



NTSC U/C

PlayStation®



SLUS-01167

# Disney's DINOSAUR





**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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, including games played on the PlayStation game console, 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

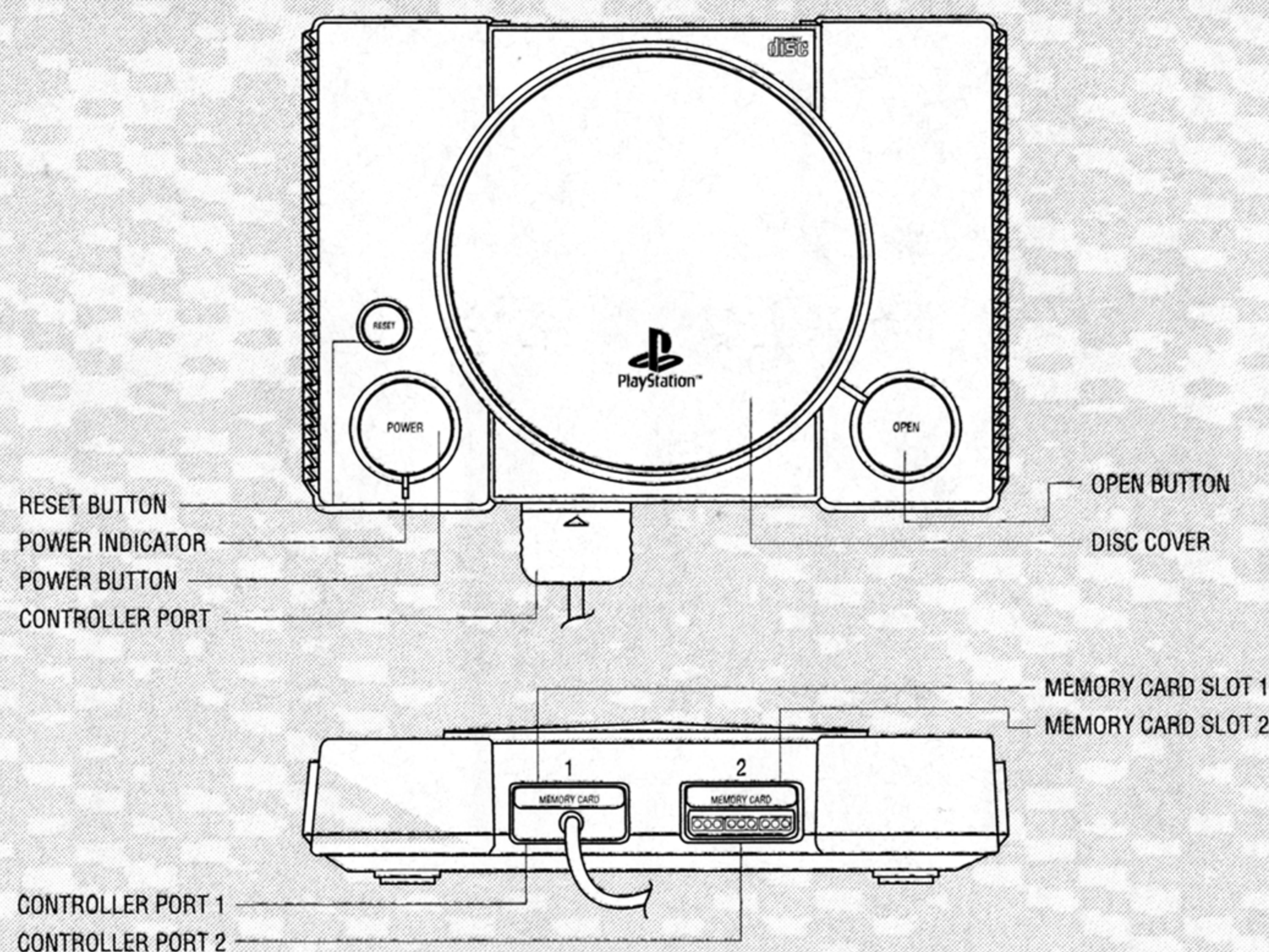


# Disney's **DINOSAUR**

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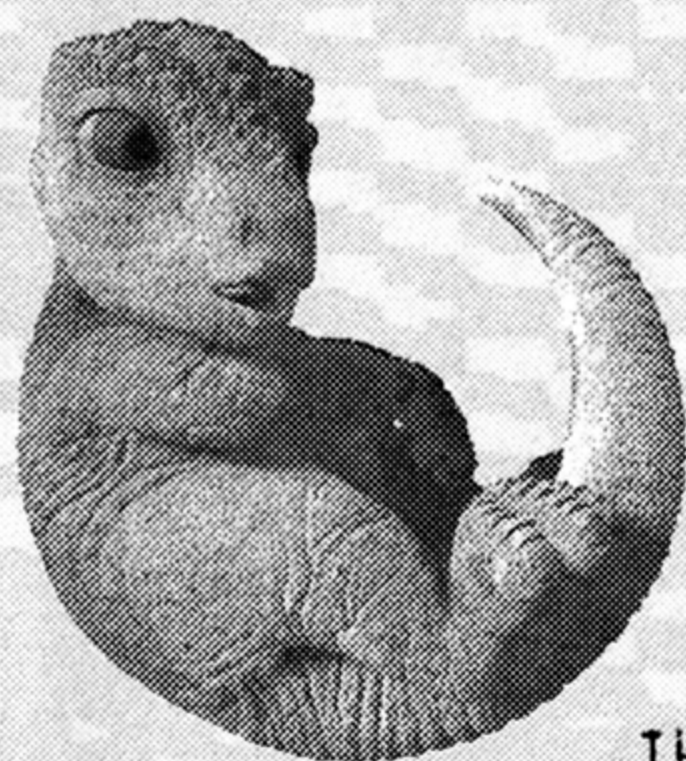
## SETTING UP

1. SET UP YOUR PLAYSTATION® GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN THE INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC.
2. INSERT THE DISNEY'S DINOSAUR DISC AND CLOSE THE DISC COVER.
3. INSERT A GAME CONTROLLER AND TURN ON THE PLAYSTATION® GAME CONSOLE.
4. FOLLOW THE ON-SCREEN INSTRUCTIONS TO START A GAME.

## MEMORY CARDS

TO SAVE GAME SETTINGS AND PROGRESS, INSERT A MEMORY CARD INTO MEMORY CARD SLOT 1 OF THE PLAYSTATION® GAME CONSOLE BEFORE GAMEPLAY BEGINS. YOU CAN LOAD YOUR SAVED GAME FROM THE SAME CARD, OR FROM ANY MEMORY CARD CONTAINING A PREVIOUSLY SAVED DISNEY'S DINOSAUR GAME. ALTHOUGH YOU CAN PLAY DISNEY'S DINOSAUR WITHOUT A MEMORY CARD, YOU WILL NOT BE ABLE TO SAVE OR LOAD YOUR GAMES. WE RECOMMEND USING A MEMORY CARD.





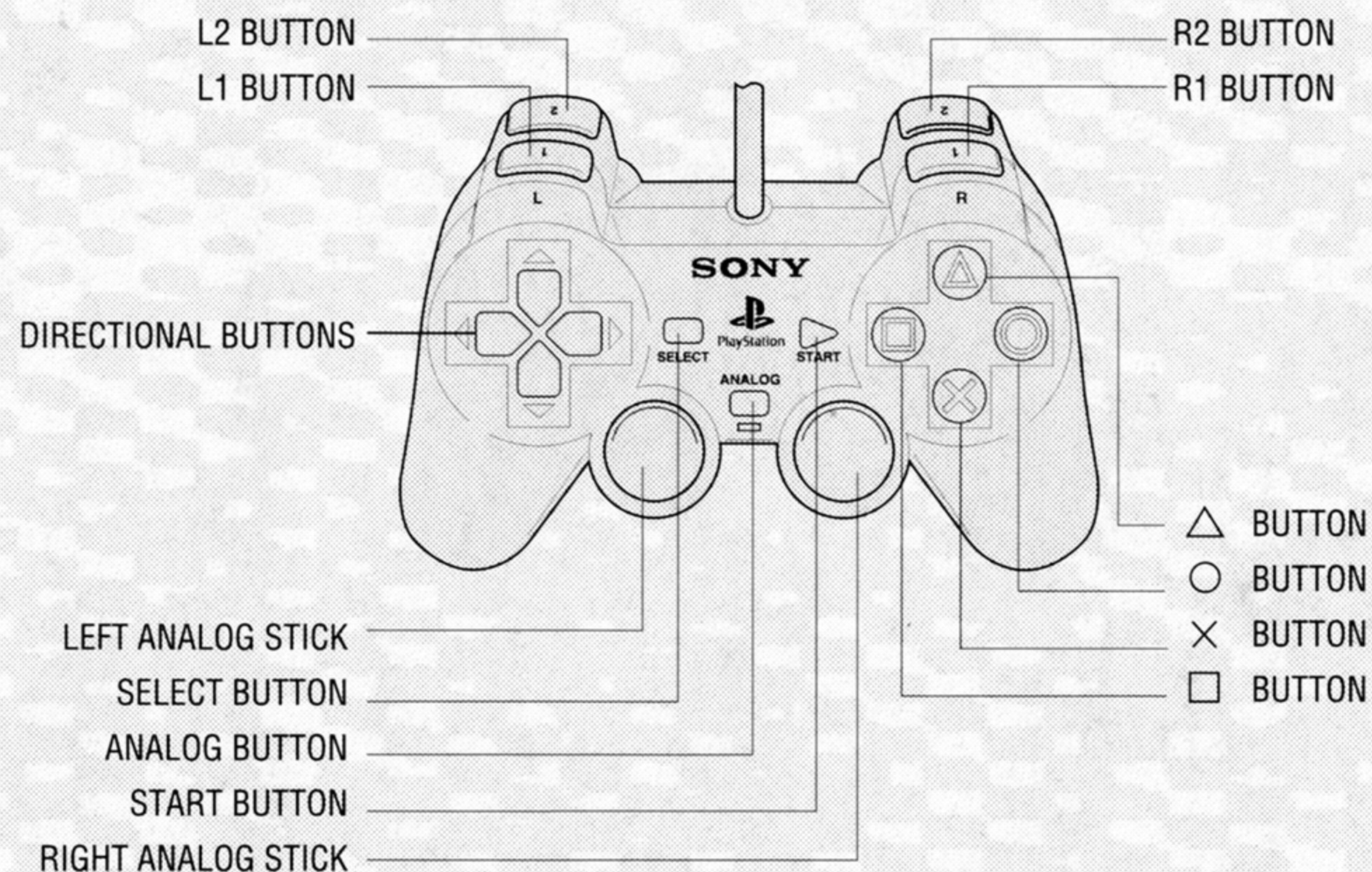
## THE STORY

LONG AGO, BUT NOT SO FAR AWAY, A HERD OF PLANT-EATING DINOSAURS GENTLY AWAITS THE YEARLY HATCHING OF THEIR EGGS. HOWEVER, DANGER LURKS EVERYWHERE IN THIS PREHISTORIC WORLD. ONE DAY, A BLOODTHIRSTY CARNOTAUR INVADES THEIR PROTECTED NESTING GROUNDS. MOST OF THE HERD ESCAPES, BUT MANY OF THE EGGS ARE DESTROYED.

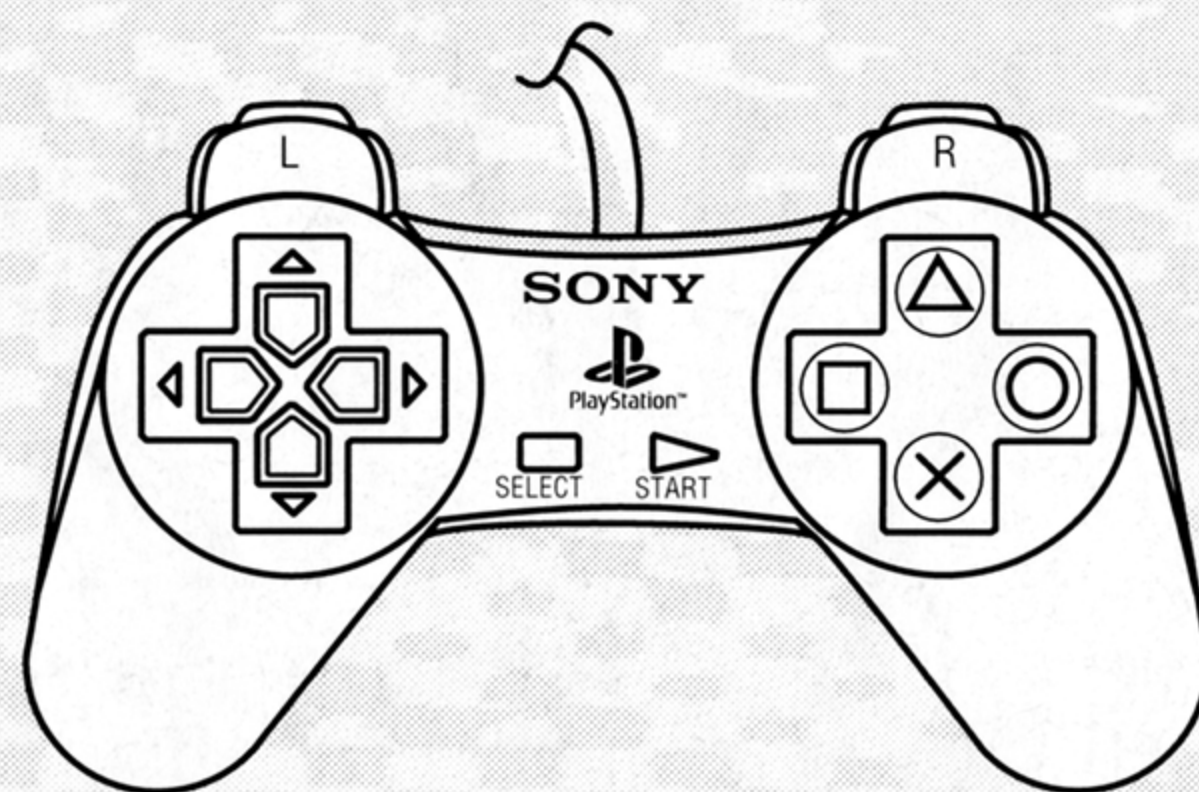
ONE EGG SURVIVES. STOLEN BY A RAVENOUS OVIRAPTOR, IT BEGINS A LONG JOURNEY OVER LAND AND SEA. THE VOYAGE ENDS AS THE MYSTERIOUS EGG FALLS THROUGH A CLUSTER OF TREES ON A LUSH ISLAND PARADISE. THE ISLAND IS HOME TO A PEACEFUL CLAN OF LEMURS WHO WONDER WHAT SORT OF MONSTER MIGHT HATCH FROM THIS EGG. WITHIN MOMENTS, THEIR QUESTIONS ARE ANSWERED AS AN ADORABLE BABY DINOSAUR BREAKS OUT OF THE EGG. QUICKLY SOFTENING THE HEARTS OF THE LEMURS, THE BABY IS ADOPTED INTO THE LEMUR FAMILY. THEY NAME HIM ALADAR.

MANY YEARS PASS, AND ALADAR GROWS UP HAPPY ON HIS ISLAND PARADISE WITH HIS BEST FRIEND, ZINI. BUT ONE DAY, THEY SEE A WONDERFUL SIGHT IN THE SKY... THAT DAY COULD HAVE BEEN THE END OF EVERYTHING. BUT FOR ALADAR AND HIS FRIENDS, IT WAS THE BEGINNING OF A NEW LIFE...





**\* THE LEFT STICK OF THE DUALSHOCK™ ANALOG CONTROLLER IS FUNCTIONAL ONLY WHEN THE LED IS ON (LIT).**  
**NOTE: YOU MAY HAVE A CONTROLLER THAT LOOKS LIKE THIS. IF SO, PLEASE FOLLOW THE DIGITAL INSTRUCTIONS OUTLINED IN THIS SECTION.**





# IT'S ABOUT CONTROL...

	ALADAR	ZINI	FLIA
×	ATTACK!	ATTACK!	ATTACK!
□	JUMP	JUMP	LAND/TAKE OFF DROP ITEM (WHEN FLYING)
L2	SPECIAL ATTACK!	SPECIAL ATTACK!	SPECIAL ATTACK!
R2	RUN	RUN	
△	COLLECTIVE MODE	COLLECTIVE MODE	COLLECTIVE MODE
○	COLLECTIVE MODE ATTACK!	COLLECTIVE MODE ATTACK!	COLLECTIVE MODE ATTACK!
L1/R1	SWITCH HERO CONTROL	SWITCH HERO CONTROL	SWITCH HERO CONTROL
SELECT	INVENTORY	INVENTORY	INVENTORY
START	PAUSE MENU	PAUSE MENU	PAUSE MENU



## STARTING THE GAME

SHORTLY AFTER YOU TURN ON YOUR PLAYSTATION® GAME CONSOLE, THE DISNEY'S DINOSAUR TITLE SCREEN APPEARS. PRESS THE X BUTTON OR THE START BUTTON TO DISPLAY THE MAIN MENU. SELECT THE NEW GAME ICON TO BEGIN A NEW GAME OR SELECT THE MEMORY CARD ICON TO LOAD A SAVED GAME.

## NAVIGATING THE MENUS

PRESS THE LEFT AND RIGHT DIRECTIONAL BUTTONS. PRESS THE X BUTTON TO SELECT. PRESS THE Δ BUTTON TO NAVIGATE BACKWARD THROUGH THE MENUS.

## MAIN MENU

- \* NEW GAME - SELECT NEW GAME TO BEGIN A NEW ADVENTURE.
- \* LOAD GAME - SELECT LOAD GAME TO CONTINUE A PREVIOUSLY SAVED GAME.
- \* OPTIONS - CHOOSE OPTIONS TO ALTER THE SETUP OF YOUR DINOSAUR GAME.
- \* ENCYCLOPEDIA - READ THE ENCYCLOPEDIA TO LEARN MORE ABOUT THE DINOSAURS THAT APPEAR IN THE GAME.



## OPTIONS MENU / CONFIGURATION

- \* MUSIC VOLUME - THE MUSIC VOLUME MAY BE INCREASED OR DECREASED.
- \* SOUND EFFECTS VOLUME - THE SOUND EFFECTS VOLUME MAY BE INCREASED OR DECREASED.
- \* VIBRATION - THE VIBRATION FEATURE MAY BE TURNED ON OR OFF.

## LOAD GAME AND SAVED GAME MENU

- \* LIST OF SAVED GAMES - CHOOSE ANY OF THE NUMBERED SAVED GAMES TO CONTINUE.
- \* PROMPT TO LOAD OR CANCEL - PRESS THE X BUTTON TO LOAD THE SELECTED GAME OR PRESS THE Δ BUTTON TO CANCEL.

NOTE: WHILE IN THE PAUSE MENU, THE GAME OPTIONS CAN BE ADJUSTED, THE CURRENT GAME CAN BE SAVED, THE PLAYER CAN ALSO QUIT THE CURRENT GAME BY SELECTING QUIT.





## ENCYCLOPEDIA

IF YOU WANT TO KNOW MORE ABOUT THE CRETACEOUS PERIOD AND THE DINOSAUR SPECIES THAT ARE IN THE GAME, HAVE A LOOK AT THE ENCYCLOPEDIA.

PRESS THE LEFT OR RIGHT DIRECTIONAL BUTTONS TO SELECT A TOPIC.  
PRESS THE X BUTTON TO SCROLL THROUGH THE TOPIC.  
PRESS THE △ BUTTON TO EXIT.

## STOPPING PLAY

BEFORE STOPPING, BE SURE TO SAVE YOUR GAME SO YOU CAN CONTINUE PLAY LATER.

## MENU CONTROLS

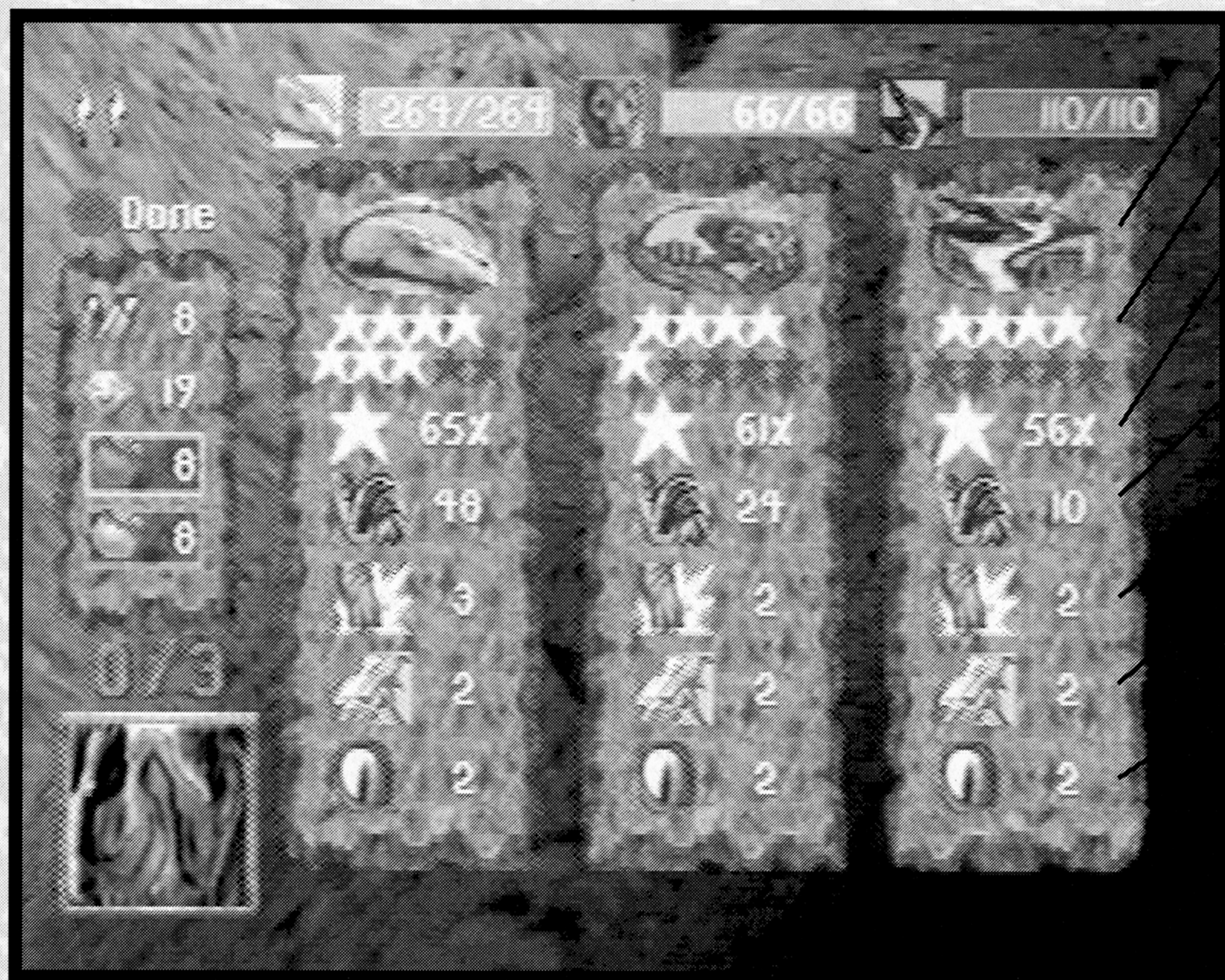
ACTION	CONTROL
MENU SCREEN	SELECT
HIGHLIGHT AN ITEM	UP OR DOWN DIRECTIONAL BUTTON
SELECT AN ITEM	X BUTTON
PAUSE GAME/ACCESS GAME MENU	START BUTTON
MOVE CHARACTER/NAVIGATING THE MENU	LEFT OR RIGHT DIRECTIONAL BUTTON OR LEFT ANALOG STICK



## CHARACTERS' SKILLS

TO SUCCEED, YOU HAVE TO MAKE THE THREE CHARACTERS COLLABORATE BY USING THEIR COMBINED PHYSICAL SKILLS IN A CLEVER WAY. THE SKILLS OF EACH CHARACTER WILL PROGRESS DURING THE GAME: THE MORE SUCCESSFUL A CHARACTER PROVES TO BE IN A FIGHT OR A QUEST, THE MORE EFFICIENT HIS SKILLS BECOME.

## SKILL FORM & INVENTORY





## **CHARACTER**

### **EXPERIENCE LEVEL**

THE NUMBER OF STARS THE CHARACTER HAS INDICATES ITS SKILL LEVELS.

### **EXPERIENCE PERCENTAGE**

THE PERCENTAGE NUMBER REPRESENTS THE PROGRESS IN THE CURRENT SKILL LEVEL AND GIVES AN IDEA OF HOW MANY POINTS ARE NEEDED TO REACH THE NEXT LEVEL. AS THE CHARACTER INCREASES IN EXPERIENCE THE PERCENTAGE INCREASES. THIS INCREASE REFLECTS HOW CLOSE A CHARACTER IS TO ACHIEVING THE NEXT LEVEL. WHEN THEY REACH A NEW LEVEL THE CHARACTER'S ABILITIES (SPEED, STRENGTH, OR DAMAGE) INCREASES AND THE PERCENTAGE IS RESET TO ZERO.

### **DAMAGE**

AMOUNT OF DAMAGE THE CHARACTER CAN INFLICT ON ENEMIES.

### **STRENGTH**

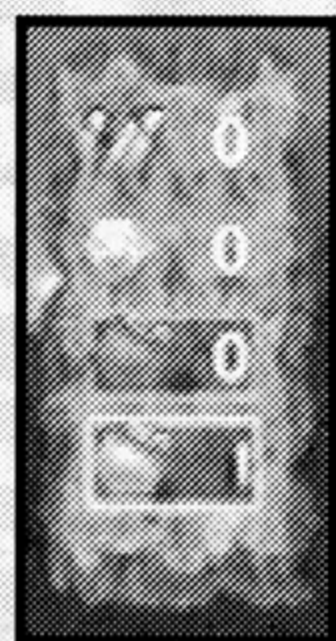
THE STRONGER A CHARACTER IS, THE LARGER THE OBJECTS THEY MAY USE.

### **SPEED**

THE RUNNING DINOSAUR ICON INDICATES THE CHARACTER'S SPEED. INCREASED SPEED ALLOWS THE CHARACTERS TO MOVE FASTER.

### **SCOUTING ABILITY**

THE EYE ICON INDICATES THE CHARACTER'S ABILITY TO DETECT ENEMIES.



ALL CHARACTERS SHARE THE SAME OBJECT INVENTORY, WHICH IS LOCATED TO THE LEFT OF THE INVENTORY SCREEN. TO USE AN ITEM, HIGHLIGHT IT BY PRESSING THE UP OR DOWN DIRECTIONAL BUTTON AND THEN PRESSING THE **X** BUTTON TO CONFIRM THE SELECTION. ONCE A SELECTION HAS BEEN MADE, THE AVAILABLE CHARACTERS ARE SHOWN. PRESS THE LEFT OR RIGHT DIRECTIONAL BUTTON TO HIGHLIGHT A CHARACTER AND THEN PRESS THE **X** BUTTON TO GIVE THAT ITEM TO THE HIGHLIGHTED CHARACTER.



## THE TEAM

YOUR TEAM IS COMPOSED OF THREE CHARACTERS THAT HAVE DIFFERENT PHYSICAL SKILLS. EACH CHARACTER ALSO HAS A SPECIAL POWER, BUT YOU MUST COLLECT LIGHTNING TO USE IT. AND REMEMBER: STRENGTH THROUGH UNITY!

### ALADAR

CONFIDENT AND CHARISMATIC, ALADAR THE IGUANODON USES HIS BRAINS, INSTINCT AND COMPASSION TO LEAD THE HERD TO SAFETY. HOWEVER, HIS INFATUATION WITH THE DINOSAURS QUICKLY FADES WHEN HE DISCOVERS THAT THEIR BRUTAL "SURVIVAL OF THE FITTEST" ATTITUDE IS IN STARK CONTRAST TO THE COMPASSIONATE NATURE OF THE LEMURS THAT RAISED HIM.



#### CONTROLLING ALADAR

- \* ALADAR IS STRONG AND CAN DESTROY SOME ROCKS WITH HIS TAIL. TO DESTROY A ROCK, WALK ALADAR UP TO IT AND PRESS THE X BUTTON.
- \* HE CAN COLLECT SOME OBJECTS LIKE PLANTS, LIGHTNING AND LIFE CRYSTALS BY WALKING OVER THEM.
- \* ALADAR IS THE ONLY MEMBER OF THE TEAM WHO CAN SWIM.
- \* ATTACK: IN CLOSE COMBAT, ALADAR WHIPS ENEMIES WITH HIS TAIL. PRESS THE X BUTTON TO PERFORM THIS ATTACK.

#### SPECIAL ATTACK

- \* THUNDER STOMP - REARING UP ON HIS HIND LEGS, ALADAR WILL THEN DESCEND UPON THE GROUND WITH A POWERFUL SMASH. PRESS AND HOLD THE L2 BUTTON TO PERFORM THIS ATTACK.



## ZINI

ZINI IS ALADAR'S BEST PAL. HE IS A YOUNG ADULT LEMUR; A BUNDLE OF ENERGY THAT'S ALWAYS EAGER TO LEND A HAND IN A TOUGH SITUATION BUT, SOMETIMES HIS NATURAL CLUMSINESS GETS HIM INTO TROUBLE!

### CONTROLLING ZINI

- \* ZINI'S AGILITY ENABLES HIM TO REACH AREAS INACCESSIBLE TO THE OTHERS, WHERE HE CAN FIGHT AT A DISTANCE. IN CASE OF DANGER, HE CAN TAKE REFUGE IN A TREE, ON A ROCK, OR ON ALADAR'S BACK.
  - \* PRESS THE  $\triangle$  BUTTON TO SWITCH TO COLLECTIVE MODE AND RIDE ON ALADAR'S BACK.
  - \* PRESS THE  $\square$  BUTTON TO CLIMB INTO TREES.
- \* WHEN HE JUMPS UP AND DOWN ON THE SPOT, HE SHOUTS OUT AND WAVES HIS ARMS TO LURE ENEMIES. PRESS THE  $\square$  BUTTON TO JUMP UP AND DOWN ON THE SPOT.
- \* HE CAN COLLECT ALL OBJECTS, BUT IS THE ONLY ONE WHO IS ABLE TO COLLECT FRUIT. TO COLLECT FRUIT, WALK OVER THEM OR CLIMB INTO A TREE AND COLLECT THEM.
- \* ATTACK: ZINI THROWS STONES, WHICH IS A GOOD ATTACK AGAINST FLYING CREATURES. PRESS AND RELEASE THE  $\times$  BUTTON AND PRESS THE DIRECTIONAL BUTTONS TO THROW STONES. IF HE HAS NO MORE STONES, HE IS MUCH MORE VULNERABLE, BUT HE CAN STILL HIT WITH HIS FISTS.

### SPECIAL ATTACK

- \* RISING SPIN KICK - ZINI EXPLODES UPWARDS IN A SPINNING CIRCLE WHILE KICKING OUTWARDS. PRESS AND HOLD THE L2 BUTTON TO PERFORM A SPECIAL ATTACK.



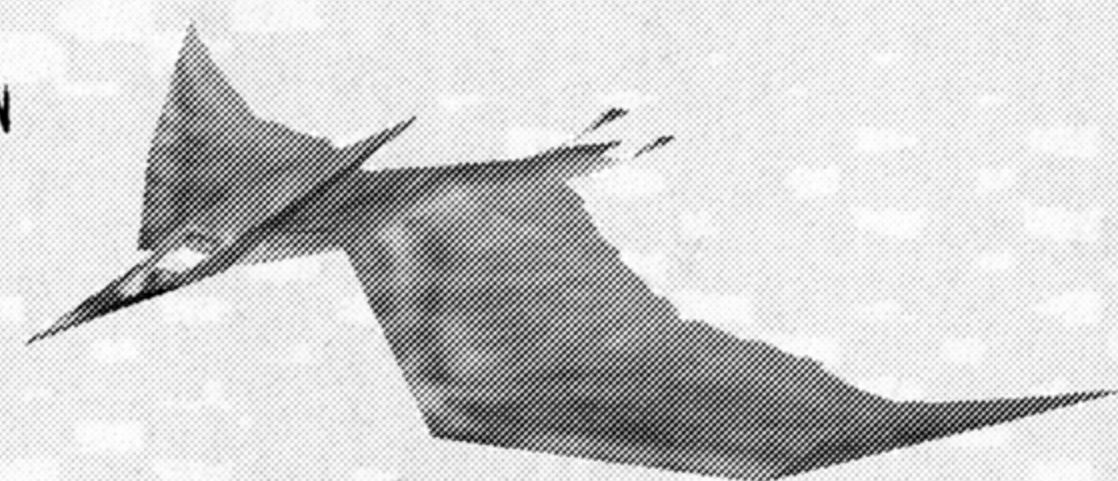


## **FLIA, THE PTERANODON**

SHE IS A PROTECTIVE AND DEVOTED FEMALE PTERANODON. ALADAR AND ZINI MAKE FUN OF HER "MOTHER HEN" ATTITUDE, WHILE SHE LIKES TO TEASE THEM BY TREATING THEM LIKE CHILDREN.

### **CONTROLLING FLIA**

- \* FLIA FLIES FAST AND IS A GOOD SCOUT. SHE CAN COLLECT OBJECTS ON THE GROUND, SUCH AS PLANTS, LIGHTNING, LIFE CRYSTALS, BRANCHES AND EGGS.
- \* **ATTACK:** SHE HITS ENEMIES WITH HER BEAK AND IS ABLE TO FIGHT AGAINST FLYING ANIMALS. PRESS THE **X** BUTTON TO ATTACK. WHEN IN DIRECT CONTACT WITH TERRESTRIAL CREATURES, SHE CAN BE INJURED IF HIT.
- \* SHE CAN DROP BRANCHES ON ENEMIES TO STUN THEM. TO DROP BRANCHES, PRESS THE **□** BUTTON WHEN FLIA HAS A BRANCH IN HER BEAK.
- \* WHEN NO ENEMIES ARE AROUND, FLIA'S DIVE ATTACK CAN BE USED TO SKIM THE GROUND. THIS IS GREAT FOR A CIRCLE OF LIGHTENING BOLTS.



### **SPECIAL ATTACK**

- \* **PROTECTION DANCE** - SHE QUICKLY FLIES IN A CIRCLE THAT PROTECTS HER FRIENDS. ENEMIES INSIDE HER CIRCLE OF PROTECTION BECOME DIZZY WHILE SHE FLIES. THEY ARE DIZZY UNTIL THEY ARE ATTACKED. ALL ENEMIES WILL RETURN TO NORMAL WHEN SHE STOPS HER PROTECTION DANCE. PRESS AND HOLD THE **L2** BUTTON TO PERFORM SPECIAL ATTACK.

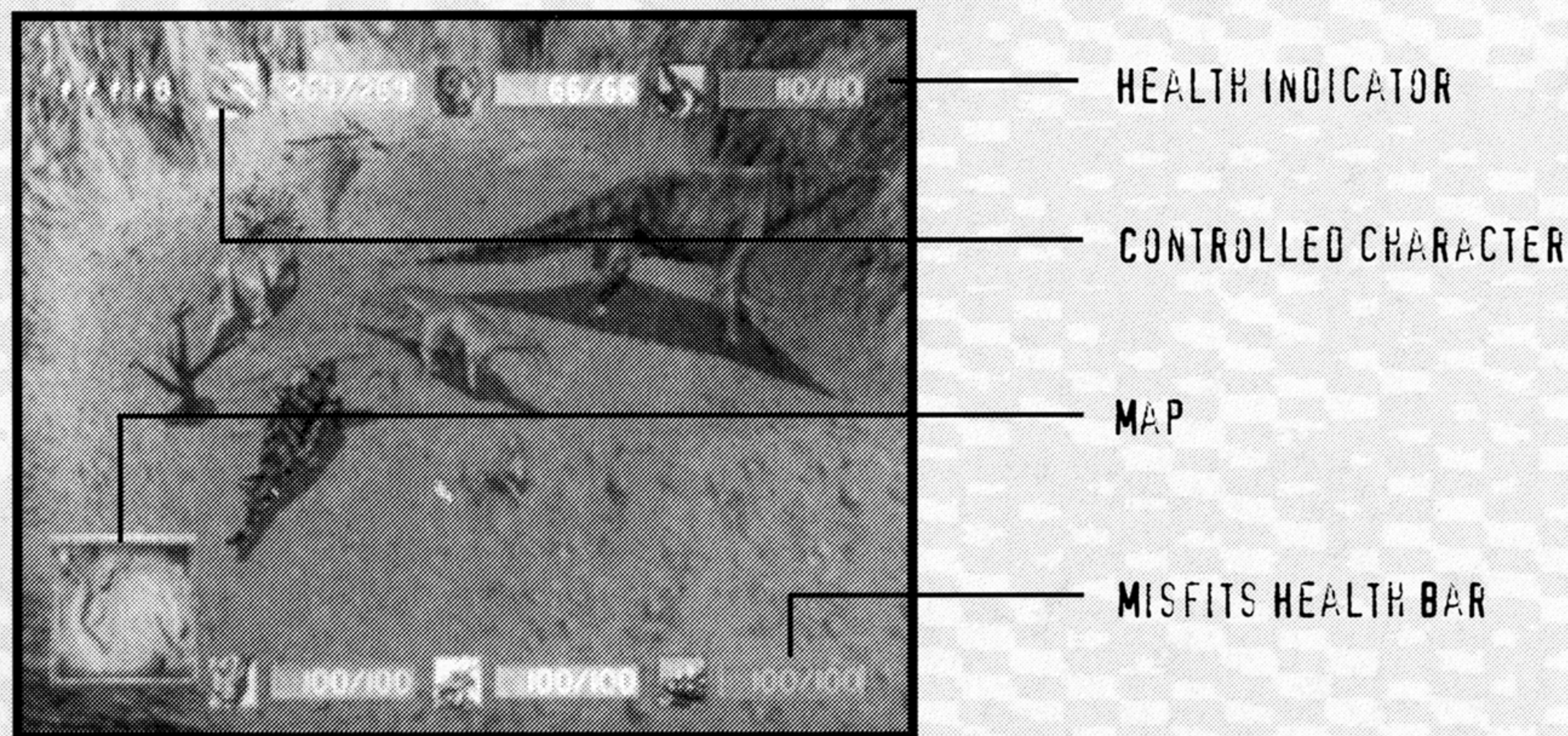


## TEAM MODE

THE TEAM MODE ALLOWS YOU TO CONTROL THE THREE CHARACTERS AT THE SAME TIME. WHEN YOU SELECT TEAM MODE (TO ENTER TEAM MODE, PRESS THE  $\Delta$  BUTTON), THE UNCONTROLLED CHARACTERS JOIN THE CONTROLLED ONE UNLESS THEY ARE TOO FAR AWAY (MORE THAN 15% OF THE MAP) OR AN OBSTACLE PREVENTS THE CHARACTERS FROM JOINING TOGETHER. IN TEAM MODE, ALL CHARACTERS CAN BE CONTROLLED AT THE SAME TIME EASILY NAVIGATING THE TERRAIN. THE THREE ATTACKS ARE COMBINED AS WELL. ON THEIR OWN, EACH CHARACTER TAKES BETTER ADVANTAGE OF HIS OR HER UNIQUE ABILITIES.

IN TEAM MODE ALL CHARACTERS ARE HIGHLIGHTED WITH A BOX AROUND THE LEADING CHARACTER'S ICON. TO CHANGE THE LEAD CHARACTER, PRESS THE L1 OR L2 BUTTON. PRESS THE  $\bigcirc$  BUTTON FOR ALL THREE TO ATTACK AT THE SAME TIME.

## GAME SCREEN

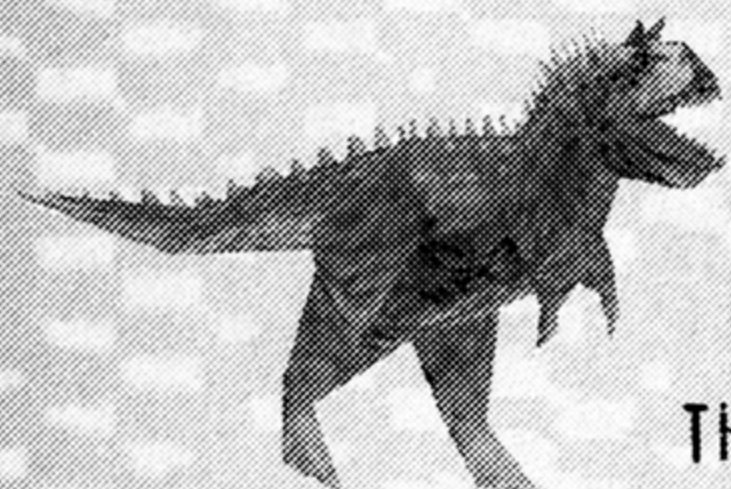




## THE HERD'S ENEMIES

### ALBERTOSAUR

THE ALBERTOSAUR WAS A CLOSE RELATIVE OF THE TYRANNOSAURUS REX; THEY BOTH CAME FROM THE FAMILY TYRANNOSAURIDAE. IT WAS A MEAT EATER WITH A LARGE HEAD, POWERFUL BACK LEGS, TINY ARMS AND ONLY TWO FINGERS ON EACH HAND. SCIENTISTS TODAY ARE PUZZLED AS TO THE PURPOSE OF THE ALBERTOSAUR'S ODD ARMS AND HANDS.



### CARNOTAURUS

THE CARNOTAURUS WAS A THERAPOD; A MEAT-EATER THAT FIRST EVOLVED SOME 200 MILLION YEARS AGO. IT HAD HORNS ON ITS HEAD LIKE A BULL; HENCE IT'S NAME "CARNO", FLESH EATING, "TAURUS", BULL.

### CHAMPOSAURUS

ALTHOUGH UNRELATED, THE CHAMPOSAURUS LOOKED REMARKABLY LIKE THE MODERN CROCODILE. IT HAD A LONG SLIM SNOUT FILLED WITH SHARP TEETH AND EXTREMELY POWERFUL JAWS WITH WHICH IT ATE FISH, TURTLES AND MOLLUSKS. IT AVERAGED ABOUT FIVE FEET IN LENGTH.



### PTERANODON

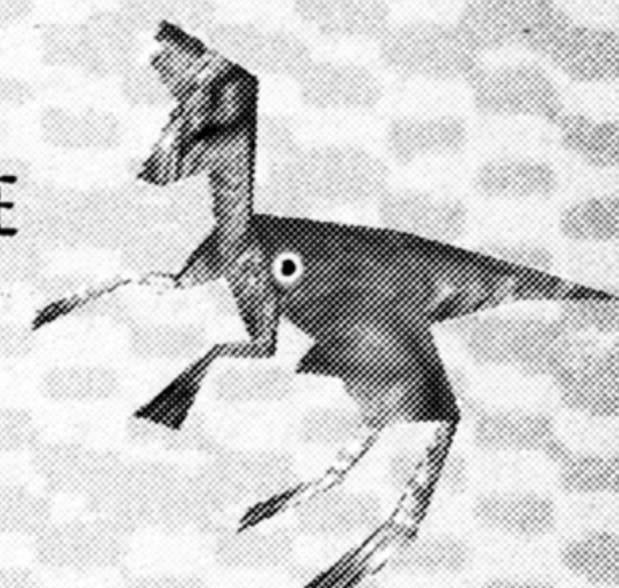
THE PTERANODON HAD WINGS THAT MEASURED 23 FEET, BUT THE ENTIRE DINOSAUR WEIGHED ONLY 40 POUNDS. IT LIKELY GLIDED ON UPDRAFTS SINCE IT WOULD HAVE BEEN DIFFICULT TO FLAP SUCH ENORMOUS WINGS. IT HAD A LONG HEAD THAT LIKELY STABILIZED IT DURING FLIGHT.





## **OVIRAPTOR**

OVIRAPTORS WERE RELATIVELY SMALL, MEASURING SIX FEET IN LENGTH. THEY HAD A LARGE BEAK THAT MAY HAVE BEEN USED FOR BREAKING HARD SURFACES. THIS HAS LEAD TO SPECULATION THAT THE OVIRAPTOR ATE EGGS AND SO IT HAS BEEN NAMED "EGG THIEF".



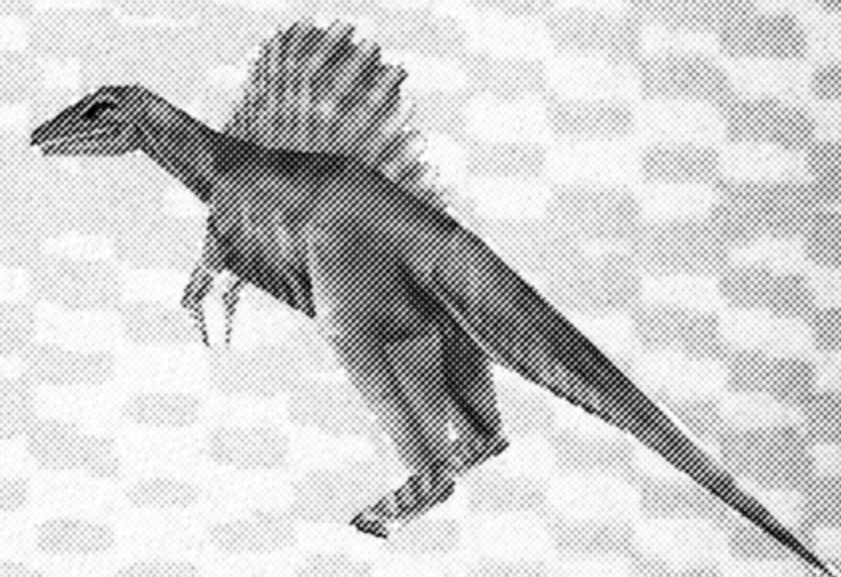
## **RAPTOR**

THE RAPTOR HAD LARGE SLASHING CLAWS ON ITS FEET THAT COULD SLICE DOWN THROUGH THE FLESH OF ITS VICTIM MAKING IT ONE OF THE MOST DANGEROUS DINOSAURS OF ITS TIME. IT WAS ONLY SIX FEET LONG WHICH MEANS IT WAS LIKELY VERY FAST AND MANEUVERABLE.



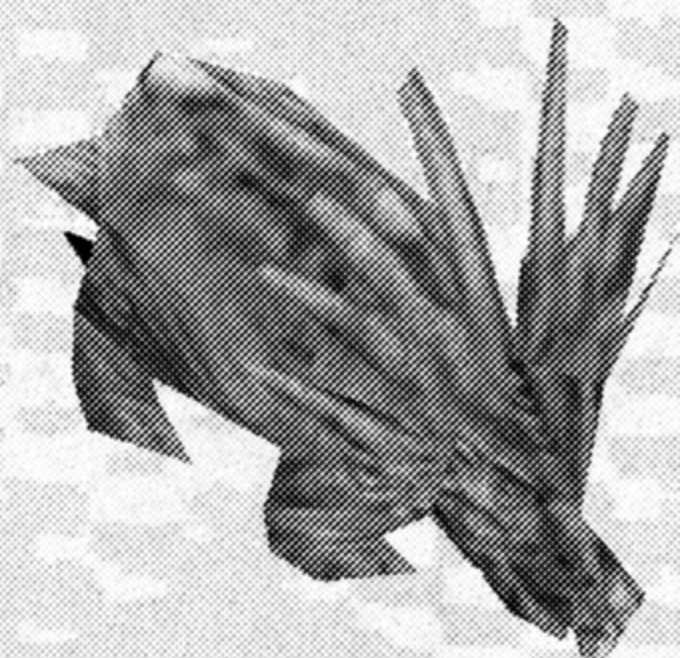
## **SPINOSAUR**

THE SPINOSAUR HAD A SAIL OF SKIN HELD UP WITH BONY SPIKES ON ITS BACK THAT IT USED FOR HEATING AND COOLING ITSELF. IT HAD A HEAD LIKE A CROCODILE, MANY POINTED TEETH, AND A HUGE CLAW ON ITS THUMB. THERE IS EVIDENCE THAT IT WAS A FISH EATER.



## **STYRACHOSAUR**

THE STYRACHOSAUR HAD A SPECTACULAR ARRAY OF HORNS PROTRUDING FROM THE BACK OF ITS SKULL AND A LARGE HORN ON THE TIP OF ITS NOSE. THESE DEFENSES WOULD HAVE MADE THE STYRACHOSAUR A DIFFICULT MEAL FOR ANY PREDATOR.



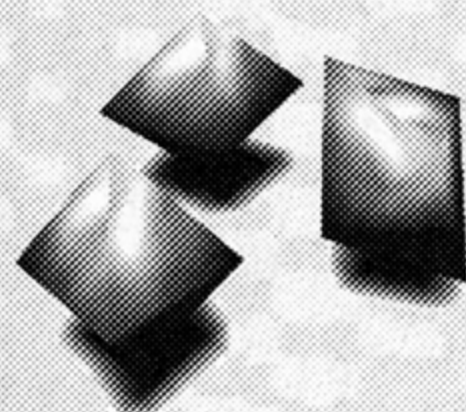
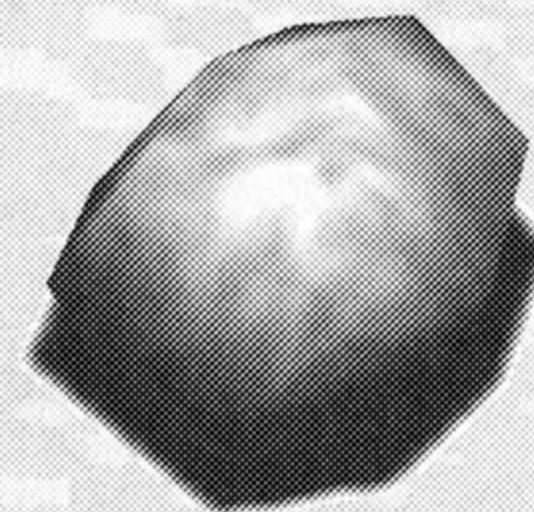


## OBJECTS



**LIGHTNING TREE:** WHEN YOU APPROACH, LIGHTNING WILL STRIKE THE TREE. YOU HAVE A LIMITED AMOUNT OF TIME TO COLLECT THE LIGHTNING BOLTS AROUND THE TREE BEFORE THEY DISAPPEAR. THE LIGHTNING BOLTS THAT ARE COLLECTED ALLOW THE CHARACTER TO PERFORM THEIR SPECIAL MOVE. WITHOUT LIGHTNING ENERGY, THE CHARACTER WILL PERFORM THEIR STANDARD ATTACK.

**BREAKABLE ROCKS:** THESE ARE ROCKS THAT ALADAR CAN BREAK WITH HIS TAIL. ZINI CAN THEN USE THE PIECES TO THROW AT ENEMIES.



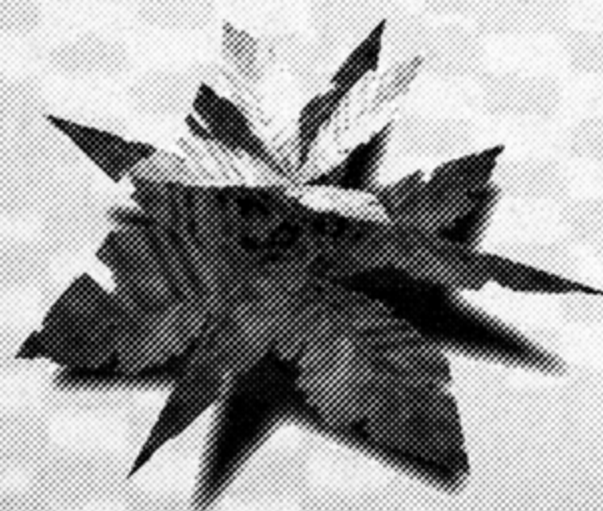
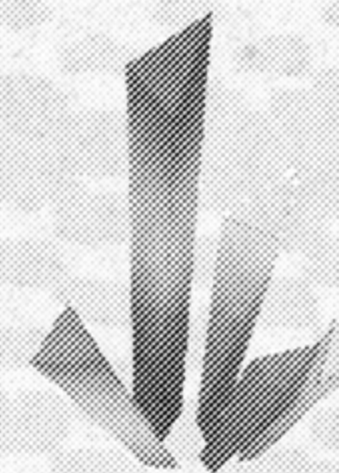
**STONES:** THEY CAN BE FOUND EVERYWHERE. IF STONES ARE IN THE INVENTORY, ZINI WILL USE THEM AUTOMATICALLY WHEN HE ATTACKS.

**STICKS:** ONLY FLIA CAN PICK UP STICKS. SHE GRABS STICKS BY LANDING ON THEM.



**FRUIT:** ZINI CAN GATHER FRUITS FOR HIMSELF AND HIS FRIENDS. EATING FRUIT WILL RESTORE A CHARACTER'S HEALTH.

**CRYSTALS:** YOU WILL NEED TO GATHER CRYSTALS TO RESTORE YOURSELF WHEN A CHARACTER DIES.



**HEALTH PLANTS:** WALKING OVER A PLANT RESTORES YOUR HEALTH.



# LEVELS

## ISLAND PARADISE

WELCOME TO LEMUR ISLAND; A TROPICAL PARADISE. HERE, OUR YOUNG HEROES CAN LEARN THE SKILLS THEY WILL NEED TO MAKE IT IN THE WORLD. PRACTICE WITH EACH HERO UNTIL YOU HAVE CONFIDENCE IN YOUR ABILITIES.

## A STRANGE NEW WORLD

WHEN DISASTER STRIKES, EVERYONE HAS TO FLEE FROM LEMUR ISLAND. ALADAR, ZINI AND THEIR FAMILY HAVE FOUND THEMSELVES WASHED UP ON A STRANGE AND DESOLATE BEACH. FLIA IS NOWHERE TO BE FOUND. GO LOOK FOR HER AND GIVE HER WHATEVER HELP SHE MAY NEED.

## FOOTPRINTS IN THE SAND

UNTIL NOW, ALADAR WAS THE ONLY DINOSAUR THE LEMURS HAVE EVER SEEN. WHEN THEY FIND WIND SWEEPED FOOTPRINTS, THE CURIOUS LEMURS FOLLOW THEM TO INVESTIGATE. THEY NEED TO BE CAREFUL BECAUSE NOT ALL OF THE FOOTPRINTS LEAD TO FRIENDLY CREATURES.

## KEEPING UP WITH THE HERD

NOW THAT THEY'VE FOUND SOME FRIENDS, ALADAR MUST HELP EVERYBODY CATCH UP TO THE HERD. KEEP ALERT FOR HUNGRY MEAT EATERS WHO WANT TO MAKE A FEAST OUT OF ONE YOUR NEW FRIENDS. BE CERTAIN TO TAKE GOOD CARE OF EVERYONE IN THE GROUP.

## THE LAKE

FINALLY, THE HERD HAS REACHED THE LAKE. NO ONE KNEW THAT THE WATER WAS GOING TO BE ALL DRIED UP. SEE IF ALADAR AND HIS FRIENDS CAN DIG UP SOME TRACES OF WATER BEFORE THIRST OVERCOMES THE OLDER DINOSAURS.

## BABY SITTING

THE HERD HAS MOVED ON AND MISTAKENLY LEFT BEHIND A FEW SMALL STRAGGLERS. IN THIS LITTLE CANYON THERE ARE FOUR HIDDEN IGUANODONS. MAYBE ZINI CAN CONVINCE THEM TO COME OUT OF HIDING AND GET THEM TO SAFETY BEFORE EVERYONE MOVES ON.



## **FINDING NEERA**

NEERA SOUNDS LIKE SHE'S IN A LOT OF TROUBLE. SOMEWHERE OUT IN THE DARKNES, BIG MEAN MEAT EATERS ARE LOOKING FOR A LATE EVENING SNACK AND NEERA IS ON THE MENU. THE HEROES MUST FIND HER BEFORE THE PREDATORS DO.

## **CONFRONTING KRON**

IT IS TIME TO GET BACK TOGETHER WITH THE HERD. SEND FLIA OUT TO FIND KRON AND THEN SEE IF ALADAR CAN CONVINCE HIM TO LISTEN TO REASON. STAY ALERT DURING THE NIGHT TO KEEP EVERYONE SAFE.

## **UNWELCOME GUEST**

OUR HEROES HAVE FOUND REFUGE IN A CAVE, OR SO THEY THOUGHT. THERE IS AN UNWELCOME GUEST HERE, NOBODY WILL BE ABLE TO REST UNTIL THE ENEMY IS DEFEATED.

## **MOUNTAIN LANE**

THIS PLEASANT MOUNTAIN TRAIL IS FULL OF PITFALLS AND OBSTACLES. MOVE THE ENTIRE GROUP ALONG THE PATH AVOIDING THE MANY DANGERS.

## **UNPLEASANT COMPANY**

THE CHASE IS ON!! THE ANGRY CARNOTAUR IS AFTER ALADAR AND ZINI WHO ARE TRYING TO GET TO THE HERD AND LET THEM KNOW THERE IS A BETTER WAY TO THE NESTING GROUND. TRY TO KEEP THE TWO HEROES FROM BECOMING A LUNCH SPECIAL BY KEEPING THEM OUT OF THE MEAT EATER'S REACH.

## **THE FINAL SHOWDOWN**

THERE IS ONLY ONE THING STANDING BETWEEN THE HERD AND THE PATH TO THE NESTING GROUND; A VERY BIG THING WITH SHARP TEETH. TEAMWORK WILL HELP THE HEROES TO PUSH THIS GIANT OVER THE BRINK.



# CREDITS

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# NOTES

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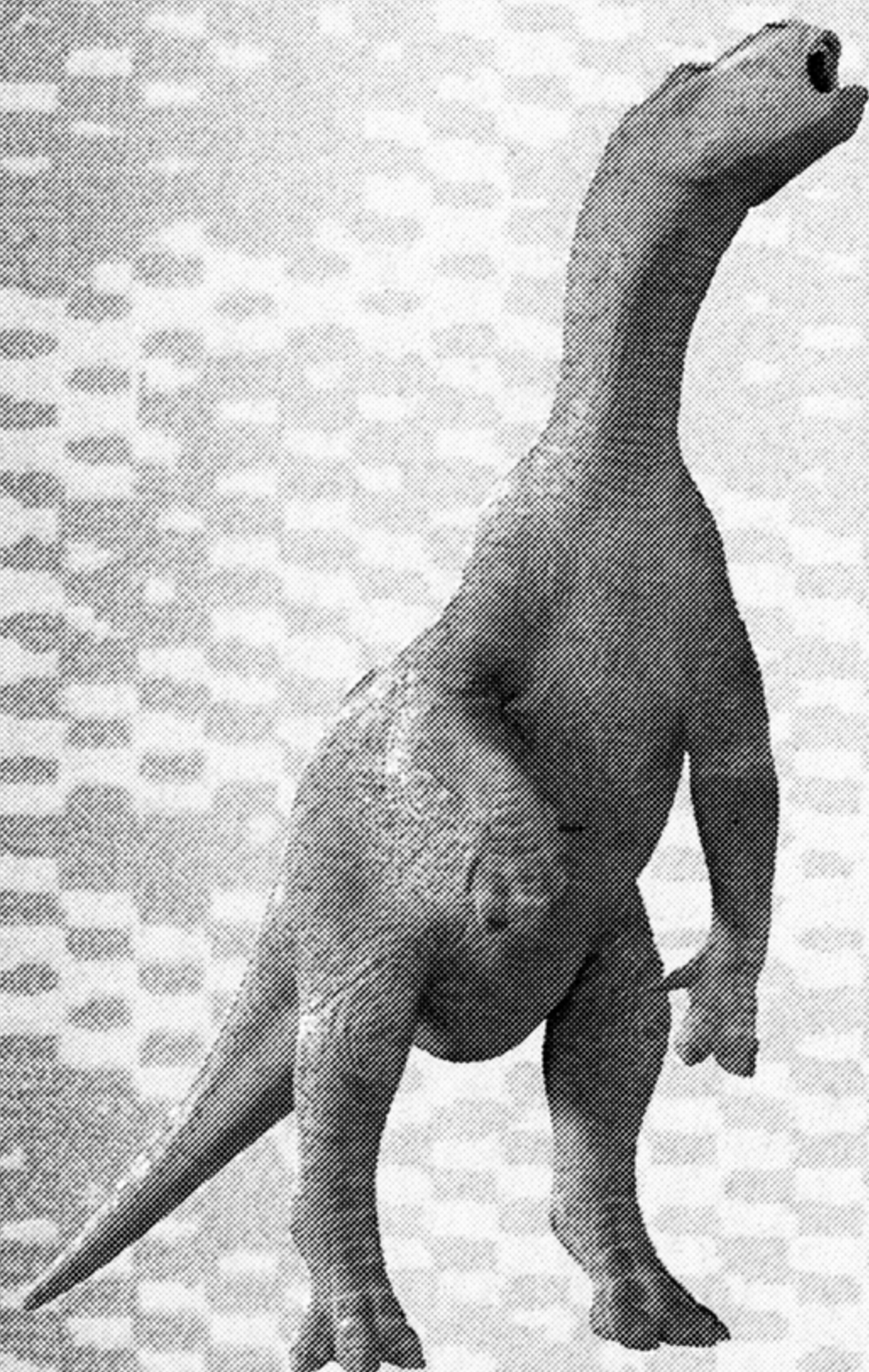
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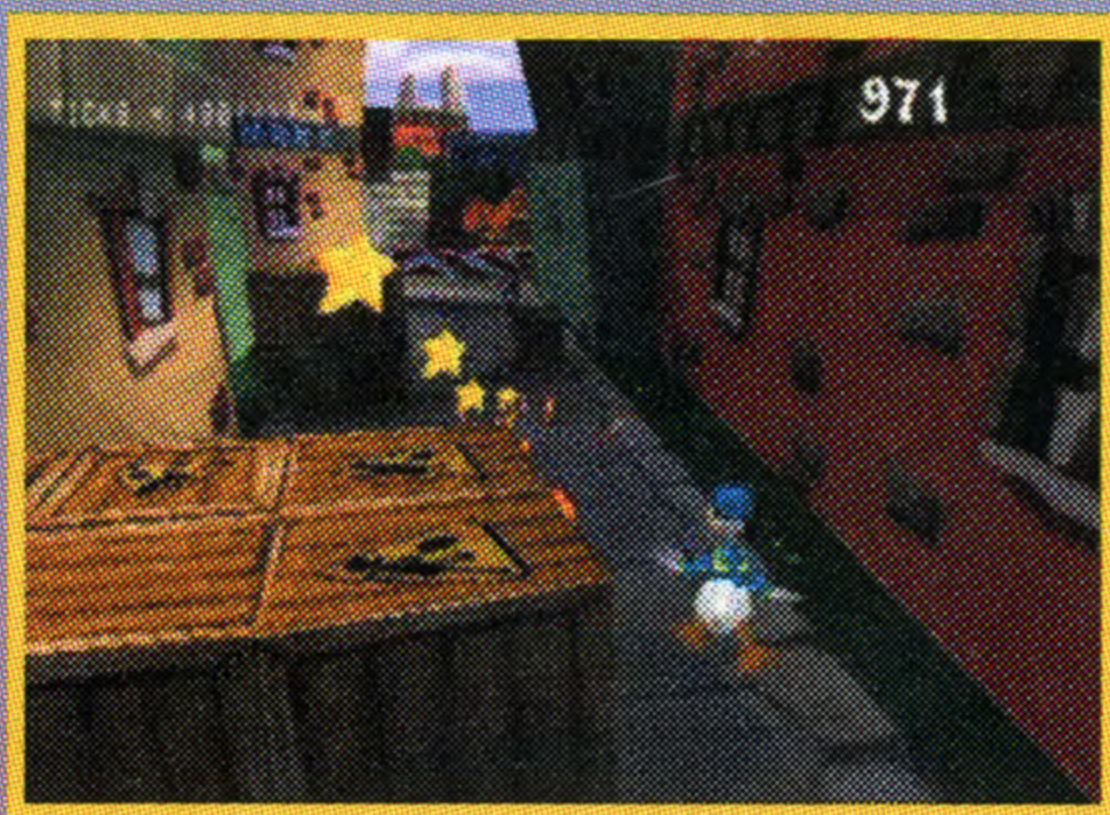




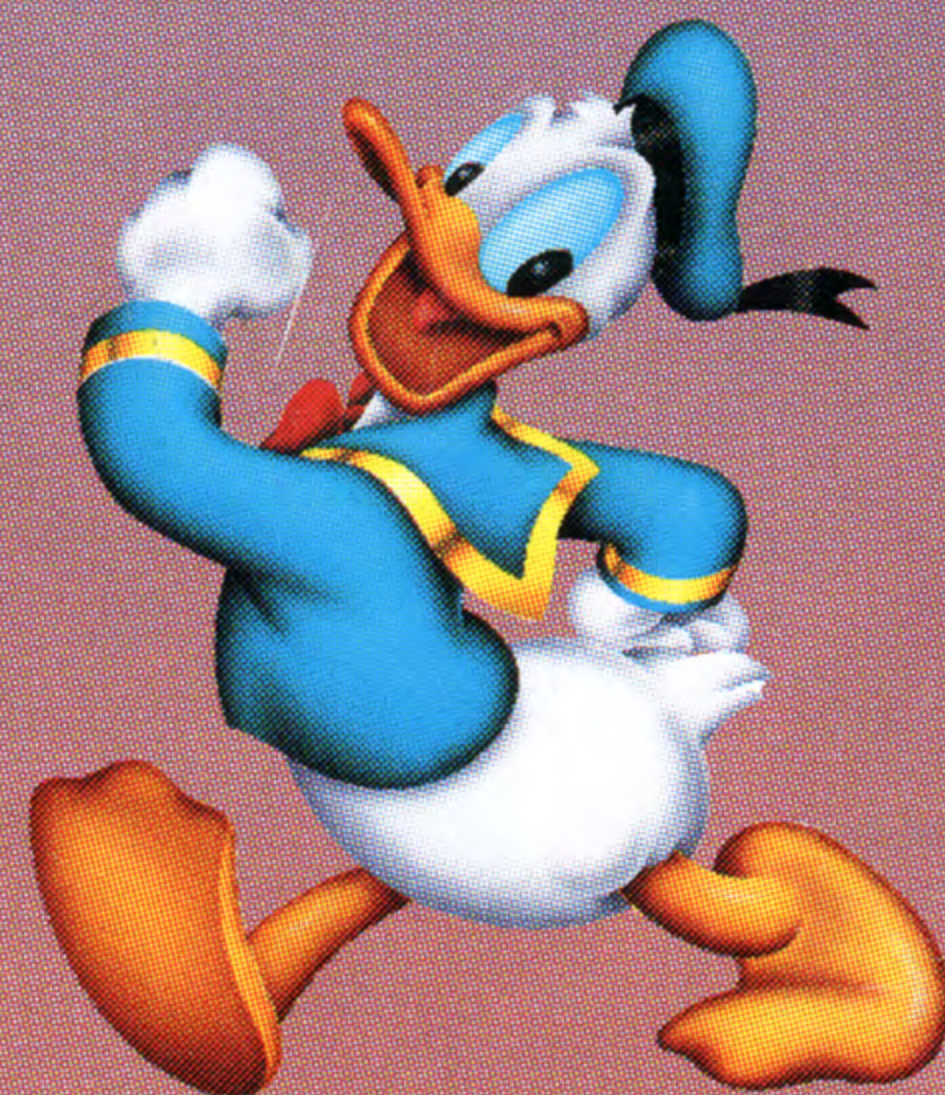


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