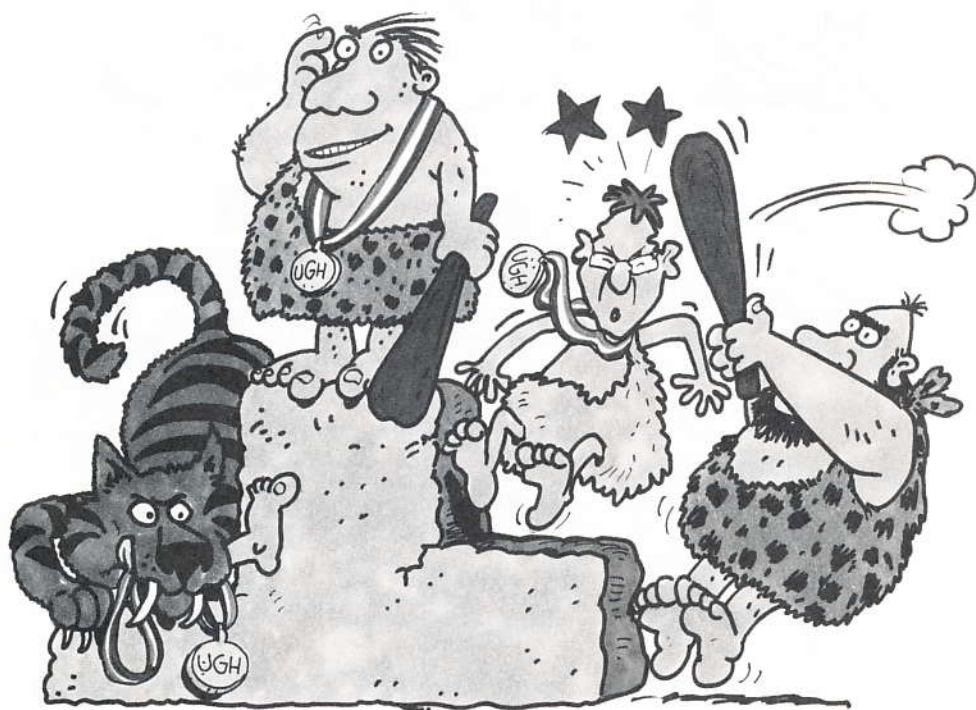


CAVEMAN UGH-LYMPICS



Famous Ugh-lympians



Glork-Dino Race



Brock-Saber Race



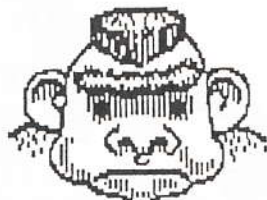
Sarth-Fire Making



Poog-Clubbing



Zug-Dino Vault



Borg-Mate Toss



Tunga-Fire Making



Shlep-Clubbing



Bartha-Fire Making



Loading the Game

For the Commodore C64/128

1. Remove all cartridges and plug your joystick in port 2. (If you're using two joysticks, the joystick plugged in port 2 is joystick 1 while the one plugged in port 1 is joystick 2.)
2. (C128 owners: Put your computer in C64 mode by holding down the Commodore key when you turn on the computer.) Put the Caveman Boot disk in the disk drive and turn it on. Turn on the computer and monitor.

3. At the READY prompt, type **LOAD "EA",8,1** and press Enter. If you have troubles loading the game, disconnect any secondary peripherals from the back of the disk drive (i.e., the fast loader, second disk drive, or printer) and try loading again.

4. Once the game loads, you'll see the opening ceremonies. If you want to go directly to Athlete Selection, press Spacebar.

For the IBM

Hard disk users: To install Caveman Ugh-lympics on your hard disk, follow these steps.

1. Boot your system with DOS version 2.11 or greater.
2. If you have 5.25 inch disks, insert disk #2 into any 5.25 inch drive. If you have 3.5 inch disks, insert disk #1 into any 3.5 inch drive.
3. Type the letter of the drive you put the disk in followed by a colon (e.g., A:), then press Enter
4. At the prompt, type **INSTALL** and press Enter.
5. Once the Install program loads, press Enter to begin the installation, or press the down arrow and Enter to return to DOS.
6. Type the letter of the floppy drive you will be copying from and press Enter. Insert disk #1 into that drive.

7. Type the letter of the hard disk you will be copying to and press Enter.
8. Type the name of the subdirectory you want the program installed to and press Enter. If you type nothing and press Enter, the game files will be written to a directory named \CAVEMAN.
9. Swap disks as prompted until the program is installed.

To load the game, first boot your system with DOS version 2.11 or greater. Then type the name of your hard disk (e.g., c:) and press Enter. Type cd and the name of the subdirectory you specified during installation (e.g., cd \caveman) and press Enter. Now follow the steps below for floppy disk users starting with step 4.

Floppy disk users: Before you do anything else, you should make a copy of your disk #1 with the DOS DISKCOPY command. First boot your system with DOS version 2.11 or greater.

- On a single drive system, put your DOS disk in drive A, and at the A> prompt type DISKCOPY. You'll have to swap disks during the copying process. You'll be prompted when to insert your source disk (the original) and when to insert your destination disk (the backup).
- On a two drive system, put your DOS disk in drive A, and at the A> prompt type DISKCOPY A: B:. You'll be prompted to insert your source disk (the original) in drive A and the destination disk (the backup) in drive B. Press Enter to start copying.

See your DOS manual if you need more details on using this command. Put your original program disk in a safe place and play with your copy.

1. Boot your machine with DOS (version 2.11 or greater).
2. Insert your copy of the disk labeled Disk #1 into drive A or B. This disk must not be write protected.
3. Type A: or B:, whichever drive you put the disk in, and press Enter.

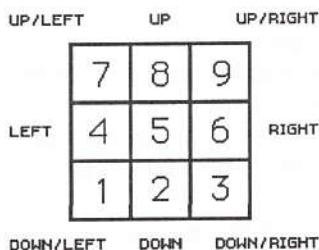
4. Type **CAVEMAN** and press **Enter**.
5. Once the game loads, you'll see the opening ceremonies. If you want to bypass this, press **Spacebar**.
6. When you see a cave painting of an Ugh-lympian, look for that painting in this manual to find his or her name. Type the name and press **Enter**.
7. Another cave painting of an Ugh-lympian will appear. Again, find that painting in this manual. This time, type his or her best event and press **Enter**.
8. Enable or disable Joystick 1. Press 8 on the keypad to highlight Enable; press 2 to highlight Disable. Press **Enter** to make your selection. Do the same for Joystick 2. **NOTE:** Do not enable joysticks that aren't connected to your computer. If you enable a joystick that isn't connected, you'll have to reboot your computer.
9. Highlight your computer type (graphics detail) by pressing either 8 or 2 on the keypad and then press **Enter**. The default selection is the one the program believes you have.

To change any of your choices, press one of the function keys below. A message will appear to confirm your selection. The commands are:

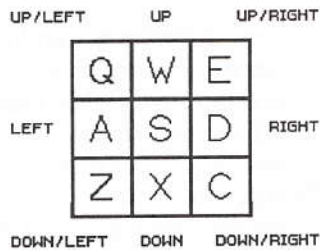
F1	Detail 1 (PS/2-70, TANDY TL, 80386)
F2	Detail 2 (PS/2-30/50, AT, TANDY TX)
F3	Detail 3 (PS/2-20, XT)
F4	Detail 4 (PC, TANDY SX)

OOPS! When mistakes are chiseled in stone, they can't be erased. If your detail is (PS/2-25, XT), then press **F3**.

If you're using your keyboard instead of joysticks, the following diagrams show the eight keys that correspond to the eight joystick directions for each joystick:



Keyboard Joystick #1



Keyboard Joystick #2

For joystick 1, Enter corresponds to the joystick button. For joystick 2, Spacebar corresponds to the joystick button.

If only one joystick is enabled, and another player is playing using the keyboard, then the above diagrams are reversed (e.g., keyboard joystick #1 is the right diagram, and keyboard joystick #2 is the left diagram).

When you're told to move the joystick in a certain direction, press the key that corresponds to that direction. When you're told to press the joystick button, press the key that corresponds to that joystick's button.

Choosing Athletes

After you load the game, you'll see NUMBER OF PLAYERS and the value 1. Push the joystick up to increase the number of players, pull it back to decrease the number. You can have up to six players. Press the joystick button to move on.

NOTE: You'll make most of your selections in the game using joystick 1 (the one that's plugged in port 2 for Commodores).

To choose your athlete, odd numbered players — 1, 3, 5 — will use joystick 1 (in port 2 for Commodores) and even numbered players — 2, 4, 6 — use joystick 2 (in port 1 for Commodores). To pick an athlete, click the button to

get the club, move the club over the athlete's picture, and click the button to smash his or her head. You'll see the Neanderthal's biography and his or her strengths in various events.

Ugh-lympian Advantages

Except for Gronk and Vincent, each athlete has two events that he or she is strong in. Gronk is good at all events and Vincent isn't good at any. (If you're hotter than the average ape-man, try being the talentless Vincent for a challenge. On the other hand, if your skills haven't evolved yet, give yourself a break and be Gronk.)

The list below shows each athlete's talents. On the lower left corner of the screen are your options to choose this athlete or to see another. Highlight the option you want and press the joystick button. In an event, an asterisk appears next to the athlete's name if he or she is outstanding in that event.

Vincent	Wimp; no advantage in anything
Gronk	Stud; advantage in everything
Crudla	Saber Race, Dino Vault
Glunk	Saber Race, Clubbing
Thag	Mate Toss, Fire Making
Ugha	Dino Race, Fire Making



Choosing a Sponsor Name

After you choose an athlete, you need to type in a sponsor name that'll be used to record high scores. Some of the Ugh-lympics' bigger corporate sponsors include: Bashwell Clubs, NiceStink Perfumes, Bzunk's Mammoth Meat, Derk's Stone Jewelry, Smashflat Clubs, and Gerg's Fine Rocks. Press **Return** or **Enter** after you type in a name.

Playing Against the Computer

If you don't have a friend to compete against, you get a computer-controlled opponent. This opponent is for pacing only; your score will always be considered the winning score, even if the computer athlete wins. This lets you compete for a spot on the Caves of Fame. When you beat the computer in any event, the event ends; you don't have to wait for the computer to finish.

Choosing Game Options

After you select the contestants, you'll see your game options. Highlight the option you want and press the joystick button.

PRACTICE — Any Ugh-lympian with a gold medal around his or her hairy neck knows that "practice makes perfect" (this, by the way, may have been the first recorded sports quote in history). You can practice any of the six events; just highlight the one you want and click the joystick button. You can practice the event as many times as you want. When you see the prompt **RESTART EVENT?**, move the joystick up or down to select **YES** or **NO**, and then press the joystick button.

START THE CAVEMAN UGH-LYMPICS — It's the moment your Ugh-lympian has trained for all his or her prehistoric life. The athletes will enter the games and compete in all six events. Press the joystick button if you want to bypass the opening ceremonies.

CAVES OF FAME — Take a torch-lit stroll through these caves and you'll see the record holders in all of the events except Clubbing. With diligence and training, your Ugh-lympian's mug can grace these walls some day. Press the joystick button to move from cave wall to cave wall.

RESTART — Takes you back to the **NUMBER OF PLAYERS** screen.

Key Commands

Q (Commodore only) Esc (IBM only)	Quits the event you're playing. You can choose to restart or quit the event for all players. During the Ugh-lympics, all the athletes will go on to the next event. In Practice mode, you'll return to the Game Options menu.
C (Commodore only) F9 (IBM only)	Pauses the game anywhere. Hit again to resume game.
Ctrl-Esc (IBM only)	When you're at the Game Options screen, you can press this to return to DOS.
Ctrl-s (IBM only)	Toggle the sound on or off.



The Events

Blorg "Midas Touch" Blorg, trainer to gold medal winners the world over, offers this pre-game inspiration to all you Ugh-lympians: "You not win, you no evolve."

Let the games begin.

Mate Toss

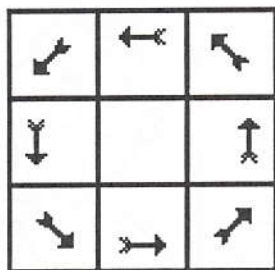
Many a Neanderthal has gotten misty-eyed recalling the first time he grabbed his "one and only" by the hair and tossed her against the wall. Women have no problems excelling in this sport; said one enthusiastic lady proponent, "Me like him go splat!"

After your athlete reaches the circle, press and hold the joystick button and then move the joystick in a circular, counterclockwise direction.

When you're at top swiveling speed (shortly after the "speed lines" appear), release the joystick button to toss your mate. During practice, you can abort a toss after you've thrown your mate by pressing the button once the throwee is in the air. Once your mate has landed, you'll get the distance of your toss.

IBM Keyboard control:

Mate Toss



Blorg: "Start slow then faster faster. If speed up too fast, stumble back and forth. Spin too long make tired and turn many colors. Not good for throw. Throw up, too."

HOLD DOWN BUTTON
WHILE SPINNING AND
RELEASE TO THROW

Saber Race

The old saying "The race goes not always to the swiftest, but to those who can avoid being eaten" was probably coined by a participant in this event. Your Neanderthal had better be quick on his feet, since losing the Saber Race can bring new meaning to the phrase "agony of defeat." Nice kitty.

To make your athlete run, move the joystick rapidly from left to right. Click the joystick button to make your athlete leap cactus and puddles. The top and bottom screens are connected together.

IBM Keyboard control:
Saber Race

RUN		RUN

Blorg: "Run too slow not good idea. And not let opponent catch up. He grab you by loincloth, toss you to kitty. Kitty eat you, you out of race. Simple."

PRESS BUTTON TO JUMP

Fire Making

The first and most important step in man's evolution towards a civilized existence was marked by his mastery of the techniques for building fire. The second was when he burned himself. Come relive this evolutionary milestone, and see how it was in "the good ol' days," before cooked meat and forest fires.

Blorg: "I tell all Ugh-lympian, 'Fastest fire maker not just get medal. Get more barbecue invitation.' They work more hard to win."



As any caveman worth the hair on his feet knows, the way to get a fire started is to rub two sticks together. To accomplish this feat, rapidly move the joystick right and left. As soon as you get the hang of this, the green bar below your athlete will start to increase. Eventually, the color

of the bar will turn to red and sparks will start to form. When a few sparks land on your pile of tinder, puff on your pile by quickly and repeatedly pulling your joystick back. When you see smoke, blow on the tinder by pushing the joystick up (to take a deep breath), and then pulling the joystick back (to blow). If your timing is right, your smoldering sparks will burst into flames.

IBM Keyboard control:

Fire Making

	IN- HALE	
RUB STICK		RUB STICK
	EX- HALE	

Blorg: "Important to breathe. Cannot blow if not breathe. And not blow too fast or make stars over head and hear funny tweeting. Three stars over head mean trouble near. One dizzy cave-man. Blow, breathe, blow, breathe. Simple unless you Neanderthal."

PRESS BUTTON TO BOP
OPPONENT

If your opponent is getting too far ahead, you can impair his progress by whacking his skull with your stick. To do this, press and hold the joystick button. If your opponent is clever enough to do this to you, you can duck his swing by pulling the joystick back when he's about to hit you.

Clubbing

The goal of this event is either to force the other player off the clubbing platform or beat him senseless. There are two parts to this event: the Intimidation Phase and the Clubbing Phase.

During the Intimidation Phase, move the joystick as fast as you can in random directions. This makes your caveman flail around wildly. If

you can intimidate your opponent, you'll have an edge when the clubbing starts. *Blorg: "Yell. Jump. Look mean. Scare opponent. Make BASH BASH BASH better for you."*

In the Clubbing Phase, bash your opponent until you drain him of all his strength or knock him off the platform. Strength is displayed on the bar graphs above each athlete. To walk towards your opponent, push your joystick towards him. To retreat, push your joystick away from him. To duck, pull the joystick back.

Blorg's personal clubbing techniques:

Knee Bash—To do a knee bash, pull and hold the joystick back and click the joystick button. Quickly bash your opponent three times in a row to make him hop backwards in pain—and hopefully off the clubbing platform.

*edge of cliff bad place.
You not light as feather. You fall to dark place, not blame me.*

Overhead Smash: Push and hold the joystick up, then click the button. Good when other guy try to knee bash you. Knock him silly.

The Face Bop: Blorg's favorite, click the button while you're standing right next to your opponent. *Blorg say do lots and do fast fast fast. flat face, good face!*



Since your Ugh-lympian barely has the intelligence of the average rodent, it's easy to fake him out. By pressing the joystick button and holding it, you'll point. This causes your adversary to look in that direction, giving you a chance to wallop him.

IBM Keyboard control:

Clubbing

BACK- WARD		FOR- WARD
	DUCK	

BUTTON NOT PRESSED

	OVER- HEAD	
		FACE BOP
	KNEE BASH	

BUTTON PRESSED

PRESS AND HOLD BUTTON TO POINT

Blorg: "You get bash hard, stars dance on head. You not can bash back. Me suggest you not get hit."

Dino Race

Long considered one of the most gruelling and difficult of all the Ughlympian events, the Dino Race is sure to separate the men from the chimps. Will your heroic cave-dweller make it to prehistoric fame and glory by successfully navigating the treacherous course and crossing the finish line first? Or will he simply eat dirt and suffer a lifetime of humiliation and disgrace? You decide.

"READY...SET...UGH!" And you're off to the races on your trusty reptilian steed. Move the joystick to the right to give him the spurs, and keep spurring or your dino will stop. To kick your dino into "turbo" speed, push the joystick up to give your dino a little tap on the head (your dino must be moving for this to work). If the turbo tap works, your dino will take off like a race horse and clear obstacles without your guidance. Once he slows down, you'll have to resume the spurring.

Blorg: "Dino have brain of dried pea. Not club too many time or dino get confused. Up to five hit okay. Chance of dino get confused each time hit: hit 1 - 0%, hit 2 - 20%; hit 3 - 40%; hit 4 - 60%; hit 5 - 80%; hit 6 - dino fall down. Dino not go fast on belly."

Next comes the tricky part: jumping. This requires a good deal of coordination, something which neither dinosaur nor caveman possess in any great abundance. Press the joystick button to send your mount leaping over obstacles in its path.

IBM Keyboard control:
Dino Race

	TURBO	
BACK- WARD		FOR- WARD

Blorg: "Must have running start to jump. Dino not want to jump – back up, try again. Do right or eat rock."

PRESS BUTTON TO JUMP

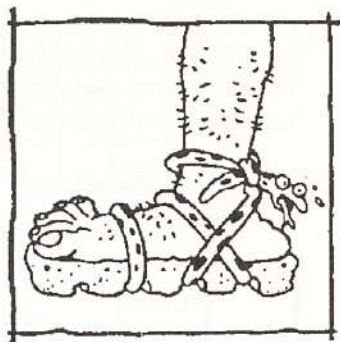
You can find out who's in the lead by looking under the athlete's name; you'll see the last flag he or she has passed. A skull marks the finish line.

Dino Vault

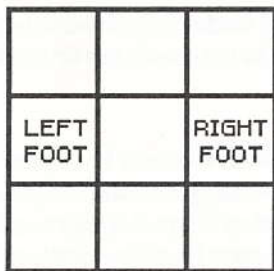
Perhaps one of the most expensive events when it comes to paying the price for failure, dino vaulters have proven themselves either as athletes of steel nerves or zero brains. Dino vaulters don't care if they're sailing over a dinosaur named "Bilious Breath," "Incisor Face" or "Bottomless Pit" — just as long as they *sail*.

Before you vault, you need to set the height of your dinosaur. To make dino taller, push the joystick up. To make it shorter, pull the joystick back. You can set it anywhere between twenty and thirty feet. Once that's done, click the button and you'll move to the starting position.

To successfully leap over the dinosaur, you must time your cave dweller's approach precisely. First you have to make a good approach by running in time to the sound of the footsteps. To begin running, push the joystick button. Then move the joystick slowly from left to right and gradually increase speed as the tempo of the footsteps quicken. When you near the edge of the ravine, press and hold the button to plant the pole. Just before the pole is fully extended, release the button and your athlete will — with a little luck and skill — sail over the gaping maw of the dinosaur.



IBM Keyboard control:
Dino Vault



Blorg: "Run fast. Plant pole right place. Let go right time. Not all right, you dino delight."

PRESS BUTTON TO START,
PRESS IT AGAIN AND HOLD
IT TO PLANT POLE, AND
RELEASE IT TO VAULT

Neanderthal vault judges were the original rappers. Aside from always banging their heads on the rocks behind the dinos, they tend to speak their own language. Occasionally a vault judge might say, "Bad vault" after seeing a particularly nice performance. Don't be alarmed; to them "bad" means good, as in "That was a *baaad* vault, man." Your vault scores will still be recorded.

Event Scoring

Before the days of calculators, cavemen kept score by stacking dinosaur chips for each victory. The athlete with the highest stack and worst smell won. With the new Neanderthal numbering system, the Ugh-lympic committee could at last abandon the dung method. The number of points an Ugh-lympian receives depends on what place he or she finishes. The athlete with the most points at the end of all six events is the jock supreme.

<u>Place Finished</u>	<u>Points</u>
1st	40
2nd	20
3rd	10
4th	5
5th	2
6th	1

NOTE: If your player fails to complete the event, he or she won't get any points.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support

P.O. Box 7578

San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices:

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465

In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

Limited Warranty

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media — EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software — EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions: EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Limitation on Damages

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is ©1988, 1989 Electronic Arts. All Rights Reserved.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, 1820 GATEWAY DRIVE, SAN MATEO, CALIFORNIA 94404-2497.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY BELOW.

SOFTWARE © 1988 DYNAMIX, INC.
ALL RIGHTS RESERVED.

MANUAL BY DYNAMIX, INC.,
GREG JOHNSON, AND Z. J. YEE

© 1988 ELECTRONIC ARTS. ALL RIGHTS RESERVED.



ELECTRONIC ARTS®

Customer Service
PO Box 7578
San Mateo, CA 94403-7578
(415) 572-ARTS