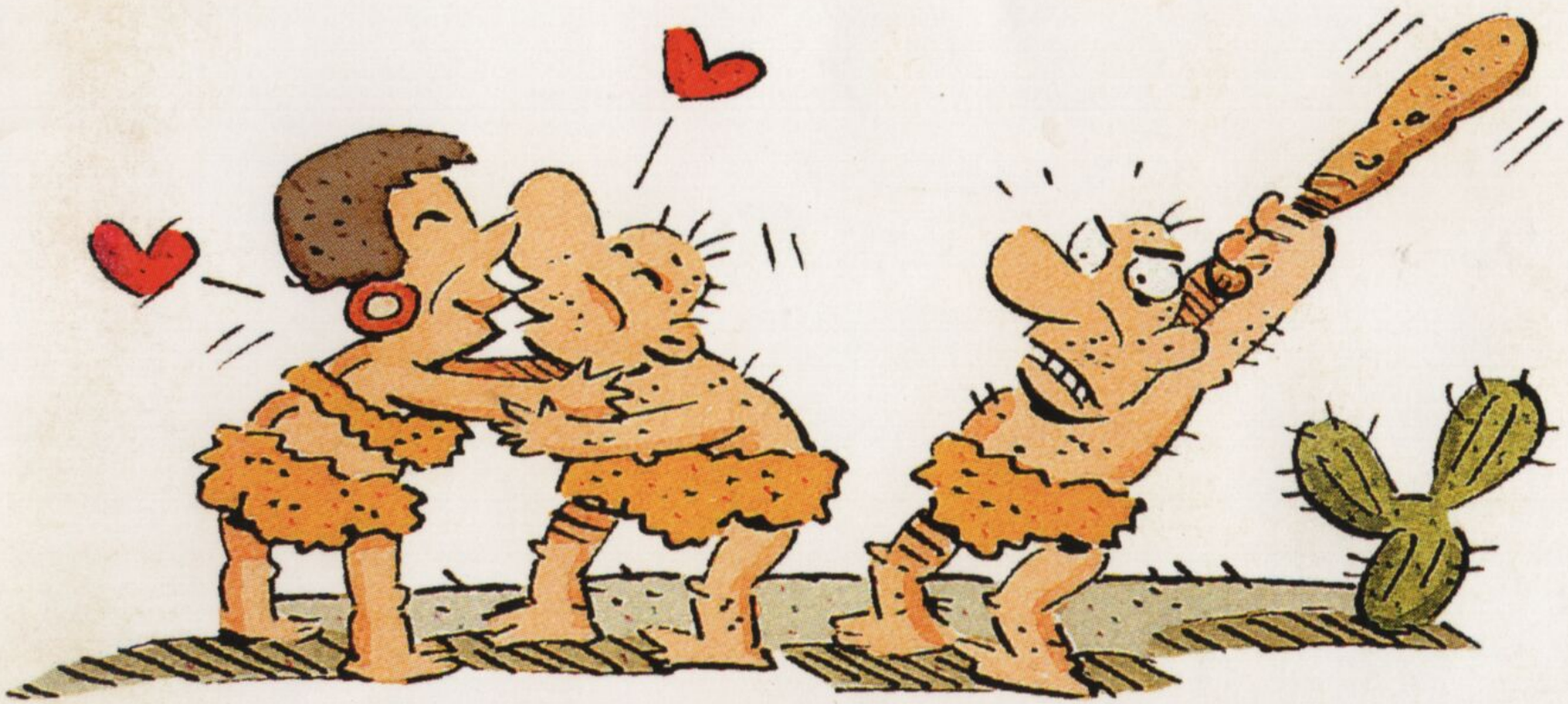
INTRODUCING

the HUMANS™

YOU'VE NEVER SEEN ANYTHING LIKE THEM...



Instruction Manual

First,

there was darkness.

Then there was light.

Then some more darkness.

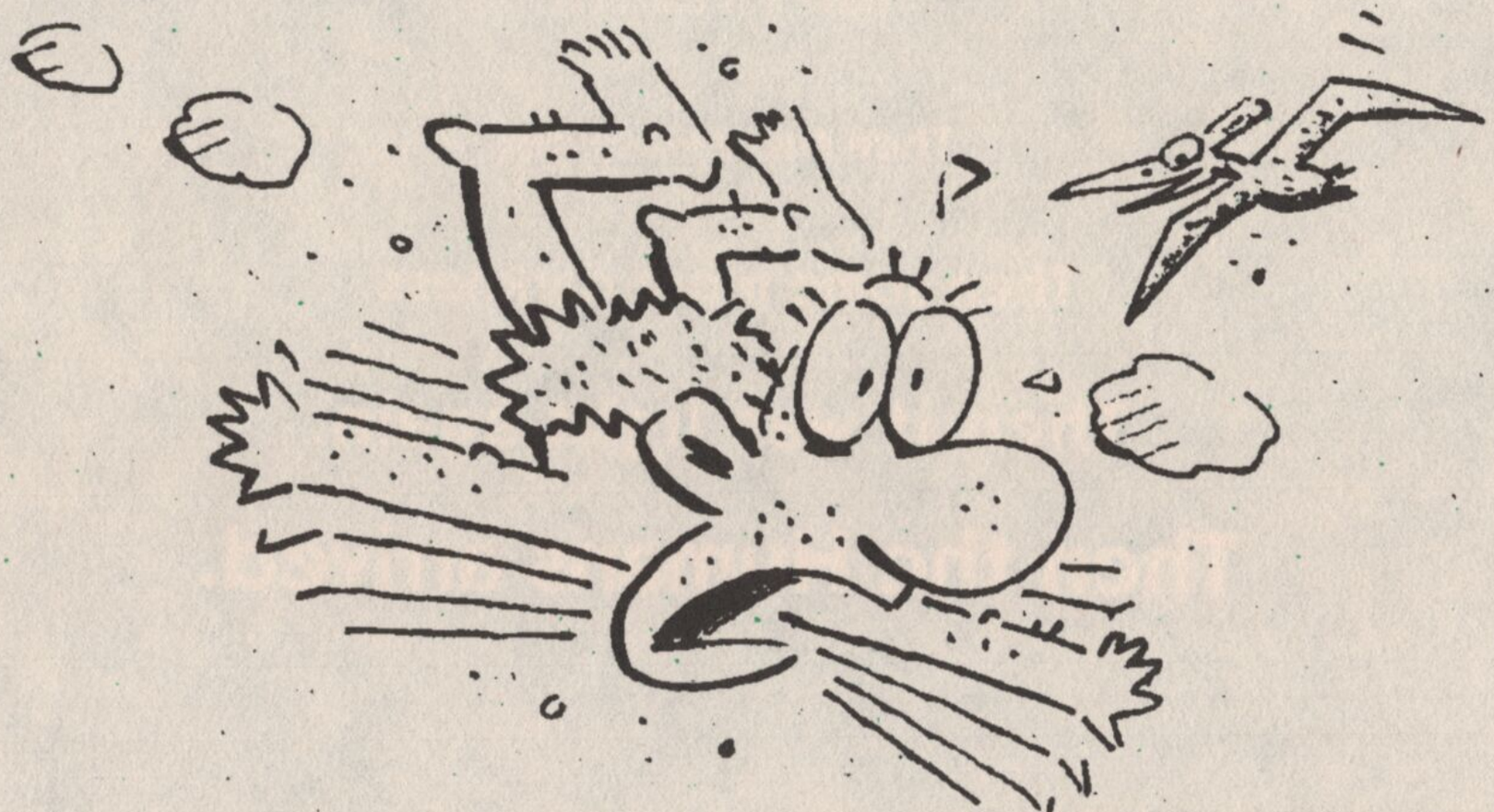
Then it was light again.

Then the Humans arrived.

And it rained.



INTRODUCING...
The HUMANS





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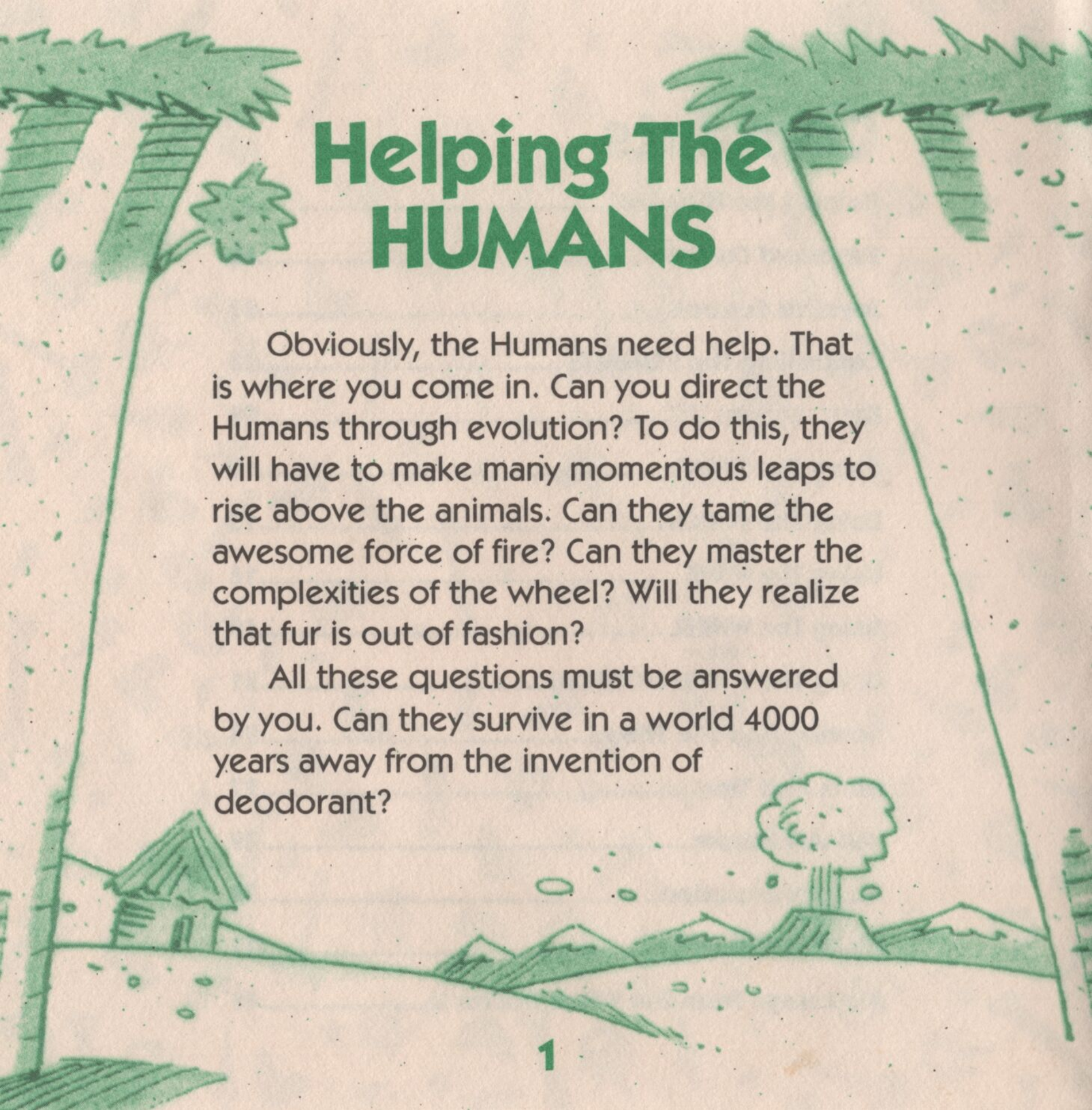
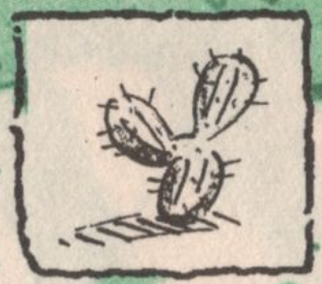
Helping The HUMANS

Obviously, the Humans need help. That is where you come in. Can you direct the Humans through evolution? To do this, they will have to make many momentous leaps to rise above the animals. Can they tame the awesome force of fire? Can they master the complexities of the wheel? Will they realize that fur is out of fashion?

All these questions must be answered by you. Can they survive in a world 4000 years away from the invention of deodorant?





Keyboard Controls

Control Pad = Cursor Keys

Is used to move your Humans around the world.

Fire Key

Is used to lock in your choice of any action.

Select Key = Space Bar

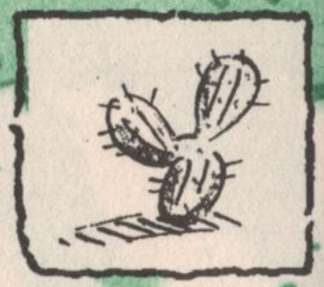
Is used to select an action.

F1-F8

Is used to select the Human you wish to use.

F10 Key

Is used to pause and unpause the game.



Joystick Controls

Up = Move Human Up Ladders, Stacks, Etc.

Down = Move Human Down Ladders, Stacks, Etc.
Also Pick Up/Drop object.

Left = Move Human Left

Right = Move Human right

Fire Button = Used to lock in your choice

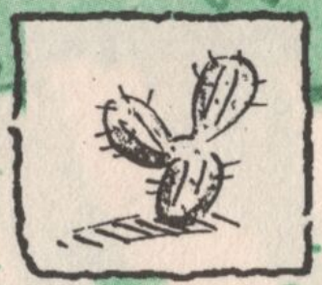
Fire+Left/Right = Push Boulder

Fire when riding boulder = Jump

Fire when carrying Torch = Burn

Fire+Down carrying Rope = Lower Rope

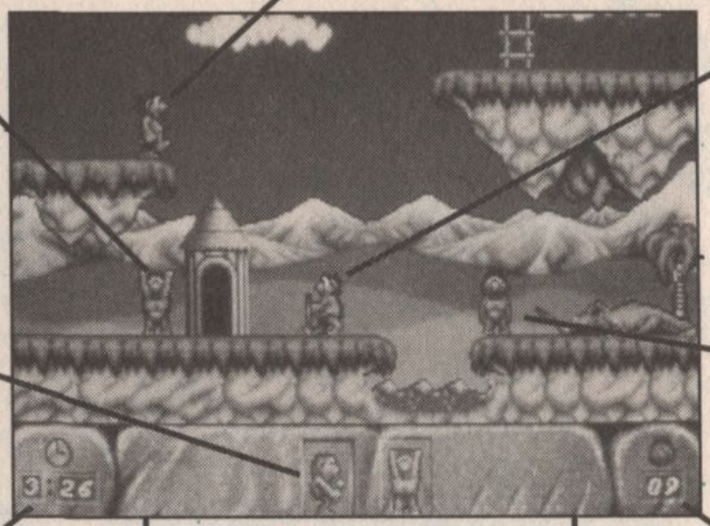
Fire+Up carrying Rope = Raise Rope



Another Human
A slacker doing nothing.

Another Human
This Human is "Stacking," that is, he is waiting for another Human to climb on top of his shoulders.

Another Human
This Human is "Picking up an object."



Selected Action
This the action that the player will perform, if he presses FIRE.

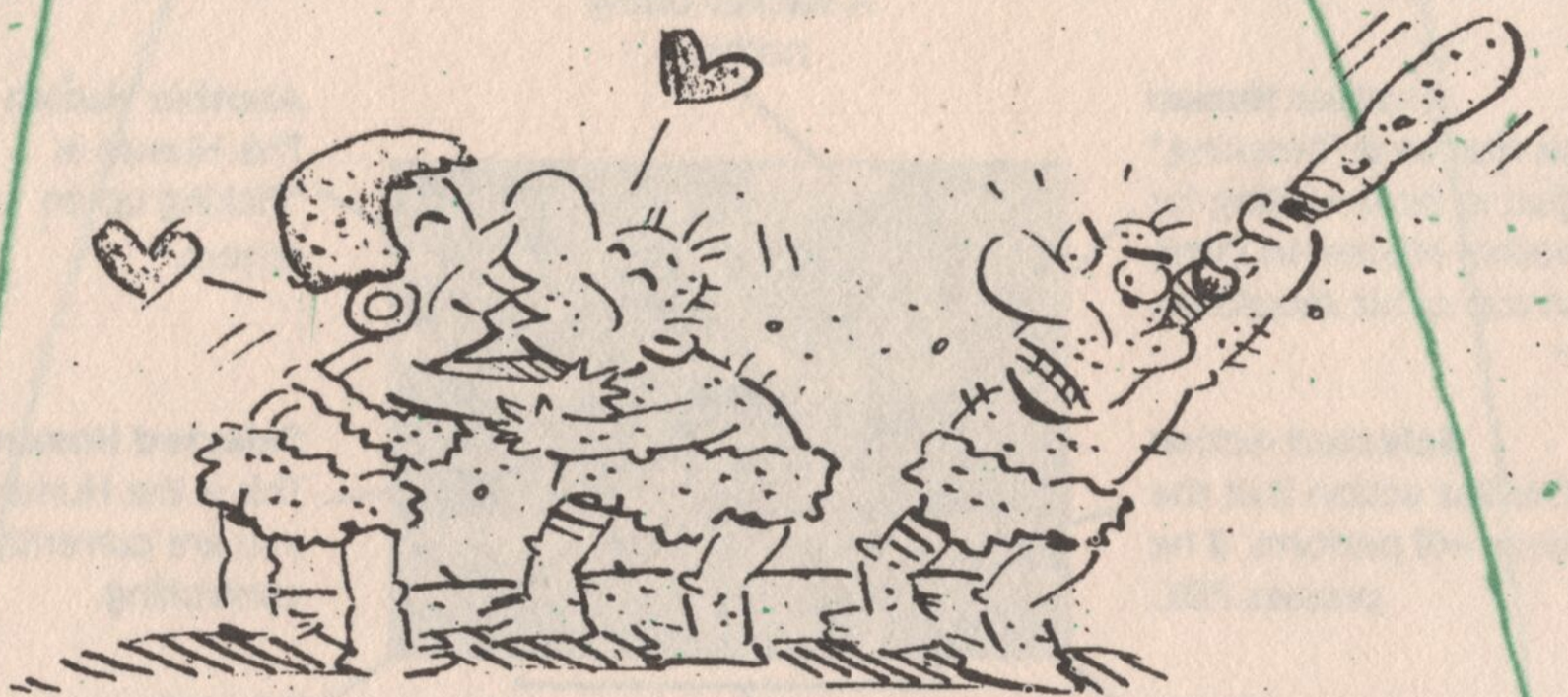
Selected Human
This is the Human you are currently controlling.

Timer

Tribe Size

Action Bar
Here is displayed all of the actions that the Human currently selected can perform.

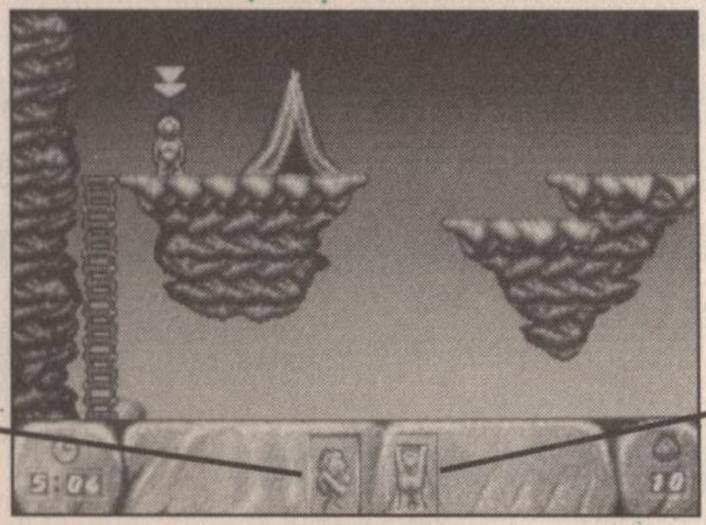
Controlling The HUMANS



Humans are quite easy fellows to control (provided you don't get too emotionally involved).

When selecting a Human, a large arrow will appear momentarily above his head, to help you identify him.





Walking the Humans

To move a Human left or right, push the *CONTROL PAD* in the desired direction. To move a Human up or down a ladder or rope, push the *CONTROL PAD* up or down.



Changing Humans

To select a *different* human, press a *FUNCTION* key. The Corresponding Human will then be selected.

Alternatively press the "<" or ">" Key to select the next Human in the tribe. This short cut can be useful for quick character selection.

Choosing an Action

At the bottom of the screen is the Action Bar. Here is displayed all of the actions that a Human can perform. To scroll through the available actions, press the *SELECT* key. When the desired action is highlighted, then press the *FIRE* key to activate that action.

Basic Actions



Picking Up an Object

To pick up an object, press the *SELECT* key until the Pick Up/Drop icon is selected. Now move over the object and press the *FIRE* key. The object, will now be in use and your *ACTION BAR* will change to reflect the new actions available to you. To drop the object, select the Pick Up/Drop icon again and press the *FIRE* key.

NOTE: If you drop an object on top of another, you will automatically pick up the other object.



Stacking

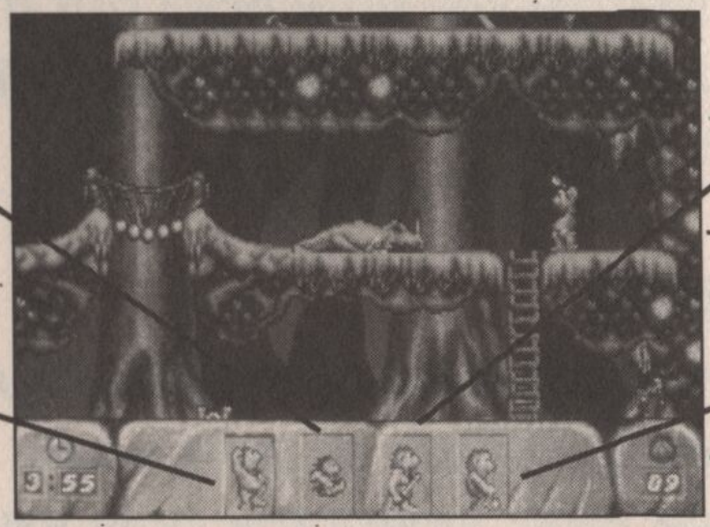
Stacking is when a Human allows another to climb on top of his shoulders. To stack, select the Stacking Icon using the *SELECT* key and press the *FIRE* key to lock in your choice. Note the Human has now changed his stance. Now select another Human nearby (by pressing a *FUNCTION* key or the "<" and ">" keys). Now move the Human in front of the stacking Human and push *UP* on the control pad. This Human will now climb up the stacking Human and will automatically be stacked on top of him. You can repeat this process until you run out of Humans.

NOTE: Sometimes when trying to get to a higher level, you will move off the top of the stack and fall. This means you have not stacked close enough to the edge of the block. Make sure you are right up against the block before you stack.



Using The SPEAR

The first object you will discover is the spear. Here is what it can do and how to use it.



Pick Up/Drop Spear

To pick up a spear, move your Human over the spear lying on the ground, select the Pick Up icon using the *SELECT* key, then press the *FIRE* key to lock in your choice.



Brandish

Often by brandishing a spear at a dinosaur, the player can hold the mammoth creature at bay while his friends sneak by.

To brandish a spear, select the Brandish icon from the *ACTION BAR* using the *SELECT* key; then lock in your choice using the *FIRE* key. The Human will now hold out the spear and keep at bay most dinosaurs that approach him.

Pole Vault

To leap over pits and obstacles, you may wish to use the spear to pole vault.

To pole vault, select the pole vault icon from the *ACTION BAR* by using the *SELECT* key; then lock in your choice using the *FIRE* key. Now you will see a power bar moving up and down where the *ACTION BAR* used to be. When the power bar reaches the desired level, release the *FIRE* key (the



further to the right, the more powerful the jump). To cancel the jump, press the *SELECT* key.

Throw Spear

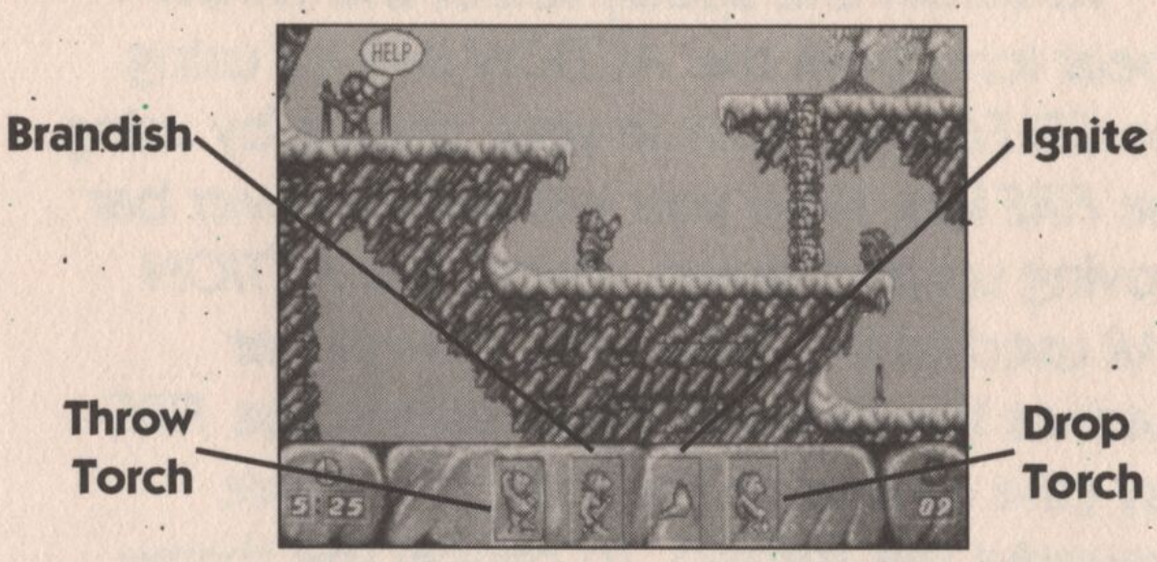
You may want to throw a spear for many reasons, including the slaying of dinosaurs.

To throw the spear, select the Throw Spear icon from the *ACTION BAR* by using the *SELECT* key; lock in your choice by using the *FIRE* key. Now you will see a power bar moving up and down where the *ACTION BAR* used to be. When the power bar reaches the desired level, release the *FIRE* key (the further to the right, the more powerful the throw). To cancel the throw, press the *SELECT* key.

Using The TORCH



The second object that you will find is the torch (firebrand). Here is a list of what it can do and how to use it.



Drop Torch

To pick up a torch, move your Human over the torch lying on the ground, select the Pick Up icon using the *SELECT* key, then press the *FIRE* key to lock in your choice.



Brandish

Often by brandishing a torch at a dinosaur, the player can hold the creature at bay, while his friends sneak by unnoticed.

To brandish a torch, select the Brandish icon from the *ACTION BAR;* using the *SELECT* key; then lock in your choice using the *FIRE* key. The Human will now hold out the torch and keep at bay most dinosaurs that approach him.

Ignite

Sometimes your path may well be blocked by some vegetation. Often the only way through is to burn the thing down.

To burn a bush, select the Ignite icon from the *ACTION BAR* by using the *SELECT* key; then lock in your choice by using the *FIRE* key. The Human will now bend over and set fire to anything that is directly in front of him.

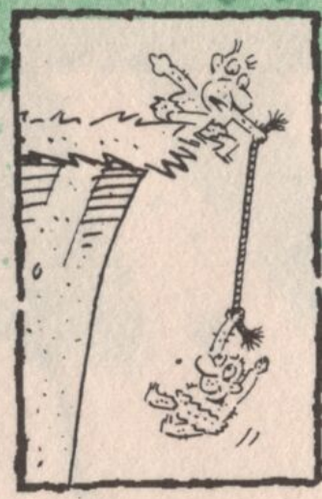


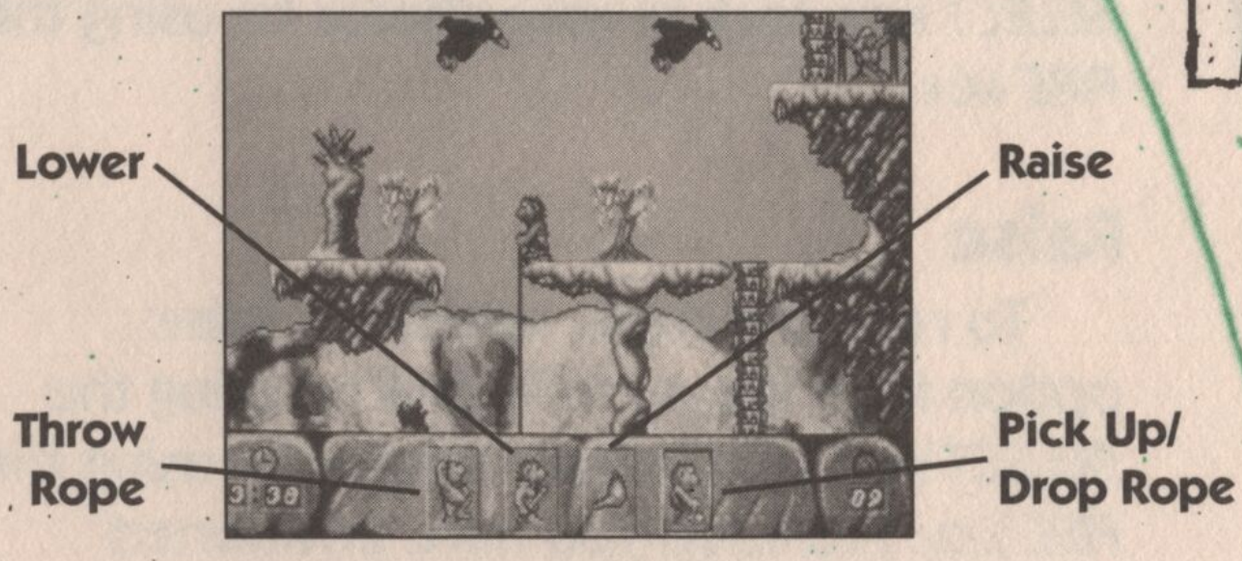
Throw Torch

To throw the torch, select the Throw Torch icon from the *ACTION BAR* by using the *SELECT* key; lock in your choice by using the *FIRE* key.

Now you will see a power bar moving up and down where the *ACTION BAR* used to be. When the power bar reaches the desired level, release the *FIRE* key (the further to the right, the more powerful the throw). To cancel the throw, press the *SELECT* key.

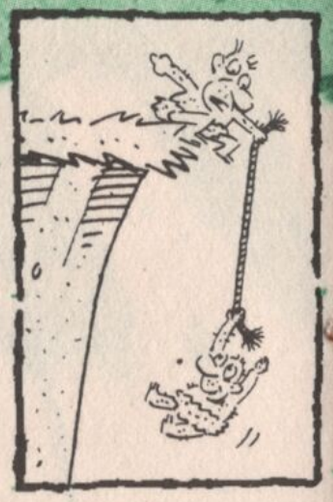
Using The ROPE





Pick Up/Drop Rope

To pick up a rope, move your Human over the rope lying on the ground, select the Pick Up icon using the *SELECT* key, then press the *FIRE* key to lock in your choice.



Lower

To lower the rope, move your Human to the edge of a cliff and select the Lower option from the *ACTION BAR* by using the *SELECT* key; lock in your choice by using the *FIRE* key.

Raise

To raise the rope, select the Raise option from the *ACTION BAR* by using the *SELECT* key; lock in your choice by using the *FIRE* key. Provided you have positioned yourself correctly, you will see a rope lowered down over the edge.

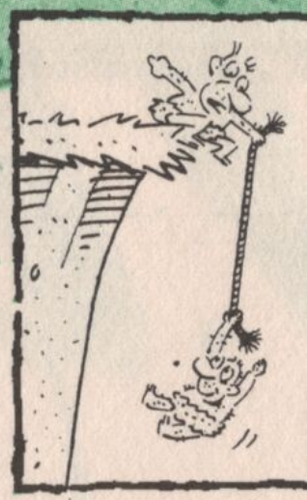
To descend, move another Human over the rope and push the *DOWN* key.

To climb up the rope, move a Human over the rope and push the *UP* key.

Throw Rope

To throw the rope, select the Throw Rope icon from the *ACTION BAR* by using the *SELECT* key. Lock in your choice by using the *FIRE* key.

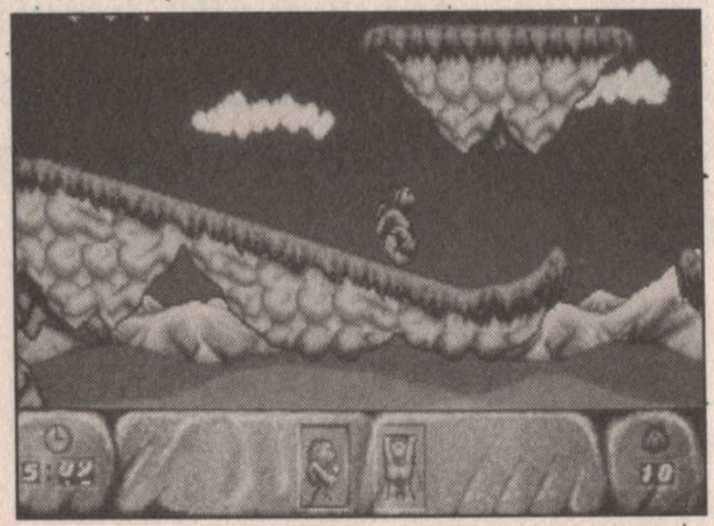
Now you will see a power bar moving up and down where the *ACTION BAR* used to be. When the power bar reaches the desired level, release the *FIRE* key (the further to the right, the more powerful the throw). To cancel the throw, press the *SELECT* key.





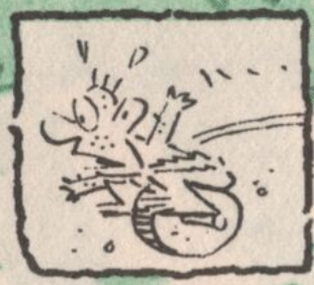
Using The WHEEL

One of the Humans greatest inventions is the wheel. This method of transportation can be used at various points in the game.



Mounting the Wheel

To mount a wheel, move your Human over the wheel lying on the ground, select the Pick Up icon using the *SELECT* key, then press the *FIRE* key to lock in your choice.



Dismounting the Wheel

To dismount a wheel, select the Dismount icon using the *SELECT* key then press the *FIRE* key to lock in your choice

Riding the Wheel

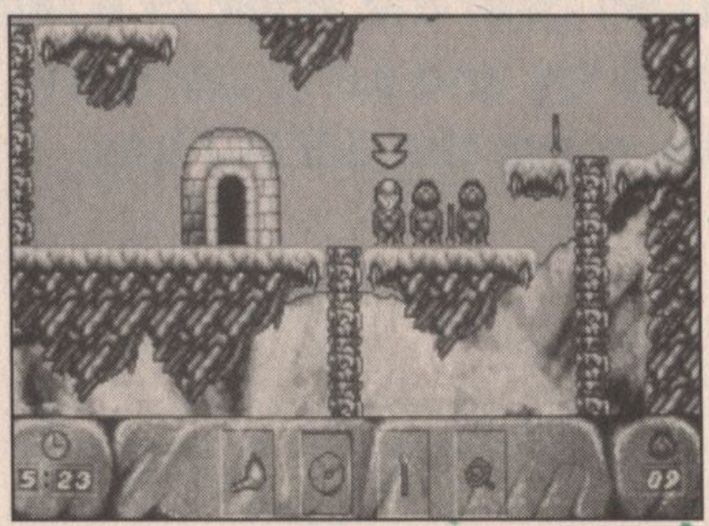
Now you are on the wheel. Push the *CONTROL PAD* left and right to move the wheel. Notice when you go down a slope, the wheel speeds up.

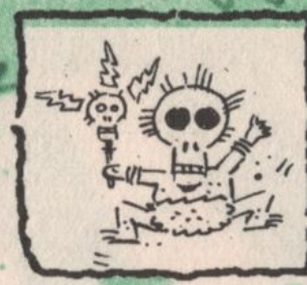
If you go over the edge of a ramp, you may wish to try and jump using the wheel. To do this, press the *SELECT* key.



Using The WITCH DOCTOR

His world is dark and mysterious; only he understands the ancient forbidden knowledge. The Witch Doctor can summon objects from the spirit world to aid you; however, there is a price to be paid.





The Witch Doctor does not turn up in all the levels, as he is an important person and has many things to do (Examining entrails and other vital tasks). When the Witch Doctor DOES show up then he is still unwilling to perform any menial tasks. The Witch Doctor will not use any object. However, he will participate in stacks.

To Use the Witch Doctor

Select the Witch Doctor. Press the *SELECT* key until the spell of your choice is selected then press *FIRE* to select. A Human standing nearby will then be terminated.

Tips on Magic

Insure that there is at least one Human standing nearby, otherwise the gods will be angry. Let's face it, you can do without a deity as an enemy. Let's just get this clear: these are the kind of deities that turn



Humans into insects and curse families to generations of misery. These are not "nice" deities; there will be no "Well I am sorry omnipotent one, will you let me off?" around here. The answer will be "Foolish mortal allow me to turn your family into hamsters." Well you have been warned... Seriously though, these guys are really BAD. I mean imagine, falling over and chaffing your knee ... ouch. Pretty bad huh? That's NOTHING compared to what these guys can do. We are talking MAJOR bad news. Really, be careful.



Scoring and The Tribe

Scoring

You earn a score at the completion of every level. The score is based on how quickly you finish a level and how many Humans are in your tribe upon completion.

The Tribe

Each level requires a certain number of Humans to complete. These Humans are taken from your "pool" of Humans known as the Tribe. If at any point you do not have enough Humans to start or continue a level, then you lose the game.



You can earn extra Humans as you progress through the game and lose Humans in your Tribe by using the Witch Doctor or by misfortune in the game.

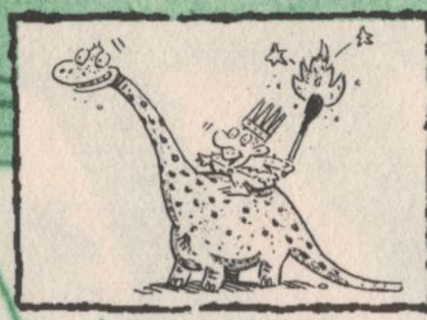
Restarting the Level

During the level, if you are in a position that you feel you cannot win from, you may *RESTART* the level. To do this, press the *ESCAPE BUTTON* and select from *CONTINUE* level, *RESTART* level and *QUIT* game.

Fortune Rewards the Swift

For each second remaining on the counter at the end of the level you recieve ten points.

If you run out of time you lose a Human from your tribe and provided you have enough Humans left you are allowed to start the game again.



Levels and Surviving

At the end of each level completed you recieve the following:

The number of Humans left in the Tribe mutiplied by the Level number and then that figure multiplied by ten.

8 x 5 = 40

40 x 10 = 400 (Final Score)

Hints and Tips



1. Humans can only fall short distances. Avoid long drops. (Many foolish Humans hold "dry diving" contests off the edges of cliffs. You should NOT allow your Humans to attempt this.)

2. Humans should NOT engage dinosaurs in unarmed combat. Use a spear from a distance. (Some Humans indulge in the sport of dinosaur baiting. Most dinosaurs are at least 30 feet high and have teeth larger than a Human's head. For this reason, dinosaur baiting is discouraged, except when supervised by an adult in the privacy of one's own cave.)



3. You may encounter another tribe of Humans in the game. These dastardly chaps will thwart you at every turn. But, have no fear, they can easily be removed by giving them a a good dose of Mr. Spear.

4. Spears don't kill HUMANS, only HUMANS kill HUMANS. (For further info write THE NATIONAL SPEAR OWNERS ASSOCIATION.)

5. Old dinosaur bones can be used as attractive cave ornaments, or body jewelry. The ideal birthday gift.

6. Lemon juice is highly useful for removing sticky stains as well as dying hair. A welcome find for that Saturday night sacrifice at the Hard Rock Cavé.

HUMAN Nature



What is a Human?

Humans are small squidgy pink creatures with four semi-articulated limbs. These limbs can be used for moving around or manipulating objects in a similar manner to normal appendages. In addition to these limbs, Humans have a "head" which houses visual, audio, olfactory and mental operation units. This rather odd configuration means that the Humans often seem confused by the amount of information they receive.

So we can see that physically the Humans, although strangely formed, are not particularly outstanding. Where the Humans really stand out is in the brain area. What makes Humans so loveable is their amusing



habit of repeating the same mistakes again and again. Humans are incredibly stupid creatures. For instance, they have discovered fire no less than ten times throughout their history, but each time it has gone out.

Where do Humans live?

Humans inhabit a highly volcanic area which is virtually swarming with huge carnivorous lizards, poisonous plants, treacherous water-filled potholes and lava flows. Typically, the Humans have never even thought of moving away from "home."



What do Humans eat?

Poisonous plants (Once)
Sickly or very small carnivorous lizards.
Lava (For Lizard Curry)
Each other.

How do Humans protect themselves against drought, famine, plague, storms, typhoons, floods, tidal waves, etc.

Prayer.

Who do HUMANS pray to?

There are two gods that HUMANS worship. Firstly, there is MUG the great golden idol. MUG is worshiped to make the crops grow, give good luck, victory in battle and good health.



Secondly, there is the GREAT ROCK. The GREAT ROCK is worshiped in all matters involving rocks. For example - Oh GREAT ROCK please do not let them drop that rock on me, Oh please GREAT ROCK do not let them throw that rock at me, etc.

What currency do the HUMANS use for exchange of goods and barter?

Height. The HUMANS economy is based on height and strength. For example "Give me that meat because I am bigger than you." The system works with varying amounts of success.



What is the HUMANS greatest achievement so far?

The invention of the comb. (Knot a bad way to straighten things out).

What is the HUMANS greatest mistake so far?

The discovery of fire. (And the accompanying forest fires.)

HUMAN Evolution

PRECAMBRIAN-4.6 BILLION YEARS AGO

The Earth arrives late and proves to be a defective model without any life upon it. The precambrian era lasts for 4 billion and 30 million years and it's difficult to see what took the time. Continents arrived (late again) with oceans. The first signs of ancient life started to form in the oceans and these had little or no concept of fashion except for your very basic shell-based swimwear.

PALEOZOIC-570 MILLION YEARS AGO

Larry, the labyrinthodont, gets washed up on a beach from the ocean and discovers to his amazement, that he can breath the air! Slithering for joy, he begins to explore the multitude of new sights and sounds that lay before him. Unfortunately, Larry's island paradise is, in fact, the top of an underwater volcano that erupts 11 seconds after Larry arrives on the beach. Therefore, Larry holds the singular distinction of being not only the first life form on land, but also the first life form in space... Beach-wear is invented and used by lizards.

MESOZOIC-250 MILLION YEARS AGO

Dinosaurs arrive, thrive and die. No one knows for certain why the dinosaurs became extinct. But it should be kept in mind that as the average size of a dinosaur was around 35 feet high, finding fashion-

able clothes that fit was an impossible dream. At the same time as the dinosaurs' fashion crisis, birds began sporting their new featherware and mammals were showing off fur for all seasons. Unable to take the shame anymore, the dinosaurs became extinct through lack of credibility and are thus, the first fashion victims in history.

CENOZOIC-66 MILLION YEARS AGO

A glorious age of spreading life, the planet is filled with mammals, birds and lush vegetation. This paradise looks forward to millions of years of tranquility and peace. Unfortunately, as it is looking forward, man creeps up behind it and clubs it to death. This tragic incident ends the life of the Cenozoic era.

The Humans have truly arrived.

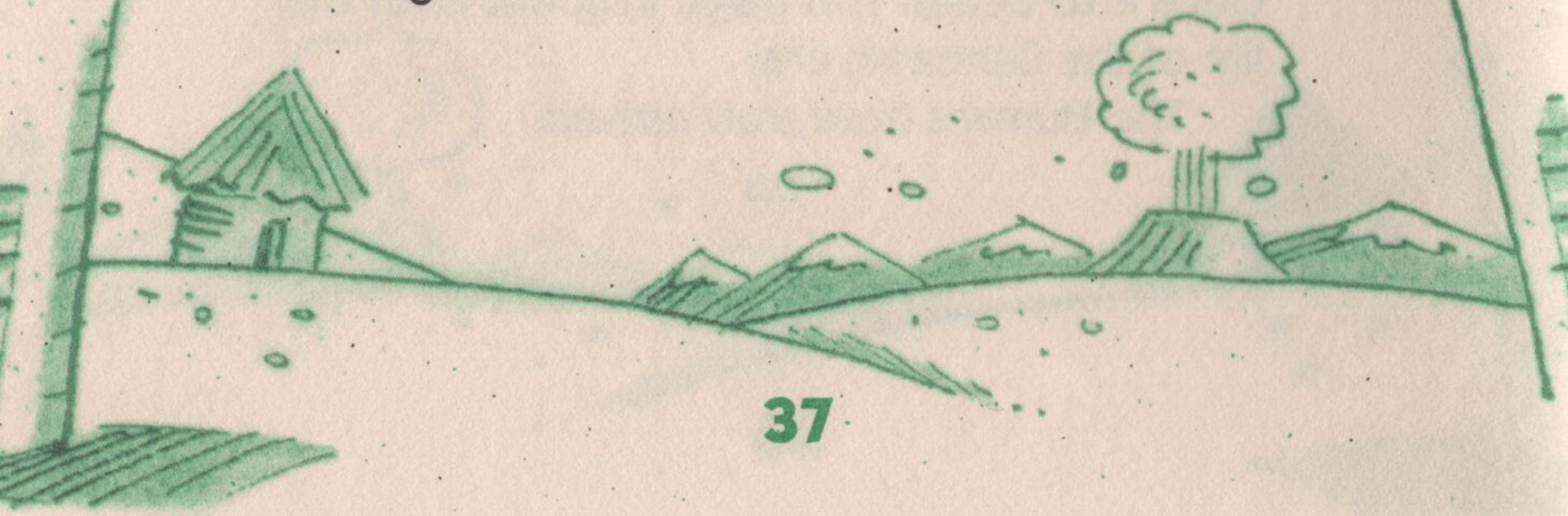
HUMAN History

ANCIENT HUMAN

The Phoenicians develop an alphabet. Typically, it is first used to scribe offensive messages on unpopular peoples' houses.

GREEK HUMAN

The Greeks developed a highly advanced system of government and social order. Their preoccupation with triangles and being cruel to Persians stops any advances in fashion beyond the toga.



ROMAN HUMAN

Excellent party people. Rome was such a hip city that in one gigantic summer bash some prankster set fire to the palace. A miscalculation in the fire-fighting services available marres the jest somewhat, as the entire city burns down. Still on the plus side, the Romans are masters of the ancient civilized world.

DARK AGES HUMAN

A very "Dark" period in history. So dark it's scary. Very few parties and virtually no new fashion releases...let's move on.

MIDDLE AGES HUMAN

Metal is the “in” fashion with plate mail being the most popular line. Much to everyone's displeasure, Gaul becomes France, a far inferior name, which dooms it to centuries of ridicule and invasion.

RENAISSANCE HUMAN

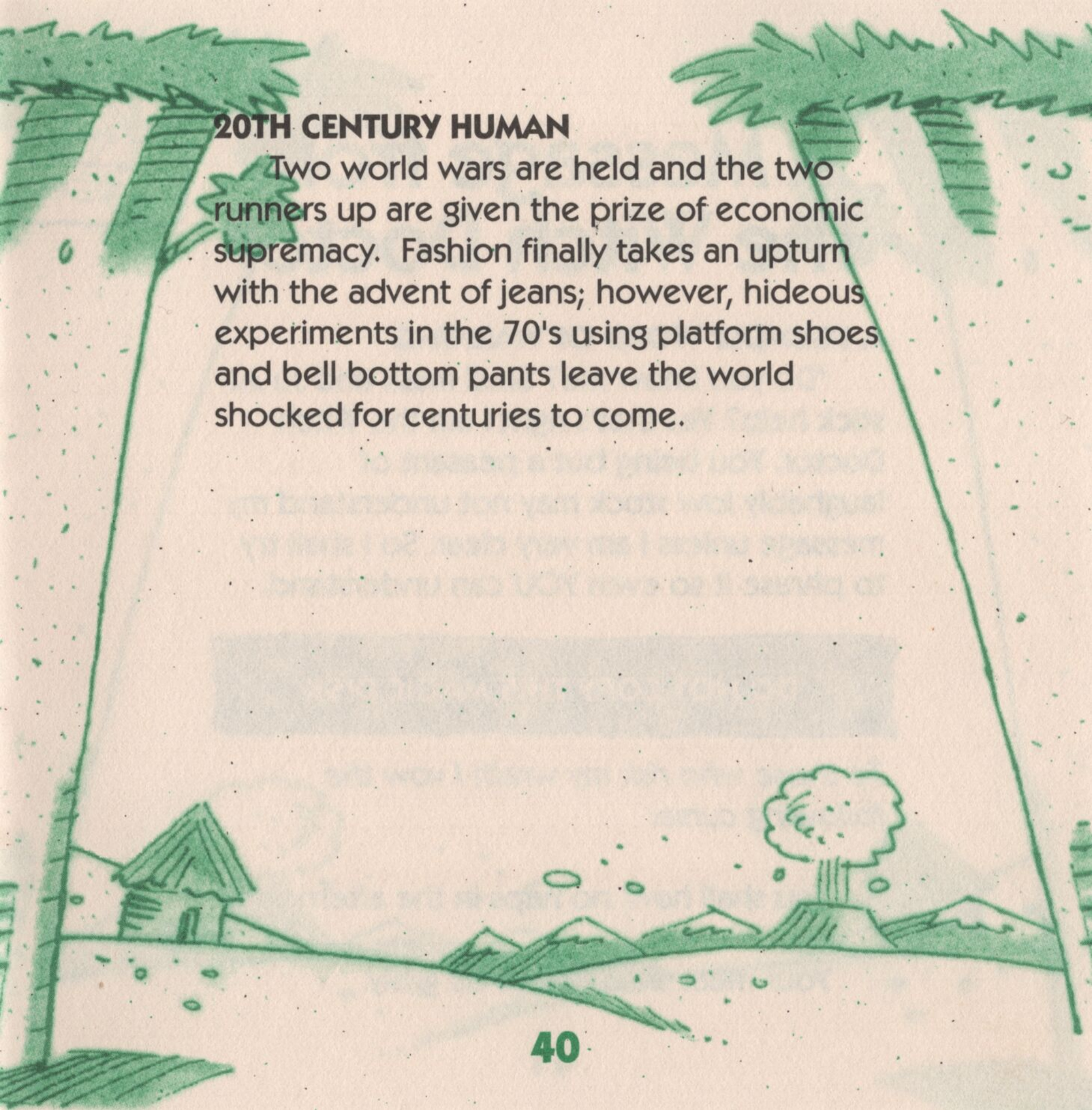
One of the greatest times in Human history with advances in virtually every area of knowledge. Discoveries of note: the frilly collar, thigh length boots, and of course, the hat with ostrich feathers.

NAPOLEONIC HUMAN

So short, he deserves mention. Master of continental Europe, he was, however, a failure in fashion. The pioneering "hand in jacket" stance failed to catch on.

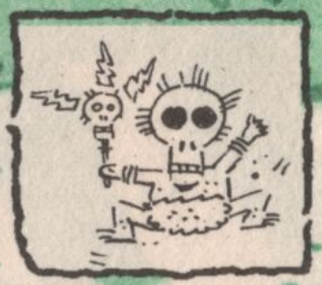
VICTORIAN HUMAN

Small plump woman acquires empire that spans the world, then builds statues of herself all over it. Her utterly appalling taste in clothes can perhaps be attributed to the German influence from her husband.



20TH CENTURY HUMAN

Two world wars are held and the two runners up are given the prize of economic supremacy. Fashion finally takes an upturn with the advent of jeans; however, hideous experiments in the 70's using platform shoes and bell bottom pants leave the world shocked for centuries to come.



A Message from The Witch Doctor

A FRIENDLY WORD OF WARNING

"Do you know me? Skull mask and Ju Ju stick help? Yes that's right I am the Witch Doctor. You being but a peasant of laughably low stock may not understand my message unless I am very clear. So I shall try to phrase it so even YOU can understand.

DO NOT COPY THIS MAGIC DISK

To those who risk my wrath I vow the following curse:

You shall have no naps in the afternoon.

Your meat shall always be grisly.



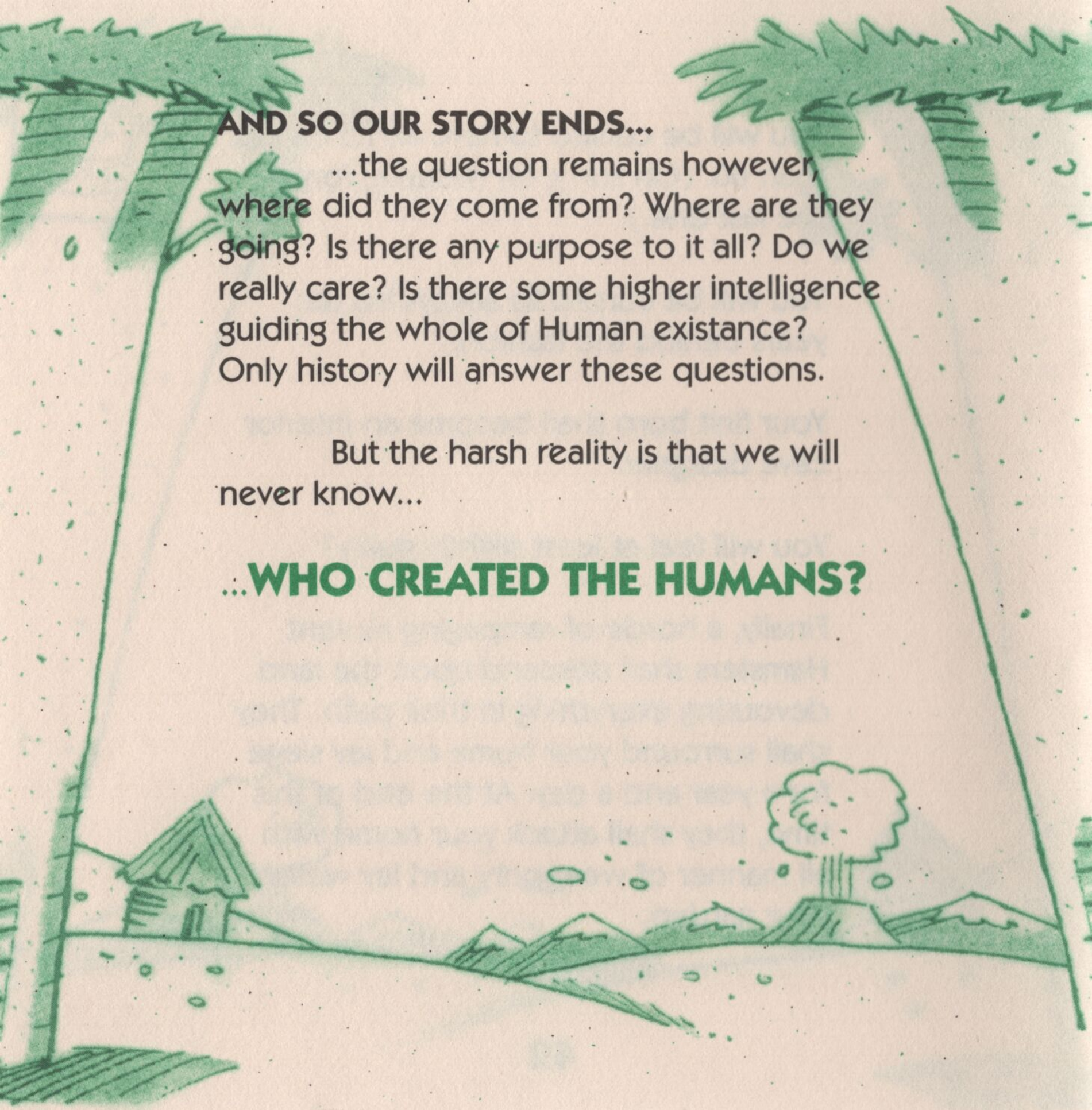
You will be cursed to have an IQ of less than 60. (Oh sorry, my mistake, forget the last one.)

You will be cursed to always be ten years behind the fashion.

Your first born shall become an interior cave designer.

You will feel at least slightly guilty?

Finally, a horde of rampaging Mutant Hamsters shall descend upon the land devouring everything in their path. They shall surround your home and lay siege for a year and a day. At the end of this time, they shall attack your home with all manner of weaponry and lay waste your garden.



AND SO OUR STORY ENDS...

...the question remains however, where did they come from? Where are they going? Is there any purpose to it all? Do we really care? Is there some higher intelligence guiding the whole of Human existance? Only history will answer these questions.

But the harsh reality is that we will never know...

...WHO CREATED THE HUMANS?

The following HUMANS were involved in the evolution of this product:

IMAGITEC:

Design - Rod Humble

Original Coding - Dave Exile

PC Coding - Leslie Long

Art - Andy Gilmour, Pete Goldsmith

Level Maps - John McKinnon, Louise Herd, Rod Humble

Music - Barry Leitch, Ian Howe

Executive Producer - Martin "Norm" Hooley

Additional Design - Dave Hall, Slick, Malcomb

GAMETEK:

Producer - Rod Humble

Creative Director - Steve Curran

Executive Producer - Elizabeth Curran

Package Design - Steve Curran

Manual Design - Steve Curran, John Tombley

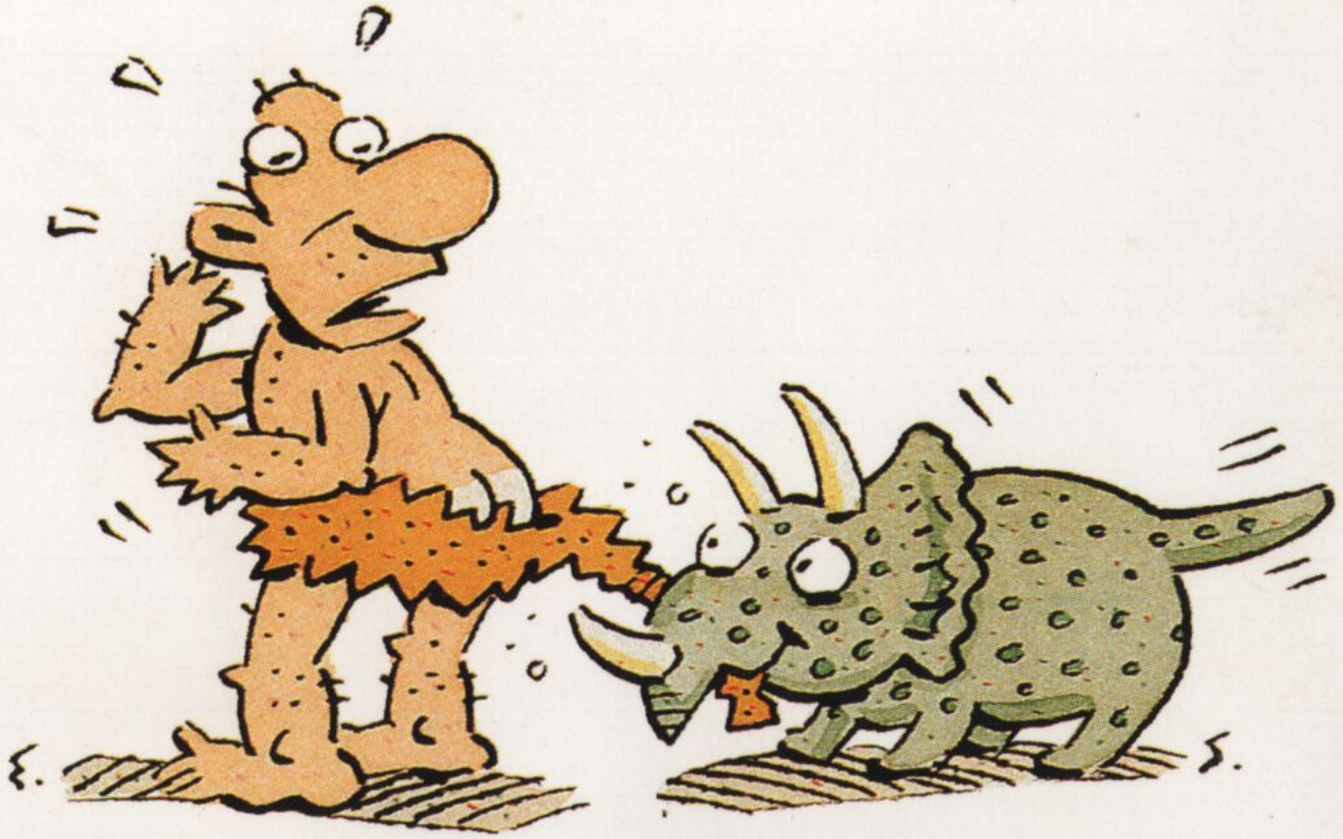
Manual Copy - Rod Humble

Illustrations - Elwood Smith

Production Coordinator - Sherry Dunnigan







THE END.

GAMETEK®

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