

Skill Level	Frequency of Creatures	Creatures and Behavior
0	low	Proto-snakes curl swiftly
1	medium	at Tim's feet and proto-
2	high	spiders fall from above.
3	low	Snakes & spiders remain,
4	medium	joined by proto-pedes streaking above
5	high	Tim's head. Spiders will begin to abduct the dinos. Rescue them!
6	low	Proto-pedes appear both over the head
7	medium	and under the feet.
8	high	Tim's biological system has also become more sensitive to contamination and will more quickly succumb to devolution should contact occur.

9 Dino Mom is becoming more impatient and aggressive. The creatures will never stop coming now.

The dinosaurs did not die. They live in our future!

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ATARI CRISIS MOUNTAIN

DINO EGGS

by David Schroeder

Dedicated to my brother John

Dino Eggs requires an Apple II/II Plus/IIe with 48K RAM, and a joystick (Apple two-button type or Atari type joystick).

WHY THE DINOSAURS DISAPPEARED

Visiting the pre-historic past via time warp from 2047 A.D., TIME MASTER TIM accidentally infects the dinosaurs with twenty-first century measles — a disease previously unknown in the Mesozoic Era. The dinosaurs have inadvertently been condemned to extinction!

In Dino Eggs, you become Time Master Tim and dedicate your life to saving the entire dinosaur population.

Carry as many Dino Eggs as possible through the time warp. If the eggs hatch, trap the baby Stegososaurs, Allosaurs and Tyrannosaurs in warp traps, thus transporting them along with the eggs into the twenty-first century. Some of the Dino Eggs will be hidden underneath giant boulders which must be rolled down the mountainside.

Naturally, the adult dinosaurs are not very happy to see their eggs being taken, and will try to put an end to it. A fire is useful for scaring them off; pieces of wood are scattered about the cliff and hidden beneath the boulders.

In addition, Time Master Tim's twenty-first century biology is threatened by contact with the primitive life-forms. Should Tim touch any of the squirming proto-snakes, crawling proto-pedes, falling proto-spiders or the baby dinosaurs themselves, a biological "time bomb" will begin ticking down. Unless he reaches the safety of the time warp before his biological clock runs out, Tim will be possessed by devolutionary spasm — transforming him into the body of a proto-spider.

As you play Dino Eggs, you will learn how the features of the pre-historic cliffside interact. Falling boulders, for example, will smash any living creatures caught below them. This is good for proto-snakes and proto-pedes, but not good for baby dinos. Tim can cut the threads of falling proto-spiders.

While Tim can normally carry only three Dino Eggs at a time, finding and eating the Power Flower enables him to carry an infinite number of eggs any number of trips through the time warp — until touched by a creature. At any time, the touch of a creature causes temporary paralysis and poisons the eggs Tim is carrying.