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Nintendo
GAMEBOY®



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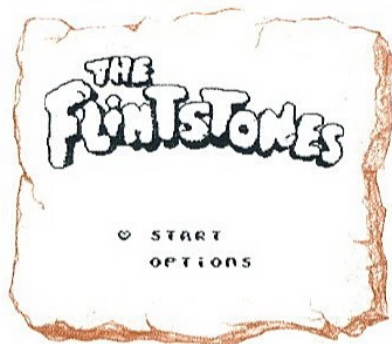


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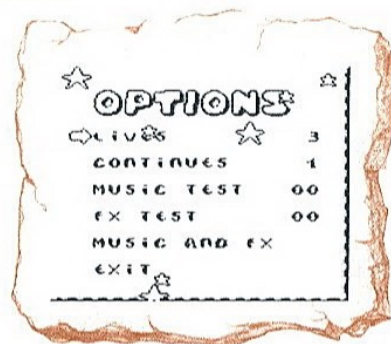
THE MAIN MENU



At the Main Menu, press START to begin play or press UP or DOWN on the Control Pad to move to OPTIONS. Press START for the Options Menu.



OPTIONS



Press UP or DOWN on the Control Pad to move through the Options Menu. Press LEFT or RIGHT on the Control Pad to change the default settings.



PLAYING THE GAME

At the beginning of each level there is an outline of the task ahead of you.

Work your way through the game and collect balls, teddy bears, crystals and eggs. Jump on the bad guys to make them disappear. Press the switches to open up secret areas or make secret blocks active.

If you collect 100 power-ups you will receive a 150 point bonus and 1 extra continue.

When you successfully complete each level you will be given a turn at the Bonus wheel. On the wheel are four different bonus options. Play them all for loads of fun.



Some levels contain other types of power-ups. These are:



HEART

1 extra life



E

1 point of energy



STAR

Restart point

If you lose a life and still have one or more lives remaining, you'll restart from the current level or from the last restart point, whichever is the most current.



BONUS GAMES

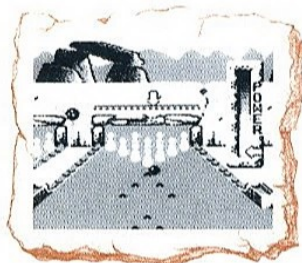


At the end of each level you will be able to play a fun bonus game for extra points.

Press Button A, B, START or SELECT to stop the spinning wheel and get a fun game to play.

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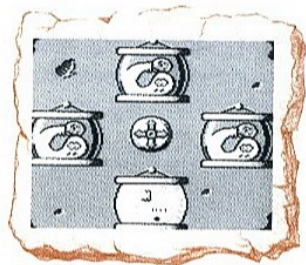
ACT 1 FRED'S BOWL-O-RAMA



Use the moving arrows to select the power and target for the bowling ball. Press Button A or B to stop each arrow so the ball can roll toward the pins. The more points you score increases the number of lives you earn.

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ACT 2 PEBBLE'S MEMORY GAME



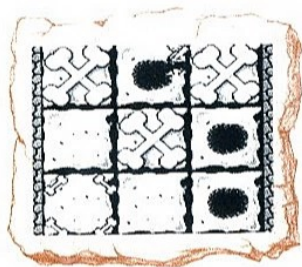
The sequence will start off as one flash and will increase by one flash every time the player correctly repeats the sequence. Repeat the given sequence using the Control Pad. The longer the sequence you can repeat, the more lives you're able to earn.

ACT 3 BARNEY'S WAK-A-DINO



Throw rocks at the dinosaurs in the lake. Press Button A or B to fire a rock at the selected target. Press LEFT or RIGHT on the Control Pad to select a new target. The more targets you hit, the more points you get.

ACT 4 BAMM BAMM'S CRACKS 'N' CROSSES



Beat BAMM BAMM at tic-tac-toe caveman style. Use the Control Pad to move the cursor and press Button A or B to place a cross. The more you win, the more lives you'll earn.

THE ARCADE GAMES

Collect coins to either save and gain more points at the end of a level or to spend in one of the three different Stone-Age Arcade Machines.

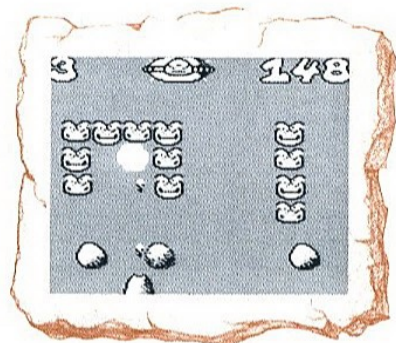
HOW TO PLAY THE ARCADE GAMES

To play one of the Arcade games, stand in front of the machine and press Button B. If you have enough coins you'll be able to go to the Arcade Game's Title Screen. If you don't want to play, press SELECT to return to the main game without using any coins.

Press Button A, B or START to play. If you press SELECT at any time within the game you will return to the Arcade Game Title Screen.

Once you have used up all your coins, press SELECT to return to the main game.

DINO INVADERS



Shoot the big mother ship to release a small shuttle craft. If you're successful, you'll be rewarded with the following:



S
Speed Up



B
Extra Bullet



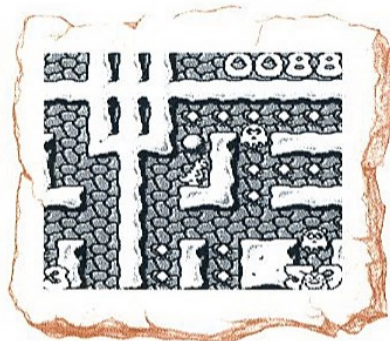
+
Bullet Power Up



HEART
Extra Life

Press the Control Pad **LEFT**
or **RIGHT** to move the base
and press Button A or B to
fire.

DINO DASH



Collect all the dots to get
to the next level. Pick up
an egg to eat the ghosts
and collect fruit for bonus
points.

Use the Control Pad to
move around the screen.

SNAKE

Use the Control Pad to move around the screen. Collect all the objects on screen while avoiding the walls, spikes and your own tail!

Each time you collect an object, you will grow longer and gain speed.



CONTINUES

When you lose all your lives you will have the option of continuing from the beginning of the section. If you use up all your Continues, then the game's over!



GAME CREDITS

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