



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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The Story

PREHISTORIK life was hard. Due to the lack of modern technology the average caveman worked only three hours a week, the rest of his time was spent on cave painting, sleeping.....and eating. Thus was life in the village of our hero, Sam. All the food for the winter had been collected and stored and the villagers were ready for a winter of fireside sing-a-longs and all day eating. That was until, one morning, disaster struck...



To Begin the Game

- 1** Make sure the power switch is off.



- 2** Carefully insert the "PREHISTORIK MAN" game pak in your Super Nintendo Entertainment System.

- 3** Turn the power switch on.

After the Titus logo you will be presented with the title page of Prehistorik Man. From here you may go directly to the game by selecting 'Game Start' and pressing Start or the B button.

Alternatively, you may change some of the game settings by selecting 'Options', by pressing Select or down on the pad, then pressing Start or the B button.



Options Page: On entering the Options Page you will have the choice of modifying any of the following options:

LANGUAGE: Selects the language for all the text in the game. You may choose between English, French or Spanish.

DIFFICULTY: Prehistorik Man has two difficulty settings; NORMAL and EASY. Beginners may wish to play the game in EASY mode to familiarize themselves with the game controls and learn the layout of the early stages of the game. However, you will only be able to play all the stages of the game in NORMAL mode, EASY mode will end the game on the completion of stage 14.

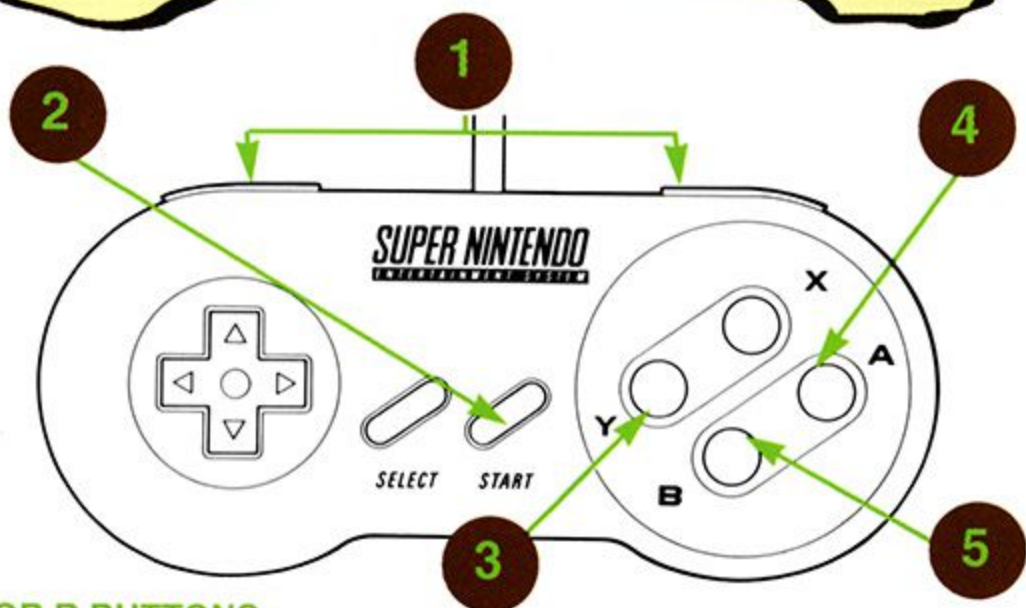
SOUND: This selects the type of sound output by the game, STEREO or MONO. If you are playing using a single speaker television you should choose MONO output, if you do not some of the sounds will seem very quiet.

MUSIC: This allows you to listen to any music from the game. To listen to a music simply press the B button.

EXIT: Returns you to the Title Page.



The Controls



1 L OR R BUTTONS:

When held will enable Sam to take a look around, you control where he is looking by moving the Control Pad in the desired direction.

2 START BUTTON:

Pauses or un-pauses the game.

3 Y BUTTON:

Sam will use the weapon he is currently carrying. Also, by keeping the button pressed Sam will sprint instead of jog when you move him. Alternatively, if you are using a weapon with limited ammunition, or if you are stood on an enemy you must avoid killing, or if you just prefer it, you may also sprint by using the upward diagonals on the Control Pad.

4 A BUTTON:

Provided that the SHOUT meter in the top right corner of the screen is full and flashing Sam will Super Shout.

5 B BUTTON:

Causes Sam to jump, the height he will jump is proportional to how long the button is pressed. A quick tap and Sam will do a short hop, hold the button and Sam will jump as high as possible.



Other Controls:



To go through doorways or catch hold of a vine, push up on the Control Pad.



There are certain times during the game where Sam can use a Hang-glider. Flying a hang-glider takes special skill because there is no engine (not to be invented for several hundred thousand years!). To take-off either jump off any convenient cliff or run until the glider inflates then jump. To stay airborne you will have to continuously dive to gain momentum then climb to regain altitude, this means learning a very simple rhythm that, once learned, will turn you into an aerobatic expert!



The Score Panel



During each stage a panel of useful information will be displayed along the top of the screen. This contains, from left to right:

- 1) The number of lives: The number of lives Sam has left, from 0 to 9. Should Sam be lucky enough to have more than nine lives (beating any cat in history!) the number of lives displayed will remain at nine.
- 2) The amount of energy: The amount of energy Sam has left for his current life; represented by three or more hearts.
- 3) The BONES counter: Whenever Sam defeats an enemy it will drop one or more bones, which Sam can collect. Bouncing on the head of an enemy will increase the number of bones it will drop, up to a maximum of four. These bones can be used to buy items in any of the many shops scattered through the stages of the game.



4) B.O.N.U.S.

letters and AMMO counter:

The letters of BONUS collected or AMMO counter. Blocks with the letters to the word BONUS can be found in most stages. When Sam finds all the letters to the word BONUS he is transported to a special bonus world where he must collect as many goodies as possible within a set time limit. There are a maximum of four worlds to visit within the game.

If Sam has a weapon other than his club he will have a limited amount of ammunition. This will be displayed in place of the BONUS letters whenever Sam uses the current weapon or if there are no letters collected.

5) The SHOUT meter: Sam has the ancient ability to Super Shout, but it takes a lot of effort to do it. When the SHOUT meter is full and flashing



Sam is strong enough to shout, after each Super Shout the meter empties then slowly fills up again as Sam gets his strength back.



When Sam encounters a Boss monster the BONES counter, BONUS letters/AMMO counter and SHOUT meter are replaced by a large bar representing the Boss's energy. Because the Bosses are so big Sam's Super Shout has no effect on them at all and he must do battle with only the weapons he is currently carrying.



The Bonuses

There are many different types of bonus to be collected during the game. The most important for Sam's tribe are the food



bonuses. There are two basic types of food bonus, normal and super, super food bonuses give Sam a much larger score and count as ten normal bonuses.

On completing a stage Sam meets with the Village Chief to give him all the food bonuses he has collected during the stage. These are counted by the Chief, who rewards each hundred bonuses with an extra life for Sam. He also calculates the percentage of the bonuses collected in respect to the number of bonuses in the stage and gives his opinion on Sam's performance.



Special bonuses:

Extra Heart:

This will increase Sam's energy by one heart, unless he already has all his energy.



1up/Extra Life:

Gives Sam an extra chance to finish his mission.

Heart Container:

There are three heart containers to be found. They are very important as they increase the number of hearts for each of Sam's lives, greatly increasing his chances of success.



Basket of Bones:

A quick and easy way to collect 20 extra bones.

Stone Age Shield:

Protects Sam from attack for a short time, rendering him, in effect, invincible.



Hand Grenade:

Explodes when collected eliminating all the enemies touched by its shockwave and gives three bonuses for each one.



Bomb:



Explodes when collected removing energy from all the enemies on screen, any enemies with very low energy will be eliminated.

Poison:

Removes one of Sam's hearts if collected.



Pogo Stick, Stone Wheel and Hang-glider:

Primitive forms of transportation.

Running Shoes:

Will cause Sam to lose his Hang-glider, Pogo Stick or Stone Wheel if he is using one.



Axes, Clubs, Spears and Trained Homing Dinosaurs:

Primitive weapons of mass destruction.



The Shop

On passing a shop sign Sam will enter the boutique of an enterprising caveman who has decided to follow our hero on his quest in the hope of benefiting from any spare bones Sam collects on the way. In each different shop he will offer a selection of three of the following five items:



Here are the items **SAM** will find in the shops:



Extra Credit:

Gives Sam an extra credit for use in the Continue screen.





Information:

Sam can buy some general information which may or may not be useful.

Advice:

The shopkeeper will divulge a secret relevant to something hidden in the current stage.



Travel Ticket:

Having travelled through many regions plying his trade the shopkeeper will occasionally be able to use his knowledge to offer Sam a ride direct to the next stage.

Life Insurance:

Sam can insure against that total disaster - when he has no more lives and no more credits and has to restart from stage 1. Buying some life insurance will give Sam the option to restart the game from



the stage where he bought his insurance with the same number of heart containers and a full set of credits. However, he also registers the game difficulty setting on the policy, therefore a policy bought while playing the EASY mode will return the game to EASY mode when used, and vice versa. Sam can have many different policies, and each can be used any number of times. They are also protected from the resetting of the console, BUT IF THE CONSOLE IS TURNED OFF ALL THE POLICIES WILL BE ERASED!

To ask for a description of an object, stand in front of it and press the B button. To buy an object stand in front of it and press the Y or Start button. When you have finished, leave the shop by running off the screen to the right.



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