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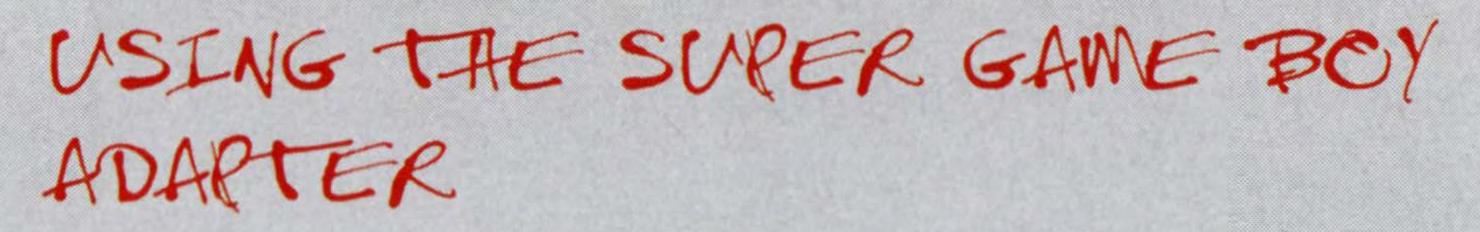


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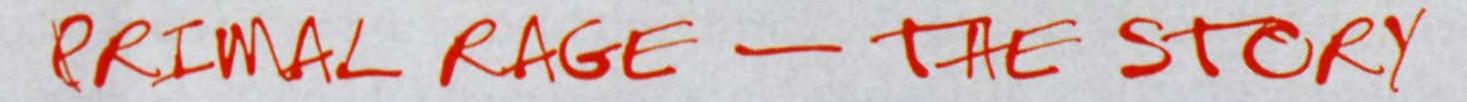


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Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.



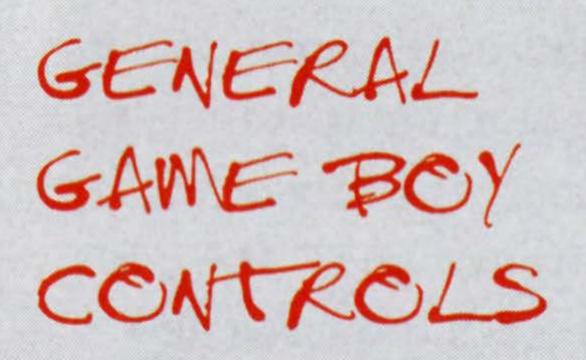
Eons ago, before humans walked the planet, there was rage. Life on Earth was complex, as were the instincts of the planet's lifeforms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods.

These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and, especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the

Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles. Dinosaurs were the dominant animal on land, and great forests covered almost all available space. New lifeforms evolved at a rapid rate, and civilizations emerged.

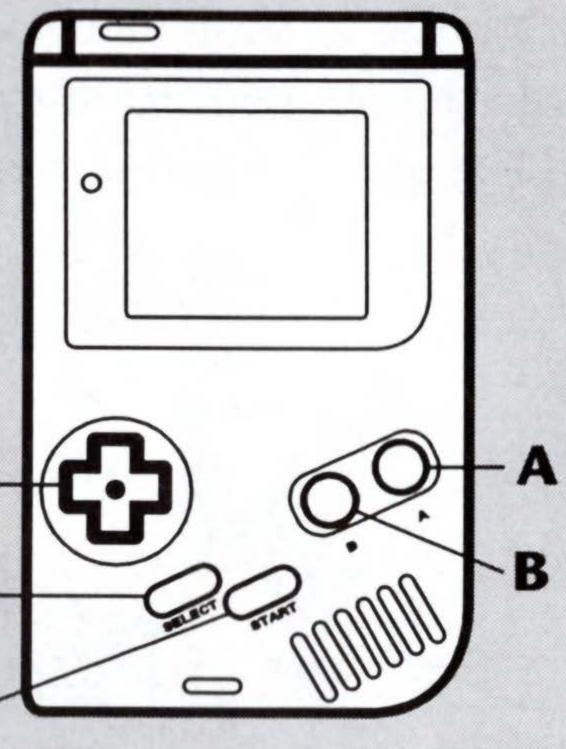
Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation.





This manual refers to the following controls:

Control Pad SelectStart



- A Button
- B Button



Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple Control Pad directions. Use this reference to refine your button pushes and Control Pad presses.

Buttons:

Button B = Upper attack

Button A = Lower attack

Control Pad:

Down = Control Pad Down

Up = Control Pad Up

T = Control Pad Toward your opponent

A = Control Pad Away from your opponent

For Example: Hold Buttons B+A and Control Pad T/A = Hold Buttons B+A simultaneously and Press Control Pad Toward then Away from opponent

NOTE: BOTH TOWARD AND ACWAY CONTROL PAD MOVEMENTS ARE ACTUALLY LEFT AND RIGHT DIRECTIONS DEPENDING ON WHICH SIDE YOUR OPPONENT IS LOCATED.

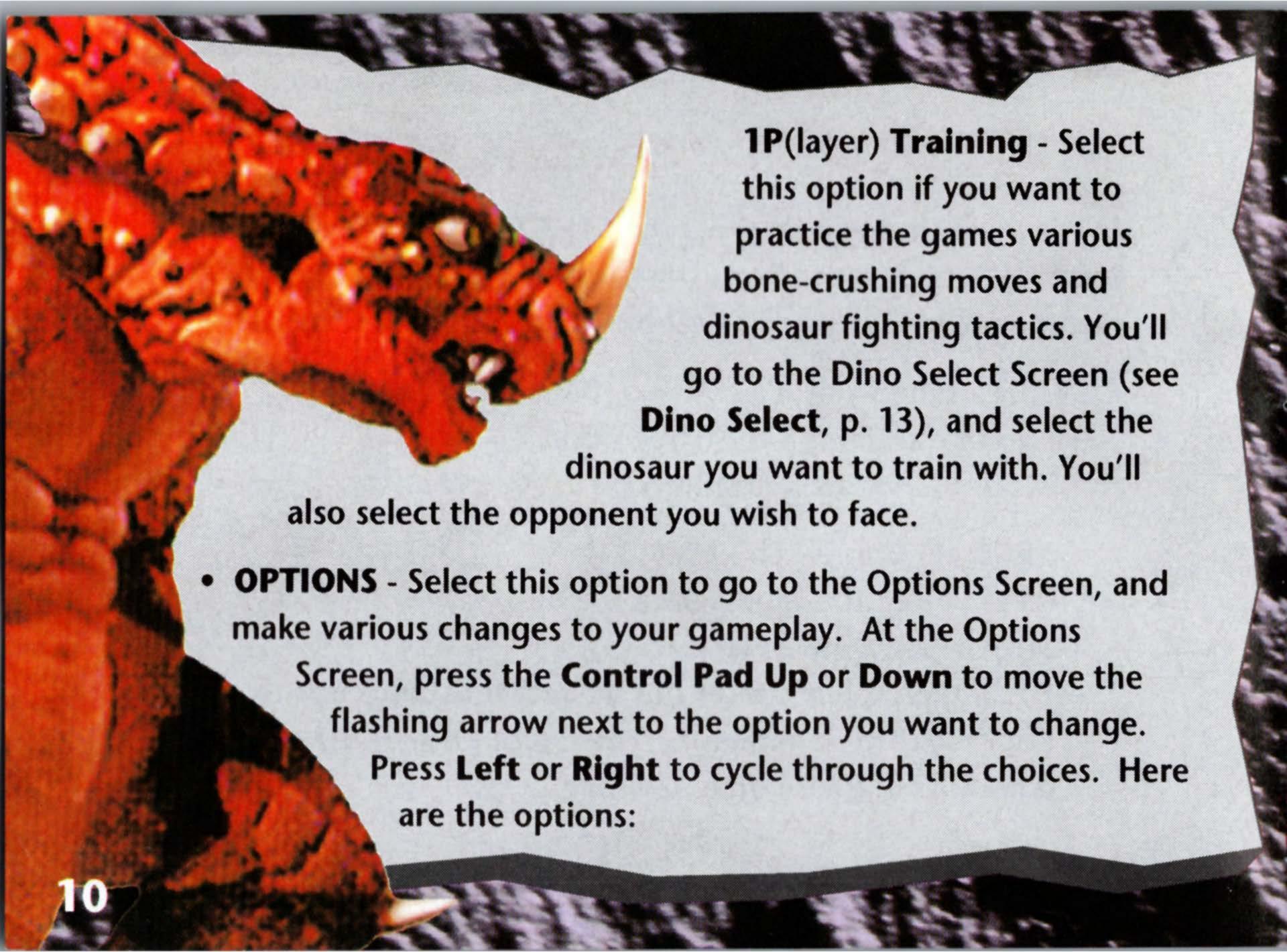


At the main title screen, press the **START Button** to go to the Start/Options Screen. Press the **Control Pad Up** or **Down**, then press any button to select one of these two options:

• START - When you select this option, you'll go to the Game Type Screen that consists of the following options:

1P(layer) Game - This option takes you to the Dino Select Screen (see Dino Select, p. 13).

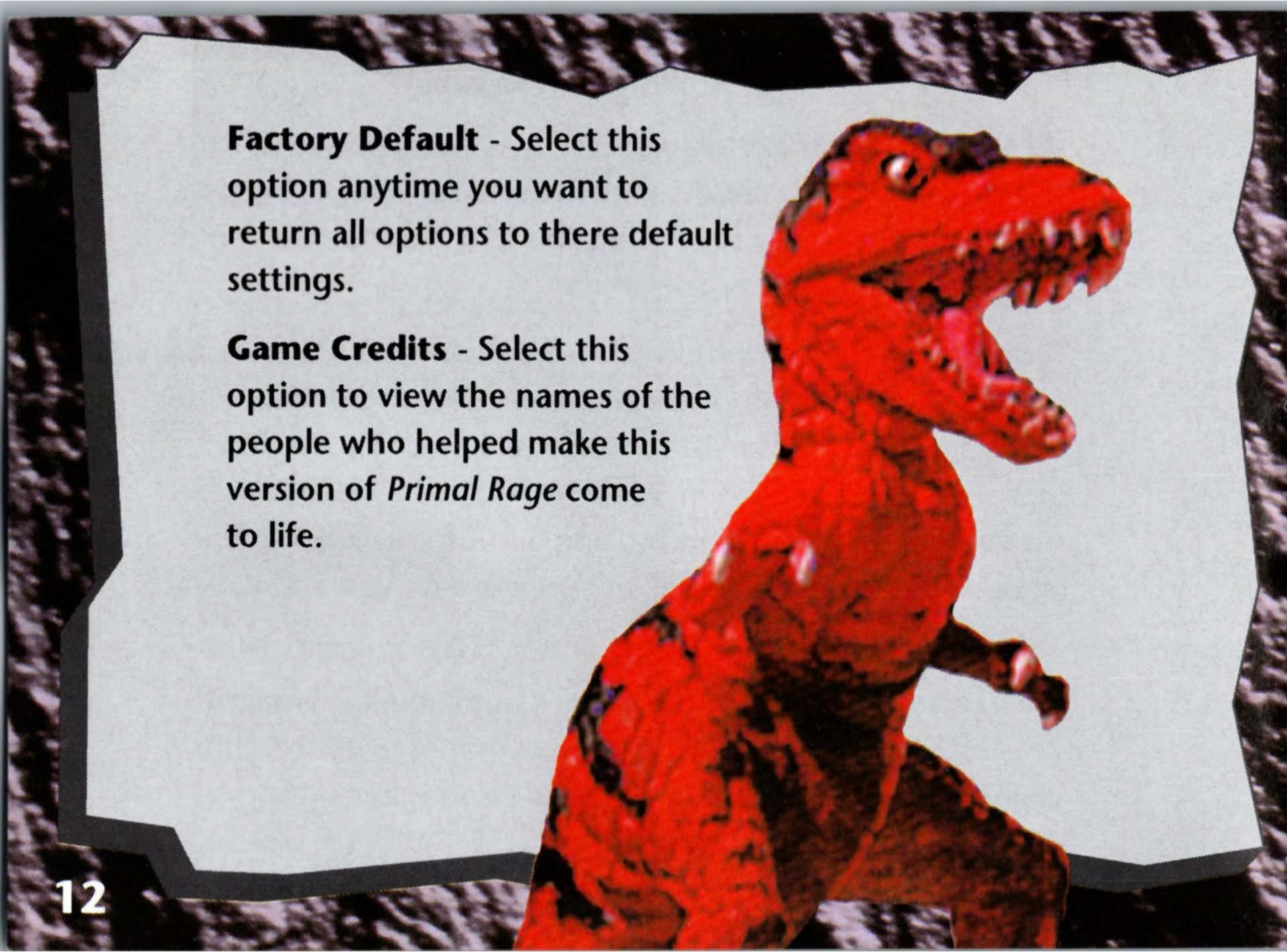
You'll then select one of the six available dinosaurs to fight for Urth domination. You'll face each of the other 5 dinosaurs in their home territory.



Credits - This option allows you to set the game to allow from 1 to 10 game credits (continues). As you get better at *Primal Rage*, you can set this option to a lower setting, and create an even greater challenge.

Round Time - Each bout has a set time in which the winner must be determined. You can set the game's bout time to challenge your opponent to get a quick kill. The options may be set in 5 second increments from 30 to 80 seconds. As you improve your fighting and accomplish quicker kills, set this option lower to put the pressure on you and your opponent.

Difficulty - You can set the game's difficulty level from 1 (easiest) to 8 (most difficult). As you improve your fighting skills, you can set the difficulty level to a higher setting.



DINO SELECT

After you've selected your game type, you'll need to select your character. **Press the Control Pad** Up, Down, Left or Right to highlight the one you want, then press any button to select. A Dino matchup screen will appear for a moment, then you'll begin the Rage.

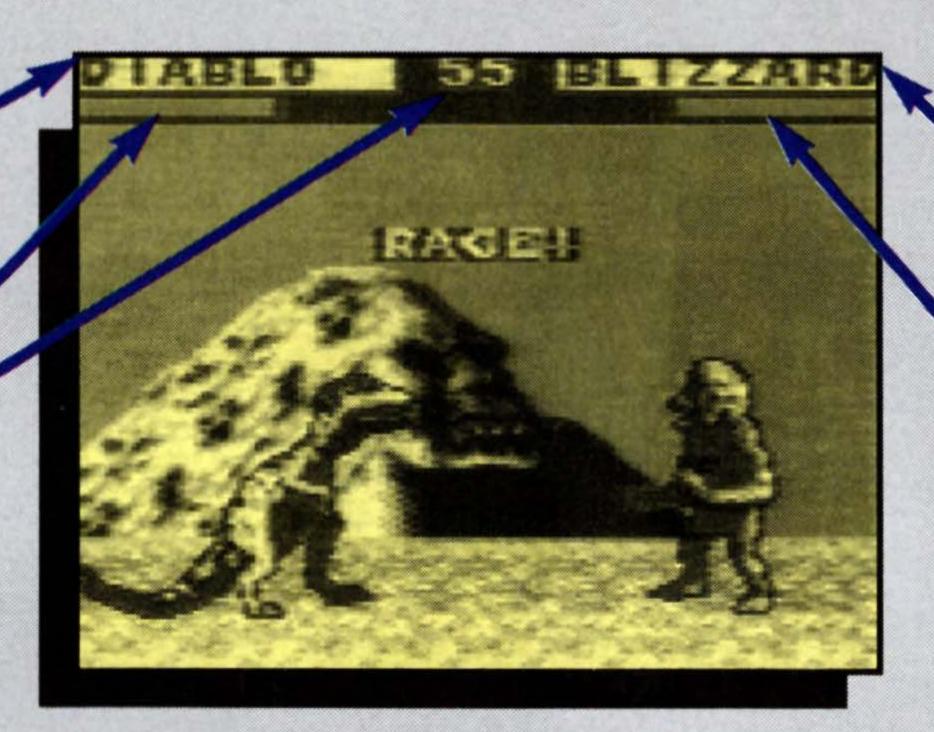




Life Blood Bar (Behind Name)

Brain Stem Bar

Timer



Life Blood Bar (Behind Name)

Brain Stem Bar

Now that the preliminaries are over, get ready to Rage! The main rage screen displays each dino's name, a Life Blood Bar, a Brain Stem Bar and a Timer. Various other fuctions appear on-screen during each rage. Read the following to familiarize yourself with rage:

- Life Blood Bar The life blood bar is displayed behind your dino's name in the upper right or left side of the screen. It diminishes as you take on damage, and the match ends when one dino's bar has been depleted.
- Brain Stem Bar This bar is located below the name and indicates the strength of your dino's brain strength. When the bar is depleted, your dino will appear dazed and vulnerable but not beaten. You can snap out of the daze by moving the Control Pad quickly left or right when your opponent nails you with one of the various moves.
- The Timer There are various time settings you can set your rage to (see Options, p. 10). Each bout is timed. When the timer winds down to 10 seconds, the remaining seconds will begin to

beep. This is your warning that the match is about to end. If time runs out before a dino is beaten, the earth will lift both combatants into the air. The dino with the most life remaining will win the rage.

All bouts are best two out of three.

- Win Icon Each time you win a bout, an icon will appear on the winner's side under the timer. The winner of the rage will have two icons.
- **Hit Combos** During each rage, dinos can inflict heavier damage to their opponent with multiple hit combos. The more hit combination moves you connect on, the heavier the damage you'll inflict. When you put a nice hit combo together, it will appear on your side of the screen. (Right hand side for Player 2, Left hand side for Player 1).

DOMINATION OF THE WRITE

Each time you win a rage in Game mode, the Urth Screen appears and tells you what portion of the world you have conquered. Continue to win your rage bouts until you have conquered all lands. Once you have conquered the Urth, your chosen dino will take on all other dinos one at a time in The Final Battle Ground.

There is no timer and your Life Bar is not reset, so you'll have to dispose of your enemy as quickly as you can. If you have set the game to allow continues (see **Options**, p. 10), you may choose to continue the game if your dino is beaten.

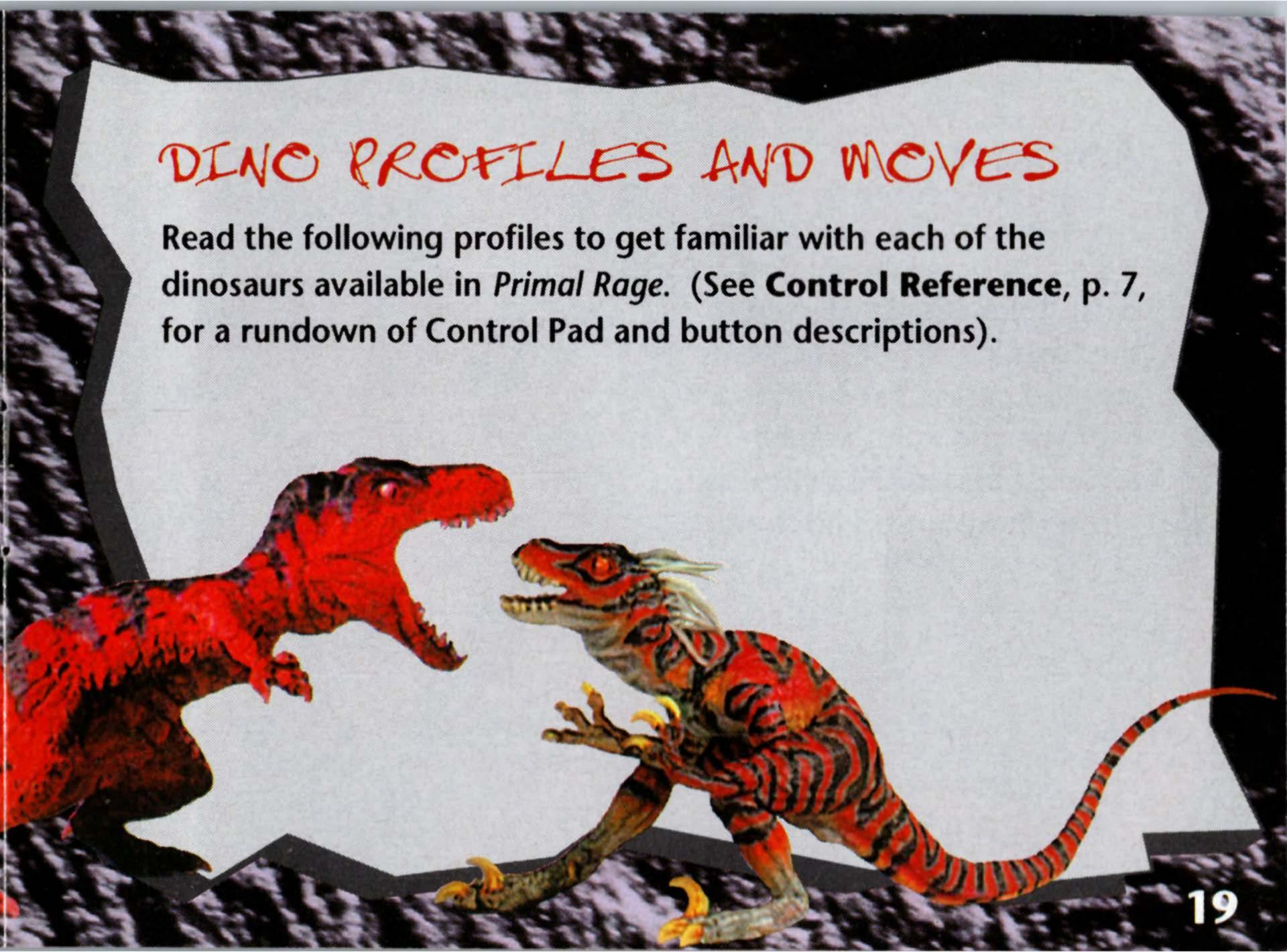


TWO RLAYER LINKING

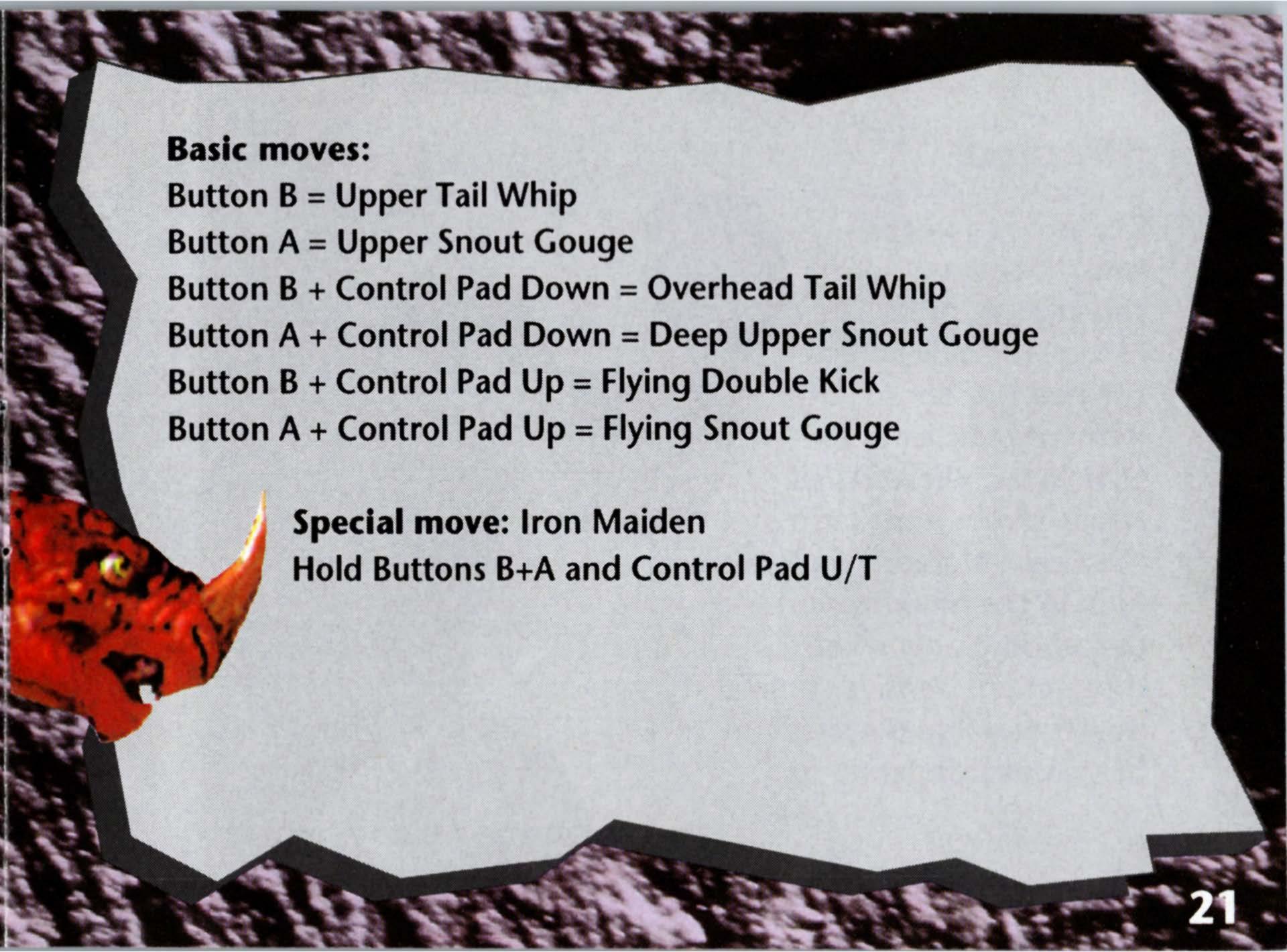
With 2 Game Boy units, 2 cartridges and a Game Link™, you can play head-to-head against a friend. Refer to your Game Boy manual for Game Link instructions. When linked, both Game Boys must be turned on at the same time. All menus will switch to the 2 Player mode.

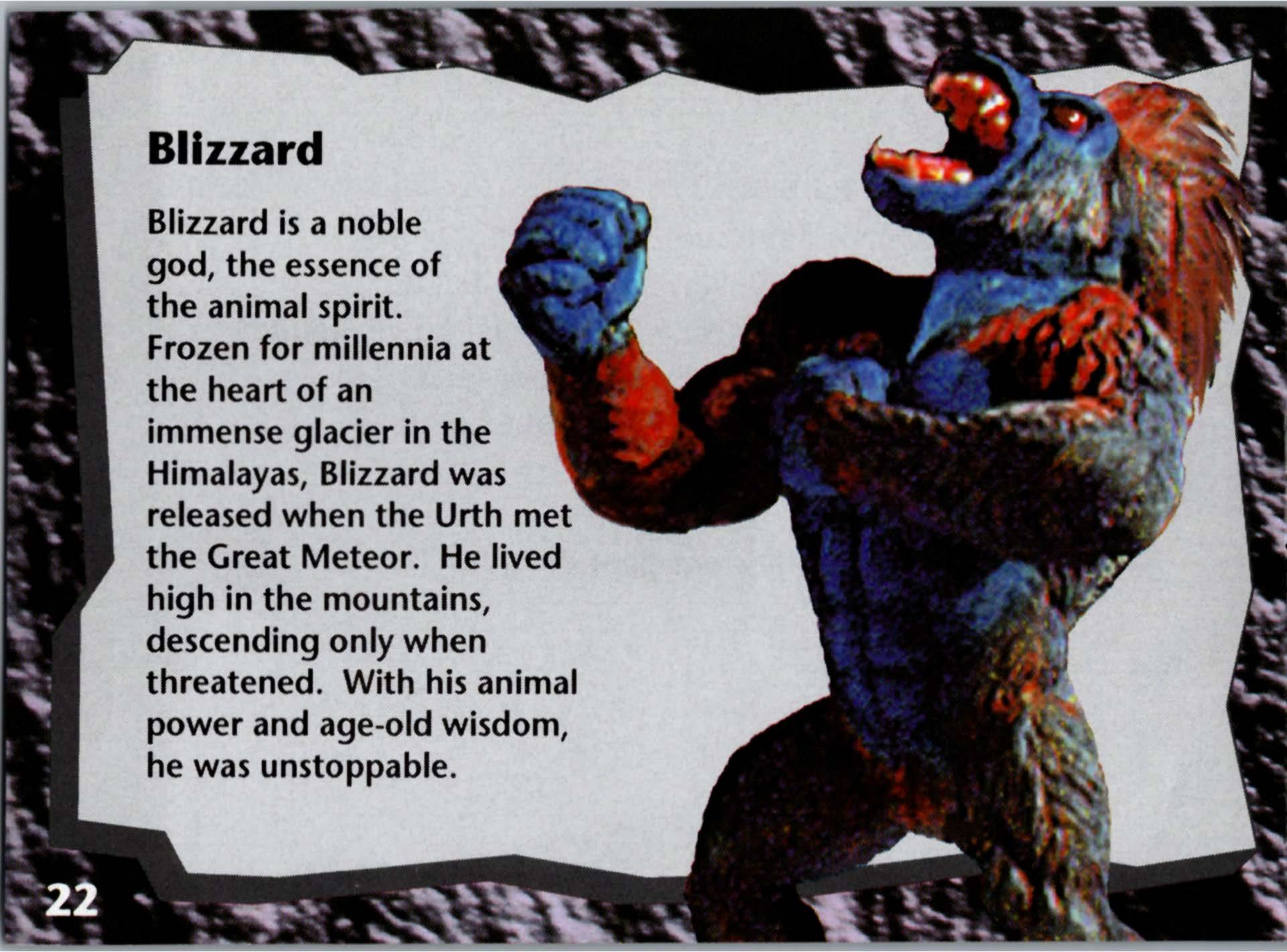
Two Player Handicap Option

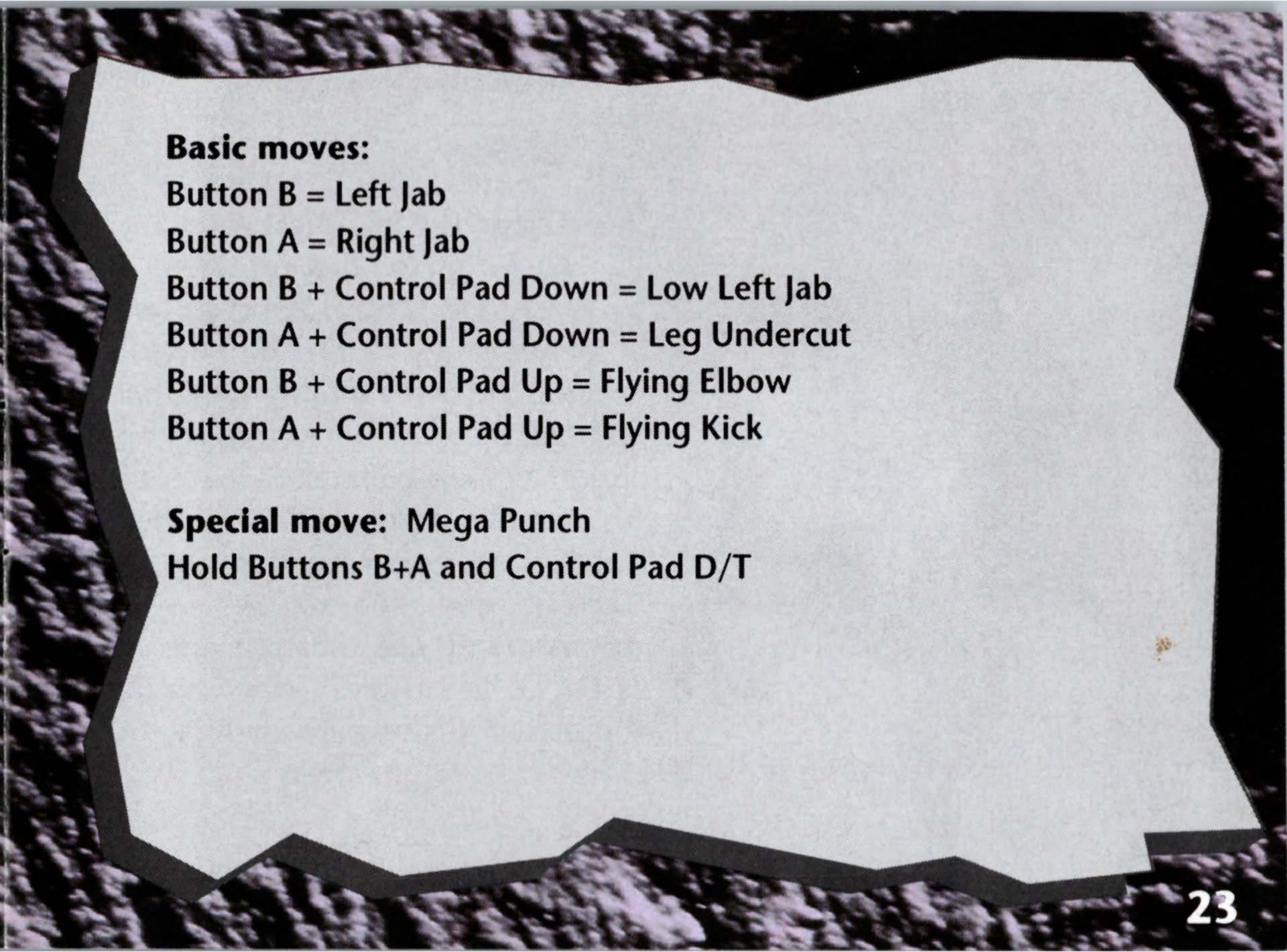
This option is found at the Game Type menu. It lets you adjust your Life Bar to any amount you want. The strategy is to give a less experienced player more life to compete longer against an experienced player. Experienced players should set a lower Life Bar, and beginners should set their Life Bars high.

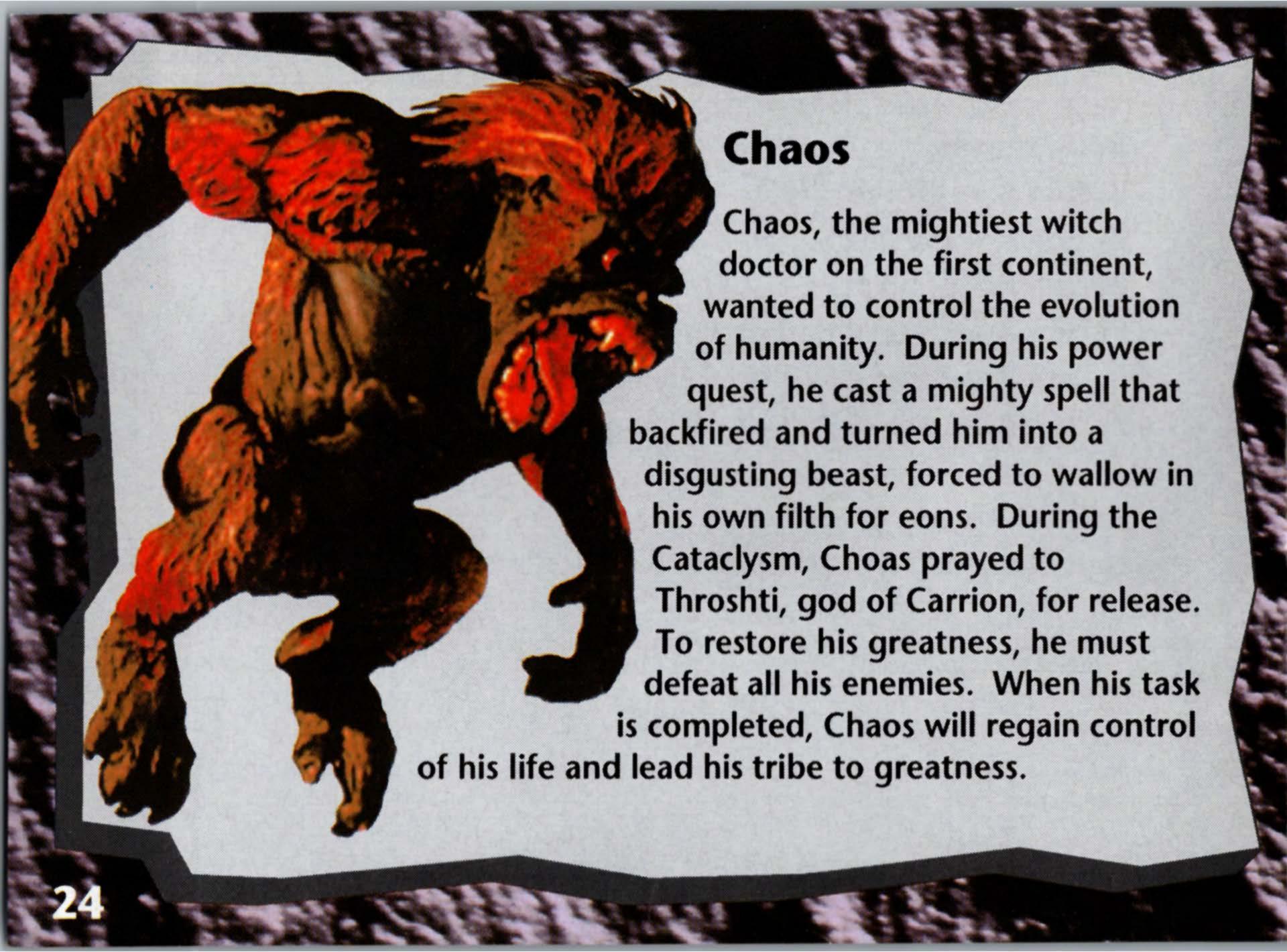


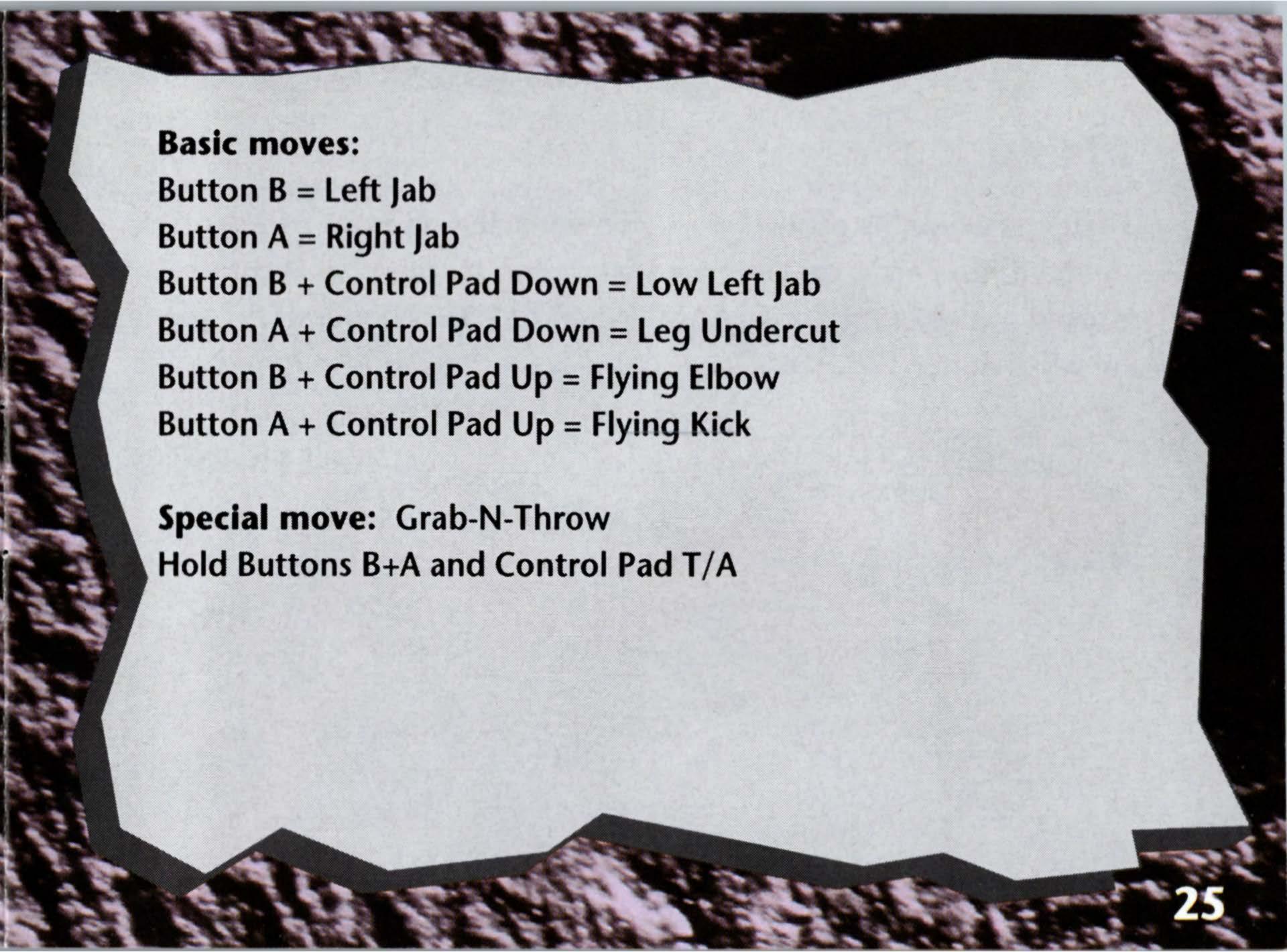


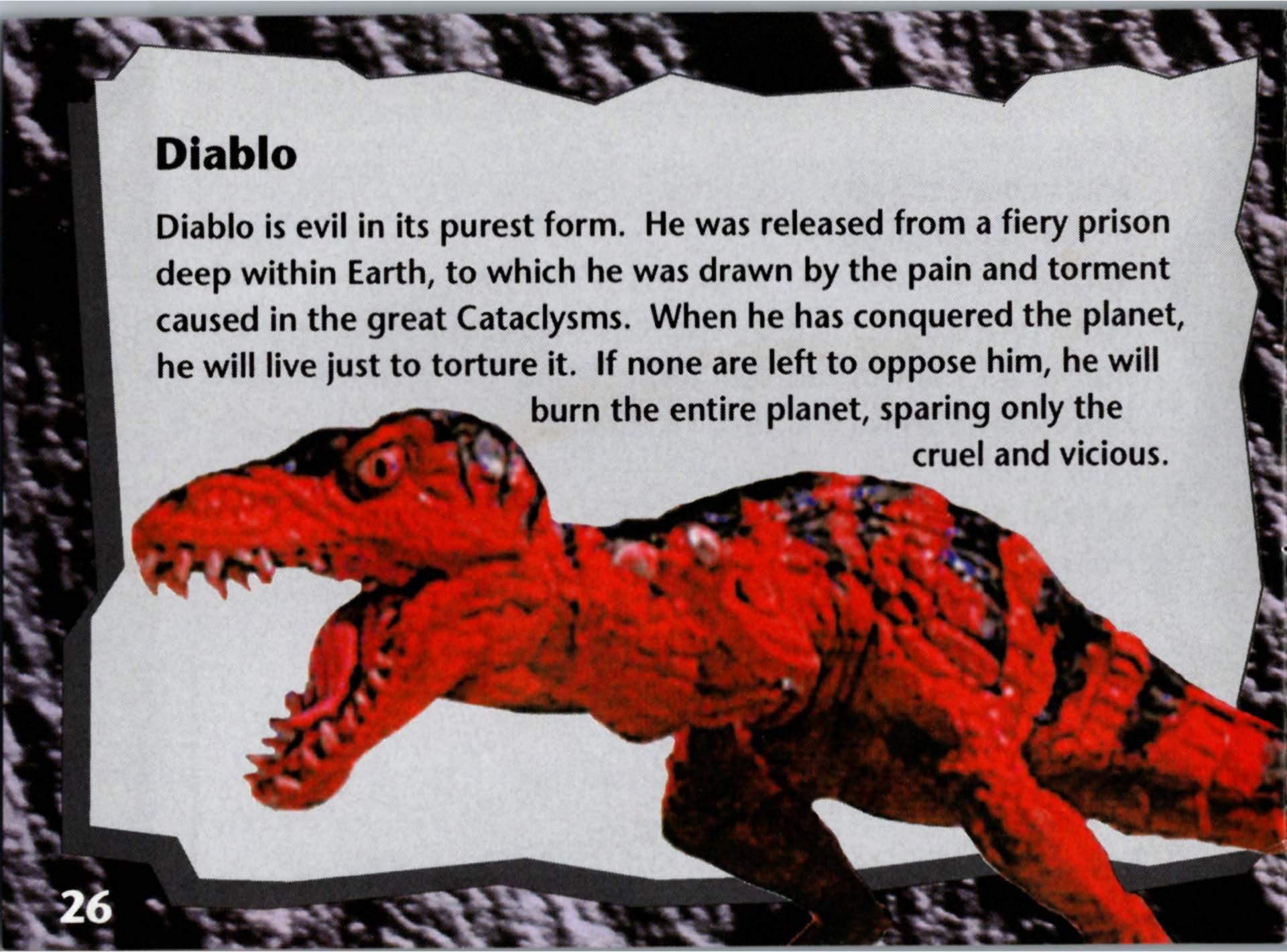


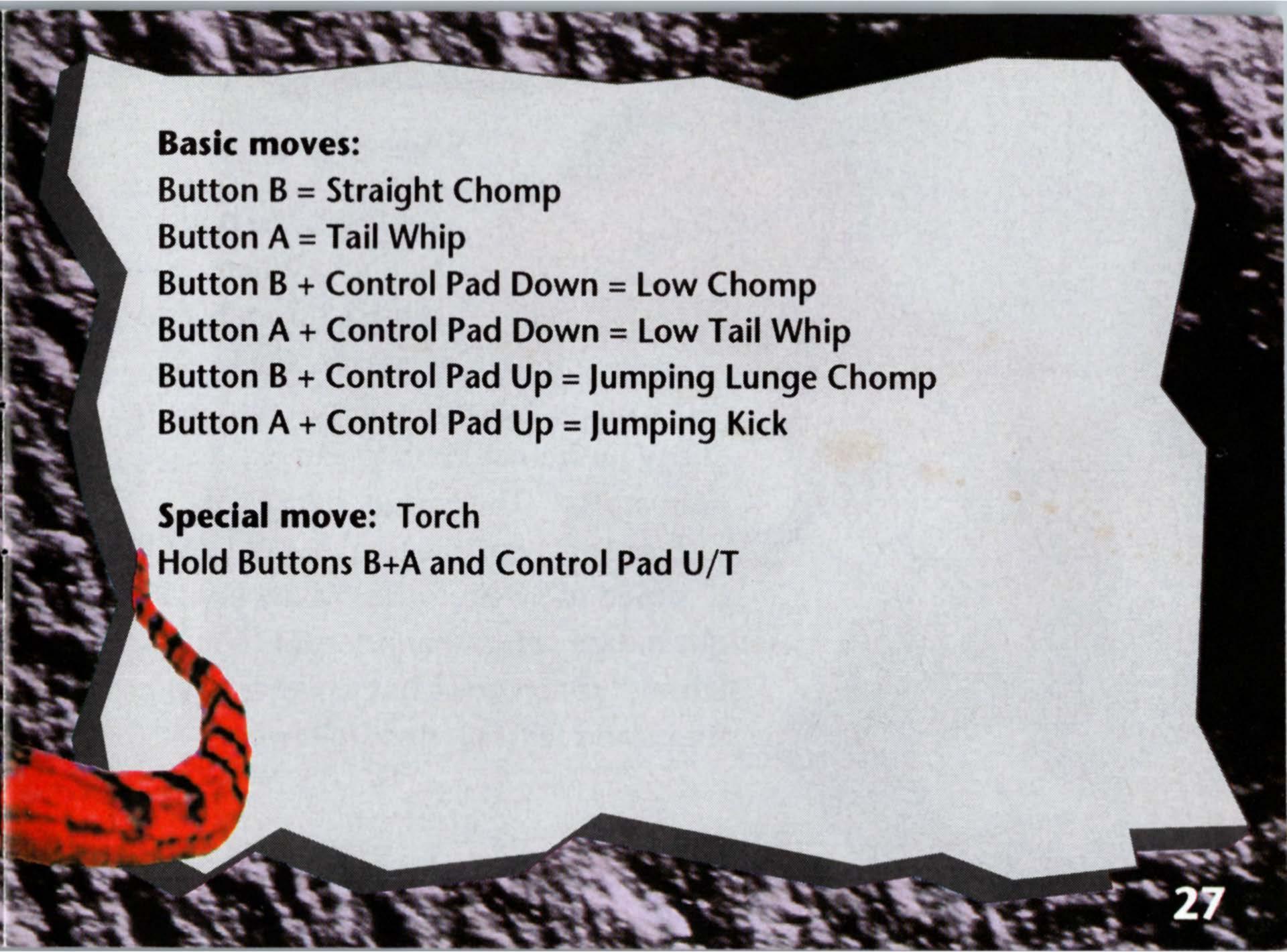




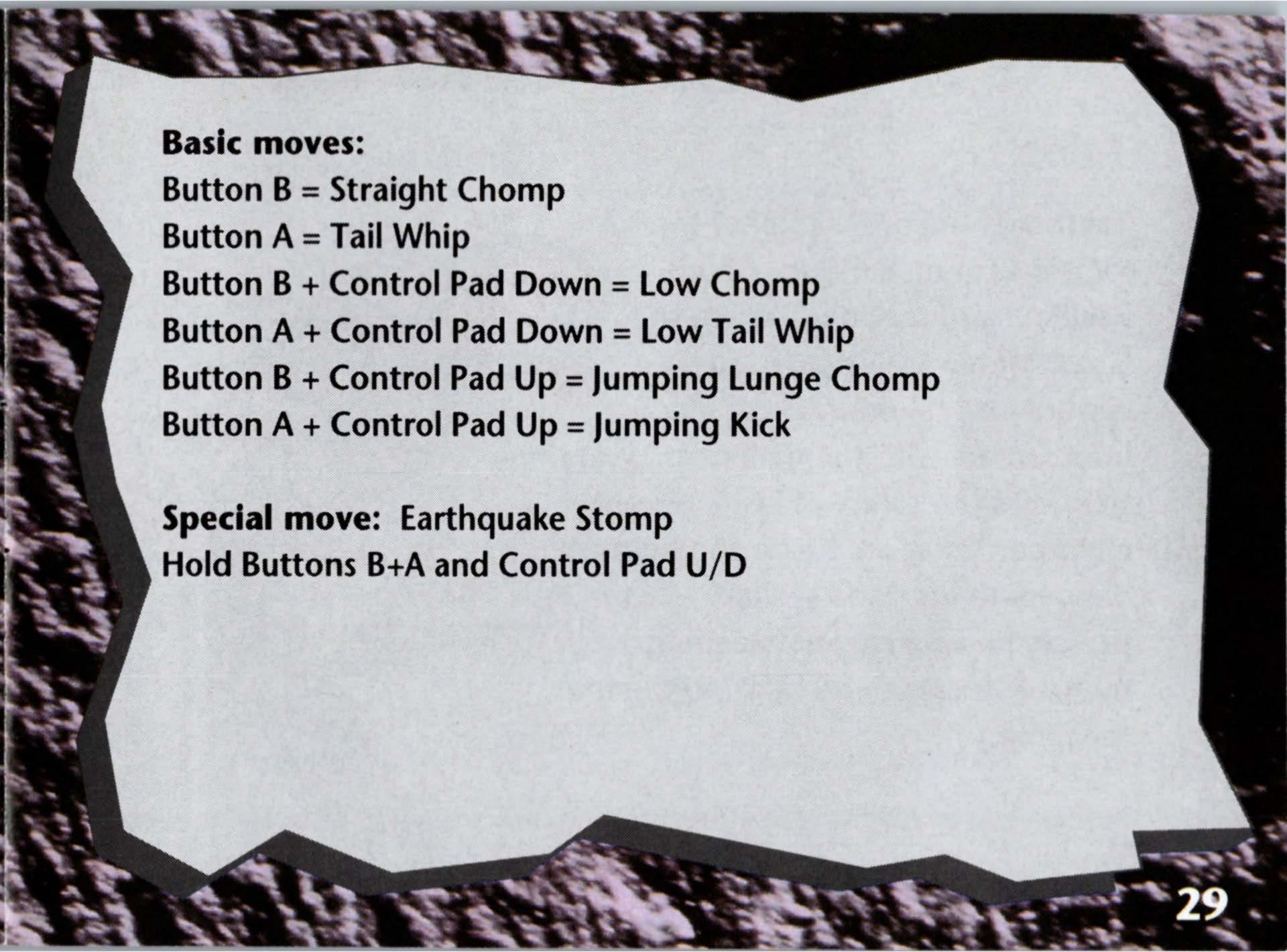


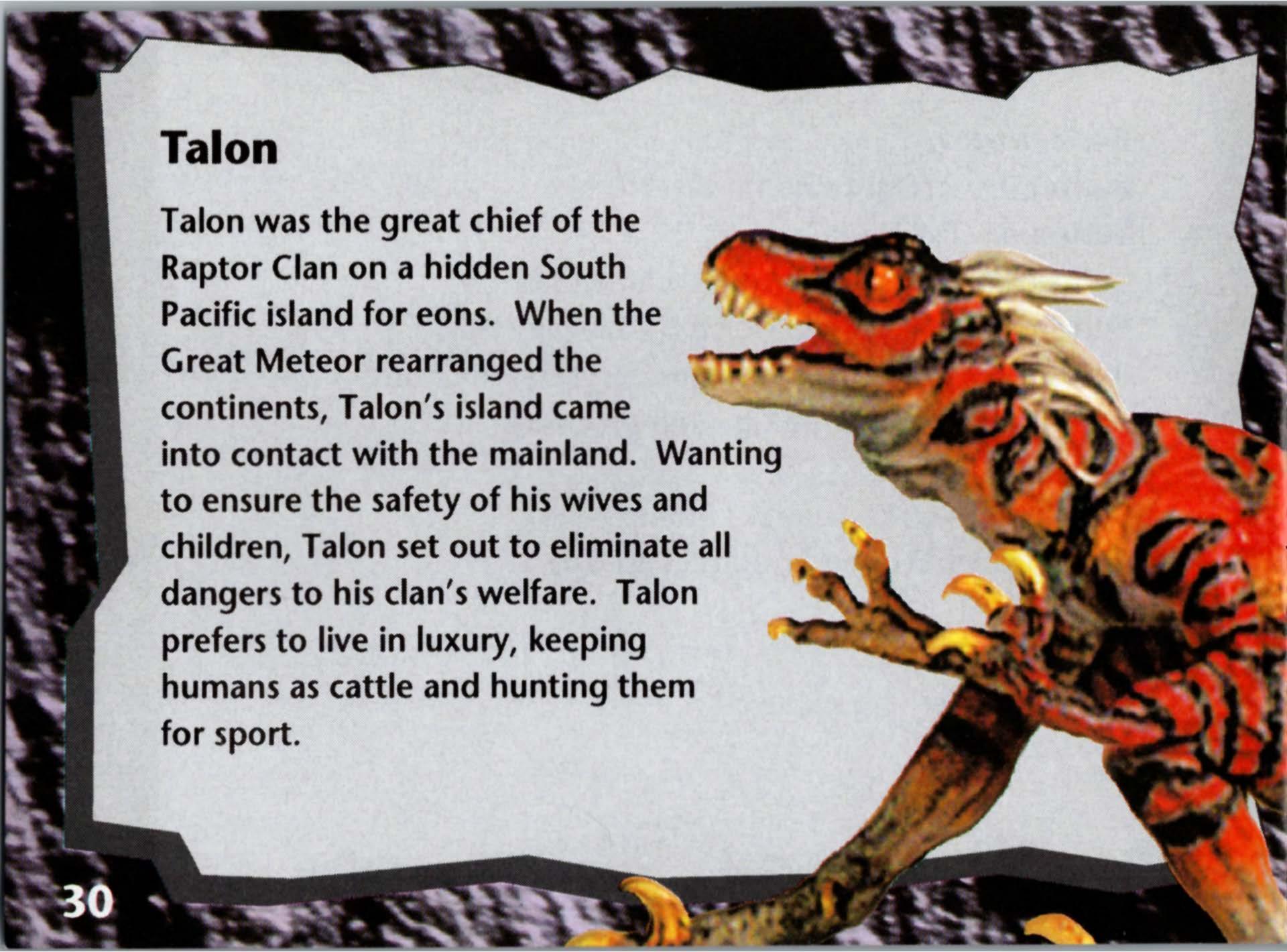


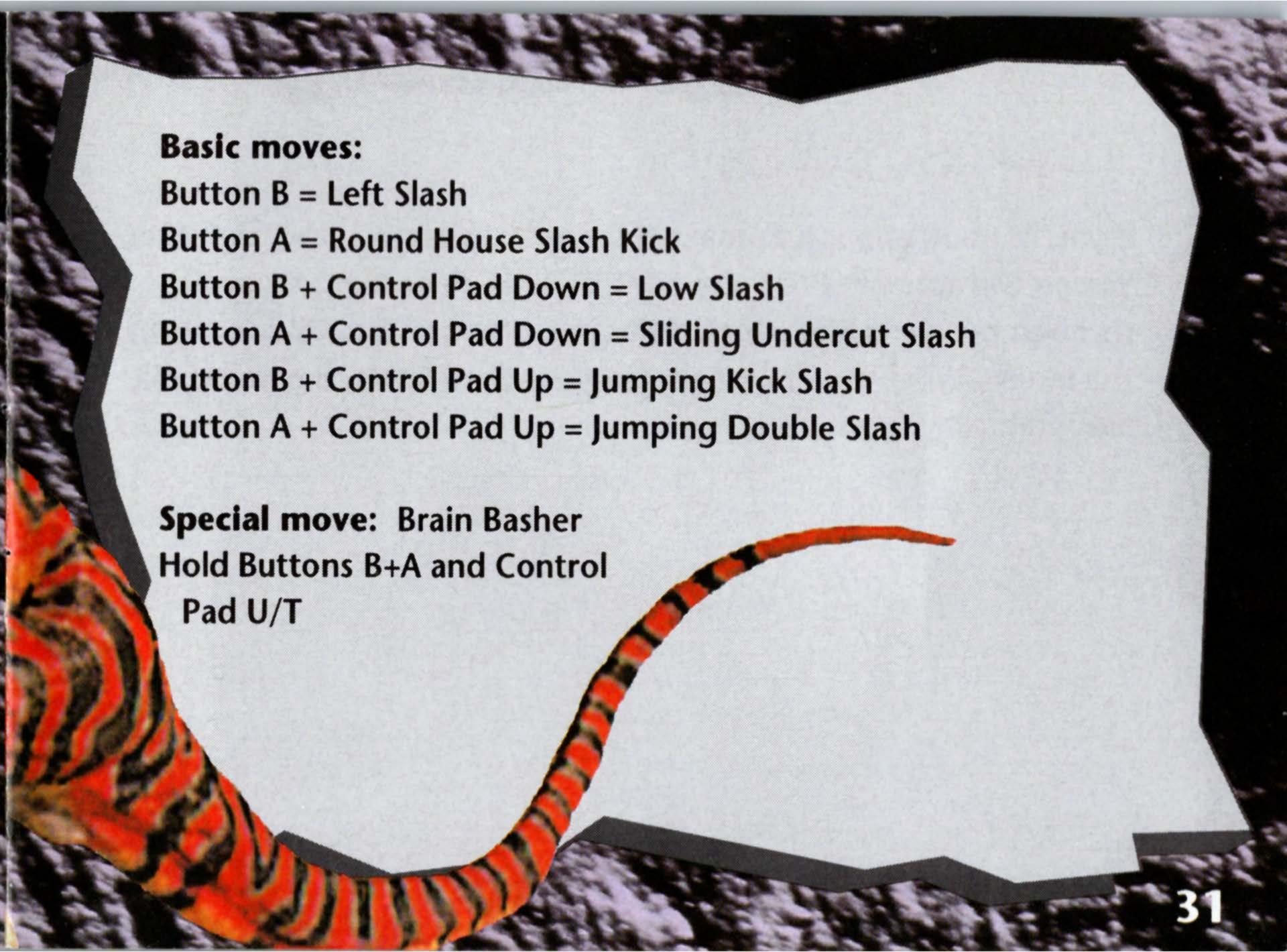














If you're good enough to make the top three scorers, the High Score Screen will appear. Press the Control Pad Left or Right to scroll through the available letters, then press the A or B Button to select the letter. When you have selected your third letter, the name will automatically be entered.

CREDITS

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James Bradstock

Special Thanks: Ralor Knight, Keith Burkhill

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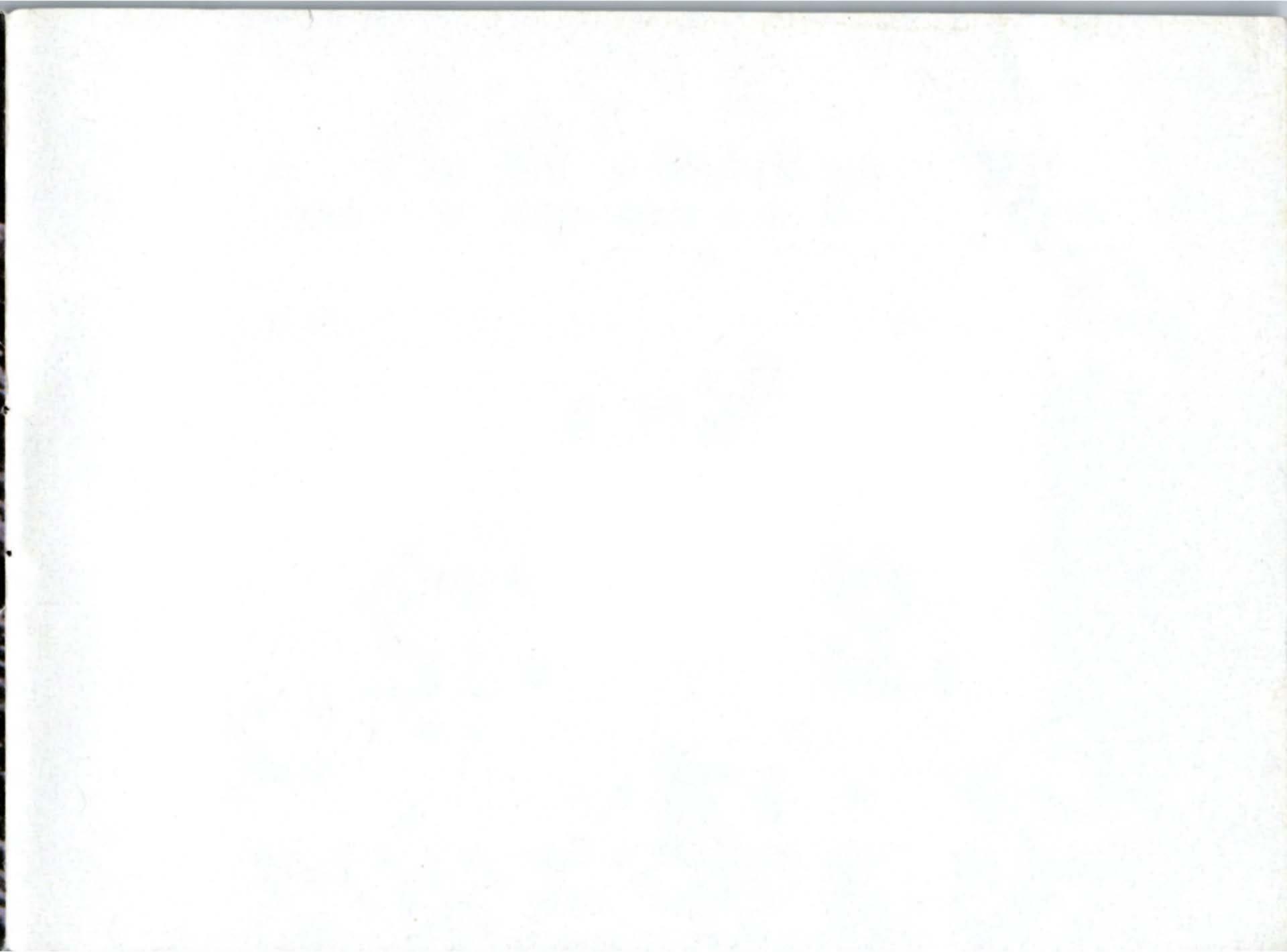
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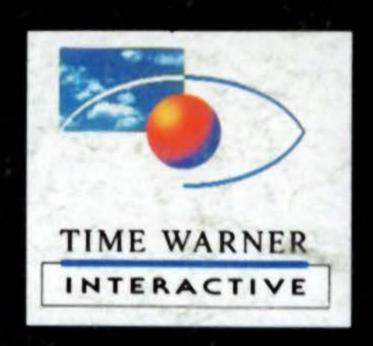
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PROBLEMS OR QUESTIONS

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