

FossilFuel

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Overview

Return to the *Sierra Research Facility* to face true dino terror! This manual will provide an overview of controls, weapons, and enemies.

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The story so far...

Sierra Research Institute, founded by *Elon Moosk*, is a prominent company dedicated to cloning extinct animals to combat global warming. A secretive facility was constructed in Alaska, designed to house a vast underground laboratory for the cloning of not just current animals in threat, but also to bring back dinosaurs, known as *Sierra Research Facility*.



Sierra Research Institute company logo.

In December 2025, 9 months after Sierra achieved a breakthrough in the mass cloning of dinosaurs and other extinct creatures, a catastrophic event occurred at the facility, plunging it into darkness, and *Moosk* mysteriously disappeared.

Three years later, in July of 2028, the company changed leadership, and there is a pressing need to uncover the truth behind the events at Sierra. A Sierra subsidiary military contractor known as *PMC Alpha* is mobilized to thoroughly investigate the *Sierra Research Facility* and recover the Sierra source code for the cloning research.

You assume the role of *Jack Allen*, the point man leading the *PMC Alpha team*. As you depart from Anchorage, Alaska, bound for the Aleutian Islands, you can't help but ponder the authenticity of the tales surrounding the existence of giant prehistoric beasts that may be lurking in the shadows...

Game Controls

Keyboard

Controller

Game Controls	Keyboard	Controller
MOVEMENT		
MOVE FORWARD	W	
MOVE BACKWARD	S	
MOVE LEFT	A	
MOVE RIGHT	D	
RUN	⇧	LT
JUMP	↵	A
CROUCH	C	B
MELEE	Alt	RT
GENERAL		
INTERACT	E	X
FLASHLIGHT	F	Y
OPEN INVENTORY	Tab	⬆
OPEN MENU	Q	≡
OPEN MAP	M	⊕
ITEMS		

OPEN MENU	Q	≡
OPEN MAP	M	⊕
ITEMS		
ACTION	1	RT
AIM	2	LT
RELOAD	R	X
THROW GRENADE	G	LB
WEAPON ALTERNATE	V	RB
ITEM SHORTCUT 1	1	⬆
ITEM SHORTCUT 2	2	⬆
ITEM SHORTCUT 3	3	NO KEY
ITEM SHORTCUT 4	4	NO KEY
USER INTERFACE		
SELECT UP	W	
SELECT DOWN	S	
SELECT LEFT	A	
SELECT RIGHT	D	

Specimens

Below is a list of animals created by *Sierra Research*.

Velociraptor



Velociraptors, agile and relentless foes, are smaller and weaker than their formidable Utharaptor cousins. What they lack in size, they compensate for in sheer speed and pack mentality, swarming players with coordinated attacks, making every encounter a heart-pounding test of survival.

Utahraptor



Utahraptors are imposing giants at 7 feet tall, towering Velociraptors with both size and strength. Their immense power makes them formidable adversaries. Engaging them demands not only sharp reflexes but also tactical finesse, turning encounters into epic battles against these colossal predators. A headshot with the .44 Magnum or Tactical Shotgun will kill them quickly.

Dilophosaurus



Dilophosaurus, known for their distinctive crests and deadly spitting ability, are formidable adversaries. They possess the sinister talent of projecting lethal poison from a distance, making encounters with them in the game an unpredictable challenge. Fun Fact, real-life Dilophosaurus never spit poison, but it makes for a more fun dino.

Assassin Bug



The Assassin Bug, despite its frailty, poses a significant threat due to its propensity to amass in big swarms. These swarms are capable of overwhelming even the hardiest of foes, making it a

formidable collective menace. Individual bugs may be fragile, but their sheer numbers are a force to be reckoned with. They are very vulnerable to the *H2 Flame Unit*.

Giant Dung Beetle



The Giant Dung Beetle is an exceptional adversary with its bulletproof armor and the remarkable ability to plow through walls. Its near-invulnerable exterior makes it a formidable opponent, requiring unconventional strategies to overcome. Pushing big dino droppings, these beetles grew extremely large.

Triceratops



Triceratops was a herbivorous dinosaur that lived during the Late Cretaceous period, approximately

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68 to 66 million years ago. Recognized for its distinctive appearance, Triceratops had a large bony frill at the back of its head and three facial horns, making it one of the most iconic and well-known dinosaurs.

Goliath



A mutant dinosaur created by Sierra Research, Goliath is a type of Homoerectus Rex that has the ability to spit poison much like the Dilophosaurus. The Goliath will act as a “pursuer” in the game following the player wherever they go. If enough damage is done, Goliath can be stunned for an escape. If Goliath grabs the player, it can bite your head off for a one-hit kill.

Spinosaurus



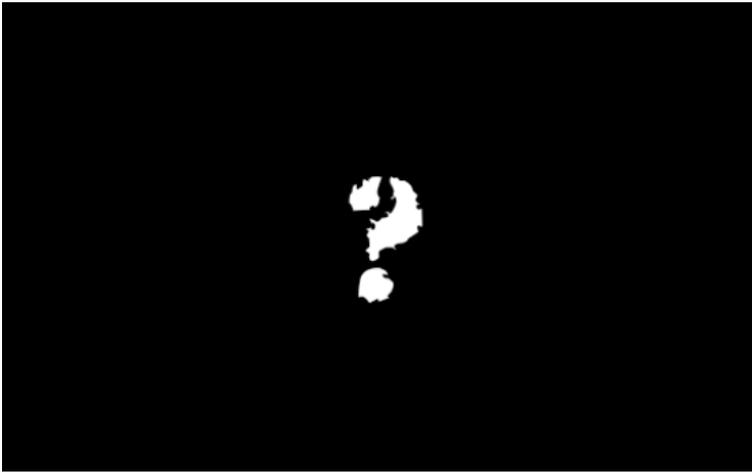
The Spinosaurus, a colossal predator in the game, boasts exceptional resilience with high health levels. Its aquatic prowess adds another layer of complexity, as it can seamlessly transition from land to water environments, offering players a formidable and versatile adversary to contend with during gameplay. Spino can use its tail to smack the ground and cause rocks to fall on the player as well.

Robo Rex



The monstrous Robo Rex is an augmented T-rex, enhanced with biomechanical upgrades that meld science and dinosaur DNA. This fusion yields an imposing adversary, ranking among the game's most formidable foes. Its technological enhancements and primal strength make it a relentless and challenging opponent for players to confront with its missiles and lasers.

Blight



A hybrid mutant made from crossing humans and different types of raptors. These creatures are extremely aggressive and can even use weapons. Sierra has outfitted some Blights with a blaster that has a rapid-fire mode and a charge attack.

Electrophorus



Electric eels aren't true eels but can generate powerful electric shocks, up to 600 volts, for hunting and defense. They are hard to kill deep in the water, and best avoided.

Anglerfish (Giant Seadevil)



Anglerfish are deep-sea predators known for their bioluminescent lure. *Sierra Giant Seadevils* grow up to 200 pounds. They wait in the dark and use their light to lure in prey. If one chases you, you have 1.2 seconds to hit a quick time event to escape.

Dunkleosteus



Dunkleosteus, a giant prehistoric fish, had massive jaws, reaching 7 feet long, and could bite with a force of over 8,000 pounds, making it one of the ocean's apex predators.

The Megalodon



The colossal 150-foot Megalodon assumes the role of gatekeeper to the Sierra Research Facility. As it prowls the waters surrounding the island, this behemoth relentlessly assaults any approaching vessels. Sierra's achievement in cloning the largest creature ever is a testament to its technological prowess, setting an awe-inspiring challenge for players in the game.

Weapons

These are the weapons you will use to fight the horde of dino nightmares.

Tomahawk



A melee weapon that can be used to break open item crates and kill enemies when ammo is low. It does more damage than pistol-whipping with your guns.

Cutlass



A 9mm semiautomatic pistol, the Cutlass is your basic handgun that is acquired early in the game. But don't let its low damage deceive you; a master of this firearm can pop off headshots, and the gun can be upgraded with a silencer for stealthy gameplay.

.44 Magnum



A powerful hand cannon, the .44 Magnum revolver holds six shots and can blow the head off a Raptor with a single well-placed shot. Ammo is rare so use it sparingly.

Sierra Tactical Shotgun



An advanced tactical shotgun. This weapon can toggle "Cut Shells." This allows the user to adjust the spread of the weapon. The weapon can also be loaded with magnesium shells which act as flame rounds. This weapon is highly effective versus the Utahraptor.

H2 Flame Unit



A flamethrower that fires superheated hydrogen. This weapon can light the environment on fire and kill enemies in seconds. This weapon is very useful for fighting large amounts of lower-health enemies, such as Assassin Bugs or Velociratpros where the flamethrower can be sprayed from side to side creating a wall of burning death.

Sierra Blaster



A weapon issued to Sierra security personnel, this submachine gun fires 9mm bullets at a high rate of fire of 600 rpm. This weapon has a laser sight that it can toggle for better accuracy and is fitted with a glowing optical blue dot sight.

R-27 Battle Rifle



A versatile military rifle that fires 5.56x45mm ammo in bursts of three, equipped with a noise suppressor. The weapon can toggle fire modes between single and burst fire. The weapon features a rear magazine, descending from its European origins.

SA-4 Assault Rifle



A standard Sierra-produced combat rifle, the SA-4 Rifle, is a powerful assault weapon celebrated for its high rate of fire and the ability to inflict substantial damage swiftly in various combat situations. This weapon can be upgraded with a x10 scope and fires 5.56x45mm ammo.

Grenade Launcher



A powerful grenade launcher that can dish out huge damage. The 40mm shells that it fires have a range of about 200 yards and can kill most enemies in one shot.

The Oppenheimer



A modified *Black Hole Gun*, this experimental weapon boasts dual firing modes. It can unleash *gravity grenades* with great implosive force for killing high-health enemies or channel energy into a formidable laser beam to cut down large numbers of low-health enemies swiftly.

Frag Grenades & C-4



There are two types of throwing weapons that can be found. The Frag Grenade has a short impact trigger that makes the grenade explode 1 second after hitting the ground. C-4 can be placed on certain objects, such as walls, to blow open new pathways remotely. It can also be laid as a trap for unsuspecting enemies.

Camera



Use your camera to document dinosaurs and Sierra technology. Camera points can be traded for money and special items. Note you can't spam photos, you only get points for each dino once.

Game Ranking

To rank SpeedRuns, when you beat the game you will get a rank. The rank is based on time.

S - Beat the game *without saving* and in under 60 minutes. (Under 75 for Primal S)

A - Beat the game in under 90 minutes.

B - Beat the game in under 2 hours.

C - Beat the game in under 3 hours.

D- A time over 3 hours.

Demo Ranking:

S - Beat the Demo *without saving* and in 15 minutes OR kill the Spinosaurus.

A - Beat the Demo in under 20 minutes.

B - Beat the Demo in under 25 minutes.

C - Beat the Demo in under 30 minutes.

D- A time over 30 minutes.

Credits

A game by DangerousBob Studio LLC

Cover art - adrytia45

Main theme - Eda K.

Robo-Rex Theme - Joe Lester

Horror Mechanics - indvdl software

Voice of Lt Maximus - W1nterwolf

Unreal Engine - Epic Games

Game models acquired through the Unreal Marketplace.

System Requirements For PC:

OS: Windows 10 64-bit or later

Processor: Quad-core Processor

Graphics: NVIDIA GTX 2070 or AMD equivalent

DirectX: Version 12

Storage: 11 GB available space

Additional Notes: Adjustable graphics setting for low-end devices.