

SEGA

ROCKET SCIENCE GAMES™

SEGA CD

Cadillac's AND DINOSAURS

The Second Cataclysm



BY DAVID FOX & FRANK CIRCOLO

Rated by V.F.C.

MA-13

Parental Discretion
Advised.
Mature Audiences



LICENSED BY SEGA
ENTERPRISES, LTD. FOR PLAY
ON THE SEGA CD™ SYSTEM

SEGA

SEGA Warnings

READ BEFORE PLAYING YOUR ROCKET SCIENCE GAME:

EPILEPSY WARNING

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 or monitor screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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 of awareness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Repeated or extended use of video game on large-screen projection TVs should be avoided.

HANDLING YOUR ROCKET SCIENCE CD

This Rocket Science CD disc is intended for use exclusively with the Sega CD™ System. The disc is not indestructible. Do not bend it, smash it, fling it, submerge it in fluids, or feed it to any living creature. Do not leave it in direct sunlight or near a stove, furnace or other source of heat. We know you really love gaming and all, but please take occasional breaks during extended play, to rest yourself and the CD — and to maybe think about getting a real life.

KEEP YOUR ROCKET SCIENCE CD DISC CLEAN. Always hold by edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Cadillac's AND DINOSAURS The Second Cataclysm

TABLE OF CONTENTS

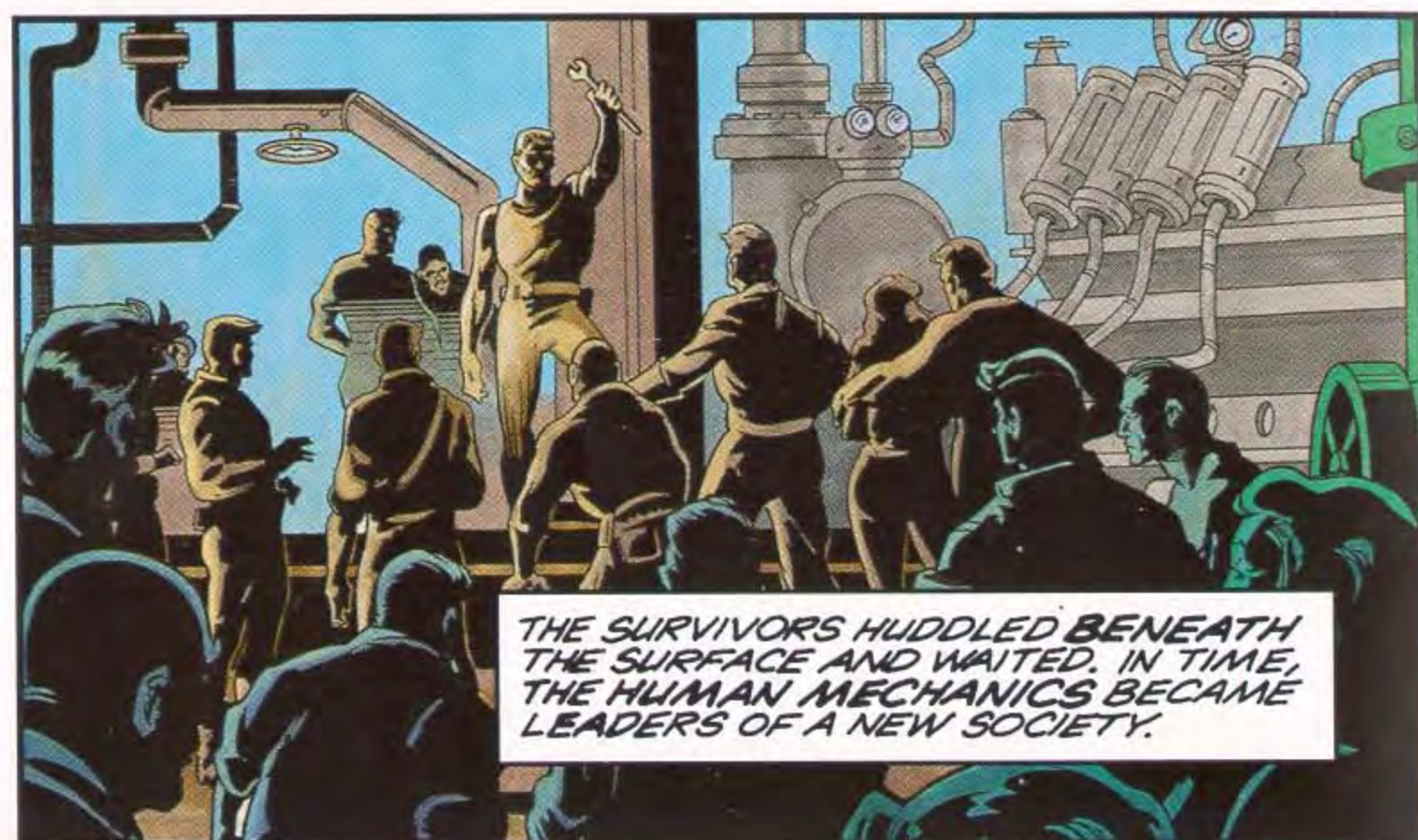
THE STORY SO FAR	2
GLOSSARY	7
CHARACTERS	8
STARTING UP – BUTTON CONTROLS	10
OPTIONS – SCREEN INDICATORS	11
GAME PLAY	12
CREDITS	15

For Technical Assistance call: 415-508-8461
On the Internet, find Rocket Space at www.rocketsci.com
Send E-mail to: mort@rocketsci.com
For Rocket Science Gear™ call: 800-98-ROCKET

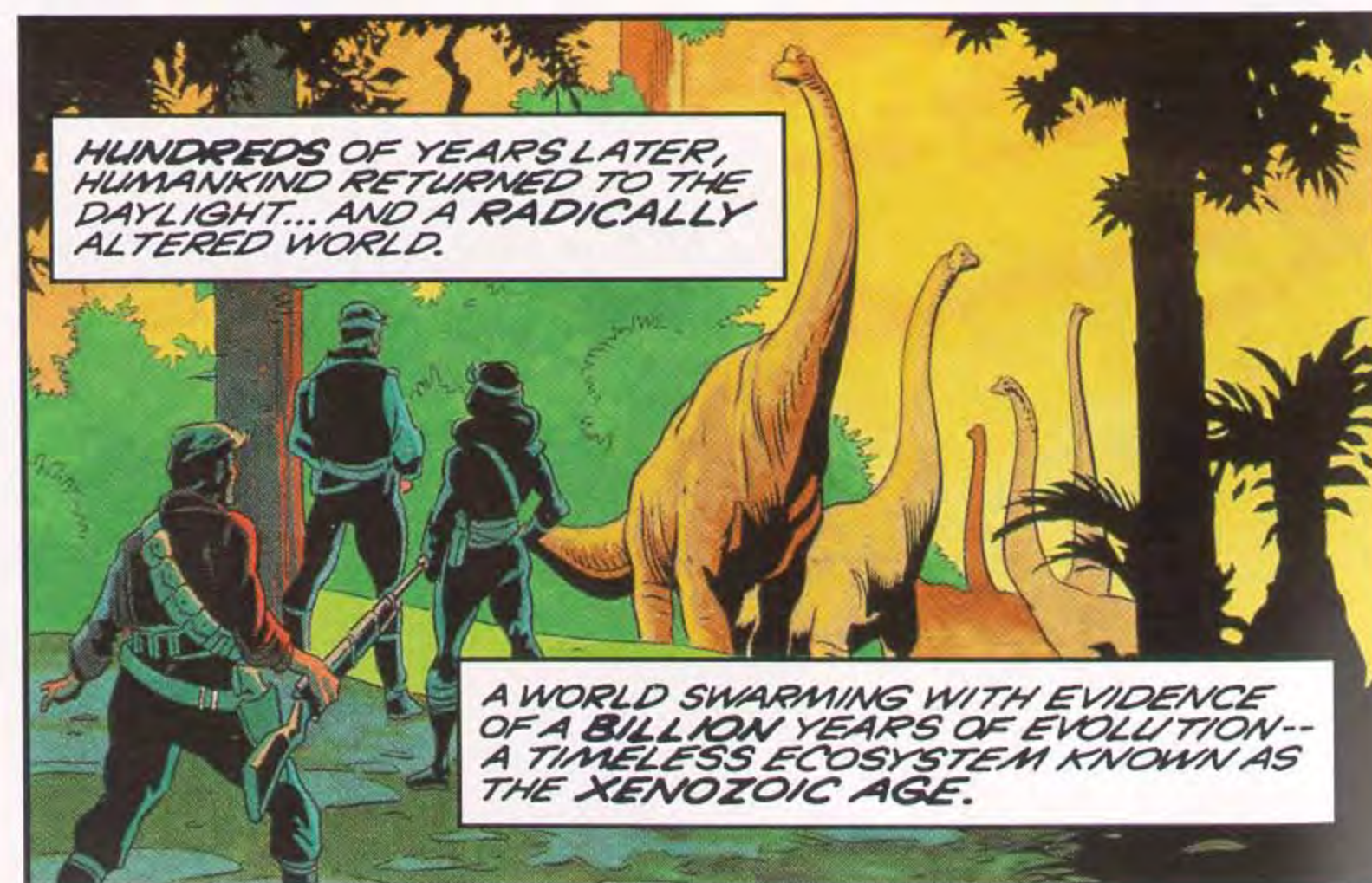


© 1994 Rocket Science Games, Inc.
Cover Illustration: Mark Shultz

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...



LINKNOWN 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 UPHHELD.

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 HOONI! 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.

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 established 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

STARTING UP

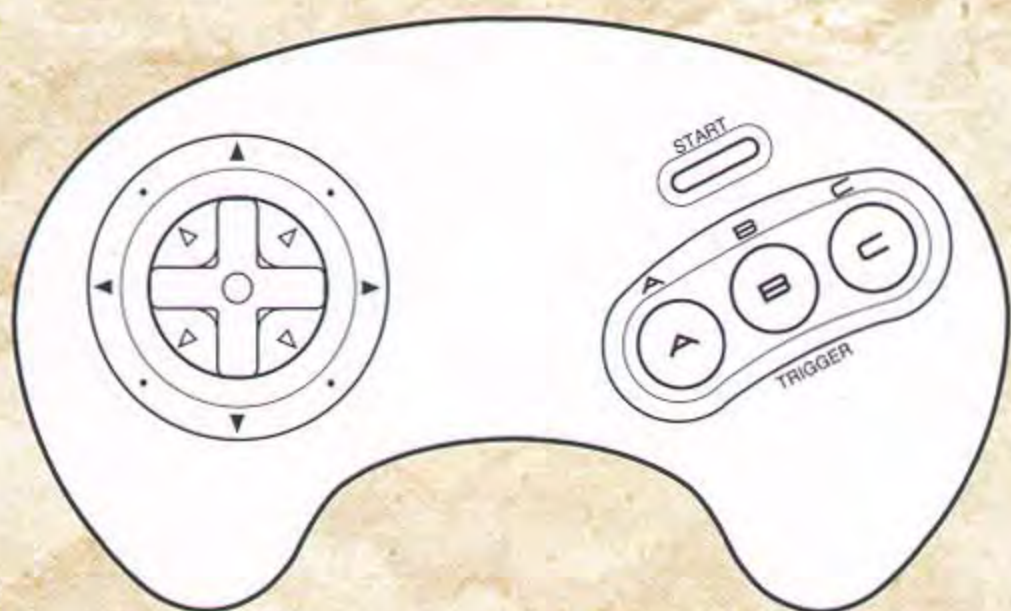
1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears. **NOTE:** If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the **CADILLACS AND DINOSAURS** compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press **START** to begin the game. If the control panel is on screen, move the cursor to the **CD-ROM** button and press **BUTTON A, B** or **C** to begin. **NOTE:** If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. Press the start button to skip the introduction and display the game menu.
6. Use the **D-PAD** to highlight your game choice.
7. Press any button to begin your joyride.

BUTTON CONTROLS

D-PAD

Controls your game sight, moves through selections on the options screen

LEFT/RIGHT steers



START

Starts the game. Exits the chapter introductions. Pauses the game.

Cadillacs and Dinosaurs is a fast paced action game. Slow motion modes are not recommended.

BUTTON A

Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower.

BUTTON B

Turbo Boost Helps you to launch off obstacles for a jump or power through mud. (Chapters 1 - 6) Reverses your view (Chapter 9)

BUTTON C

Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower (Chapters 1-6). Railgun (Chapters 7-9).

OPTIONS

1 PLAYER/2 PLAYERS In player 1 mode, the player steers and shoots. In 2 Player mode, player 1, as Jack, steers throughout the game and shoots in chapters 7 - 9. Player 2, as Hannah, shoots. Select 2 Player mode in the options screen.

OPTION SCREEN Use the D-Pad (up/down) to highlight your selection. Use D-Pad (left/right) to change selection. Press start button to activate.

CHAPTER SELECT To advance, you must play through the chapters in order. But once you've conquered a chapter, you can return to it at any time by highlighting the chapter select in the options screen and pressing the joypad right or left to select your chapter.

MUSIC Turns music on and off.

DIFFICULTY Select "Easy" or "Hard" difficulty levels in the options screen.

SCREEN INDICATORS

DESTRUCTO-CLOCK You have 1 hour to prevent the Second Cataclysm! The clock normally runs in real time, but your attention to the *Machinatio Vitae* can affect it. Killing or wounding animals speeds up the clock; preserving their lives slows it down.

DAMAGE Jack's beefed-up '53 Cadillac will sustain damage from ammo hits, bumps and slither nudges. Don't let the damage meter max out.

LIVES You get up to 9 lives to save the world from Scharnhorst and her poachers.

CRYSTALS Scattered by the Grith, these will repair the Cadillac to some extent and reduce the bar in the damage meter.

SCORE You earn points for your driving and shooting skills.



GAME PLAY



Every obstacle is a challenge! Jack and Hannah are hurtling towards disaster — one they've got to stop! The road is a minefield of dangers, from potholes and geysers to enraged macks, shivats, cutters and sambuks. Avoid the hazards, mutant snails and giant centipedes while barreling along at top speed.



Watch for "Ys" in the road where you've only got a split-second to veer in the right direction. Remember the *Machinatio Vitae*: Revere nature; don't destroy her creatures.

Hint: One way to preserve the balance of nature is to cut down on the poacher population.



GAME PLAY



If the Cadillac hits too many obstacles, it could spell doom for civilization! It's easy to get lost in the jungle but there is always a way out. If you seem to be driving in circles, you might be! Try taking a different route. When the path appears blocked, you may have missed a turn before the barrier. There are no dead ends.

REACTOR CONSOLE NAVIGATION TOOLS (LEVELS 7-9)



PRESSURE GAUGE - Use this indicator to determine which color pipes it's safe to shoot, to lower the pressure in the reactor. Don't hit the high pressure pipes before their time, or you'll take damage.

COMPASS - Use the compass to navigate your way through the maze, and remember where you've been.

GEIGER COUNTER - The flashing dot indicates your relative position to the source of the radiation. The faster it flashes, the closer you are to the source. In level 7 use it to lead you to your destination. In level 8 use it to go the opposite direction. Pay close attention to this device in level 9!

CREDITS

Story, script and interactive design: David Fox
Based on the graphic novels by: Mark Schultz
Production design: Frank Cirocco

Producer: David Brownstein
Associate producer: Daniel Todd

Executive producers:
Mark Mullen
Steven De Sousa
Leader of the "Grith": Peter Barrett

Art director: Richard Cohen
Associate game design: Jonathan Ackley

Softimage animators:
Robin Watts
Peter Hardeastle
Alan Rosenfeld

Digital artists:
Chris Green
David Dodge
Sheryl Chapman
Mark Holmes
Fred Lewis
David Nakabayashi
Mark Nonnenmacher
Thalia Georgeopoulos

Engineers:
Peter Barrett
Sean Callahan
Cary Clark
George Cossey
Ed Harp
Mickey Killianey
Mark Krueger
Bruce Leak
Tony Myles
Joe Tretinik

Digital PA/Most valuable player:
Greg Butler

Extraction/compiling/validation:
"Data wrangling"
Lee Montgomery
Dan Todd
Josh Viers

Narrative artwork:
Frank Cirocco
Mick Gray

Narrative animatic:
David Dodge

Narrative music by:
Steve Horowitz

Narrative sound design:
Chris Grigg

Narrative audio mix:
Environmental gameplay sound design,
Big Sound: Tom Hays/Roy Finch

Gameplay sound effects:
Neuromantic Productions/LX Rudis
Big Sound
Gary Clayton

Narrative sound editing:
Brian Walker

Gameplay music:
Neuromantic Productions:
Jim Hedges/Mark Miller

Audio-production supervisor:
Larry Renick

Voice-over talent:
Jack Tenrec - Bill Krauss
Hannah Dundee - Cynthia Dee
Hobb/Governor Scharnhorst - Sandy Timpson
Hammer Terhune - Sean Owens
Add'l Voices - Jeanne Sophia, Guy Slater

Voice casting:
Smart Talk/Beth Kaufman

Additional dialog:
Scott Zakarin
Troy Bolotnick

Rocket science - Cal animation:
"The Mighty Handfull"
Supervisor - Chris Green
Emile Duronslet
Antonio Toro
Richard McBride

Cal animation:
Duck Soup Productions:

Director of animation: Scott Ingalls
Executive producer: Peggy Regan
Producer: Carolyn Bates
Editor: Eric Meyers

Assistant Director: Carolyn Bates

CREDITS

Backgrounds: Todd Ingalls
Layouts: Michael Stocker

Animation:
Mark Andrews
Don Hall
David Krentz
Scott Morse
James Purdum
Sheryl Sardina
Tony Siruno
Mel Sommer
Rossen Varbanov
Michael Wu

Key assistant animation:
Carlene Brady
Kimmie Calvert
Todd Hoff
Mel Sommer

Assistant Animation:
Leslie Howe
Vesselin Kamenov
John Lange
Wantana Martinelli
Tom Pope
Sheryl Sardina
Jim Snider

EFX animation:
Carlene Brady
Dave Bossert
Mel Sommer
Rossen Varbanov

Airbrush: Mel Sommer
Ink & paint supervisor: Kunimi Terada
Animation checker: Katherine Schoentag

Inkers:
Ed Hartley
Noriko Hawks
Kunimi Terada

Painters:
Delores Del Valle
Mi Kyung Kwon
Ramona Randa

Animation camera - Visual Arts
Post Production - Pacific Ocean Post

Rocket Scientists:
Mike Backes
Steve Blank
Julie Jaros
Anna Caldwell

Cathy Callahan
Matthew Fassberg
E. Lacey Gordon
Mark Greenough
Ben Jones
Li Kramer
Elon Musk
Veronica O'Donovan
Tony Payne
Rosa Peralta
Josh Smith
Josh Viers
Jim Wickett
Brandy Wilson

Special thanks:
Mark Schultz
Sasha Harari
Michael Mimeles
Amanda Leigh
Dennis Kitchen
Kitchen Sink Press
Kathryn Gould & Jon Feiber
(for having the faith)

... and to our playtesters.
John Conklin II
Eric Liu

Legal representation:
Bob Getman/Armstrong + Hirsch

Manual Copy Writing:
Carol Anne Hanshaw

Packaging and manual design:
Three & Creative Group

Cadillacs and Dinosaurs ©Mark Schultz.
CADILLAC, CADILLAC SCRIPT, CADILLAC CREST
and "V" EMBLEM, VARIOUS AUTOMOBILE
BODY STYLE DESIGNS, and CADILLACS AND
DINOSAURS are Trademarks of General Motors
Corporation and are used under license.

Rocket Science Games and the Rocket Logo
are Trademarks of Rocket Science Games, Inc.

ROCKET SCIENCE GEAR™

Here's a sample of Rocket Science Gear™. To order our complete Rocket Science Gear Catalog, or any of the items featured here, call 800-98-ROCKET.

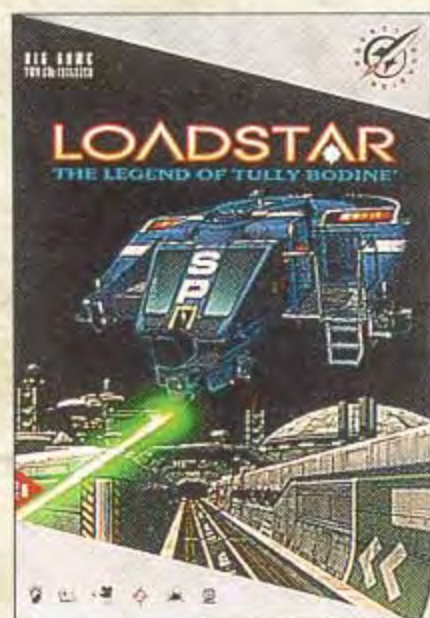
NOT SPONSORED BY SEGA.



CADILLACS & DINOSAURS CAP
Cadillacs & Dinosaurs logo embroidered on front. (Imported)
Order # 01017. \$15.

CADILLACS & DINOSAURS T-SHIRT

Original Mark Schultz illustrations on front and back. Made in U.S.A. Order Numbers: LRG #01006; XL #01007. \$16.



ROCKET SCIENCE™ CAP
Three-color embroidered Rocket Science logo on front. (Imported)
Order # 01014. \$15.

LOADSTAR: THE LEGEND OF TULLY BODINE™ - CD ROM

The first episode in the epic adventures of futuristic trucker Tully Bodine, this interactive science fiction adventure is a cross between a surrealistic space drama and a honky-tonk road trip movie. Conceived by Rocket Scientist Ron Cobb, it stars Ned Beatty and Barry Primus, and features all original full-motion video, original CD music score, stunning effects, and plenty of cynical humor. PC #10010. \$69.99; Sega: #20010 \$59.99.

LIMITED WARRANTY

Rocket Science Games, Inc. warrants to the original consumer purchaser that the Rocket Science compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Rocket Science will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

DO NOT RETURN YOUR ROCKET SCIENCE COMPACT DISC TO YOUR RETAIL SELLER. Please call Rocket Science Customer Support at: 415-508-8461 to receive warranty service in the U.S. or Canada. If the Rocket Science technician is unable to solve the problem by telephone, he or she will provide you with instructions on returning a defective compact disc, postage pre-paid, with proof of date of purchase, to Rocket Science.

Repairs After Warranty Expiration

If your Rocket Science compact disc requires repairs after termination of the 90-day limited warranty period, you may contact Rocket Science Customer Support at the number listed above. If the technician is unable to solve the problem by telephone, he or she will advise you of the estimated costs of repair. If you elect to have the repair done, you will need to return the defective merchandise, postage pre-paid and insured against loss or damage, to Rocket Science Customer Support with an enclosed check or money order payable to Rocket Science Games, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your repair payment will be refunded.

Limitations on Warranty

EXCEPT AS SET FORTH HEREIN, ALL WARRANTIES, INCLUDING IMPLIED WARRANTIES ARE DISCLAIMED. IN NO EVENT SHALL ROCKET SCIENCE GAMES, INC. BE HELD LIABLE FOR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on warranties, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Patents: U.S.#s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396.