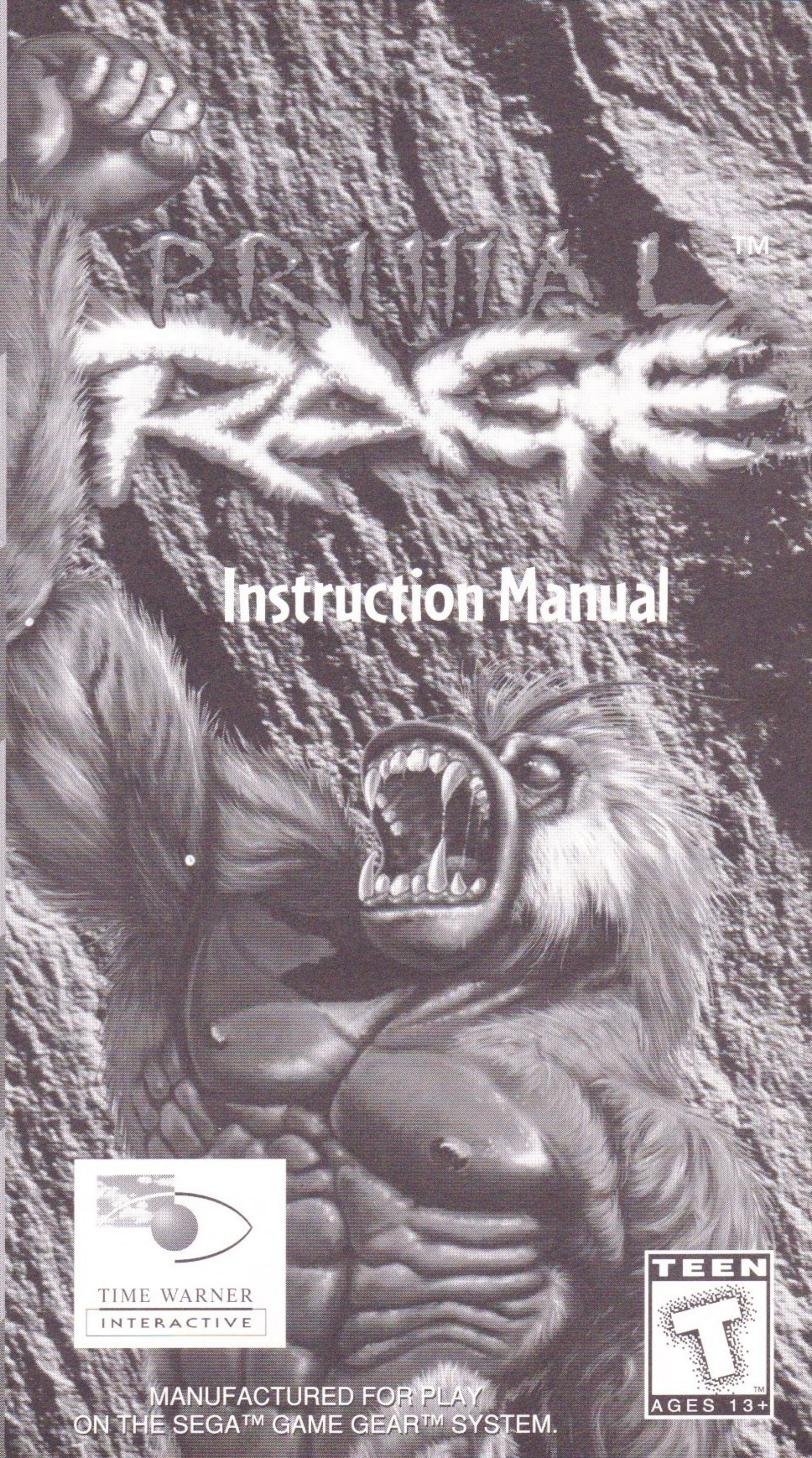


SEGA™

GAME GEAR™



PRIMITIVE™

Instruction Manual



MANUFACTURED FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.




WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen, or while playing video games may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss or awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.



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STARTING THE GAME

1. Make sure the power switch is OFF and there is no game cartridge in the Game Gear System.
2. Insert the Primal Rage cartridge firmly in the cartridge slot on the Game Gear System and turn the system on.

HANDLING YOUR SEGA GAME GEAR CARTRIDGE

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

PRIMAL RAGE—THE STORY

Eons ago, before humans walked the planet, there was rage. Life on Earth was complex, as were the instincts of the planet's life-forms. 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.

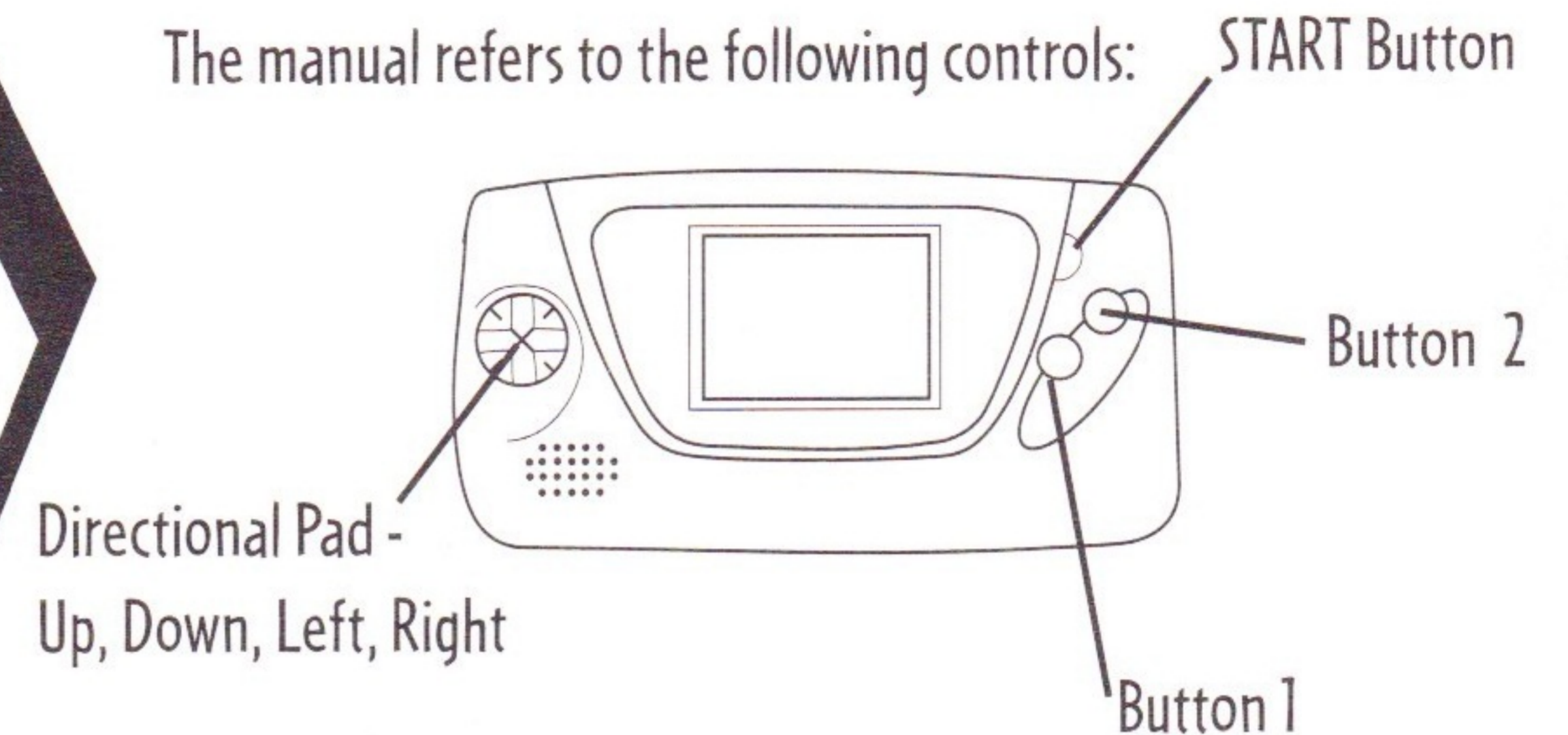
These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful 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 animals on land, and great forests covered almost all available space. New life forms 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.

Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. Get ready for Rage!

GENERAL GAME GEAR CONTROLS

The manual refers to the following controls:



CONTROL REFERENCE

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

BUTTONS:

Button 1 = Upper attack (Quick)

Button 2 = Lower attack (Fierce)

D-Pad:

D = D-Pad Down

U = D-Pad Up

T = D-Pad Toward your opponent

A = D-Pad Away from your opponent

For Example: Hold Buttons 1+2 and D-Pad T/A = Hold Buttons 1+2 simultaneously and Press D-Pad Toward then Away from opponent

Note: Both T(oward) and A(way) D-Pad movements are actually **Left** and **Right** directions depending on which side your opponent is located.

INTRODUCTION SCREENS

At the Primal Rage Title Screen, don't press the **START Button** to see the Primal Rage Introduction Screens. On-Screen text will give you a brief description of the story line as it scrolls through the screens. Press the **START Button** at any time to return to the title screen.

START/OPTIONS SELECT

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

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

- IP(layer) Game** - This option takes you to the Dino Select Screen (see **Dino Select**, pg. 8). You'll then select one of the six available dinosaurs to fight for Urth domination. You'll face each of the six dinosaurs in their home territory.

- IP(layer) Training** - Select this option if you want to practice the games various bone-crushing moves and dinosaur fighting tactics. You'll go to the Dino Select Screen (see **Dino Select**, pg. 8), and select the dinosaur you want to train with. You'll also select the opponent you wish to face.

• **OPTIONS** - Select this option to go to the Options Screen, and make various changes to your gameplay. At the Options Screen, press the **D-Pad Up** or **Down** to move the flashing arrow next to the option you want to change. Press **Left** or **Right** to cycle through the choices. Here are the options:

Credits - This option allows you to set the game to allow from 1 to 10 game credits. 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.

Game Gore - Turns the blood & fatalities on and off.

Factory Default - Select this option anytime you want to return all options to their default settings.

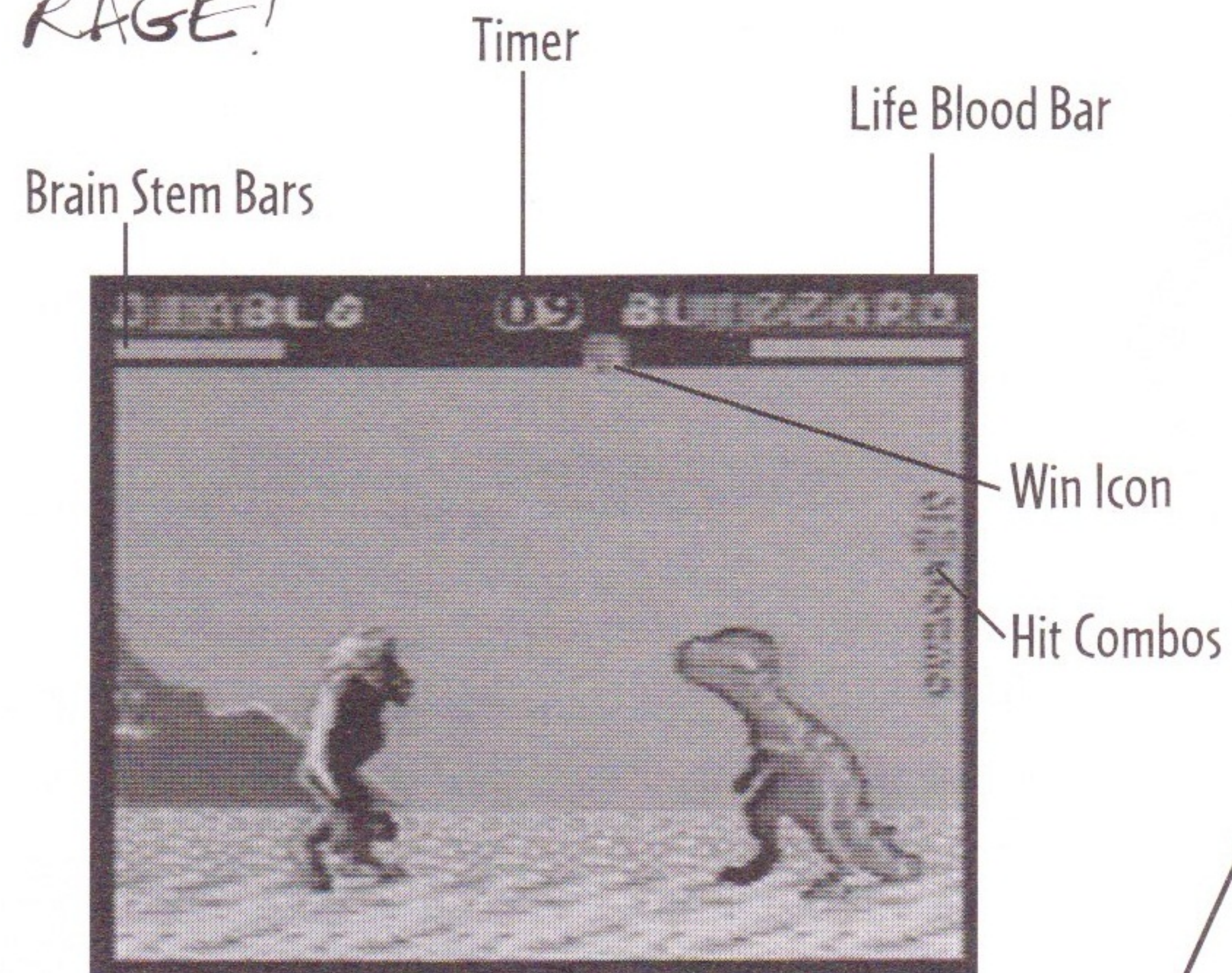
• **GAME CREDITS** - Select this option to view the names of the people who helped make this version of *Primal Rage* come to life.

DINO SELECT

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



RAGE!



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

• **Life Blood Bar** - The red life 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 yellow bar is located below the name and indicates the strength of your dino's brain strength. When the yellow bar is depleted, your dino will appear dazed and vulnerable - but not beaten. You can snap out of the daze by moving the D-Pad quickly Left and Right, or 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**, pg. 7). 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.

• **Win Icon** - Each time you win a bout, an icon will appear on the winner's side under the timer. All bouts are best 2 out of 3. The winner of the Rage will have accumulated 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.

Left side = Player 1, Right side = Player 2

DOMINATION OF THE URTH

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



at The Final Battle Ground (If you are playing at difficult levels other than 1-3). 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**, pg. 7), you may choose to continue the game if your dino is beaten.

TWO PLAYER LINKING

With 2 Game Gears, 2 cartridges and a Gear-to-Gear Link™, you can play head-to-head against a friend. Refer to your Game Gear manual for Gear-to-Gear Link instructions. When linked, both Game Gears 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 damage of 25% increments from 50% to 150%. The strategy is to give a less experienced player more of a chance to do more damage against an experienced player. Experienced players should set a lower percentage, and beginners should set their percentage high.

DINO PROFILES AND MOVES

Read the following profiles to get familiar with each of the dinosaurs available in Primal Rage. (See **Control Reference**, pg. 4, for a rundown of D-Pad and button descriptions).



ARMADON

(For over a million years, Armadon dwelled in his cave beneath the Earth's crust, telepathically linked to the biomass. The Cataclysms and the battles for supremacy over the changing planet tortured him. Now, he has risen to settle things once and for all.

Basic moves:

Button 1 = Upper Tail Whip

Button 2 = Upper Snout Gouge

Button 1 + D-Pad Down = Overhead Tail Whip

Button 2 + D-Pad Down = Deep Upper Snout Gouge

Button 1 + D-Pad Up = Flying Double Kick

Button 2 + D-Pad Up = Flying Snout Gouge

Special move: Iron Maiden

Hold Buttons 1+2 and D-Pad U/T

BLIZZARD

Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Earth met the Great Meteor. He lived high in the mountains, descending only when threatened. His animal power and age-old wisdom makes him almost unstoppable.

Basic moves:

Button 1 = Left Jab

Button 2 = Right Jab

Button 1 + D-Pad Down = Low Right Jab

Button 2 + D-Pad Down = Leg Undercut

Button 1 + D-Pad Up = Flying Elbow

Button 2 + D-Pad Up = Flying Kick

Special move: Mega Punch

Hold Buttons 1+2 and D-Pad D/T



CHAOS

Chaos, the mightiest witch doctor on the first continent, wanted to control the evolution of humanity. During his power quest, he cast a mighty spell that backfired and turned him into a foul, disgusting beast, forced to wallow in his own filth for eons. During the Cataclysm, Chaos prayed to Throshti, god of Carrion, for release. To restore his greatness, he must defeat all his enemies. When his task is completed, Chaos will regain control of his life and lead his tribe to greatness.

Basic moves:

Button 1 = Left Jab

Button 2 = Right Jab

Button 1 + D-Pad Down = Low Right Jab

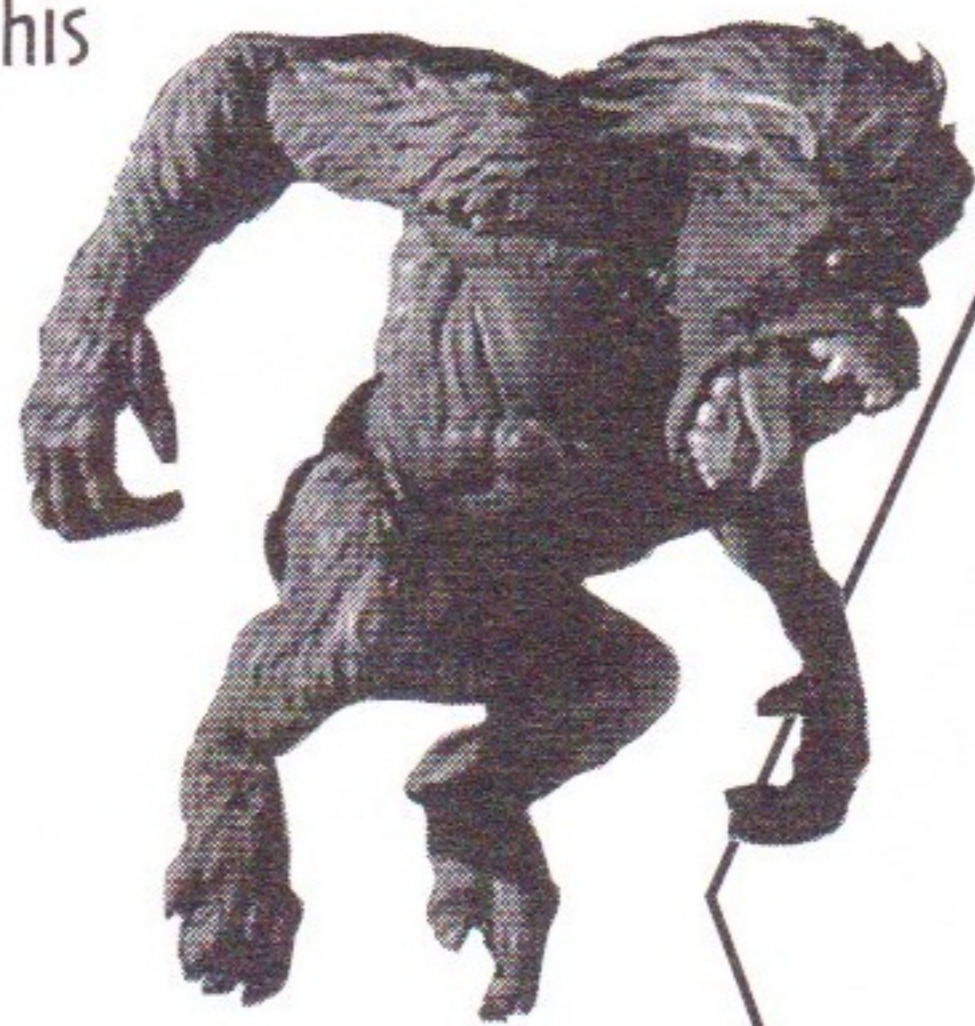
Button 2 + D-Pad Down = Leg Undercut

Button 1 + D-Pad Up = Flying Elbow

Button 2 + D-Pad Up = Flying Kick

Special move: Grab-N-Throw

Hold Buttons 1+2 and D-Pad T/A



DIABLO

Diablo is evil in its purest form. He was released from a fiery prison deep within Earth, to which he was drawn by the pain and torment caused in the great Cataclysms. When he has conquered the planet, he will live just to torture it. If none are left to oppose him, he will burn the entire planet, sparing only the cruel and vicious.

Basic moves:

Button 1 = Straight Chomp

Button 2 = Tail Whip

Button 1 + D-
Pad Down =

Low Chomp

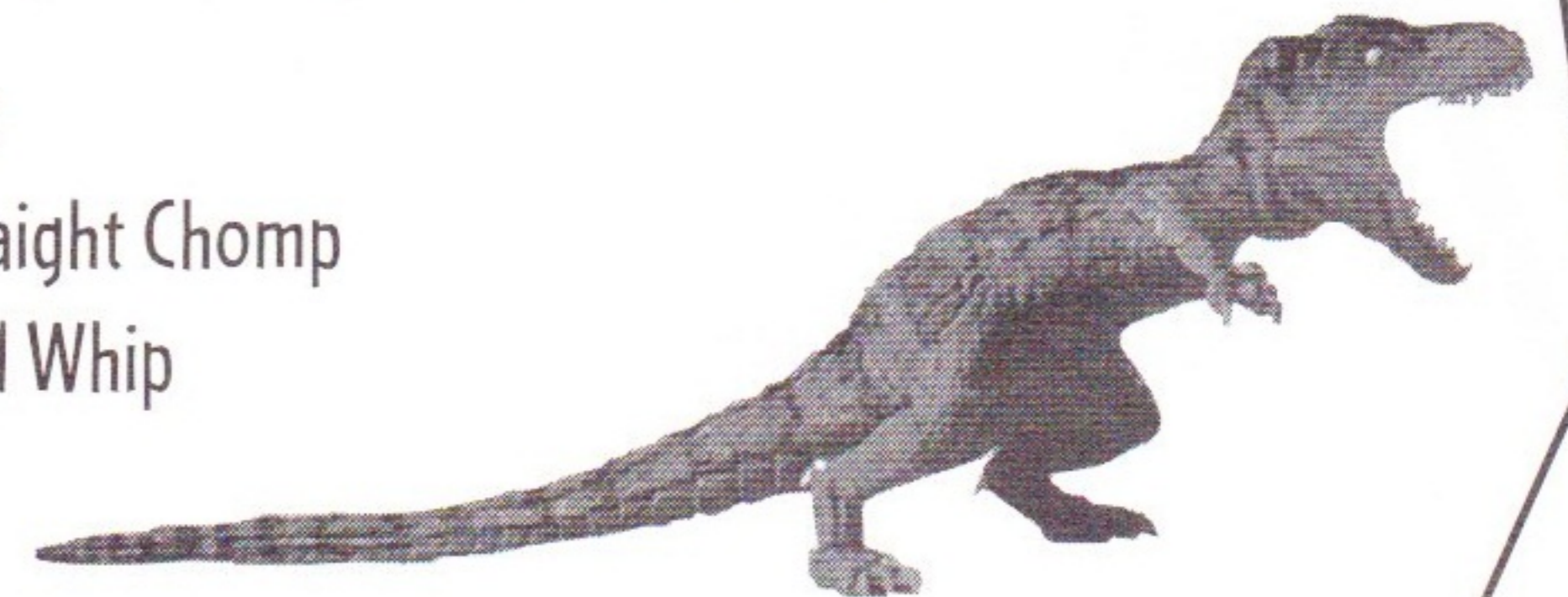
Button 2 + D-Pad Down = Low Tail Whip

Button 1 + D-Pad Up = Jumping Lunge Chomp

Button 2 + D-Pad Up = Jumping Kick

Special move: Torch

Hold Buttons 1+2 and D-Pad U/T



SAURON

Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, his instinct forced him to devour human flesh to remain immortal. The hungry hordes of humanity worshiped him but lived in fear of his presence. Because, many humans sought refuge with other rulers of the planet, Sauron must defeat the others and feast on their followers.

Basic moves:

Button 1 = Straight Chomp

Button 2 = Tail Whip

Button 1 + D-Pad Down = Low Chomp

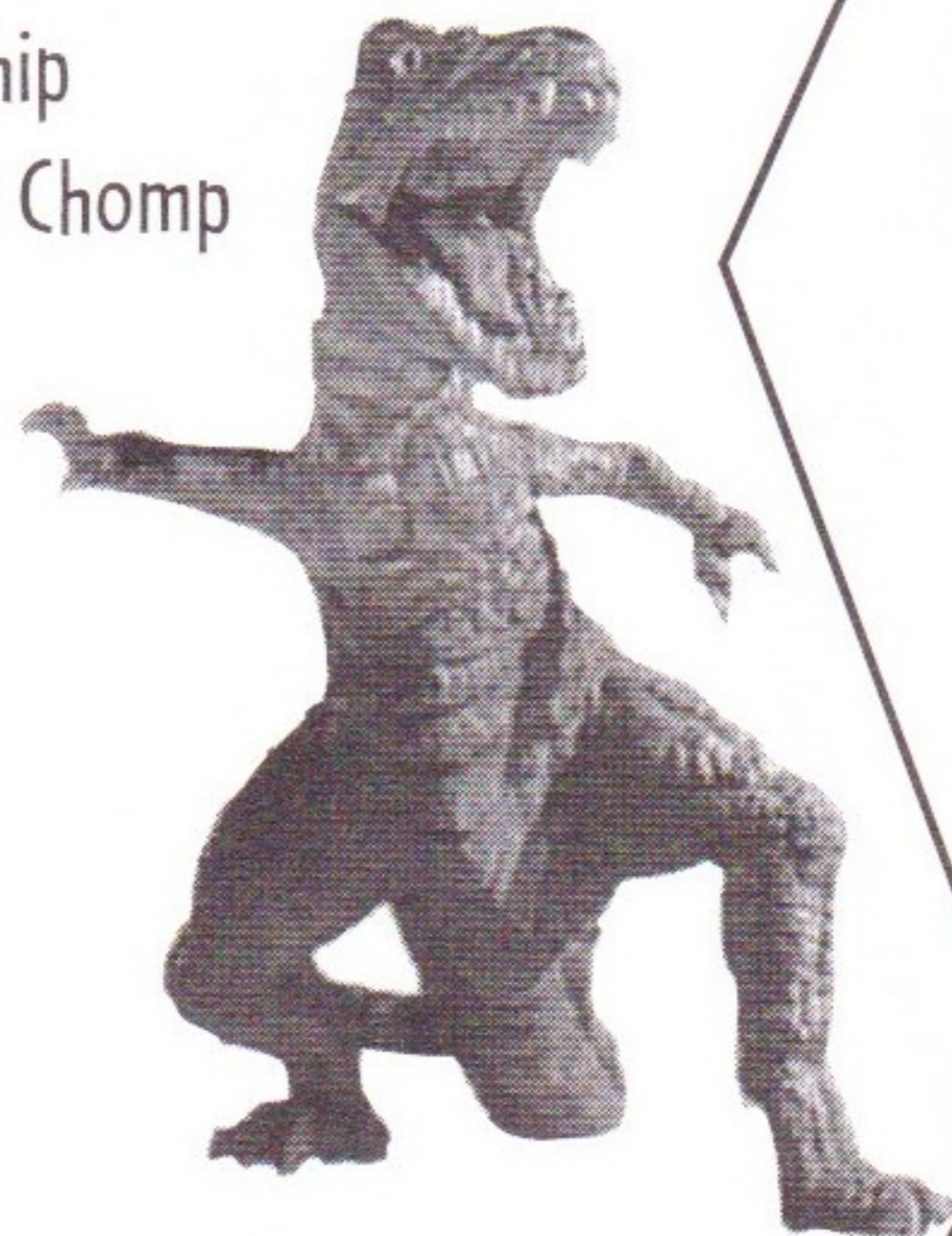
Button 2 + D-Pad Down = Low Tail Whip

Button 1 + D-Pad Up = Jumping Lunge Chomp

Button 2 + D-Pad Up = Jumping Kick

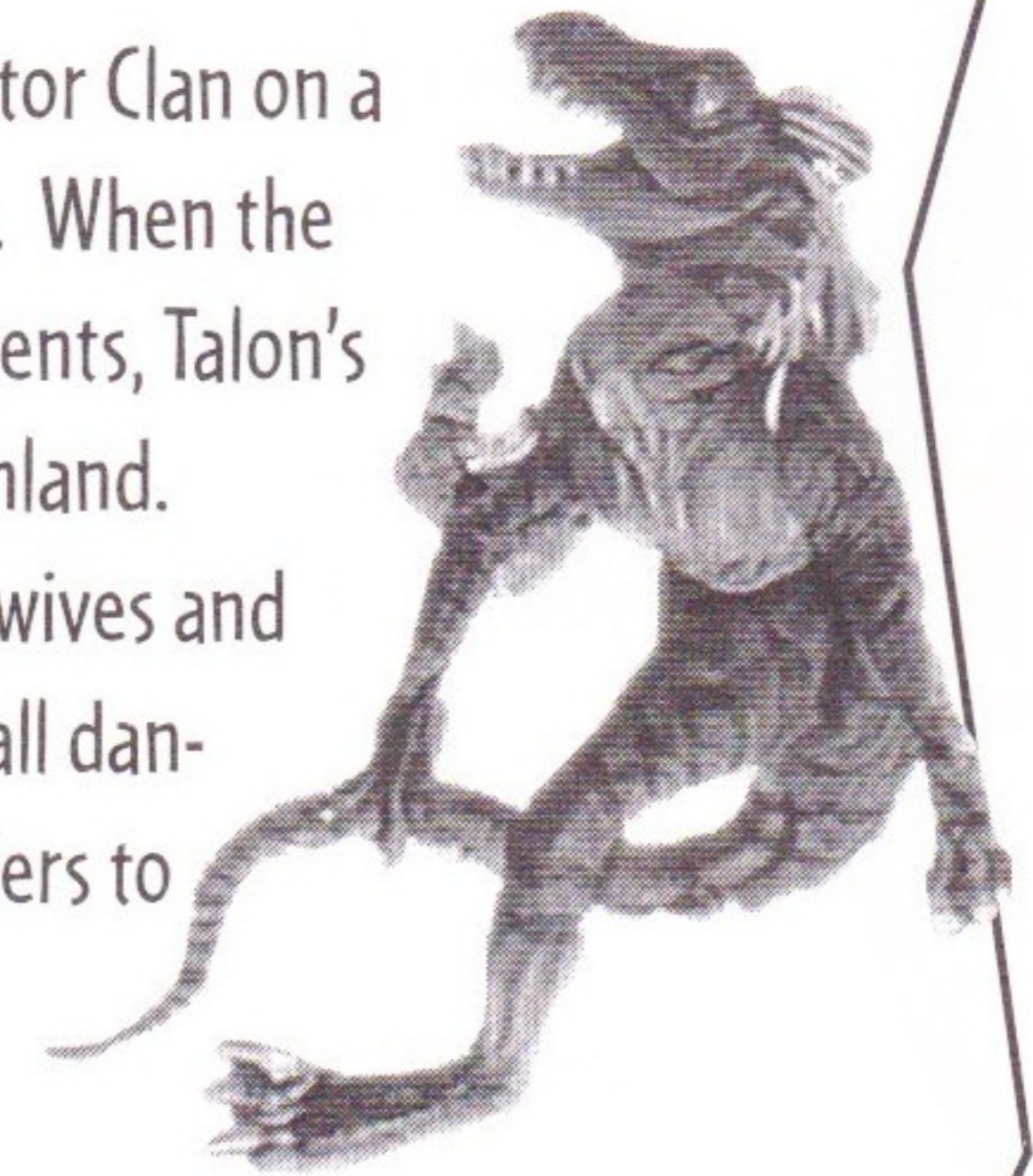
Special move: Earthquake Stomp

Hold Buttons 1+2 and D-Pad U/D



TALON

Talon was the great chief of the Raptor Clan on a hidden South Pacific island for eons. When the Great Meteor rearranged the continents, Talon's island came in contact with the mainland. Wanting to ensure the safety of his wives and children, Talon set out to eliminate all dangers to his clan's welfare. Talon prefers to live in luxury, keeping humans as cattle and hunting them for sport.



Basic moves:

Button 1 = Left Slash

Button 2 = Round House Slash Kick

Button 1 + D-Pad Down = Low Slash

Button 2 + D-Pad Down = Sliding Undercut Slash

Button 1 + D-Pad Up = Jumping Kick Slash

Button 2 + D-Pad Up = Jumping Slash

Special move: Brain Basher

Hold Buttons 1+2 and D-Pad U/T

HIGH SCORES

If you're good enough to make the top three scorers, the High Score Screen will appear. Press the **D-Pad Left** or **Right** to scroll through the available letters, then press the **1** or **2** Button to select the letter. When you have selected your third letter, the name will automatically be entered.

CREDITS

Original Coin-Op Development

Producer and Programmer: Dennis Harper

Programmer/Designer: Frank Kuan

Art Director: Jason Leong

Game Designer: J. Cameron Petty

Audio Designer: Jeanne Parson

Associate Producer: Steve Riesenberger

Consumer Development

Senior Producer: Ken Humphries

Associate Producer: Tom MacDevitt

TWI Game Testers: John Arvay, Jr., Rob Boone, Kevin Filson, Mike Kruse

Product Marketing Manager: John Golden

Manual: Jon Mongelluzzo

Special Thanks: Curtis Soldano, John Fisher and Derryl DePriest

Probe Entertainment

Programmer: Cameron Sheppard

Artist: Terry Ford

Musician: Andy Brock

QA Manager: Gary Patino

Testers: Nick McGee, Mike Movell, Mark Viccary, James Brown, Cliff Ramsey

Producer: Robert O'Farrell

Assistant Producer: James Stewart and James Bradstock

Special Thanks: Ralor Knight, Keith Burkhill

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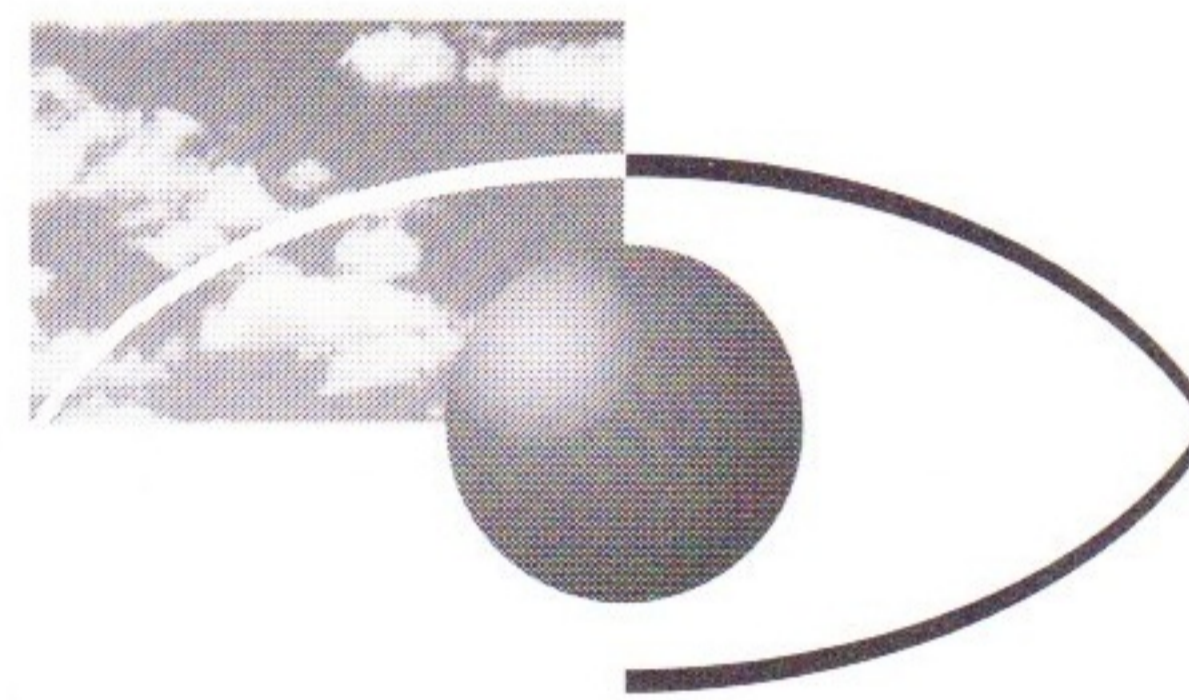
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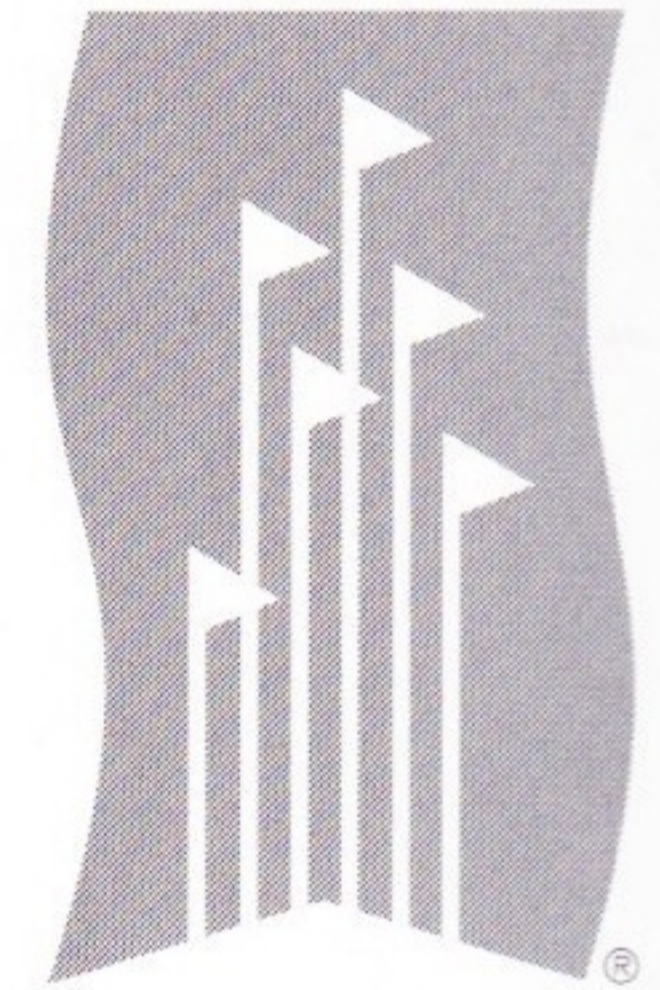
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PROBLEMS OR QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game, please call a game counselor at

408-433-3999

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