

SYSTEM REQUIREMENTS

	MINIMUM SPECIFICATIONS	RECOMMENDED SPECIFICATIONS
PROCESSOR	Pentium II 400 MHZ	Pentium III 600 MHZ
OPERATING SYSTEM	Windows 95, 98, 2000, ME, XP	Windows 95, 98, 2000, ME, XP
DIRECT X VERSION	7.0	8.0 or 9.0
RAM	64 MB	128 MB
CD-ROM DRIVE	4X Speed	16X Speed
HARD DRIVE SPACE	600 MB	600 MB
GRAPHICS CARD	Direct X Compatible 3D Accelerator (8 MB+)	Direct X Compatible 3D Accelerator (16 MB+)
SOUND CARD	Direct X Compatible Sound Card	Direct X Compatible Sound Card

GAMEPLAY



Dino-Riders: The Video Game is a first person shooter (FPS) a la Halo and Goldeneye. You control Questar in the battle against the evil Rulons. As Questar, you are armed with a double-barrel laser pistol. You have full 360 degree movement and the ability to strafe left and right, look/aim up and down, and jump over obstacles.

There are a total of 9 levels in the game, each with its own specific objectives. The basic idea is to destroy all of the enemies and reach the end of the level. Some levels require you to locate and collect certain objects. At the beginning of every level, you will see a yellow sign than indicates what your objectives are. For example:

LEVEL 1
The Rulons have infiltrated
the Dino-Riders' base!
Repel the attack and
protect the S.T.E.P.

The player begins with 9 lives and the game ends when there are no more lives left. Each level has at least one additional hidden life to collect. Your health begins at 99 and the damage you take depends on the strength of the particular enemy that hits you and the distance from where the attack comes from.

CONTROLS:

Up Arrow: Move Forward	Mouse Up: Look/Aim Up	
Down Arrow: Move Backward	Mouse Down: Look/Aim Down	Mouse Left Click: Fire
Left Arrow: Strafe Left	Mouse Left: Turn Left	Mouse Right Click: Jump
Right Arrow: Strafe Right	Mouse Right: Turn Right	

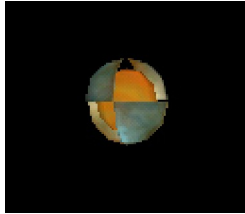
SPACE BAR: Begin Game
Double-Tap ESC: Exit
Game

ITEMS



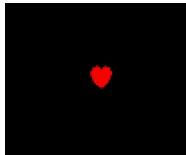
FIRST AID KIT

Restores 25 life points.



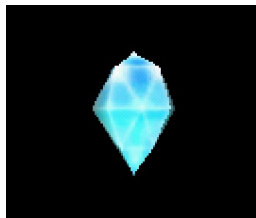
POWER ORB

Restores player to full health



HEART

Gives player another life (1-UP). These hearts are hidden throughout the levels. Each level has at least one hidden heart to find - look everywhere!



S.T.E.P. Crystal

These crystals make up part of the Space Time Energy Projector (S.T.E.P.). Collect all of them to warp through time.

LEVELS



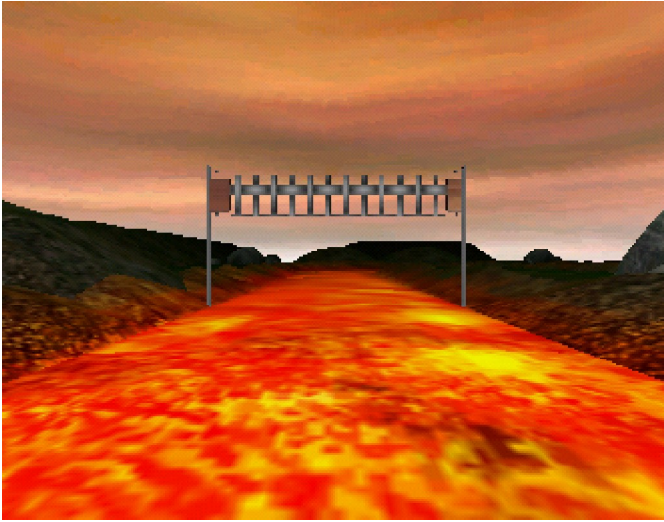
LEVEL 1: DINO-RIDERS BASE



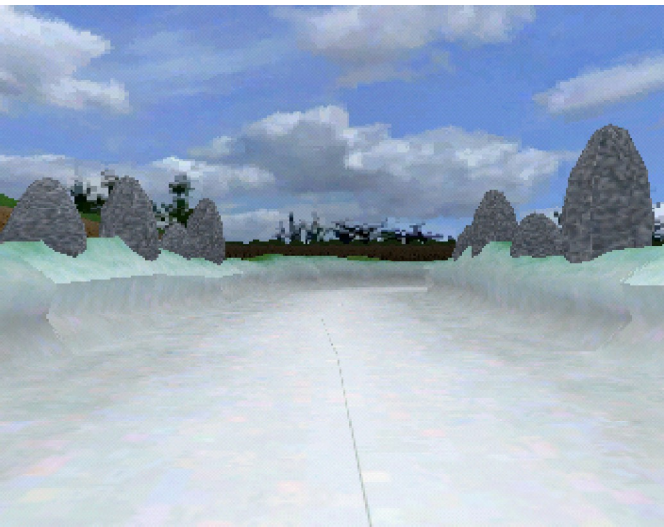
LEVEL 2: THE JUNGLE



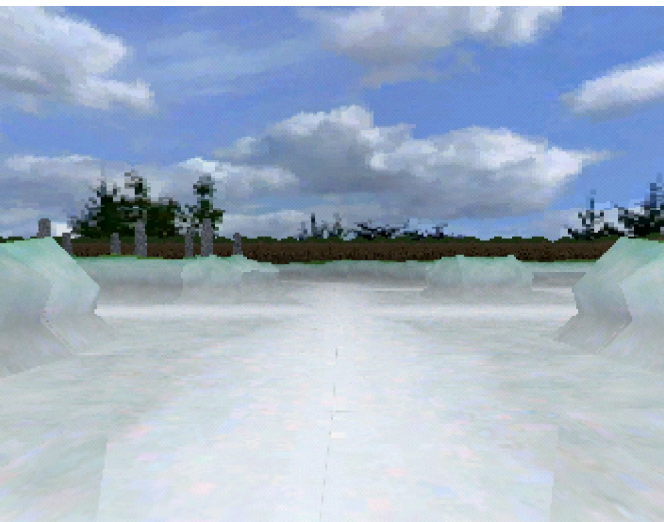
LEVEL 3: THE VALLEY



LEVEL 4: LAVA PIT



LEVEL 5: ICE-AGE I



LEVEL 6: ICE-AGE II



LEVEL 7: RULON TERRITORY



LEVEL 8: SNAKE PIT



LEVEL 9: DREADLOCK

ENEMIES



BUGMEN

Because Bugmen aren't very strong, they tend to hang around close to the other enemies. As entry-level soldiers in the Rulon army, Bugmen aren't very aggressive. In fact, after firing off a few rounds, they tend to retreat like cowards, exposing themselves to oncoming fire in the process.

Weapon: Flamethrower



FISHMEN

What Fishmen lack in size and strength is more than made up with their sheer aggression. Although not the most capable of Rulon soldiers, Fishmen are loyal and will fight to the death. They have a never say die attitude and are constantly on the attack.

Weapon: Machete



ANTMEN

Antmen are strong Rulon soldiers with a straight forward worker-like mentality. Loyal to the Rulon cause, these soldiers show no fear and will stop at nothing to secure a Rulon victory.

Weapon: Mace



SHARKURRS

By far the biggest and strongest of the Rulon soldiers, Sharkurrs are extremely aggressive. Sharkurrs attack on sight and prefer to use their size and strength to melee attack in close range. When you see one, you better learn how to shoot backing up.

Weapon: Electric Shard

VIPERS



VIPERS

Although not the strongest faction in the Rulon army, Vipers are certainly the fastest and slickest. Vipers often hide behind trees in order to ambush and launch their powerful sneak attacks. Extremely agile and fast, Vipers are arguably the toughest enemies in the game. Vipers are also capable of setting up decoys in the form of inanimate dummies that are indistinguishable from real Vipers.

Weapon: Poison Blaster



GATORMEN

Gatormen are just like their real-life alligator counterparts - large, fast, powerful, and deadly. Gatormen tend to travel alone and their speed and fighting ability make them one of the tougher foes in the game. Like Vipers, Gatormen are also capable of using fake duplicates of themselves to distract the Dino-Riders.

Weapon: Laser



CAVEMEN TYPE 1

Although not the brightest enemies in the world, these ape-like Neanderthals are very aggressive. Small and fast, these enemies attack first and then ask questions later.

Weapon: Throwing Boulders



CAVEMEN TYPE 2

Slightly stronger than their Type 1 cousins, these cavemen are savage-like and will attack on sight. Deadly with a spear, these enemies are always looking for a quick meal.

Weapon: Spear

BOSSSES



Level 1: Antor



Level 2: Deinonychus



Level 3: Krok



Level 4: Krulos



Level 5: Killer Wart Hog



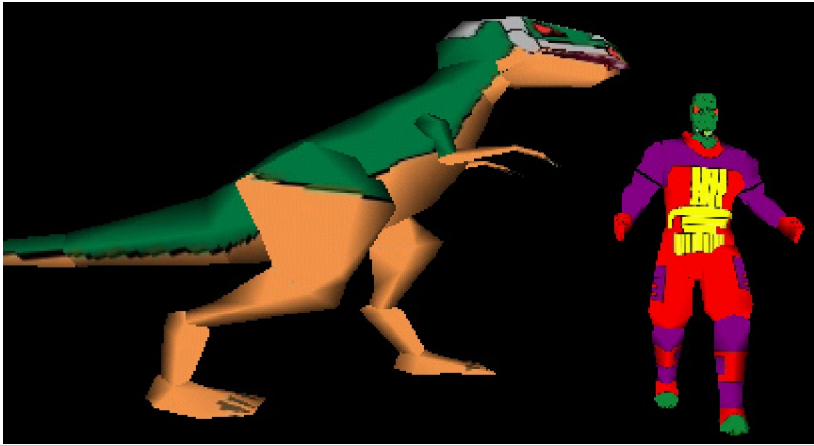
Level 6: Grom



Level 7: Quetzalcoatlus



Level 8: Rasp



Level 9: T. Rex & Krulos