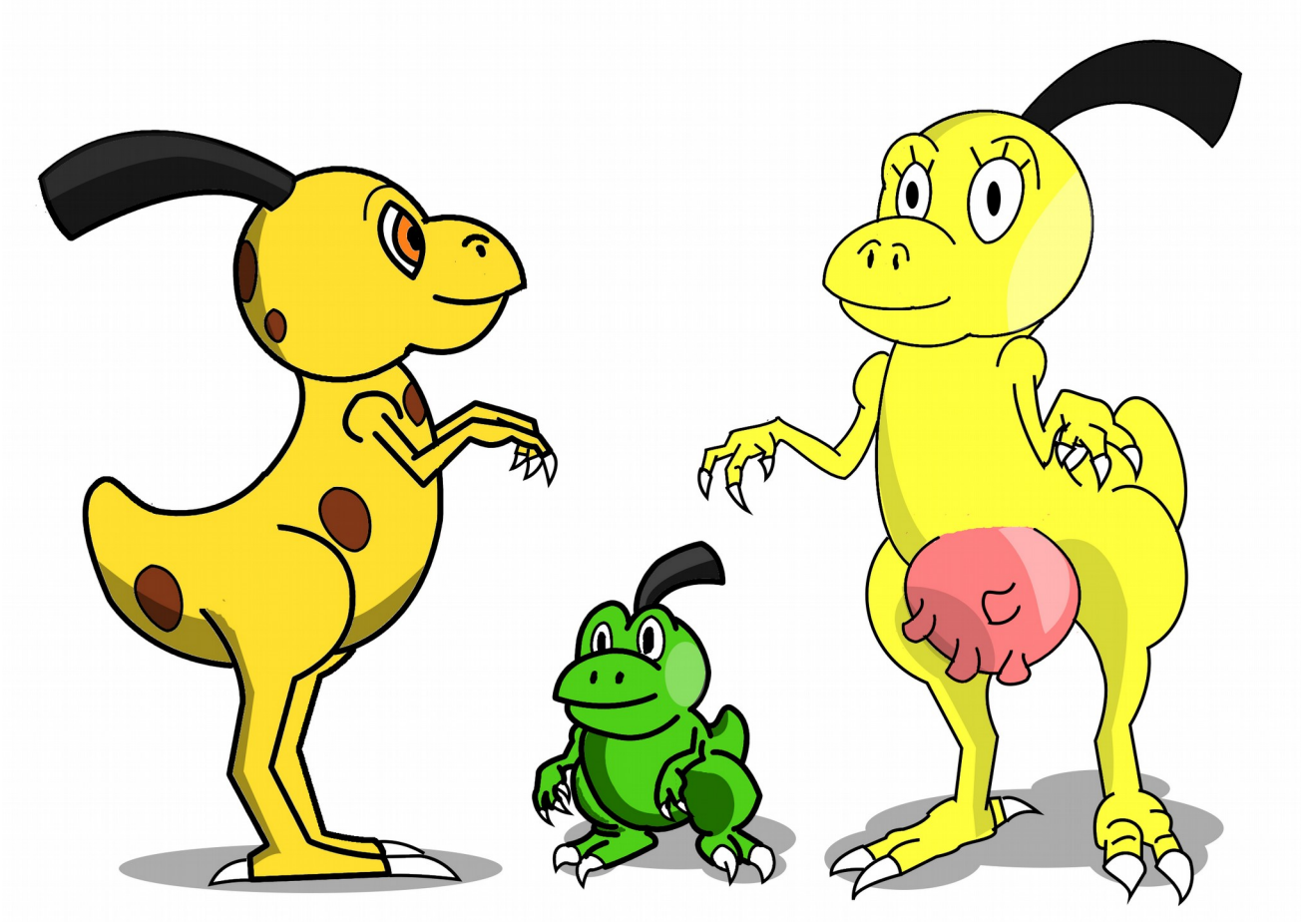


BANANASAUROS



Instruction Manual

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The Story So Far...

A long, long, long, long ,long, long, LONG time ago, Bananasauros and his mate were nursing their first seed. It hatched into a baby green bananasauros, who we'll call Bananasauros Jr., or B.J. for short. One day Bananasauros went foraging for his family. Ordinary leaves wouldn't do; he went for the best leaves growing in the outer reaches of the rainforest.

When he came back with a mouth full of leaves, he found the savannah strangely deserted. Did the bananasauros herd move on without him? It's not in their nature to move out of a place so quickly and bananasauros felt miffed that they left him behind. Bananasauros heard a blood-curdling whinny of a female bananasauros. He knew that voice. He ran to the edge of the savannah, where he saw a brutish, bipedal mammal dragging his mate into the rainforest and disappear in the mass of trees.

Bananasauros persued the hairy creatures, following a trail of leaves and bananas they left behind. Some other large dinosaurs approached bananasauros and asked him if a group of large mammals took his family. When Bananasauros confirmed that was what happened, the dinosaurs told him they knew this because the mammals stole their children too.

They told him that the mammals are a pack of club-wielding beasts that like to eat fruit. Nobody knows where they came from, and nobody had ever seen them until just recently, but dinosaurs have started calling them the *australopithecines*, or pithecines for short. The pithecines took away their children to places that are too small for their parents to fit, and since bananasauros is such a small species, they asked him if he would kindly help find them while he's on his quest.

Bananasauros is resolved to be reunited with his family and save any other dinosaurs the pithecines caught. Now is the time he needs to build up more courage than he ever had in his life. If he doesn't do something, his family and everyone he knows will be on the menu!

But the odds are stacked against him. Can he save his friends from the clutches of

the pithecines? Or will he end up as a meal himself?

Getting Started..

Bananasauros was designed to run through a program called DOSBox, a shell that emulates the DOS environment. If you're running on windows, all you have to do to start playing is run bananasauros.exe by double-clicking on it.

For mac users, you'll have to get a program called Boxer, located here:

<http://boxer.washboardabs.net/>

When running boxer, mount your working directory to the data folder in the bananasauros folder and run BANANA.bat.

For Linux users, you'll have to run bananasauros.exe by using Wine (It's not a drink. It's an emulator of the windows environment.)

Once started, you'll see the opening credits, which you can skip by pressing ENTER, then you'll be brought to the main menu screen.

Navigating the Menu Screen



When starting the game, you will be presented with the screen seen above. Here, you can use the arrow keys to scroll the banana cursor over to the selection of your choice and press ENTER to confirm that menu option.

New Game: Start playing Bananasauros.

Continue Game: Loads a save slots. The available slots are numbered 1-9 and you can continue playing a game you saved by entering the corresponding number key.

Story: Read the story text. Up and Down arrows will scroll through the text, ENTER will return you to the main menu screen.

About VBB: Read a little blurb about the author.

High Scores: This displays the list of high scores in descending order. If you make a score high

enough to get on this list, you'll be asked to enter your name and have it immortalized on this screen.

Bananasauros: Read a little blurb about the game's production.

Previews: See some screenshots of another game by VBB.

Restart Demo: Reloads the menu screen.

CONTROLS

Up and Down arrow keys – Walk north and south on the world map respectively. Also scrolls through the menu screen and text screens.

Left and Right arrow keys – Walk west and east on the world map and left and right in a level.

Enter – Make a menu selection or clear a dialogue box.

Ctrl – Jump

Alt – Jump with the spring beansaur. Hold down the alt key to do a higher jump (requires spring beansaur to perform)

Space – Shoot fire (requires fire seeds)

Function Keys

F1 – Go to the help screen.

F2 – Toggle sound.

F3 – Configure controls.

F4 – Joystick Configuration.

F5 – Save to a save slot (1, 2, 3, 4, 5, 6, 7, 8, or 9). Can only be done in the world map.

Esc – Quit.

Enter – Bring up the status screen.

Other commands

Alt+Enter – Enable/disable fullscreen mode.

Ctrl+f5 – Capture screenshot.

Ctrl+Alt+f5 – Record a demo.

The World Map

When you start the game, you'll see bananasauros on an overhead view of his continent. Use the arrow keys to walk around and press CTRL to enter a level. If you find yourself getting blocked, but it seems like the path should be clear, that probably means there is a level in that spot.



Once you pass the level, you'll see a square in that spot with bananasauros's face on it and you'll be able to pass through to explore more of the world map.



If you're ever unsure of where to go, just keep exploring and pressing the CTRL button to find a level entrance. Try looking everywhere, but it might not be necessary to search everywhere to find where the pithecines took the bananasauros herd.

Levels

When you enter a level, you will be brought to a landscape view of bananasauros's world where you will be able to move him left or right and jump to explore the area.



The exit of each level is a cave opening that bananasauros must find.

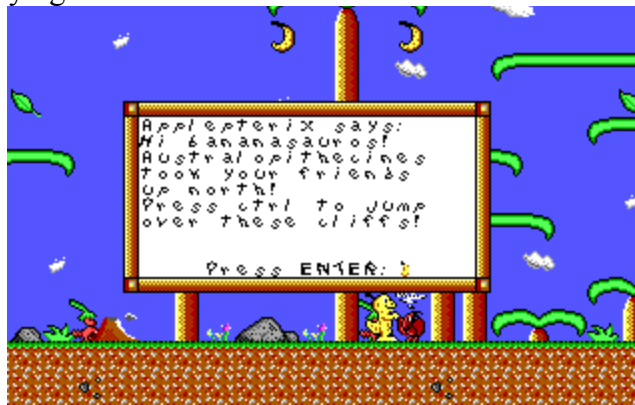


Some parts of a level may be blocked off by doors and will require you to retrieve a certain gemstone that matches the color of the door to open it.



There are also many items Bananasaurus can pick up to boost your score or give you fire seeds. Try exploring as much as you can to find these things.

In some levels you will see animals with speech bubbles over their heads. Touching the speech bubble will make a dialogue box pop up to tell you what that creature has to say. Press ENTER when you're done reading to resume playing.



Bananasaurus's world is filled with jungles, where you can walk along the top of sturdy trees. There are caves, cliffs, streams of water, deserts, and even mysterious desert temples. It's a wide, wide world, but Bananasaurus's family have to be somewhere!

The Status Screen



1. Score: This displays your total current score.
2. Points to Extra Life: When this score is reached, you will get an extra life.
3. Lives: Displays your remaining lives, shown as images of Bananasaurus. If you have zero lives and get hurt, you'll get a game over. At this point, you'll have to load a save position to continue or start over from the beginning.
4. Fire Seeds: Displays how many fire seeds you have left (See the items section). When this reaches zero, you can't shoot any more fire. Use your resources wisely!

5. Spring Beanosaur: This can either be blank, or show a picture of a green snake-like creature. If the Spring Beanosaur is shown, it means he is with you and you can press ALT to do a super jump (see items).
6. Keygems: This shows what keygems you currently have (see items).
7. Rescued Dinosaurs: If you ever find any stray dinosaurs that come with you, they will be shown here. They don't have any effect on anything, except the dinosaurs you have will be shown on the high scores screen if you get a high score.

Saving and Restoring Your Progress

When you're in the world map, you can press f5 to record your progress. A prompt will appear asking you which save slot you want to use, ranging from 1 to 9. Enter the number of your choice to save your game in that slot, or press Escape to cancel. Keep in mind that if a saved game was already recorded in that slot, it will be overwritten and lost forever if you chose to save in that slot again.



If you should ever quit the game and come back later, you can continue playing from where you left off by choosing to Continue Game from the menu screen and choosing the save slot you used. If no data was recorded in the save slot, it won't restore anything. You'll have to pick another slot to restore to move forward or begin a new game to start fresh.

Items



Here are some things you'll find scattered throughout the levels. The majority of them are simple collectibles that boost your score, but some may give you fire seeds or have other effects.



Leaf – 100 points.



Banana – 200 points.



Flower – 500 points.



Diamond Ring – 1,000 points. (and a great gift for his mate!)



Bananasaurus seed – 5,000 points.



Fire seeds – bananasaurus can use these to defend himself against creatures that may want to hurt them. If you have any seeds, press SPACE to fire them!



String Beansaur – an odd little snake. Bananasaurus can coil this guy around his legs to make him bounce higher! Press ALT to put on or take off the spring-beansaur and hold CTRL on the ground for

a higher jump.



Keygems – There are four differently colored keygems you can find throughout the levels. These keygems will unlock walls that have an image of the corresponding keygem etched into it.



Other dinosaurs – There are baby dinosaurs out there that the pithecines have captured that are not of the bananasauros species. What's your reward for saving them? Nothing, really, except that good feeling that comes from helping out a stranger in danger. Oh, and bragging rights.

Bananasauros Jr. - Bananasauros's son. Once B.J. And the rest of the bananasauros's are saved, your goal is complete and you have finished the game.

Wildlife



Baby pepper raptors – These cute little guys seem harmless. They wander about aimlessly and will bump bananasauros about. They can't hurt him, but they may push him into an uncomfortable position. Bananasauros can bonk them on the head to momentarily stun them or shoot a fire seed at them to knock them out of the way.



Hadrocucumbers – Similar to the pepper raptors. They're short, green, walk back and forth and will push bananasauros if he gets in the way. Unlike the pepper raptors, they have super-tough skin so they cannot be stunned or killed.



Applepterix and Pearadactyls – These flying fruits are friendly. Jump on them to give you a lift!



Lemon Pleisos and Lime Pleisos – The Nile's taxi service. They sit around in the lake, not bothering

anybody, while bananasauros can take advantage of their huge bodies to use as a bridge to get across the river.



Flesh Eating Killer Tomatodons – Beware. These voracious beasts are not friendly fruits. They will chase after bananasauros and touching one will be the end of him. Fend them off with fire seeds.



Velocinero – The mothers of the pepper raptors. They are very protective of their children, cannot be killed, and they breathe fire!

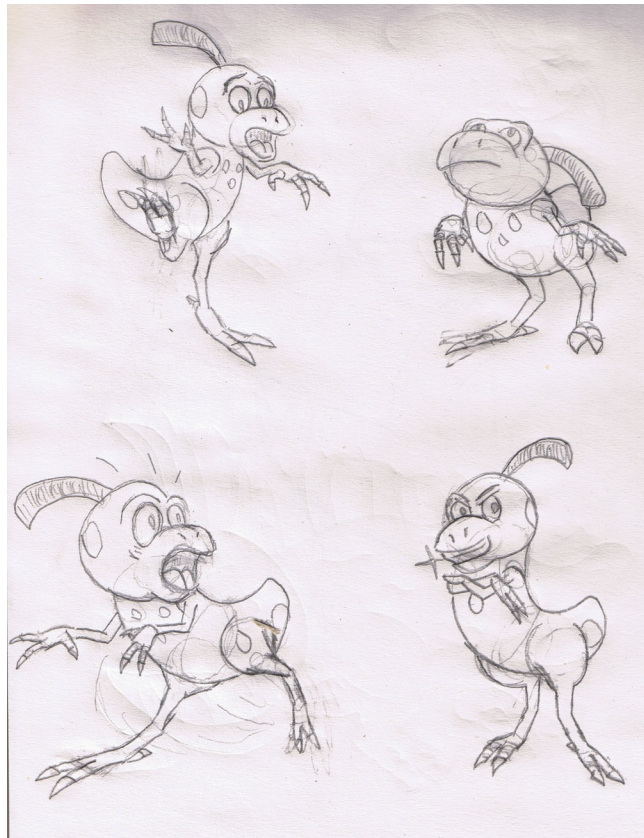


Australopithecines – These bipedal club-wielding mammals took bananasauros's friends and family and want to have them for dinner. Being more intelligent than they look, they can jump around and act quite unpredictably. It takes more than one shot to kill them, and they like hunting in groups, so be careful!

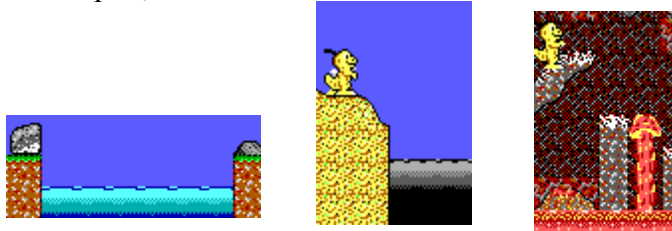


Sun Wukong The Monkey King – The leader of the australopithecines. He sits in his cavernous lair, preparing the feast for his people. He is the most cunning, ruthless pithecine of them all and cannot be harmed by fire seeds. How will bananasauros ever get past him to rescue his family?

Hazards



Water, tar, and lava – With his strong legs, bananasauros can navigate the land with ease. Unfortunately, his arms are weak, and he cannot swim. He's also quite heavy, and will sink like a rock. So if bananasauros falls into a stream, he's doomed. You should also be wary to avoid boiling tar pits and pools of lava. If it's a liquid, bananasauros can't touch it and live.



However, bananasauros can walk along the top of water and tar geysers. Be wary that it's a little slippery and for the tar geysers, you can only touch the top. It should go without saying that lava geysers are completely deadly.



Bananasauros will slip along slick puddles of tar in the sand. Some tar pools will spout out blobs of tar that won't directly kill bananasauros, but will leave him immobilized in the goop and push him back a bit. This could end up leaving him a sitting duck or pushing him into something that will hurt him, or it could push him to areas he can't get to by any other means.



Spears – Many caves will feature deadly spears on the ceilings that the australopithecines crafted and put into place. They are quite lethal, so be careful when jumping near them.



Cupid Fruit Traps – These little flower butts have rather toothy blossoms that will eat anything foolish enough to get too close. The ones that are closed up in their grassy bulbs are harmless.



Beehives – These annoying insects have been stinging anybody who disturbs them ever since the stone age. Don't ever touch their hives. It means an instant loss of a life.



CREDITS

Story and writing: *Bill Waterman*

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Level Design: *Bill Waterman.*

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Special thanks to the Public Commander Keen Forum and the Keen Modding forum for all of your support and advice.