Instruction Manual

http://www.replacementdocs.com

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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.

VIDEO MODE CONFIGURATION DIALOG

When you launch Nanosaur 2 you will see the Video Mode Configuration Dialog:
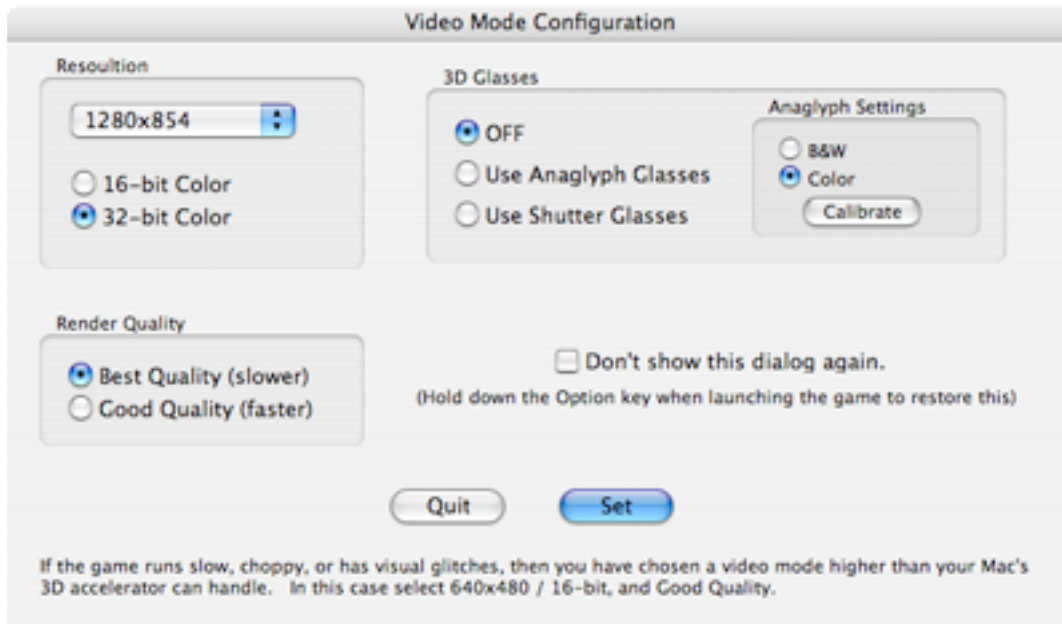
RESOLUTION
This box has a pop-up menu showing you a list of all the available screen resolutions, and radio buttons for the color depth that you prefer. The lower the resolution, the faster the game will run. Certain video cards will not run well above a certain resolution, so if the game runs slow this is the first setting you should change.

This option may be dimmed out if you have less than 64MB of VRAM on your computer.

RENDER QUALITY
This box lets you choose between Best Quality and Good Quality. The game will run faster in Good Quality, but will look better in Best Quality mode.

This option may be dimmed out if you have less than 64MB of VRAM on your computer.

3D GLASSES
Turning 3D Glasses Mode On will enable you to use either "anaglyph" or shutter glasses when playing the game (see next section). For Anaglyph glasses you can select between Color and Black&White modes. Black&White mode will yield a much sharper 3D stereo image, but Color gives the scene more contrast. Click the Calibrate button to fine-tune the anaglyph color balance for your monitor and anaglyph glasses.

DON'T SHOW THIS DIALOG AGAIN
Check this box if you are happy with your video settings and don't want this dialog to appear every time you run the game. **Should you ever want this dialog to reappear simply hold down the Option key when you launch the game**.

USING 3D "ANAGLYPH" GLASSES

When you enable 3D Glasses in the Video Config dialog the entire game will be rendered such that you must use anaglyph glasses to see what's going on. Be sure that the red filter is over the left eye, and the blue/cyan filter is over the right eye.

RED/CYAN

These are the best type of anaglyph glasses to use, and these are what come in the boxed version of Nanosaur 2. Red-Cyan glasses work extremely well with LCD displays. When used with CRT monitors, there will be more ghosting, so you might want to consider using Red/Blue glasses (see below) if you're on a CRT.

Testing Red-Cyan Glasses

Not all Red-Cyan anaglyph glasses are created equal. If you have a **good** pair of Red-Cyan's then the red text below should not be visible in the right eye, and the green text should be very dim in the left eye.

Where to Buy the best Red-Cyan Glasses

The glasses that we've had custom made for the boxed version of Nanosaur 2 have been specifically calibrated for Apple LCD displays, and they work better than any stock glasses that we've found. But buying the boxed version of Nanosaur 2 is not the only way to acquire these glasses. The company that manufactures our custom red-cyan glasses also sells them. For $10 they will mail you 2 pairs of our custom glasses, so to place an order visit them here: http://www.rainbowsymphony.com

RED/BLUE

Red-Blue Anaglyph glasses don't give the same bright colorful images that the Red-Cyan ones do, but they might help reduce the color bleeding on CRT monitors.

SAFETY & TIPS

Please remember not to use the glasses as sunglasses or to use them for anything other than viewing anaglyph images. Limit your use of the glasses to avoid eye strain, and give your eyes time to re-adjust after using them.

It may take some time to get used to viewing images with the glasses, but give your eyes (and brain) a few minutes to adjust.

USING 3D SHUTTER GLASSES

THE GOOD NEWS

Nanosaur II looks absolutely amazing with shutter glasses! It's a similar experience to using the anaglyph glasses, but there's no color distortion and the image is crystal clear! It's like looking through a window into a real 3D environment.

THE BAD NEWS

1.   You need a at least 64MB of VRAM on your computer to use this mode, so some older machines with low-end 3D chips won't be able to do this.

2.   Shutter glasses will only work on CRT monitors with a VGA connector. They WILL NOT work on LCD displays. Additionally, your CRT monitor must be capable of refresh rates of 85hz or more.

3.   You should be careful when using shutter glasses as the rapid flickering can trigger seizures in epileptics.

4.   Good luck finding a pair…

BUYING A PAIR

There was a time when it was easy to buy a good pair of inexpensive shutter glasses, but ever since the demise of the entire Virtual Reality industry in the late 1990's they have been relegated mainly to the bio-medical fields where they are used for things like molecular visualization. A pair of shutter glasses which may have cost $100 back in 1995 now costs $1000. However, if you look around on places like Ebay you can often find people selling their old ones for much, much less. You just have to be sure you're buying both the glasses and the controller / emitter for them.

There are several types of shutter glasses out there, but the only kind that will work with OpenGL on Mac OS X are the "blue-line sync" type. So, before purchasing a pair of shutter glasses, be sure they are the blue-line sync type. Not the interlace sync, software sync, or any other type of sync. Only blue-line sync glasses will work.

The only company still in business that we know of that sells blue-line sync glasses is StereoGraphics, but it'll cost you over $1000.

SETTINGS DIALOG

This dialog can be viewed at almost any time by pressing the F1 key, or you can select Settings from the game's Main Menu.
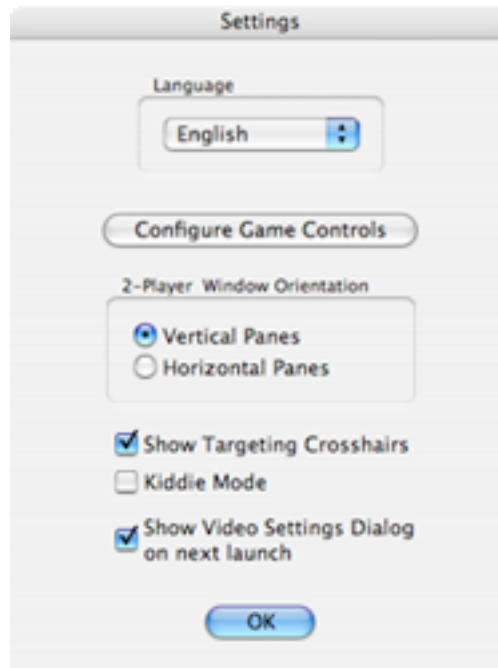
LANGUAGE
This pop-up menu will show you a list of all supported languages in the game. Most dialogs and menu items will appear in the language you select.

CONFIGURE GAME CONTROLS
Click this to Configure the Keyboard and any Input Devices (see below).

2-PLAYER WINDOW ORIENTATION
When playing a 2-player split-screen game, this setting determines how the screen is split: either two vertical panes, or two horizontal panes.

SHOW TARGETING CROSSHAIRS
When enabled, you will see targeting crosshairs for most weapons allowing you to better aim.

KIDDIE MODE
This is a special mode for kids who need a little extra help. Enemies won't attack and it's much harder to get killed in Kiddie Mode.

SHOW VIDEO SETTINGS DIALOG ON NEXT LAUNCH
When enabled, the Video Configuration Dialog will appear the next time you launch the game.

THE GAME CONTROLS

The first time you run Nanosaur 2 the default keyboard controls should be set to the following:

DEFAULT KEY CONTROLS

Arrow Keys	Player Flight Controls
SpaceBar	Fire Weapon
Shift	Jetpack On
Option	Drop Egg
Apple/Command	Change Weapon
TAB	Toggle camera modes
- / =	Raise/Lower the Sound Volume.
M	Toggle Music On/Off
F1	Invoke Options Dialog at any Time
Apple-Q	Quit the Application at any Time.
ESC	Pause Game.
F15	Toggle Screenshot-safe Pause Mode.

IMPORTANT: Nanosaur 2 uses a Mac OS X technology called the HID Manager to do all input. Unfortunately, the HID Manager tends to malfunction, especially on OS 10.2.x, but there are work-arounds for almost every problem. If the game does not recognize your keyboard, try rebooting the computer. Rebooting fixes most of the problems with the HID Manager. If your keyboard still doesn't work then check the "Don't Use HID for Input" checkbox in the configuration dialog (see below).

CONFIGURING INPUT DEVICES

The HID Input Device Configuration dialog is where you configure all joysticks, gamepads, keyboards, etc. for use with the game:
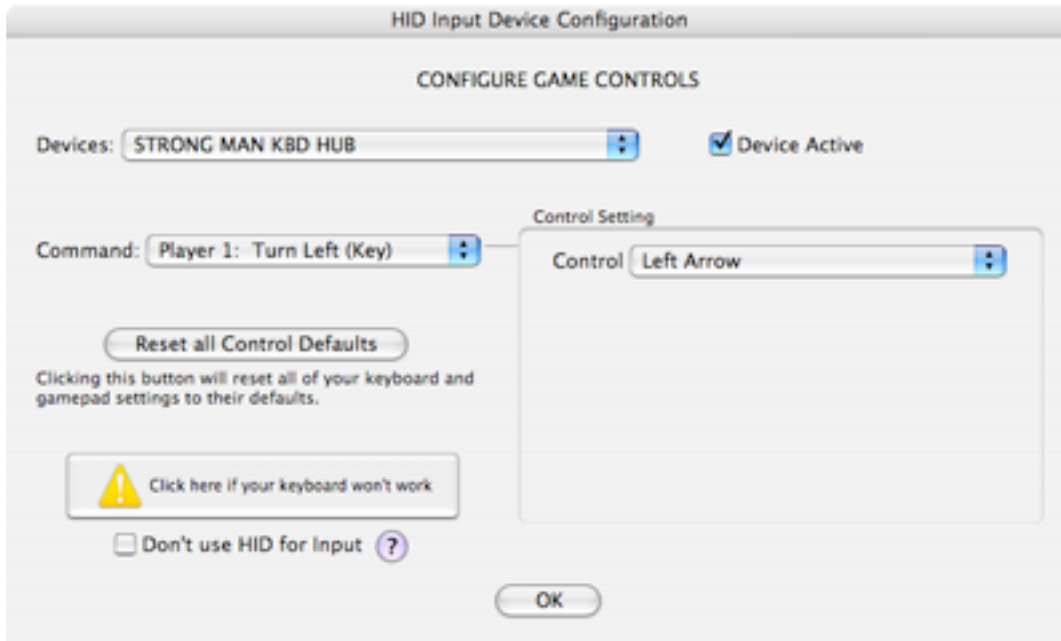
To configure a device:

1. Select the device to configure from the **Devices** pop-up menu at the top of the dialog.

2. Select a Command from the **Command** pop-up menu. This is a list of all of the game's actions which you can configure.

3. The **Control** pop-up menu will display which of the device's buttons is assigned to the command you selected. If no command is assigned to that control then it will display "Not Used". Select which control you want to assign to the command.

4. You can also just press any key or button on the device and it will automatically get selected in the Control pop-up menu. For example, if you have the Keyboard device selected and you press the "A" key, then you will see "A" in the control pop-up menu.

5. Certain controls will require calibration. This is mainly for joystick and thumbstick axes. To set the calibration, move the axis to one side and click the **Set Min** button. Then move it to the other side and press the **Set Max** Button. With the axis in its neutral position click the **Set Center** button.

6. Be sure to check the **Device Active** checkbox to tell the game to use this device for input. You may have any number or combination of input devices active at any time, however, you should disable any devices which you are not planning on using when you play the game.

The game should remember your settings each time you quit and run the game again. However, if a device gets unplugged then the game may forget the settings you had for it. If

you need to plug a new device in, you must quit the game first, plug the device in, and then run the game again.

As was stated above, OS X's HID Manager can be a bit buggy at times, so if an input device fails to show up, or if any Controls don't work properly, just try rebooting your computer.

USING THE MOUSE FOR CONTROL

You can also use the mouse to control the player, however, the mouse is not configurable in the HID Manager dialog.

PLAYING IN ADVENTURE MODE

In Adventure Mode 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.

RETREIVING 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 retreived 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 replaced back in its nest where you first found it.

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.

WEAPONS

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 4 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. When your targeting crosshairs indicate a lock, you can fire a missile and it will track the target until impact. If you fire without a targeting lock, the missile will shoot straight ahead and seek out a target on it's own.

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.

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**

Fuel Powerus
These will give you more jetpack fuel.

Health Powerup
These will give you more health.

Shield Powerup
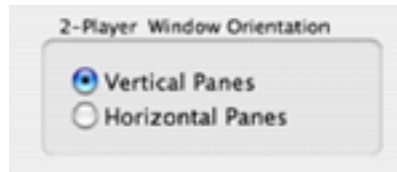These give you more shield power..

Free Life Powerup
This will give you a free life

THE GAMES

There are three different Nano vs. Nano modes in the game. These are 2-player games where both players play on the same computer with a split-screen view. You can split the screen vertically or horizontally in the game's Settings dialog:

Racing
In the racing games the goal is simple: win the race. The first player to complete 3 laps around the course will win. You can shoot the other player to slow him down, and get jetpack fuel to speed yourself up. You have infinite lives.

Battle
To goal on these levels is to survive. Try to destroy the other player, and the one who runs out of lives first is the loser, the other the victor.

Capture the Eggs
This is a traditional capture-the-flag style game where you need to steal the other player's eggs and bring them to your base.   Each base has a wormhole, and this is where you'll deposit the eggs you've stolen. So, to win you just fly over to the other player's base, get this eggs one at a time, and bring them back to your base's.

CONTROLLING THE PLAYERS

Try as you might, both players cannot use a single keyboard. You must either have two keyboards plugged into your Mac or you need to use another input device such as a gamepad or joystick. The best thing to do is for both players to use gamepads. We recommend the MacAlly iShock gamepads.

HUNTING DOWN YOUR OPPONENT

When in 2-player mode you will see green arrows appear on the left and right side of each player's pane (see picture below). These arrows are hints to help you locate your opponent by

indicating which direction you should turn. When there are no arrows displayed then the player should be in front of you.

THE STATUS BAR

A   Health, Shield, Fuel meters

B   Current Weapon

C   Eggs – green indicates egg to be found, otherwise it shows the eggs you've saved.

D   Overhead Map

E   Free Lives

TECHNICAL SUPPORT

Most basic problems can be resolved by visiting our Nanosaur 2 support page at:

www.pangeasoft.net/nano2/support.html

However, if you cannot find the solution to your problem there, then please send email to:

support@pangeasoft.net

CREDITS

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Colorist   **Ben Prenevost**

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