

# MASTER DONALD'S EXPLOSIVE TEMPER!

Donald Duck runs amuck, goes berserk, and gets hyper in this hilarious quest to rescue Daisy from the evil clutches of Merlock the Magician.



- **A Cartoonish Adventure:** amazing 3D graphics, zany sound effects, & Donald's unmistakable voice
- **Favorite Characters:** Huey, Dewy, Louie, Magica de Spell, the Beak Boys, Gyro Gearloose, Daisy and more
- **Grinding Action:** run, jump, attack, play hot pursuit maps, confront wacky characters and obstacles



Available November 2000



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more info.



Ubi Soft Entertainment, 305 Third Street, 3rd Floor, San Francisco, CA 94107  
Ubi Soft and Ubi Soft Entertainment are registered trademarks of Ubi Soft, Inc.  
© Disney  
Sega is a registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are other registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.  
WARNING: Open fire only with NISG televisions and Sega Dreamcast systems purchased in North and South America.  
Product covered and/or one or more of the following U.S. Patents: 5,980,311; 5,925,176; 5,937,885; 5,994,172; 4,142,418;  
4,141,391; 4,022,076; No. 36,326; Japanese Patent No. 2178231. (Patents pending in U.S. and other countries).  
Character Patent No. 1,173,278. The ratings icon is a trademark of the Interactive Digital Software Association.  
Sega of America Development, Inc. P.O. Box 7020, San Francisco, CA 94112



Dreamcast

# Disney's DINO SAUR



T-07299

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

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.

### SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CONTENTS

THE STORY .....	2
STARTING THE GAME .....	3
CONTROLLING THE CHARACTERS.....	8
THE HEROES' ABILITIES.....	14
GAME INTERFACE .....	16
CHARACTERS.....	21
CREDITS.....	23



## THE STORY



LONG AGO, BUT NOT SO FAR AWAY, A HERD OF PLANT-EATING DINOSAURS GENTLY AWAIT'S 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 DYTIRAPTOR, 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...

## STARTING THE GAME

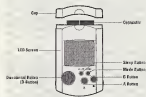
### I. SETTING UP / STARTING

INSERT THE 'DISNEY'S DINOSAUR' 60-ROM INTO YOUR SEGA DREAMCAST CONSOLE. CLOSE THE DISC DOOR AND TURN THE UNIT ON. WHEN THE TITLE SCREEN APPEARS, PRESS THE START BUTTON TO ACCESS THE MENU FOR SELECTING THE VMU:

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While using a game file, never turn off the Sega Dreamcast power, remove the memory card or disconnect the controller.

- DISNEY'S DINOSAUR IS A 1 PLAYER GAME. BEFORE TURNING THE SEGA DREAMCAST POWER ON, CONNECT THE CONTROLLER OR OTHER PERIPHERAL EQUIPMENT INTO THE CONTROL PORTS OF THE SEGA DREAMCAST.
- TO RETURN TO THE TITLE SCREEN AT ANY POINT DURING GAME PLAY, SIMULTANEOUSLY PRESS AND HOLD THE A, B, X, Y AND START BUTTONS. THIS WILL CAUSE SEGA DREAMCAST TO SOFT-RESET THE SOFTWARE.
- TO SAVE A GAME OR RESUME A SAVED GAME, INSERT A MEMORY CARD (VMU) INTO THE EXPANSION SOCKET WITH THE ANALOG THUMB PAD. PRESS THE A BUTTON TO SELECT, THEN FOLLOW THE INSTRUCTIONS ON THE SCREEN TO ENTER YOUR INITIALS.
- IT IS ONLY POSSIBLE TO LOAD A SAVED GAME IF THE VMU IS CORRECTLY INSERTED INTO THE CONSOLE BEFORE THE POWER BUTTON IS PUT INTO THE ON POSITION.
- THE NUMBER OF MEMORY BLOCKS REQUIRED TO SAVE GAME FILES VARIES ACCORDING TO THE TYPE OF SOFTWARE AND CONTENT OF FILES TO BE SAVED. IN DISNEY'S DINOSAUR, 4 BLOCKS ARE REQUIRED TO SAVE EACH GAME (INCLUDING IT'S OPTIONS SETTINGS).
- IF YOU DO NOT HAVE A VMU: PRESS THE B BUTTON. YOU CAN NEITHER LOAD NOR SAVE YOUR GAME. WE RECOMMEND THAT YOU USE A VMU.

## II. NAVIGATING THROUGH THE MENUS

TO NAVIGATE THROUGH THE DISNEY'S DINOSAUR MENUS, USE THE ANALOG THUMB PAD OR THE DIRECTIONAL BUTTON. TO CONFIRM YOUR SELECTION, PRESS THE A BUTTON. TO RETURN TO THE PREVIOUS MENU, PRESS THE B BUTTON.



### MAIN MENU

**NEW GAME:** TO BEGIN A NEW ADVENTURE.  
**LOAD:** TO CONTINUE A SAVED GAME (IF YOU HAVE A VMU).  
**ENCYCLOPEDIA:** TO FIND OUT MORE ABOUT THE DINOSAURS IN THE GAME.  
**OPTIONS:** TO CHANGE THE CONFIGURATION OF YOUR DISNEY'S DINOSAUR GAME.

### NEW GAME

ENTER THE NAME OF YOUR GAME BY FOLLOWING THE INSTRUCTIONS ON THE SCREEN.



### SAVE

AT THE END OF EACH MISSION, THE RESULT SCREEN SHOWS YOU WHAT PERCENTAGE OF THE MISSION YOU HAVE ACCOMPLISHED. YOU MAY THEN:

1. GO ON TO THE NEXT MISSION: YOUR PROGRESS TO THE NEXT MISSION IS SAVED AUTOMATICALLY AND, IF YOU QUIT THE GAME AFTER CONFIRMING THIS CHOICE, YOU WILL BEGIN THE NEXT MISSION WHENEVER YOU LOAD THIS GAME.
  2. RE-PLAY THE MISSION: IF YOU ARE NOT SATISFIED WITH YOUR PERCENTAGES, YOU CAN BEGIN THE MISSION AGAIN.
  3. QUIT: YOU GO BACK TO THE MAIN MENU.
- NOTE: IN ANY ONE PARTICULAR GAME, YOU CANNOT RE-PLAY THE MISSIONS THAT YOU HAVE ALREADY ACCOMPLISHED.

### LOAD

CHOOSE THE GAME THAT YOU WANT TO LOAD.



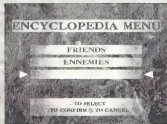
## ENCYCLOPEDIA

USING THE ENCYCLOPEDIA, YOU CAN TAKE A CLOSER LOOK AT ALL THE SPECIES IN THE GAME. BE THEY FRIENDS OR ENEMIES, YOU CAN TURN ROUND EACH CHARACTER AND CHANGE THE CAMERA'S VIEWPOINT. BUT PLEASE NOTE: TO SEE A DINOSAUR IN THE ENCYCLOPEDIA OF FRIENDS, YOU FIRST HAVE TO ENCOUNTER THE ANIMAL IN A GAME, AND TO SEE A DINOSAUR IN THE ENCYCLOPEDIA OF ENEMIES, YOU FIRST HAVE TO BRING IT DOWN IN THE GAME. THE 'RE-VIEW CINEMATIC' OPTION ALLOWS YOU TO WATCH THE CLIPS FROM THE MOVIE DISNEY'S DINOSAUR THAT ARE IN

THE GAME AGAIN. NOTE: YOU CAN ONLY RE-VIEW CINEMATICS THAT CORRESPOND TO THE LEVEL YOU HAVE REACHED IN THE GAME.

## OPTIONS MENU

**MONO/STEREO SOUND:** WITH THIS OPTION, YOU CAN ADAPT THE TYPE OF SOUND TO YOUR TV SET.  
**GENERAL VOLUME:** TO ADJUST THE GENERAL SOUND VOLUME OF THE GAME.  
**MUSIC:** TO ADJUST THE VOLUME OF THE MUSIC.  
**SOUND EFFECTS:** TO ADJUST THE VOLUME OF THE BACKGROUND SOUNDS.  
**CONTROLS:** TO CONFIGURE THE CHARACTER CONTROL BUTTONS.  
**SAVE OPTIONS:** TO SAVE THE YOUR SETTINGS.



FROM THIS SCREEN, YOU CAN INVERT THE ACTIONS OF 3 GROUPS OF BUTTONS IN THE GAME:

- THE L TRIGGERS AND THE R TRIGGER
- THE A BUTTON AND THE X BUTTON
- THE B BUTTON AND THE Y BUTTON

THE NAVIGATION BUTTONS IN THE MENUS REMAIN UNCHANGED REGARDLESS OF THE CONFIGURATION YOU HAVE CHOSEN.



## SEGA DREAMCAST CONTROLLER

### Overhead View



### Forward View



NEVER TOUCH THE ANALOG THUMB PAD OR TRIGGERS L/R WHILE TURNING THE SEGA DREAMCAST POWER ON. DOING SO MAY DISRUPT THE CONTROLLER INITIALIZATION PROCEDURE AND RESULT IN MALFUNCTION.

IF THE ANALOG THUMB PAD OR TRIGGERS L/R ARE ACCIDENTALLY MOVED WHILE TURNING THE SEGA DREAMCAST POWER ON, IMMEDIATELY TURN POWER OFF AND THEN ON AGAIN MAKING SURE NOT TO TOUCH THE CONTROLLER.

	ALADAR	ZINI	FLIA
A BUTTON	CHARGE HEAD FIRST HEAD BUTT	TROY STONES	FLY FASTER I+B ENEMIES VIEW BEAK LIT FIRES WITH TONGUES
X BUTTON	HIT WITH TAIL	DISTRACT ENEMIES (JUMP UP AND DOWN)	PICK UP AND DRIP UNICITS
L TRIGGER	STRAFE ENEMIES	STRAFE ENEMIES	N/A
R TRIGGER	SWITCH CHARACTER	SWITCH CHARACTER	SWITCH CHARACTER
B BUTTON	ACCESS INVENTORY	ACCESS INVENTORY	ACCESS INVENTORY
L TRIGGER + ANALOG THUMB PAD LEFT/RIGHT	SIDEWAVE JUMP	SIDEWAVE JUMP	N/A
X BUTTON + A BUTTON (SPECIAL ATTACK)	SLWGRIDDING WITH TROUB LESS	HIGH SPEED ROLLER OF STONES	ULTRASONIC SCREAM
L TRIGGER + R TRIGGER	COLLECTIVE MARE	COLLECTIVE MARE	COLLECTIVE MARE

### III. 1. CONTROLLING THE CHARACTERS

NOTE: THIS SECTION DESCRIBES HOW TO CONTROL CHARACTERS WITH THE STANDARD CONFIGURATION OF BUTTONS. YOU CAN CHANGE THIS CONFIGURATION IN THE OPTIONS MENU. IN THE GAME, YOU CAN CONTROL THE 3 HEROES IN COLLECTIVE OR INDIVIDUAL MODES. IN INDIVIDUAL MODE, PRESS ON THE R TRIGGER TO CHANGE CHARACTER.

#### 1. ALADAR

ALADAR, THE IGUANODON, IS SELF-ASSURED AND CHARISMATIC. HE USES HIS WITS, HIS INSTINCT AND HIS GENEROSITY TO LEAD THE HERD TO A SAFE PLACE. NEVERTHELESS, HIS BROTHERLY FEELINGS TOWARDS OTHER DINOSAURS SUFFER WHEN HE DISCOVERS HOW MUCH THEIR AGGRESSIVE BEHAVIOR CONTRASTS WITH THE GENTLENESS OF THE LEMURS WHO BROUGHT HIM UP.

#### MOVEMENTS:

- **DIRECTION:** THE CHARACTER IS DIRECTED IN RELATION TO THE SCREEN. WHEN YOU PUSH THE ANALOG THUMB PAD OR THE DIRECTIONAL BUTTON TO THE LEFT, ALADAR MOVES TO THE LEFT OF THE SCREEN, ETC.
- **SPEED:** WHETHER ALADAR WALKS OR RUNS DEPENDS ON THE FORCE WITH WHICH YOU PUSH THE ANALOG THUMB PAD. ALADAR WILL ONLY RUN WHEN USING THE DIRECTIONAL BUTTON
- **JUMPING:** ALADAR WILL JUMP A PIT AUTOMATICALLY IF YOU DIRECT HIM TOWARD IT. IF IT CANNOT BE CLEARED, ALADAR WILL FALL.
- **SWIMMING:** WHEN HE IS IN THE WATER, ALADAR SWIMS AUTOMATICALLY. HE IS THE ONLY MEMBER OF THE TEAM WHO CAN SWIM.



- **CHARGING:** IF YOU PRESS THE A BUTTON WHEN ALADAR IS RUNNING, HE CHARGES FORWARD WITH HIS HEAD LOWERED FOR A SHORT PERIOD. ANYONE WHO HAPPENS TO BE IN HIS PATH SHOULD WATCH OUT! YOU CAN ALSO USE CHARGING TO SPEED UP WHILE BEING PURSUED.
- **ATTACKING:** IN CLOSE COMBAT, ALADAR CAN EITHER LASH HIS ENEMIES WITH HIS TAIL (THE X BUTTON) OR DELIVER A HEAD-BLOV (THE A BUTTON). THIS HEAD-BLOV CAN ALSO BREAK BLOCKS OF STONE OR KNOCK DOWN TREES TO CLEAR A PATH.

#### 'STRAFE' MODE:

STRAFE MODE CAN BE ACTIVATED EITHER IN COMBAT OR DURING THE ADVENTURE BY KEEPING THE L TRIGGER PRESSED DOWN.

- **STRAFE MODE WHILE MOVING:** WHENEVER YOU ACTIVATE THE L TRIGGER, THE CONTROLS CHANGE AND FUNCTION IN RELATION TO ALADAR HIMSELF. FOR EXAMPLE, IF YOU PUSH THE ANALOG THUMB PAD TO THE LEFT, ALADAR WILL MAKE A SIDEWAYS JUMP TO HIS LEFT; IF YOU PUSH THE ANALOG THUMB PAD FORWARD, ALADAR WILL JUMP FORWARD, ETC.
- **STRAFE MODE WHILE FIGHTING:** THE PRINCIPLE IS THE SAME, BUT IN THIS CASE ALADAR CONFRONTS HIS ENEMIES AUTOMATICALLY. YOU WILL SOON NOTICE THAT THIS MODE IS PARTICULARLY VALUABLE WHEN FIGHTING POWERFUL ENEMIES.

#### SPECIAL ATTACK:

THIS CAN BE ACTIVATED WHEN ONE OF THE HEROES HAS COLLECTED A POWER STONE. WHEN YOU PRESS THE X BUTTON AND THE A BUTTON SIMULTANEOUSLY, ALADAR REARS UP ON HIS TWO HIND LEGS AND THEN CRASHES DOWN HEAVILY ON THE GROUND, CREATING A VIOLENT SHOCK WAVE WHICH CAUSES CONSIDERABLE DAMAGE TO ANY ENEMIES WHO HAPPEN TO BE IN THE SURROUNDINGS.

### III. 2. ZINI

ZINI IS ALADAR'S BEST FRIEND. HE IS A YOUNG LEMUR WHO IS A FURRY BALL FULL OF ENERGY. HE IS ALWAYS READY TO HELP OUT WHEN THE GOING GETS TOUGH, BUT HIS CLUMSINESS SOMETIMES GETS HIM INTO DELICATE SITUATIONS.

#### MOVEMENTS:

- **DIRECTION:** THE CHARACTER IS DIRECTED IN RELATION TO THE SCREEN. WHEN YOU PUSH THE ANALOG THUMB PAD OR THE DIRECTIONAL BUTTON TO THE LEFT, ZINI MOVES TO THE LEFT OF THE SCREEN, ETC.
- **SPEED:** WHETHER ZINI WALKS OR RUNS DEPENDS ON THE FORCE WITH WHICH YOU PUSH THE ANALOG THUMB PAD. ZINI WILL ONLY RUN WHEN USING THE DIRECTIONAL BUTTON.
- **JUMPING:** ZINI WILL JUMP A PIT AUTOMATICALLY IF YOU DIRECT HIM TOWARD IT. IF IT CANNOT BE CLEARED, ZINI FALLS.

#### CLIMBING/JUMPING:

ZINI CAN CLIMB ON IVY-COVERED WALLS. TO DO THIS, SIMPLY MAKE HIM APPROACH THE WALL AND THE ACTION WILL OCCUR AUTOMATICALLY.

#### ATTRACTING:

WHEN ZINI NEEDS TO PERSUADE THE DINOSAUR FRIENDS TO FOLLOW HIM, HE CAN MAKE FACES (THE X BUTTON). THESE GRIMACES ARE ALSO VERY USEFUL TO LORE ENEMIES INTO TRAPS.



#### ATTACKING:

WHEN AN ENEMY IS WITHIN RANGE (SURROUNDED BY A RED HALO), ZINI CAN THROW STONES AT IT. IF HE RUNS OUT OF AMMUNITION, HE CAN ALWAYS DELIVER A HEAD-BLOW BY APPROACHING THE ENEMY - BUT BEWARE OF THE ENEMY'S COUNTERATTACK! IN EITHER CASE, YOU MUST PRESS THE A BUTTON

#### 'STRAFE' MODE:

THIS IS CONTROLLED IN EXACTLY THE SAME WAY AS FOR ALADAR.

#### SPECIAL ATTACK:

THIS CAN BE ACTIVATED WHEN AN ENEMY IS WITHIN HIS RANGE. WHEN YOU PRESS THE X BUTTON AND A BUTTON SIMULTANEOUSLY, ZINI JUMPS INTO THE AIR AND LAUNCHES A HIGH-SPEED VOLLEY OF STONES AT THE ENEMY, INFLECTING SEVERE DAMAGE. EACH SPECIAL ATTACK COSTS A POWER STONE.

#### DUO MODE:

IN THIS MODE, YOU CAN CONTROL ALADAR WITH ZINI ON HIS BACK. IT IS ESSENTIAL FOR ACCOMPLISHING CERTAIN MISSIONS. BRING ZINI CLOSE UP TO ALADAR, PRESS THE X BUTTON AND ZINI CLIMBS ON TO ALADAR'S BACK. TO EXIT DUO MODE, SIMPLY CHANGE TO ANOTHER CHARACTER.

### III. 3. FLIA

FLIA IS A FEMALE PTERANODON. SHE IS DEVOTED AND EMOTIONAL. ALADAR AND ZINI MAKE FUN OF HER BECAUSE OF HER 'MOTHER HEN' ATTITUDE, AND SHE TEASES THEM BY TREATING THEM LIKE CHILDREN.

FLIA FLIES FAST AND IS A GOOD RECONNAISSANCE SCOUT. SHE CAN ALSO DIVE DOWN ON ENEMIES, INFLECTING DAMAGE.

#### MOVEMENTS:

- **DIRECTION:** THE CHARACTER IS DIRECTED IN RELATION TO THE SCREEN. WHEN YOU PUSH THE ANALOG THUMB PAD OR THE DIRECTIONAL BUTTON TO THE LEFT, FLIA MOVES TO THE LEFT OF THE SCREEN, ETC.
- **SPEED:** WHETHER FLIA FLIES QUICKLY OR SLOWLY DEPENDS ON THE FORCE WITH WHICH YOU PUSH THE ANALOG THUMB PAD. WITH THE DIRECTIONAL BUTTON, YOU CAN ONLY FLY AT MAXIMUM SPEED.

#### ACCELERATING:

WHEN FLIA IS FLYING, PRESS THE A BUTTON AND SHE WILL SPEED UP FOR A SHORT PERIOD.

#### COLLECTING/RELEASING OBJECTS:

- **COLLECTING:** WHEN AN OBJECT IS WITHIN HER RANGE (SURROUNDED BY A YELLOW HALO), BY PRESSING ON THE X BUTTON, YOU CAN MAKE FLIA DIVE DOWN AND PICK UP THE OBJECT IN HER BEAK OR HER TALONS (A TORCH, A MAUVE FRUIT, AN EGG OR A BABY IGUANODON).







PLACE  
POSTAGE  
HERE

**Ubi Soft**  
ENTERTAINMENT ©  
www.ubisoft.com

625 Third Street  
Third Floor  
San Francisco, CA 94107

SHE CAN ADD THE OBJECT TO THE GROUP INVENTORY (LIFE CRYSTALS, KO OR BURNING ASTEROIDS, POWER STONES) OR PICK UP LIFE POINTS (REGENERATIVE PLANTS).

#### RELEASING:

- WHEN MAUVE FRUIT, EGGS OR BABY IGUANAGONS ARE COLLECTED, PRESSING THE X BUTTON MAKES FLIA PUT THEM IN THE PLACE PROVIDED FOR THEM (NEST, BLUE CIRCLES, FRIENDS) WHEN THE LATTER IS LIT BY A GREEN TARGET.
- WHEN TORCHES ARE COLLECTED, FLIA CAN RELEASE THEM ANYWHERE BY PRESSING THE X BUTTON, OR SHE CAN DIVE DOWN AND LIGHT A FIRE WITH THE TORCH (WITHOUT RELEASING IT) BY PRESSING THE A BUTTON WHEN THE BONFIRE IS LIT WITH A HALO.

#### ATTACKING:

FLIA ATTACKS HER ENEMIES WITH HER BEAK AND CAN FIGHT BOTH FLYING AND TERRESTRIAL CREATURES. WHEN AN ENEMY IS WITHIN HER RANGE, (SURROUNDED BY A RED HALO), PRESSING THE A BUTTON MAKES HER SDOOP DOWN ON THE ENEMY AND DELIVER A BLOW WITH HER BEAK. BUT WATCH OUT FOR THE COUNTERATTACK!

#### SPECIAL ATTACK:

THIS CAN BE ACTIVATED WHEN ONE OF THE HEROES HAS COLLECTED A POWER STONE. WHEN YOU PRESS THE X BUTTON AND THE A BUTTON SIMULTANEOUSLY, FLIA WILL EMIT AN ULTRASONIC SOUND THAT CAN WOUND ANY ENEMIES WHO ARE IN FRONT OF HER.



### III. 4. COLLECTIVE MODE

IN COLLECTIVE MODE, YOU CAN CONTROL ALL THREE HEROES AT THE SAME TIME. ON CERTAIN OCCASIONS, IT IS ESSENTIAL TO USE IT IF YOU WANT TO MOVE ON IN THE ADVENTURE. TO SWITCH TO COLLECTIVE MODE, PRESS THE L TRIGGER AND THE R TRIGGER SIMULTANEOUSLY. ZINI CLIMBS ON TO ALADAR'S BACK AND FLIA FOLLOWS HER TWO FRIENDS. YOU ARE NOW CONTROLLING ALADAR AS IF HE WAS ALL ALONE.

PLEASE NOTE: YOU CAN ONLY ACTIVATE COLLECTIVE MODE WHEN THE THREE HEROES ARE CLOSE TO EACH OTHER.

### IV. THE HEROES' ABILITIES

IN ORDER TO SUCCEED, YOU HAVE TO MAKE YOUR THREE HEROES COLLABORATE BY COMBINING THEIR SKILLS IN THE BEST POSSIBLE WAY. EACH HERO HAS ABILITIES THAT DEVELOP AS THE GAME PROGRESSES, DEPENDING ON THE QUESTS THAT ARE ACCOMPLISHED AND THE ENEMIES THAT ARE DEFEATED. WHEN YOU BEGIN A NEW GAME, ALADAR, ZINI AND FLIA ARE AT LEVEL 1. EACH TIME YOU COMPLETE A QUEST WITH ONE OF THEM, OR EACH TIME YOU DEFEAT SOME ENEMIES, THE HERO WINS EXPERIENCE POINTS. WHEN ENOUGH POINTS HAVE BEEN WON, THE HEROES MOVE ON TO THE NEXT LEVEL. EVERY TIME A HERO RISES TO THE NEXT LEVEL, PROGRESS IS MADE IN THE FOLLOWING MANNER:

- THE MAXIMUM NUMBER OF LIFE POINTS INCREASES
- MORE DAMAGE IS CAUSED TO OPPONENTS WHEN FIGHTING
- ALADAR AND ZINI WIN A FORCE LEVEL
- THE 'SPECIAL ABILITY' LEVEL CAN BE INCREASED

### IV. 1. TABLE OF ABILITIES


EACH CHARACTER HAS A TABLE OF ABILITY IN THE INVENTORY.

- 
1. THE ICON OF THE CORRESPONDING HERO (ALADAR, ZINI, FLIA).
2. INDICATES THE HERO'S PRESENT LEVEL.
3. PROGRESS GAUGE FOR THE LEVEL (BEFORE MOVING TO THE HIGHER LEVEL).
4. THE LEFT-HAND FIGURE: THE HERO'S CURRENT NUMBER OF LIFE POINTS. RIGHT-HAND FIGURE: THE MAXIMUM NUMBER OF LIFE POINTS FOR THE HERO AT THIS LEVEL.
5. FOR ALADAR, THIS FORCE REPRESENTS THE SIZE OF THE ROCKS THAT HE CAN PUSH; FOR ZINI, IT REPRESENTS THE SPEED AT WHICH HE CAN THROW STONES.
6. THE NUMBER IS AN AVERAGE OF THE DAMAGE INFLECTED PER ATTACK BY THE HERO AT THIS LEVEL.
7. THE SPECIAL ABILITY VARIES DEPENDING ON THE CHARACTER:
- FOR ALADAR, IT IS THE POWER TO ADD NEW AND INCREASINGLY DANGEROUS SPECIES OF ENEMY TO THE ENCYCLOPEDIA.
  - FOR ZINI, IT IS THE POWER TO IDENTIFY THE TRACKS OF OTHER DINOSAURS WITH INCREASING PRECISION.
  - FOR FLIA, LEVEL 1 IS THE ABILITY TO DETECT UNSTABLE PLATFORMS; LEVEL 2, THE ABILITY TO DESTROY THEM; AND, AT LEVEL 3, FLIA CAN DETECT AND ATTACK ENEMIES WHO ARE BEYOND THE LIMITS OF THE SCREEN.

TO SEE THE TABLE OF ABILITIES FOR OTHER CHARACTERS, USE THE R TRIGGER.


## V. GAME INTERFACE

### V.1. GAME SCREEN

- 
1. THE SELECTED CHARACTER'S ICON.
  2. THE LEFT-HAND FIGURE: THE CURRENT NUMBER OF LIFE POINTS. THE RIGHT-HAND FIGURE: THE HERO'S MAXIMUM NUMBER OF LIFE POINTS.
  3. EXPERIENCE GAUGE: THIS INDICATES THE REMAINING NUMBER OF EXPERIENCE POINTS YOU NEED TO ACQUIRE IN ORDER TO MOVE TO THE HIGHER LEVEL.
  4. MINI-MAP: WITH THIS, YOU HAVE A SIMPLIFIED AND MORE DISTANT VIEW OF THINGS, SO IT GIVES YOU A BETTER IDEA OF YOUR LOCATION IN THE DECOR. IT IS CENTERED ON THE HERO WHO IS BEING CONTROLLED AND INDICATES THE POSITION OF THE TWO OTHERS.
  5. QUEST ICONS: THESE SHOW YOU HOW MANY QUESTS EACH CHARACTER MUST ACCOMPLISH DURING THIS MISSION. WHEN A QUEST IS ACCOMPLISHED, THE CORRESPONDING ICON LIGHTS UP.
  6. SELECTED OBJECT: THIS IS THE OBJECT SELECTED IN THE INVENTORY. PRESS THE Y BUTTON TO USE IT.
  7. TIME REMAINING GAUGE: THIS INDICATES THAT THE TIME REQUIRED TO ACCOMPLISH THE MISSION IS LIMITED. WHEN THE BAR IS COMPLETELY RED, THIS MEANS THAT YOU HAVE FAILED AND YOU HAVE TO START THE MISSION AGAIN.

### V.2. PAUSE MENU

AT ANY TIME DURING THE GAME, YOU CAN PRESS THE START BUTTON TO DISPLAY THE PAUSE MENU. YOU MAY THEN DO ONE OF THE FOLLOWING:

- 
1. MAKE THE MINI-MAP APPEAR OR DISAPPEAR DURING THE GAME.
  2. BEGIN THE CURRENT MISSION AGAIN.
  3. LOAD A SAVED GAME.
  4. ACCESS THE INVENTORY.
  5. RE-VIEW THE BRIEFING GIVEN AT THE BEGINNING OF THE LEVEL.
  6. ACCESS THE OPTIONS MENU.
  7. LEAVE THE GAME AND RETURN TO THE MAIN MENU.

## V.3 INVENTORY AND OBJECTS



TO ACCESS THE INVENTORY WHEN A GAME IS IN PROGRESS, PRESS THE B BUTTON. MOST OF THE OBJECTS COLLECTED IN THE GAME ARE STORED AUTOMATICALLY IN THE INVENTORY FOR THE THREE HEROES. TO USE AN OBJECT IN THE GAME, YOU MUST GO TO THE INVENTORY, SELECT THE DESIRED OBJECT WITH THE ANALOG THUMB PAD, THEN CONFIRM

YOUR CHOICE WITH THE A BUTTON. WHEN YOU GO BACK TO THE GAME, ALL YOU HAVE TO DO IS PRESS THE Y BUTTON TO BE ABLE TO USE THE SELECTED OBJECT. ALL THE CHARACTERS CAN COLLECT ITEMS FOR THE INVENTORY. TO DO THIS, ALADAR AND ZINI HAVE TO WALK ON THE ITEMS, WHILE FLIA HAS TO DIVE TO THE GROUND. THE DIFFERENT OBJECTS ARE AS FOLLOWS:

### LIFE CRYSTALS:

EACH CHARACTER CAN COLLECT LIFE CRYSTALS. THEY ARE VERY RARE IN THE GAME. BECAUSE THEY ARE EXTREMELY POWERFUL, THEY CAN BE USED TO REVIVE ALADAR, ZINI OR FLIA. THE RESUSCITATED CHARACTER REAPPEARS NEAR THE LAST ACTIVATED CHECKPOINT WITH ALL THEIR LIFE POINTS.



### YELLOW FRUIT AND RED FRUIT:

ONLY ALADAR AND ZINI CAN COLLECT THIS FRUIT. THE YELLOW FRUIT GIVES 10 LIFE POINTS TO THE HERO BEING CONTROLLED AND THE RED FRUIT GIVES 50 LIFE POINTS.



### ASTEROIDS:

ALL THREE HEROES CAN COLLECT AND USE ASTEROIDS. THERE ARE TWO TYPES:

- \* **KO ASTEROIDS:** THESE ARE VERY LARGE AND, WHEN THEY HIT THE EARTH, ALL THE ENEMIES WITHIN A RADIUS OF 5 METERS FALL TO THE GROUND FOR 10 SECONDS AND LOSE 240 LIFE POINTS.
- \* **BURNING ASTEROIDS:** THESE ARE NOT SO BIG, BUT THEY ARE ON FIRE. WHEN THEY HIT THE GROUND, THEY INFLECT A LOSS OF 240 LIFE POINTS ON THE ENEMIES.



### STONES:

ALADAR AND ZINI CAN COLLECT FIVE STONES AT A TIME, BUT ZINI IS THE ONLY ONE WHO CAN THROW THEM. IF HE RUNS OUT OF STONES DURING COMBAT, HE CAN USE HIS HEAD INSTEAD (THEREBY EXPOSING HIMSELF TO COUNTERATTACKS).



### LUMINOUS STONES:

ONLY ZINI CAN USE THIS OBJECT TO LIGHT UP A ROOM. HE MUST PUT IT ON A SPECIAL BASE, OTHERWISE THE STONE CANNOT GIVE OFF LIGHT.



### POWER STONES:

POWER STONES ALLOW THE HEROES TO USE THEIR SPECIAL ATTACK. ANYONE CAN COLLECT AND USE THEM. EACH SPECIAL ATTACK COSTS ONE POWER STONE.



CERTAIN OBJECTS CAN BE COLLECTED BUT ARE NOT ADDED TO THE INVENTORY:

### REGENERATIVE PLANTS:

WHEN A HERO TAKES ONE OF THESE PLANTS, HE OR SHE WINS BACK A NUMBER OF HIS LIFE POINTS (FROM 80 TO 125 LIFE POINTS).



### EGGS:

SOME EGGS ARE NOT IN A SAFE PLACE. FLIA CAN PICK THEM UP AND PUT THEM INTO NESTS, OUT OF HARM'S WAY.



### NESTS:

A NEST IS THE IDEAL PLACE FOR STRAY EGGS. WHEN FLIA HAS AN EGG, SHE CAN BE MADE TO PUT IT IN A NEST BY DIVING DOWN ON IT AND PRESSING X.



### SUPER ASTEROIDS:

THESE ARE VERY RARE, AND CAUSE AN IMPRESSIVE AMOUNT OF DAMAGE. FOR EXAMPLE, FLIA CAN USE THEM TO DESTROY WALLS OR DAMAGED GROUND THAT CAN RESIST ALADAR'S CHARGES. FLIA HAS TO COLLECT THE SUPER ASTEROID, BUT CAN ONLY USE IT WHEN THE SUPER ASTEROID ICON IS BLINKING.



## VI CHARACTERS

### VI.1 THE MEMBERS OF THE HERD

YOU CANNOT CONTROL THESE CHARACTERS, BUT THEY APPEAR IN THE COURSE OF CERTAIN MISSIONS. EACH HAS A NAME AND A PERSONALITY. THEY OFTEN ASK FOR YOUR HELP, BUT CAN ALSO BE OF HELP TO YOU. THE MAIN CHARACTERS ARE:

\* **BAYLENE:** A VERY OLD FEMALE BRACHIOSAURUS, SHE IS THE LAST OF HER SPECIES IN THE HERD.



\* **EEMA:**  
AN OLD BUT BRAVE FEMALE STYRACHOSAURUS.



\* **URL:**  
HE'S AN ANKYLOSAURUS, HE BEHAVES A LITTLE LIKE A FAITHFUL, SPIRITED DOG.



\* **KRON:**  
A BRUTAL IGUANODON, THE LEADER OF THE HERD.

\* **NEERA:**  
A FEMALE IGUANODON, SHE IS KRON'S SISTER AND SHE'S IN LOVE WITH ALADAR.



## VI.2. THE REST OF THE HERD AND ITS ENEMIES

DURING THEIR JOURNEY, OUR THREE HEROES DISCOVER OTHER DINOSAURS. EACH TIME THEY MAKE A NEW FRIEND OR DEFEAT A NEW RACE OF DINOSAURS, THE SPECIES IS ADDED TO THE ENCYCLOPEDIA.

## VIII CREDITS

DISNEY INTERACTIVE:  
DIRECTOR PRODUCTION  
DAN WINTERS

PRODUCER  
JOEL GOOSELL  
CHRON RALLS

SENIOR ARTIST  
JASON CRAYES

SR. MANAGER, MARKETING  
SUE FOLLER

MARKETING ASSISTANT  
SUE ELLIOTT

SENIOR BRAND MANAGER FOR  
GAMES EUROPE  
CAROLE DEGOULET:

LINGUISTIC REVIEWERS:  
FRANCE: EMMANUELLE MONJAUZE  
AND MAITE LEON  
GERMANY: NINA SANDAU  
HOLLAND: NETTY LOMMERSE  
NORDIC: LONE KORSGAARD  
ITALY: STEFANIA VAGNOLA  
SPAIN: VICTORIA ESTEBAN  
UK: MILES BEESON

LOCALIZATION MANAGER  
CATHERINE DUPERRON

DIALOG EDITING  
BILL BLACK

FILM FOOTAGE EDITOR  
CHRIS HEPBURN

SENIOR QA PROJECT LEAD  
DOUGLAS JACOBS

QA TESTERS  
DAVE YEUNG  
EDYARD BOLOS  
JAMES COLLARD  
JESUS A. CEJA IV

WITH THE VOICE TALENTS OF  
(US):

D.B. SYEENEY  
OSSIE DAVIS  
ALFRE WUDDARD  
HAYDEN PANETTIERE  
MAX CASELLA  
DELLA REESE  
BILLY WEST  
JOAN FLOYRIGHT  
TRUSS MCNEIL  
JULIANNA MARGOLLES  
SAMUEL E. WRIGHT  
PETER SIRAGUSA  
REBECCA WINK

SPECIAL THANKS:  
DISNEY FEATURE ANIMATION  
PAM MARSUEN  
ERIC LEIGHTON  
SURGE RIOU  
TUOD NIELSEN

ON VIDEO GAMES TEAM

DISNEY CHARACTER VOICES  
RICK DEMPSEY  
DANA HINTON-WARD  
SOZY LONN  
NEU LUTT

WALT DISNEY PICTURES  
PRESENTS DINOSAUR  
PUBLISHED BY UBISOFT  
© 2000 DISNEY.

UBI SOFT  
ENGINE PROGRAMMING  
GILLES VANVALLEGHEM,  
YVES BABITCH, FRANK  
DELATRE, DAVID  
FOURNIER,  
JEAN-CHRISTIAN SOKOL,  
OLIVIER AMIAGO

INFO DESIGN  
ERIC PREVOST, MALEK  
BENGOUAM, OLIVIER  
GERUT, FRANCOIS DIGARD,  
FREDERIC LEFEBVRE

**GAME DESIGN**  
ELISABETH PELLEN,  
OLIVIER BARBIER, BRUNO  
BOUVRET, FRÉDÉRIC  
CLAYEYRIE, ERIC COZIAN,  
THOMAS SIMON, JEAN  
ZAPPALINA

**SOUND DESIGN**  
ALKIS ARGYRIADIS

**INTEGRATION**  
ALKIS ARGYRIADIS,  
EMMANUEL GOVERNAIRE,  
DAVID BADDE

**SOUND EFFECTS**  
OLIVIER MORTIER, ALEXIS  
LEVERVE

**MUSIC**  
ERIC CHEVALLIER

**POST-PRODUCTION**  
SYLVAIN BRUNET, MANU  
BACHET, MARTIN,  
GUILLAUME

**GRAPHICS**  
NATHALIE PROVOST

**CHARACTERS**  
JÉRÔME DES PLAS,  
RÉGIS ARDOIS, MICHAEL  
PÉRONARD, PASCAL ROEST,  
VINCENT VIGLA

**TEXTURES**  
CORINNE BILLON, CATHERINE  
BRAGN, CÉLINE BESSY ET  
IVAN GAIDON

**MAPS**  
NATHALIE PROVOST, LAURENT  
DEBARGE, OLIVIER CORNOTON,  
ARNAUD KOTELNIKOFF, YOORI  
JUNGDAAS, NATHALIE MOSCHETTI,  
DAVIDE RUPIANI, YANN JOUETTE

**ANIMATIONS**  
MARC JAILLOUX, GILLES  
AYENEAU, ISABELLE LEDOC,  
POUIL (FRANÇOIS NARBOUX),  
HÉLÈNE OGIER, HÉLÈNE PIERRE

**DATA MANAGEMENT**  
FABRICE MACHECLER,  
DAVID ALLAIGRE

**TESTS**  
ELIE BENRABOU, YANICK  
BEAUDET, DAMIEN GALIPIOT,  
CHRISTIAN FORTIER, MIGUEL  
CANEPA, JONATHAN MOREAU,  
PHILIPPE DIGN

**PRODUCER**  
ALEXIS GOUARD

**ORIGINAL CONCEPT**  
RONAN FOURNIER-CHRISTOL  
(LUDIMEDIA)

**MARKETING**  
DENNIS ROY

**LOCALISATION**  
MATTHIEU BOULARD

**PUBLIC RELATIONS**  
SANDRA YEE

**PACKAGING**  
MARI SAKAI AND KEVIN LALLI

**STUDIOS MANAGEMENT**  
CHRISTINE BORGESS, AGNÈS LAJOI,  
SMARINE MAIGRET, CHRISTINE  
CROSSON, ALEXANDRE BADEL,  
GUNTHER GALIPIOT, DAVID REIZER,  
FABIEN FUMERON, NIKOLA  
MILISAVLJEVIC, ANNE VILLENEUVE,

**QA**  
SÉRGÉ HASCOET, MICHAEL GUEZ

**PUBLISHER**  
YVES GUILLEMOT

**A GREAT THANKS TO :**  
NICOLAS QUENETTE, FRANÇOIS  
QUENEC, MONA HAMILTON, JOHN  
CROYANEC, XAVIER FOUILLEUX,  
WILLIE WAREHAM, KATHLEEN LYNCH,  
DANA WHITNEY, MELANIE MELTON,  
ANTHONY FRANCO, KAYAT CARVALHO,  
KRISTEN HECHT, JEN GROELING,  
HELEN JOGUET, RANDY GORDON,  
DAVID BAMBERGER, JAY COHEN,  
LAURENT DETOC, YANNIS MALLAT

## UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

Ubi Soft Entertainment warrants to the original purchaser that the optical media on which Disney's Dinosaur is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ubi Soft, Inc. software program is sold "as is", without express or implied warranty of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from the use of this program. Ubi Soft, Inc. agrees for a period of ninety (90) days to replace defective media free of charge, provided you return the defective item with dated proof of payment to the store from which this product was purchased. This warranty shall not be applicable and shall be void if the defect in the Ubi Soft, Inc. software product has risen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS** - This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Ubi Soft, Inc. Any implied warranties applicable to this software product, including its quality, performance, merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft, Inc. be liable for any direct, indirect, special, incidental, or consequential damages resulting from possession, use, inability to use or malfunction of this Ubi Soft, Inc. software product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft, Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**TECHNICAL SUPPORT** - If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available from this phone number or address.

**TO REACH US ONLINE** - Access our Web Site at <http://www.ubisoft.com>



Ubi Soft Entertainment, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107  
Licensed from ESR/Game Arts by Ubi Soft Entertainment. Original game © 2003 Game Arts. English Translation © 2000 Ubi Soft Entertainment. Grande is a trademark of Game Arts Co., Ltd. Character designs by Yosshi Kamei. World designs by Katsum Aozaki and Masashi Hazama. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All rights reserved.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNINGS: Operates only with NTSC in television and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other television or Sega Dreamcast systems. Product content under one or more of the following U.S. Patents: 5,460,374; 5,535,378; 5,627,626; 5,668,172; 4,442,468; 4,894,596; 4,943,626; No. 35,632; Japanese Patent No. 2670536. (Patents pending in U.S. and other countries). Canada Patent No. 1,163,235. The orange cone is a trademark of the Interactive Digital Software Association. Sega of America, Dreamcast, Inc., P.O. Box 9833, San Francisco, CA 94103.

**PROOF OF PURCHASE**

**DINOSAUR**  
0 08880 26019 8

