



Dino Numbers

Dino Numbers is a multi-level math game for ages 7 and up.

[The *Dino Numbers* Story](#)

[Object of the Game](#)

[Playing *Dino Numbers*](#)

[Moving in The Maze](#)

[Menu Options](#)

[Game Features](#)

[Collecting Items](#)

[Dino Numbers Characters and Items](#)

[Note to Parents](#)

THE STORY

In the Beginning . . .

It all started 65 million years ago! Rex the Tyrannosaurus and Derik the Dinosaur were in school together. Derik always made better grades than Rex! Derik did better because he listened to his teachers and did his homework. Rex liked to run around in the jungle and get into trouble. Rex never did his school work.

When Derik got better grades than Rex, the other dinosaurs made fun of Rex. That's when Rex decided he would get back at Derik. Whenever he can, Rex quizzes Derik hoping that Derik will answer wrong and Rex can laugh at Derik. But, Derik is smart and knows he can answer any question Rex can ask!

Why the farm?

Rex has made it impossible for Derik the Dinosaur to enjoy his vacation. Derik went to his favorite farm and Rex followed him! Once there, Rex rounded up all the cows and all of their milk and hid them in a cornfield from Derik!

Derik won't feel at "Home on the Range" until he gets all his cow friends back from Rex the Tyrannosaurs. But, Derik doesn't know that Rex has placed stacks of hay all over the cornfield. (It's a good thing Derik likes eating hay!)

Note to Parents:

Please assist your children with this game. Show them how to use the keyboard and mouse until they are familiar with the devices.

Play along for a few levels until they feel comfortable playing on their own. Make sure they know how to save and retrieve a game for later play.

Most children do not complete the entire game (all ten levels) in one sitting. They usually save games frequently and continue play later.

The Object of the Game:

The object of Dino Numbers is to collect all the COWS on each level. Other items on the screen can be left if avoidable (no penalty, but no extra points either). Once the last cow has been collected, the player will progress to the next level. The ultimate goal is to get enough points to become the Dino Champ on the Top Ten Level Screen!

Math Challenges:

There are three types of math challenges to play in Dino Numbers. For each level of difficulty the question becomes harder to answer. The types of problems Rex asks are:

- 1) **Work the Problem.**
- 2) **Pick the Correct Equation.**
- 3) **Solve the Word Problem.**

Getting Started:

After the DynoTech logo and title screen are displayed, the level #1 screen appears. From the Game Menu choose "New Game."

- 1) Enter your FIRST name.
- 2) Choose a difficulty level:
 - Easy*
 - Normal*
 - Hard*
- 3) Choose math operative:
 - Addition*
 - Subtraction*
 - Multiplication*
 - Division*
- 4) Press ENTER or click "OK" when done.

Difficulty Levels:

There are three difficulty levels in *Dino Numbers*. Select a difficulty level when entering your name after choosing a game from the "New Game" Menu.

The difficulty levels are: EASY, NORMAL, and HARD.

Each difficulty level has a different set of mazes (total of 30 mazes for the whole game).

Goal:

The ultimate goal is to get your name on the top-ten list in the "[Dino Hall of Fame](#)." The all-time top score receives special recognition.

NOTE: Use combinations of the difficulty levels and operatives to find the best level of play.

Math Problems (Games):

Some of Rex's questions are tough! Here are the different math "games" Rex wants you to solve:

Work the Problem:

A problem which is displayed on a notepad on the screen. The player must solve the equation and enter the answer on the "calculator." The player enters the answer by clicking on the appropriate numbers on the calculator. To correct a mistake, the player clicks ERASE. When finished, the player clicks ENTER.

Pick the Correct Equation:

Six math problems appear on the barn (only one is correct). The player must find the correct equation and click on it.

Solve the Word Problem:

The player is presented with a math word problem. The player reads the problem and solves it, then enters the answer using the number buttons at the top of the screen. To correct a mistake, the player clicks ERASE. When finished, the player clicks ENTER. This game is only played on the "Hard" difficulty and upper levels.

Difficulty Levels:

EASY:

This is a practice session, and doesn't have the BONUS ITEMS, such as the Super Snack and Dino Snacks. This level is simple and is recommended for younger children as practice, or for the first time player of *Dino Numbers*.

NORMAL:

A greater challenge than EASY and includes all the bonus items. While the items are worth less points each than in the EASY level, there are more items in each maze. Therefor, it is possible to get more total points.

HARD:

The greatest difficulty. Recommended for those who want a greater challenge. Each item is worth more points, and there are more total items in each maze.

Playing *Dino Numbers*:

To start the game enter your name when asked, then press the ENTER key or click on the "OK" button.

The top part of the screen contains a maze. You need to travel in this maze to get to the cows.

Objects in the maze:

Derik

Haystacks

Cows

Milk Cartons

Bonus Items on Some Levels:

Dino Snacks

Super Snacks

Move Derik through the maze with ARROW KEYS on the keyboard. If a haystack, cow, milk carton, or BONUS ITEM (Dino Snack or Super Snack) is in your path move into it. Rex will ask you to solve a problem in a math game.

Moving in the Maze:

The screen contains a maze. You need to move in this maze to get various items and earn points.

Move Derik in the maze with the ARROW KEYS on the keyboard.

When you find a cow or milk carton, run into it and solve the problem Rex offers you.

Rex puts haystacks in your way to hide the cows and milk. Derik eats the hay when you solve one of Rex's problems.

Menu Options:

The game has a menu bar with three selections:

Game - Save and load games.

Options - Can choose your setup.

Help - Get help when needed.

From the **Game** menu you may choose one of the following:

NEW GAME: Restart *Dino Numbers*.

SAVE GAME: SAVE a game of *Dino Numbers*. You may name your saved games by typing up to 8 letters or numbers (no spaces).

LOAD GAME: LOAD a previously saved game of *Dino Numbers*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

DELETE GAME: DELETE a previously saved game of *Dino Numbers*. Use your mouse to select a game from the list. If no games have been saved, no names will be on the list.

QUIT: END the game and return to Windows.

From the **Options** menu you may choose one of the following:

ANIMATION: Turn animation off and on. A check next to this choice indicates animation is turned on.

SOUND: Turn sound off and on. A check next to this choice indicates sound is turned on.

MUSIC: Turn MIDI music off and on. A check next to this choice indicates background music is turned on. Some windows configurations will not run the MIDI music. If MIDI does not work on your computer, see your sound card owner's manual for the correct configuration.

NOTE: *Digital sounds and MIDI background music are available only on a system equipped with SOUND BLASTER® or compatible sound card.*

From the **Help** menu you may choose one of the following:

HELP: Display the help screen for *Dino Numbers*.

ABOUT: Display game version number and show *Dino Numbers* copyright information.

Game Features:

Dino Numbers contains ten levels of play. Each level is completed when all the cows on that level have been collected.

The game contains a "never loose" feature. Even though a player may not get all of the cows, he or she will never loose the game.

You can collect milk cartons and special bonus items (dino snacks and super snacks) for extra points. Each level contains a different background screen to encourage the player to continue the game.

The ten top scores are saved in a special "Dino Hall of Fame" list. The all-time top score receives special recognition as *The Reigning Dino Champ*.

Collecting Items:

To collect an item, the player moves into it. An arithmetic problem will appear. The player must answer the problem correctly to collect the item.

REQUIRED ITEMS:

Cows

OPTIONAL ITEMS:

Milk

Haystacks

BONUS ITEMS:

Dino Snacks

Super Snacks

Points awarded for successfully recovering items:

	EASY	NORMA L	HARD
Cows	105	100	175
Milk	315	300	525
Haystacks	15	10	85
Dino Snacks	N/A	25	25
Super Snacks	N/A	500	500

NOTE: More points are awarded for each item in the "Easy" difficulty than the "Normal" difficulty. However, there are more items to collect in the "Normal" difficulty on each level, so total possible points are higher.

Dino Numbers Characters and Items:

Derik - The Hero. Derik the Dinosaur tries to rescue the cows and milk from Rex. Move Derik in the Maze using the ARROW KEYS on your keyboard. When Derik drinks milk, he turns into Super Derik.

Rex - The Villain. Rex the Tyrannosaurus tries to keep Derik from finding the cows and milk. Watch out for Rex around every corner.

Cow - The Goal. Retrieving cows is the main object of the game. When you find all the cows in a level, you will move to the next maze.

Milk Carton - Extra Points. Milk cartons are worth extra points. To get the milk, you will need to solve two of Rex's problems. When Derik drinks the milk, he turns into "Super Derik." You don't have to drink any milk to finish the game, but why leave them for Rex?

Haystack - Obstacle. Haystacks block your way. When you come to a haystack, it can be pretty stubborn. If you don't solve Rex's math problem, the haystacks won't move! But, when you DO solve the problem, Derik gets to eat the hay.

Dino Snack - Bonus Item. Dino Snacks are "free points" you find in the maze. Derik loves these fruity all-natural snacks. You don't have to solve any problems to get them, just pick them up and enjoy.

Super Snack - Extra Bonus. Super Snacks are enchanted. They appear and disappear and are worth bonus points. Super Snacks appear at random locations and for random times in some of the mazes. If you see one move quickly. A Super Snack is fast and smart. It knows when you are just waiting around for it to show up too, so it won't appear unless you solve one of Rex's problems.

Calculator - The "calculator" is used during the "Work the Problem" math challenge to solve equations.

Derik the Dinosaur
(The Hero)



"Super Derik"
(The Milk Drinker)

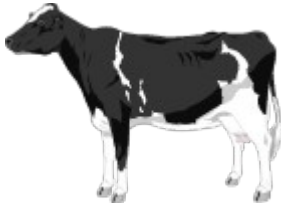


Rex the Tyrannosaurus
(The Villain)



Cow

(105, 100, or 175 Points)



Milk

(315, 300, or 575 Points)



Haystack

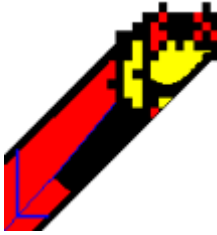
(15, 10, or 85 Points)



Dino Snacks
(25 Free Points)



Super Snack
(500 Bonus Points)



Calculator



MIDI

Musical Instrument Digital Interface - Music generated by a device capable of connecting to a computer. MIDI music plays independently "in the background" while your computer is working on another task.

MIDI Error

If you have a sound card in your computer and you get a message such as: *"This file may not play correctly with the current MIDI setup"*, go to the *Dino Numbers* "options" menu and turn "Music" off by selecting it. A check mark next to "Music" indicates it is ON. Refer to your sound card's owner manual and Window's Reference manual to set up your Windows "MIDI mapper."

