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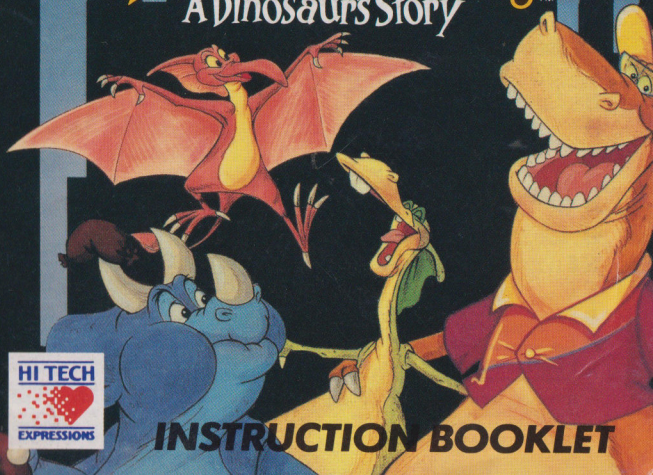
Nintendo

GAME BOY

DMG-A6-USA

We're Back!

A Dinosaur's Story™



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

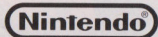
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TABLE OF CONTENTS

Thank you for buying *WE'RE BACK! A Dinosaur's Story*. Please read this entire booklet for an explanation of the game and helpful playing tips.

LEAPING LIZARDS!	4
QUICK START	5
OPTIONS SCREEN	6
CONTROLS	7
STATUS AREA	8
JUMPING	9
THROWING	9
PICK-UPS	12
SCORE SCREENS	13
BONUS WORLDS	14
DINO SHOWDOWNS	15
REX TO THE RESCUE!	16
CONTINUE/END	17

LEAPING LIZARDS!

4

ONCE UPON A TIME...you were this teenage tyrannosaurus called Rex – 10 tons of terror with lots of teeth and really bad breath. But that was before the future came calling with boxes of Brain Grain™ cereal. Now you're as smart as you are strong. And it couldn't have happened at a better time. 'Cause evil Professor ScrewEyes has just "dino-napped" your prehistoric pals, Woog, Dweeb and Elsa, and is holding them prisoner in his castle. Only YOU have the brains and brawn to set them free!

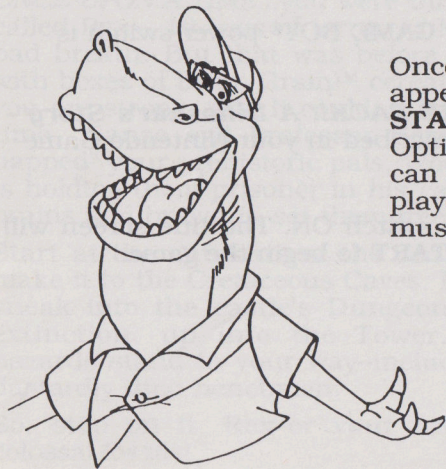
Start at the outskirts of the Jurassic Jungle and try to make it to the Cretaceous Caves. From there you'll have to sneak into the castle's Dungeon and, if you can avoid extinction, up into the Tower. Hosts of horrendous hazards stand in your way—including ScrewEyes' army of dastardly dino henchmen.

So, step on it, Rex—or your friends could end up as colossal fossils!

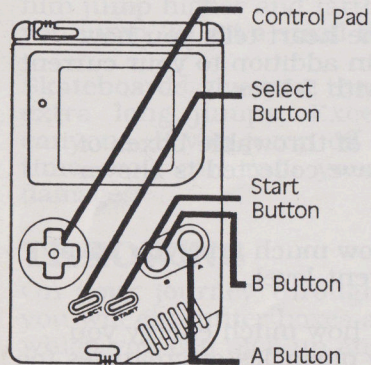
QUICK START

5

1. Make sure your GAME BOY® power switch is OFF.
2. Insert the **WE'RE BACK!: A Dinosaur's Story** Game Pak as described in your Nintendo Game Boy® manual.
3. Turn the power switch ON. The title screen will appear. Press **START** to begin the game.



Once the title screen appears, you can press **START** to advance to the Options Screen. Here you can choose to start a 1 or 2 player game or turn the music ON or OFF.



- Use the Control Pad to move Rex **left** or **right**, or make him **crouch**.
- Press the **A** Button to make Rex **jump** up.
- Press the **B** Button to make Rex **throw** an object.
- To **pause** the game at any time, press **START**. To **resume** the game, press **START** again.
- Press **SELECT**, **START**, **A** and **B** all at the same time to **return to the title screen** at any time. Note: Doing this will automatically end your game.

STATUS AREA

8

The Status Area at the bottom of your screen always displays:

- **Lives:** The number in the heart tells you how many lives you have left in addition to your current life. You start the game with 5 lives.
- **Inventory:** The number of throwable boxes of Brain Grain cereal you have collected is shown here.
- **Time:** This shows you how much time you have left to complete the current level.
- **Energy:** This shows you how much energy you have left. Don't get hit by obstacles or creatures too often or you'll lose a life.

JUMPING

9

Rex loves to jump; it keeps his dino-legs in tip-top shape! To make Rex jump, press the A Button. To make him jump higher and farther, hold down the A Button as you jump. To get a small hop, lightly tap the A Button.

Skateboards give you the extra speed so you can make extra long jumps. Excellent for leaping over large canyons. If you jump off a skateboard at just the right time, you can ram your enemies and cause untold damage.

THROWING

On your journey through different prehistoric realms, you will encounter boxes and boxes of Brain Grain cereal which you can pick up and hold in your inventory. When you run into an enemy creature, you may want to throw a

box or two at your attacker. To do so, press the B Button. If you throw enough Brain Grain at him, he'll turn smart and friendly - and go away!

You can only throw as many boxes as you have collected in your inventory. When you run out of boxes to throw, you will be left defenseless until you find and pick up more Brain Grain.

Whenever you are hit by a creature or other danger, you immediately lose all the boxes of Brain Grain you had collected. The exception to this occurs at the end of each level within each world. When you complete a level you can carry over the Brain Grain you have in your inventory to the next level **as long as you are playing in the same world**. For example, if you complete the



Brain Grain you have remaining from your adventures in the Jungle will disappear once you enter the Caves.

second Jungle level with 37 boxes left, you will still have those 37 boxes when you begin the third Jungle level. These boxes cannot be taken away from you even if you are hit by a creature. The only way to get rid of these carryover boxes is to use them to throw at your enemies. However, collected boxes **do not** carry over from world to world. For example, any

PICK-UPS

12

Pick-Ups can give you special powers and extra lives. To pick up a Pick-Up, simply move Rex until he touches it. The object will be added to the inventory.



BOWLING BALLS: Very powerful and, once thrown, destroy all obstacles in your way.



SHIELDS: Protect you against all damage for a limited time.



STARS: Restore your health and energy to full power.



LIVES: Pick these up to earn extra lives!

SCORE SCREENS

13

Every time you complete a level you will receive points for your accomplishments. You earn points for Brain Grain collected, enemies defeated and time remaining on the clock.



TIME:

10 points per second remaining on the clock



ENEMIES:

100 points per creature you defeat



BRAIN GRAIN:

50 points per box collected in your inventory

BONUS WORLDS

14

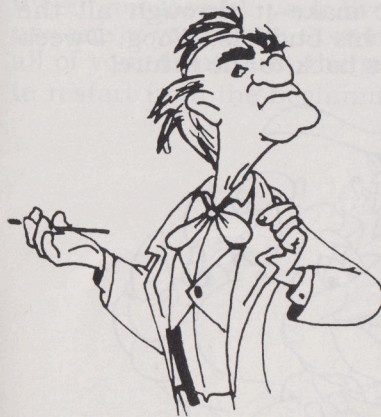
At the end of each of the 4 worlds (Jungle, Caves, Dungeon and Tower), Rex has the chance to enter a special Bonus World to score more points and, possibly, earn special weapons or powers.

Each of these Bonus Worlds can be entered only if you have managed to collect at least 50 boxes of Brain Grain by the end of the third level in the world before.

While you cannot lose a life in a Bonus World, you only have a limited amount of time to complete this stage. One hit and you're outta there! But if you manage to reach the end of the Bonus World, you will receive an additional weapon to help you defeat ScrewEyes' dino henchmen.

DINO SHOWDOWNS

15



Even if you haven't been able to collect enough Brain Grain to enter a Bonus World, you will still come snout to snout with one of ScrewEyes' sinsiter dino henchmen at the end of the third level of each world. These monsters are much larger and tougher to defeat than the ordinary creatures you have encountered up to this point. To vanquish one of these foes, you must score multiple hits on certain parts of their body. But be extra careful –

dino henchmen attack in cunning and dangerous ways, bringing you ever closer to extinction!

REX TO THE RESCUE!

16

If you successfully help Rex make it through all the levels, you'll reunite him with his buddies, Woog, Dweeb and Elsa – and send ScrewEyes back to the future!



CONTINUE/END

17

When you lose all your lives, you may end the game or use one of your three Continues. When you have used up all of your Continues the game is over and you will have to restart from the beginning.

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ 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 Expressions 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 Expressions 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 EXPRESSIONS, 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 Expressions be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.