

DINOWARS



USER'S MANUAL

For the Amiga 500, 1000, 2000, 2500 and 3000

DINOWARS

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I. System Requirements

DINOWARS requires an Amiga 500/1000/2000/2500/3000 with at least 512K of RAM. You will need at least one joystick to play. The game has a two-player option that requires a second joystick. You can eliminate disk swapping if you have an external 3.5 inch floppy drive (SEE "Section II. A. Loading Instructions" for details).

II. Beginning the Game

A. Loading Instructions

AMIGA 1000 owners must follow the normal procedure for installing KICKSTART (TM) before booting DINOWARS.

To boot DINOWARS:

1. Insert the disk labelled "Disk 1" into the internal drive.
2. If your AMIGA is already on, hold down the CTRL key along with the two AMIGA keys to the left and right of the SPACEBAR to reset the computer.
3. If your AMIGA is off, simply turn it on.

The screen appears white as the disk boots. You will see the DigiTek Software logo and after a short pause the title sequence will play. You can skip the introduction scene at any point by pressing the left mouse or joystick button. By doing this you will advance to the protection screen right away. Should your disk fail to boot correctly, turn off your AMIGA and try again.

DinoWars is a two disk game. At certain times during the game DinoWars will need to access data on a disk that is not in one of your floppy drives. At these times the program will ask you to insert the disk. If you have any external drives attached to your AMIGA you can insert the disk into one of them. Users with only one disk drive will have to remove the disk from the drive and insert the requested disk.

You may make as many copies of DinoWars as you wish using any disk-copying program. In fact, it is suggested before you go any further that you make copies of the two game disks to protect them against loss from unexpected circumstances (magnetic fields, power outages during saving, etc.).

B. Protection Instructions

A dinosaur chart, printed on a red sheet of paper, is included with your game package. If you keep nothing else, keep this card! You will need it to pass the Copy Protection Check that appears after the title sequence. When this screen appears please refer to your red chart for comparison with the screen.

At the center of the screen you will see a 3 x 3 grid of icons marked at the top left corner by a set of coordinates. The coordinates indicate where you should look on your chart to match the icons. For example, if the coordinates given were "A,0", you would put your finger on the dinosaur in row A, column 0 on the paper sheet. The 3 x 3 area that follows from this point is the part of the chart you should compare to the screen. Notice that 4 of the dinosaurs on the chart do not match those on the screen. Click on the four dinosaurs that **DO NOT MATCH** and change their colors. If you make a mistake, simply click again on a selected dinosaur to reverse the process. Once you have correctly chosen the four mismatched dinosaurs you will be allowed access to the game.

III. Introduction: The World of DinoWars

A caveman walks along a volcanic cliff in search of food for his fellow clanspeople. His steps are cautious for he knows that around the next corner may lurk his ultimate enemy. With a drawn out echoing cry he acknowledges his fate and is trodden by a giant tyrannosaurus. So much for Fred.

But wait a minute.... Fred would never have had such an encounter because humans and dinosaurs never existed together. By the time Fred showed up the dinosaurs were dead and buried! Okay, I'll admit I've been a couple of million years too lenient, but look, it's a neat idea isn't it?

The Plot

In the days of the DINOWARS food became scarce and living conditions worsened. Dinosaurs started building friendships across the races and forming society-like groups, made up of different types of dinosaurs. The rarity of food made it necessary to combine different skills from different dinosaurs to find the still available food reserves.

This game tells the story of two different dinosaur groups. The last hope for both groups to continue existing depends upon the birth of a new leader that will incorporate the skills, fighting powers and intelligence of all dinosaur races. In a desperate attempt to assure the survival of each group, both eggs (containing the respective, unborn leaders) have been kidnapped by the opposing armies. This was not mean-spirited. It's simply an instinct for survival, since there is only going to be enough food for the continuation of ONE group.

IV. Game Overview

The strategic board game, or Dino War, pits two opposing dinosaur armies against each other in a contest to retrieve their respective kidnapped dinosaur eggs. Each dinosaur army tries to capture the egg by using strategy, skill and power. The challenge is to capture the egg and bring it safely back to the other side.

If two opposing dinosaurs meet on a square of the board, the screen changes to a close-up view of the two opposing dinosaurs in front of a beautiful landscape. The player can either actively fight with a joystick or simply sit back, relax and watch the fight. The army that manages to bring the egg back over to the other side first wins the ultimate struggle for survival and its combined genes will live on in the newborn creature.

In the board game the players have the option to play a "Turns" game (like chess or checkers) or a "Simultaneous" game. The "Turns" game lets players alternate after each move. No time limit is given and clever strategy may be used. The "Simultaneous" board game makes for a faster challenge as both players make their moves simultaneously. This kind of game is more error prone as strategies have to be developed very fast to keep up with the pace of the opponent.

The Battle Game places opponents face-to-face in a contest of strength and reflexes. A score is kept as the opponents battle. A clock ticks away the crucial seconds to the battle's conclusion.

The Encyclopaedia is an educational journey into the fascinating world of dinosaurs. Colorful animated graphics enhance the 15 categories of interesting and entertaining prehistoric topics. Animated "decay" sequences show the dinosaurs' skeletal structures. World maps indicate geographical locations of dinosaur fossil discoveries.

Customising. Both the Dino War (board game) and the Battle game may be customised by the players, and all parts of the game may be computer or human controlled.

V. The Menus

All menus are controlled the same way. Move the pointer with the joystick in Port 2 (you can also move the pointer with the mouse, but since the game has to be played with joysticks it is best to use joysticks only). Move the cursor to any gadget and press the joystick button to make your selection. For one-player sessions leave the mouse connected and use the joystick to play the game as Player 2. For two-player sessions two joysticks must be plugged into the computer.

A. The Main Menu

The Main Menu is the central control of DINOWARS. The Main Menu allows you to change and select the following items:

1. **PLAYER TYPE:** At the top of the screen on each side you will see a picture of a little man or a picture of a computer. By pointing on these with the cursor using the joystick ("clicking"), you may change whether a side is controlled by a human or a computer player. If playing a single player game against the computer we suggest to select Player One as the computer opponent and Player Two as the human player. That way you can use the Joystick in Port 2 and the mouse can remain in Joystick Port 1.
2. **WAR GAME TYPE ("Turns" or "Simultaneous" board game):** In the center of the screen appears a picture of a game board. By clicking here you can choose to play either the game in which the players take turns or the game in which players move simultaneously. This is further explained under Section "VIII. The Dino War".
3. **HANDICAPPING:** Below the picture of the board are three boxes indicating player skill-levels: NOVICE, SKILLED, and ADVANCED. A flashing arrow on either side indicates which skill level has been selected for that side. By clicking on one of the arrows you may alter the skill level for the left or right player.
4. **BATTLE/DINO WAR:** At the bottom-left corner of the screen there is a box that indicates the current game mode. It is preset on DINO WAR, which means that the game is set to be a combination of a board game with an action fight when two dinosaurs meet on a field of the board. Clicking this box changes the setting to BATTLE which means it is in the ACTION ONLY mode. It allows you to play the arcade part of the game by itself. You choose two dinosaurs that fight the battle against time and high score.
5. **ENCYCLOPAEDIA:** Click here to use the Encyclopaedia. An explanation of the encyclopaedia will follow under "VI. THE ENCYCLOPAEDIA".
6. **STAT:** Edit dinosaur statistics. This Stat Editor will be thoroughly explained hereafter under " V.B. The Stat Screen".
7. **RANK:** Edit the rank for the board game. This editor will be explained hereafter under " V.C. The Rank Editor".
8. **CON:** Change the game configuration. The different selections are explained under "V.D. The Configuration Menu".
9. **START:** Start the selected game.
10. **HIGH:** View the Top 10 high scores (only for the BATTLE arcade mode).

B. The Stat Screen

After clicking with the joystick button on the "STAT" field you will enter the Stat Screen. Each type of dinosaur has its own set of attributes that determine how it moves and how effectively it can fight. Even though two dinosaurs may have identical attributes they may not be as equal in battle because different dinosaurs have different types of attacks that carry their own limitations. By changing the numbers on this screen you can make drastic changes in how well a dinosaur can be used. The following attributes can be altered:

1. Board Attributes

- SPEED...** In the "Simultaneous" board game SPEED determines how fast a dinosaur moves.
- RANGE...** In the "Turns" board game RANGE determines how many squares a dinosaur can move along its X and Y axis.
(Note that this is connected to SPEED. Dinosaurs that have a bigger RANGE in the "Turns" game can move faster in the "Simultaneous" board game.)
- AQUATIC...** In the board game AQUATIC determines whether a dinosaur can survive standing in water or mud.

2. Battle Attributes

- STRENGTH..** This determines how much damage a dinosaur can potentially inflict in a battle.
- AGILITY...** Determines how quickly a dinosaur can prepare its next attack in the battle.
- ARMOR...** Determines how protected a dinosaur is from attack in the battle sequence.

To change any of the attributes, align the pointer next to the number you wish to change. Pressing the button will cause the value to change. If the pointer is to the left of the number, the value will decrease. If the pointer is to the right then the value will increase.

3. Dino Credits

Anytime you alter one of the battle stats (STRENGTH, AGILITY, ARMOR) or you make a dinosaur AQUATIC, it affects the number of DINO CREDITS shown at the top of the screen. If you run out of credits you must decrease one of the stats in order to raise any of the others. (AQUATIC uses up 10 credits, everything else uses 1 credit.)

4. Stat Save and Load Functions

Once you've created a good arrangement of statistics save the setup onto disk by pressing "S" on your keyboard. A small window will appear asking you to type a number. Type a number from 0 to 9 to save the desired setup onto the backup disk of DINOWARS Disk #1 (make sure the disk is unprotected). To load any one of these setups, press "L" and at the requester type the number of the setup you wish to load. Remember: To save or load a stat setup you have to be in the STAT editor. A total of 10 setups are already stored on the disk. Should you wish to save your own created setups simply type one of the numbers at the requester and it will overwrite the old one.

C. The Rank Screen

After clicking on the "RNK" field you will enter the Rank Screen Editor. The Rank Screen Editor allows you to customize the board game to create unique and different dinosaur armies. On the left and right sides of the screen you will see the opening arrangement (rank) of the board game. All the available dinosaurs appear at the center of the screen and can be selected to change the combination or setup of the armies. Here is how it works:

1. Select a dinosaur by clicking on its image in the screen's center.
2. Place a dinosaur in the rank by clicking on its destination.
3. Remove pieces by clicking on the rank with "EMPTY" selected. (The program will not allow you to have fewer than 5 dinosaurs on each side, and since there must always be one egg on each side you are not allowed to remove either egg. You can, however, move the egg).
4. Move the egg by clicking on the rank with the egg selected. Since there must always be one egg on each side, the egg cannot be removed or multiplied. But it can be moved to any part of the army setup.

All the dinosaurs are replacable with others or can be completely taken off the board. Now you can build your army of choice. You could match up an army of tyrannosauruses against an army of just brontosauruses. Or you can match up five dinosaurs against a full army of different dinosaurs. The possible combinations and match-ups are endless.

RANK SAVE AND LOAD

Like the stats, your customized RANK can also be saved to disk and loaded from disk. From the RANK screen press "S" to select the save option. A requester will appear asking you to type a number from 0-9. After typing a number the RANK will be saved onto DINOWARS Disk #1. To load a RANK press "L". A requester will come up asking you to type a number from 0 to 9.

When saving a RANK the current STATS for the dinosaurs will be saved as well. If you want to load a new RANK and use STATS other than the one the RANK was saved with, then you must load the RANK first and any STATS afterwards.

DINOWARS comes with ten new RANKS already saved on disk. You can either simply load these by typing the corresponding number at the requester or you can save over them with your own customized RANKS by simply typing in a number of a RANK you wish to overwrite.

D. The Configuration Menu

After clicking on the "CON" box you will enter the Configuration Menu. Here you are able to alter the game controls, time limits, sounds and battle handling.

BATTLE GAME LIMIT:

TIME : The Battle Game ends when the time runs out. If the players are tied when the time runs out the game goes into 30 seconds of extended overtime. The normal time limit can be set between 1 and 5 minutes.

SCORE: The Battle Game ends when either player reaches a certain score. If both players reach the score at the same time, the next player to score wins. The score limit can be set between 2000 and 55,000 points.

BOARD GAME BATTLES:

FULL CONTROL lets you fight your own battles with a joystick.

AUTO HIDDEN lets the computer determine the winner of battles by using an algorithm (calculated with all stats considered).

AUTO MOVIE lets the computer control both fighting dinosaurs while the players watch.

BOARD GRID: The board can appear with a full grid, corner marks, or no segmenting at all. Although primarily cosmetic, this feature can affect game play.

BATTLE SOUND: Choose between *MUSIC* or *SOUND FX* during battle. Since *SOUND FX* must be loaded for each battle, turning them off can speed up game play.

VI. The Encyclopaedia

What was a dinosaur? How tall was a brontosaurus? What does Buffalo Bill have to do with pteranodons? These questions and dozens more are answered in the DinoWars Encyclopaedia.

The Encyclopaedia features 15 categories of useful information about dinosaurs and dinosaur-related subjects. Select a category by clicking on it with the left mouse or the joystick button. (In fact, it is recommended to make all selections with a joystick since the actual game can only be played with a joystick. It might be better to get used to working with the joystick right from the start.) In the Page Display, click the << and >> gadgets to change pages. Click EXIT to go to a new category. Click on the selection "MAIN MENU" to return to the MAIN MENU.

VII. The Dino War (The Board Game)

A. Choosing Your War

There are 5 different boards on which to play. Some are better for certain dinosaurs while others can even be deadly. **CHOOSE YOUR WAR** by clicking on one of these 5 boards with the fire button on your joystick in port 2.

RIVER: The river valley is a haven to aquatic dinosaurs and an exile to others. Two narrow bridges cross the river. For some dinosaurs this is the only way to get across. Remember: If a non-aquatic dinosaur goes in the water he will sink in and die. He will not be available for the rest of the game.

VOLCANIC: The lava flows slowly downward. Dinosaurs unfortunate enough to get too close to the flow are quickly reduced to ashes. Only the pteranodon can fly across. All the others must cross the bridges.

JUNGLE: On the edge of a lush jungle, dinosaurs prepare to march forward, crushing the brush under their massive feet. A lake glimmers to the north. Mud springs wait to suck the unwary under.

DESERT: The wind whistles across the barren sand. Two lines of dinosaurs begin to bake in the hot sun. Only the high mesas are impossible to cross. The rest of it is flat open terrain. An easy march to trample to the other side, if only it weren't so hot....

CHESS: A flat expanse of painted rosewood trembles beneath the diminutive feet of chesspiece-sized dinosaurs. On this board no restrictions apply. You may move freely on the board.

B. The Board Game: Description and Rules

1. Description

THE BOARD: You see before you a board on which there are two opposing dinosaur armies. Depending on which board you've chosen you'll see one of 5 different terrains with certain features. These features can drastically affect game play. For example, on the RIVER board a river blocks the way for the non-aquatic dinosaurs. They have to use bridges to cross to the other side.

THE EGGS: On each side of the board among the dinosaurs is a single egg. These eggs are not where they belong. Each has been kidnapped and brought to the opposite army's territory. Needless to say, the dinosaurs are enraged! Their instincts tell them that they must recover their offspring at all cost. This provides us with the chance to intervene, and make some strategic decisions on behalf of the behemoths.

MOVEMENT: Each player uses his joystick to control the movement of a cycling box. The left player controls the gray box; the right player moves the green box. Positioning this box over a dinosaur and pressing the button activates the piece. This piece can now be moved anywhere you wish (within its limitations). Once the piece is where you want it to be, press the button again and it drops on that square. If you drop your piece on top of an enemy then the two pieces must fight to determine who will occupy the square. (See "Section VIII. The Battle Game" for battling information.) The winner of the battle wins the square. Any wounds your dinosaur received in a battle are retained when he returns to the board. A wounded dinosaur will be easier to defeat the next time he fights. Even the strongest dinosaur can be worn down by waves of attackers.

WINNING: There are two ways to win in DinoWars. The first, and simplest, is to kill off your opponent's entire army. The second is to return your egg all the way to the edge on your side of the board (the HOME ROW). This will require a good deal more thought and planning.

2. MOVEMENT RULES

- a. In the "Turns" game, pieces can only move within their range (as set in the Stat Screen).
- b. In the "Simultaneous" game, pieces move according to their speed (set in the Stat Screen). Although some pieces move more slowly than others, all pieces can be set to move up to 5 squares in any direction.
- c. Regardless of the range limit, pieces can be moved a maximum of 5 squares, including any backtracking. On the fourth move the piece will light up to indicate that it may be moved only one more square before it drops automatically.
- d. Pieces can move freely into empty squares (those not occupied by other dinosaurs).
- e. A piece cannot move into a square occupied by a piece of its own color (unless it is the egg, of course). The Pteranodon is the exception to this rule. He can fly over pieces of his own color but cannot land on them.
- f. A piece CAN move onto the square containing the egg of its own color. If the piece has at least two moves left (i.e., it is not highlighted), it may then pick up the egg (with the joystick button) and move it. The egg may only be moved

one square. Once you have moved the egg it will drop automatically. The piece carrying it will then automatically move to the egg's old position and stop. If the square is occupied by an enemy they will do battle.

g. If a piece walks on a square occupied by an enemy but does not wish to attack the piece right then and there, it must exit in the direction it came from. This is possible only if the dinosaur has at least one square in which to move.

h. Aquatic pieces can move freely over water. Other pieces will drown.

i. Although all dinosaurs can move over mud, only aquatic dinosaurs can stand in it. Other dinosaurs will sink when they are dropped.

j. All dinosaurs die instantly if they walk into lava. Since Pteranodons fly, they can cross lava unharmed but will burn if they land on it.

k. Some squares, like the mountains on the volcanic board, cannot be entered at all.

l. Pieces cannot move onto the square containing an egg. They can, however, surround this square to protect it from the enemy.

C. The Turns Game

The "TURNS" game is the traditional board game concept in which two players alternate turns and have enough time to think about the next move and certain strategies to reach the goal (similar to chess or checkers).

No time limit is imposed and strategies can be worked out by both players taking turns.

To turn this mode on go to the MAIN MENU and move the cursor onto the picture of a checkered game board in the middle of the screen and press the fire button of the joystick. The correct setting is when you are able to read "...TURNS" at the right side of the game board.

At the beginning of the "TURNS" game, players must decide who will go first. The first player to press his or her trigger will be the first player to move. If either player is the computer, the left (gray) player goes first.

D. The Simultaneous Game

The "SIMULTANEOUS" game makes it possible for both players to move the game pieces around at the same time (simultaneously). This makes for a faster pace in the board game and requires very fast decisions on where to place the dinosaurs and which strategy to use next. There is not much time to think, since the opposing player makes his moves already while you think. Fast reaction to an opponent's move is asked for; the game becomes more hectic and error prone.

To turn on this mode, go to the MAIN MENU and move the cursor onto the picture of a checkered game board in the center of the screen and press the fire button of your joystick. The correct setting is when you can see two joysticks flanking the game board.

Pieces are not restricted by ranges but may always move up to a total of 5 squares. Some pieces are slower than others. These pieces are more easily intercepted as they attempt to move into enemy territory.

An important variation in this game is the "travelling battle." Since two pieces can be travelling around simultaneously, it will often happen that they will collide with one another as they move. If this happens they will go into battle. The player who wins will be allowed to continue moving. The losing piece is taken out of the game.

VIII. The Battle Game

The battle game is, besides the board game portion, one of the major parts of DINOWARS. Dinosaurs meet here on prehistoric landscapes to bite, claw, and roar their way to victory.

HOW TO BATTLE: Should you be playing by yourself, use a joystick in port 2. If a second player participates, unplug the mouse and plug in another joystick in port 1. The joystick is your connection to the nervous system of your dinosaur. By pushing the stick left and right you walk the dinosaur across the screen. When you press the button the dinosaur prepares...

Push the stick in any of the four cardinal directions and the beast responds. If you push towards your opponent, the dinosaur launches a bite attack. Pushing away causes your dinosaur to defend himself. Other attacks depend on the selected dinosaur:

| JOYSTICK MOVEMENT (with pressed joystick button) | TOWARDS (ATTACK) | AWAY (DEFEND) | UP (ATTACK) | DOWN (ATTACK) |
|--|---|---|--|--|
| BRONTOSAURUS TYRANNOSAURUS STEGOSAURUS PTERANODON DIMETRODON TRICERATOPS ANKYLOSAURUS DEINONYCHUS | CHEW MUNCH SNAP BITE GNAW NIP NIBBLE CHOMP | REAR UP BACK OFF PLATES FLAP AWAY FIN REVERSE CROUCH JUMP BACK | STOMP LEAP FAST WHIP CLAWS LUNGE LUNGE FAST CLUB LEAP | CHARGE FOOTSLASH SLOW WHIP SPEAR CHARGE STAMPEDE SLOW CLUB CLAW |

The object of any battle is to hurt your opponent. It will require good reflexes and careful timing to attack as much as possible while avoiding your opponent's attacks. Players who fail to learn good defensive skills will have trouble against stronger opponents. In general, there are numerous strategies that will prove effective for different players. Concentrate on developing your skills and undermining the strategies of others. The key here is: "PREY ON WEAKNESS."

BOARD GAME BATTLES: In the board game variation of the Battle Game, players fight to determine the winner of a square of territory. Two horizontal bars at the top of the screen show the lifelines of the dinosaurs. When a dinosaur is hit he receives damage indicated by a decrease in the lifeline. When one of the lifelines is expired, the corresponding dinosaur dies and the battle ends. The dinosaur that remains on the board carries his wounds (weak lifeline) with him into the next battle.

BATTLE ONLY: The Battle Only game allows players to fight dinosaurs and concentrate on the more action-oriented aspects of DinoWars. In this variation of DinoWars players receive points by making hits on their enemy. The score for each player and the amount of time (or time remaining) is shown at the top of the screen. Play continues until time runs out or a certain score is reached. Which limit applies is determined by your choice in the Configuration Menu (See "Section V. D").

Players who achieve excellent scores in minimal time will be asked to enter their initials into the DinoWars Top 10 List. (See "Section IX. High Scores" for details.) This mode can only be used if the setting BATTLE was selected in the MAIN MENU.

IX. High Scores

The High Score screen appears at the end of each full game automatically. The current High Score list can also be looked at by clicking on the HIGH gadget in the MAIN MENU.

At the end of a BATTLE ONLY game, players who have achieved new high scores will be prompted to enter their initials. If DINOWARS (Disk 1) is unprotected (the notch is closed), then the new high scores will be saved to the disk. If the disk is protected, the new high scores will be recorded for the current game but not permanently written to disk.

X. Hints and Tips

As you play DinoWars you'll begin to develop your own play style and tactics. Here are just a few tips to get you started:

A. For the BOARD GAME:

- The best strategy to use is to reserve some dinosaurs to protect the kidnapped egg. The other dinosaurs should be used to attack the opposing dinosaur army and to try to capture the egg on the other side of the board.
- It can be very tempting to try to "brute force" your way to victory, especially in the opening of the game. What you're more than likely to do at this stage is end up with a bruised and scattered bunch of giant lizards. Try to prepare a defense and planned strategy during your opening rather than charging immediately forward.
- Make sure to avoid pitfalls and volcanic lava under any circumstances since falling into them will cause instant death.
- Try to remain aware of the strengths and weaknesses of the different dinosaur pieces. In the RIVER and JUNGLE board games, be especially conscious of which dinosaurs are aquatic. These pieces will be the most effective of all your forces.
- The Pteranodon has some special properties that give it movement advantages over any other piece on the board. Although it is not a particularly strong fighter it can prove extremely valuable at the most trying times. Try flying the Pteranodon along a line of your forces!
- Two dinosaurs are infinitely more effective than one. Even though, for example, your Ankylosaurus might die in battle against your opponent's Brontosaurus, his Brontosaurus may end up weak enough to be defeated in its next battle. Use this kind of team work.
- When modifying the game from the Stat and Rank Editors, try to maintain a balance between opposing forces. It can be entertaining to play against an extremely weak opponent, but it will prove more challenging to defeat a worthy competitor.

B. For the BATTLE GAME:

- Many dinosaurs have attacks that can be completely useless against certain other opponents. Still others have attacks that are only effective against certain opponents when they are attacking or moving forward. Learn the inherent strengths and weaknesses of your dinosaurs' attacks and which opponents certain dinosaurs can kill more easily. (THIS KNOWLEDGE WILL ALSO AID YOU IN THE BOARD GAME!)

- Try to vary attack moves. That confuses the opponent and results in more hits.
 - If you end up cornered you will be at a disadvantage defensively. Avoid being cornered and if you do get trapped, try to free yourself and gain space.
 - Try to corner your opponent. By doing this you will place him at a disadvantage defensively. Your strikes will also count for more damage (or points) as a result.
 - Your AGILITY (as set in the STATS SCREEN) determines how long you must wait between attacks. Use the defenses of less agile dinosaurs to keep safe after an attack until you are free to attack again.
 - Enjoy yourself!
-

LIFETIME WARRANTY AGREEMENT

DigiTek Software warrants to the original purchaser of this computer software product that the recording medium on which the program(s) is recorded will be free from defects in material and workmanship for (90) days from date of purchase. Defective media returned by the purchaser during the (90) day period (disks only) will be replaced without charge, provided that the returned media has not been subjected to misuse, damage, or excessive wear.

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If you have any questions or comments please write to us!

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