

Nintendo

GAME BOY<sup>®</sup>

DMG-AR9E-USA



PRIMA  
L

INSTRUCTION MANUAL

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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## USING THE SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

## 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 animal on land, and great forests covered almost all available space. New lifeforms evolved at a rapid rate, and civilizations emerged.

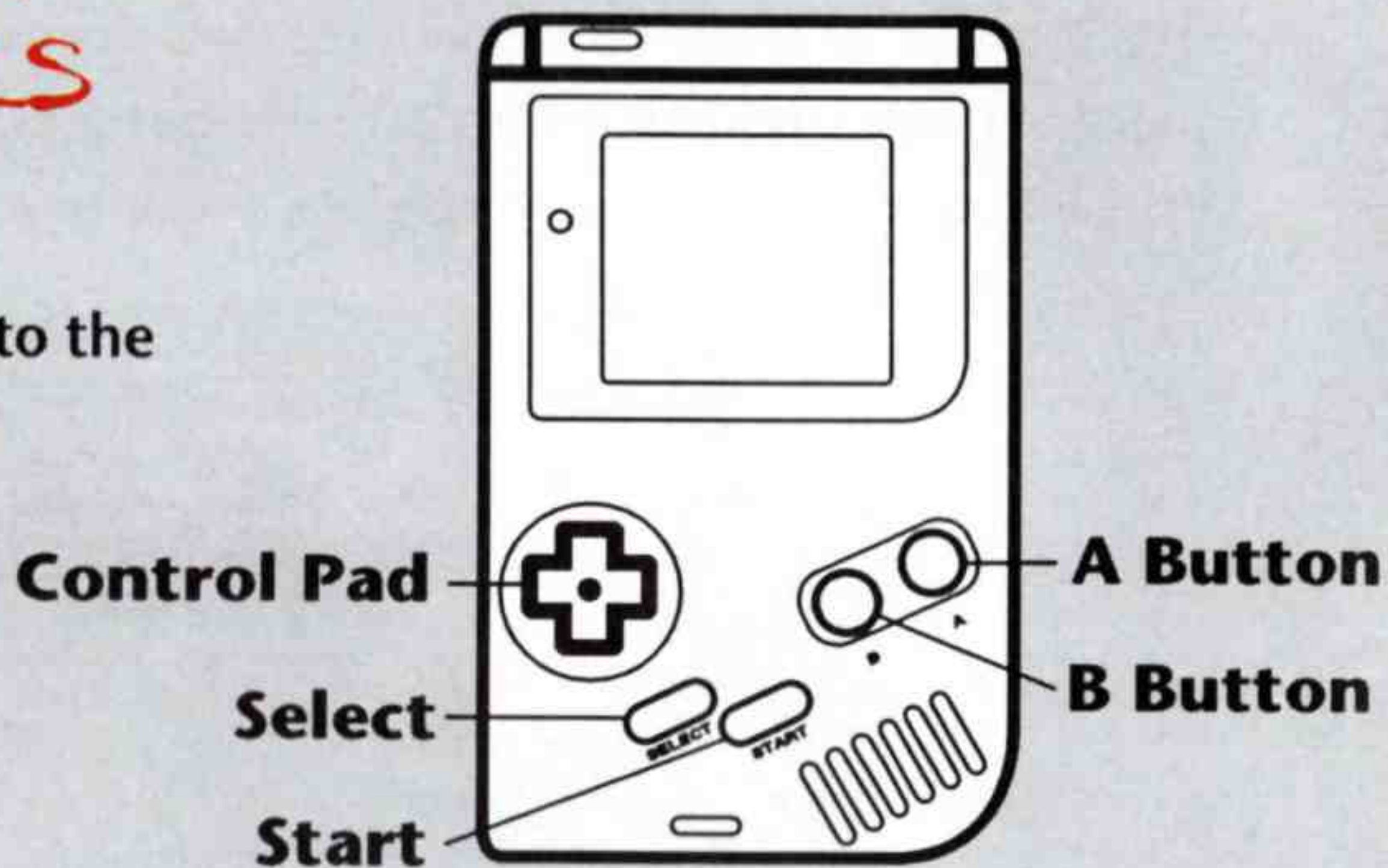
Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one 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 BOY CONTROLS

This 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 Control Pad directions. Use this reference to refine your button pushes and Control Pad presses.

### **Buttons:**

Button B = Upper attack

Button A = Lower attack

## **Control Pad:**

**Down = Control Pad Down**

**Up = Control Pad Up**

**T = Control Pad Toward your opponent**

**A = Control Pad Away from your opponent**

**For Example: Hold Buttons B+A and Control Pad T/A = Hold Buttons B+A simultaneously and Press Control Pad Toward then Away from opponent**

**NOTE: BOTH T(OWARD) AND A(WAY) CONTROL PAD MOVEMENTS ARE ACTUALLY LEFT AND RIGHT DIRECTIONS DEPENDING ON WHICH SIDE YOUR OPPONENT IS LOCATED.**

## START/OPTIONS SELECT

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

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

**1P(layer) Game** - This option takes you to the Dino Select Screen (see **Dino Select**, p. 13).

You'll then select one of the six available dinosaurs to fight for Urth domination. You'll face each of the other 5 dinosaurs in their home territory.





**1P(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**, p. 13), 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 **Control 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 (continues). 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.

**Factory Default** - Select this option anytime you want to return all options to there 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 **Control Pad Up, Down, Left or Right** to highlight the one you want, then press any button to select. A Dino matchup screen will appear for a moment, then you'll begin the Rage.



**RAGE!**

Life Blood  
Bar (Behind  
Name)

Brain Stem  
Bar

Timer



Life Blood  
Bar (Behind  
Name)

Brain Stem  
Bar

Now that the preliminaries are over, get ready to Rage! The main rage screen displays each dino's name, a Life Blood Bar, a 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 life blood 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 bar is located below the name and indicates the strength of your dino's brain strength. When the bar is depleted, your dino will appear dazed and vulnerable - but not beaten. You can snap out of the daze by moving the Control Pad quickly left or right 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**, p. 10). 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.

All bouts are best two out of three.

- **Win Icon** - Each time you win a bout, an icon will appear on the winner's side under the timer. The winner of the rage will have 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. (Right hand side for Player 2, Left hand side for Player 1).

## 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 in The Final Battle Ground. 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**, p. 10), you may choose to continue the game if your dino is beaten.



## TWO PLAYER LINKING

With 2 Game Boy units, 2 cartridges and a Game Link™, you can play head-to-head against a friend. Refer to your Game Boy manual for Game Link instructions. When linked, both Game Boys 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 Life Bar to any amount you want. The strategy is to give a less experienced player more life to compete longer against an experienced player. Experienced players should set a lower Life Bar, and beginners should set their Life Bars high.

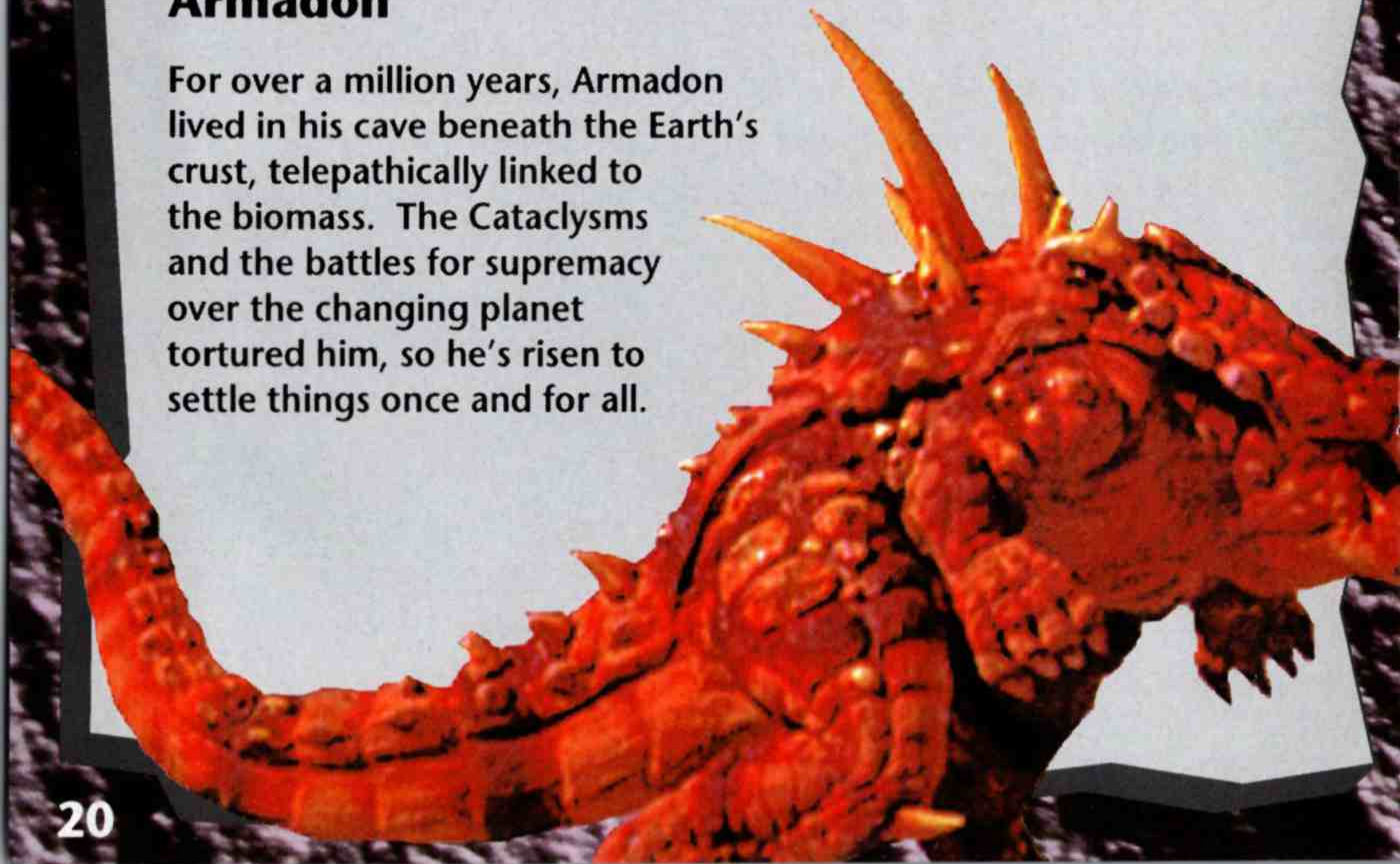
## DINO PROFILES AND MOVES

Read the following profiles to get familiar with each of the dinosaurs available in *Primal Rage*. (See **Control Reference**, p. 7, for a rundown of Control Pad and button descriptions).



## Armadon

For over a million years, Armadon lived 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, so he's risen to settle things once and for all.





**Basic moves:**

Button B = Upper Tail Whip

Button A = Upper Snout Gouge

Button B + Control Pad Down = Overhead Tail Whip

Button A + Control Pad Down = Deep Upper Snout Gouge

Button B + Control Pad Up = Flying Double Kick

Button A + Control Pad Up = Flying Snout Gouge

**Special move: Iron Maiden**

Hold Buttons B+A and Control 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 Urth met the Great Meteor. He lived high in the mountains, descending only when threatened. With his animal power and age-old wisdom, he was unstoppable.



**Basic moves:**

Button B = Left Jab

Button A = Right Jab

Button B + Control Pad Down = Low Left Jab

Button A + Control Pad Down = Leg Undercut

Button B + Control Pad Up = Flying Elbow

Button A + Control Pad Up = Flying Kick

**Special move: Mega Punch**

Hold Buttons B+A and Control 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 disgusting beast, forced to wallow in his own filth for eons. During the Cataclysm, Choas 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 B = Left Jab

Button A = Right Jab

Button B + Control Pad Down = Low Left Jab

Button A + Control Pad Down = Leg Undercut

Button B + Control Pad Up = Flying Elbow

Button A + Control Pad Up = Flying Kick

**Special move: Grab-N-Throw**

Hold Buttons B+A and Control 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 B = Straight Chomp

Button A = Tail Whip

Button B + Control Pad Down = Low Chomp

Button A + Control Pad Down = Low Tail Whip

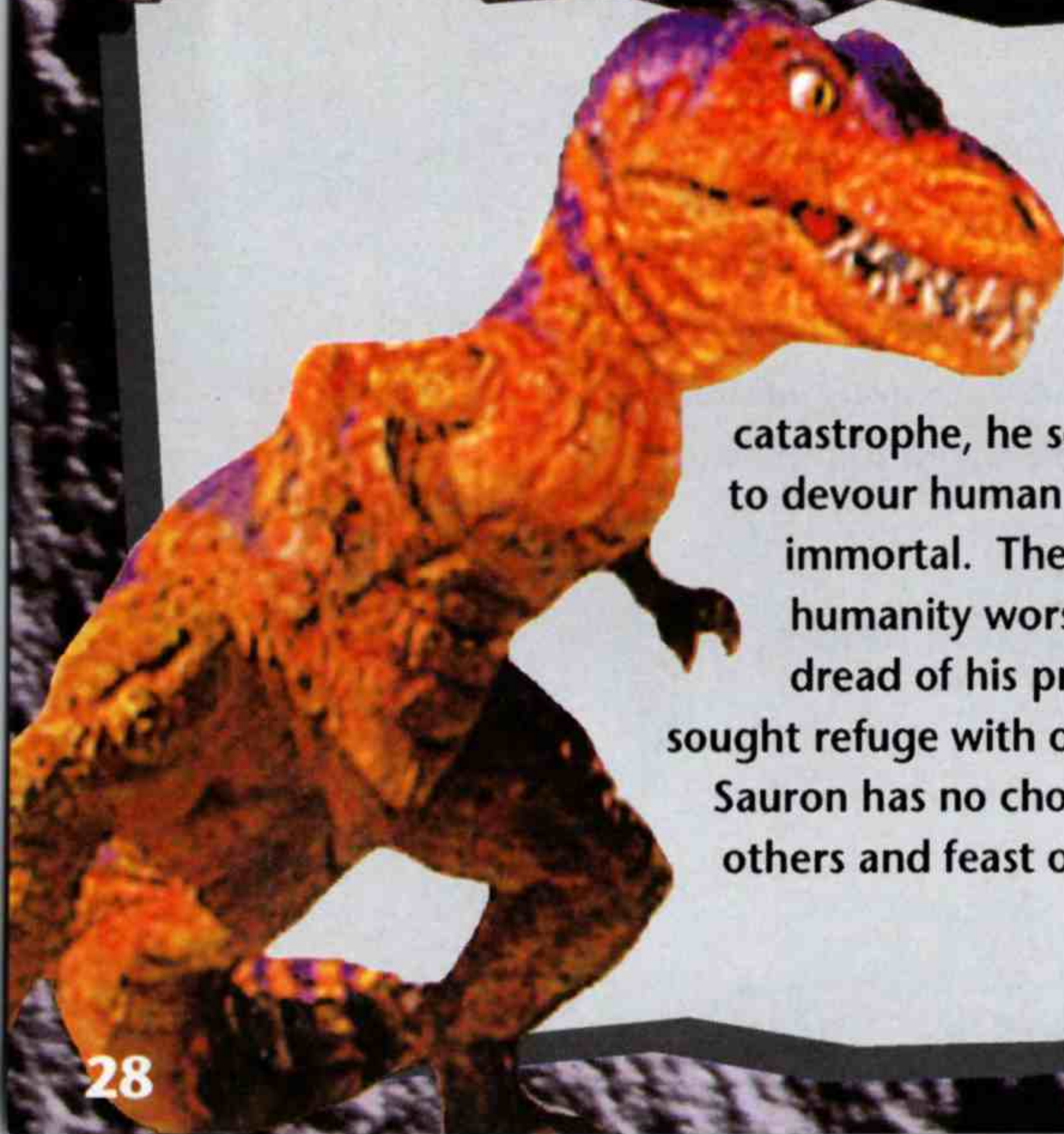
Button B + Control Pad Up = Jumping Lunge Chomp

Button A + Control Pad Up = Jumping Kick

**Special move: Torch**

Hold Buttons B+A and Control Pad U/T





## Sauron

Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, he soon realized that he had to devour human flesh to remain immortal. The hungry hordes of humanity worshiped him, but lived in dread of his presence. Many humans sought refuge with other rulers of the planet. Sauron has no choice but to defeat the others and feast on their followers.

**Basic moves:**

Button B = Straight Chomp

Button A = Tail Whip

Button B + Control Pad Down = Low Chomp

Button A + Control Pad Down = Low Tail Whip

Button B + Control Pad Up = Jumping Lunge Chomp

Button A + Control Pad Up = Jumping Kick

**Special move: Earthquake Stomp**

Hold Buttons B+A and Control 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 into 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 B = Left Slash

Button A = Round House Slash Kick

Button B + Control Pad Down = Low Slash

Button A + Control Pad Down = Sliding Undercut Slash

Button B + Control Pad Up = Jumping Kick Slash

Button A + Control Pad Up = Jumping Double Slash

**Special move: Brain Basher**

Hold Buttons B+A and Control  
Pad U/T

## HIGH SCORES

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

# CREDITS

## **Original Coin-Op Development**

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# PROBLEMS OR QUESTIONS

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