

Nintendo

GAME BOY COLOR

CGB-BIB-USA

THE LAND BEFORE TIME™



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



EVERYONE
SUITABLE FOR ALL AGES

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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NOTE:

- Always switch off the Game Boy® Color before inserting or removing the Game Pak.
- Do not bend, knock or take the Game Pak apart. Do not bring the Game Pak into contact with moisture.
- Store the Game Pak in its case at room temperature and do not expose it to extreme heat or cold.
- The link ports must be kept clean and dry.
- If you play for long periods, you should take regular breaks and move around a bit.

The Story



Oh dear! Littlefoot and his friends strayed into the Mysterious Beyond while they were out playing and now they can't find their way back home!

Although the journey back to the lush Great Valley will be long and perilous, our brave little friends are in good spirits, determined to confront every danger together so that they will arrive home safe and sound. Whatever our cute little heroes are expecting from their action-packed journey, one thing is certain: this will be the biggest adventure of their lives!



Starting the Game

1. Make sure that your Nintendo Game Boy® Color is switched off. Your Game Pak might get damaged if you insert it while it is switched on. Once you have switched your Nintendo Game Boy® Color off, insert the Land Before Time Game Pak into the slot.
2. Now switch your Nintendo Game Boy® Color on. After a few moments the Land Before Time opening menu should appear. If you experience any problems, try repeating steps 1 and 2.
3. When you see the opening menu, press START to begin a new game. You can press START at any point during the introduction sequence to move to the main menu.



Controls

1 Game Select/Start Game

2 UP: Look up.

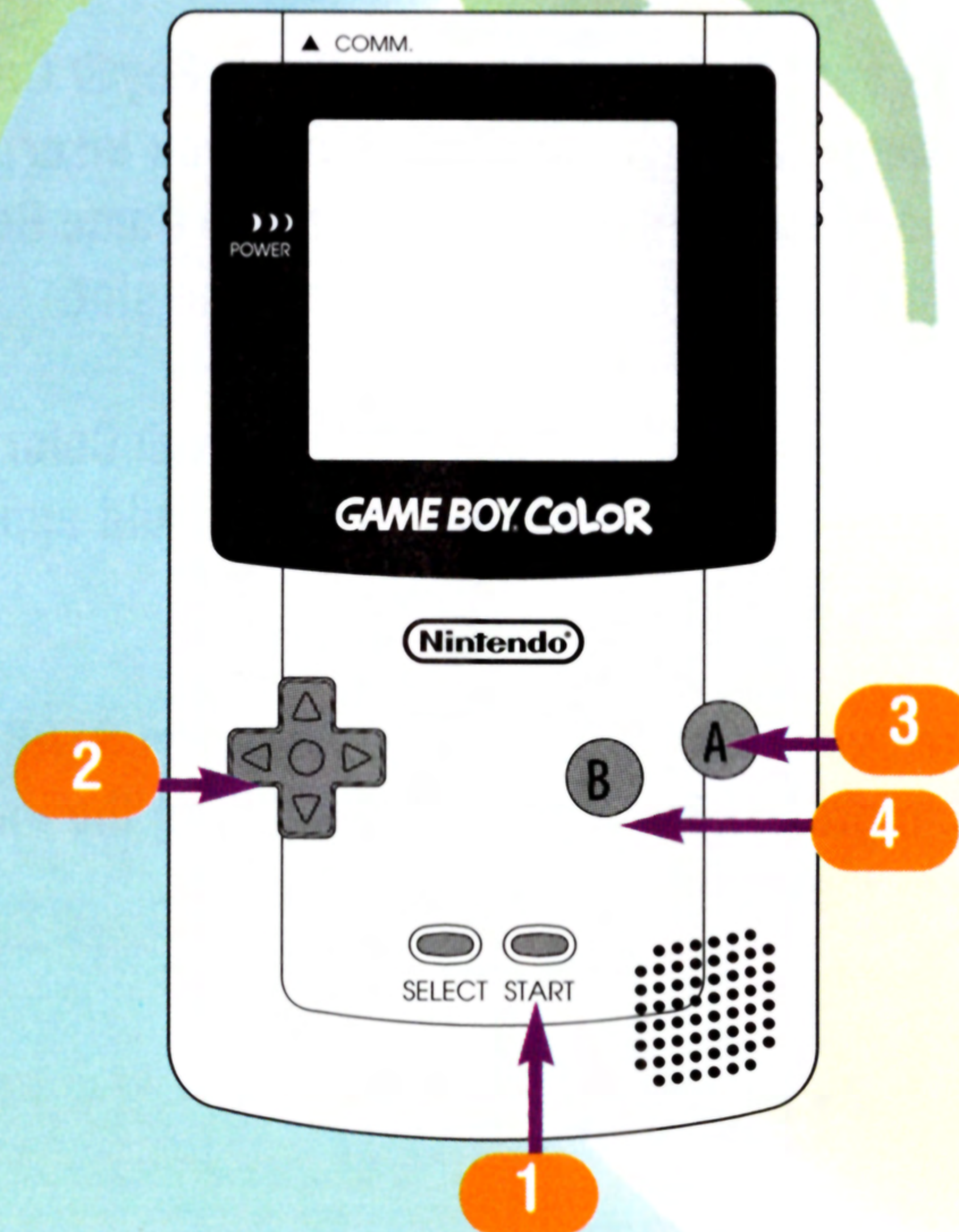
DOWN: Look down.

RIGHT & LEFT:

Move side to side.

3 A Button

4 B Button



LOOK UP OR DOWN.....Directional Pad Up or Directional Pad Down

JUMP.....Tap A Button

DOUBLE JUMP.....Press & Hold A Button

BASIC TAIL SWING.....B Button (Cera Only)

TAIL SWING IN MID-AIR.....A Button + B Button (Cera Only)



The Game

Your main task is to lead Littlefoot, Cera, Spike and Ducky through 5 exciting worlds in the Mysterious Beyond and get them home safely to their beloved Great Valley.

But it's not as easy as it sounds – there are thrilling adventures awaiting you, involving all kinds of hazards, formidable adversaries and lots of arch-villains!

You can switch between the four main characters, Littlefoot, Cera, Spike and Ducky, but first you have to find them, because some situations can only be overcome using a particular dinosaur and his or her special skills. You must decide for yourself which dinosaur is best for the different parts of the game.





If you ever get stuck, you should always keep a lookout for a ramp or a lift, which can help you to overcome or avoid the obstacles. And in some situations, Petrie may even come to your aid, so don't despair!

In each world you will find tasty maple leaves – you should pick up as many of these as you can, as they increase your score and, more importantly, they are good for your dinosaurs' health. If the dinosaurs are attacked, you will first lose the maple leaves that you have collected, then (and only then) the dinosaurs' health will deteriorated. So get through all the gigantic worlds, pick up as many maple leaves as possible, give your enemies what for, and conquer the mighty adversary at the end of each level! Then the dinosaurs will soon be able to frolic happily again in their peaceful Great Valley.



Passwords



This is where you can enter a password if you obtained one in a previous game.

If you enter a password, you can start the game at an advanced stage.

This means that if you interrupt a game or stop playing, you do not have to start again from the beginning every time. Instead, you can use a password to go straight to the world in which you were playing previously.



Options



MUSIC ON/OFF

Use this option to turn the background music in the game on or off.

EFFECTS ON/OFF

Use this option to turn the sound effects in the game on or off.

DIFFICULTY LEVEL (Easy/Medium/Hard)

This is where you can adjust the difficulty to three different levels: easy, medium or hard - depending how confident you are.



The Characters



LITTLEFOOT:

Littlefoot can jump higher and further than his friends, move faster and run longer distances.



CERA:

Cera can easily move rocks and boulders out of her way. However, she can not run very fast or jump far. Her powerful tail swing is her best defense.





SPIKE:

Spike is the slowest character. It is easy for him to crush boulders to clear a path for his companions. His specialty is the rolling attack, which tosses any enemy into the air. He can withstand several blows from his enemies.



DUCKY:

Ducky can dart into levels to explore the area and track down the enemies. Ducky's second special characteristic is that he is small enough to be able to squeeze into narrow caves and restricted openings to look for sought-after maple leaves.



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