

# RAPTOR RUN™



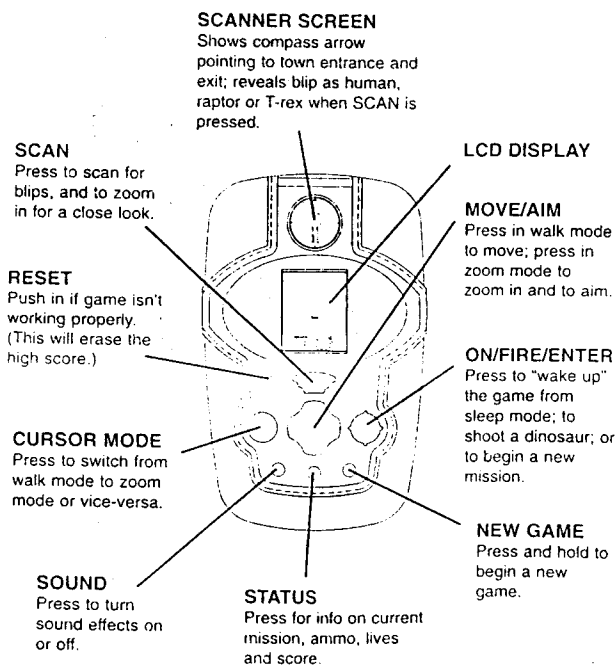
## Instructions

**IMPORTANT!** If this game malfunctions, press **RESET** or try new batteries.

## Object

Find and save missing people in the field, and the town maze. Avoid or shoot raptors and the T-rex. Complete all 10 levels of play!

## A Look at Your Game Unit



## Game Summary

The game consists of 10 missions (levels). On each mission, you must save a certain number of missing people. To do this, you must also find and fight off raptors and the sneaky, deadly T-rex. People and dinosaurs are hidden, so you must use your scanner to find "blips" and to zoom in for a closer look.

You'll earn points for shooting dinosaurs, for finding safe areas, and for delivering people safely to the helicopter pad.

First search the field for missing people and dinosaurs. Then enter the town and navigate the maze as you search for more people and dinosaurs. To advance to the next mission, reach the exit and the helicopter pad with enough saved people.

## The 10 Missions

Each mission is more challenging than the one before. You'll have more people to save and more dinosaurs to fight off. The raptors get faster and hunt in packs, and the treacherous T-rex appears more often. All dinosaurs attack more aggressively, so you'll need to save people fast, before they're attacked! Also, the town maze gets larger and more complex.

The chart below shows how many people are missing in each mission, and how many you must save in order to advance.

Mission	People missing	Must save to advance
1	5	2
2	7	3
3	9	4
4	11	5
5	12	6
6	14	7
7	16	8
8	18	9
9	20	10
10	22	11

## How to Play

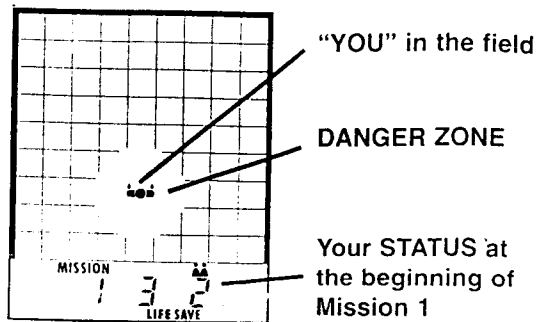
### WAKING UP THE GAME

If no buttons are pressed for one minute, the game will go into "sleep mode." To "wake up" the game, press ON/ENTER/FIRE.

### STARTING A NEW GAME

Press ON/ENTER/FIRE, then press NEW GAME and hold it in for a few seconds. The screen will show a top-down display of "you" in the field. The bottom of the screen will display the mission number, your current number of lives, and the number of people you must save. You start out on mission 1

...lives and 2 people to save. See the illustration below.



The red circle around you is the danger zone: dinosaurs who move into it may attack you and cause you to lose a life!

Press ON/ENTER/FIRE again to see your ammo count (10 shots), the number of missing people (5) and the number you have saved (0).

### BEGIN YOUR MISSION IN THE FIELD

You begin each mission in the field. Immediately press the SCAN button: radar waves will spread outward, showing blips where life forms (either people or dinosaurs) are located.

You begin the mission in *walk mode* — that is, you can move around by pressing the movement arrows. After scanning, you can either stay in walk mode and keep moving; or you can switch to “zoom mode” to get a closer look at a blip. Both modes are explained below.

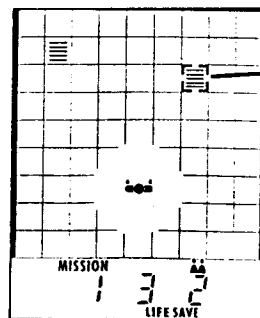
#### Walk Mode

You're always in walk mode, unless you press the CURSOR MODE button to switch to zoom mode. While in walk mode, press the movement arrows to move north, south, east or west. Keep scanning as you walk, so you don't accidentally walk into a dinosaur and lose a life!

#### Zoom Mode

To switch from walk mode to zoom mode, press the CURSOR MODE button. Zoom mode lets you “zoom in” on a blip to see if it's a missing person or a dinosaur. While in zoom mode, press the movement arrows to move the “zoom box” to a blip (see the illustration in the next column).

Then press the SCAN button again and watch what appears on the scanner screen!



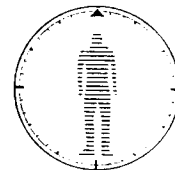
ZOOM BOX

Move the Zoom Box to a blip, then SCAN to see what it is!

It will either be a missing person or a raptor. **NOTE:** In some cases it could be the T-rex! See **The T-rex** on the next page.

#### • Finding and saving a missing person:

Save missing people just by moving into them. Each person you save will add one to the “saved” number on the bottom of the screen.



Missing Person

**Power-ups:** Some people you save will have the power-up items described below.

**Rifle** – When you find a rifle, it will appear at the bottom of your screen. More powerful than your pistol (your normal gun), a rifle stops a dinosaur with less shots and doubles your score. A rifle fires from 10 to 20 shots depending on the mission number.

**Ammo box** – When you find an ammo box, the number of bonus shots (between 5 and 15) will appear at the bottom of the screen.

**Extra life** – When you find an extra life, one life will be added to the number you currently have (up to 3 total lives).

**Scoring:** At the end of each mission, you'll score 100 points for each person saved.

**Bonus:** If you save every missing person, you'll score an extra 50 points for each!

#### • Finding a raptor:

If you find a raptor, you can either move away from it or try to shoot it with a tranquilizer gun. If you have enough ammo it's a good idea to shoot raptors, because they attack people by moving into them. If a raptor attacks *you*, you'll lose a life; if it attacks a missing person, that's one less you can save!

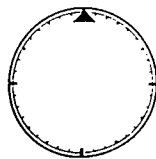


Raptor (side view)

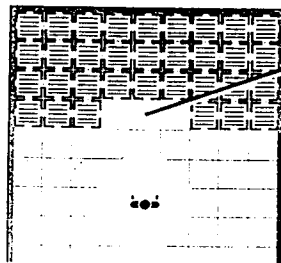
### Finding the TOWN ENTRANCE

The scanner screen always shows a small arrow which points the way to the town. To find the town, just keep walking in the direction of the arrow.

Once you find the town entrance, you'll automatically move into the town, as long as you've saved about half of the required number of people. If you haven't, the SAVED message on the bottom of the screen will flash, and you must stay in the field until you've saved more people.



If the arrow points north, walk north to find the town entrance.



Town Entrance

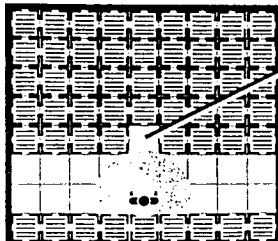
You found the town entrance!

### CONTINUE YOUR MISSION IN THE TOWN

In the town, your goal is to find your way through the maze to the helicopter pad beyond.

Keep scanning as you navigate the maze. Any people who remain missing will be there, and raptors who may block your way. Beware of the T-rex, who is tougher to avoid in the narrow corridors of the maze!

Follow the scanner screen to find the exit. (You may have to take an indirect route to get there.) If you reach the exit with enough saved people, you'll automatically move to the helicopter pad, deliver the people you saved, and be flown to the next mission. (Press ON/ENTER/FIRE to speed up the flight.) Note: If you haven't saved enough people, the MISSING/SAVED message will flash, and you must stay there until you've saved more people.



Town Exit

You found the exit to the town maze!

To begin the next mission, press the ON/ENTER/FIRE button. Your ultimate goal is to complete all 10 levels.

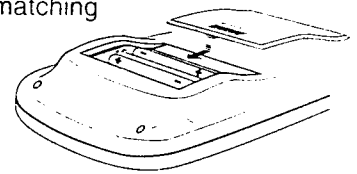
### STATUS / HIGH SCORE

During a mission, press the STATUS button to find out your current mission, number of ammo shots, number of lives and score. Between missions, press the STATUS button to see the highest score since the batteries were installed or the game was reset.

### REPLACING THE BATTERIES

This game is powered by two AA size batteries. For extra-long life, use alkaline batteries.

1. Remove the battery cover.
  2. Place two AA size batteries into the compartment, matching the "+" and "-" symbols inside.
- Replace the battery cover.



### CAUTION: To Avoid Battery Leakage.

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Never mix old batteries with new batteries, or alkaline, standard (carbon-zinc), or rechargeable batteries.
- Always remove exhausted or dead batteries from the product.

### MAINTENANCE

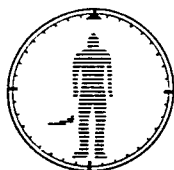
- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove the batteries or reset the game.

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To move away from a raptor, press the **CURSOR MODE** button to return to walk mode, then press the movement arrows to walk away from the raptor. Keep scanning — you don't want to walk into any dinosaurs!



**Raptor (front view)**  
Front-view raptors (found in later missions) look similar to missing people.

To shoot a raptor, stay in zoom mode and press the movement arrows to aim the gun site (the small black dot) at the raptor. When the gun site is where you want it, press the **FIRE** button! Watch the scanner screen to see if you scored a hit or a miss. If you stop a dinosaur it will flash, then disappear from the screen.

Gun Site



Gun Site

**Scoring:** The chart below shows how many hits it takes to stop a dinosaur, and its point value.

**Note:** You'll lose points if you hit a person by mistake (50 points with a pistol and 100 points with a rifle)!

Dinosaur Type	Hits Needed to Stop It	Point Value
Raptor	<b>Pistol:</b> 1 hit to the head; 2 hits to the body.  <b>Rifle:</b> 1 hit anywhere.	<b>Pistol:</b> 100 pts. for 1 hit; 50 pts. for 2 hits  <b>Rifle:</b> 200 pts.
T-rex	<b>Pistol:</b> 6 hits.  <b>Rifle:</b> 3 hits.	<b>Pistol:</b> 500 pts.  <b>Rifle:</b> 1000 pts.

## The T-rex

The blinking T-rex graphic in the bottom right of your screen means the T-rex has appeared somewhere on the screen! It's faster and more aggressive than the raptors, and its appearance causes other life forms on the screen to scatter. The T-



rex is likely to appear temporarily at least once during each mission — and it will stalk you with frightening ferocity!

To shoot the T-rex, zoom in, aim and fire as you would for a raptor. It takes many hits to stop the T-rex. Without a rifle, you won't have enough



The T-Rex

firepower to stop it in the early missions. Later in the game you may want to try — but be fast and accurate! The T-rex moves in quickly, and you could easily lose one or more lives trying to fight it off.

**Scoring:** The chart above shows how many hits it takes to stop the T-rex, and how many points you score for it.

## Beware-the Raptors May Win!

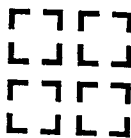
You'll lose the mission if either one of the following happens:

- If your number of lives reaches zero. This will happen if you're hit (moved into) by too many dinosaurs;
- Or if raptors attack so many missing people that you can't save enough to advance to the next mission.

A flashing *Mission Over* message will appear on the bottom left corner of the screen, and you must start the game over at the beginning of the last mission you started.

## Safety Zones

Two types of safety zones may appear on your screen while you're in the field. Dinosaurs can't see you or harm you in a safety zone, so it's a good strategy to search for and shoot dinosaurs (especially the T-rex, if you dare) while hiding in one.



**High hide:** One or more of these will appear in several missions. You'll score 200 points for moving into a high hide.

**Mobile lab:** One of these will appear briefly for every 10,000 points you score. You'll score 1000 points for moving into a mobile lab. You'll also get a power-up of 20 ammo shots!

