SEGA™

GENESIS™

A Dinosaur's Tale™



BASED ON THE ANIMATED MOVIE

We're Back! A Dinosaur's Story™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

HI TECH ENTERTAINMENT

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

A Dinosaur's Tale™

Table of Contents

Thanks for buying our game! Be sure to read this whole booklet for hints on how to play.

Cecilia & Louie Say Hi! 3

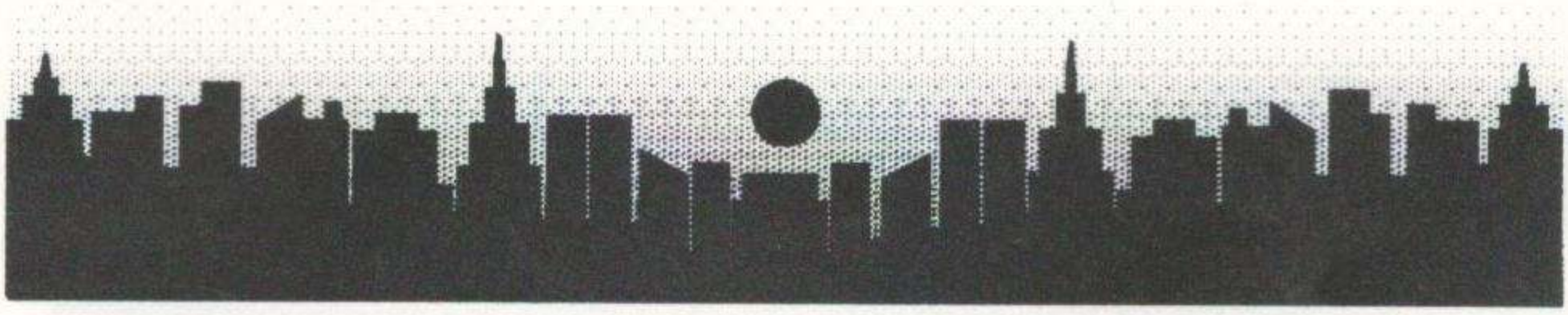
Let's Get Going! 5

Take Control 6

The Bubbles and the Wishing Circle 8

Level Descriptions 9

Handling Your Cartridge 12



Cecilia & Louie Say Hi!



Hi, kids! We're glad you're here. We need your help to rescue some friends of ours.

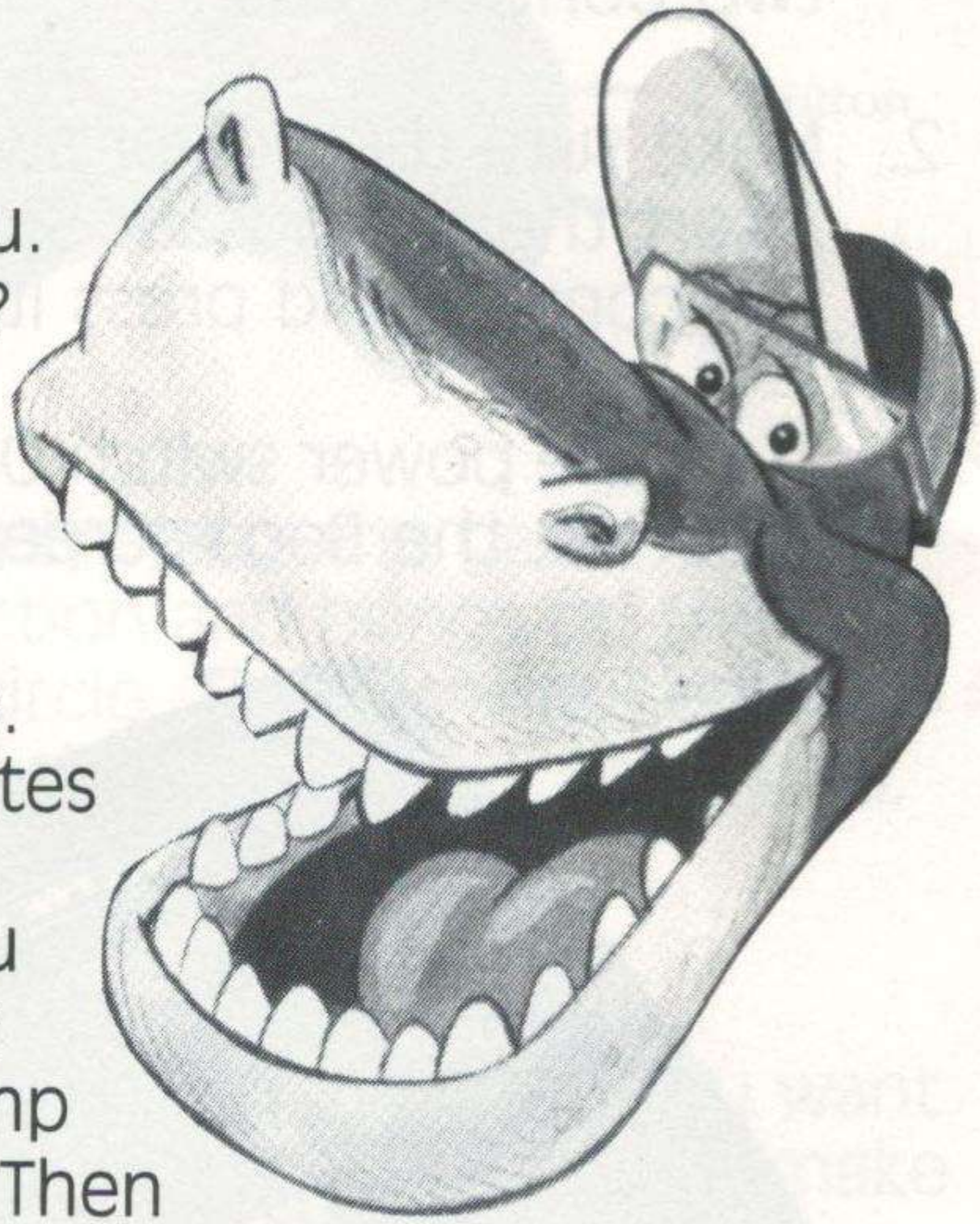
You see, these friends are dinosaurs (no, really, it's true!). A cool inventor named Neweyes brought them from the Jurassic to our time. We met the dinos in New York City, where we live. Wait 'til you meet Rex, Woog, and Elsa you'll love 'em too!

We tried to take our new friends to the Museum of Natural History. We thought they might fit in there. But Neweyes' evil brother, Dr. Screweyes, tried to capture the dinos. We all got separated in the confusion.



We have to find our friends again. First you need to guide one of us (either Cecilia or Louie) to find the other one. Once we're together, we need to find our dinosaur buddies and settle things with that mean Dr. Screweyes.

But we can't do it without you. Will you help us? We've put together a notebook of hints and stuff to explain things. Take a few minutes to look it over. (It's the least you can do we both got writer's cramp from writing it.) Then come join us on the wildest adventure you'll ever have!



Let's Get Going!

1. Set up your Genesis system as described in its instruction manual. Plug in one or two Control Pads.

2. Make sure the power switch is OFF. Insert the A Dinosaur Story cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few seconds, the Sega screen appears.

4. Have fun!



Take Control



START Button

This button not only starts the game, but it also pauses the action and brings up the magical wishing circle. The wishing circle shows all the cool things you can get for us, if you've collected enough bubbles.

D (Directional) Button

Press this button left or right when you want us to move left or right. Press down to make us duck.

A Button

This special button works only when we have the red sneakers item. In this case, holding down the A button makes us run super fast!

B Button

Press this button to make us jump. (Watch how high we go when we have the blue sneakers!)

C Button

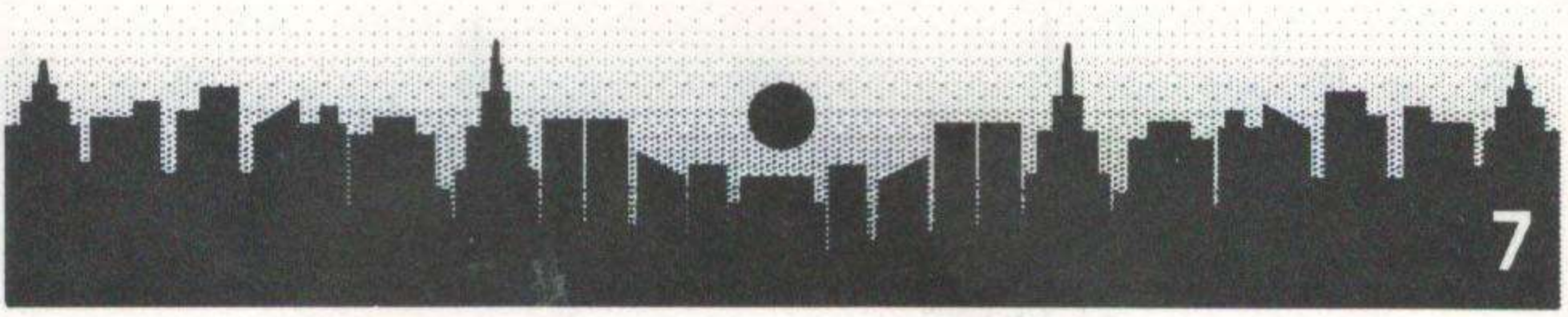
Once you've given us the boomerang, press this button to let it fly!

What's on the Screen

We'll go all over the city, from the streets to the rooftops, from the Plaza Hotel to Central Park.

In some of the stages, you'll control us (Louie or Cecilia). In others, you'll guide Rex, Woog, or Elsa through the dangerous streets and airways of New York.

In all stages, you see the number of lives remaining in the upper left corner, the number of chances left in the current life in the upper middle of the screen, and the number of bubbles you've found in the upper right corner. Down in the lower left corner are pictures showing any cool stuff we're currently using.



The Bubbles and the Wishing Circle

When you bop a foe, a magical bubble floats up. Grab it! The number next to the bubble in the upper corner of the screen tells you how many bubbles you've collected. Press the Start button to make the wishing circle appear. Press the D button to rotate the circle. The number in the circle tells how many bubbles it'll cost you to get the item at the top of the circle. If you want it, press the A button. If you have the bubbles, it's yours!



Red Cap (Louie) or Blue Bow (Cecilia): Buying or finding a cap or bow gives us an extra chance. But we can only have three chances on-screen at any one time.



Blue Sneakers: These make us jump really high!



Red Sneakers: These make us run like the wind. Get us going and hold down the A button!



Boomerang: We can bop foes from a distance with this. Press the C button to use it.



Blue Bubble Shield: This makes us invincible, but only for a short time.



1Up: This gives us an extra life!

Level Descriptions

The River Docks

This is where Louie starts the game, and this is where Cecilia goes to find Louie. Watch out for rats and dropping dinosaurs!

Cecilia's Flat

This is where Cecilia starts the game, and this is where Louie goes to find Cecilia. Window whackers and crazy cats are after us! We need to go to ground level from the top, to the lobby, and then back to the top to meet Elsa.

The Lobby

A mean doorman guards the lobby to Cecilia's flat. Do a tap dance on his head!

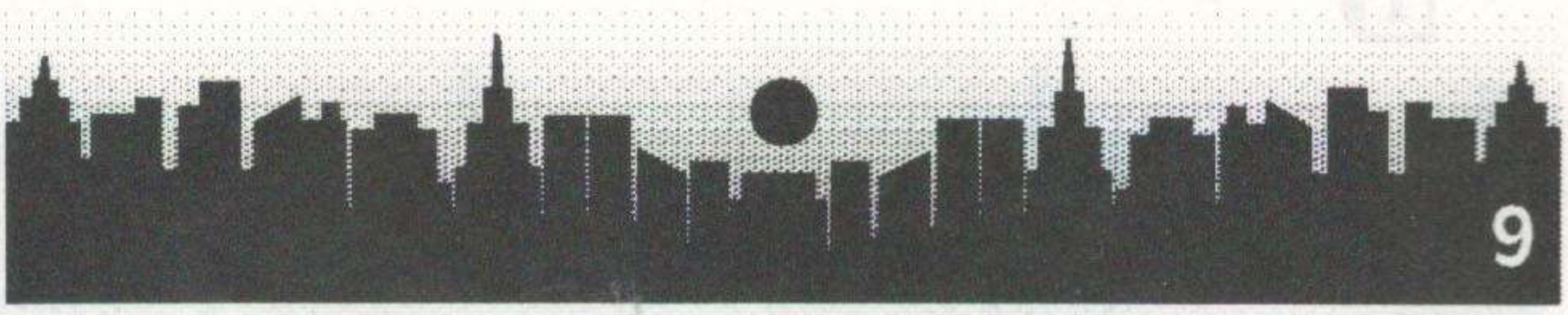
Flying Over Central Park



Hop on Elsa's back and zoom over Central Park. Dodge those vicious pigeons and watch out for kids' kites! Help us collect as many wish bubbles as you can.

Flying in the Streets

We need to get to the Museum of Natural History. There's no time to lose, so Elsa has to fly through the streets. Guide her away from the flag poles and drifting balloons.



The TV Studio

A mean TV producer has captured Woog! We have to rescue him before the producer sells him to Professor Screweyes. Rolling film reels and walking "take" boards are out to get us!

Scooter Ride

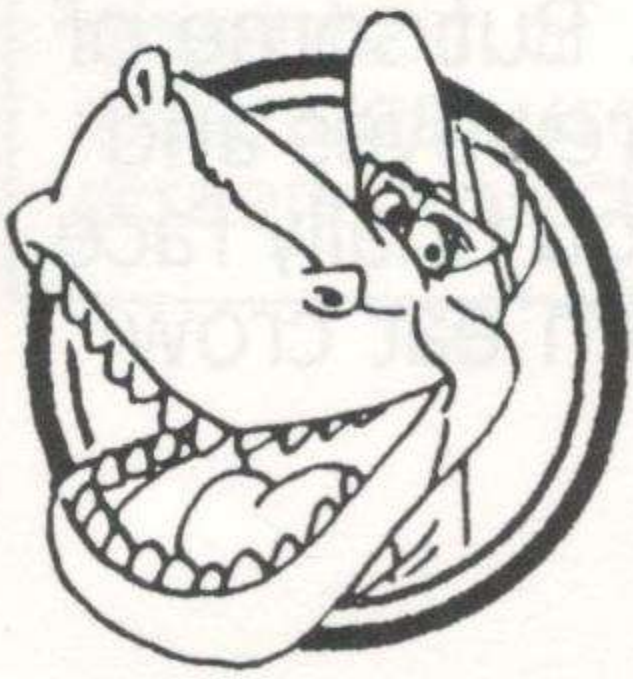


Now Woog's out of the studio, but he's riding a scooter the wrong way down a one-way street! Help him dodge the oncoming cars or he'll become the world's largest roadkill!

The Parade

We have to get through this slow-moving parade! Hop onto balloons and don't jump on the soldiers' sharp bayonets!

Pickup Skating



Never one to do things in a small way, Rex tries skateboarding with a pickup truck! Watch out for those blue cars!

Central Park at Night

Professor Screweyes have captured our dino friends! We've got to get to his circus before he can turn them into ferocious beasts. We're not going to let owls, wild dogs, rolling tires, or nasty thugs stop us!

Circus Grounds

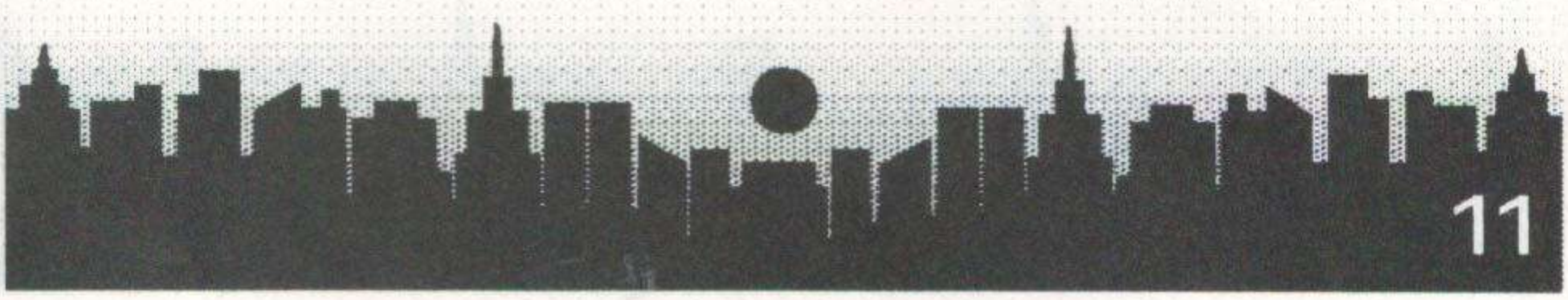
Monkeys and elephants can't stop us, not when our friends are in danger. Get us into the circus tent pronto!

Circus Tent

This calls for some high-wire heroics! Bop the clowns, ground the radio-controlled planes, and head for Professor Screweyes' cage room at the back of the tent.

Circus Cage Room

This is it, kids! We have to find the keys to unlock our friends' cages and free them. Professor Screweyes has lots of trained animals who'll try to stop you. But some of his animals are fed up with Screweyes and are ready to help you. When you finally face Professor Screweyes, make him eat crow!

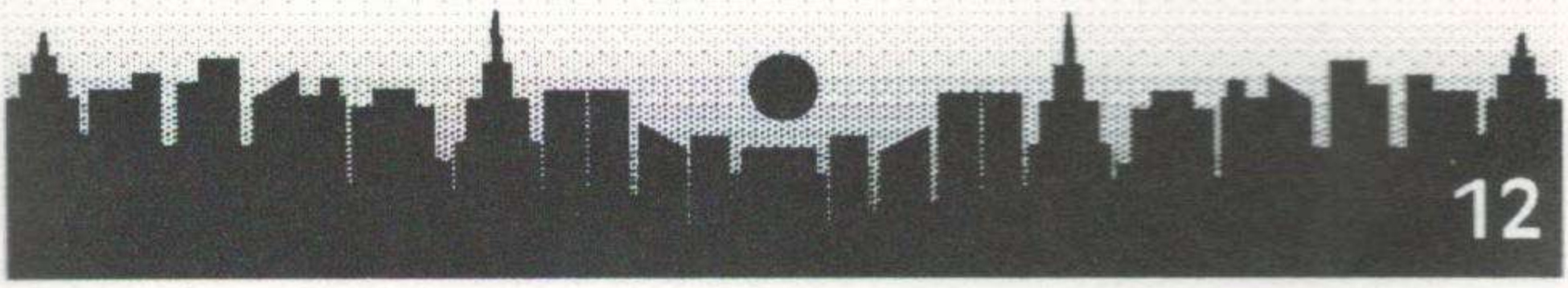


Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



90-Day Limited Warranty

Hi Tech Entertainment™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

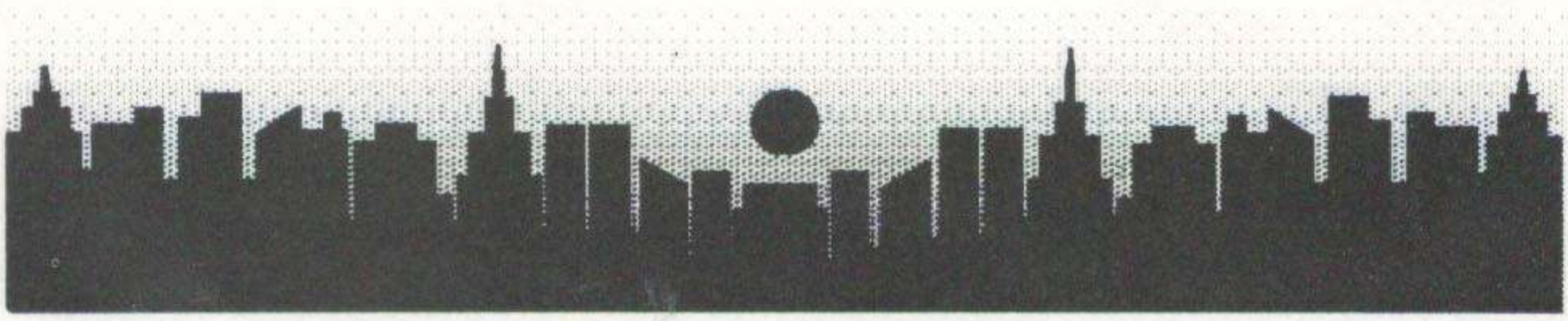
To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Entertainment™ Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Entertainment™ service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to: HI TECH ENTERTAINMENT, Attn: Customer Service Department, 584 Broadway, New York, NY 10012.

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

Warranty Limitations

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Entertainment™ be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.



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U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

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Hi Tech Entertainment
584 Broadway, New York, NY 10012

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