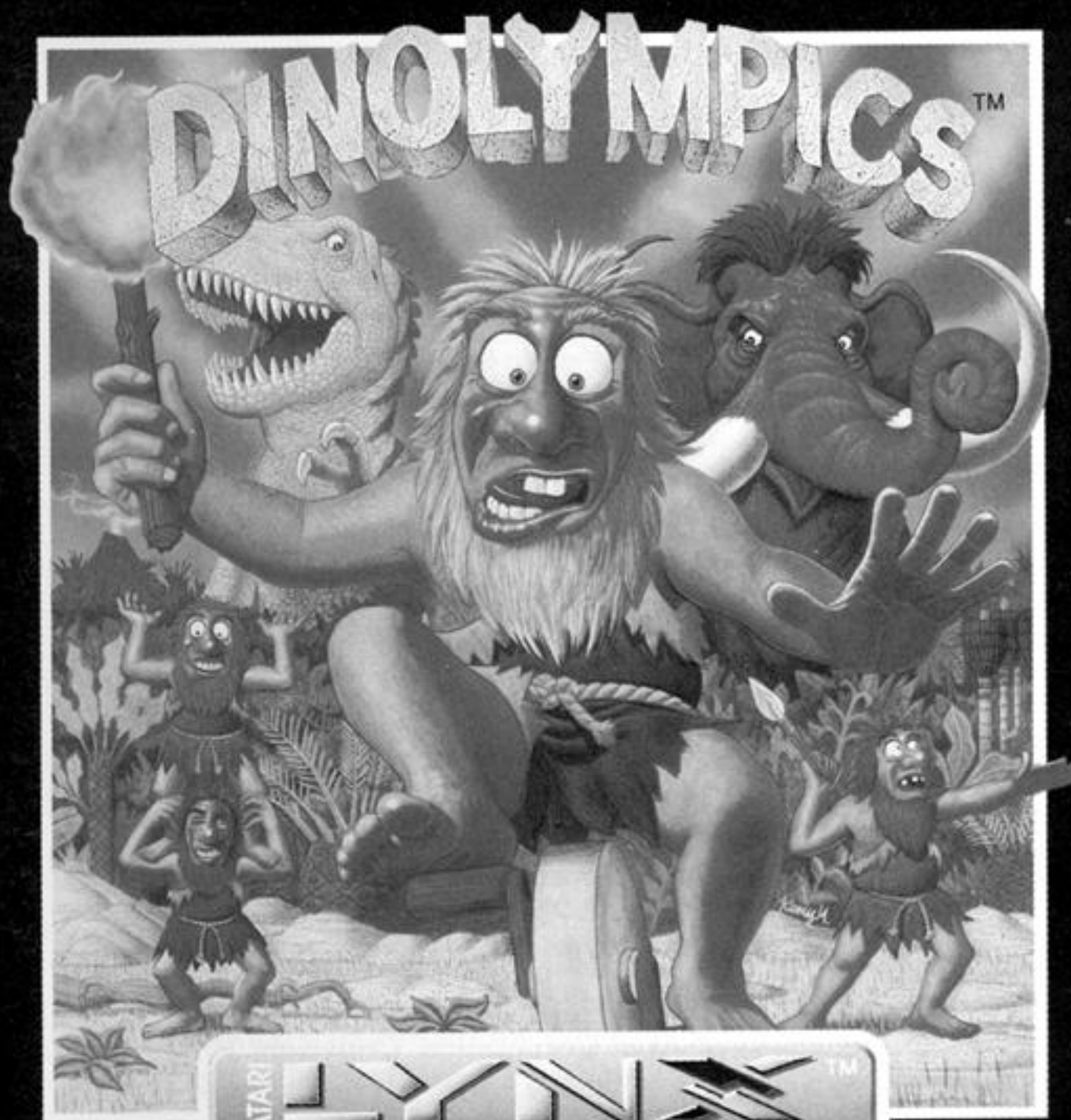


GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO
SPEL HANDLEIDING



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

ATARI®

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LYNX DINOLYMPICS

You are a caveman. Life is rough. First, there are those pesky dinosaurs that want to eat you up. That can be really annoying. So you need to evolve. If you don't, your species will not survive long enough to come up with all those great inventions: cities, airplanes, sports cars, video games...

But the early inventions were actually discoveries. In Dinolympics, you will have to rediscover such items as the stone spear, fire, and the wheel. It won't be easy. It will take teamwork and intelligence to discover those things. And there's one small twist to the whole competition: if you fail, your tribe will become extinct. For real. So do your best. The future of mankind depends on you and your teammates.

Getting Started

1. Insert the Lynx Dinolympics game card in the Lynx machine.
2. Press ON. The title screen appears.
3. Press A or B. The Music screen appears (Screen 1). (See the Gallery of Game Screens at the end of this manual).
4. Press Option 2 to turn off the music, if you want to. Otherwise, press A or B, and the Code screen appears.
5. If this is the first time you've played Dinolympics, accept the

LYNX code (Screen 2). If you've played before and progressed far enough to learn a new code, use the joypad to enter a new code. Press up or down in each letter space to select a letter, then right or left to select a new letter space. When you've entered your code, or if you will accept the LYNX code, press A or B. A screen appears telling you whether the code was correct.

6. Press A or B again. If the code was incorrect, enter a new code. If the code was correct, let the games begin!

Go for the Gold!

Dinolympics is a contest pitting early man against his world. It takes intelligence and quick reflexes to guide your tribe of cavemen through increasingly difficult levels as you try to tame your world and become the dominant species.

To succeed in the Dinolympics, you must learn to control several cavemen at once, getting them to work together. It takes precision teamwork and cooperation to master the difficult task of survival. You must also keep an eye on the number of tribesmen. Each level has a minimum requirement of cavemen needed to succeed. If you need four cavemen to complete a level, but you only have three, you will fail.

When the game begins, your tribe is at a very primitive level. So primitive, in fact, that the first level requires your tribe to work together to try to discover a simple stone spear. Without the spear, which serves both as a weapon and a tool, you will surely become

extinct. Extinction is no fun, so don't let it happen to you. Use the joypad to move your cavemen, one at a time. To select a different caveman, hold down the Option 1 button and press the joypad right or left until the arrow points to the patiently waiting caveman you wish to control (Screen 3).

Press down on the joypad to pick up an item. A caveman can only carry one item at a time. The backpack has not yet been invented, you know! To drop the item your caveman is carrying, press down on the joypad again.

Screen

The screen is divided into three sections (Screen 4). The top left corner of the screen shows the time remaining. You must complete the level within the specified time or the tribe remains primitive and dies out.

The status window at the bottom left shows the abilities of the caveman you are currently controlling. Press A to toggle between abilities. When the correct ability shows, press B to use that ability.

Map screen

Press Option 2 to view a map of the current level.

Abilities

At the beginning of the game, the only ability you have is the ability to support the other members of your tribe. This may not seem like much, but in a tribal society it is the key to survival. As you progress through the Dinolympics, your abilities will increase. This section describes each ability.

Support

Cavemen cannot climb without ladders or tools. The Support ability gives the cavemen the ability to form human ladders. You must use these human ladders to climb the sheer cliff faces throughout the land. Some cliffs are short enough that a single caveman can provide enough height to boost a tribe to the top of the cliff. Other cliffs require the support of multiple cavemen.

To use the support ability, move the first caveman to the bottom of the cliff. With the Support ability showing in the Status window, press B. The caveman puts up his arms, showing he is ready to give a boost. Move the second caveman to where the first is waiting, then press up on the joypad. The second caveman climbs the first. If the human ladder is tall enough, the second caveman can climb the cliff and continue. If the human ladder is not tall enough, a third caveman will have to climb up the first two and get over the top of the cliff (Screen 5).

The cavemen left below cannot be helped up the cliff, unless you have a rope.

Guarding with a Spear

If you have discovered the spear, you can use it to guard some enemies, such as carnivores or enemy tribesmen, and hold them at bay while one of your tribe completes the task at hand. To guard with a spear, move the caveman carrying the spear to a position where he can safely guard an enemy, then select the Guard ability and press B (Screen 6).

Leap with a Spear

A spear can be used like a vaulting pole to jump over narrow chasms. To leap, select the Leap ability, then push the B button. A strength gauge appears at the bottom of the screen (Screen 7).

When you feel the jump will be strong enough, push the B button again and your caveman will make the leap. If your caveman doesn't leap far enough, he will fall to his demise. If he jumps too far, he may miss a ledge and fall, or he might land on something dangerous.

Throwing

Spears, firebrands, and ropes can be thrown. Throwing to another tribe member can allow multiple cavemen to share the same object. Also, spears can be thrown at enemies. Select the Throw ability, then gauge the strength of the throw. Be careful. Throw too hard or too soft and you may miss your target. Choose the angle of your throw by pushing up or down on the joy pad. Press B to throw.

Climb

If your tribe has discovered the rope, a caveman who climbs a human ladder can lower the rope so his mates can climb up with him. (Notice how we're getting smarter as time goes by?) To lower the rope, press A until "Lower" appears in the Status window, then press B. The rope lowers. Select the caveman at the top of the ladder, choose the Climb ability, then press up on the joypad. Repeat for other cavemen in the ladder until all have climbed the cliff (Screen 8). Then select the caveman holding the rope and press B. The rope recoils and the tribe is ready to move on.

Brandish Fire

If your tribe has discovered fire, then your cavemen may find burning brands and pick them up. Fire can be brandished to keep a carnivore at bay while another member of the tribe completes an important task (Screen 9). To brandish fire, select the Brandish ability for the caveman holding the brand, then press B.

Ignite Fire

Fire can be used to burn away some obstacles, such as trees. Move a fire-carrying caveman close to the obstacle, then select the Ignite ability. The caveman sets the obstacle on fire and it burns away (Screen 10).

Riding Wheels

A tribesman can ride a wheel like a unicycle (Screen 11). To ride a

wheel, press the joypad down while your tribesman is behind the wheel. To jump up, press A. Your speed--down a ramp, for example--determines how far you jump. Press B to get off the wheel. The wheel is a very powerful tool, but it takes practice and skill to learn to control its awesome power.

Summoning

On certain levels, a tribesman can act as a shaman and magically summon certain tools. Which tools can be summoned depends on what tools the tribe is familiar with and upon the whim of the tribal god. Press A to select the Summon ability. If you cannot find it, either your tribe has no experience with tools or your tribe's god will not allow it on that level!

When the Summon screen appears (Screen 12), press up or down on the joypad to select a tool or to exit. Summoning has a great price: it requires the sacrifice of one tribesman. Pay close attention to the number of tribesmen left in your tribe, or you may summon your tribe into extinction!

Resetting the Level

If you lose a tool necessary to complete your tribal task, your tribal god can help you by putting everything back the way it was before you started your present level--everything, that is, except the timer! To reset the level, push Option 1 and Option 2 together. A Reset Level screen appears. (This does not work on the Summon screen.) Make your decision by pressing the joypad right or left and pushing A or B.

Strategy

There is one all-important point of strategy: teamwork. This cannot be stressed enough. Throw spears and fire to tribe mates. Form human ladders. You must do these things or you will not survive.

Use the map. Without the map, you will waste valuable time trying to find your way through a level. Run out of time and you're "prehistory." That means you will be completely forgotten since there will be no records to keep your memory alive.

Use the Throw ability to compensate for your inability to carry more than one item. For example, if you must burn a tree on the other side of a chasm, hurl the fire across the chasm, then pick up a spear and leap across. Drop the spear and pick up the fire, ignite the tree, drop the fire, and get the spear again. Now you're REALLY getting smart!

You can also throw an item to put it where another caveman can use it. This keeps you from summoning items too often, which can cause trouble later on.

Scoring

At the end of each level you complete, you receive points for the following:

Tribe: 200 points for each surviving tribe member.

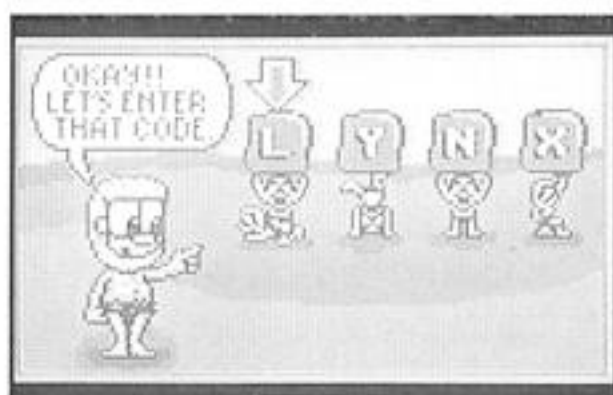
Time: 1000 points for each minute left, plus 10 points for every 10 seconds left after that.

Level: 1000 points times the number of the level you completed.

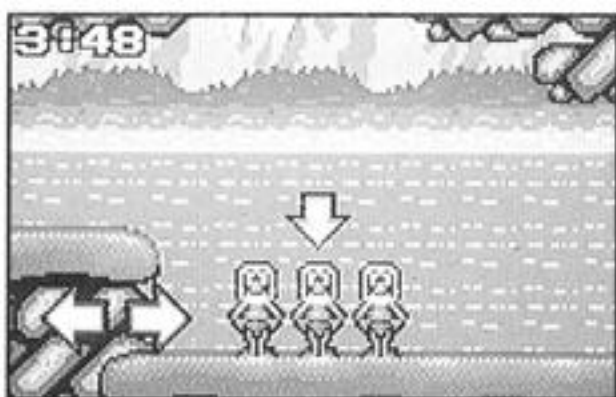
If your score is high enough, you will qualify for the High Scores board. To enter your name, press the joystick up or down until the desired letter shows in the letter space, then press the joystick right to move to the next letter space. When you are satisfied with the letters you've chosen, press A or B.



Screen 1



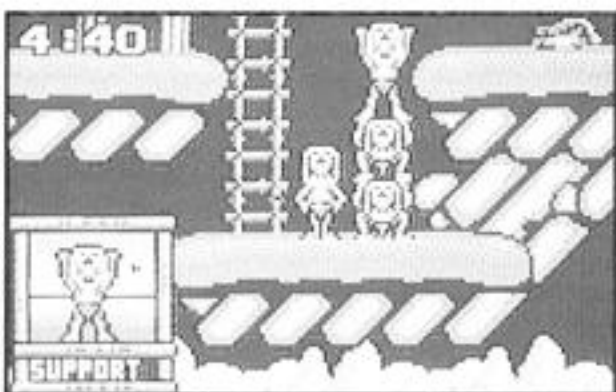
Screen 2



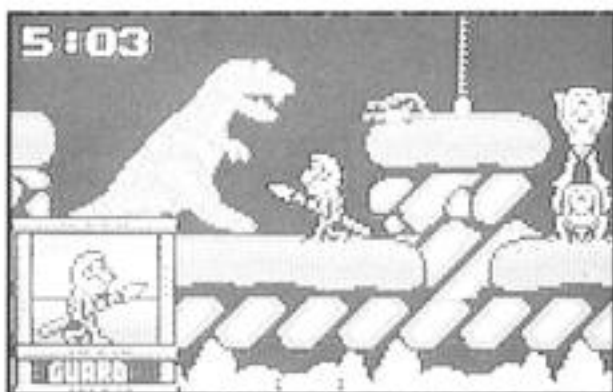
Screen 3



Screen 4



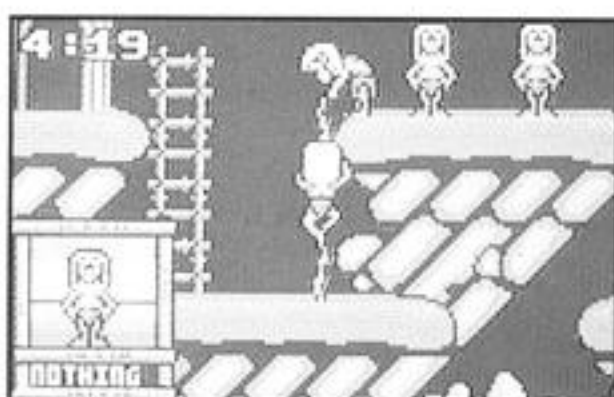
Screen 5



Screen 6



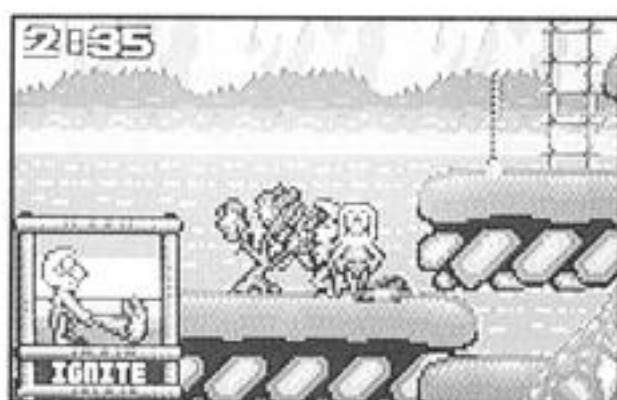
Screen 7



Screen 8



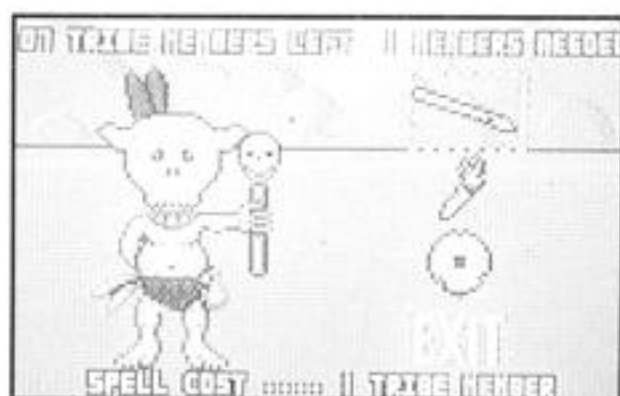
Screen 9



Screen 10



Screen 11



Screen 12



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