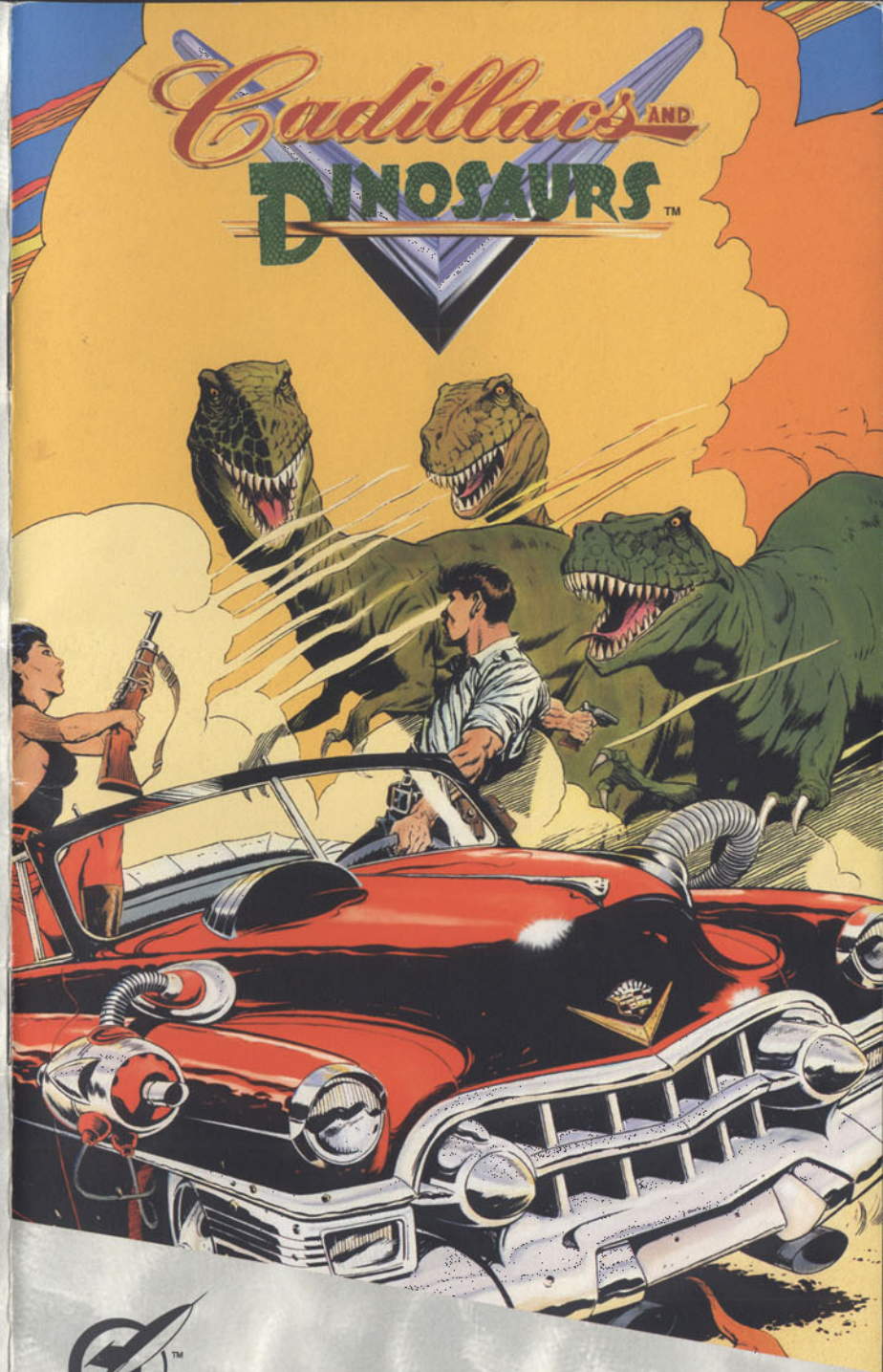




ROCKET SCIENCE GAMES

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10020A-M



ROCKET SCIENCE GAMES

Cadillac's AND DINOSAURS™

The Second Cataclysm

TABLE OF CONTENTS

STARTING UP	3
CONTROLS	5
SCREEN INDICATORS	7, 10
GAME PLAY	8
CHARACTERS	11
THE STORY SO FAR	13
GLOSSARY	18
CREDITS	19

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Cover Illustration: Mark Shultz

STARTING UP

Setting Up Your computer

Follow these steps the first time you play Cadillacs and Dinosaurs to configure your system.



For the purpose of these instructions, we assume your CD-ROM drive is drive D:. Depending on your configuration, your CD drive may be E, F, etc. Please substitute as needed.

1. Place Cadillacs and Dinosaurs Disc 1 into the CD-ROM drive.

2. At the DOS prompt, type: D: [Enter]

Note: If you are running Windows, you can display the DOS prompt by choosing "Exit to DOS" from the program manager.

3. At the D: /> prompt, type: Cadillac [Enter]

4. After a few moments, the Sound Configuration Set Up Menu will appear. Use the arrow keys to highlight an option, and press [Enter] to confirm a selection or go on to a submenu.

- Auto configure MIDI and audio drivers Choose the sources for digital audio (voices) and MIDI (music) from the submenu.
- Music/Audio Test your music and audio set up.
- Exit to DOS Return to the DOS prompt.
- Play Cadillacs and Dinosaurs. Start the game at the Medium difficulty setting. If you want a tougher (or easier) challenge, see the section Setting Game Options in this guide.

Note: To readjust these settings, see Reconfiguring the Computer in the Rocket Booster Manual.

Starting Cadillacs and Dinosaurs from the DOS Prompt

After setting up your computer, you can start Cadillacs and Dinosaurs directly from the DOS prompt the next time you play.

1. Place Cadillacs and Dinosaurs Disc 1 into the CD-ROM drive.

2. At the DOS prompt, type: D: [Enter]

Note: If your CD-ROM drive letter is different, please substitute the correct letter in steps 2 and 3).

3. At the D: /> prompt, type: Cadillacs [Enter]

Windows 95 Installation

- See the Rocket Booster Guide

STARTING UP



Starting the Game

Watch the introductory movie to find out what diabolical crisis Jack and Hannah are facing now! If you like, you can press[Enter] to skip the film.

Saving Your Game

Cadillacs and Dinosaurs automatically saves your game when you finish a level. This lets you resume play in your most recent challenge level or choose an earlier Chapter to replay other levels.

Selecting Your Game Controller

The Control Screen appears after the introductory film, the first time you play Cadillacs and Dinosaurs. This screen lets you select your controller(s), and shows an overview of the game controls.

- Press the left/right arrow keys to select a controller.
- Press the down arrow key to move to the next option.

Important: In order to use a mouse, your computer must have a mouse driver installed for DOS (and not just for Windows). If you need to install a mouse driver, or if your mouse becomes non-functional during play, see the Rocket Booster Guide.

1. Choose your steering controller: keyboard, mouse or joystick.

2. Next, choose your aiming controller.

Note: If you chose mouse or joystick to steer, you will aim with the same device.

3. Highlight "Continue" and press [Enter] to go on to the title screen.

Using the Cadillacs and Dinosaurs Title Screen Selections

Use the arrow keys, mouse or joystick to highlight a selection, and then press [Enter] to:

- Play the currently selected chapter at the chosen skill level (see Setting Game Options).
- Watch a game Demo for gameplay tips.
- Adjust More game settings.
- Exit to DOS.



CONTROLS

Setting Game Options



Use the arrow keys, mouse or joystick to highlight a selection, and then press [Enter] to activate your selection.

- Choose the **Chapter** you will play. You must advance through the chapters in sequence, but once you've conquered a chapter, you can return to it later.
- Adjust the difficulty setting to **Easy**, **Medium** or **Hard**. The default is **Med**.

- **Preview** other awesome games by Rocket Science.
- Change your **Control** setup.
- **Go Back** to the Title Screen to start the game.
- Check out the **High** game scores and your **Last** score at the current difficulty setting.
- Return to DOS by selecting **Exit** or pressing (**Esc**) twice.

Note: During play, you can press (**Esc**) to display the Options Screen and readjust the game settings.

Game Controls

Keyboard Only

Steer and aim together with the arrow keys or the left-handed A-D-S-W key cluster:

Left Arrow or A	Steer and aim left
Right Arrow or D	Steer and aim right
Up Arrow or W	Aim gunsight up
Down Arrow or S	Aim gunsight down
Ctrl	Fire gun to shoot away obstacles; hold down to supercharge the gun
Alt	Turbo boost to jump cracks in the road (Chapters 1 - 6)
	Shoot rail gun to blast away obstacles (Chapters 7 - 8)
	Turn Hannah around to protect the rear (Chapter 9)

Mouse Only

Roll mouse	Steer/aim cross-hair sights
Left button (or Ctrl)	Fire gun; hold down to supercharge
Right button (or Alt)	Turbo boost (Chapters 1 - 6)
	Shoot rail gun (Chapters 7 - 8)
	Turn Hannah around (Chapter 9)

CONTROLS

Joystick Only

Move stick.....	Steer/aim cross-hair sights
Button 1 (or Ctrl).....	Fire gun; hold down to supercharge
Button 2 (or Alt).....	Turbo boost (Chapters 1 - 6)
	Shoot rail gun (Chapters 7 - 8)
	Turn Hannah around (Chapter 9)

Keyboard to Steer/Mouse to Aim

Left Arrow or A.....	Steer left
Right Arrow or D.....	Steer right
Roll mouse	Aim cross-hair sights
Left button (or Ctrl).....	Fire gun; hold down to supercharge
Right button (or Alt).....	Turbo boost (Chapters 1 - 6)
	Shoot rail gun (Chapters 7 - 8)
	Turn Hannah around (Chapter 9)

Keyboard to Steer/Joystick to Aim

Left Arrow or A.....	Steer left
Right Arrow or D.....	Steer right
Move stick.....	Aim cross-hair sights
Button 1 (or Ctrl).....	Fire gun
Button 2 (or Alt).....	Turbo boost (Chapters 1 - 6)
	Shoot rail gun (Chapters 7 - 8)
	Turn Hannah around (Chapter 9)

General Keyboard Controls (Always Active)

P	Pause/resume
J	Switch to joystick control
M	Switch to mouse control
R	Reverse up/down control of mouse/joystick
F1/F2	Darken/brighten screen (gamma down/up)
F3	Return to default brightness
F4/F5	Music volume down/up
F6/F7	Sound volume down/up
esc	Display Options screen; from option screen, [Esc] exits game

SCREEN INDICATORS

Driving the Cadillac and dealing with dinosaurs and road hazards demands a masterful hand and determination. Watch the HUD to make sure you don't end up starring in one of those driver's school films!

Jack's cherry '53 Cadillac will take Damage from ammo hits, bumps and slither nudges. The meter shows just how much you can take. You lose a life if the damage meter hits the max!

You have one hour to prevent the Second Cataclysm! The Destructo-Clock normally runs in real time, but your skill can affect it. Killing or wounding animals speeds up the clock; preserving their lives slows it down. Let the clock run down to zero and the world ends.



You get multiple lives to save the world from

Scharnhorst and her poachers. This number shows how many are left.

Earn an epic Score for your driving and shooting skills.

NOTES

If you would like to change your keyboard, mouse or joystick configuration during gameplay return to the title screen by pressing [esc] and use the arrow keys on your keyboard highlight more and press [enter]. Highlight control to return to the control screen.

The A,S,D,W keys are provided as an alternative to the arrow key cluster for left-handed players or players that find having their left hand on the right side of the keyboard awkward.

GAME PLAY

Chapters 1 & 2

The Mission

Hundreds of years into the future, planet Earth steams with holocaust-torn city-states, post-apocalyptic jungles, and . . . dinosaurs! You find yourself at the wheel of a bitchin', beefed-up '53 Cadillac on a desperate, hair-trigger mission. Your job is to help Jack and Hannah find the Grith to interpret their mysterious dream.

Getting there won't be a piece of pie. The jungle paths are numerous, twisting and packed with obstacles. Some paths are long but relatively safe, others short and treacherous. Use your gun to clear the road, but don't shoot living creatures if you can help it. Remember the Machinatio Vitae!

Survival . . .

- The shortest path to success is playing in Easy Mode. Literally shortest. See Setting Game Options for mode selection instructions.
- Use your gun, but don't just randomly shoot. Hold down your trigger for a super charged gun that blows away up to three obstacles with one shot!
- Don't shoot the crystals. Drive over them for a quick repair job . . . and maybe more.
- Listen up! Hannah's in a hurry. In Easy and Medium modes she'll shout directions if you get lost. In Hard mode you're on your own.
- Punch in turbo boost to regain traction on slick tracks.
- For more hints, register now! Modem, fax or mail your filled-out registration card to Rocket Science Games



Chapter 3: Toxic Terrain

The Mission

As you travel deeper into the jungle, you enter a section of vile, polluted terrain. The poachers have gotten wind of your approach and mined the tracks with deadly traps for you to "find." You're racing against time in a toxic nightmare . . . with no help in sight.



GAME PLAY



GAME PLAY

Survival...

- Time isn't on your side! Gain seconds on the Destructo-Clock by killing the venomous plants growing everywhere!
- The wily poachers have concealed their traps in "welcome mats" in the road. Shoot any suspicious ground cover before driving over it.
- If you think you're driving in circles, you probably are. Listen to Hannah and take a different route.
- It's easy to get lost in the jungle, but there's always a way out. If a path seems blocked, you may have missed a turn. Go back and try again.
- When you see a slither off-road, remember that it can see you, too. Look out, it's gonna pay you a visit. . . up close and personal!
- Precision aim and timing will assist your turbo boost when clearing obstacles.
- Keep those hints rollin'! Log on to the Rocket Science home page at WWW.RocketSci.com.

Chapter 4: Death Dealers

The Mission

Shooting skills are now a matter of life or death... yours! This part of the jungle is infested with poachers. Earn time and points by thinning out their population.

Survival...

- It's a known fact that where you find poachers, you'll find dino traps. Release the bait by shooting at their traps and the dinosaurs will eat it... instead of you.
- Poachers often lurk off the road. If you spot one, his friends will be up ahead.
- If you surprise a poacher in the road, run him down. Take that, dino breath.
- Keep your eyes peeled for unpredictable, tricky traps.

Chapters 5 & 6

The Mission

The evil Scharnhorst has Hammer carrying out her diabolical plans to use her superhuman growth formula on the Slithers and to sell their giant body parts on the black market. Help Jack and Hannah navigate through the noticeably more dense jungle in their attempt to reach Scharnhorst's secret hidden factory. Follow the mysterious smoke...

Survival...

- If possible, don't shoot the dinosaurs. They can get more than a little upset at stray bullets.
- The flying Zekes inflict major damage, avoid them at all costs.
- Use your boost up hills to see how a '53 Cadillac can fly!
- Hannah doesn't lie! If rocks block your path and a deadly dinosaur is right in front of you, turn sharply and blast your way through!

Chapters 7-9: The Reactor

The Mission

Navigate Jack and Hannah through the abandoned mine shaft... did I say abandoned? Use your rail gun to shoot rocks and other low obstacles and use Hannah's gun to shoot poachers. Be careful, wrong turns can be a noxious experience...



Hannah and Jack's compass could help to find your way through the maze of the reactor however, nuclear radiation can limit its effectiveness.

NEW screen indicators:

Lower the pressure in the reactor by shooting pipes the same color as indicated by the Pressure Gauge.

The Geiger Counter flashes the closer you are to the source of radiation. HINT: In chapter 7-8 go the opposite direction. Watch out in chapter 9!

Survival...

- If you shoot a pipe to the right of the pressure meter, you will take damage from the hot steam pouring out.
- The more "safe" pipes you shoot (the same color or to the left of the pressure meter), the quicker you will thwart Dr. Scharnhorst's diabolical plan.
- Look out for the guards wearing the radiation suits. Their bullets pack a nasty punch.
- Use the rail gun to destroy the targets on the tracks in front of you. This leaves Hannah free to concentrate on shooting the pipes, guards and automatic guns.
- In chapter 9, a mutant Shivat is tracking you down. Use the B button to turn Hannah around and shoot the green pipes to delay the Shivat with radioactive steam... But, be careful to keep one eye on your forward progress to make correct turns!
- Stuck? E-mail Rocket@RocketSci.com.

CHARACTERS



Jack Tenrec

JACK TENREC

Jack "Cadillac" Tenrec is a genius at restoring ancient technologies. In his garage, inherited from the Old Blood Mechanics and fueled by volcanic energy, Jack builds the mechanized equipment required by the newly estab-

lished society. His favorite vehicle? A classic red '53 Cadillac, what else?

He is one of the few humans trusted by the Grith, and is occasionally contacted by them to help restore the balance of nature. Jack is often thrown into danger, but his principles always see him through.



Hannah Dundee

HANNAH DUNDEE

A diplomat and explorer, Hannah is sent by Wassoon leaders to learn about the City in the Sea. Her assignment is to establish diplomatic ties, and covertly, to gather as much knowledge as possible from the ancient

libraries. During her visit, she meets Jack Tenrec. Although at first there is tension between them, they eventually learn to trust each other in their mutual quest for survival.

Hannah is an expert at negotiation and manipulation, has a strong sense of loyalty, great natural curiosity and is a leader by nature. She is also a deadeye shot.

CHARACTERS



Hobb The Grith

HOBB THE GRITH

Hobb, the leader of the Grith, telepathically communicates with Jack on rare occasions, either to impart information or to seek help.

The Grith live underground and do not speak. Only when the very fabric of life itself or the ecology of the unstable Xenozoic Era is threatened, do the Grith involve themselves with humanity.

SCHARNHORST

One of the Governors of the City in the Sea, megalomaniac Wilhelmina Scharnhorst is plotting to become its dictator. Her goal is to elevate the young society to a high-tech level, free from any dependency on nature.

Jack Tenrec is the biggest obstacle to Scharnhorst's plan. She depends on Jack for his knowledge, but is constantly forming alliances with anyone she thinks can weaken him.



Scharnhorst

HAMMER TERHUNE

Hammer Terhune is Jack's mortal enemy. Naturally cunning, he is also barbaric, savage and brutal. His gang of poachers are out to get the most that it can at the expense of everyone else.

These ruthless renegades prey against the farmers and settlers. They see poaching as their given right, regardless of the consequences to others or nature. They are determined to stop Jack's interference.



Hammer Terhune

IN THE YEAR 2020 A.D., THE EARTH EXPERIENCED THE FIRST GREAT CATAclySM. BILLIONS DIED AND ENTIRE SPECIES WERE CONSUMED.



THE SURVIVORS HUDDLED BENEATH THE SURFACE AND WAITED. IN TIME, THE HUMAN MECHANICS BECAME LEADERS OF A NEW SOCIETY.

HUNDREDS OF YEARS LATER, HUMANKIND RETURNED TO THE DAYLIGHT... AND A RADICALLY ALTERED WORLD.



A WORLD SWARMING WITH EVIDENCE OF A BILLION YEARS OF EVOLUTION-- A TIMELESS ECOSYSTEM KNOWN AS THE XENOZOIC AGE.

RECLAIMING THE DESERTED STRUCTURES OF A BYGONE ERA, THE CITY IN THE SEA WAS REBORN.



WILL THESE NEW CITIZENS LIVE BY THE MACHINATIO VITAE-- THE MACHINERY OF LIFE-- TO REVERE THE EARTH AND PRESERVE A BALANCE AMONG ITS CREATURES?

DISCIPLES OF THIS DOCTRINE ARE JACK TENREC AND HANNAH DUNDEE. THEY REGARD THE GREAT CATAclySM AS A RESULT OF MAN IGNORING THE BALANCE OF LIFE.



THEY HAVE A POWERFUL ALLY IN THE MYSTERIOUS SUBTERRANEAN BEINGS KNOWN AS THE GRITH...





UNKNOWN BY MOST HUMANS, THEY ARE A HIGHLY EVOLVED RACE, COMMUNICATING TELEPATHICALLY.

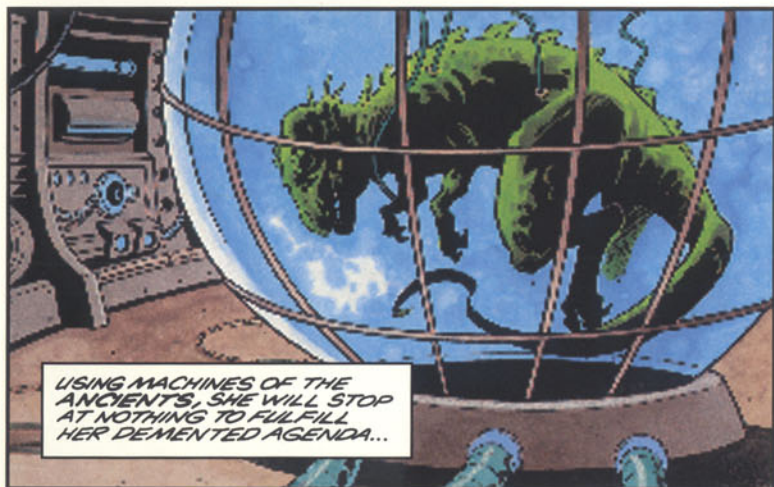
THEY VIEW THE SURVIVORS AS HUMANKIND'S LAST CHANCE TO PROVE IT CAN LIVE IN HARMONY WITH NATURE.

HOWEVER, THE MACHINATIO VITAE IS NOT UNIVERSALLY UPHOLD.

POACHERS, ALONG WITH AN EVIL GOVERNOR, HAVE EXPLOITED THE LAND FOR PROFIT AND POWER.



WITH COMPLETE FAITH IN TECHNOLOGY, GOVERNOR SCHARNHORST CONDUCTS HER COVERT OPERATIONS FROM WITHIN A HIDDEN BASE...



USING MACHINES OF THE ANCIENTS, SHE WILL STOP AT NOTHING TO FULFILL HER DEMENTED AGENDA...

...NO MATTER WHO GETS IN HER WAY...

INTERESTED IN THE ASSIGNMENT, HAMMER?

JACK TENREC IS A DEAD MAN! YOU CAN COUNT ON IT!



OUR WORLD IS IN GRAVE DANGER.

THE BALANCE OF LIFE HAS ONCE AGAIN BEEN UPSET.

TIME IS RUNNING OUT.



YOU, JACK TENREC AND HANNAH DUNDEE, HAVE BEEN CHOSEN.

THE GRITH WILL HELP HUMANITY TO PRESERVE THE MACHINATIO VITAE...

BUT IF YOU CAN'T STOP THIS DEADLY FORCE, IT WILL TRIGGER THE SECOND CATAclysm.





GLOSSARY



CITY IN THE SEA Built in the ruins of what was once Manhattan, the City in the Sea is now the theater for another battle — the conflict between ego-driven politicians and those who uphold the Machinatio Vitae.

CUTTER An Allosaurus, ranging from 15 to 40 feet in length and weighing up to 5 tons.

THE GRITH Known as "The Ancient Ones," the Grith are a mysterious, solitary race who shun contact with humans. By nature non-aggressive, the Grith came into conflict with early humans and sought safety in isolation. They inhabit deep caverns unknown to human geologists.

MACHINATIO VITAE The preservation of the balance of nature, the creed of the Old Blood Mechanics. Literally, "the machinery of life."

MACK Triceratops, about 30 feet long and weight from 6 to 8 tons. When provoked, the males will attack.

OLD BLOOD MECHANICS The "Old Bloods" kept the generators going during the centuries spent underground following the cataclysm. After the return to the surface, they maintained a shamanistic influence over the populace. Jack Tenrec is the most respected of the Old Bloods.

QUA HOON! Wow!

SAMBUK A Brachiosaurus, sambuks range up to 100 feet in length and up to 150 tons in weight.

SHIVAT Tyrannosaurus Rex, the largest and most ill-tempered of the carnosaurs, shivats can be 40 or more feet long and weigh up to 10 tons.

SLITHER Slang term for dinosaurs.

WASSOON The only tribe with which the City in the Sea has had any significant contact. The City of Wassoon, was built above the submerged ruins of Washington, D.C., a great city of granite and marble that was completely leveled by the cataclysm.

ZEKE Pteranodon, aerial scavengers that feed on carrion, zekes range from very small sizes up to 40-foot wingspans, and weigh up to 150 pounds.

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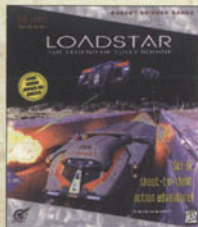
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