

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 Stegosaurus, Allosaurus and Tyrannosaurus 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.



Every cliffside encountered in Dino Eggs is different. Every game is different. Your score will reflect a growing ability to guide Time Master Tim through the task of caring for endangered species in a hostile environment. The more dinos delivered to the future safely and alive, the better your score will be.

## CONTROLS

CONTROL-S turn sound effects on and off. (They are also available through the Apple cassette output jack.)

ESCape pause game. SPACE bar resume game.

CONTROL-R restart game

CONTROL-M reset mode (joystick type) and restart game.

Use the joystick to run across the cliff ledges and to climb steps in the rocks. Falling does not injure the man.

### Apple joystick

The first button causes Tim to **jump**.

The second button performs every **action** other than jump.

### Atari type joystick

While the joystick is at rest or held up or to the side, the button will cause a **jump**. While the joystick is held down, the button performs every **action** other than jump.

### ACTION BUTTON:

The action button's exact effect depends on the condition of Tim and his location:

Kick boulder

Pick up/put down eggs

Pick up/put down wood

Eat Power Flower

Hit action button while Tim is **actively** jumping over the baby dino to **cage** it.

Warp to the future when in the time warp

If Time Master Tim "warps out" with any eggs or wood in hand or with any dinos in warp cages, he will deliver them to the future and "warp in" somewhere on the same cliffside.

If Time Master Tim tries to "warp out" while carrying nothing and without any dinos caged, he will be asked to confirm a desire to abandon the cliff as it is. Hit the same button a second time to confirm leaving. Time Master Tim will then warp through time to the next skill level. Any remaining eggs or dinos will result in lost points

THE FIRE - Putting a piece of wood on top of a second piece of wood **starts** a fire. Whenever a fire is smoking, Time Master Tim may safely walk over it and add wood to extend the fire if he so desires. To extend a flaming fire, jump over it while carrying wood. The wood will be added to the fire. A digit beneath each fire shows how much time remains before it will go out.

## SCORING

Each egg delivered to the future	points
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Each egg abandoned or contaminated	lose 1 point
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Each dino caged and warped to the future:

First Dino	6 points
Second Dino	8 points
Third Dino	12 points

Each dino abandoned, burned, abducted, contaminated or smashed	lose 10 points
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Cutting spider threads or smashing proto-snakes or proto-pedes	1 point
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Completely clearing and surviving a cliff:

Levels 0-8	10 points
Level 9	50 points

Time Master Tim has **three lives** to carry out his mission. A bonus life is awarded at 200 points.

## SKILL

Ten levels of skill (0-9) await Time Master Tim in Dino Eggs. In each level the number of eggs to find will increase, but also new and troublesome creatures will appear; old ones will change their behavior.



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on forever*

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**DINO  
EGGS™**

By David Schroeder

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