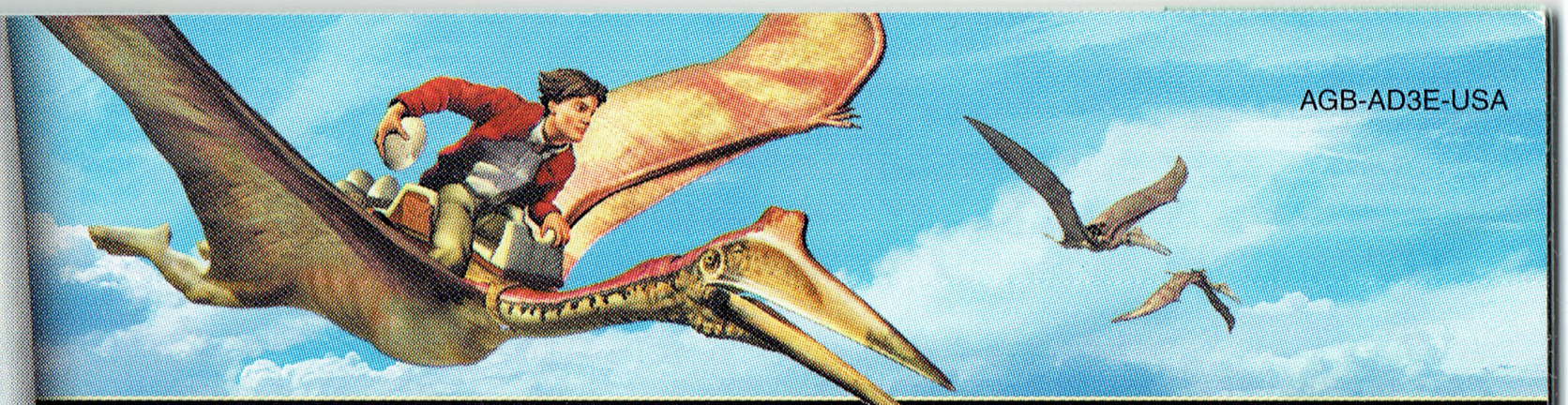
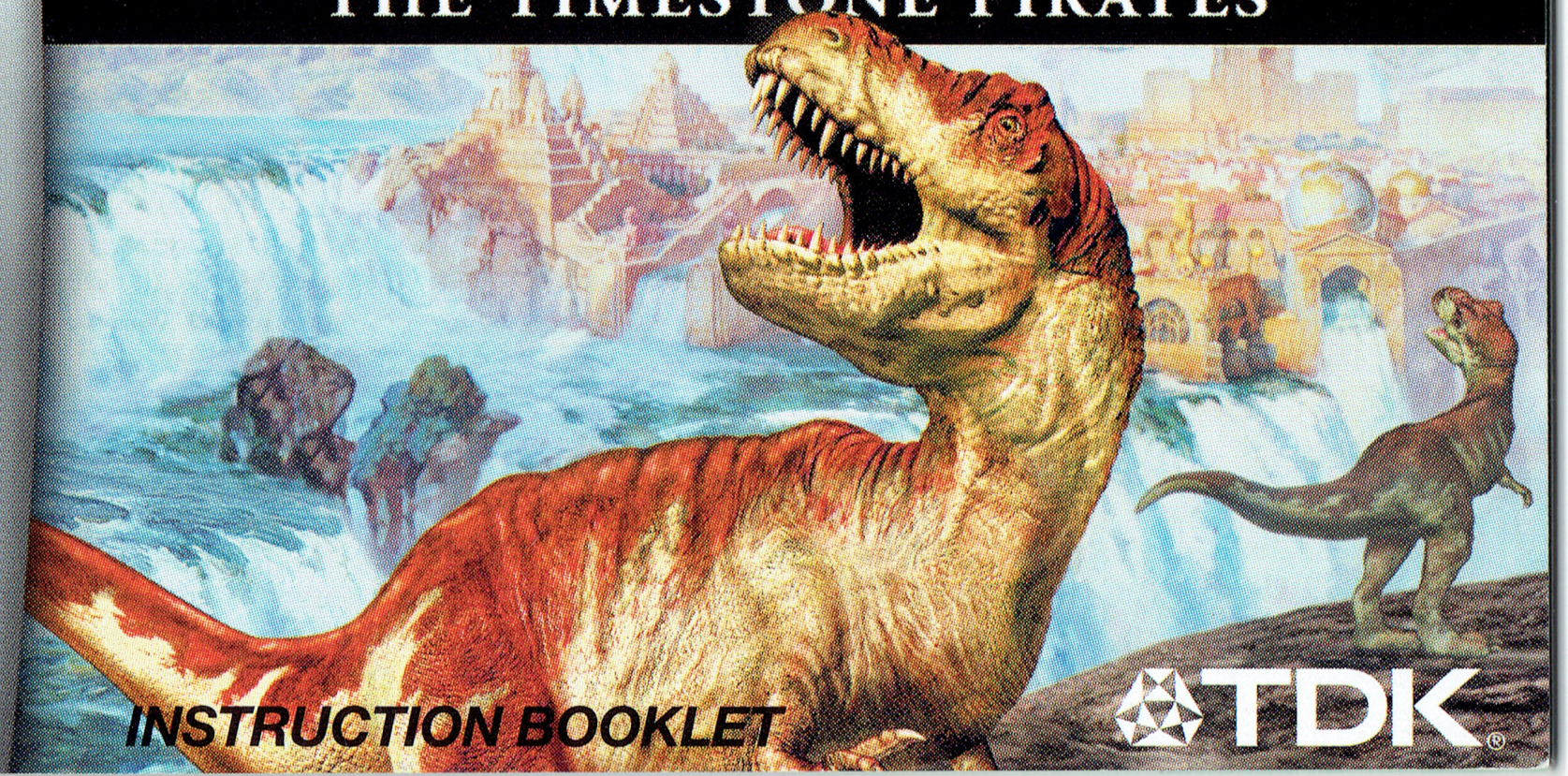
GAME BOY ADVANCE

AGB-AD3E-USA



DINOTOPIA®

THE TIMESTONE PIRATES™



INSTRUCTION BOOKLET

TDK®

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

CONTENT RATED BY ESRB

Mild Violence

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, OR VISIT WWW.ESRB.ORG.

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



CONTENTS

Getting Started 4
Controller Configuration 6
The Game 7
Technique 8
Health 10
Game Controls 12
Credits 19
Product Support/Tips 21
Warranty and Service Information 22

GETTING STARTED

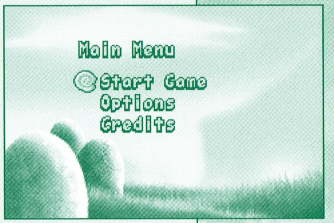
Getting Ready

Correctly insert the Game Pak® into your Game Boy® Advance system. Switch on the Game Boy Advance. The display will cycle through the Nintendo®, TDK Mediactive Inc., and RFX logos after which the Language menu will appear. WARNING: Inserting the Game Pak when the Game Boy Advance is already on might result in damage to the Game Pak.



Starting a Game

After you choose your language, the DINOTOPIA® title screen will appear.
Press START to go to the Main menu.
From the Main menu, you can choose Start Game, Options or Credits.



Start Game

New Game: Begins a new game.
Saved Game: Returns you to your last saved game, if there is one. Game play progress is automatically saved as you play.

Options

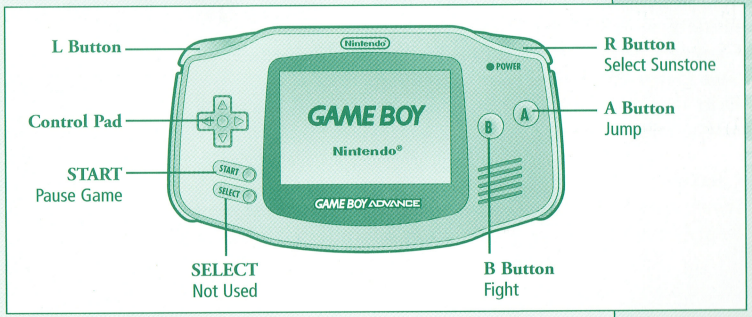
Sound: Lets you adjust the volume of the music separate from the sound effects.
Gamma Correction: Adjusts the brightness of the game.
Save Options: Preserves your new settings.
Exit: Takes you back to the previous menu without preserving new settings.

Credits

If you select Credits from the Main menu, the list of the game's contributors will appear. You'll then be returned to the Main menu.

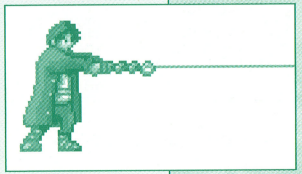
CONTROLLER CONFIGURATION





THE GAME

GOALS



Pirates have stolen eggs from the Tyrannosaurs' nesting area, hoping the giant meat-eaters will look for their eggs in other parts of Dinotopia. Clayton, an experienced treasure-hunter, Skybax pilot and all-around adventurer, has been recruited by his friends Hyla and Krekor for a dangerous mission. He must find the stolen eggs and return them to their nests before the Tyrannosaurs break into the rest of Dinotopia. But Clayton also must get past dangerous pirates who want to keep the eggs where they are. They want the Tyrannosaur nesting area to be free of meat-eaters so they can hunt for the mythical treasure, the Timestone.

Find the Eggs

Clayton must find all three eggs hidden in four of the five levels. Each level is separated into three sections, and there is an egg in each section.

Fight Pirates

Clayton must defend himself against attacking pirates. The pirates have different forms of attack, so Clayton sometimes needs to change his defense. In some cases, he has no defense except stealth.

TECHNIQUE

To accomplish the mission, Clayton must master his weapon and know how to replenish his health.







Sunstone Prod

Clayton's defensive weapon is a Sunstone Prod—a long, thick stick studded with sunstones of varying power. Depending on which stone is being used, the Sunstone Prod can be used to shoot lasers, cause earthquakes or temporarily blind enemies.

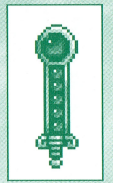
Basic (no stone): Clayton swings the prod like a club.

Flash Sunstone (Blue): Creates a blinding flash that temporarily disables enemies.

Laser Sunstone (Red): Shoots a light beam.

Quake Sunstone (Yellow): Shakes the ground, eliminating all enemies on screen.

To use the different Sunstones, press the R Button. The Sunstone Prod will appear in the upper right corner and indicate which Sunstone is active. Keep pressing the button until the Sunstone that you want appears.







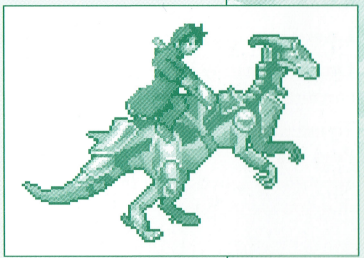
HEALTH

Clayton is a tough adventurer and skilled fighter, but his mission puts him in unprecedented danger. Deadly pirates and treacherous terrain are a constant threat to his health. During gameplay, check his health status by pressing the START Button. The hearts in the upper left corner indicate the quality of Clayton's health. The health meter also appears briefly each time Clayton takes a hit.



LIVES

Clayton begins the game with 5 lives. Each time his health meter is depleted, he loses a life. He'll also lose a life if he falls into caverns or over cliffs. Be careful where you make him jump!



BONUSES

Throughout his mission, Clayton can find more than the hidden Tyrannosaur eggs. He can also find items to improve his health, more lives, and Sunstones for his Sunstone Prod.



ELIXIR

Throughout the journey, Clayton will discover bottles of health elixir to restore his health.



SUNSTONES

Clayton can collect powerful Sunstones for his Sunstone Prod.



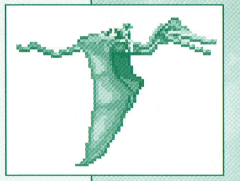
EXTRA LIVES

Look for the coin-like objects spinning in mid-air. These extra-life bonuses are very rare!



GAME CONTROLS

Clayton not only runs across the landscape, he also flies a "Skybax" dinosaur, navigates a submersible craft, and rides a running hadrosaur. The following describes the various controls for each level.



Level 1: Waterfall City
Level 2: Treetown

In these two levels, Clayton runs, jumps and fights pirates by hand.

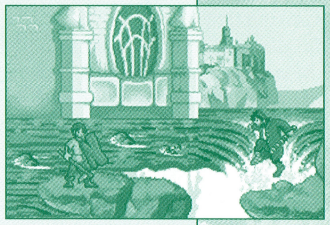
Directions

+ Control Pad ← or →: Use to move Clayton either left or right.

+ Control Pad ↑: Use to see what is high above Clayton, or to have him climb ladders.

+ Control Pad ↓: Use to see what is below Clayton, to crouch, or to climb down a ladder.

+ Control Pad ↓ plus ← or →: Used to crawl in the chosen direction. Crawling is the slowest move, but it's sometimes necessary to avoid obstacles, and while crawling, Clayton moves very quietly.



(A) Press the A Button to make Clayton jump.

(B) Press the B Button to make Clayton fight. In these two levels, his weapon is the Sunstone Prod.

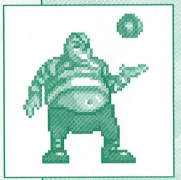
(R) Press the R Button to select a special Sunstone for Clayton's Sunstone Prod. Then, press the B Button to use a Sunstone.

Grappling

In some cases, Clayton can grab platform ledges. Jump toward the edge of a platform, and Clayton will automatically cling to the ledge. Press + Control Pad ↑ to make Clayton pull himself up, or + Control Pad ↓ to let him fall.

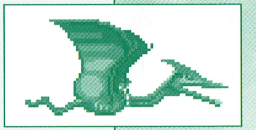
Sneaking

The pirates are desperate to stop Clayton, so they'll be watching and listening carefully for him. In some cases, Clayton must sneak by them or crawl under their hiding places. To make Clayton crawl, press and hold the L Button in addition to + Control Pad ← or + Control Pad →.



Level 3: Canyon City

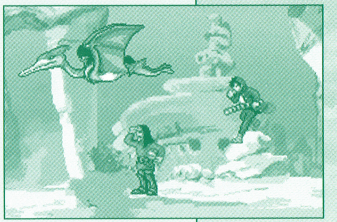
In Canyon City, Clayton pilots Stratus, his Skybax, through canyons and tunnels. He must avoid archer pirates, sea creatures, and pirate-piloted Pteranodons !



Directions

+ Control Pad ←→↑↓: Use to fly Clayton and his Skybax forward, backward, up or down.

(B) Press the B Button to make Clayton throw rocks at enemy pirates on the ground and in the air.



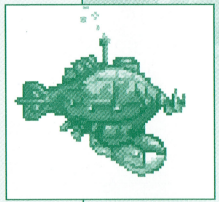
Level 4: Underwater



Underwater, Clayton navigates the Remora, a submersible craft. There are many dangers here, including sea creatures, sharp terrain, and the constant threat of running out of air.

Directions

To move the Remora, press and HOLD the + Control Pad according to the direction you want to go. Then press the A Button for a short thrust. The primary challenge in this level is not fighting, but navigating carefully.



(B) Press the B Button to extend the Remora's mechanical claw. The claw is not a fighting weapon, but a way to break through obstacles such as rock barriers.

Level 5: Diamond Caverns



Since the terrain inside Diamond Caverns is especially treacherous, Clayton needs the help of Krekor, a well-armored hadrosaur, to do his jumping and running.

Directions

+ Control Pad ← or →: Use to move Clayton and Krekor either left or right.

+ Control Pad ↑: Use to see what is high above Clayton and Krekor.

+ Control Pad ↓: Use to see what is below Clayton and Krekor.

(A)

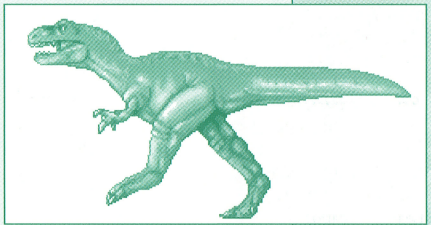
Press the A Button to make Krekor jump.

(B)

Press the B Button to make Krekor head-butt an enemy.

Tyrannosaur Nesting Area Mini-Level

After each level, Clayton must return the eggs that he's found to the Tyrannosaurs' nesting area. The Tyrannosaurs are not aware that Clayton is trying to help them, so Clayton must sneak by the giant meat-eater pacing back and forth near the nesting area's entrance. Once he gets past the marauding mother, Clayton must place the eggs in her nest (press the + Control Pad ↓ to place the eggs). And if successful, Clayton must also find a way out!



Story Sequences

When an animated sequence is playing, use the buttons as follows:

Press the A Button to continue the dialog.

Press START to completely skip the sequence.

CREDITS

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Published by TDK Mediactive, Inc.

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Calabasas, CA 91302-3126
Attn: Product Support

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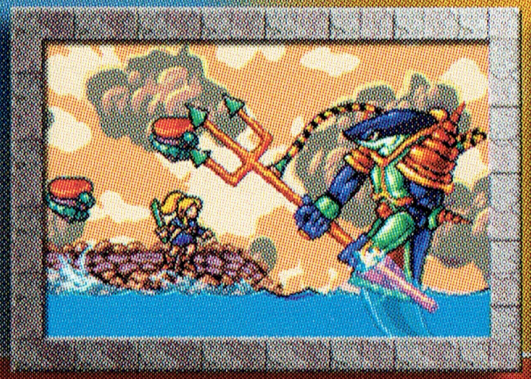
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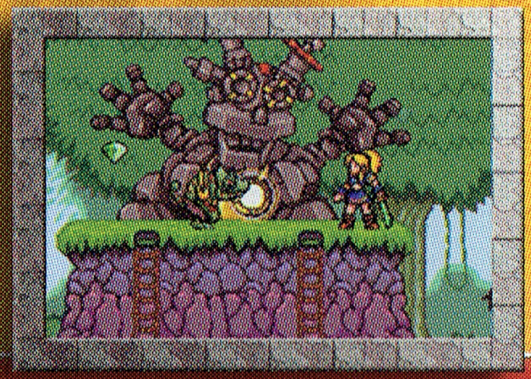
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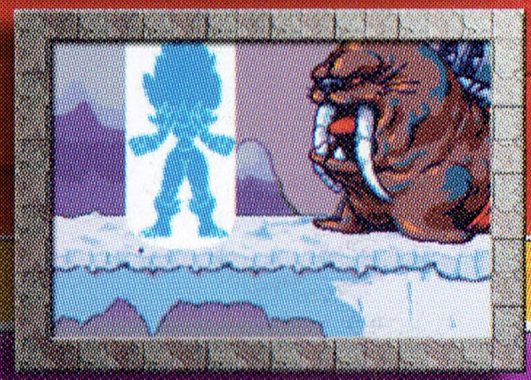
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NOTES

Lady Sia™







She lives for adventure
She fights to save her kingdom
She needs you to watch her back!



"With stylized art, great control and a lot of variety in the action, Lady Sia is a very pleasant surprise."
-Nintendo Power Oct. 2001 (Rated 4 1/2 out of 5 stars)

"...Sia's sasquatch transformation during boss battles help make for one thrill of a ride."
-Frank Provo, GameSpot.com

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