SEGA

ROCKET SCIENCE GAMES™

Cadillacs AND DINOSAURS™

The Second Cataclysm



CD™

SEGA CD™

BY DAVID FOX & FRANK CIROCCO

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Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

™

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READ BEFORE PLAYING YOUR ROCKET SCIENCE GAME:

EPILEPSY WARNING

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 or monitor screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Repeated or extended use of video game on large-screen projection TVs should be avoided.

HANDLING YOUR ROCKET SCIENCE CD

This Rocket Science CD disc is intended for use exclusively with the Sega CD™ System. The disc is not indestructible. Do not bend it, smash it, fling it, submerge it in fluids, or feed it to any living creature. Do not leave it in direct sunlight or near a stove, furnace or other source of heat. We know you really love gaming and all, but please take occasional breaks during extended play, to rest yourself and the CD — and to maybe think about getting a real life.

KEEP YOUR ROCKET SCIENCE CD DISC CLEAN. Always hold by edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



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Cadillacs AND DINOSAURS

The Second Cataclysm

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Cover Illustration: Mark Shultz

IN THE YEAR 2020 A.D., THE EARTH EXPERIENCED THE FIRST GREAT CATACLYSM. BILLIONS DIED AND ENTIRE SPECIES WERE CONSUMED.

THE SURVIVORS HUDDLED BENEATH THE SURFACE AND WAITED. IN TIME, THE HUMAN MECHANICS BECAME LEADERS OF A NEW SOCIETY.

HUNDREDS OF YEARS LATER, HUMANKIND RETURNED TO THE DAYLIGHT... AND A RADICALLY ALTERED WORLD.

A WORLD SWARMING WITH EVIDENCE OF A BILLION YEARS OF EVOLUTION-- A TIMELESS ECOSYSTEM KNOWN AS THE XENOZOIC AGE.

RECLAIMING THE DESERTED STRUCTURES OF A BYGONE ERA, THE CITY IN THE SEA WAS REBORN.

WILL THESE NEW CITIZENS LIVE BY THE MACHINATIO VITAE -- THE MACHINERY OF LIFE -- TO REVERE THE EARTH AND PRESERVE A BALANCE AMONG ITS CREATURES?

DISCIPLES OF THIS DOCTRINE ARE JACK TENREC AND HANNAH DUNDEE. THEY REGARD THE GREAT CATACLYSM AS A RESULT OF MAN IGNORING THE BALANCE OF LIFE.

THEY HAVE A POWERFUL ALLY IN THE MYSTERIOUS SUBTERRANEAN BEINGS KNOWN AS THE GRITH...

UNKNOWN BY MOST HUMANS, THEY ARE A HIGHLY EVOLVED RACE, COMMUNICATING TELEPATHICALLY.

THEY VIEW THE SURVIVORS AS HUMANKIND'S LAST CHANCE TO PROVE IT CAN LIVE IN HARMONY WITH NATURE.

HOWEVER, THE MACHINATIO VITAE IS NOT UNIVERSALLY UPHELD.

POACHERS, ALONG WITH AN EVIL GOVERNOR, HAVE EXPLOITED THE LAND FOR PROFIT AND POWER.

WITH COMPLETE FAITH IN TECHNOLOGY, GOVERNOR SCHARNHORST CONDUCTS HER COVERT OPERATIONS FROM WITHIN A HIDDEN BASE...

USING MACHINES OF THE ANCIENTS, SHE WILL STOP AT NOTHING TO FULFILL HER DEMENTED AGENDA...

...NO MATTER WHO GETS IN HER WAY...

INTERESTED IN THE ASSIGNMENT, HAMMER?

JACK TENREC IS A *DEAD MAN!* YOU CAN COUNT ON IT!

OUR WORLD IS IN GRAVE DANGER.

THE BALANCE OF LIFE HAS ONCE AGAIN BEEN UPSET.

TIME IS RUNNING OUT.

YOU, JACK TENREC AND HANNAH DUNDEE, HAVE BEEN CHOSEN.

THE GRITH WILL HELP HUMANITY TO PRESERVE THE MACHINATIO VITAE...

BUT IF YOU CAN'T STOP THIS DEADLY FORCE, IT WILL TRIGGER THE SECOND CATACLYSM.

THE CITY IN THE SEA WILL FALL...

THE EARTH WILL BE SWALLOWED ONCE AGAIN.

IT'S UP TO YOU... GO NOW... STOP THE MADNESS AND RESTORE THE BALANCE OF LIFE...

OUR FUTURE RESTS IN YOUR HANDS... GOOD LUCK!

GLOSSARY

CITY IN THE SEA Built in the ruins of what was once Manhattan, the City in the Sea is now the theater for another battle — the conflict between ego-driven politicians and those who uphold the Machinatio Vitae.

CUTTER An Allosaurus, ranging from 15 to 40 feet in length and weighing up to 5 tons.

THE GRITH Known as "The Ancient Ones," the Grith are a mysterious, solitary race who shun contact with humans. By nature non-aggressive, the Grith came into conflict with early humans and sought safety in isolation. They inhabit deep caverns unknown to human geologists.

MACHINATIO VITAE The preservation of the balance of nature, the creed of the Old Blood Mechanics. Literally, "the machinery of life."

MACK Triceratops, about 30 feet long and weight from 6 to 8 tons. When provoked, the males will attack.

OLD BLOOD MECHANICS The "Old Bloods" kept the generators going during the centuries spent underground following the cataclysm. After the return to the surface, they maintained a shamanistic influence over the populace. Jack Tenrec is the most respected of the Old Bloods.

QUA HOON! Wow!

SAMBUK A Brachiosaurus, sambuks range up to 100 feet in length and up to 150 tons in weight.

SHIVAT Tyrannosaurus Rex, the largest and most ill-tempered of the carnosaurs, shivats can be 40 or more feet long and weigh up to 10 tons.

SLITHER Slang term for dinosaurs.

WASSOON The only tribe with which the City in the Sea has had any significant contact. The City of Wassoon, was built above the submerged ruins of Washington, D.C., a great city of granite and marble that was completely leveled by the cataclysm.

ZEKE Pteranodon, aerial scavengers that feed on carrion, zekes range from very small sizes up to 40-foot wingspans, and weigh up to 150 pounds.

CHARACTERS



Jack Tenrec

JACK TENREC

Jack "Cadillac" Tenrec is a genius at restoring ancient technologies. In his garage, inherited from the Old Blood Mechanics and fueled by volcanic energy, Jack builds the mechanized equipment required by the newly established society. His favorite vehicle? A classic red '53 Cadillac, what else?

He is one of the few humans trusted by the Grith, and is occasionally contacted by them to help restore the balance of nature. Jack is often thrown into danger, but his principles always see him through.



Hannah Dundee

HANNAH DUNDEE

A diplomat and explorer, Hannah is sent by Wassoon leaders to learn about the City in the Sea. Her assignment is to establish diplomatic ties, and covertly, to gather as much knowledge as possible from the ancient libraries. During her visit, she meets Jack Tenrec. Although at first there is tension between them, they eventually learn to trust each other in their mutual quest for survival.

Hannah is an expert at negotiation and manipulation, has a strong sense of loyalty, great natural curiosity and is a leader by nature. She is also a deadeye shot.

CHARACTERS

HOBB THE GRITH

Hobb, the leader of the Grith, telepathically communicates with Jack on rare occasions, either to impart information or to seek help.

The Grith live underground and do not speak. Only when the very fabric of life itself or the ecology of the unstable Xenozoic Era is threatened, do the Grith involve themselves with humanity.



Hobb The Grith

SCHARNHORST

One of the Governors of the City in the Sea, megalomaniac Wilhelmina Scharnhorst is plotting to become its dictator. Her goal is to elevate the young society to a high-tech level, free from any dependency on nature.

Jack Tenrec is the biggest obstacle to Scharnhorst's plan. She depends on Jack for his knowledge, but is constantly forming alliances with anyone she thinks can weaken him.



Scharnhorst

HAMMER TERHUNE

Hammer Terhune is Jack's mortal enemy. Naturally cunning, he is also barbaric, savage and brutal. His gang of poachers are out to get the most that it can at the expense of everyone else.

These ruthless renegades prey against the farmers and settlers. They see poaching as their given right, regardless of the consequences to others or nature. They are determined to stop Jack's interference.



Hammer Terhune

STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.

2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears. NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.



3. Open the disc tray or CD door. Place the CADILLACS AND DINOSAURS compact disc into the disc tray, label side up. Close the tray or CD door.

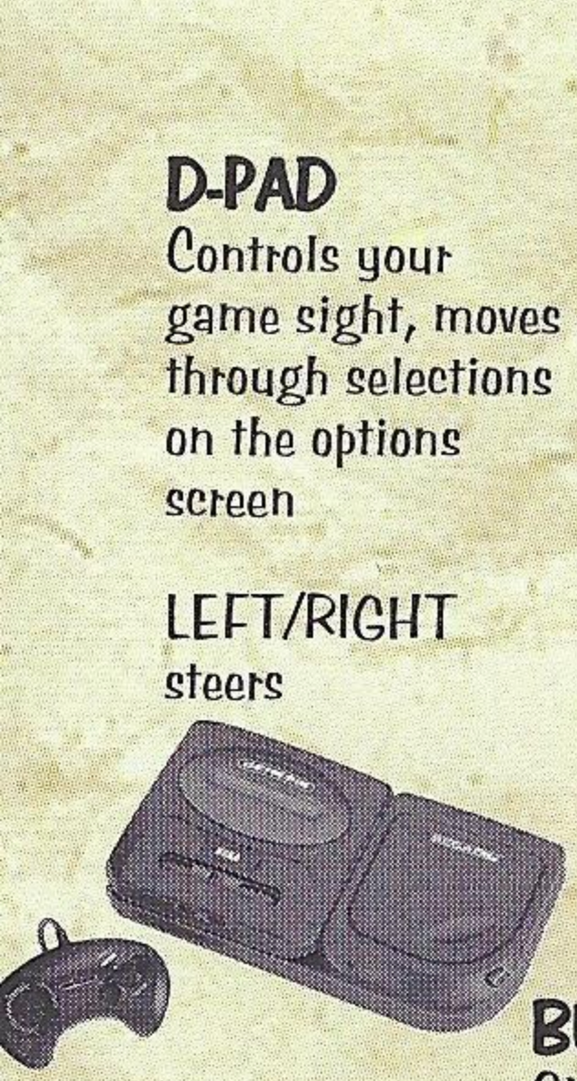
4. If the Sega CD logo is on screen, press START to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.
NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

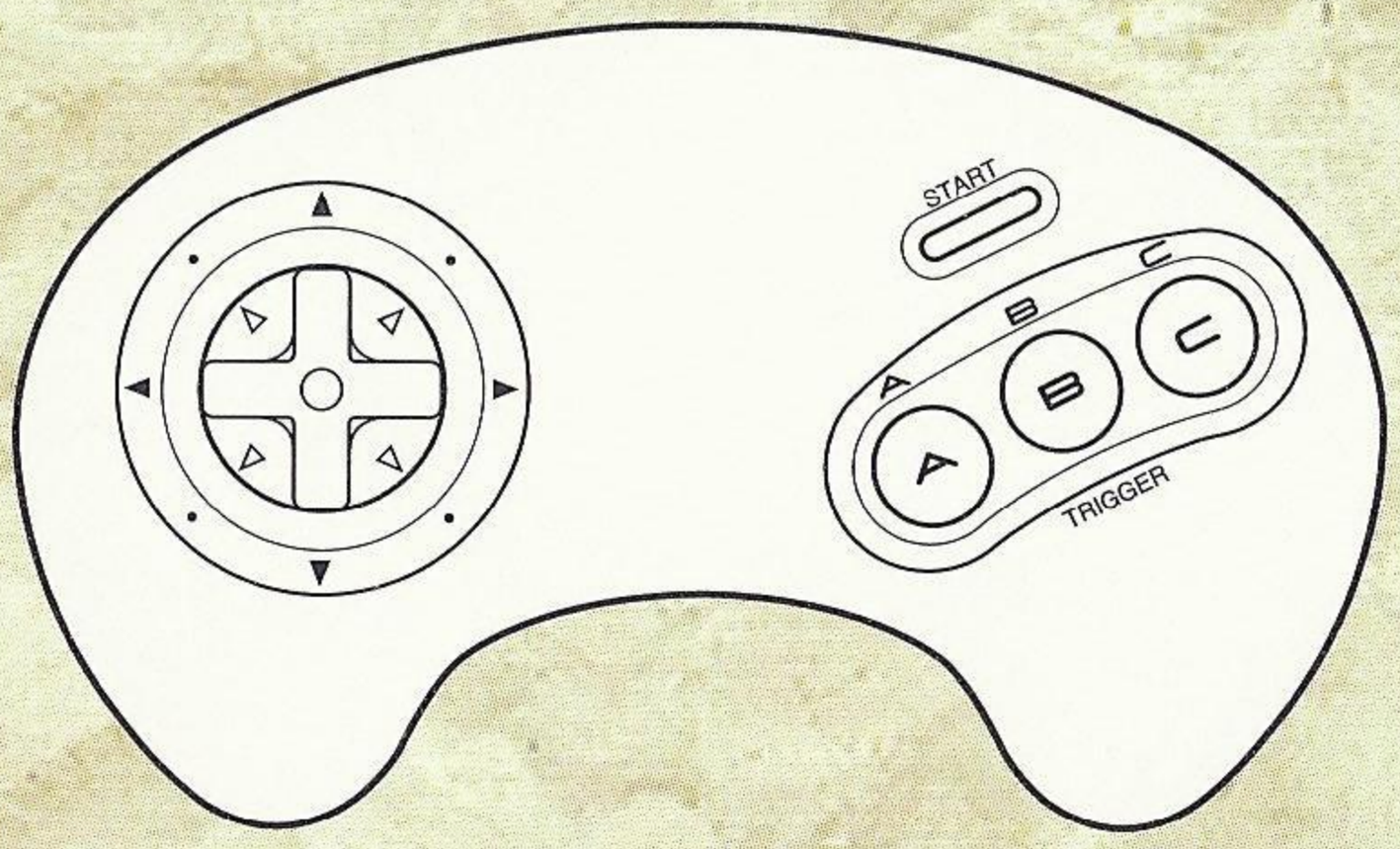
5. Press the start button to skip the introduction and display the game menu.

6. Use the D-PAD to highlight your game choice.

7. Press any button to begin your joyride.

BUTTON CONTROLS





D-PAD
Controls your game sight, moves through selections on the options screen

LEFT/RIGHT
steers

START
Starts the game. Exits the chapter introductions. Pauses the game.

Cadillacs and Dinosaurs is a fast paced action game. Slow motion modes are not recommended.

BUTTON A
Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower.

BUTTON B
Turbo Boost Helps you to launch off obstacles for a jump or power through mud. (Chapters 1 - 6) Reverses your view (Chapter 9)

BUTTON C
Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower (Chapters 1-6). Railgun (Chapters 7-9).

OPTIONS

1 PLAYER/2 PLAYERS In player 1 mode, the player steers and shoots. In 2 Player mode, player 1, as Jack, steers throughout the game and shoots in chapters 7 - 9. Player 2, as Hannah, shoots. Select 2 Player mode in the options screen.

OPTION SCREEN Use the D-Pad (up/down) to highlight your selection. Use D-Pad (left/right) to change selection. Press start button to activate.

CHAPTER SELECT To advance, you must play through the chapters in order. But once you've conquered a chapter, you can return to it at any time by highlighting the chapter select in the options screen and pressing the joypad right or left to select your chapter.

MUSIC Turns music on and off.

DIFFICULTY Select "Easy" or "Hard" difficulty levels in the options screen.

SCREEN INDICATORS

DESTRUCTO-CLOCK You have 1 hour to prevent the Second Cataclysm! The clock normally runs in real time, but your attention to the Machinatio Vitae can affect it. Killing or wounding animals speeds up the clock; preserving their lives slows it down.

DAMAGE Jack's beefed-up '53 Cadillac will sustain damage from ammo hits, bumps and slither nudges. Don't let the damage meter max out.

LIVES You get up to 9 lives to save the world from Scharnhorst and her poachers.

CRYSTALS Scattered by the Grith, these will repair the Cadillac to some extent and reduce the bar in the damage meter.

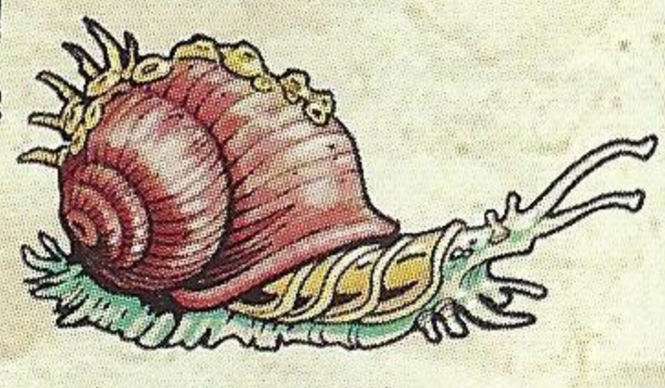
SCORE You earn points for your driving and shooting skills.

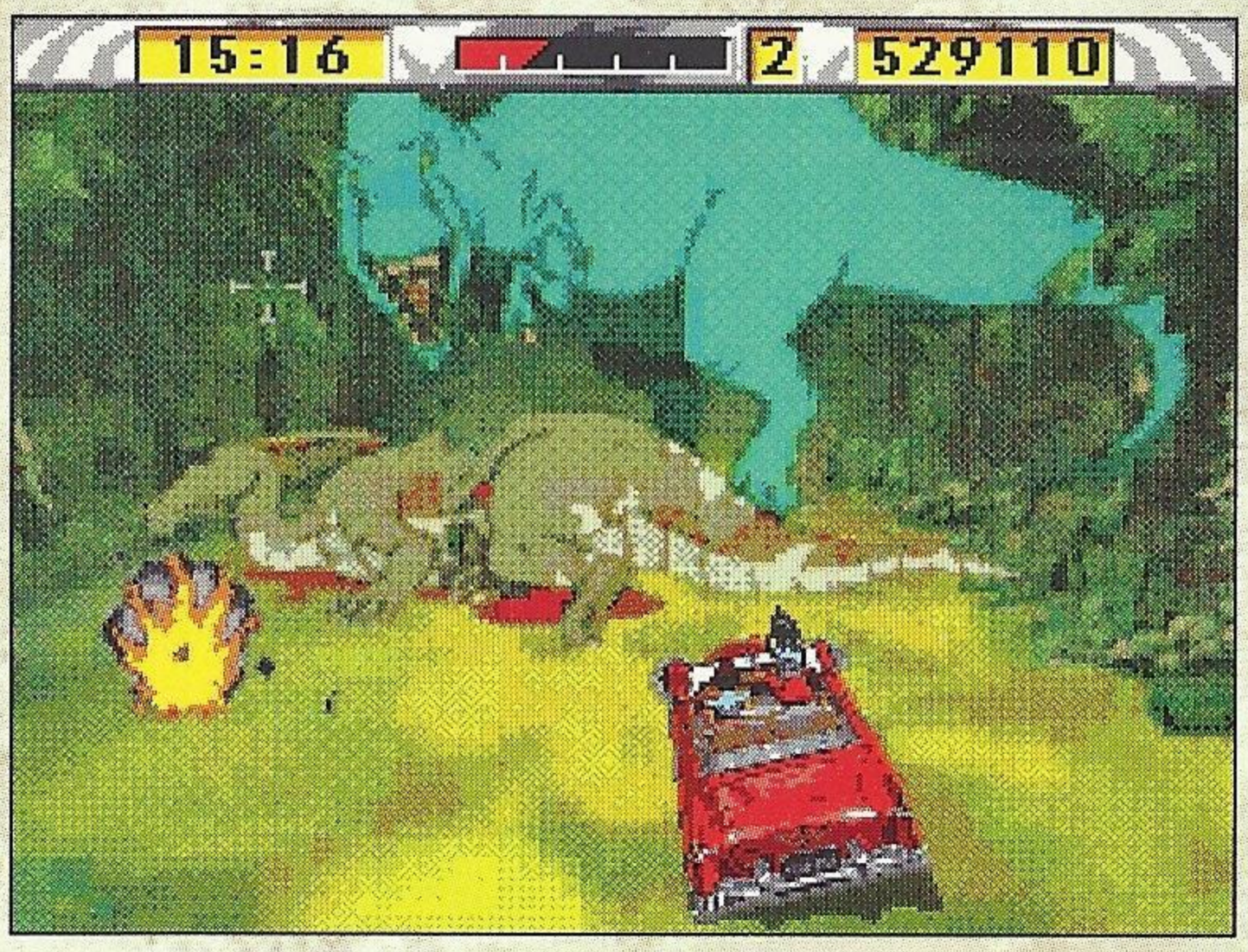


GAME PLAY



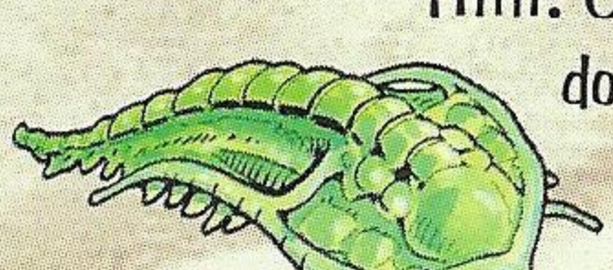
Every obstacle is a challenge! Jack and Hannah are hurtling towards disaster — one they've got to stop! The road is a minefield of dangers, from potholes and geysers to enraged macks, shivats, cutters and sambuks. Avoid the hazards, mutant snails and giant centipedes while barreling along at top speed.



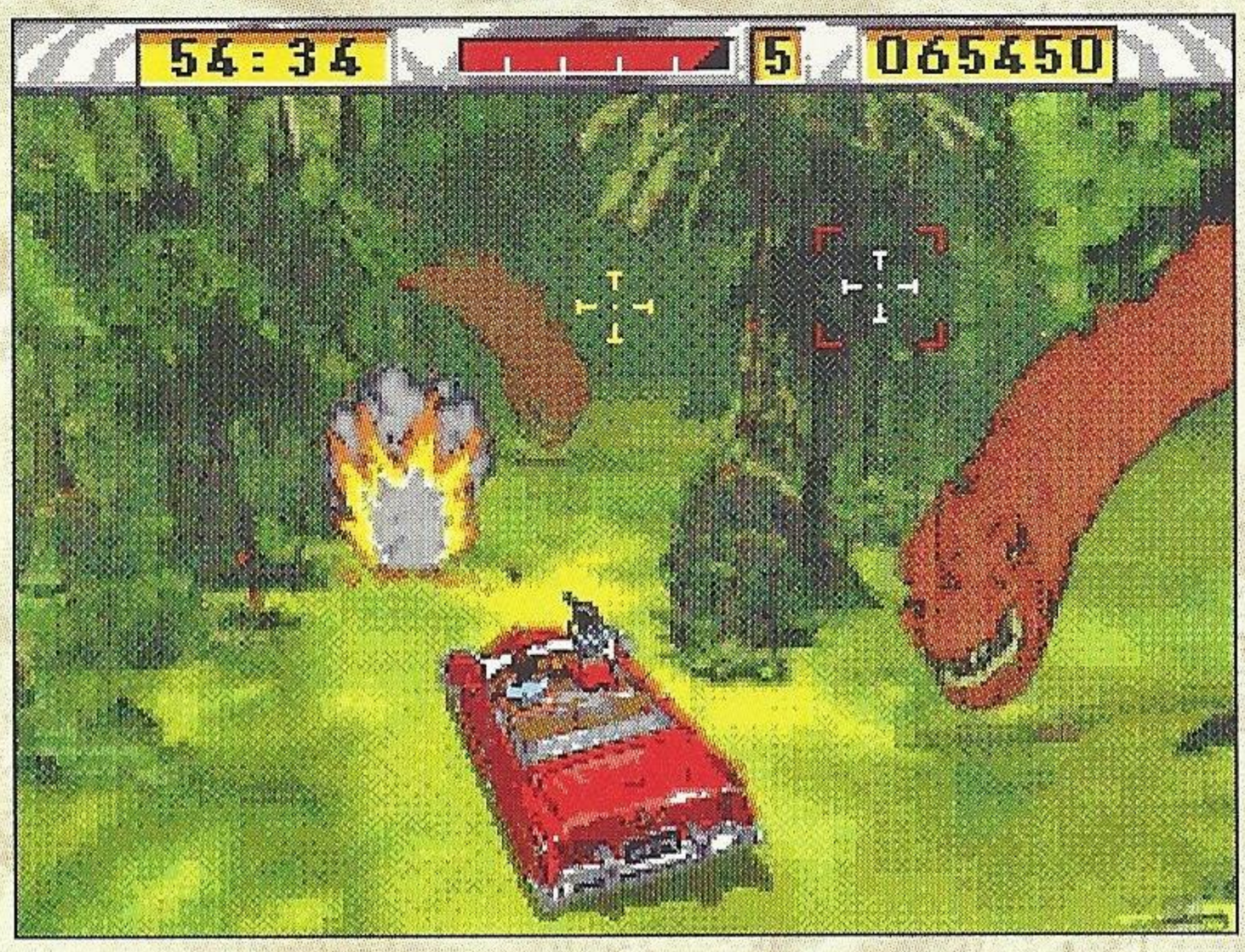


Watch for "Ys" in the road where you've only got a split-second to veer in the right direction. Remember the Machinatio Vitae: Revere nature; don't destroy her creatures.

Hint: One way to preserve the balance of nature is to cut down on the poacher population.



GAME PLAY



If the Cadillac hits too many obstacles, it could spell doom for civilization! It's easy to get lost in the jungle but there is always a way out. If you seem to be driving in circles, you might be! Try taking a different route. When the path appears blocked, you may have missed a turn before the barrier. There are no dead ends.

REACTOR CONSOLE NAVIGATION TOOLS
(LEVELS 7-9)



PRESSURE GAUGE - Use this indicator to determine which color pipes it's safe to shoot, to lower the pressure in the reactor. Don't hit the high pressure pipes before their time, or you'll take damage.

COMPASS - Use the compass to navigate your way through the maze, and remember where you've been.

GEIGER COUNTER - The flashing dot indicates your relative position to the source of the radiation. The faster it flashes, the closer you are to the source. In level 7 use it to lead you to your destination. In level 8 use to it to go the opposite direction. Pay close attention to this device in level 9!

CREDITS

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. . . and to our playtesters.
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CADILLACS & DINOSAURS CAP

Cadillacs & Dinosaurs logo embroidered on front. (Imported)

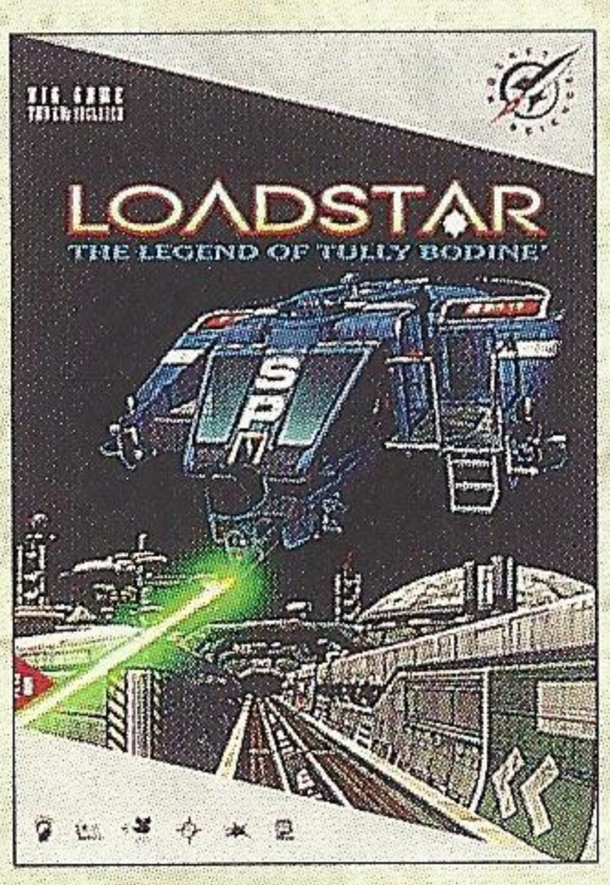
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