

5+

TIGER ELECTRONICS



### T-Rex Jaw Chomping Action Game

**WARNING:**  
CHOKING HAZARD - SMALL PARTS.  
NOT FOR CHILDREN UNDER 3 YEARS.

## 1. Welcome to Jurassic Park III!

You are on the island and it is the calm before the storm. But it will not be a storm of thunder and lightning. Instead it will be the thunderous approach of T-REX moving at lightning speed! T-Rex is running wild and wants to eat the baby dinos!

## 2. Object of the game - Don't get chomped!

Your mission in each stage is to find the baby dinos and herd them back into their cages before the T-Rex can attack them! There is an overhead map that shows you all the different areas of the island where you can go to find and rescue the baby dinos. Each time you highlight a different area of the map, you will see the name of the kind of dino that lives there!

You are on a time limit in each stage. If you're not fast enough, you'll get chomped by the T-Rex and lose the game. You are only given this one "life" per game, so move quickly to save the babies and score as many points as you can!

The T-Rex also roars and makes noise during the stage! The closer you get to time running out, the more the T-Rex will roar! When the T-Rex is roaring a lot, you're in big trouble, because it means you only have a precious few seconds left before the end of the stage!



When time expires, if you can be in the "safety zone" of the pen with at least one baby dino rescued, the T-Rex can't chomp you! It will simply move away still hungry and the stage ends successfully and you can begin a new stage!

So try not to be outside of the safe zone of the pen when you think the stage is about to end (and the T-Rex is about to chomp)!

## 3. The baby dinos

There are five different kinds of baby dinos for you to save:

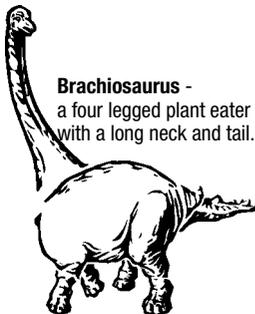
**Ankylosaurus** - four legged with an "armor" body.



**Pachycephalosaurus** - two legged with a thick head plate.



**Triceratops** - four legged with horns.



**Brachiosaurus** - a four legged plant eater with a long neck and tail.

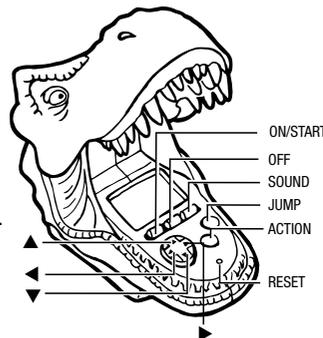


**Stegosaurus** - four legged with a spiked tail.

## 4. Control your destiny

Use the control panel to save the dinos!

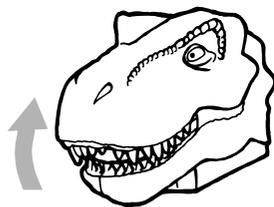
- ON/START - to turn on the game.
- OFF - to start each new stage.
- OFF - to turn off the game.
- SOUND - to toggle sound on/off.
- ▲ - to move yourself up on screen.
- ▼ - to select which stage to play.
- ▼ - to move yourself down on screen.
- ▲ - to select which stage to play.
- ◀ - to move yourself left on screen.
- ▶ - to move yourself right on screen.
- JUMP - to jump over rocks.
- ACTION - to "herd" the baby dinos in the right direction.
- RESET - to reset the game if the game malfunctions.



## 5. How to play

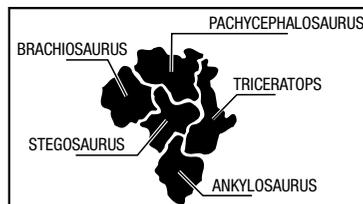
Begin by opening the T-Rex mouth!

The mouth "knows" when it is open and when it is closed!



Press the ON button to turn on the game. Welcome to the mysterious and exciting world of Jurassic Park III!

SELECT STAGE will appear on screen.



Press the UP or DOWN buttons to change the island map and see different areas where the different dinos are located. You can play any level in any order you want - but you have to finish all the levels to beat the game.

Press the ON/START button to begin playing the level you selected.

The baby dinos will begin crying and the arrow will show you the direction of their cries.

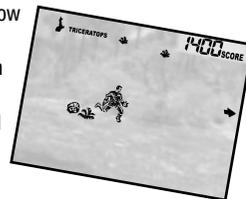
You must press the D-pad REPEATEDLY to run faster in the direction of the noise and find the baby dino!

Watch out for rocks and bushes. You can move around them or press the JUMP button to jump over them!

Once the baby dino is on screen, it will run away from you.



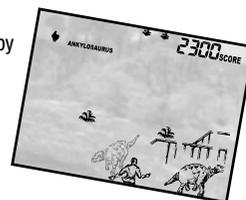
The arrows on screen will now show you the direction to the SAFE ZONE. Herd the baby dino in the direction of the safe zone. Since the baby dino is running away from you, you have to try to move so that when you chase the dino, it runs towards the safe zone.

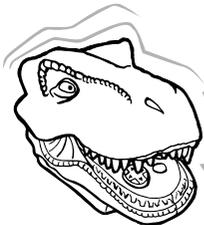


Sometimes the baby dino will get scared, sit down, and stop moving. Press the ACTION button to make a noise to get the baby dino running again!

There's no way to know which direction the baby dino will run. It'll do a lot of zig-zagging! Work hard to stay close behind it and keep it moving in the right direction.

Once you get a baby dino into the pen, it is safe and it will stop crying. But you will be able to hear OTHER baby dinos out there crying, so you have to run out and find them also, and get them back to the safe zone!





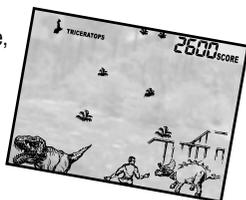
But remember, you've got to hurry - get as many babies to the safety of the pen before you get C-H-O-M-P-E-D with the T-Rex jaws snapping down and ending the game!

You can go out as many times as you want, but you are still on the same time limit (before you get chomped)! If the timer runs out and you are in the safe zone, the T-Rex can't get you. So make sure you make it back to the safe zone before the time runs out!

If the timer runs out while the player is in the safe zone, the T-Rex can't chomp! You will hear it roar and move away-disappointed and still hungry! When the T-Rex moves away, the stage ends. Then select a new stage and a new kind of baby dino to save!



You LOSE if the T-Rex CHOMPS you.



You advance to a new stage if you can be within the safe area when time expires. Remember, if you are in the safe area, you can't get C-H-O-M-P-E-D! So you MUST be within the safe area when time expires whether you've saved any baby dinos or not! To WIN the game, you must complete all 5 stages. Remember, you can complete the 5 stages in any order you want, but you must complete all 5 in order to win!

## 6. Scoring

You can play the 5 stages in any order you want. The difficulty level of each stage (and the dinos you save) are different in each stage. Stage 1 is the easiest and stage 5 is the hardest. So the higher the stage level, the more points you will score for each baby dino you herd into the safe zone:

SAVED DINO	1ST	2ND	3RD	4TH	5TH
STAGE 1	10 pts	20 pts	30 pts	40 pts	50 pts
STAGE 2	20 pts	40 pts	60 pts	80 pts	100 pts
STAGE 3	30 pts	60 pts	90 pts	120 pts	150 pts
STAGE 4	40 pts	80 pts	120 pts	160 pts	200 pts
STAGE 5	50 pts	100 pts	150 pts	200 pts	250 pts

For example, if you save four baby dinos in stage 1. How many points will you score in the stage?

You would score  $10 + 20 + 30 + 40 = 100$  points.

Let's say you save two baby dinos in stage 4. You would score  $40 + 80 = 120$  points.

Let's do one more just for fun! If you saved four baby dinos in stage 5, you would score  $50 + 100 + 150 + 200 = 500$ pts!

## 7. TOY MODE

In addition to playing this great game, you can also use your T-Rex just as a great toy!

When the game is OFF, press the SOUND button to enter the toy mode.

Press the ACTION button to play a great T-Rex sound.

Press the JUMP button to hear another great T-Rex sound.

Press the RIGHT button to toggle forward through a whole jungle's worth of great sounds!

Press the LEFT button to toggle backward through all these sounds.

Press either the UP or DOWN button to repeat the last sound played.

Press the OFF button to put the game into "sleep" mode.

Press the ON/START button to return to the game mode!

## 8. INSERTING THE BATTERIES

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.)

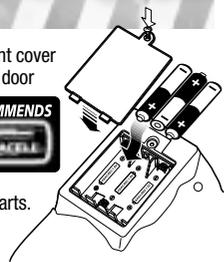
Insert 3AAA/LR03 battery (not included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

To ensure proper function :

- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.



- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

### RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



## 9. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 10. 90-DAY LIMITED WARRANTY

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$9.00. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.**

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Item No. 36411  
2001005801WTI-02

Printed in China



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In Canada, please consult your local newspaper to find out the Jurassic Park III rating.  
Avís aux parents: Consultez votre journal local pour connaître la cote du film Jurassic Park III.  
Nota para los padres: Consulte su periódico local para conocer la clasificación de la película Jurassic Park III.  
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