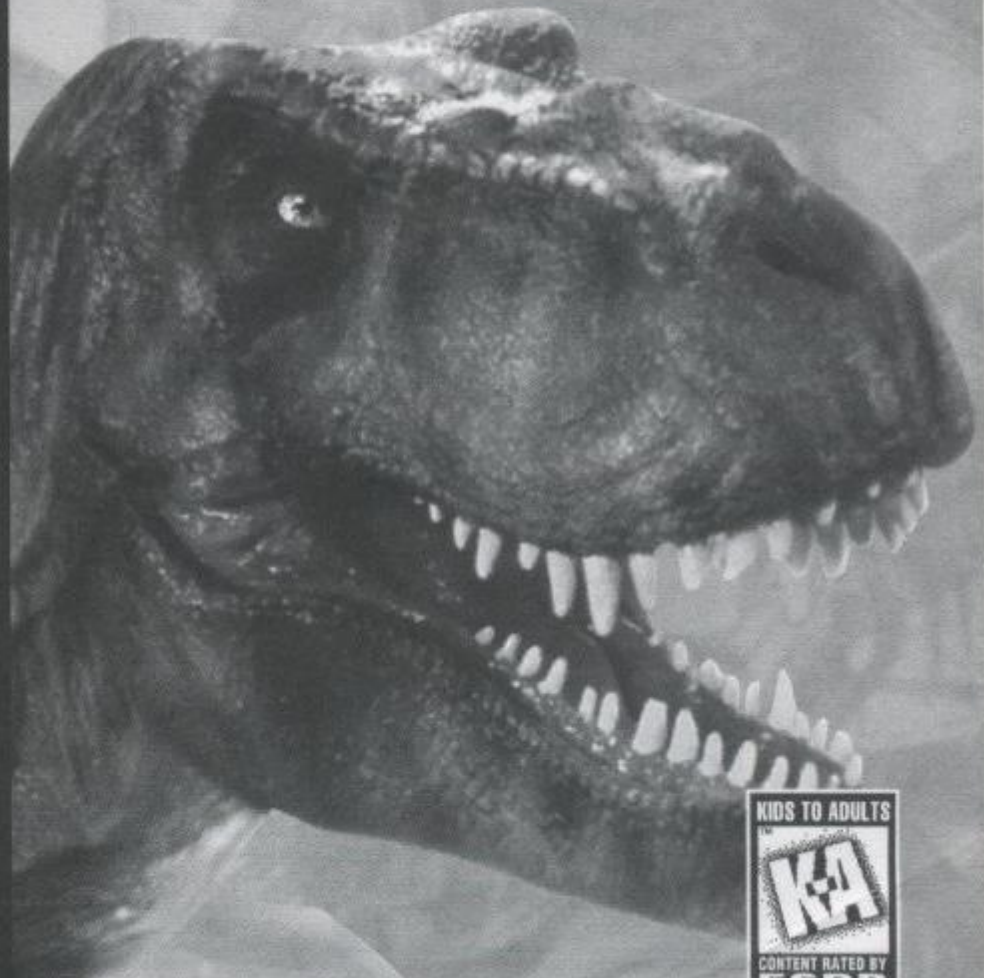
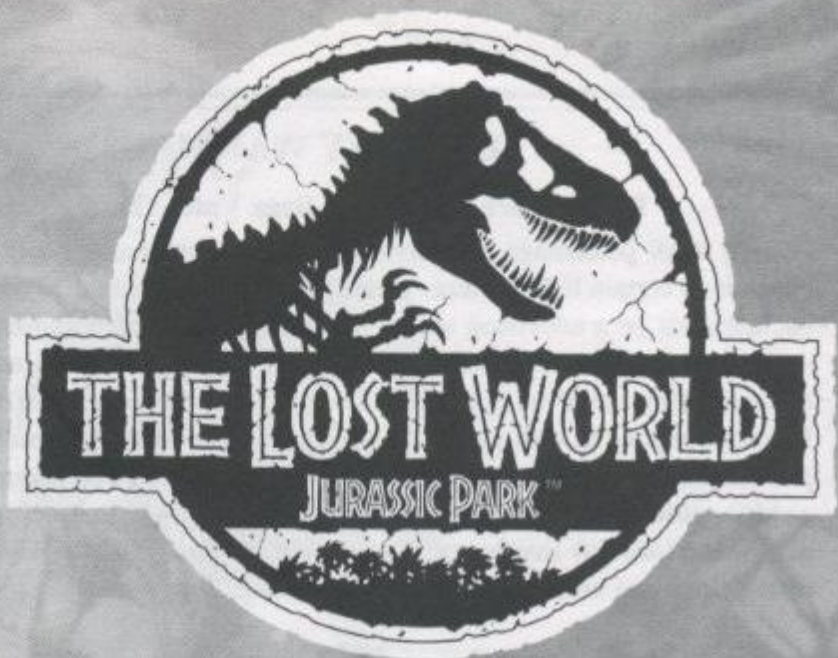


SEGA®

GAME GEAR™

INSTRUCTION MANUAL



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## EPILEPSY WARNING

### Read Before Using Your Sega Video Game System

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 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.**

### HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**For More Information, Visit Sega's Internet Sites at:**

**web site: <http://www.sega.com>**

**email: [webmaster@sega.com](mailto:webmaster@sega.com)**

**Compuserve: GO SEGA**

**1-900-200-SEGA**



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from the masters. Call Now.**

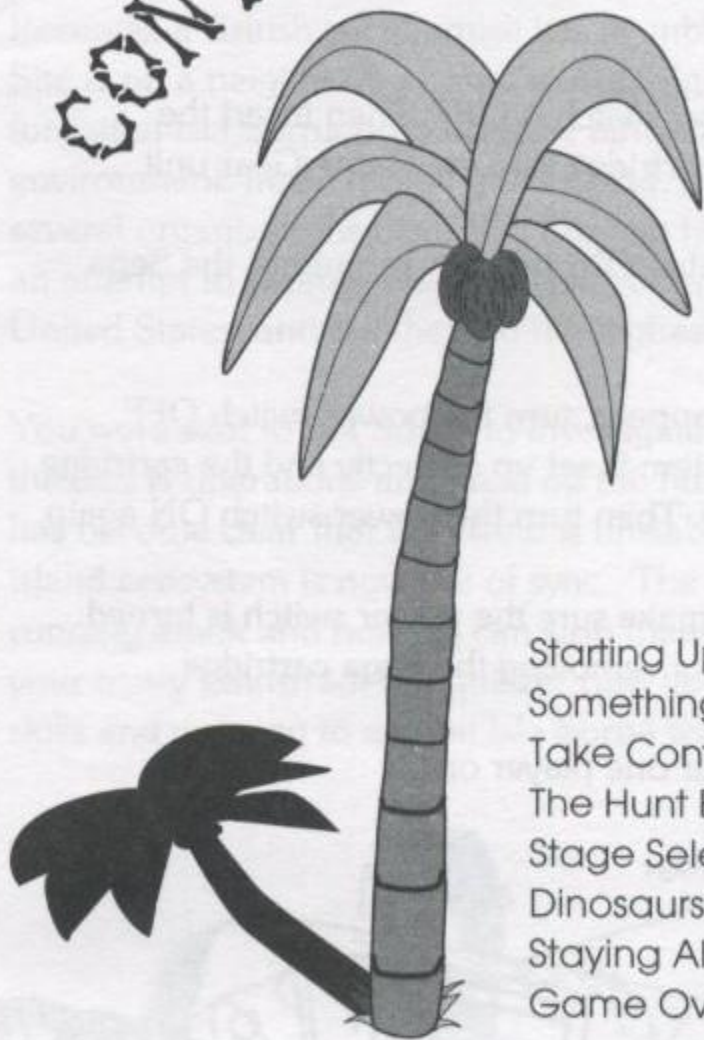
U.S.: 1-900-200-SEGA \$0.95/min (recorded), \$1.50/min  
(live) Must be 18 or have parental permission.

TTD phone required. Sega of America

Canada: 1-900-451-5252 US \$1.50/min (recorded/live)



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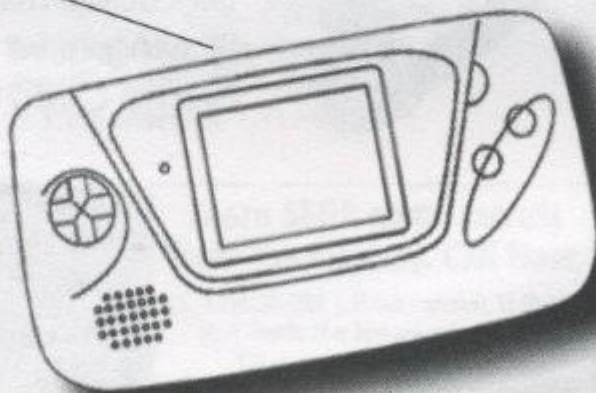
# STARTING UP

1. Set up your Sega Game Gear system as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *The Lost World*<sup>TM</sup> cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is inserted properly. Then turn the power switch ON again.

**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** This game is for one player only.

Insert Sega Cartridge





# SOMETHING HAS SURVIVED

Six years have passed since the destruction of Jurassic Park. Recently, a British yacht cruise has stumbled upon the secret Site B on a neighboring island to the original Isla Nublar. The forgotten Isla Sorna possesses the dinosaurs in their natural environment, freely roaming the island. Since the discovery, several organizations have sent hunting teams to this island in an attempt to capture the dinosaurs, bring them back to the United States, and sell them to the highest bidder.

You were sent to Isla Sorna to investigate the current state of the Site B operations and head off the hunters. However, it has become clear that the island is unstable and the delicate island ecosystem is now out of sync. The dinosaurs are now running amok and nothing can stop them! Armed only with your trusty Lindstradt tranquilizer rifle, you must use all your skills and cunning to escape Isla Sorna with your life...







# TAKE CONTROL!

Directional Pad  
(D-Pad)



Start Button

Button 2

Button 1

## D-Pad

- Guides your character around through the game screen
- Highlights choices on selection screens

## Start Button

- Starts game
- Pauses and resumes game play

## Button 1

- Makes character fire weapon; hold D-Pad up left or up right to fire diagonally
- Makes character slide in the Triceratops Area; hold the D-Pad right in order to slide

## Button 2

- Makes character jump

# THE HUNT BEGINS



After you switch on your Game Gear, the Sega logo appears. A brief intro sequence then follows. Press Start anytime to access the *The Lost World* title screen. Press Start again to begin your hunt.

## STAGE SELECT

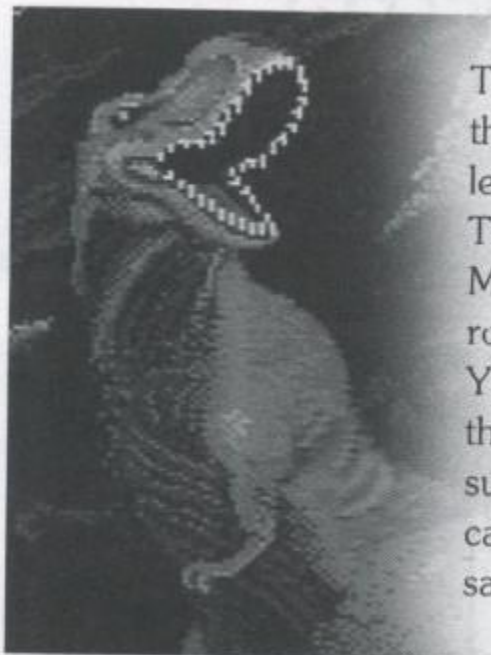
The jeep's outside the tent warming up. You've collected your equipment, and are now collecting your wits. The time has come to head out and begin the trek that will bring you up close and personal with a slew of dinosaurs bent on your demise. There are several trails on the island, and you've got to choose where you'll start. Press the D-Pad UP, DOWN, LEFT or RIGHT to drive your jeep to the trail head of your choice. Press Start to leap out and into action!



At the beginning of each stage, you are shown a few items that you have in your arsenal. Look for protective vests sprinkled along the way (see page 9 for descriptions).



## DINOSAURS ON THE LOOSE



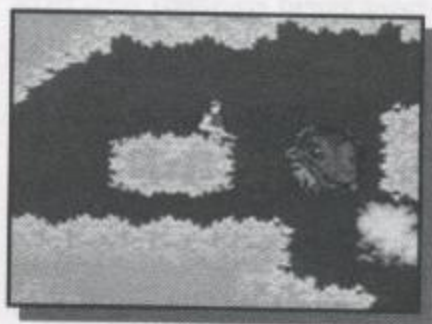
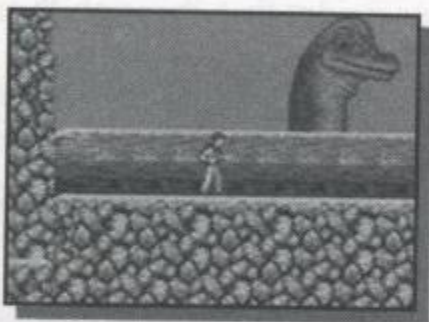
There are a trio of trails accessible at the start of the game. The top trail leads to the Brachiosaurus Area. The central path takes you to the Mamenchisaurus Area. The low road ends up at the Baryonyx Area. You may start off on any of these three trails, but they all must be successfully completed before you can delve further into the inner sanctum of the isle.





### **Brachiosaurus Area:**

Head up to the north side of the island and the rocky precipices where the massive Brachiosaurus looms. Make your way past the occasional Raptor. They try to hamper your progress to the old observation tower where the Carnotaurus awaits.

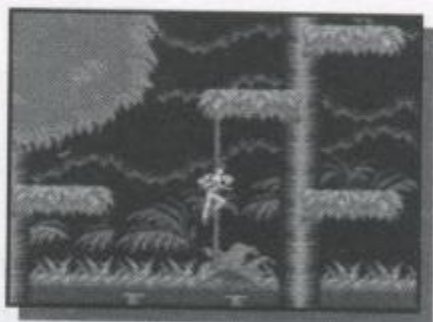


### **Mamenchisaurus Area:**

Straight out into the middle of the isle is the rainforest where you face the Mamenchisaurus. You have to climb trees and ride dinosaurs to get to the end of the trail.

### **Baryonyx Area:**

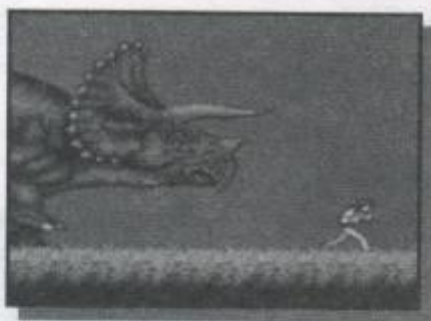
Down south lies a jungle reserve. It's here where you must seek out the Baryonyx. Resorting to your primal instincts, you climb the trees on vines. Jump onto the vines and press the D-Pad up to climb up the vine.





### **Triceratops Area:**

After navigating through these areas and snuffing out the rogue dinosaurs, you have to race for your life against an angry Triceratops. Climb rock piles and slide under unsuspecting beasts along the way to reach your goal.



Think your trek is over? Think again, Doc. There's more in store for you.



### **Velociraptor Area:**

Here you assume the identity of a lone Raptor. You must navigate your way through the jungle. Can you get through?

### **Isla Sorna Area:**

Deep in the bowels of the research lab, you come face to face with an infestation of Raptors. Collapsing floors and dark passageways make your run even tougher.





## GAME OVER-CONTINUE

Your character begins each stage with five chances to get through. The number of chances remaining is indicated by his vest color; green = 5 chances, blue = 4 chances, red = 3 chances, yellow = 2 chances, and white = 1 chance.

There are extra vests you can find along the way to help boost your chances, should the need arise. The Body Armor vest is green and will restore your vest to the green color and your number of chances to 5. The Hyper Body Armvor vest is red and will restore your vest to red and your number of chances to 3.



The extra vests will only increase your survival chances, not decrease them. For example, if your current vest is green and you find a red vest, your vest will stay green and your survival chances will remain the same.





# GAME OVER--CONTINUE

When your character falls victim to the perils of the island, the Game Over screen appears. Press Start to continue the game from the stage at which you left off. If you decide not to continue, the demo sequence begins and you must start from the beginning.





# CREDITS

Producer: Steve Hutchins

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Testers: Aaron Hommes, Tony Lynch, Marcus Montgomery,  
Tim Spengler and Paulita Villatuya

Special Thanks to: Shuji Utsumi, Bernie Stolar, Geraldine  
Dessimoz, Eileen Sacman, and the Seedy Crew

Manual: Richard Walker



# SCORES

Player	Date	Level Reached



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## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge 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, Sega will repair or replace the defective Cartridge or component part, 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.

To receive United States warranty service, call the Sega Consumer Service Department at  
**1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at  
**1-800-872-7342.**

**DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER.** Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs after Expiration of Warranty**

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### **Limitations on Warranty**

**Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, 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.**

For French instructions, please call:  
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