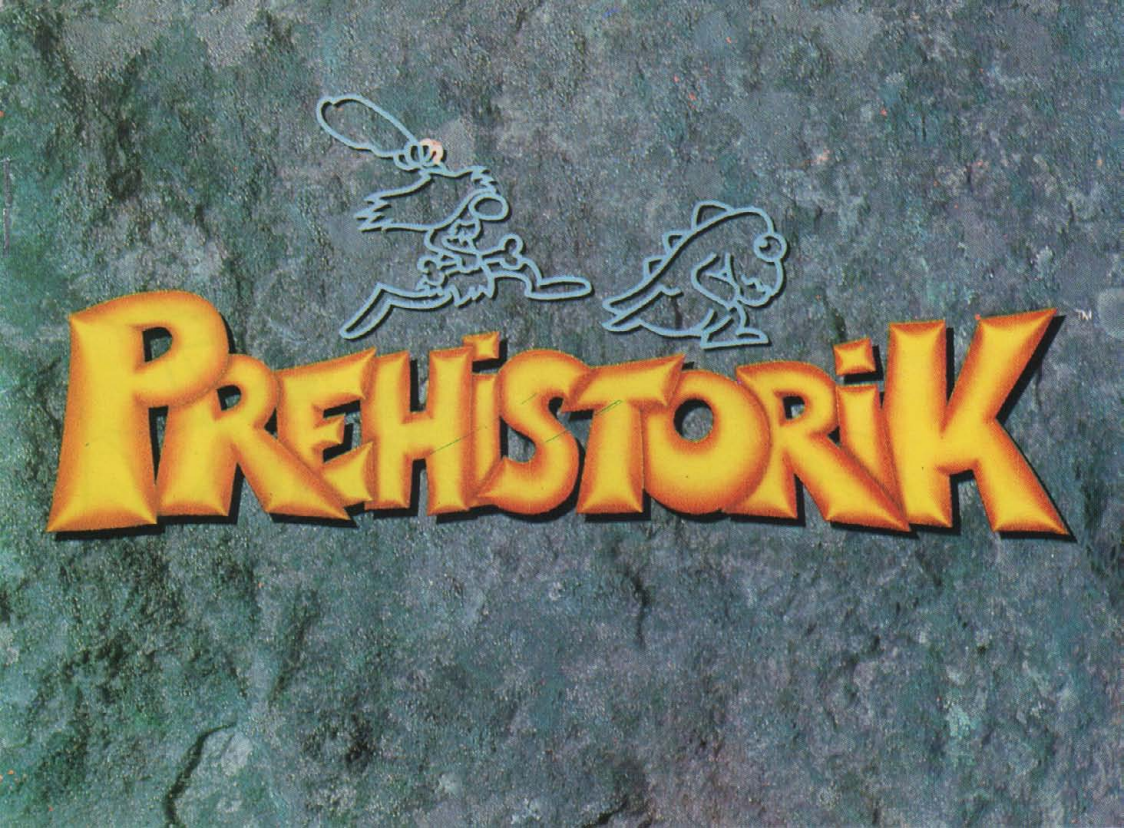
PREHISTORIK

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PREHISTORIK OUR ANCESTOR

As in all the great tribes, storytelling was an important tradition in my family. At night, around the camp fire, Grandpa would tell us the hair-raising adventures of our ancestors. Since our family is famous for its extraordinary memory, some of these stories could go back very far in time...

And so it is with the story you're now going to live. It takes place in the oldest time of all-Prehistoric Time. Back then Early Man had a very different lifestyle to ours- if you wanted to stay alive you had to eat . Since they spent most of their time searching for food, some Early Men like Prehistorik became experts at hunting with clubs. This is the time you're now going to relive along with Prehistorik, the most daring member of my great family...

THE SAGA OF THE ZOGLORS

The Zoglors were in a bad way,
No food and no drink for three days,
No dinoburgers, no saurosoups,
Just bones and beaks...bad, black days.

The tribe was very upset,
The Zoggettes had cried themselves wet;
The Zogguys were fighting,
When quickly as lightning
Prehistorik jumped up like a jet.

"I've just seen the light," he said,
"While lying here hungry in bed.
We must use our clubs! We must use our heads!"
And then he went off to the hunt!

And the moral of the story is:
If you want to eat you've got to hunt.

THE CONTROL PANEL

SCORE:

You have to collect food to score points. Every edible thing that you meet in the game equals a certain number of points which are added to your total. So, if you want to score you have to eat! At the end of each level Bonus Points are added to your score.

TIME:

You start off each level with a certain number of Time Units. If you don't finish the level in time you lose a life, but you can continue the level with additional units.

FOOD:

Your Food Meter starts off at zero. You must fill up your food supply as much as possible before you finish the level. So pick up everything you can get your hands on. If you're unlucky (or lazy!) and you reach the end of the level without filling up your supply, you will see this message: "Not enough food". This means that you must go back and pick up some more groceries.

LIVES:

You start off with 3 lives. Every time you fall in a hole or your Energy Level falls to zero, you lose a life. At the end of every level you win an extra life. (Hint: Look closely, there are Bonus Lives hidden everywhere.)

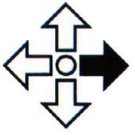
ENERGY:

When you are touched by an enemy or if you touch an obstacle your Energy Level is decreased by 1 or 2 units.
When your Energy Level reaches zero, you lose a life.

COMMANDS

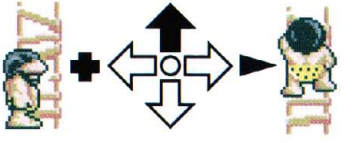
1. MOVING PREHISTORIK:

To go to the right you have to move the joystick towards the right; to go the left move the joystick towards the left.

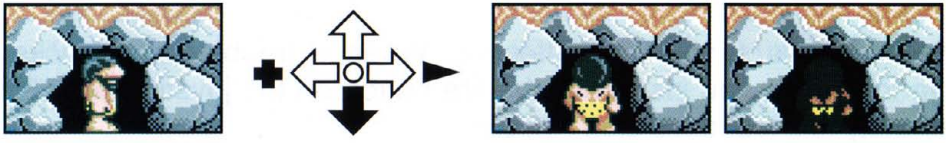


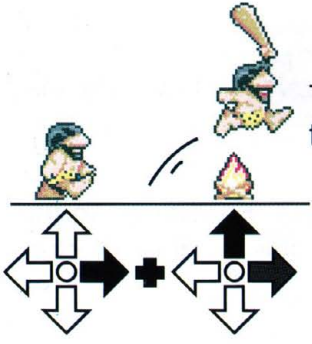
To climb up or down a ladder:

Position Prehistorik in front of the ladder, and push the joystick up if you want to climb up, and down if you want to climb down the ladder.



To go into a cave, position Prehistorik in front of the entry and push the joystick down.





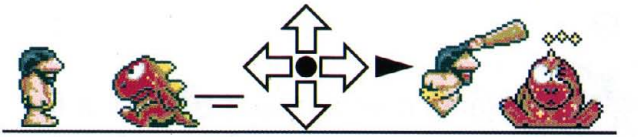
To jump over a peak ( ) or a fire, you must push the joystick diagonally, towards the right or the left.

The more you push in the direction you want him to jump, the further Prehistorik will jump.

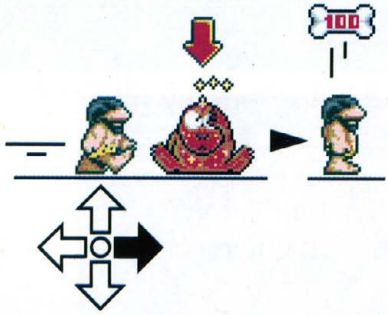
2. FIGHTING:

In this dangerous prehistoric world, you have to know how to use your club to defend yourself from enemy attacks... and one less enemy means one more piece of food in your supplies!

The technique is simple and effective. When a troublemaker sticks his nose in too close, you just press the fire button on the joystick. Prehistorik immediately lets loose his club Anticus.

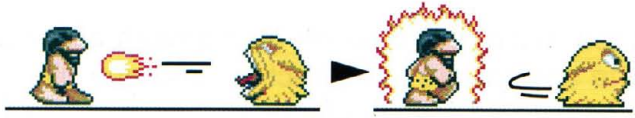


But remember, some monsters are stronger than others. Further on in this manual you'll find a list of the different enemies and the number of clubbings needed to knock them out.



Once you've knocked out your enemy (you will see stars over his head) you just walk on top of him to add him to your food supply. But if you're not quick about it, an arrow will start flashing. This means that he will soon be back on his feet and ready to fight!

When you touch a peak ( ), a fire ( )or a rock (which you can destroy by hitting with your club), or when you are touched by an enemy, your Energy Level decreases. A flashing halo will surround you for a few seconds making you totally invincible, so you can take your revenge.



IN THE CAVES...

You will find the most food in the caves. Beware, they are often well guarded...

The bats aren't too much of a problem (one smash of the club and they're done for). But the spiders are indestructible and one bite means one less Energy Point. It pays to be arachnophobic!

Watch out for fires - if you get burnt you will lose an Energy Point.

To leave the cave you have to move to the left. In some caves a sign (on the right side of the cave) will show you another exit by a different cave.
If you take this dangerous route, you will have some protection. When you leave the cave you will be covered by your flashing halo for a few seconds- enough time to see if there are any enemies around.

IMPORTANT:
Not all the food is found in the caves. You can also find it in the Secret Rooms or even by "Knocking In The Void" in certain precise locations.

The caves aren't just for picking up food. You can also find bonuses which will come in handy later on in the game.

THE BONUSES

The Bonuses give you an extra edge in playing the game.
They are:

THE ALARM: It adds 30 Time Units to your TIME meter.

THE BOMB: It knocks out all the enemies on the screen. Hurry up and grab all the food!

THE SHIELD: It makes you invulnerable... for a little while. Charge!

THE AXE: It lets you knock out your enemies with one blow.

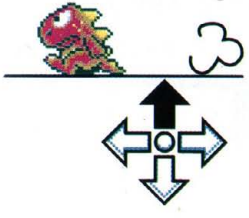
THE SPRING: It lets you jump higher and further.

THE CROSS OF LIFE: It gives you an extra life.

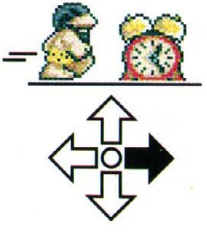
There are two ways to pick up a Bonus:
- in the caves
- through the "Guru Meditation"

THE "GURU MEDITATION"

He appears in different places in the game. Even though he looks like he's sleeping, he is always carrying a bonus. As soon as you see him appear, run up to him and hit him over the head with the club (just to wake him up, of course.) He's not nasty and when he disappears he will leave you a bonus.



To collect food or a bonus you have to walk on it.

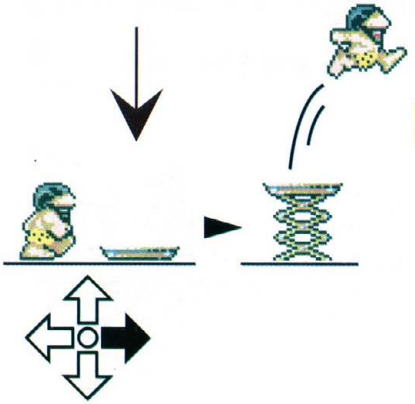


THE ACCESSORIES

In the course of the game you will meet some things which you should use to pursue your quest:

THE TRAMPOLINE:

Lets you do extra long jumps. To use it, climb on and direct Prehistorik towards the right or the left to point him in the right direction.



THE BALLOONS and **THE ALPHAPLANE:** these are more rare. To use them, climb on and use the joystick to direct your flight.

YOUR ENEMIES

GUBBA-GLUB:

The stupidest of them all. He usually just hangs around...but he can be dangerous if he jumps out of a cave by surprise. 2 blows are necessary to do him in.

BALOR and BOBOR:

Not much difference between these two cousins. Sometimes they come out of caves to hunt men. 3 blows and you'll have your fill of bear meat.

PYRO-TAX:

Watch your back! Pyrocritter, a fat ball of yellow hair, spits fire if you have the bad luck to be in his way. He's very dangerous, and it's better to avoid him. But if you can't, a single blow will turn him into a ready-to-eat Pac Man.

SWORDY:

He jumps out of the water to poke holes in everything he finds. Even Prehistorik can get skewered by this fish. Unbeatable.

CHIMP-AGOGO:

He lives in a palm tree, and from the top of his tree he throws coconuts down on you. 1 blow is enough to get him down from his tree, .

TURTOSAURUS:

This giant turtle has been looking for her shell for many years. She's got a bad attitude and doesn't back off easily. To get rid of her takes 5 blows.

PTERIYAKI:

This bad luck bird doesn't go away. What's more, he has an identity problem and thinks he's a kamikaze pilot. He heads straight for you and won't be discouraged by your trusty club Anticus. Trouble!

ARAKNA:

This spider likes to live in caves. She just climbs up and down her web all day long. But beware, this doesn't make her any less of a dreaded enemy. Tread carefully.

SKWIREL:

His favorite past-time is to bombard you with nuts. Since prehistoric nuts are pretty big, you're better off avoiding them. Don't get too close to him, he's invulnerable...

BOA-DEE-SAUCE:

The snake who invented evil. You won't hear him coming up behind you until he suddenly springs and bites you. He's invincible.

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