

NANOSAUR® II HATCHLING

Instruction Manual

iPhone/iPod Touch

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THE STORY

The year is 4122 and a species of dinosaurs known as the Nanoaurs rule the earth. Genetic experiments by human beings brought the Nanosaurs back from extinction and gave them intelligence, but a plague wiped out the humans so the Nanosaurs built a society of their own.

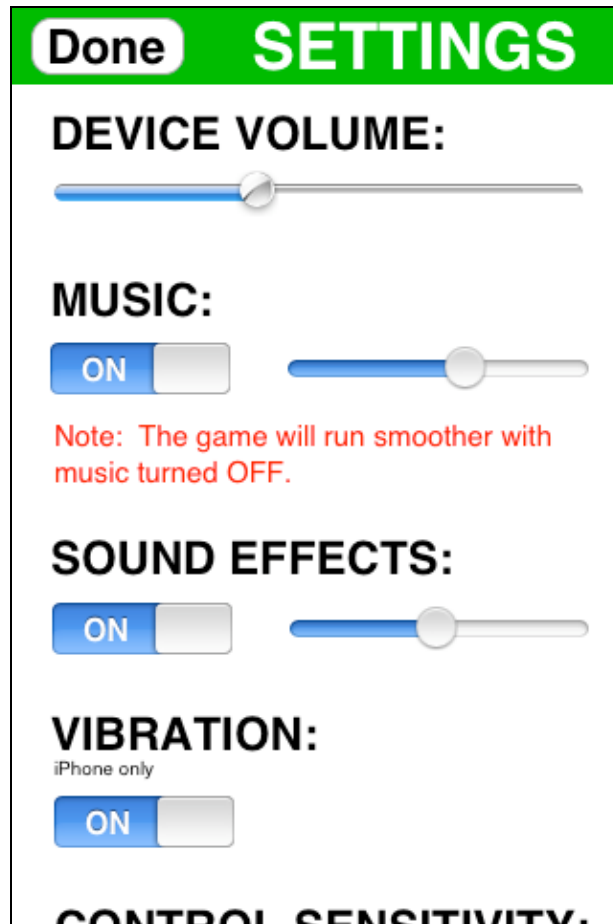
However, genetic inbreeding among the Nanosaurs was beginning to pose a threat to their society, so a lone Nanosaur was sent 65 million years into the past to retrieve the eggs of their ancestors. The plan was to incubate the retrieved eggs and hope they would hatch into new breeding stock. But more nefarious elements of the Nanosaur society had other plans for these eggs...

A rebel group of Nanosaurs bent on the domination of planet Earth stole most of the eggs and took them to rebel-controlled planets with environments suitable to breeding dinosaurs. Their goal is to turn these hatchlings into warrior drones who will fight in their uprising to take over the Earth.

One of the remaining eggs was hatched to form a new Nanosaur, and using wormhole technology based on the time portals used to retrieve the eggs from the past, this hatchling was sent on a mission to retrieve the stolen eggs and destroy the rebel bases.

SETTINGS DIALOG

The game's Settings Dialog is accessed either from the Main Menu screen, or from the Paused screen.



DEVICE VOLUME

Sets the overall volume of the game. Same as using the volume switch on the iPhone.

MUSIC

Toggles the game's music ON or OFF, and lets you set the music volume. Turning the music off will make the game run smoother.

SOUND EFFECTS

Toggles the game's sound effects ON or OFF, and lets you set the effect's volume.

VIBRATION

Toggles the vibration force-feedback effect.

CONTROL SENSITIVITY

Sets the sensitivity of the device's accelerometer for controlling the flight of the nanosaur.

THE GAME CONTROLS & DISPLAY



FLYING:

Flying in Nanosaur 2 is as easy as rotating and tilting the iPhone/iPod. You tilt forward and backward to go up and down, and you turn left or right to go left or right. It is very intuitive.

The one very important thing to note is the **Neutral Button** (see image above). Whenever a new level starts, the game automatically calibrates the "neutral" orientation of the iPhone so when the Nanosaur appears he will fly level and straight. If you ever want to reset this neutral position of the device then just tap the Neutral button.

As long as you have Jet Fuel in your inventory the Jetpack button will appear on the screen. Press this button to activate your jetpack to go faster. Pick up Fuel Powerups to get more jetpack fuel.

SHOOTING:

When you start a new game you will have just 20 shots of the Blaster weapon. To fire the Blaster press the Fire Button. You can hold down the Fire button to auto-fire the Blaster. You get more ammunition and other types of weapons by picking up Powerups. To change weapons you tap the Weapon display icon.

If you run out of all your ammo then you will be left with the standard Sonic Scream weapon. The Sonic Scream is activated by holding down the Fire button to charge it. The longer you charge it, the more powerful it will be. Release the Fire button to fire the Sonic Scream. You have an infinite amount of this weapon.

PLAYING THE GAME

Your goal is to retrieve all of the stolen dinosaur eggs and send them back to Earth by throwing them into the various wormholes found all around each level.

RETRIVING EGGS

To pick up an egg all you need to do is swoop down and touch it. The game will automatically pick it up for you:



Once you have an egg you should locate the closest wormhole and then fly over to it. The egg will automatically be sucked into the wormhole once you are in range:



Fly near the wormhole to deposit eggs

Each time you send an egg back to Earth it will appear in the status bar at the top of the screen. The egg display will indicate how many eggs of each color are remaining and how many have been retrieved on the current level.

Certain things may cause you to drop your egg: taking weapons fire, hitting an object, etc. A dropped egg will land on the ground where you can attempt to pick it back up, however, if the egg falls into a location where it is impossible to retrieve it, don't worry. The egg will eventually get put back in its nest.

POWERUPS

Getting a powerup is just like getting an egg: swoop down and touch it. Each Powerup is identified by the glowing icon in its middle:

Weapon Powerups

These are identified by the green glowing icon which matches the weapon type as described above.



Blaster



**Fragment
Grenades**



**Heat
Seeking
Missiles**



**Sonic
Scream**



Bombs

SONIC SCREAM

This is the Nanosaur's natural attack capability which never runs out. It does a lot of damage, but is very difficult to use accurately. **You must hold down the fire button to charge the scream. Then let go of the fire button to fire it.** The longer you charge it, the more powerful it will be.

BLASTER

This is an auto-fire energy weapon which does medium damage, but is very accurate. Hold down the fire button to auto-fire.

FRAGMENT GRENADE

When you shoot one of these out it will fragment into 3 sub-grenades to cover a wide area. This weapon can inflict a lot of damage when all of the fragments impact a target.

HEAT SEEKING MISSILE

This is probably the most effective weapon in your arsenal as it will hunt down enemies and other targets.

BOMBS

These are very useful when you are being chased. They are difficult to aim, but do a lot of damage when they hit something.

Other Powerups



Fuel Powerup

These will give you more jetpack fuel.



Health Powerup

These will give you more health.



Shield Powerup

These give you more shield power..



Free Life Powerup

This will give you a free life

COMPLETING A LEVEL

When the last egg has been sent through a wormhole, that wormhole will vanish and a new exit wormhole will reappear in its place. You will hear a whooshing sound when this happens, and there will be a message indicating that you should enter the wormhole. This new wormhole will look like the one you arrived on the planet through. Just fly into this wormhole to exit the level.

SAVING A GAME

You can only save a game at the end of a level. You cannot save in the middle of a level. Once you enter the Exit Wormhole at the end of a level you will see the transition wormhole screen, and at the bottom will be two icons:



Click this icon to save the game.



Proceed to the next level without saving.