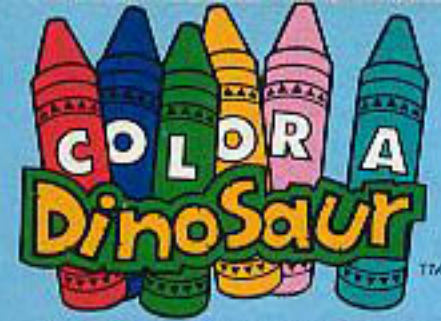




FOR AGES
3 TO 6

NES-CO-USA



INSTRUCTION MANUAL

VIGOR GAMES, INC. 18001 REDOAK, IRVINE, CA 92714. For customer service please call (714) 833-1399.
COLOR A DINOSAUR is a trademark of Vigor Games, Inc. © 1992 Vigor Games, Inc. All rights reserved. Vigor is a registered trademark of Vigor Enterprises, Ltd.
PRINTED IN JAPAN





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM® ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

WARNING

READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES or Super NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



Table of Contents

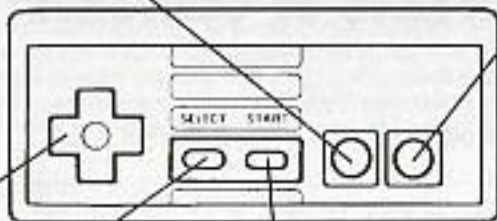
Getting Started	2
The Freehand and Point-to-Point Coloring Modes	3
Coloring a Dinosaur	5
Changing the Coloring of Your Dinosaur	8
Exiting Your Dinosaur	10
Recording on Your VCR	11
History of the Dinosaurs	12
Dinosaur Coloring Book	21
Credits	38

The Control Pad

(B Button)
Selects freehand coloring mode and
moves palette cursor

(A Button)
Selects point-to-point coloring mode
and colors in the area selected

(Control Pad)
Moves the
drawing cursor



Starts game
Exits the dinosaur

Displays the different palettes



Insert the **COLOR A DINOSAUR** Game Pak and turn on your Nintendo Entertainment System. The title screen will appear and you will push **START** to begin. The screen will show sixteen dinosaurs. Using the control pad, move the cursor to the dinosaur you would like to color. Select the dinosaur by pushing either the A or B button.

Pressing the A button allows you to color in the point-to-point color mode. Pressing the B button allows you to color in the freehand mode.



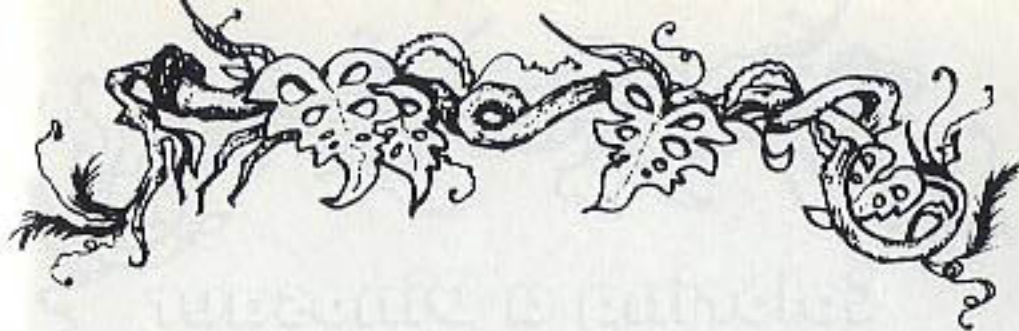


The Freehand and Point-to-Point Coloring Modes

The dinosaurs can be colored in two different methods: either in the freehand or the point-to-point mode.

The free hand coloring mode allows you to color whatever section of the dinosaur you wish by moving the cursor to that section with the control pad.

The point-to-point coloring mode allows the computer to select which section of the dinosaur to color automatically. Once you have colored the area



selected, simply press the control pad in the direction you wish to move and the drawing cursor will automatically move to the next fillable area in that direction.

Pushing the pad up or to the right moves the cursor in a right-hand direction. Pushing down or left moves the cursor in a left-hand direction.

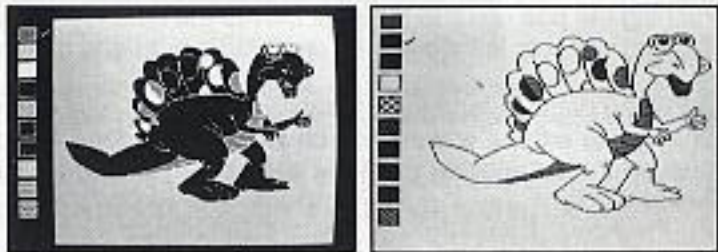
Once you begin coloring a dinosaur in one mode, you cannot switch to the other mode without erasing any coloring you've done. To change modes you must return to the dinosaur menu and start over (see EXITING YOUR DINOSAUR).



Coloring a Dinosaur

Once you have selected a dinosaur by pressing either A or B, you must select a palette of colors and patterns to color it with.

Pressing the **SELECT** button changes the palette and coloring of your dinosaur.



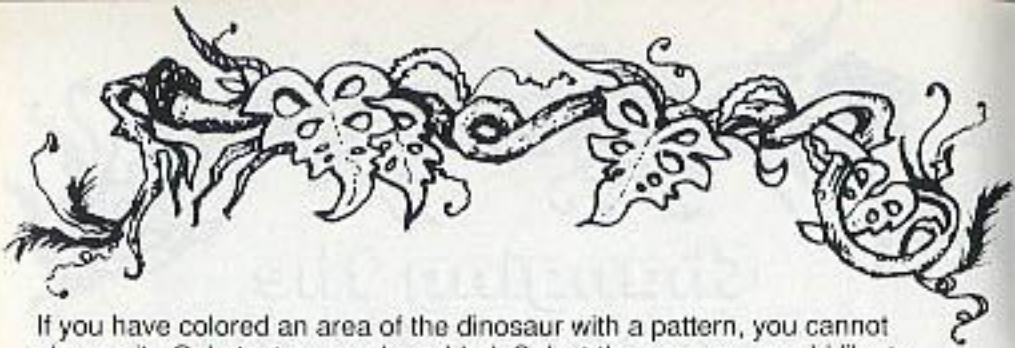
Pressing the **SELECT** button will display the different palettes. When you come to the palette you wish to use, start coloring. You may change palettes at any time during the coloring by pressing the **SELECT** button again.

When you have chosen a palette, move the drawing cursor (the arrow-shaped cursor) to the area you wish to color. Move the palette cursor (the checkmark-shaped cursor) to the color or pattern you wish to use by pressing the **B** button. Press the **A** button to color the area.



Changing the Coloring of Your Dinosaur

If you have colored an area of the dinosaur with a color and not a pattern, you can change that area to any other color or pattern on the palette. Simply move the drawing cursor to that area of the dinosaur with the arrows on the control pad, move the palette cursor to the color or pattern you would like to change it to by pressing the B button and then press the A button to color it in.



If you have colored an area of the dinosaur with a pattern, you cannot change it. Only texture can be added. Select the area you would like to change according to your coloring mode. Select the pattern you would like to add with the B button. Press the A button to color.



Exiting Your Dinosaur

If you are done coloring your dinosaur, you can select a new one by pressing the START button.

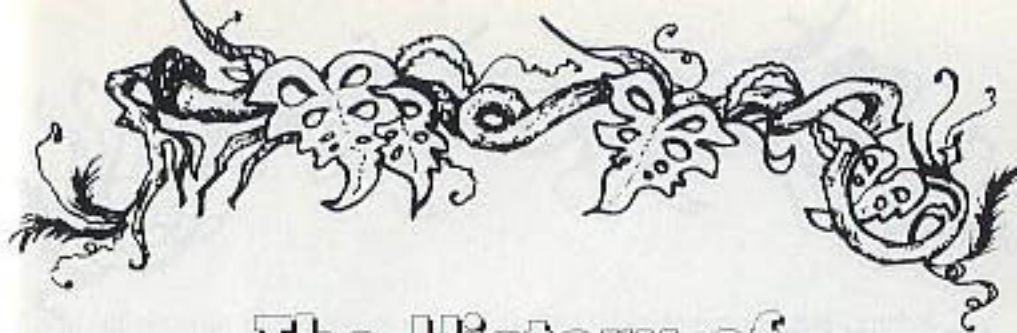
You will return to the screen with the sixteen dinosaur outlines and you can make your choice from there.



Recording on Your VCR

WARNING: Not all VCR are equipped to record from the NES. Please refer to your manufacturer's handbook.

If you are normally able to record video games played on your VCR, then you should be able to record the artwork created with **COLOR A DINOSAUR** in the same way.



The History of the Dinosaurs

What are dinosaurs?

The word dinosaur comes from two Greek words meaning "terrible lizard." While dinosaurs weren't lizards, they were reptiles that ruled the land for more than 150 million years. Although scientists only discovered the unknown animals in the 1820's, the bones, teeth, eggs and tracks (called fossils) they left behind tell us much about the dinosaurs today: where they lived, what they ate and what they looked like.

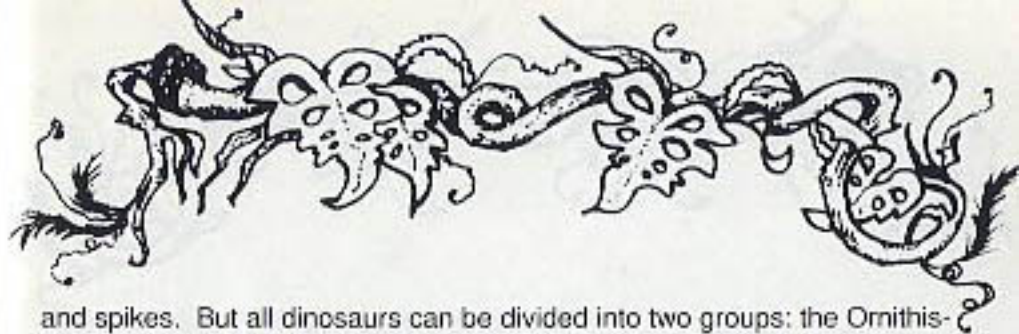


When did dinosaurs live?

Dinosaurs first appeared on the earth about 220 million years ago. They lived during the Mesozoic Era or the Age of the Reptiles, a time when reptiles dominated the land, sky and sea. The Mesozoic Era is divided into three periods; the Triassic, the Jurassic and the Cretaceous. Some dinosaurs lived during only one or two periods, some existed throughout the whole era.

What did they look like?

There were hundreds of different types of dinosaurs which varied a lot in size and appearance. Some dinosaurs walked on four legs, some on two. Some, like the Stegosaurus, had plates along its back. Others had bone domes and crowns on their heads like the Triceratops. Even stranger ones had duckbills



and spikes. But all dinosaurs can be divided into two groups: the Ornithischians (bird-hipped dinosaurs) and the Saurischians (lizard-hipped dinosaurs). Few dinosaurs however, were as small as today's birds and lizards.

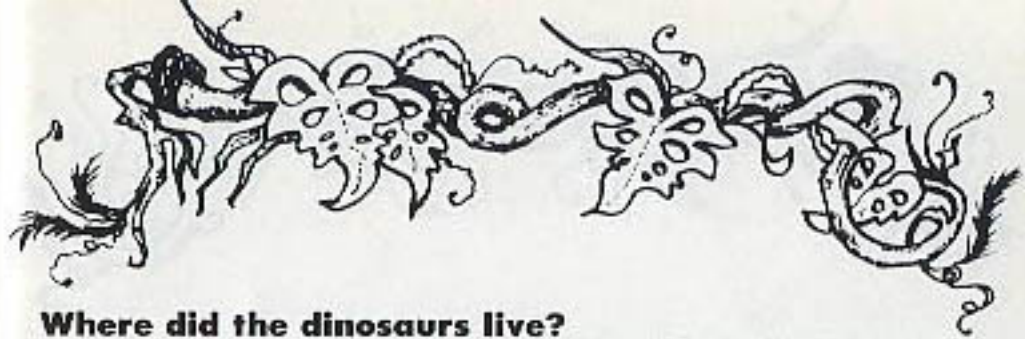
The smallest dinosaurs were the size of chickens. Other dinosaurs were the size of dogs or even of man, but the most gigantic dinosaurs were the largest animals ever to live on land.

The Brontosaurus or "thunder lizard" was so heavy and long (each one around 80ft), that scientists believed its huge feet made tremendous noise when it walked. Some weighed as much as ten times that of a full-grown elephant! Diplodocus was even longer, at times as great as 90ft., and the Tyrannosaurus Rex, the most ferocious dinosaur of all, 10 ft. tall just at the hips!



Were dinosaurs like today's reptiles?

In some ways dinosaurs were very much like the reptiles of today. Many had scaly skin, teeth and bones like the lizard. Some laid eggs and were as intelligent as the crocodile. But dinosaurs varied very much from today's reptiles too. Modern reptiles would never grow as large as the dinosaurs did, and few have the same posture. Today's lizards, turtles and crocodiles have legs which extend out from their bodies. Dinosaurs had legs that stood under their bodies, pushing them up from the ground and allowing many to stand on their hind legs. This also helped them to move faster on land.



Where did the dinosaurs live?

Dinosaurs lived in most parts of the world and in all different types of settings. They could be found in forests, swamps, plains, deserts and beaches just like the ones we have today, but living of course with different plants and animals.

Scientists believe that today's continents used to form one large land mass surrounded by a great sea. During the Mesozoic era when the dinosaurs lived, the land mass began to separate. The dinosaurs could still reach all parts of the land, but the land was slowly changing. The seas that used to cover North America began to drain and the Rocky Mountains started to form. This made the weather change bit by bit. Dinosaurs probably lived



mostly in a tropical climate with a dry and a rainy season. Near the coast the air was probably moist and mild. In the desert it was more hot and dry.

What did the dinosaurs eat?

Dinosaurs were either plant eaters (herbivores) like the Stegosaurus or meat eaters (carnivores) like the Tyrannosaurus.

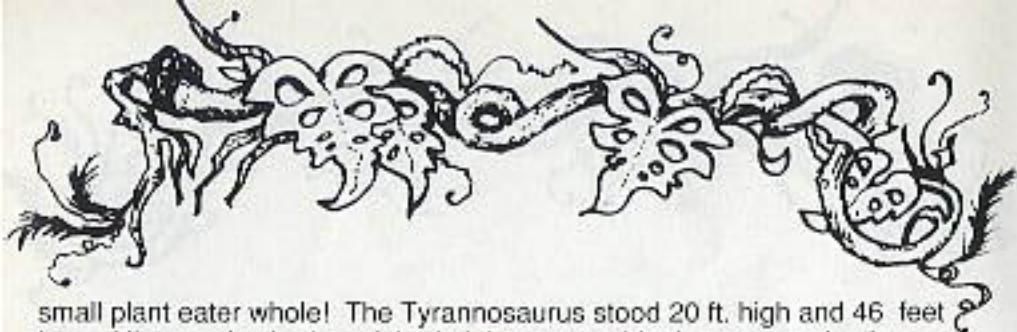
Herbivores ate water plants and leaves which they reached with their long necks or front paws, depending on which they had. The tallest plant eating dinosaurs could reach the tops of trees that were 20 ft. high! Herbivores tended to have large stomachs and specialized teeth that helped to digest the tough leaves they lived off of.



Carnivores also had special anatomical features for getting food. Many had huge sharp teeth and claws for grabbing their prey. Some smaller carnivorous dinosaurs had teeth as small as human teeth. But all had extremely strong jaw muscles to help them chew and clench their food. It is believed that some dinosaurs were scavengers like today's vultures and fed on dead animals. Other dinosaurs were believed to hunt in packs like wolves, circling and attacking their prey.

Who was the largest carnivore of all?

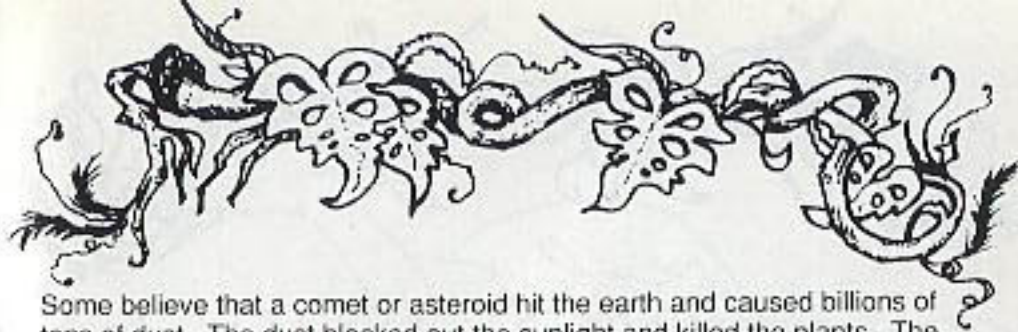
The Tyrannosaurus or "tyrant lizard" was the largest and meanest carnivore of all. Its teeth alone were six inches long. He could have swallowed a



small plant eater whole! The Tyrannosaurus stood 20 ft. high and 46 feet long. His massive body weighed eight tons, so big that some scientists believe that he could only have waddled and fed on small creatures, sick animals and dead dinosaurs. Others disagree. They say he could have chased his prey at forty miles per hour! So fierce was the Tyrannosaurus that sometimes the word "rex" or "king" is added to his name, making him king of the tyrants.

What happened to the dinosaurs?

The dinosaurs first appeared on the earth 220 million years ago and then mysteriously disappeared 65 million years ago. No one knows for sure what happened to them, but scientists have many ideas.



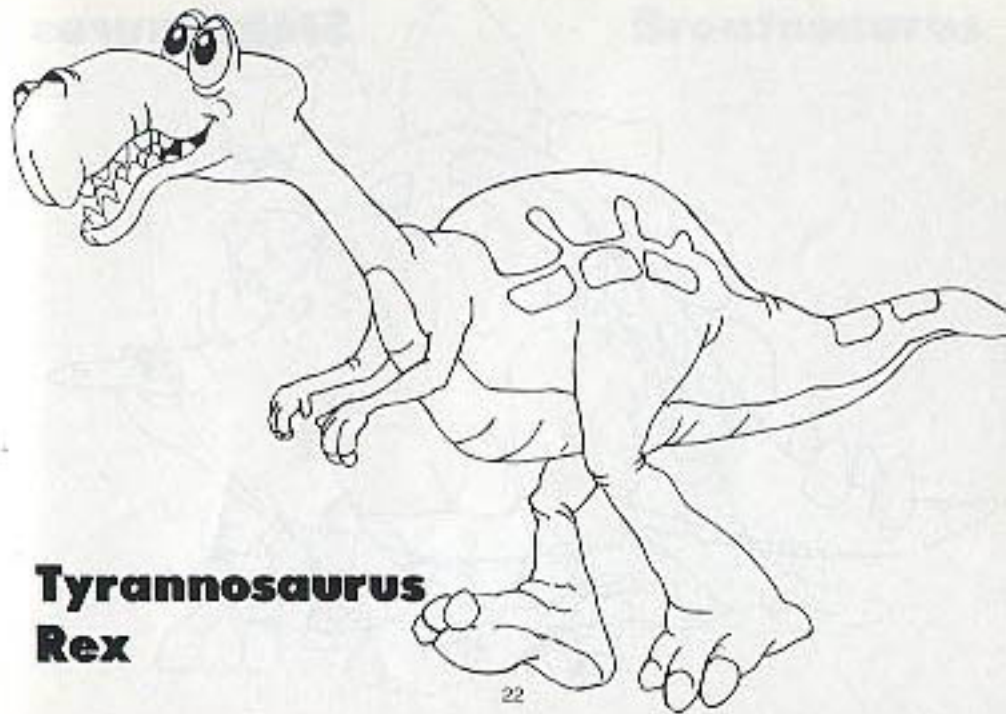
Some believe that a comet or asteroid hit the earth and caused billions of tons of dust. The dust blocked out the sunlight and killed the plants. The herbivores had nothing to eat and died. When the herbivores died, the carnivores had no food and died as well.

Others think that the changing climate caused by the land's movement during the Cretaceous period was too hard for the dinosaurs to adjust to. Maybe it got too cold and dinosaurs couldn't survive because they had no fur or feathers to protect them. Mammals who did have fur and feathers and who could hibernate during cold times did survive and still live today.

Perhaps it is a combination of these two theories and probably other reasons too that the dinosaurs disappeared. Only through research and discovery will man ever hope to uncover the reason for the dinosaurs' extinction.



COLORING BOOK

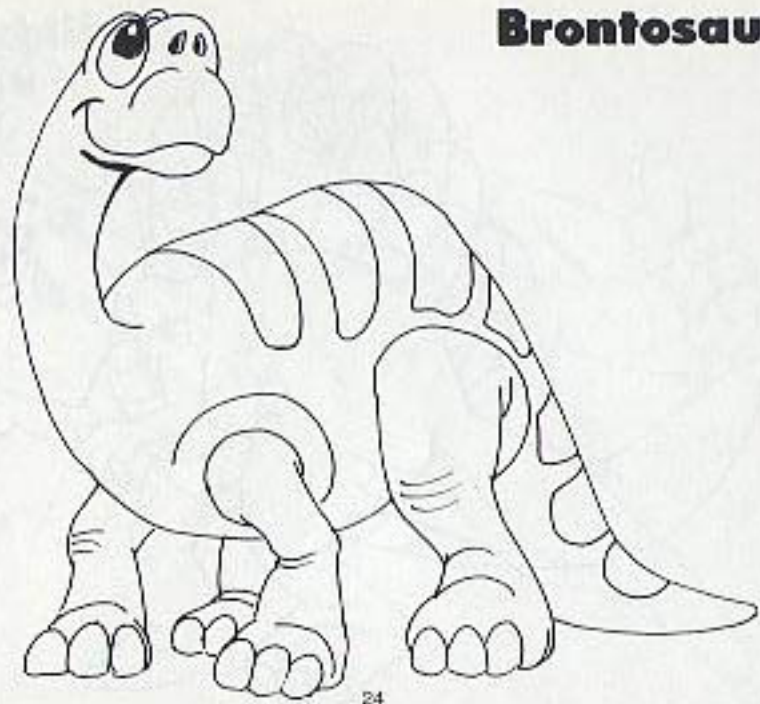


**Tyrannosaurus
Rex**

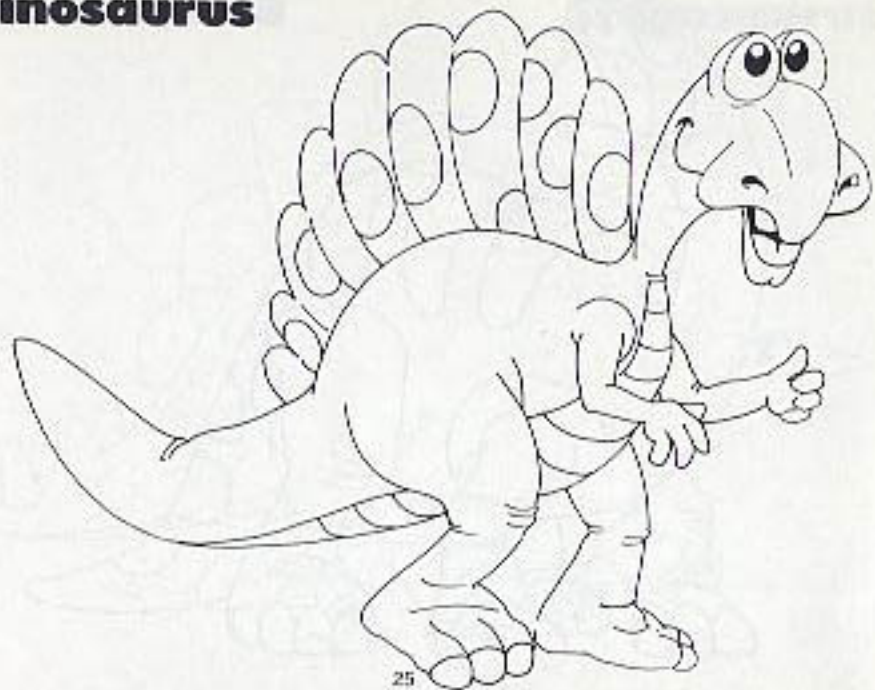
Stegosaurus



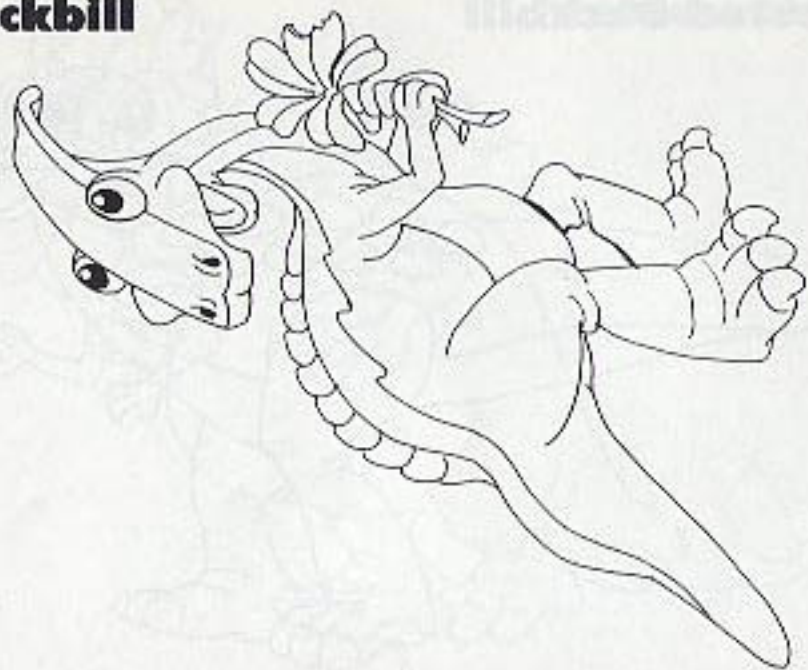
Brontosaurus



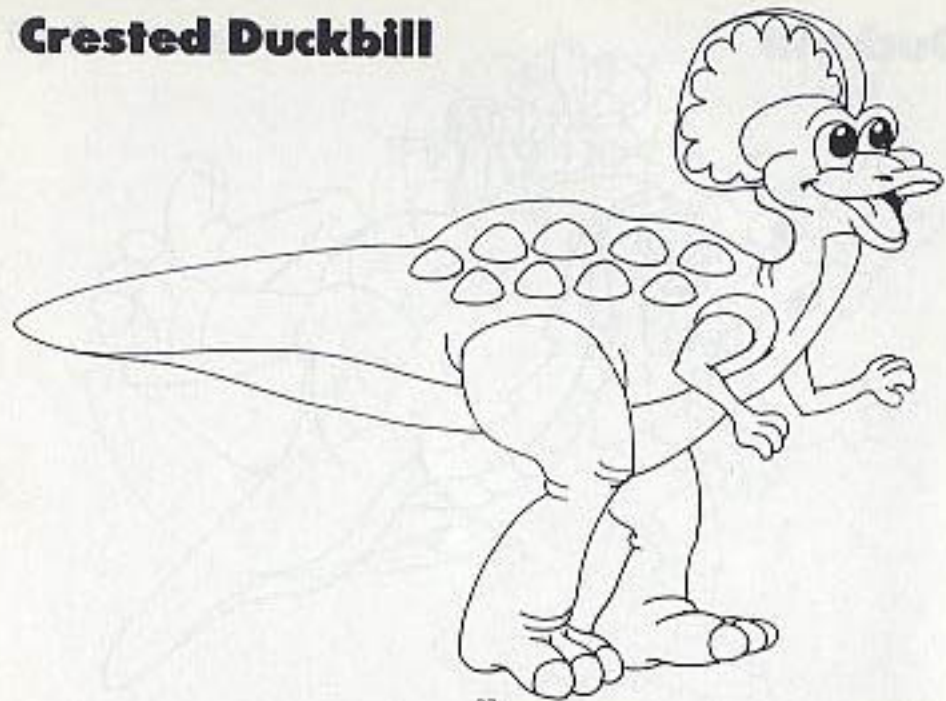
Spinosaurus



Duckbill

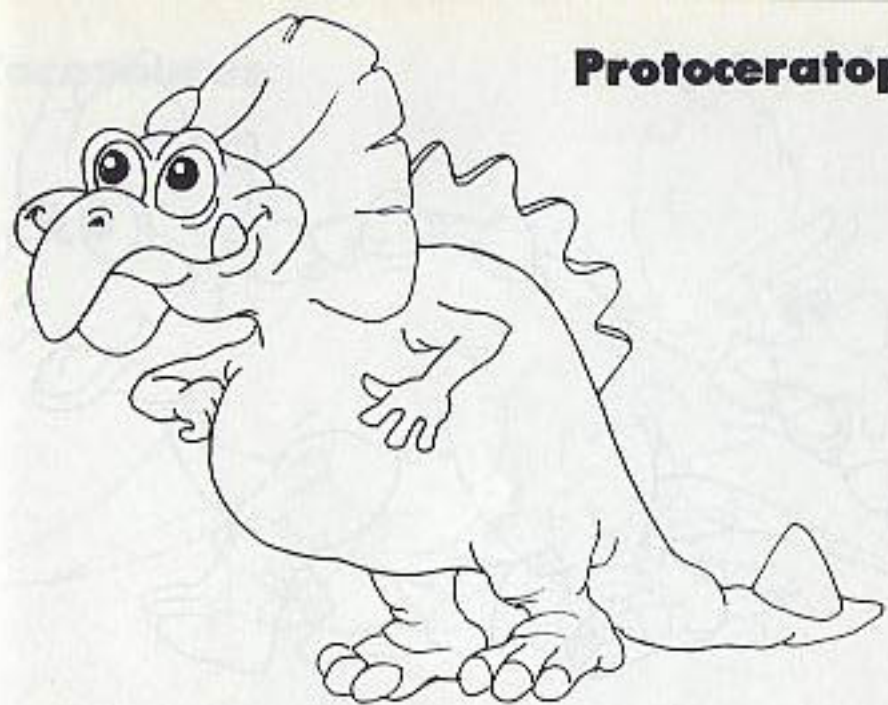


Crested Duckbill



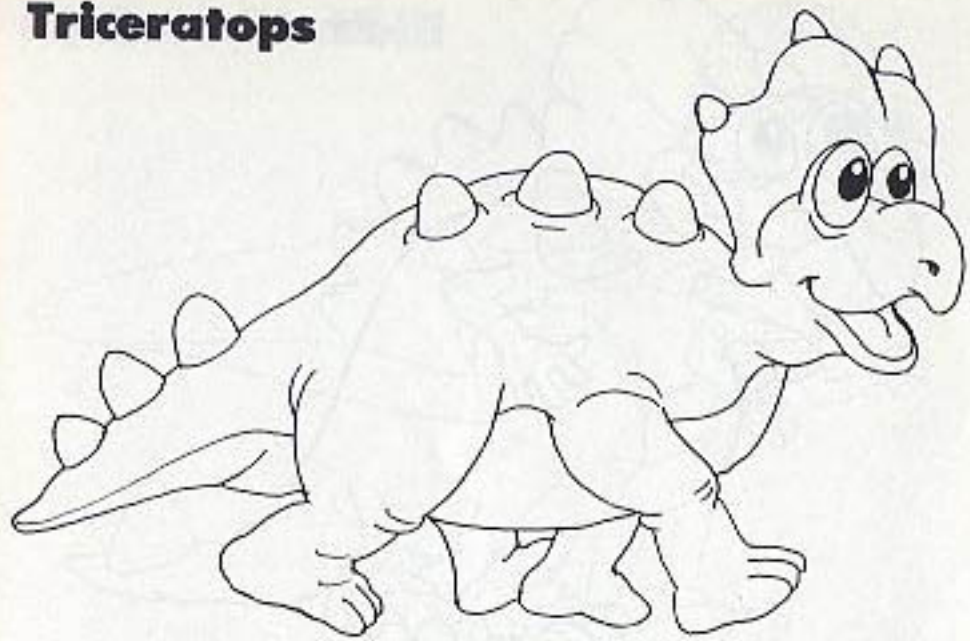
27

Protoceratops

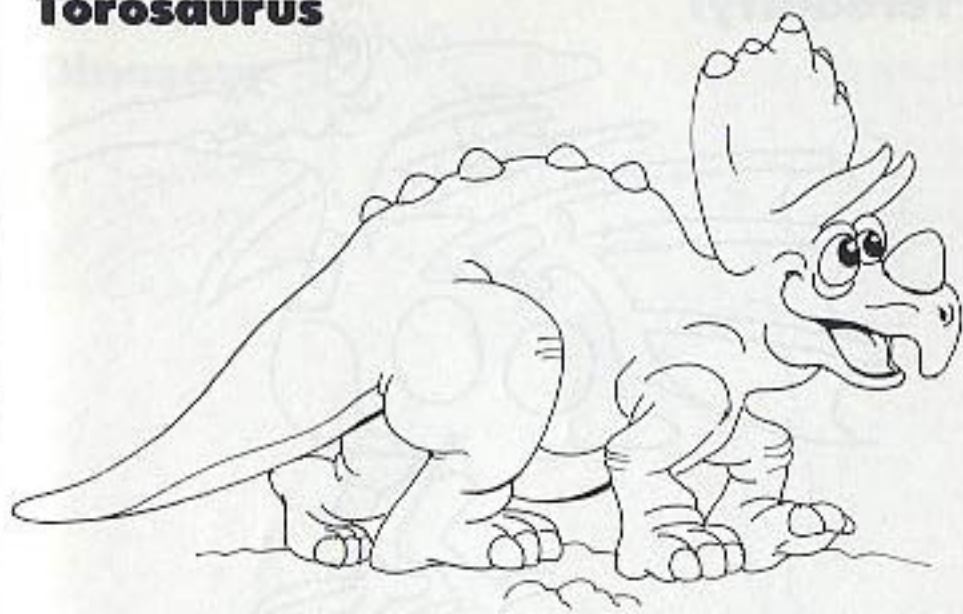


28

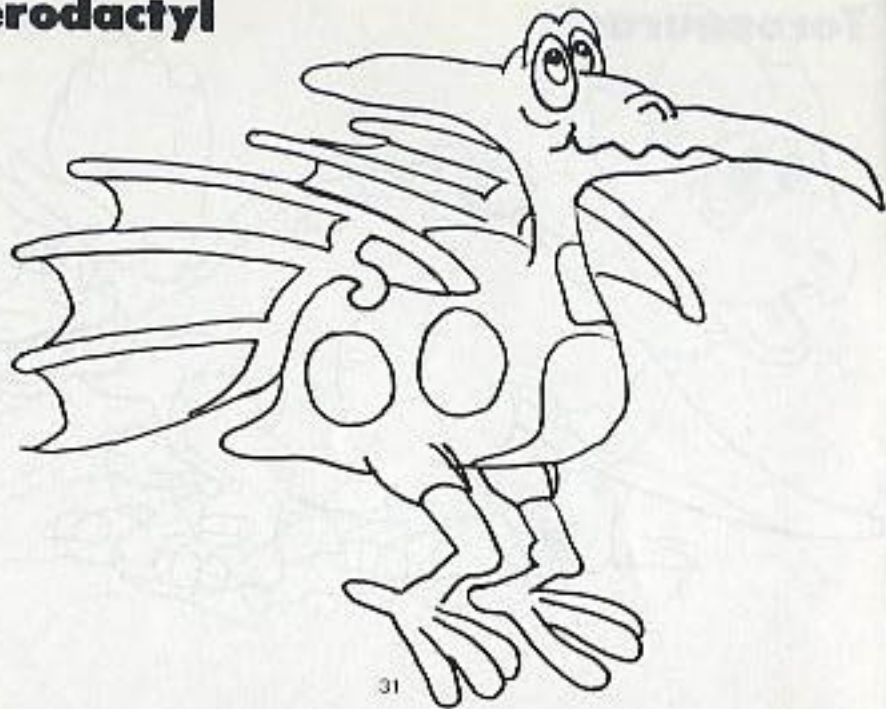
Triceratops



Torosaurus

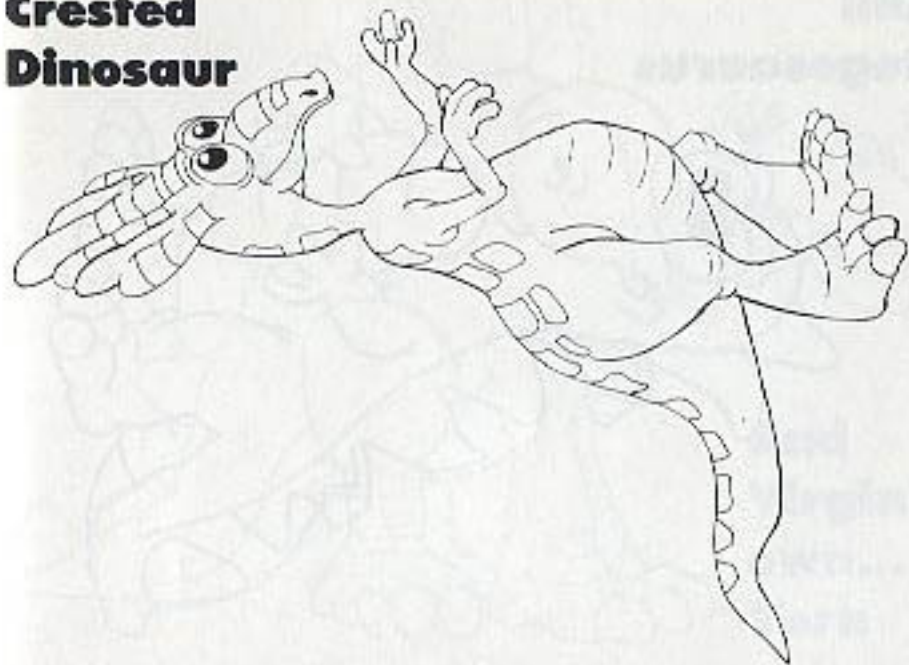


Pterodactyl



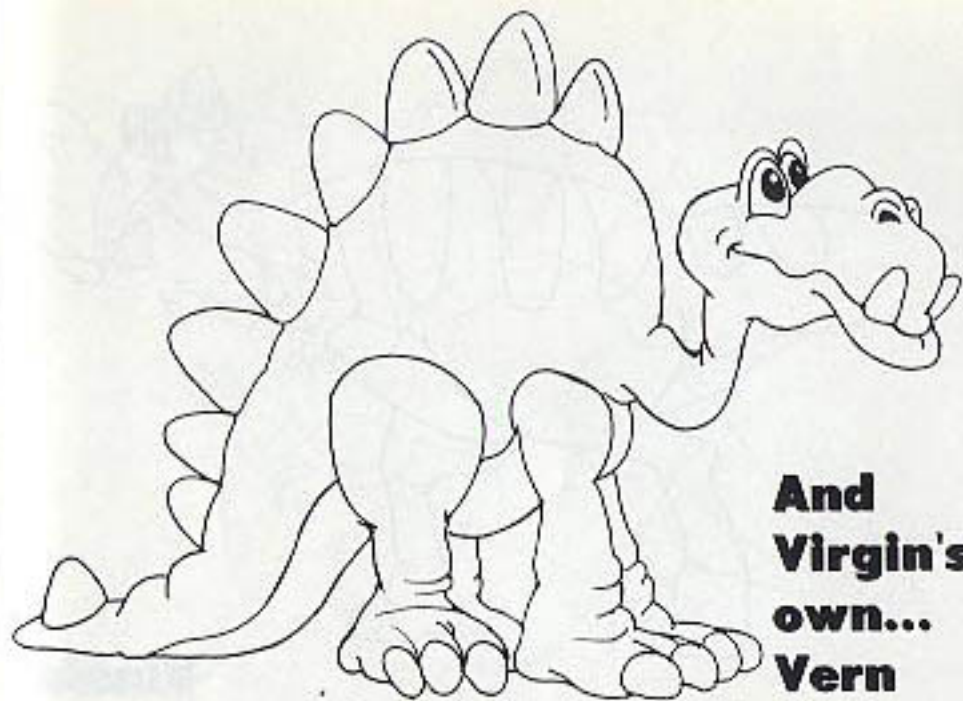
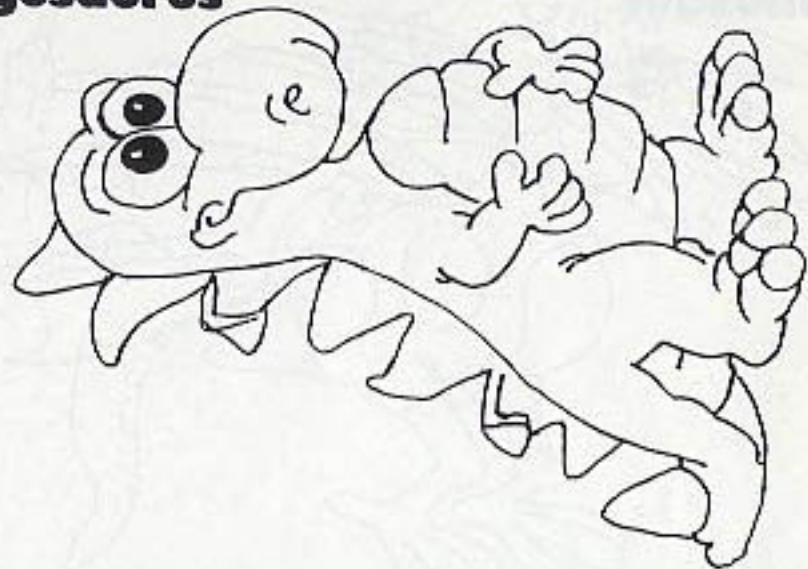
31

Crested Dinosaur



32

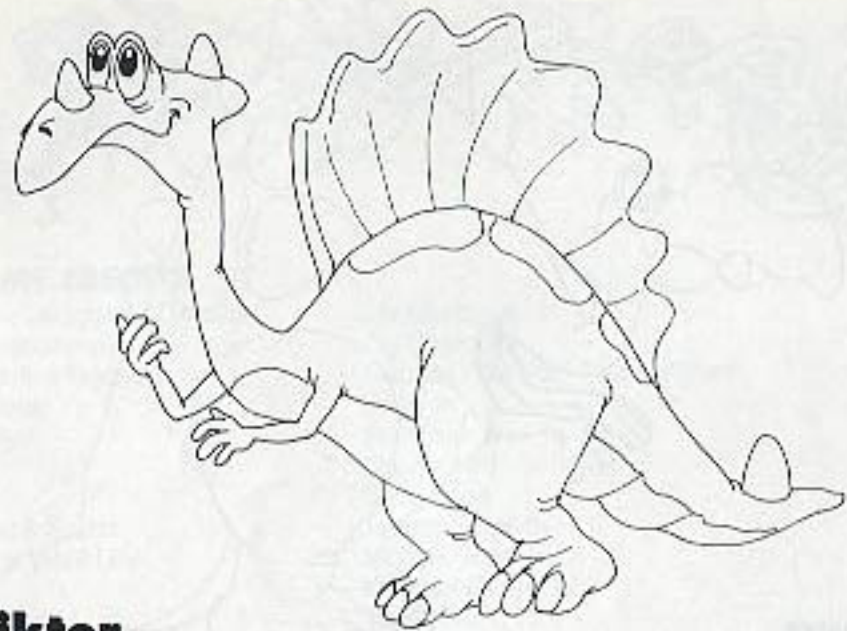
**Mini
Stegosaurus**



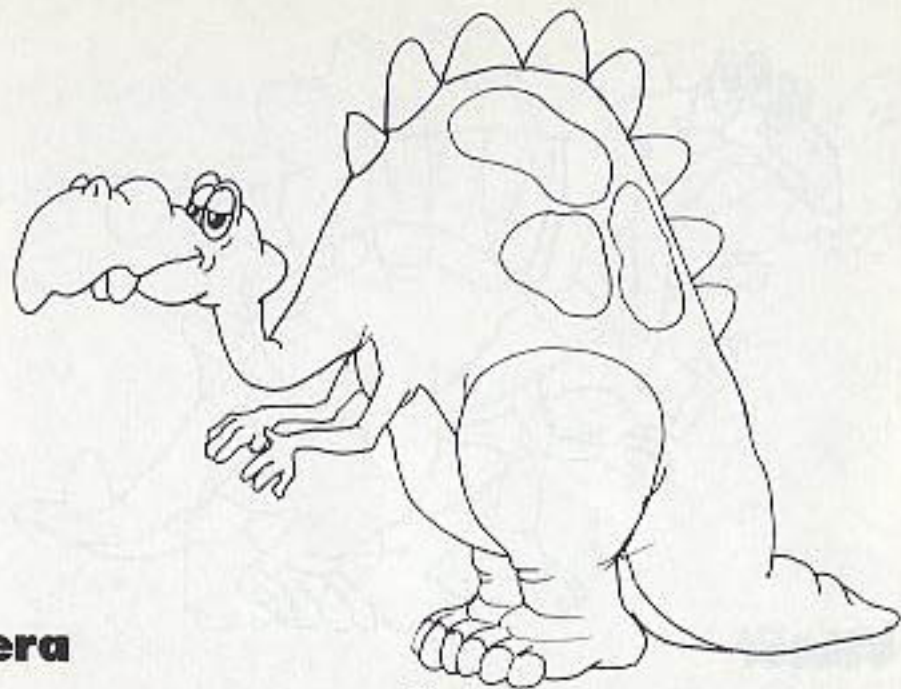
**And
Virgin's
own...
Vern**



Vinnie

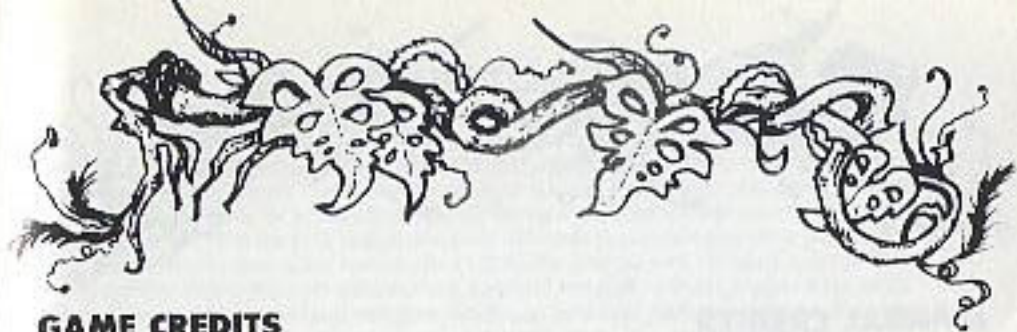


Viktor



Vera

37



GAME CREDITS

Game Design and Concept

Programmed By

Executive Producer

Producer

Art By

Music & Sound

Game Tested By

Jay Obernolte

Jay Obernolte

Stephen "The Doc" Clarke-Willson

Erik Yeo

Stan Gorman

Clunies Holt

Doug Cope

Tommy Tallarico

Michael Galer

Michael Giosecki

Justin Norr

Noah Tool

38



MANUAL CREDITS

Written by
Edited by
Coloring Book Illustrations

Robin Kausch
Lisa Marcinko
Stan Gorman

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult an experienced radiotelevision technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

VIRGIN GAMES, INC. LIMITED WARRANTY

VIRGIN GAMES, INC. warrants to the original purchaser of this VIRGIN GAMES, INC. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This VIRGIN GAMES, INC. software program is sold "as is" without express or implied warranty of any kind and VIRGIN GAMES, INC. is not liable for any losses or damages of any kind, resulting from use of this program. VIRGIN GAMES, INC. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any VIRGIN GAMES, INC. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the VIRGIN GAMES, INC. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIRGIN GAMES, INC. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL VIRGIN GAMES, INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.