

DINO EGGS

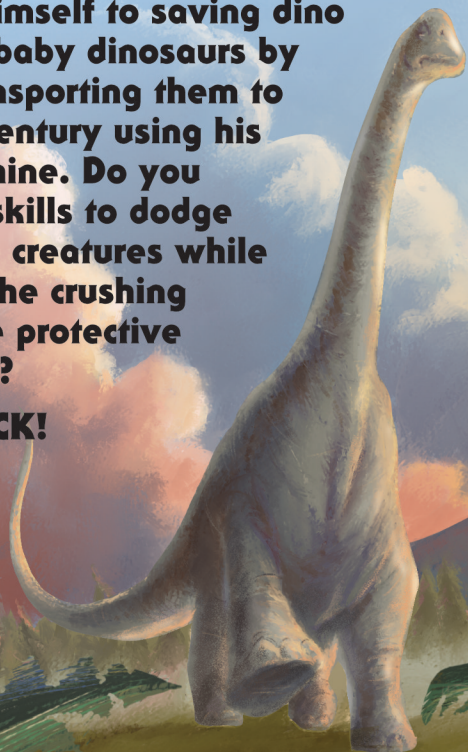


For the Atari 2600

Visiting the prehistoric past via time warp from 2047 AD, Time Master Tim accidentally infects the dinosaurs with common measles, inadvertently condemning them to extinction!

Overcome with remorse, he devotes himself to saving dino eggs and baby dinosaurs by safely transporting them to the 21st century using his Time Machine. Do you have the skills to dodge prehistoric creatures while avoiding the crushing foot of the protective Dino Mom?

GOOD LUCK!



GAMEPLAY

Time Master Tim finds himself on a cliff face intersected with platforms and ladders. Scattered throughout this landscape are dino eggs and boulders.



The game starts when Tim warps into the first level inside his Time Machine, an area in which he is safe and cannot be harmed by anything, except for Dino Mom's foot.

Help Tim to navigate the cliff face, collecting dino eggs and capturing baby dinos, while kicking the boulders to reveal any hidden objects that may aid with his noble objective.



In the distance, you hear the rumble of the approaching Dino Mom, keen to protect her babies. She's afraid of fire so you need to make one quick!

Dropping a piece of wood on another piece starts a blaze. This buys you some time to focus on the task at hand: collecting those dino eggs!



Some eggs are visible, while others could be hidden behind the boulders. Pick up to three at once before heading back to the Time Machine to warp them to safety and collect bonus points.

Roaming the cliffs are a variety of prehistoric creatures, including giant snakes, centipedes and spiders.

If you happen to touch any of these, it will become infected with measles and die, including the baby dinos!

Also, any eggs that Tim is carrying will become infected and lost, causing points to be deducted.

Worse still, Tim will start to get sick and lose energy. To prevent losing a life, a quick trip back to the Time Machine reverses the process and replenishes his energy level.

And if Tim didn't have enough to worry about, some of the eggs will eventually hatch into baby dinosaurs! As the dinosaurs roam the platform, they may fall prey to the descending spiders so protect them at all costs!

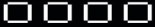
If a spider abducts a baby dino, you can save it by cutting the spider's web (jumping into it) before it reaches the bottom of the screen.

Baby dinos can be captured by jumping over them and surrounding them with a protective time-flux cage. Captured baby dinos will be safely warped into the future the next time Tim uses the Time Machine.

The Status Section at the bottom of the screen displays the following information:


 ↑
 Number of objects carried (eggs or wood).


 Tim's energy level.


 ↑
 Score


 Lives remaining

Amount of time that any currently set fire will burn.

CONTROLS

Dino Eggs is a one player game that uses the Joystick controller.

left difficulty



The game difficulty is set with the left difficulty switch.

Expert mode (A) - Maximum number of pieces of wood per level are:

Levels 1-3	Levels 4-6	Levels 7-9
2	3	4

Novice mode (B) - You can get as many pieces of wood as boulders per level.

To start a new game, press the FIRE button while on the title screen.



To Walk

Move the joystick LEFT or RIGHT to move Tim in that direction. If he moves to the far left or far right, he will 'wrap-around' to the other side of the screen.



Climbing a Ladder

When Tim is above or below a ladder, move the joystick UP or DOWN to climb.



Jumping

Push the joystick LEFT or RIGHT and press the FIRE button to jump in that direction.

Push the joystick UP and press the FIRE button to jump up.



Collecting objects

Push the joystick DOWN and press the FIRE button while standing over an object to pick it up. There are two types of objects that Tim can collect: eggs and wood:

Eggs: Tim must collect these and bring them back to the future. He can carry a maximum of three eggs.

Wood: This is needed to start a fire.

NOTE: Tim cannot carry eggs and wood at the same time.

Push the joystick DOWN and press the FIRE button to drop an object.



Kicking Boulders

To kick a boulder, push the joystick **DOWN** and press the **FIRE** button while Tim is over it. The boulder will fall and crush any creatures in its path and may also reveal useful objects that were hiding behind it!



Starting a Fire

Dropping a piece of wood onto a second piece of wood starts a fire. Be careful not to touch a fire when it is burning! It is only safe to walk over the fire when it is first started or when it is smoldering out. If a fire is extinguishing, collect another piece of wood and jump over the fire to restart it.

To extend a flaming fire, jump over it while carrying wood. The wood will be added to the fire.



Time Warp

When Tim is inside the Time Machine, pushing the joystick **DOWN** and pressing the **FIRE** button activates the Time Warp, transporting carried eggs or captured baby dinos safely into the future, while collecting bonus points. The Time Warp will also move the Time Machine (and Tim) to a random position.

If Tim's uniform changes to **RED** after the first press of the button, this means that he has no eggs in his possession and there are no baby dinos captured.



Abandoning a Level

When Tim's uniform is **RED** (see above), it is possible to abandon a level by pushing the joystick **DOWN** and pressing the **FIRE** button one more time.

If Tim abandons a level and leaves any boulders, dino eggs or baby dinos behind he will lose points, so be careful! You can cancel the current warp by simply moving Tim away from the Time Machine.

ENDING A LEVEL

Once there are no more eggs, boulders or baby dinos left, you have to make a warp to go to the next level and collect bonus points. However, if you need to abandon a level that still has eggs, boulders, or baby dinosaurs, you can also do it by making a warp but remember that you'll lose points before starting the next level (see **SCORING** below).

There are nine levels to complete in Dino Eggs, each one with more dangers to overcome. If you complete level nine, it will repeat continually.

SCORING

Points are awarded, or deducted, as follows:

+2	Each egg carried through the Time Machine.
+6	First baby dino captured and carried to the future!
+8	Second baby dino captured and carried to the future!
+1	Each snake, centipede, or spider crushed with a falling boulder.
+1	For cutting the spider's web.
+10	For successfully completing a level.
+40	For successfully completing level nine.
-1	Each infected egg.
-1	Each abandoned egg.
-3	Collision with a snake, centipede or spider.
-10	Each baby dino burned with fire, taken away by a spider, abandoned, or touched by Tim.

After you have lost your third life, if you have 200 points or more, you will receive an extra life. Otherwise, the game will end.

DEVELOPER INSIGHTS - David H. Schroeder

It has been an honor to have Carlos request my permission and cooperation to adapt my 42-year-old game Dino Eggs for the Atari 2600. Answering Carlos' questions have given me an excuse to revisit my code and design papers, which is always both a mystery and a pleasure. As my memories of wrestling with the oddities of the Apple II 8-bit code are rekindled, I have great empathy for the way Carlos has had to adapt to the even more claustrophobic limitations of the classic Atari 2600 game system.

Having wished to see my games available as Atari cartridges “back in the day,” this new release is something of a dream come true for me as well. Thank you, Carlos!

And now, a few memories...

I was 8 years old when John F. Kennedy was assassinated, and 14 when humans first set foot on the Moon. I grew up in a world with three TV channels and paper mail, before the Internet, before Microsoft Windows, before Apple.

At college, I took the only computer course I would ever take and got a “D,” the worst grade I would ever get. Five years later, I was making my living writing home computer games, and would continue to do so for the next nine years. That was the 1980’s.

I first noticed the computer games at local convenience stores in 1979-80. Lunar Lander, Pac-Man, Battlezone, Missile Command, Defender. No one knew what these experiences were supposed to be, or were going to become. No one really knew anything about what was happening.

In writing my first game *Crisis Mountain* (1982), I felt like I was creating a personal variation on *Donkey Kong*.

Now it was 1983. In designing my second game, I knew I could do better. But what was better?

I wanted an original story to tell.

I wanted more interaction between figures and objects.

I wanted more visual variety from screen to screen.

In the infant home computer game marketplace, the quality bar for games was now much higher than it had been only a year earlier, when I had written *Crisis Mountain*.

Unlike coin-operated arcade machines, computer games at home weren't restricted by the need to grab the player's next quarter. They could linger and roam. Primitive flight and combat simulators appeared. Role-playing adventures began their gradual growth to epic proportions. The seeds of virtual worlds were being sown.

In knew that in my games, I didn't want to shoot anything, or fight anyone.

or even defend myself. I wanted to survive. I wanted to feel that – using my reflexes and wits – I could endure, improve things, even prosper. That notion remains at the heart of all my games through the years.

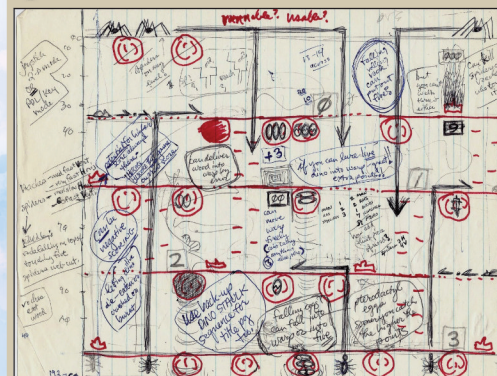
I certainly wasn't the first person intrigued by dinosaurs and time travel, but this was 1982. It was three years before *Back to the Future*, six years before *The Land Before Time*, and eight years before *Jurassic Park*.

Who wouldn't want to rescue the dinosaurs from extinction? Then I added guilt to that equation. You felt duty-bound to rescue as many Dino Eggs and Dino Babies as you could – because you had sealed their doom by inadvertently causing their demise.

Here's where I was so fortunate in designing Dino Eggs: Every pre-historic object and creature I dreamt up started "clicking" into natural interactions with each other - so that everything on the screen could affect (or be affected by) everything else in a kind of rock/paper/scissors way:

Tim can rescue eggs. Boulders can hide eggs. Tim can kick boulders.

Boulders can smash spiders. Spiders can abduct Baby Dinos. Tim can cut Spiders' threads.



Here on paper, I sketched early designs for the Dino Eggs game screen. I was figuring out where things were, and where they might be able to go. Could the bugs come up the screen? Could Tim walk on the top ledge? Were the eggs stacked vertically or horizontally? Could eggs fall?

Eggs can hatch Baby Dinosaurs. Baby Dinosaurs chase Tim, who is carrying eggs. If they touch, everything gets contaminated.

Tim can kick boulders.

Boulders can put out fires.

Fires can scare away Dino Mom. And on and on...

And because I came up with a “tile” system for the game screen, all of these relationships began to play out in columns and rows, giving Dino Eggs the feel of animated chess.

The ideas came in waves. A couple of months into

writing the game, I thought, What if these eggs could hatch? What would Baby Dinos look like?

I had already created the descending spiders. Only then did I think, What if these spiders could pick up the Baby Dinos and carry them off?

Maximizing variety on the screen was my most fundamental challenge.

Crisis Mountain had two hand-drawn background screens. Other variables

make each level of play unique, but there were still only two base backgrounds in that game. I wanted Dino Eggs to have an effectively infinite number of play screens.

I wrote a screen-generation routine that randomly determined where every object on the next Dino Eggs screen would go, but still kept the screen “playable.” It took a lot of work to strike that balance. Many times I left my Apple II computer on overnight, running the screen-generation routine in a test loop creating screen after screen after screen – while I slept – to make sure it didn’t wander into critical bugs or fatal freezes caused by the very wide-ranging random combinations of those 114 screen tiles.

Well, I got it to work, and I’m happy that I did. I still hear from fans of Dino Eggs, and it always makes my day. Thank you, and enjoy!

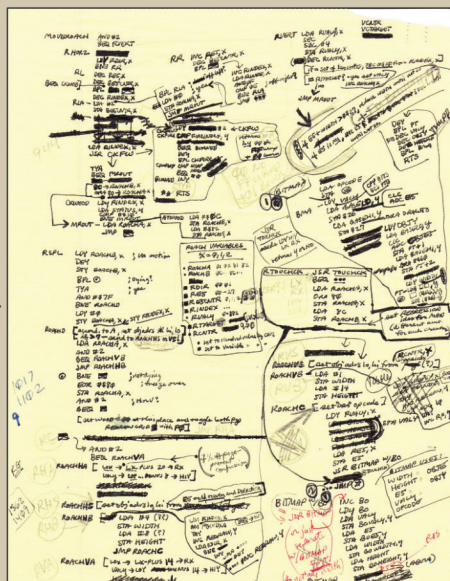
Visit www.dinoeggsrebirth.com or www.davidhschroeder.com. Saving dinosaurs from extinction, one egg at a time, since 1983

DEVELOPER INSIGHTS - Carlos J. Centeno

My first computer was a Commodore 64, and I used it a lot for gaming. One of my favorite games was Dino Eggs, which requires a certain amount of strategy to survive and score high points.

After porting four arcade games to the Atari 2600, my next game I wanted it to be ported from a computer, so I choose Dino Eggs because of the similarities of the graphics and sounds with the Atari 2600.

I wasn't sure if the Atari 2600 had the capacity to handle it, so I started looking for information on the Atari Age forums to see if there was any intention to do this game previously.



The Apple II screen was such a visual keyhole that I still wrote much of the 6502 code on paper just to figure out all of the connections.

To my surprise, for many years, several people discussed the possibilities of making it on the Atari 2600, even that some considered it to be impossible, both due to the size of Dino Mom's foot and the large number of objects on the screen at once. The last post I found was from 2009, when they finally gave up.

I realized that making Dino Eggs for the Atari 2600 would be a great challenge, not only because it would demonstrate the console great capabilities, but because it was a game that a lot of Atari and C64 retro-players were expecting.

So, I started programming the game and when I knew that it could be done, I contacted the original author, Mr. David H. Schroeder, who programmed it on an Apple 2 back in 1983.

I wanted his blessing to port his game to the Atari 2600, and I got more than that because he was kind enough to provide a lot of valuable information about his game and even contributed to create the music for this port. Thanks David!

And here it is, folks, the game we've all been waiting for! I hope you all enjoy playing it and that it inspires you to continue developing and supporting more homebrew games for the Atari 2600!

TIPS AND TRICKS

At the start of the level, immediately kick all boulders to locate at least two pieces of wood to make a fire before Dino Mom appears.

Cash in those eggs early and often, especially before attempting something risky like caging a baby dinosaur.

You can kill snakes and centipedes by dropping boulders on them, but be careful not to drop one on a fire and extinguish it by accident!

After making a fire, leave single eggs lying in safe platform areas and wait for them to hatch into baby dinosaurs that can be caged for extra points.

Choose the location of your fire wisely so it does not become a blockade for a ladder or platform.

If you are very close to the Time Machine, you can touch any creatures in the immediate vicinity to eliminate them and then return to the Time Machine to recharge your energy.

On the later stages, it is sometimes better to abandon a level rather than risk death, especially if Dino Mom is on the rampage!

CREDITS

Programming: Carlos J. Centeno

Game Design: Carlos J. Centeno and David H. Schroeder

Graphics: Carlos J. Centeno and Natham Strum

Music and Sounds: Carlos J. Centeno and David H. Schroeder

Testing: Gisselle M. Centeno, Jurgen Oster (Bomberman94),

James O' Brien (ZeroPage Homebrew), Nathan Withee (McCallister)

Packaging Illustrations: David Exton

Packaging Design: Nathan Strum

© 1983 David H. Schroeder

© 2025 Carlos J. Centeno

Published by: Champ Games

WWW.CHAMP.GAMES

