

# Dino



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## Rules for Playing

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**OH NO! NOT AGAIN!** Those darn Internet Service Providers have spoiled your Internet again! Those overpriced, unreliable ISPs, UGHHHHHH! What are you going to do now with no internet! Well, there was a time, when the dinosaurs roamed the earth, where there was no internet (GASP). This game combines ancient history's archaic internet-less dinosaurs with today's internet-centric world, which inconveniently doesn't always have internet. The controls are quickly learned and the game-play is quick. This fast-paced, exciting, action-packed dinosaur platformer game will keep you busy for hours when your internet goes out! Good luck! (You're gonna need it.)

**The Game** consists of 7 action-packed levels, all with a different theme! In addition, there is a Store you will visit in-between each level of play.

**The Object** of the game is to collect coins and survive through all 7 levels of the game, avoiding obstacles and enemies along the way to finally take down your biggest enemies, those darned ISPs.

**You Win** the game when you reach the very end of the 7<sup>th</sup> level and Dino fixes your internet.

**You Lose** when you run out of lives and your internet still doesn't work.

**Lives** are lost when you run into an obstacle, enemy, or platform, or if you fall off certain platforms. Be careful, it's treacherous! Objects which can kill you differ between levels.

**Coins** are collected throughout each of the 7 levels and can be used to purchase power-ups at the Store.

**Power-Ups** can be purchased at the Store with the coins you collect traveling through the levels. There are 5 different power-ups.

Jet Pack	Double Jump	20 Coins
Aerosol Can	Shoot Fireballs	15 Coins
Heart	Extra Life	25 Coins
Egg	Mini Dino	5 Coins
Moon Boots	Higher Jump	10 Coins

The Jet Pack power-up allows you to double jump; this may help you avoid enemies or obstacles that are in your path! The Aerosol Can allows you shoot fireballs every 2 seconds and burn down anything coming your way! The Heart buys you an extra life for those challenging terrains that lie ahead. The Egg makes you smaller to help you avoid any pesky flying objects. The Moon Boots give you a higher jump to help you float up to those tough platforms, kinda like there's less gravity!

Power-ups are stackable; you can have as many power-ups at once as you like, but only one of each type of power-up can be purchased per level. Purchased power-ups are immediately activated at the start of the level and they expire at the end of each level (with the exception of the Heart, which lasts until you lose it).

**The controls** of the game are as follows:

↑ (up arrow)	Jump
Esc	Pause
Mouse Left-Click	Select Menu Options Answer Prompts
Space Bar*	Shoot Fireballs

\*Note: Fireballs can only be fired if the Aerosol Can power-up has been purchased.

# Detailed Rules

## Main Menu

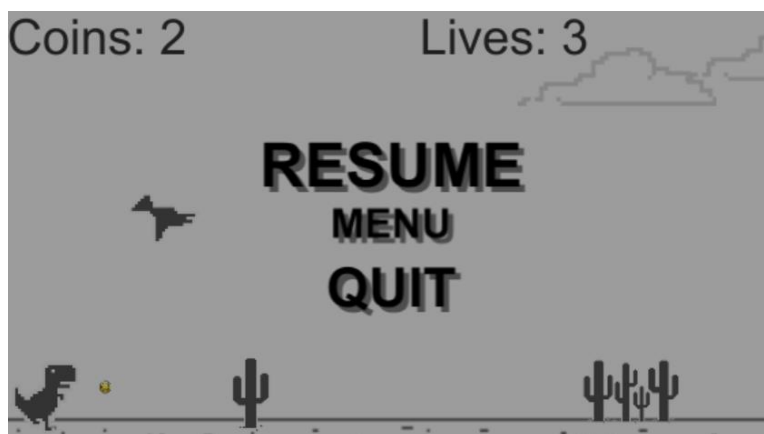
The Main Menu will display when you start the game.



To start the game, click the “Start” button. If you’d rather not, click the “Quit” button. If you want to test the game features, click the “Test” button.

## Pause Menu

If at any time you need to pause the game during gameplay, press the Escape key on your keyboard.



To continue gameplay, click the “Resume” button or press Escape on your keyboard. If you want to return to the Main Menu, click the “Menu” button, but careful, if you go back to the Main Menu your

progress will be lost. If want to exit the game, click the “Quit” button.


## The Store



Dino arrives at the Store in between each of the levels, and the Store is where you can purchase Power-Ups with the coins you collect to help Dino through the levels.




Dino is free to roam the store grounds without fear of enemies, so take your time and shop smart! There are two additional Controls available to you in the store:

→ (Right Arrow)	Move Right
← (Left Arrow)	Move Left

The price of each of the items for sale is displayed on the market stands so you don't forget! For example, the Jet Pack is 20 coins, the Aerosol Can is 15 coins, and the Heart is 25 coins. To purchase an item, jump up to reach the item. If you have enough coins, the item is now yours and it will become activated at the beginning of the next level; if not, this message will be displayed in the top left corner of your screen . Remember, you can buy one of each kind of power-up per store visit, or none at all if you wish! Any power-ups that you do purchase will expire at the end of the next level. In addition to the Jet Pack, the Aerosol Can, and the heart, other items

available for purchase are the Egg  and the Moon Boots . To exit the Store, walk all the way to the right until you reach the door

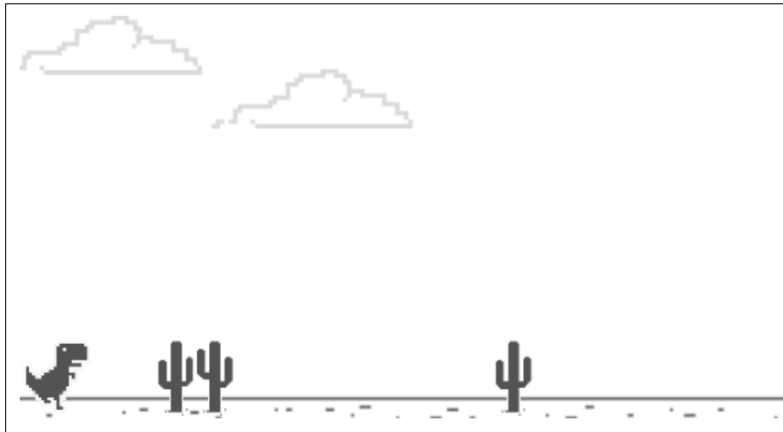
. This message will display in the top left corner of your screen




. You can click “Yes” to exit the Store and move on to the next level or click “No” to keep shopping.

### **Level 1 – The Desert**

The first level will have Dino travel through the desert. You may recognize this desert from somewhere else, but we assure you it is quite unique.



Watch out for all those cacti! Their thorns hurt! You’ll also have to look out for some pterodactyl that look like , they attack you!

### **Level 2 – Desert Oasis**

The second level oasis will provide Dino relief from all that heat in the first level.



Those pterodactyls from the first level got a tan! And the oasis is making some weird mirages out there in the desert; some of those cacti are far off in the desert so they can't hurt you, but beware! There are plenty of cacti inside the oasis that will! Oh, and it looks like Dino came across some platforms, better jump *onto* them and not *into* them!

### **Level 3 - Winter Wonderland**

Now Dino has really entered into a new climate! It's a winter wonderland out here in the third level!



Those pine trees look extra piney, they'll poke you for sure. Also, Frosty over there is trying to cross the road, and I don't think he's gonna stop for you! You'd better not get in his way!

### **Level 4 - The Rainforest**





Dino landed somewhere in the rainforest for the fourth level, and while beautiful, it is quite the busy place.



Oh look! A parrot! I wouldn't get too close though, his beak looks sharp! That water looks so blue, but unfortunately Dino never learned to swim. And please don't pick the flowers, I like them right where they are! Speaking of flowers, did you know there's a blue flower too?



Don't pick this one either! And those bumble bees sure are fuzzy, but don't forget they have stingers too! Did I mention the Rainforest


is a busy place? There are also owls  and foxes  and rats , OH MY! I think you'll find the occasional bat  around there too! The rainforest can be a bit scary at times, and I think you may find a scary surprise lurking for you in the forest. Beware!

## Level 5 - Cityscape

Dino finally made his way to the big city, where he hopes he can find new opportunities! In the fifth level, Dino will navigate the dangerous and busy streets of the big city.



Four-car pile-up ahead! Luckily, Dino can jump onto those cars and use them as a platform! But be careful, because unlike multiple stacked cars, a single car is harder to see; if you touch it, you'll lose a life. That dark brown platform is hard to see at night, but if you look closely, you can find those and use them to take you over the city streets. Some of them are even a little bouncy! Did I tell you about the alien invasion of the city? Well, the aliens brought with

them all of their UFOs and rocket ships . I suggest that you avoid them at all costs.

### **Level 6 - Underwater**

I hope Dino can hold his breath for a long time! Dino still can't swim, but he fell into the ocean and sank to the bottom! In the sixth level, Dino makes his way across the sea floor and all the commotion down there in the ocean!





Those beautiful fish in the ocean are deceiving! They'll hurt if you touch them. There are other colors of fish too, like orange fish 🐟, blue fish 🐟, green fish 🐟, and puffer fish 🐡! You also have to watch out for those colorful sea kelp, they're slimy and will tangle you up! Watch out for the pink kelp 🌿 too!

## Level 7 - The Server Room

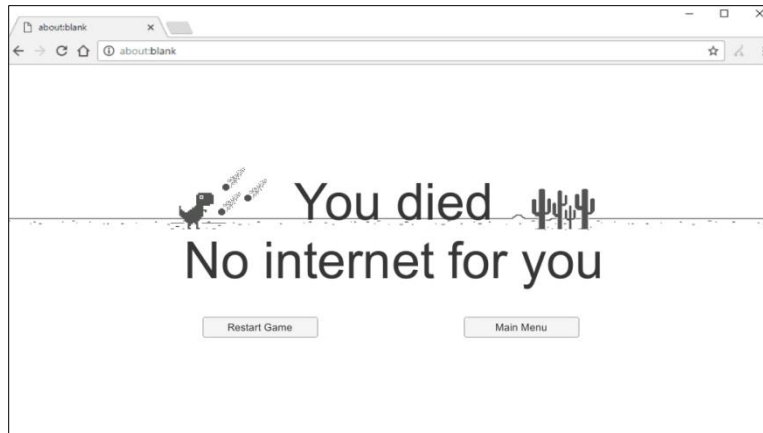
The final level! Dino finally made it to the server room where he can take his internet problems up with the ISPs!



Is that AT&T? Dino needs to talk to them, but I wouldn't get too close; I heard they're smelly. I think I see Google Fiber! I'm pretty sure they bite, though. Time Warner Cable is over there too, but don't run into them because they're rude. And I'll bet that Comcast 📺 is around here too, but they're just plain mean. There's also a skull and cross bones 💀, just to freak you out.

## Death Screen

If you lose all your lives and Dino dies, the ISPs are unaffected and you won't get your internet back.



To try the game again, click the “Restart Game” button. This will start you back at Level 1. To see more options or to exit the game, click the “Main Menu” button to return to Main Menu.

## Victory Screen

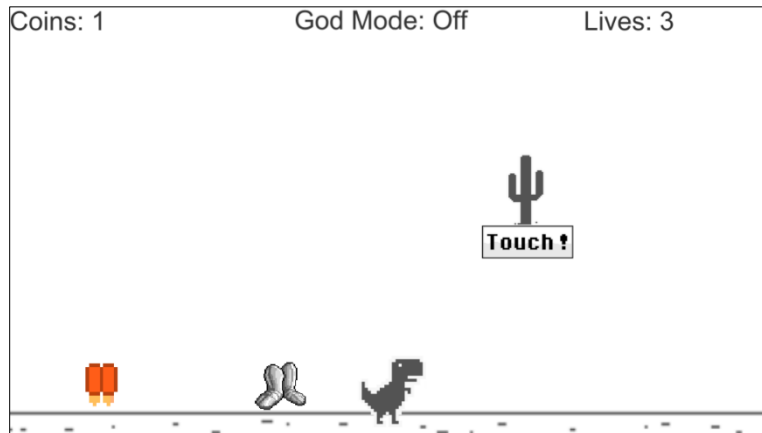
If you steered Dino all the way to the end of the game, you won! And the good news about that is Dino beat the ISPs *and* fixed your internet for you. It truly is a victory.



To replay the game, click the “Restart Game” button. This will start you back at Level 1. To see more options or to exit the game, click the “Main Menu” button to return to Main Menu.

## The Test Level

To enter the Test level, go to the Main Menu and click on the “Test” button. The Test level is a convenient mash-up level, where a user can test the function of every kind of enemy, obstacle, power-up, and even the coins that Dino interacts with throughout all 7 levels.



Aside from the usual Controls that are active through the entire game, the Test level has additional Controls available to you as follows:

→ (Right Arrow)	Move Right
← (Left Arrow)	Move Left
1	Toggle God Mode
2	Add 100 Coins to Count
3	Add a Life to Count
4	Toggles Jet Pack Power-Up
5	Toggles Aerosol Can Power-Up
6	Toggles Egg Power-Up
7	Toggles Moon Boots Power-Up
8	Destroy All Enemies in Test Level

Dino is free to roam the Test level in any direction he chooses and can take as much time as needed.

If God Mode is enabled, Dino can collide with any obstacle or enemy that would normally cause a life to be lost and suffer no life-losing consequences.

In the Test level, you will immediately collect 1 coin to test its functionality, but if you need additional coins to test out the power-ups, pressing 2 will automatically add 100 coins to your coin count.

If you are almost out of lives because you keep running into obstacles or enemies, pressing 3 will automatically give you an extra life.

To test any of the functionalities of the power-ups, first purchase that power-up within the Test level. This will automatically activate that power-up. Then you can toggle the power-up functions using keys 4-7.

To spawn enemies and obstacles to test, walk under the enemy or obstacle you want to test, and jump up to hit the "Touch!" tag. This will spawn an enemy or obstacle of the type shown each time the tag is hit. To destroy all obstacles and enemies on the screen, press the 8 key.

To exit the Test level, press the Esc key to bring up the Pause Menu.