

DINO-RIDERS

1989 PRESENTATION

D/R BIBLE

Major Continuing Characters

The Dino-Riders™

"Dino-Riders" is the name taken by a group of aliens who have settled on the planet Earth in the year 65 million B.C. Originally known as Valorians, the Dino-Riders are refugees from the devastated world of Valoria and have come to Earth seeking safe haven.

The Valorians (as we shall call them until they arrive on Earth) are a highly advanced race; tall, lithe and refined in appearance. Their faces are marked by a penetrating intelligence, but they are not only intellectually brilliant...they have mastered the technique of mental telepathy as well. To them this ability has a spiritual significance, as it helped create total harmony within their culture and brought them peace throughout their long history.

Unfortunately, eons of peace left the Valorians ill-prepared for war. When the Rulons attacked with a massive surprise invasion their people were quickly overwhelmed. By the time the scientific geniuses of Valoria could invent and produce weaponry capable of combating the Rulons it was too late to make any difference. The only hope was for the few survivors to escape to another world beyond the reach of the Rulons, where they could start their civilization anew. Their dream is to once again live in peace, but this time they will be prepared for war. Though by nature the Valorians were a peaceful lot, those that managed to survive were a very tough, highly motivated bunch with battle-honed fighting skills. Picture Israeli commandos; they may hold doctoral degrees and honor the High Holy Days but they still know their way around an Uzi submachine gun.

Just as the Pilgrims seeking sanctuary in the New World were saved by their relationship with the Native Americans they found here, so the Valorians have found an indigenous population on the Earth without whom they would have been isolated and powerless...in this case, the myriad varieties of Dinosaur species. Using "The Path", they are able to establish a relationship of genuine communication and cooperation with the dinosaurs. It is indicative of the commitment of this relationship that they have chosen to drop the name "Valorians" for that of "Dino-Riders". They have truly joined forces with these remarkable beings.

The community of Dino-Riders numbers perhaps two hundred, of whom some shall be introduced as individuals from time to time as story concepts mandate. For purposes of clarity and character, involvement, though, our focus will be on seven in particular.

Questar

Questar is the leader of the Dino-Riders. He is larger and more powerful than others of his race, but his authority does not stem from his size; rather, it is that of the 'philosopher-king'. Questar is the scientific genius of the group, and his manner is that of the scientist: calm, controlled and collected. His mind is capable of computer-like assimilation and analysis of great masses of data. In combat Questar's analytical mind lends itself to developing clever and complex strategies. His controlled manner translates into courage by J.F.K.'s definition, i.e., "grace under pressure", though he's not a foolhardy sort.

Though warm and friendly by disposition, Questar may occasionally seem serious and careworn, for the responsibility and paternal concern he feels for his fellow Dino-Riders weighs heavily upon him. Questar is occasionally guilty of taking too great a burden upon his own shoulders in his desire to spare others worry. He feels, correctly, that he is the Dino-Rider best able to confront the difficulties his people face, but has to be reminded occasionally that the others are only too willing to share the burden.

He is indomitable in his determination to prevail over the Rulons and free the Earth and its Dinosaur population from their reign of terror. He wants nothing more than that his people and their new-found friends can live in a world of peace and harmony.

Mind-Zei

Mind-Zei (pronounced "mind's eye") is the eldest of the Dino-Riders we know well. He has been blind from birth, but possesses a more valuable vision—a second sight which enables him to foretell events. This is not a foolproof ability that can be activated at will; sometimes the insights are little more than vague forebodings. Even without absolute oracular precision, Mind-Zei's wisdom, honed by age and experience, makes his advice worth heeding. Mind-Zei is sage and counselor to Questar, who places great weight in his words. More than a few times the visions and intuitions of Mind-Zei have enabled Questar to plot effective strategy and avoid traps set by the Rulons.

Mind-Zei's blindness is not as big a handicap as it might seem. Using his intuition he gets around quite well, and with his telepathy he is even able to receive visual information from nearby Dino-Riders. Obviously, at night or in other low-light situations (cavern, duststorm), he would even have the advantage over anyone else.

Mind-Zei is the spiritual leader of the Dino-Riders. He is the high priest of "The Path", and enunciates the moral vision of the Dino-Riders. When words of wisdom are called for, Mind-Zei can be counted on to supply them.

Gunnur

Gunnur is the Dino-Riders' military leader, the four-star general under the Commander-in-Chief, Questar. Gunnur is a tough, grizzled veteran of combat on Valoria, where he led the valiant but outnumbered resistance. Gunnur cares deeply for the men under his command, and witnessing the massacre of his ill-prepared troops on Valoria tore something out of his soul. Now he masks his concern under a gruff, cynical exterior, but you know he'd do anything not to lose another one of his troops. You can't help thinking that his iron discipline is the only thing that's held him together in all the tragedy he's witnessed. He's the type that Lee Marvin used to play in movies like "The Professionals" and "The Dirty Dozen".

Gunnur is a front-line general who always leads the Dino-Riders into battle and wouldn't dream of asking a subordinate to do anything he wouldn't do himself. Questar confers with him in all matters military. He finds in him a kindred spirit, with a shared resolution and seriousness of purpose.

Serena

Serena is the young granddaughter of Mind-Zei. Her parents were killed in the war of Valoria. She's mature for her age, capable and competent, a no-nonsense woman able to pull her own weight. A regular woman of the 80's in 65,000,000 B.C.

Like Ripley (Sigourney Weaver) in "Aliens", though, she has a soft, nurturing side and tends to be the most sensitive and sympathetic in this generally sensitive and sympathetic bunch. Like her grandfather, she has an additional aspect of her mental powers. In her case it's a healing touch. By laying her hands on an injured party, be it man or animal, and focusing her psychic energy she can bring instant healing. The dinosaurs she has treated are particularly devoted to Serena—it's the old story of Androcles and the lion.

The process can be draining of her own life-force if done to excess. For example, there's no way Serena could manage all the wounded in full-scale warfare. When this occurs, and some of the wounded slip by her, she feels enormous guilt and frustration. The burden could possibly be such that it could cause her power to wane till her confidence were restored. Whether such a thing might occur depends, obviously, on whether it would provide a useful contrivance in the context of an adventure. Normally, Serena provides the useful function of returning the wounded to action without splints and bandages.

Yungstar

Yungstar is the young hot dogging hot-rodder of the Dino-Riders, who takes his cue from the biker's motto of a few eons hence: "Ride to live, live to ride". Whether or not there's a particular mission to perform, you can always find Yungstar on the back of a dinosaur, usually the fastest Deinonychus or Pteranodon he can slap a saddle on. Yungstar is a natural for patrol, recon and sentry duties—as long as he's tooling around on top of a mega-horsepower dinosaur he couldn't be happier.

Yungstar is a laid-back and easy-going type, but he's also the most impetuous and hot-headed of the Dino-Riders. He's an idealistic romantic who feels he has to right every wrong, usually without the careful deliberation with which his elders would approach the same problem. Like a crusading college student, he has little patience for long-range considerations or "the big picture" ...he wants everything solved *now!* He gets mad and brashly charges into situations without first considering the risks—then finds himself surrounded by Rulons, alone and outnumbered. The same impulsive daring and bravado that gets him into trouble as often as not carries him through unscathed, though, fortunately. The British S.A.S. has an expression for it: "He who dares, wins."

Yungstar is the free-spirit of the Dino-Riders. He can't be counted on to fulfill a routine chore—not because he's insubordinate or irresponsible, exactly, but rather because it's in his nature to always seek and find a dragon to slay. He sort of 'forgets' what it was he was assigned to do as soon as something more promising presents itself. The best Hollywood casting of him would be Kevin Costner, who played Jake, the blithe, free-wheeling gunslinger in "Silverado". He could cause the others a few grey hairs, if their hair weren't already grey to begin with.

Yungstar's gung-ho manner may occasionally get the Dino-Riders into trouble, but his courage and combativeness have also gotten them out of many a tough scrape! Yungstar has got a wild sense of humor which usually expresses itself in wisecracks and practical jokes.

Turret

Turret is the armorer and quartermaster of the Dino-Riders, constantly developing new weaponry as well as seeing to it that everything's always in working order. Turret's telepathy seems to extend to mechanical devices—he has an uncanny ability to get right to the troublespot in a malfunctioning piece of equipment. Turret is responsible for manufacturing the Dino-Riders' weapon systems. Questar may work out the basic technology, but Turret always adds a few wrinkles of his own.

Turret is a cheerful, responsible sort, eager to please and ardently respectful of Questar and Gunnur. He finds his greatest enjoyment in outdoing himself to win their approval, coming in under budget and ahead of schedule on every assignment. He has a modest nature but takes an understandable pride in his accomplishments. He can't resist pointing out to anyone who'll listen the extra ingenious features he's incorporated into his weapons, sometimes to the point that courtesy alone maintains their attention. Turret just can't believe that the ins and outs of technology aren't as fascinating to everyone else as they are to him!

Turret is a contrasting type to Yungstar. They're both young and in some senses immature, but Turret manifests his immaturity differently. After pulling off a feat of derring-do, Yungstar is the sort that would blow it off with a casual " 'tweren't nuthin' ". Turret is more earnest, a boy scout type...he expects a merit badge when he does a good deed. He'll hang around waiting for a pat on the head from Questar or Gunnur. Naturally, they genially indulge him; but if their minds are on other things and they forget to offer praise, he's not too shy to solicit it. As far as Turret's relationship to Yungstar, he often finds himself playing "Q" to Yungstar's James Bond, fretting over equipment damaged in the fray.

Turret is a gadget-freak and gun-nut, and really knows how to get the most out of his equipment in battle. He's a qualified laser sharpshooter, the one you'd count on to take out a Brain Box with a single shot at long range.

Llahd

Llahd is a young adolescent, the equivalent of a twelve-year old in our chronological development. He's gutsy and quick and resourceful, generally able to hold his own, but still not fully developed as an individual and a Dino-Rider. Though always eager and well-intentioned, he makes mistakes. It might be said that he's ready and willing but not quite able. His eagerness to prove himself gets him into trouble sometimes, as he tackles challenges best left to the others. Within the limits of his abilities, though, he's a splendid addition to the Dino-Rider team. His usual task is flying recon on a Pterodactyl.

Llahd is a mixture of Wally and the Beaver. Still trying to put together an identity for himself, he hangs around the older Dino-Riders in hopes of picking up pointers, thus supplying a foil to their personalities. Mind-Zei provides sage advice; Serena, maternal comfort; Yungstar thrilling tales of escapades and close-escapes; Turret, technical tips. He is learning and developing with each adventure and provides a recipient for the moral of the story, if any.

The Rulons

The Rulons are not a single race, like the Dino-Riders, but rather an alliance of warlike species whose modest goal is total domination of the entire known universe. To this end they have joined forces, though the alliance is always an uneasy one, made up as it is of members by nature aggressive, treacherous, and power-hungry. They are kept in line only by the overwhelming dominance of Krulos. To date this alliance has proven terrifyingly successful in its ambitions, creating an empire that spans galaxies.

The key to the Rulon's power is the technological horror of the Brain Box, which deserves a place in the museum of malevolence beside the rack, the guillotine, and the zyklon-b gas chamber. On planet after planet, captive peoples have been bound to the service of the conquering Rulons with this device. With a Brain Box in place, any living being can be transformed into a mindless automaton with no will beyond that of its Rulon masters. It will work itself to death should the Rulons so desire. It is the master key to total power that despots have sought throughout history. They may have come close with their ideologies, secret police and concentration camps, but none of these expedients can compare with the unspeakably awful effectiveness of the Brain Box. The Valorians (Dino-Riders), with their highly-evolved minds, were the first to prove resistant to the power of the Brain Box. Incensed at this challenge to their power, the Rulons decided to devastate Valoria, to conquer it by reducing it to rubble and corpses.

The Rulons have no higher value beyond the will to power. They live only to dominate, to suppress the freedom of others. While this motivation may be as hard to comprehend in the Rulons as it is with those similarly inclined among us, it can be seen to emanate from an emptiness within. The Rulons lust for power because they know no other sentiment. They destroy because they cannot create. They have because they cannot love. They fear because they cannot trust. Within their own group there is no relationship other than that of subordinate to master. Their group dynamics are a microcosm of the order they would impose upon the universe. Orwell had a line in *1984*: "If you want to see the future, picture a boot slamming into a face, forever." This is the dream the Rulons hope to bring into being. Everything was going according to plan until the top echelon of the Rulon leadership found itself trapped in a backwater of time and space with the Dino-Riders (see backstory).

There are three featured species of Rulon, and then there is Krulos, who is the only one of his kind in the group.

Krulos

Krulos is a frog-like creature, an amphibian. He requires his skin to be kept moist at all times and for this reason wears a protective suit and helmet. His suit is protective in other ways as well; woven from a carbonfibre material, it deflects laser rays.

Unlike his lackeys, Krulos has no army of his own species to back him up, and yet he maintains total control over the Rulons. He does this partly through his physical dominance, but chiefly through his Machiavellian mastery of the ways and means of power. Whether his underlings are currying his favor or secretly plotting his overthrow, Krulos is always two jumps ahead of them. He seems to enjoy toying with them. He skillfully sets them against each other in ways too subtle for them to comprehend. His fellow Rulons hold him in awe for his uncanny ability to anticipate and manipulate events to his own advantage. He always seems to know more than he lets on. His machinations are unfathomable, his cunning insidious, his fury terrible and his lust for conquest insatiable. Krulos is Attila the Hun, Joseph Stalin and Darth Vader rolled into one.

Though Krulos is continually outsmarted by the Dino-Riders, he himself will never be made to appear ridiculous, though his subordinates may be. There should always be an aura of dreadful grandeur around his person. Still, in defeat we see the vindictive pettiness of the tyrant. Unable to avenge himself on the enemy in the field, he vents his volcanic ire on his minions.

The possibility of drying out is the one thing that can cause Krulos to panic. It is his Achilles' heel.

Antor and the Antmen

The most numerous group in the Rulons is the Antmen. They are the basic 'grunt' of this military force, the cannon-fodder. They are dull and plodding, willing to follow orders but incapable of exercising individual initiative in combat. They can be brutally effective against a numerically inferior force but are employed rather carelessly in battle, most often in human-wave type assaults. Their commanding officers berate and threaten them, frequently striking shirkers. Like the Russian army in World War II, they are encouraged to be more frightened of retreat than advance, of what lies behind rather than what lies ahead.

Antor is the leader of the Antmen. Though in Krulos's inner circle, Antor is tolerated mainly for the sizable force he brings to the coalition. Not terribly bright, he is the butt of jokes made by the others. He's eager to please Krulos, though, and makes up for his marginal intelligence with a dogged devotion.

Sharkurrs and the Viper Legion

The Sharkurrs and the Viper Legion are fewer in number than the Antmen, but being intelligent and disciplined represent a far more dangerous adversary on a one-to-one basis. They are the N.C.O.S. in Krulos's army. The Sharkurrs are noted for their aggressiveness and brute strength, the Viper Legion for their guile and speed. The Sharkurrs will be depicted as heavily muscled, the Viper Legion as lithe and lean.

Hammerhead

Hammerhead is the leader of the Sharkurrs. His physical strength is second only to Krulos's among the Rulons. He lives for combat, and is prone to berserker rages that blot out any concern he may have for his own safety. Hammerhead might be compared to Wez in "The Road Warrior". Hammerhead is always on a short fuse, and his temper is such that his cronies tread softly around him...even Krulos treats Hammerhead with a measure of respect.

Hammerhead has an ongoing grudge match with Yungstar.

Hammerhead's speech is characterized by boasts and threats, and sometimes crude humor of the put-down variety.

Rasp

Rasp is the leader of the Viper Legion. He is subtle, sly and conspiratorial. He is constantly trying to undermine Krulos's authority in hopes of gaining power for himself. At the same time he is sycophantic, fancying himself Krulos's consigliere, ingratiatingly offering praise and advice in his sibilant, wheedling voice. Krulos listens to Rasp's ideas, for he knows what inspired schemes can hatch in that cold-blooded reptilian brain. But after listening, Krulos is as apt to dismiss him with a scowl and an impatient wave of his hand as to heed his advice. Krulos knows full well of Rasp's treachery...he uses him for his own ends and is confident he can always outmaneuver him. Rasp may play Cassius to Krulos's Julius Caesar, but in this case Shakespeare's play would have ended with a stage full of dead conspirators.

Rasp's speech is characterized by cutting remarks uttered under the breath, as well as flattery and/or insults, whatever serves the moment.

The Backstory

Escape from Valoria

We see the war-ravaged, rubble strewn ruins of a once great civilization. Bestial, heavily armed troops move in on the last intact building, a futuristic circular structure with a gleaming domed roof. The dome parts and slowly opens to reveal a sleek space cruiser poised for lift-off. The attacking hordes express shock and rage at the sight, and fire upon it ineffectually with their small arms. Suddenly the ship fires up its engines, with a thunderous roar that blasts flame out the portals in the building's base. The troops break and run from the fiery onslaught as the ship lifts off.

In the bridge of the fleeing spacecraft we meet our cast of heroes. Questar is at the helm. Mind-Zei, Serena, Gunnur, Yungstar, Turret and Llahd are at consoles around him. They express relief that they escaped the advancing troops, but are concerned about their chances of breaking the Rulon blockade that surrounds Valoria. Questar is confident that his new invention will insure their getaway. The others remind him that it remains as yet untested.

As the Valorians' space cruiser leaves the atmosphere, it trails an incandescent streak like a shooting star. It whizzes through an armada of ugly, angular Rulon star destroyers, the largest of which is Krulos's flagship, "Dreadlok". In its bridge we see Rasp, Hammerhead and Antor gesticulating wildly and flinging accusations of dereliction of duty at each other as they watch the escaping vessel on the giant viewscreen. Their bickering is abruptly halted by the commanding tones of Krulos. He orders the fleet into hot pursuit; these impudent wretches will be easily dealt with. Dreadlok closes in on the Valorian vessel and looses upon it a fusillade of laser blasts.

Aboard the heroes' ship the situation is tense. Glancing hits from the Rulon barrage rock the vessel and short out equipment. Questar decides that it's time to resort to his experimental device: the Space-Time-Energy Projector (S.T.E.P.). Put into plain english, for the benefit of Yungstar, it is a dimensional key which will open a hole in the fabric of time and space through which their ship can pass to safety. That is, of course, if it works. The main question in Questar's mind is whether they can generate enough power to energize the S.T.E.P. He throws the switch. The lights dim. A weird glow suffuses the cabin. The room fades into transparency, then back. It's no use. They don't have the power.

On Dreadlok, the crew watches their viewscreen with alarm. They see the Valorian ship shimmer and pulsate with energy.

"They're up to something!" shrieks Rasp.

"They won't escape me," declares Krulos. "Lock them in with the Tractor Beam!"

As the beam bathes the Valorian vessel, both ships begin to pulsate ominously.

"The Rulons—somehow they've given us the power! We're going through?" exults Questar.

On Dreadlok, the atmosphere is one of extreme consternation. Even the normally confident Krulos gives in to panic, ordering that the power be cut.

It is too late. With a searing flash a dimensional portal opens and both ships disappear into it. The remaining Rulon cruisers mill about aimlessly, searching in vain for their leader.

Earth: 65 Million B.C.

At the other side of the time-space portal the two ships blast out through a shimmering hole in the blue sky of a strange planet. The planet is Earth, circa 65 million B.C. We follow the Valorians' ship as it crash-lands on the Earth's surface, skimming across swamps, snapping the tops of giant fern trees and finally skidding to a halt swathed in vines. The Valorians climb from their wrecked craft, shake off the effects of the rough landing, and stand silently taking in the world that will be their new home. It is a wondrous primeval world of lush tropical vegetation, great swamps, and jagged rock formations newly upthrust through the Earth's crust. They are delighted as they spy, first, hen-sized dinosaurs scurrying about, then, a pteranodon soaring high overhead. Their amusement turns to shocked dismay when a massive diplodocus cranes his neck over a tall stand of trees to eye them curiously. As he crashes through the trees on his way toward them, some of the Valorians turn to flee.

"Dont' run from him!" commands Questar. "I sense he means us no harm. Use the Path!"

Questar presses his fingertips to his forehead and concentrates. He makes contact! The diplodocus gently lowers its head to his level.

Questar laughs and straddles the dinosaur's neck. He is swept up for a panoramic view. Everyone laughs, till Questar turns serious. On the horizon he spots a plume of smoke where the Rulons have crashed. The Valorians have not found their longed-for peace, it seems.

Building the Bases: Interaction with the Dinosaurs

Knowing full well that the struggle with the Rulons will continue, the Dino-Riders (as they shall henceforth be called) have nonetheless decided to make Earth their permanent home. Habitable planets are a rare commodity even in the vastness of the universe, and they are taken with the beauty of this world and with the magnificent menagerie of dinosaurs that populates it. The prospect of combat with the Rulons is not so daunting this time, as they are no longer so overwhelmingly outnumbered and outgunned.

The Dino-Riders set about constructing a modernistic fortress, using native stone and salvaged materials from their ship. Though it clearly has good defensive capabilities, it is also a beautiful, inviting palace. One of the attributes of the Dino-Riders seems to be an inability to design anything without bringing to it an element of beauty and grace. The fortress is situated in a primordial Garden of Eden, surrounded by crystal-clear pools, tall, stately trees, and luxuriantly flowering bushes.

The Dino-Riders are surrounded by a bewildering variety of dinosaurs. There's a sort of St. Francis of Assisi syndrome in effect here: the "goodness" of the Dino-Riders, flowing from them telepathically, seems to draw and hold the creatures as would a shady spot on a hot day. It may be suggested that the Dino-Riders' telepathy amplifies the intelligence in the dinosaurs, taking mental processes reflective of instinct and experience and formulating them into speech.

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The construction work is done largely by dinosaurs, each with a Dino-Rider atop his back. Diplodocus operates as a crane, hoisting large loads to the upper stories with his long neck. Monoclonius is a bulldozer, clearing and excavating earth. Deinonychus carries material in his forelegs, Ankylosaurus is a wheelbarrow, hauling stone and mortar. The atmosphere is one of convivial good cheer, the dinosaurs working contentedly with the Dino-Riders.

The relationship of Dino-Rider to dinosaur is non-exploitative. The Dino-Riders take good care of their partners, providing comfortable stables and ample feed. They build high tech solar-collecting sun baths to warm the cold-blooded creatures. Serena uses her psychic healing powers to mend their wounds. Llahd, atop a pterodactyl, plucks fruit from atop tall trees and tosses it to delighted ankylosauruses.

Meanwhile, the Rulons are also accommodating themselves to primordial Earth, though in their case they see this planet not as a home but as a temporary bivouac. They are adamant in their determination to leave this wretched mudhole at the earliest opportunity. Here they are, trapped in limbo while somewhere out there, in another space and time, there's an empire to build, an army to lead, worlds to ravage! The thought of his empire languishing without his leadership provokes a wild impotent fury in Krulos. He knows full well that every moment he is gone will contribute to its breakup, with factions of Antmen, Sharkurrs and the Viper Legion fighting among themselves for control. While his galactic dynasty crumbles, he is stranded on Earth like Napoleon on St. Helena! Clearly he must get "back to the future"! Standing in his way are two problems. First, his ship must be repaired. Secondly, he has to wrest from the Dino-Riders the S.T.E.P. In pursuit of these twin objectives, he has transformed Dreadlok into an earth-bound fortress while it is under repair. From it he wages war against the Dino-Riders.

The Rulons crashed in the middle of a barren volcanic wasteland, and so it is here that they have settled. Steam vents from fissures in the lava-like surface, indicating intense geothermal activity. Slag heaps of jagged igneous rock and bubbling, sulfurous pools surround the great wreck of their mighty warship. The Rulons have thrown up great stone bulwarks against the side of their ship where the hull was torn open. These are not only defensive in nature but serve as scaffolding for the repair operation. There are also breastworks and escarpments erected along the base of the ship to facilitate defense, but the ship is defended primarily by its still functioning and formidable laser turrets.

The scene at the Rulon base is one of intense industrial activity, with great cauldrons of ore being smelt over red-hot volcanic craters, and improvised mills pounding out sheet steel with an ear-splitting din. With great showers of sparks the plates are then welded onto the damaged ship. Making the scene one of total hellishness are the legions of dinosaurs performing grueling labors under the command of the Rulons. As is their custom, the Rulons have afixed their fiendish Brain Boxes to the heads of captured dinosaurs and are using them for slave labor. Dinosaurs stagger under horrendous loads, pull wagons

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of ore from the bowels of dank, dark mines, and turn giant treadmills that generate power. Dinosaurs are worked till they drop. Then a triceratops plows their carcass out of the way and a new slave is put in their place. The carcass is later butchered and fed to the Rulon troops.

Hunting parties of Antmen and their Sharkurr and Viper Legion officers go forth daily to capture additional dinosaurs, for every dinosaur captive adds to their power. Stunning them with low-frequency blasts from hand-held lasers, they bring back herds of them in chains. At the base, Brain Boxes are fitted to the still-struggling dinosaurs. Up to this point the dinosaurs will be seen to have definite personality, they struggle against their captors like any wild animal. But once the Brain Box is clamped into place and the power surges through them, everything changes. We see ribbons of electric current coiling out of the Brain Box and along the creature's flanks. Its eyes glow red. Its resistance ceases; it stands stiffly, immobile, expressionless...awaiting orders. We can clearly see that the dinosaur has changed. It is no longer an autonomous being with a life of its own. It has become mechanical, a mere tool of the Rulons, with no more individuality than a forklift or an armored personnel carrier. Once the transition is complete, the massive chains and shackles are removed. They are no longer necessary, for the dinosaur is now a pathetic prisoner of the Brain Box.

Krulos, Rasp, Hammerhead and Antor oversee this scene of misery and oppression with considerable satisfaction. How quickly they have created a small, scale model of the universe as they would have it! Still, their minds are on one preeminent goal: to get the S.T.E.P. and escape this enforced exile!

Development of Dinosaur-Based Weapon Systems

Both the Dino-Riders and the Rulons have developed dinosaur-based weapon systems. This expedient was mandated because, although their ships are laden with adaptable high-tech ordinance, neither side has come equipped with suitable land vehicles. Furthermore, the dinosaurs offer certain features as weapon platforms that would be hard to match in a vehicle. There is their "all-terrain" aspect and great load-bearing capability. They are largely self-maintaining; instead of valuable fuel they need only fodder. As self-propelled, sensate beings they don't require a driver to constantly focus his attention on steering and navigation. Their sharp animal senses of hearing and sight, including in some cases excellent night vision, give them the capabilities of vehicles equipped with radar and light-amplification technologies.

Dino-Rider-Dinosaur Relationship

The Dino-Riders, with their ecological outlook, are naturally drawn to biological rather than mechanical solutions to problems. Thus, interaction with the dinosaurs came automatically to them. As far as the morality of their using dinosaurs in battle, it's an alliance based on mutual interest, since the Rulons' aggression is directed as much at the dinosaurs as at the Dino-Riders.

Unlike the Rulons, the Dino-Riders value and profit from the instincts and experience of their mounts. A dinosaur would have much useful information to impart. It might be that a certain bush has hidden, razor-sharp thorns; that a distant droning signals the approach of a swarm of huge, biting insects; that there is a shallow fording spot across a raging river; that a stegasaurus tends to use its tail a certain way in a fight; that in an apparently solid cliff face there is a hidden cave; that there is a reliable oasis in the midst of a burning desert. Any one of these bits of information could spell survival in a crisis or victory in battle. None such information would be available to the Rulons in their one-sided relationship with their dinosaurs. A Rulon-controlled dinosaur would act on command rather than on its basic instincts, and this could be costly at times. For example, if ordered to do so, it would cross a stone bridge that it would ordinarily refuse, knowing that it could not support its weight. Such an order would result in death or injury to both the dinosaur and its Rulon passenger.

Rulon-Dinosaur Relationship

There is an obvious difference in attitude which explains why we call the Dino-Riders "Dino-Riders" while the Rulons remain Rulons. The Rulons don't ride dinosaurs, they drive them, with all the reckless abandon of junior with daddy's Trans Am. There is no empathy or interaction whatsoever between them and their mounts. For the Rulons, one of the advantages of dinosaurs as vehicles is that they consider them utterly expendable and infinitely replaceable. A Rulon would run his mount into the ground if it served his purpose. He would send a slave dinosaur across a dusty area to see if the dust concealed a deadly tar pit; if it did, and the dinosaur was swallowed up, he would congratulate himself on his foresight. In some ways the Rulons can use

this difference to strategic advantage against the Dino-Riders, who value the lives of these great creatures. Obviously, it hampers the Dino-Riders on the battlefield to be concerned not only with the fight at hand but with avoiding injury to Rulon mounts.

The Rulons are hated and feared by the dinosaurs. Even their slave-dinosaurs are like walking time bombs; if a Brain Box is damaged or removed, the liberated dinosaur will either turn savagely on its Rulon rider or flee to freedom, depending on its nature.

The Nature of the Conflict: Goals of the Opposing Forces

In their conflict with the Rulons, the goals of the Dino-Riders are several.

There is the defense of their community from the frequent attacks by the Rulons. They must be constantly on guard against the Rulons' attempts to take their people hostage in order to extort from Questar the S.T.E.P. The Dino-Riders, understanding the degradations the Rulons will perpetrate should they return to their own place and time, will do everything in their power to prevent the S.T.E.P. from falling into their hands. Clearly, they could be forever rid of the Rulons if they only supplied them with the means to return to their empire, but such a solution would never occur to them. They know, as does Krulos, that so long as he is trapped in this time and place his evil empire will surely unravel. It is testimony to their altruism and courage that the Dino-Riders prefer to have the enemy here where he can do the least harm, rather than to unleash him on others, even if in so doing they would be free of him themselves.

The Dino-Riders also feel a moral imperative to free the dinosaurs from Rulon oppression. This is their great cause, the one that will win them the sympathy of the audience. Unlike defensive combat, which can be viewed as self-serving, the battle to free the dinosaurs is truly a crusade, fought because it is right. In this the Dino-Riders join the long line of heroes, both real and legendary, who took up the cause of the little guy against the bully. We think of Robin Hood, Ivanhoe, Shane, and the Magnificent Seven. Remember that "The Path" is a philosophy that unites all beings in a web of oneness; no Dino-Rider would consider himself truly free so long as another was oppressed. The Dino-Riders have no imperial ambitions, no desire to suppress others—on the contrary, they dispise these aims and are willing to put their lives on the line opposing them. In this attitude the Dino-Riders are demonstrated to be diametrically opposed to the Rulons...the Rulons go to war in order to enslave; the Dino-Riders, in order to liberate.

In their crusade to free the dinosaurs from their machine-automation bondage, the Dino-Riders will resort to a variety of tactics. They will launch raids on the Rulon base in actions reminiscent of the storming of the Bastille. They will set up ambushes of Rulon hunting parties, freeing any captive dinosaurs. They will concentrate their efforts in battle to free slave-dinosaurs in the opposing forces. They will even perform covert operations, for example, infiltrating the Rulon compound with a liberated dinosaur disguised with a phony Brain Box.

In battle, the fire of the Dino-Riders may be directed against a Rulon gun crew, but never at a dinosaur itself. When the situation permits, a precisely-aimed laser blast may be used to disable a Brain Box, permitting the liberated dinosaur to toss his erstwhile masters. Intrepid Dino-Riders might swoop down atop a speedy pterodactyl and snatch a Brain Box off a dinosaur, or seek to dislodge it with a blow from their steed's tail. The Rulons have two main objectives.

First, there is their desire for vengeance, which can be satiated only by the complete annihilation of the Dino-Riders as a people. But let's face it, that's basically a sentimental notion. Of absolute importance is the need to gain possession of the S.T.E.P., so that the Rulons can once again be the scourge of the universe instead of a band of backwater banditos. As they see it, they can accomplish this in one of several ways: by whittling down the Dino-Riders till they can no longer mount an effective resistance, and then forcing them to surrender it; by taking Dino-Riders hostage and swapping them for it; or by capturing Questar himself and getting the information they need directly from him by means of torture, truth serum, or modified Brain Box technology. The Rulons are not party to the Geneva accords, and will employ any means to achieve their ends, from all-out war to ambushes, sneak attacks, kidnappings and terrorism. Poisoning a well, setting a forest fire, or destroying crops would all be well within their standards of acceptable behavior.

In order to amass the force necessary to achieve their objectives the Rulons continually add to their slave dinosaur army, hunting them, trapping them, and rounding up entire herds. This activity will figure prominently in the stories, as it is at these times that the Dino-Riders take action to free the dinosaurs.

Although the Rulons seem to possess the edge in sheer firepower and troop strength, the Dino-Riders will always win. This is not just because they're The Good Guys (though that can't hurt), but because they're braver, smarter and mainly, because they work in cooperation with the dinosaurs rather than in control of them. The attributes a liberated dinosaur brings to the fray, be they instincts, experience, or motivation, will always bring victory to the Dino-Riders. The Brain Box, key to the Rulons' power, will be seen as in many ways a dangerous liability. If it is lost or disabled in combat, the unfortunate Rulon rider will find himself atop, at best, an unresponsive mount; at worst, an extremely large, extremely irritated adversary. It's like what the Chinese say about "He who rides the tiger..." Because of this vulnerability the Rulons have to devote an inordinate amount of energy, even in pitched battle, to defending the Brain Boxes.

Additional Conflict: Man Against Nature

In addition to the primary conflict of Dino-Rider versus Rulon, it is inevitable that the story of futuristic aliens trapped in a harsh, primitive environment should involve a "man against nature" aspect. There were many powerful forces on the Earth at this time that our characters would have had to deal with. There would be volcanic eruptions and attendant geothermal activity. Torrential rains would usher in the wet season, and with them flash floods

and mudslides. In the dry season, lightning could spark fires that would rage through the forests, causing dinosaurs to panic and stampede. The outsized insects of the era, perhaps too rudimentary in intellect to be approachable with telepathy, might cause problems.

Dinosaur Weapon Systems

The wide variety of shapes, sizes and capabilities in the dinosaur population allows them to fulfill almost any conceivable function in their role as weapon platforms. There are those of great speed or strength, as well as some able to fly. Using the dinosaurs in conjunction with specially designed weapon systems, the Dino-Riders and Rulons are able to field fully-equipped armored divisions and close-support air squadrons.

The dinosaurs that we meet through the Dino-Riders will exhibit definite personalities. Not only will we see differences in behavior and temperament between different species, but will come to know at least one unique and distinctive character within each species. It will be on this individual dinosaur character that we will focus in storytelling. He will be the series regular. His personality may be exaggerated for dramatic effect, but a semblance of realism will be maintained by suggesting that his personality is enhanced by the telepathic interaction with the Dino-Riders. The dinosaurs aren't actually 'talking' after all, except through the Dino-Riders, so the effect is a bit like the dog owner who knows exactly what his pet would say and how he would say it if only he could talk.

The dinosaurs under the domination of the Rulons will exhibit no personality, either as a species or as individuals. The Brain Box has turned them into bio-mechanical tools, zombie-like engines of destruction. We may pity them as innocent victims of Rulon oppression, but they are not the lovable creatures we know through the Dino-Riders.

The weapon systems that follow are compatible for both Dino-Riders and Rulons. Clearly, a Rulon could add a Brain Box and utilize any Dino-Rider system; the Dino-Riders could remove a Brain Box and do likewise with Rulon weaponry. For purposes of clarity, though, this would be done in special situations.

Ankylosaurus

The Ankylosaurus is a squat, heavily armored creature covered with hard plates and sharp spikes—including even his eyelids! His tail ends in a bony club that can be swung with great force against an adversary.

He's used in combat as an infantry support weapon, equivalent to a mortar or field artillery piece. The Rulons have equipped the Ankylosaurus with a crossbow-launched high explosive projectile. The weapon is known as "Blast Bow".

As a species, the Ankylosaurus has the sort of personality we would associate with a giant turtle: slow, stolid, resolute. He emits deep, muttering grunts.

Pterodactyl

The Pterodactyl is a winged Pterosaur. He has a long, nimble beak which he can use to pick up or manipulate things at the direction of a Dino-Rider. Since his load-bearing capacity is not great, the Pterodactyl is equipped with a lightweight tubular undercarriage to carry his pilot, hang-glider style. He carries two Seeker Missiles fitted with high explosive warheads which can be directed at ground or aerial targets. Though lightly armed, the Pterodactyl is fast and maneuverable, making him a difficult target. The Pterodactyl comes in handy for reconnaissance, rescue missions and emergency air support. Telepathically summoned, he could get a Dino-Rider out of trouble if Rulons were closing in.

Pterodactyl's are by nature bright, curious, and nervous. In the wild they emit raspy croaks like a crow.

Deinonychus

The Deinonychus is a fast-moving carnivore who runs on his hind legs. In the wild he hunts in a pack. Special features are his tail, straight and stiff to assist in balance, and the vicious sickle-like claw on each foot from whence comes his name ("terrible claw").

Both the Dino-Riders and the Rulons use the Deinonychus for all-purpose light transportation and as a fast attack vehicle. He would be the equivalent of a jeep fitted with a .50 caliber machine gun.

Both sides have fitted Deinonychus with saddle mounted Laser Cannons, as well as Turbo-Assists. When a sudden burst of speed is called for, these boosters can supply it!

The Deinonychus's natural disposition is quick and cunning, like a dog or a wolf. He whinnies and snorts like a horse, but will growl menacingly when angered.

Pteranodon

The Pteranodon is a large flying Pterosaur, capable of soaring for long periods without flapping his wings. He has prehensile hands and feet with which he could pick up objects. He also has a pointed, powerful beak which could be used as a tool or a weapon.

Both sides use the Pteranodon as a fighter bomber. He can provide support to ground troops by strafing enemy forces or by attacking hardened targets behind enemy lines. He will also engage in aerial dogfights with his opposite numbers.

Both sides have fitted their Pteranodon with wing mounted Laser Pods and Boosters for rapid ascents or evasive maneuvers. These boosters have to be employed sparingly—they could overstress the Pteranodon and send him into a tailspin.

Pteranodon's are stately birds of prey, like eagles. They tend to be a bit imperious and aloof. They emit an eerie, keening cry.

Monoclonius

Monoclonius is a single horned dinosaur. He is powerfully built with short, heavy legs that give him a lumbering stride.

Both the Dino-Riders and the Rulons have taken advantage of the Monoclonius's stable, close-to-the-ground build and great strength to load him with a considerable arsenal.

The Dino-Riders have fitted him with a Laser Tri-Cannon and a swiveling top-mounted Laser Pod, as well with Phased-Array Radar.

The Rulons have mounted a Laser Cannon on one side of Monoclonius and dual Devastator Rockets on the other. They have also fitted his tail with a vicious spiked ring for use in close quarters combat.

The Monoclonius is used as a tank in combat. He's not as quick or nimble as the Deinonychus, but he's capable of bringing much greater firepower to bear.

In temperament Monoclonius is like a hippo. A tad dim-witted, slow to rouse, but steady in his purpose. Monoclonius may sometimes grunt and bellow like a bull.

Diplodocus

Diplodocus ("Doc") is the longest of all dinosaurs, though others may surpass him in sheer bulk.

The Dino-Riders have taken advantage of "Doc's" enormous size and strength to mount on her a mobile command center and battle station. In combat, she is Battle Strider. Panels on her side close so that she might resemble a supply vehicle at first glance, but they swing open to reveal an array of Broadside Rocket Tubes that can unleash a devastating volley. The first time "Doc" was used in battle she caught the Rulons totally by surprise, one they won't soon forget! Diplodocus also has four batteries of Laser Tri-Cannons mounted on her fore-end and Omni-Lasers set on her flexible tail which can cover anything in the rear. Diplodocus is even able to raise herself up on her hind legs to launch a withering anti-aircraft barrage. Her pilot sits in an elevating cockpit that raises up to provide a commanding overview of the battlefield.

Diplodocus' are by nature patient, placid and even-tempered, somewhat like an elephant. But like an elephant, when roused to anger they are an unstoppable force. They make mooring sounds when greeting each other, but trumpet like bull elephants when excited.

Triceratops

Triceratops is a fearsome three-horned dinosaur, with a sweeping bony frill to protect his neck and shoulders. He is closely related to Monoclonius, but even more powerful.

The Rulons use him in much the same way, but as a heavy tank with a still more potent array of weaponry. There are Proton Lasers mounted on protective armored side plates as well as Laser Blasters on the pilot's seat. There's even a Tail Gunner who can address targets in the rear with his Dual Laser Cannons.

Triceratops is a naturally aggressive dinosaur, comparable to a rhinoceros. He has a loud, angry bellow. This is a dinosaur that the Rulons take great risk in riding...if the Brain Box fails, he will roll over and crush his pilot and swing his tail to dash the tail gunner on the nearest rock.

Tyrannosaurus Rex

Tyrannosaurus Rex is the most feared of all dinosaurs, towering in height with saber-like teeth set in a gaping jaw. His massive pillar-like legs can carry him at great speeds or lash out with devastating force.

He is the most awesome weapon system fielded by the Rulons. He carries five Rulons into the fray, and they have at their disposal two Proton Tri-Cannons, tail mounted Omni-Lasers, and a crushing hydraulic mandible in front called Deathgrip. Tyrannosaurus Rex is Krulos's personal battlefield command post.

Tyrannosaurus Rex makes a thunderous, unearthly roar. Try to imagine a Bengal tiger with his tail slammed in a car door.

Since Tyrannosaurus Rex is the fiercest of dinosaurs, he is also the most dangerous on whom to impose the Brain Box. It requires an especially large model to control his demonic fury. Pity the poor Antmen ordered to install it on a captive Tyrannosaurus Rex—several of them are invariably maimed in the process. If the Brain Box is deactivated, Tyrannosaurus Rex tosses his riders like a bucking bronco, then chases them down and tears them apart. Not content to free himself of his captors, he has an unquenchable thirst for vengeance. He'll go on a rampage, destroying other Rulon vehicles until felled by laser blasts.

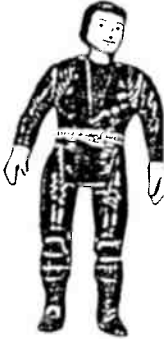
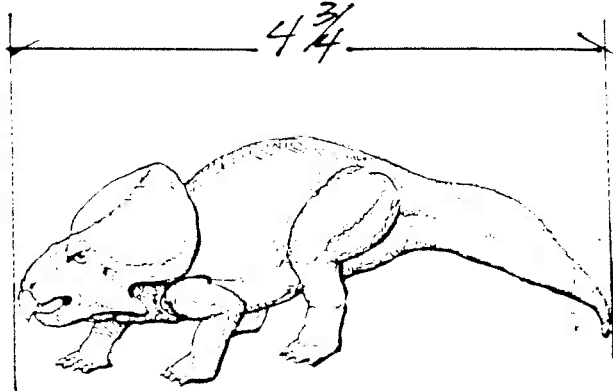
NEW PRODUCT DESCRIPTION

PROTOCERATOPS
#9113

2/22/88

Dino-Riders

This dinosaur is a personal armored personnel carrier. Figure lays on the animal in a very shielded position & goes into battle using the viewing port and side guns.



ANIMAL

- Poseable legs (a la Ankylosaurus)
- Possibly poseable head

ACCESSORIES

- One piece harness with guns on each side and viewing screen;
- Armor shield fits over viewing port, guns and head of figure.

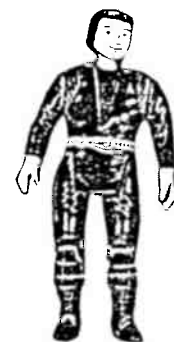
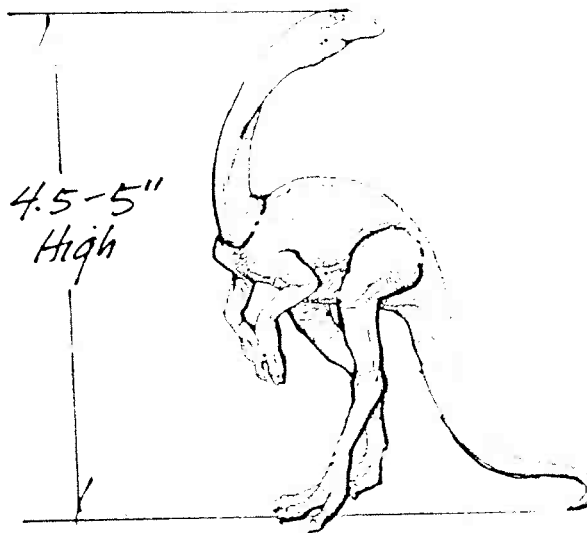
FIGURE

- Existing generic Dino-Rider
- To be named

STRUTHIOMIMUS (STROOTH-ee-oh-MIME-us)
#9114

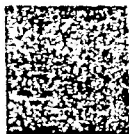
Dino-Riders

This is a fleet-footed
message/ammo/supply carrier



ANIMAL

- Poseable neck
- Poseable legs
- Plastic eyes
- Tripodal stance - tail down



ACCESSORIES

- Figure rides animal - small saddle, almost a non-saddle
- Gun on one side
- Message/ammo carrying tube on the other side

FIGURES (1) Dino-Rider figure

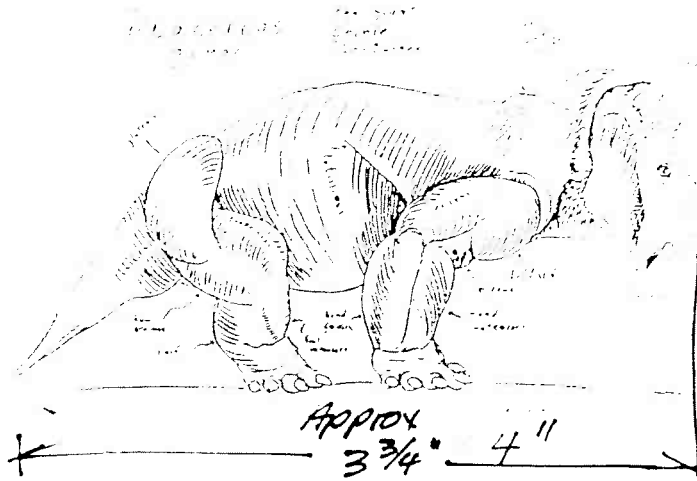
- New
- To be named

PLACERIAS (Play-SER-ee-us)
#9117

2-22-88

Rulon

The pit bull of
Dinosaurs - A
tow truck or
towmotor



ANIMAL

- Poseable legs (a la Ankylosaurus)
- Plastic eyes (.149 d)

ACCESSORIES

- Harness with brain box Anchor point for string. Boss for jaws
- "Missile-launched" clamp-jaws, which swivel and are removable.

FIGURE

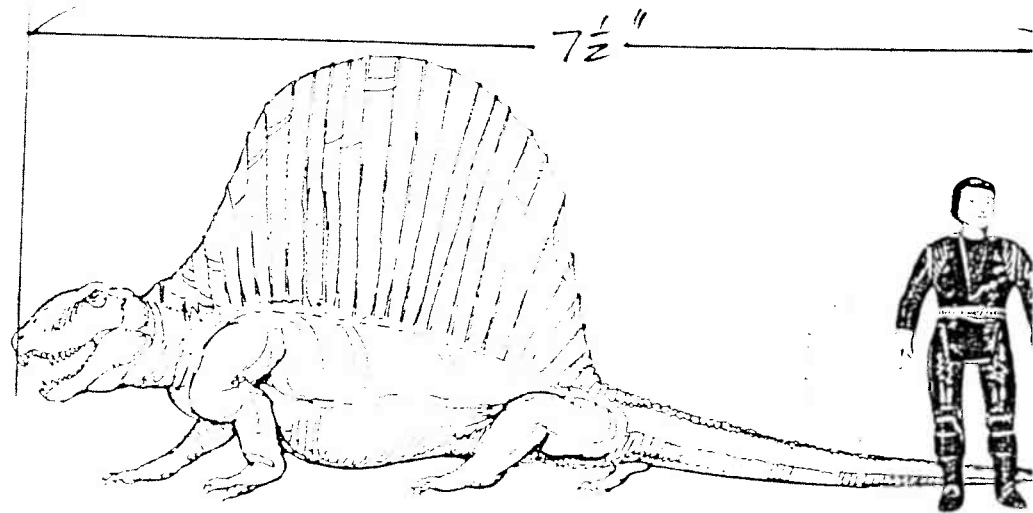
- 1989 - Rulon body with head (A) (skate)
- To be named

2-22-88

DIMETREDON
#9124

Dino-Riders

The Dimetredon is used for stealth & infiltration. Figure is camouflaged behind sail & sits in anti-aircraft-style seat.



ANIMAL

- Battle action snapping jaws
- Tail-head-jaw - hinged for slight movement
- Plastic eyes

Maximum size 15
(7 1/2")

ACCESSORIES

- Anti-aircraft style seat with multi-action boom as in doc pod.
- Unit clips on left or right side of sail to hide rider from view.
- Seat has full 360° spherical range
- Add on sail shield w/flip out guns can be dino mounted or used as a gun emplacement.

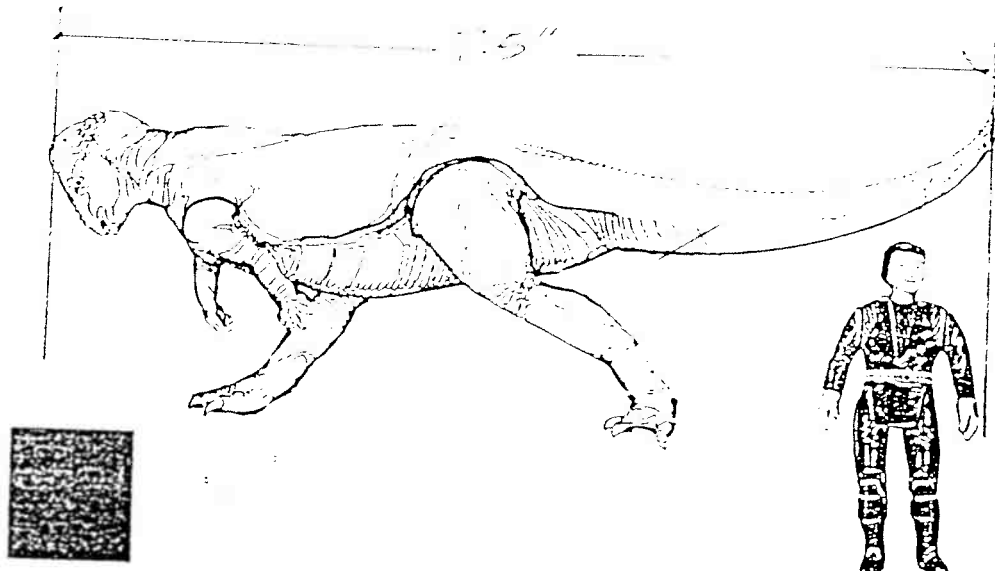
FIGURE - (1)

- Generic Dino-Rider (old?/new?) - New if the schedule will permit, otherwise old
- To be named

PACHYCEPHALOSAURUS (PAC-ee-CEP-AL-oh-SAW-rus)
#9125

Dino-Riders

"Thick-headed lizard"



ANIMAL

- Poseable legs - stands up in a tri-pod stance. "Bends over" to ram-charge stance.
- Plastic eyes .177 (same as Nike, Clone, etc.)
- Poseable arms

ACCESSORIES

- Harness
- Seat that is poseable to allow figure to sit upright when dino is both standing up and bending over. Must have Dino-Rider look, but not exactly like Nike.
- Finger trigger-activated butting rams. Butting rams are spring-loaded (cocked by hand).

FIGURE

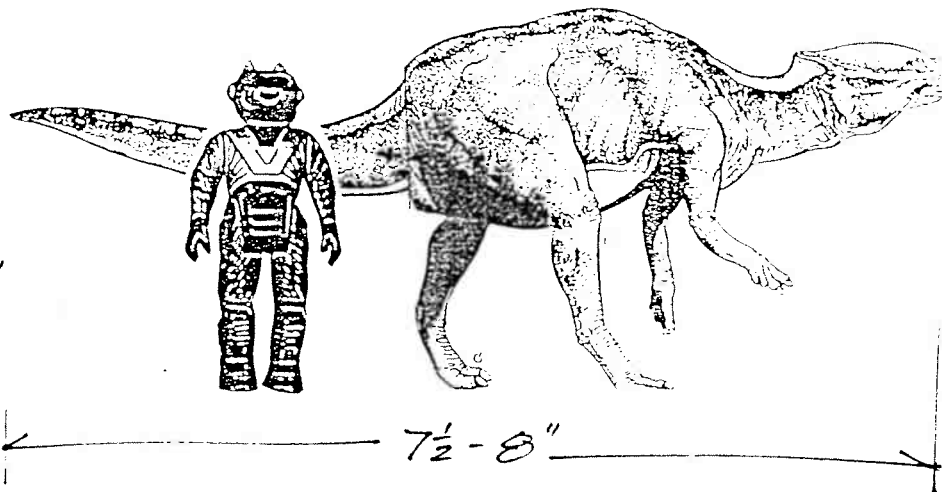
- 1989 Dino-Rider figure I
- To be named

~~9135~~ 9134

SAUROLOPHUS

(sawr-AHL-uh-fus)

A fierce fighting steed who rears up ~~to~~ when confronted (like a grizzly bear) to aggressively face all comers.



ANIMAL

Head, legs and tail are articulated. They are connected together internally so that when moved upright into the "rearing" position, the head & limbs move together.

Plastic eyes : .090

ACCESSORIES

Harness clamps around ollie and holds a seat on one side that pivots & is positionable.

A gun mounts in a ~~base~~ ^{slide} that allows it to function in 2 positions. When Ollie is on all fours, the gun is in the top position. When Ollie rears up, the gun can be ~~be~~ slid around to the side position and aimed.

There are spikes or blades folded up on the belly side of Ollie's harness. When he rears up, the spikes can be folded out to confront the enemy.

Comes with leg trap or figure bunker (?)

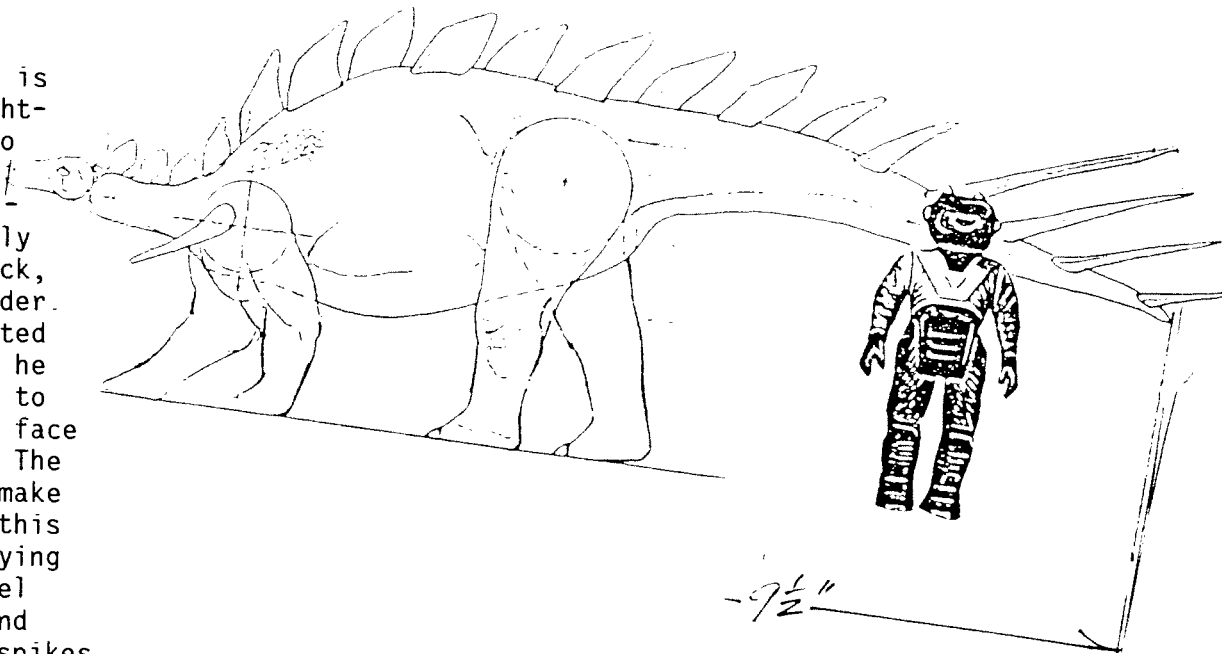
FIGURE

1989 Rulon body w/ Locust head #1

KENTROSAURUS (KEN-tro-SAW-rus)
#9135

Rulon

Kentrosaurus is a fierce fighting steed who comes with natural armament of deadly spikes on back, tail & shoulder. When confronted with danger, he will rear up to aggressively face all comers. The evil rulons make full use of this beast, employing sliding swivel laser guns and belly armor spikes.



ANIMAL

- Whip action tail - tail is "cocked" then released by pressing two spikes together.
- Action accentuating tail accessory
- Plastic eyes: .090

ACCESSORIES

- Harness clamps around Kent and holds a seat on one side that pivots & is positionable.
- A gun mounts in a slide that allows it to function in 2 positions. When Kent is on all fours, the gun is in the top position. When Kent rears up, the gun can be slid around to the side position and aimed.

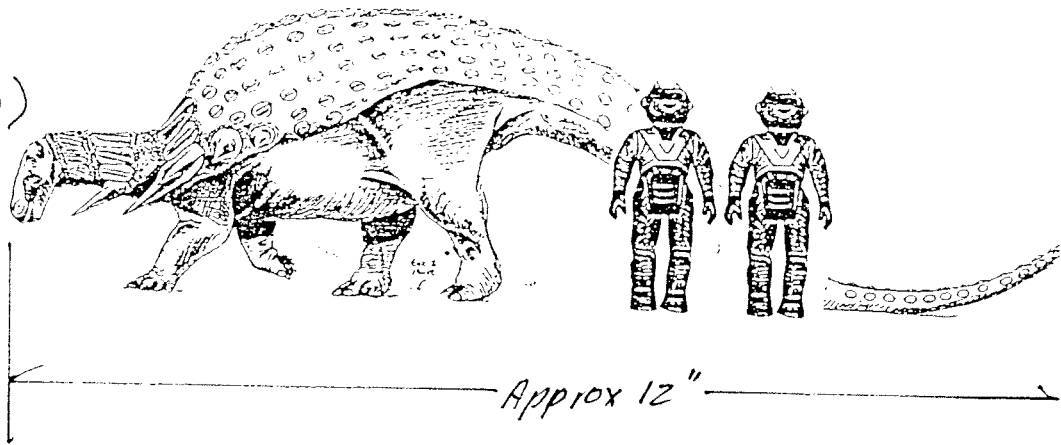
FIGURE

- 1989 Rulon body with locust head

~~9139~~ 9139

EDMONTONIA

(ED-mon-TOE-nec-ah)



ANIMAL

- Poseable legs
- Plastic eyes

ACCESSORIES

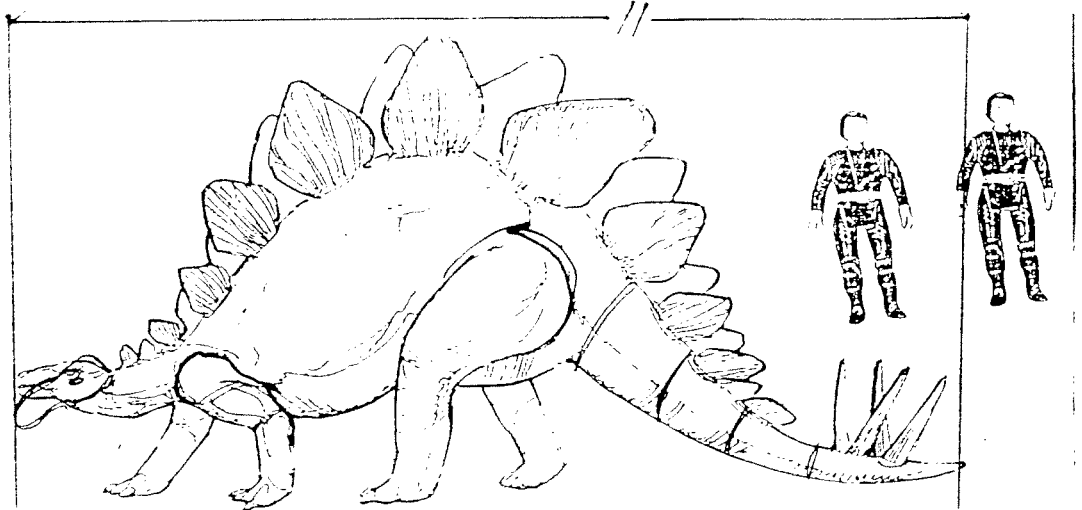
FIGURES (2)

- '89 Rulon body w/ Crook head #2
- '89 Rulon body w/ Skate head #2

STEGOSAURUS (STEG-oh-SAW-rus)
#9142

Dino-Riders

Heavy artillery



ANIMAL

- Motorized walking action with synchronized tail movement
- Action accentuating tail accessory
- Plastic eyes

ACCESSORIES

- 2 Figures
- Poseable "guns" and armor - Figures ride in egg pods without clear cover. Armor covers at least 3/4 of figure in egg when pods are in the closed position. When pods are pulled out, they swivel 180°.

FIGURES

- New Dino-Rider
- Old generic Dino-Rider
- Both to be named

PARASAUROLOPHUS (par-a-SAWR-oh-LOAF-us)
#9154

Dino-Riders

This is a fast running battle dinosaur who is fun to play with by himself, but also interacts with other dinos. He is a chase-and-capture vehicle.



ANIMAL

- Battery powered running motion, possibly tail and/or head motion
- Remote control to turn left or right with an Amp unit worn by the child

ACCESSORIES

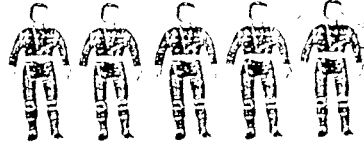
- Both figures ride dino
- Hidden "lasso" pop out to capture other rulon dinos after they are chased down. Mechanically activated??
- Poseable guns
- Accepts "light cannon" (extra item)

FIGURES - 2 figures

1989 D.R. I

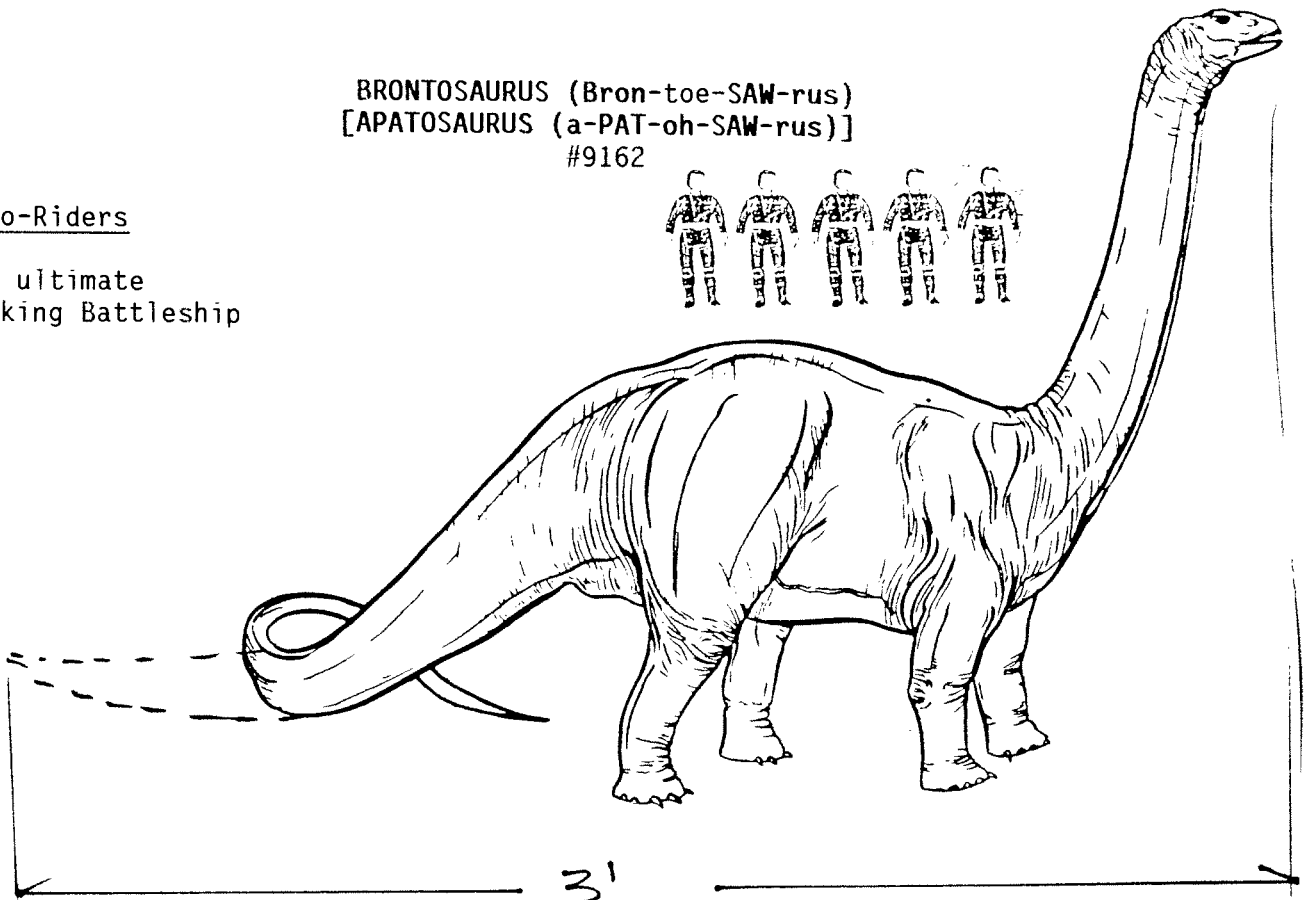
1989 D.R. II

BRONTOSAURUS (Bron-toe-SAW-rus)
[APATOSAURUS (a-PAT-oh-SAW-rus)]
#9162



Dino-Riders

The ultimate
walking Battleship



ANIMAL

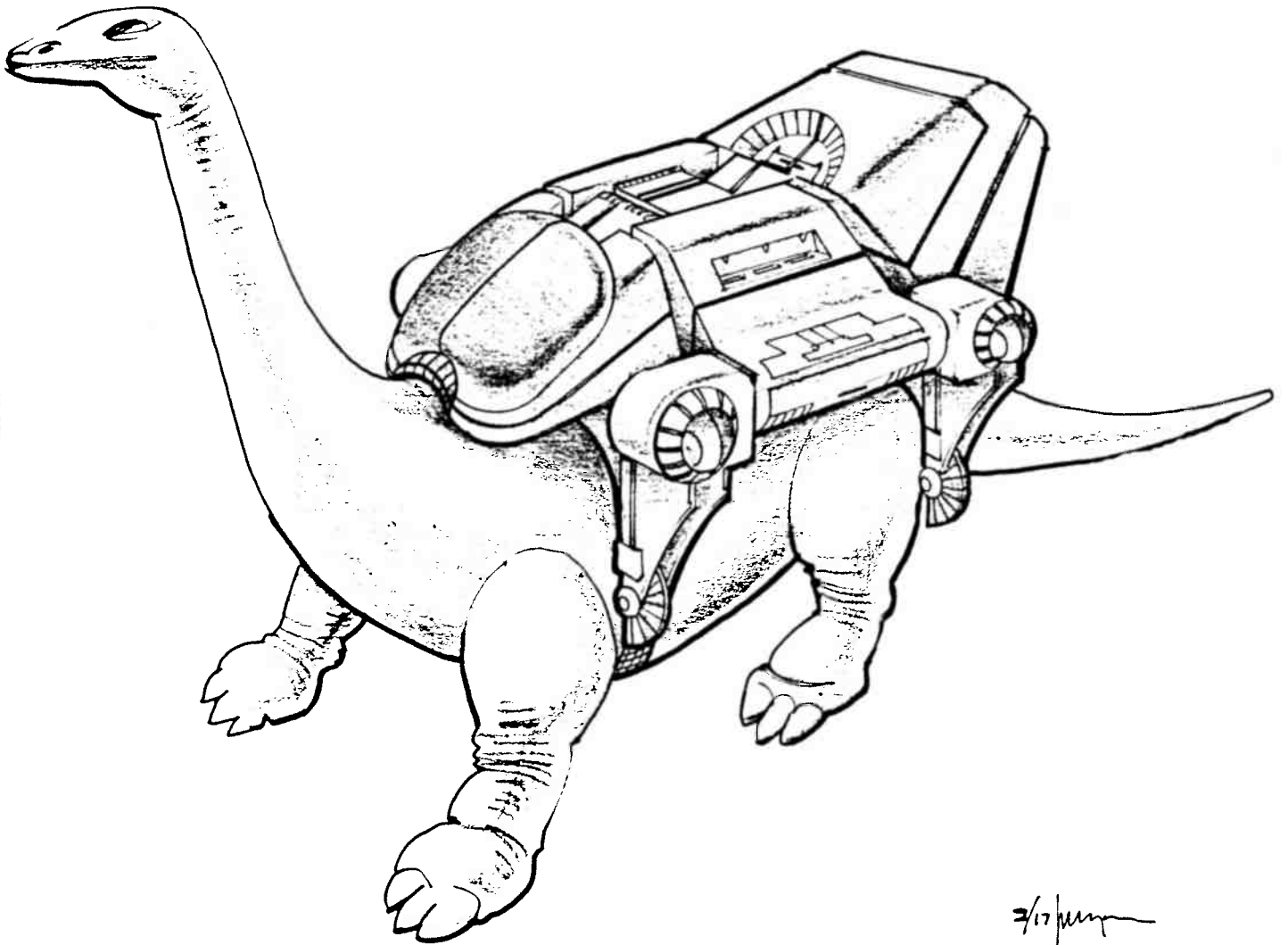
- Battery-powered walk (a la ^{Doc} ~~vor~~)
- Head/neck moves (powered or not?) up and down
- Plastic eyes

ACCESSORIES

- See attached - specs. to follow

FIGURES - 5

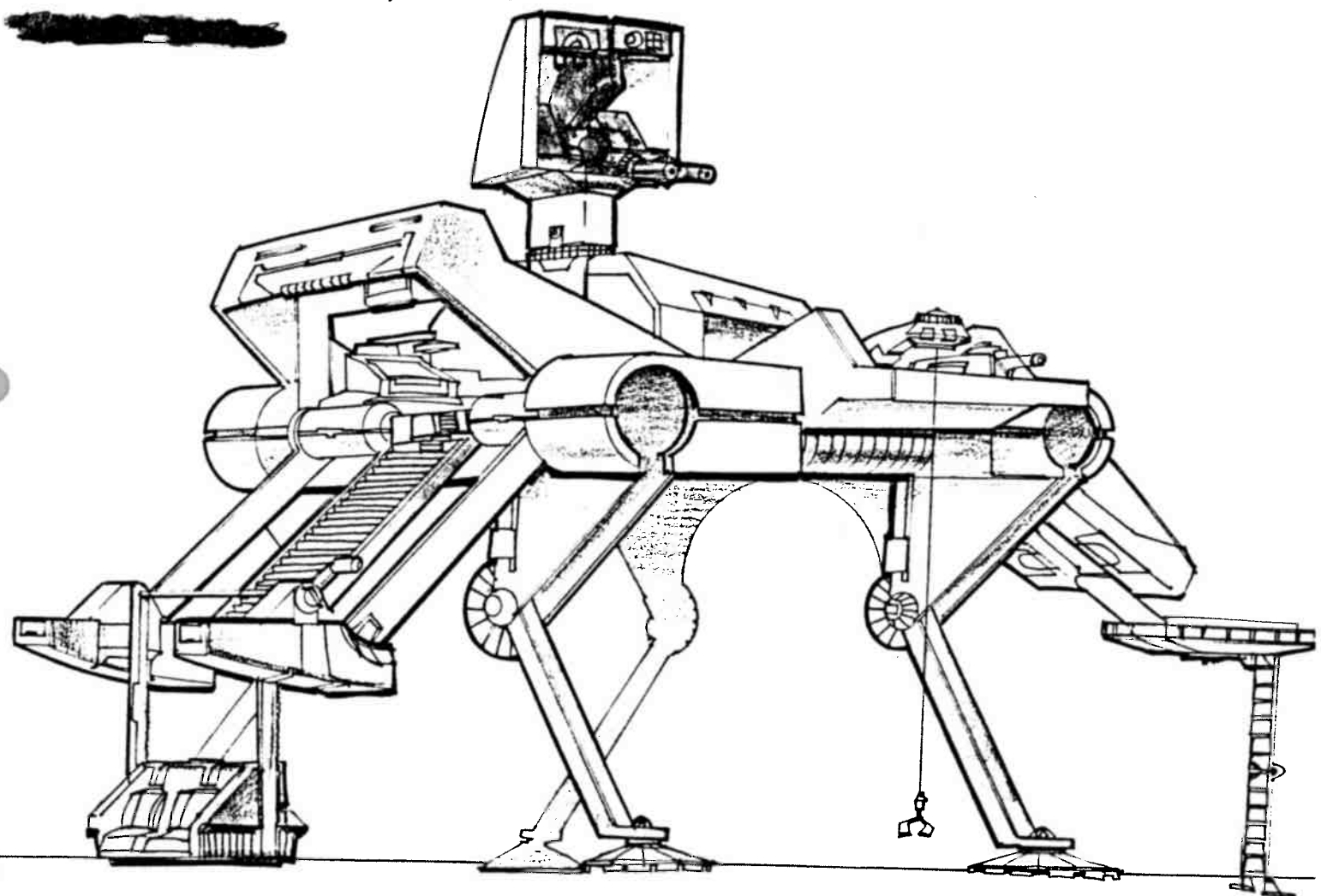
- Serena
- Fighter pilot - to be named
- Flight deck cap't. - to be named
- Engineer - to be named
- Miscellaneous figure - to be named



3/17/20

PINO-RIDERS
BRONTOSAURUS ACCESSORY

3/4 REAR VIEW. OPEN POSITION W/6 TARANTO



2/15 huymin