOCTOR.

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THE LEVEL AND SCORING GOALS

THE OBJECT OF THE GAME IS TO COMPLETE THE LEVELS. TO SCORE WELL AND WIN A PLACE FOR YOUR TRIBE IN THE "TOP TEN," YOUR TRIBE NEEDS TO COMPLETE THE LEVELS IN THE SHORTEST POSSIBLE TIME, WITH THE LARGEST POSSIBLE NUMBER OF TRIBE MEMBERS. SOUNDS EASY, HUH?

BEFORE STARTING EACH LEVEL, INFORMATION ABOUT THE GOAL FOR THAT LEVEL WILL BE DISPLAYED IN A BOX IN THE MIDDLE OF THE SCREEN. THIS MAY BE THE SIMPLE MESSAGE "REACH THE GOAL," OR YOUR TRIBE MAY BE GIVEN A MORE SPECIFIC TASK SUCH AS RESCUING A HOSTAGE OR DISCOVERING A NEW OBJECT. ONCE YOU HAVE READ THE MESSAGE, PUSH THE A BUTTON TO BEGIN THAT PARTICULAR LEVEL.

SPOTTING THE GOAL

IN ORDER TO REVEAL THE GOAL'S LOCATION, YOU HAVE TO MOVE YOUR DINO DUDES AROUND THE LEVEL. IF YOUR TRIBE'S OBJECTIVE IS TO RELEASE A HOSTAGE, FOR EXAMPLE, OR TO DISCOVER FIRE, IT'S PRETTY OBVIOUS WHAT THESE ITEMS WILL LOOK LIKE AND YOU SHOULD HAVE NO PROBLEM RECOGNIZING THEM.

ON THE OTHER HAND, IF YOUR LEVEL'S MESSAGE IS: "REACH THE GOAL," YOU NEED TO BE ABLE TO RECOGNIZE WHAT A GOAL LOOKS LIKE.

THE GOAL BLOCK

THE LEVEL'S "GOAL-BLOCK" IS A RED OR YELLOW SWITCH ON TO WHICH YOU HAVE TO MOVE A DINO DUDE TO COMPLETE THE LEVEL. MOVING A DINO DUDE ON THIS "GOAL-BLOCK" AND WAITING A SECOND WILL STOP THE CLOCK AND END THE LEVEL.

BONUS PLANTS



ON SOME LEVELS—NEXT TO THE GOAL-BLOCK—YOU WILL FIND BONUS PLANTS—SOMETIMES THEY ARE SMALL PINE TREES AND SOMETIMES SHRUBS, BUT THEY ARE ALWAYS PLANTS. BY PLACING EXTRA DINO DUDES ON THESE BONUS-BLOCKS, YOU'LL EARN EXTRA POINTS.

SCORING

IN ORDER TO SCORE POINTS, YOUR FIRST OBJECTIVE MUST BE TO COMPLETE THE LEVEL IN THE TIME ALLOTTED. AT THE BOTTOM RIGHT OF THE SCREEN ON THE OTHER SIDE OF THE ACTION BAR IS ANOTHER COUNTER. THIS IS YOUR TRIBE'S "EXTRAS" INDICATOR, WHICH LETS YOU KNOW HOW MANY SPARE TRIBE MEMBERS YOU HAVE AT ANY TIME.

YOU ARE GIVEN THREE SCORES FOR COMPLETING EACH LEVEL:

LEVEL SCORE

THE LEVEL SCORE IS CALCULATED BY TAKING THE NUMBER OF DUDES IN YOUR TRIBE, MULTIPLYING THIS BY THE LEVEL NUMBER AND MULTIPLYING AGAIN BY 10. THERE IS AN ADDITIONAL BONUS MULTIPLIER FOR THE NORMAL DIFFICULTY SETTING (x2) AND HARD DIFFICULTY SETTING (x4). FOR EXAMPLE, IF YOU FINISHED LEVEL 10 WITH DIFFICULTY SETTING EASY AND 8 DUDES LEFT, YOU WOULD HAVE 8 (DINO DUDES) x 10 (LEVEL NUMBER) x 10, EQUALING A LEVEL SCORE OF 800.

LEVEL BONUS

IF THERE ARE BONUS PLANTS AVAILABLE AT THE END OF THE LEVEL, FOR EACH DINO DUDE YOU PLACE ON ONE OF THESE PLANTS, YOU RECEIVE 1000 POINTS.

TIME SCORE

FOR EACH SECOND REMAINING ON THE TIMER AT THE END OF THE LEVEL, YOU ARE AWARDED 10 POINTS. SO IF YOU FINISH A LEVEL WITH 50 SECONDS ON THE TIMER, YOU RECEIVE 500 POINTS.

IF YOU MANAGED TO FINISH LEVEL 10 ON THE EASY DIFFICULTY SETTING WITH 8 DINO DUDES LEFT, 2 DUDES ON BONUS PLANTS AND 50 SECONDS REMAINING ON THE CLOCK, THE SCORE SCREEN WOULD DISPLAY THE FOLLOWING:

| | |
|---------------------|-------------|
| LEVEL SCORE: | 800 |
| LEVEL BONUS: | 2000 |
| TIME BONUS: | 500 |
| LEVEL TOTAL: | 3300 |

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ABOUT YOUR TRIBE

YOU START OUT WITH A BASIC NUMBER OF TRIBE MEMBERS. BUT ALONG THE WAY YOU WILL PICK UP THE ODD NEW MEMBER, LIKE WHEN YOU RESCUE A HOSTAGE FROM THE NASTY NEIGHBORING TRIBE, FOR EXAMPLE. THESE ARE THE POOR GUYS WHO YOU WILL SEE TIED UP HOLLERING "HELP." THEY'RE PRETTY EASY TO SPOT AND EASY TO FREE IF YOU JUST KEEP AN EYE OUT FOR THE BAD GUYS. TO FREE THESE UNFORTUNATES, JUST WALK YOUR DINO DUDE PAST THEM. THIS WILL ADD TO YOUR SCORING POWER AS YOU BUILD UP YOUR TRIBE.

BUILDING UP YOUR TRIBE IS VERY IMPORTANT, AS YOU ARE GOING TO NEED ALL THE MEMBERS YOU CAN GET. AT THE BEGINNING OF EACH LEVEL THE "PARTY SCREEN" WILL TELL YOU HOW MANY DINO DUDES YOU WILL NEED TO START THE LEVEL. TRY NOT TO WASTE YOUR DINO DUDES! IF YOU HAVE A SURPLUS IN YOUR TRIBE, AND YOU LOSE ONE IN THE LEVEL, HE WILL AUTOMATICALLY BE REPLACED, BUT ONLY UP TO THE LIMIT OF DINO DUDES IN YOUR RESERVE.

YOU CAN USE YOUR SPARE DINO DUDES TO SACRIFICE TO THE WITCHDOCTOR. BUT SACRIFICE WISELY: IF YOU DON'T HAVE ENOUGH DINO DUDES TO BEGIN THE NEXT LEVEL, YOUR TRIBE WILL NOT BE ABLE TO EVOLVE.

HINTS AND TIPS

THERE IS OFTEN MORE THAN ONE WAY TO SOLVE A LEVEL: OFTEN WHEN IT SEEMS NECESSARY TO SACRIFICE AN ADDITIONAL DINO DUDE, THERE IS A WAY TO AVOID IT.

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THE DINOSAURS ARE VERY DISTRACTED WHEN THEY ARE EATING A TASTY TIDBIT, LIKE A DINO DUDE. WHILE THEY ARE EATING, A DINO DUDE MIGHT NOT BE NOTICED EVEN WHILE WALKING RIGHT NEXT TO A DINOSAUR.

SOME DINOSAURS TAKE A LOT OF HITS TO KILL . . .

SOMETIMES AN OBJECT HIDES IN THE SCENERY. FOR INSTANCE, IF YOU NEED A ROPE OR SPEAR AND DO NOT HAVE A WITCHDOCTOR, CHECK ALL OF THE LEDGES YOU HAVE ACCESS TO ONE MORE TIME; A ROPE OR SPEAR MIGHT BE LURKING AT THE BOTTOM OF A LADDER OR IN THE BUSHES.

YOUR PET DINOSAUR OCCASIONALLY GETS LOST AND YOU HAVE TO GO FIND HIM. WHEN THIS HAPPENS, YOU MUST PAT HIM ON THE HEAD AND REASSURE HIM THAT EVERYTHING'S OKAY. YOU MAY HAVE TO FOLLOW HIM AROUND FOR A SHORT WHILE BEFORE HE CALMS DOWN ENOUGH FOR THIS TO BE POSSIBLE.

ON SOME UPPER LEVELS, IT IS NECESSARY TO ACCOMPLISH MORE THAN ONE GOAL. FOR INSTANCE, IT MIGHT BE NECESSARY TO KILL A DINOSAUR AND THEN WALK ON THE GOAL-BLOCK, IN THAT ORDER.



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LEAD TESTER: HANS JACOBSEN

ALSO TESTED BY: HANK CAPP

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TOM GILLEN

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Software Warranty

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

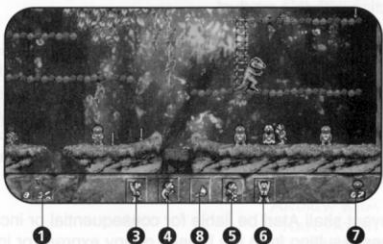
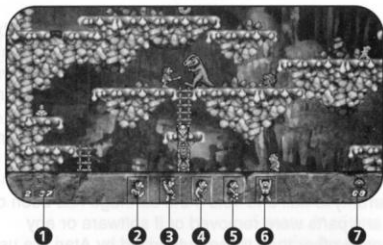
The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

Do not return your software to the retailer. To receive "in" warranty service call 1-800-GO-ATARI. A technician will be available to answer your warranty questions. In the event that you return your software under warranty send the software, a description of the problem and a copy of your sales receipt clearly indicating the date of purchase to: Atari Corporation, 390 Caribbean Drive, Sunnyvale, CA 94089.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.



FIG. II



- 1: TIMER
- 2: VAULT ICON
- 3: THROW ICON
- 4: BRANDISH ICON
- 5: DROP ICON
- 6: STACK ICON
- 7: EXTRA DINO DUDE INDICATOR
- 8: BURN ICON

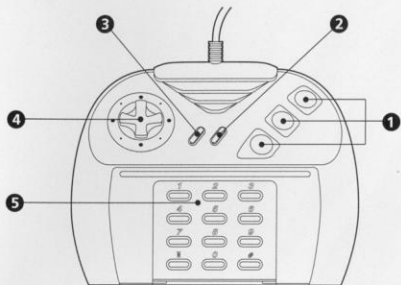


FIG. 1



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