



# Dino Match

*Dino Match* is a multi-level memory-building game for ages 5 - 9.

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## The Story:

**Rex the Tyrannosaurus** has stolen all the books in the city and scattered them and their bookworms all over the place! Now, little **Derik the Dinosaur** has got to get them all back!

Why would Rex do such a terrible thing? Because poor Rex can't read. He was jealous of Derik and all the other dinosaurs who knew how to read. He thought taking the books would cause all the other dinosaurs not to be able to read. And, just to make sure Derik has a hard time, Rex placed fake buildings all over the place to make it harder for Derik to find the books and bookworms.

## **Note to Parents:**

Please assist your children with this game. Show them how to use the keyboard and mouse until they get used to the devices. Play along for a few levels until they feel comfortable playing on their own. Make sure they know how to save a game for later play. Most children do not complete the entire game (all ten levels) in one sitting. They usually save games frequently and continue play at a later date.

## **The Object of the Game:**

The object of *Dino Match* is to collect all the books in the maze. You win points each time you help Derik read a book.

You may leave the bookworms and the buildings if you can get around them, but you must collect all the books to advance to the next level (total of ten levels).

The ultimate goal is to get on the top-ten list in the "Dino Hall of Fame." The all-time top score receives special recognition.

## **Playing *Dino Match*:**

To start the game enter your name when asked, then press the ENTER key or CLICK on the button labeled "OK." Cards will fill the screen. Memorize these cards the best as you can! When they disappear you are ready to help Derik get the books back!

The top part of the screen contains a maze. You need to travel in this maze to get to the books. You will notice four (4) objects with in the maze.

**Derik**  
**Buildings**  
**Books**  
**Bookworms**

Move Derik in the maze with the ARROW KEYS on the keyboard. If a building or book is in your path, move into it and Rex will appear. He will ask you to match two of the cards from the set that will appear. Click OK and you will see the cards again.

This time the cards will be face down. Try to match two of the cards from the set by clicking on your first choice and then your second choice. If you find two matching cards, Derik will either knock down the building in his way or pick up and read the book (whichever of the two you may have found).

If the two cards you selected do not match after you have bumped into a building, you must retry. If you don't get a match when trying to recover a book, the book is lost! Rex eats the book and you move on.

If you come across a bookworm blocking your path, simply move into it. You will get a chance to earn bonus points, Rex will ask you to follow his pattern as he jumps around the screen. Watch him closely, then point and click with the mouse on the squares Rex has jumped on. Be sure to pick the squares in the same order as Rex jumped on them.

## Moving in the Maze:

The top part of the screen contains a maze. You need to move in this maze to get to the books.

Move Derik in the maze with the ARROW KEYS on the keyboard.

When you find a book, run into it and choose two cards from Rex's deck. When you get a match, Derik reads the book. But, when you don't get a match . . OH NO! . . Rex EATS the book!

Rex puts fake buildings in your way to hide the books. You can knock the buildings out of the way when you match the cards.

To get bonus points, help the bookworms back to their books. When you find a bookworm, Rex will ask you to follow his pattern as he jumps around the screen. Watch him closely, then point and click on the squares in the same order as Rex has jumped.

## **Menu Options:**

The game has a menu bar with three selections:

Game - Save and load games.

Options - Can choose your setup.

Help - Get help when needed.

From the **Game** menu you may choose one of the following:

**NEW GAME:** Restart *Dino Match*.

**LOAD GAME:** LOAD a previously saved game of *Dino Match*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

**SAVE GAME:** SAVE a game of *Dino Match*. You may name your saved games by typing a name of up to 8 letters or numbers (no spaces).

**QUIT:** END the game and return to WINDOWS.



From the **Options** menu you may choose one of the following:

**ANIMATION:** Turn animation off and on. A check mark next to this choice indicates that animation is turned on.

**SOUND:** Turn sound off and on. A check mark next to this choice indicates that sound is turned on.

**NOTE:** *Sound is only available on systems equipped with SOUND BLASTER® or compatible sound cards.*

**MUSIC:** Turn background music on and off. A check mark next to this choice indicates music will play in the background as you play.

From the **Help** menu you may choose one of the following:

**HELP:** Display the help screen for *Dino Match*.

**ABOUT:** Display game version number and show *Dino Match* copyright information.

## Game Features:

*Dino Match* contains ten levels of play. Each level is completed when all the books on that level have been collected. (The game contains a "never loose" feature--even though a player may not get all of the books, he or she will never loose the game.)

Sometimes the background screen will be replaced by a different one to encourage the player to continue playing the game.

The ten top scores are saved in a special "Dino Hall of Fame" list. The all-time top score receives special recognition as ***The Reigning Dino Champ***.

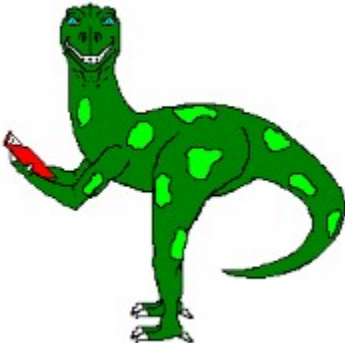
## ***Dino Match Characters:***

**Derik** - The Hero. Derik the Dinosaur tries to rescue lost books from Rex. Derik wants to read the books and return them to the bookworm.

**Rex** - The Villain. Rex the Tyrannosaurus tries to keep Derik from finding the books. Rex eats the books when Derik does not save them. Watch out for Rex around every corner.

**Bookworm** - A Character. The Bookworm wants to get back to his books.

**Derik the Dinosaur**



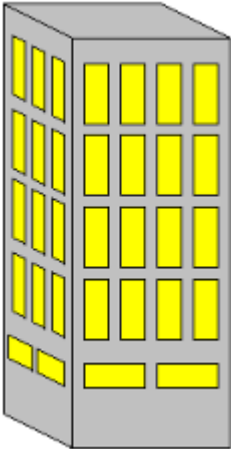
**Rex the Tyrannosaurus**



## The Bookworm



**Building**





**Book**



