

SEGA
GENESIS
16-BIT CARTRIDGE

the
HUMANS™

INSTRUCTION MANUAL

<http://www.replacementdocs.com>

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PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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2999 NE 191st Street
Suite 800 North Miami Beach, FL 33180

PRINTED IN JAPAN

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First,

there was darkness.

Then there was light.

Then some more darkness.

Then it was light again.

Then the Humans arrived.

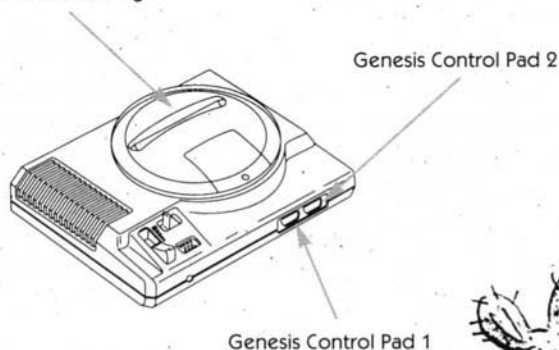
And it rained.

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- 1 Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in the Control Pads.
- 2 Make sure the power switch is off. Then insert the HUMANS cartridge into the console.
- 3 Turn the power switch ON. In a few moments, the title screen will appear.
- 4 If the title screen doesn't appear, turn the power switch OFF. Make sure that your system is set up correctly and the cartridge is properly inserted. Then turn the powerswitch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Genesis Cartridge



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?

USING YOUR CONTROLLER



D (DIRECTIONAL) BUTTON

Used to move your HUMANS around the world.

START BUTTON

Allows you to Skip Introduction, Start Game, Pause/Quit Game/Restart level

BUTTON C

Selects Action and Deletes Letter on Password
Locks in Password

BUTTON B

Locks in Action and Enters Password
When riding boulder Button B + left or right = Jump

BUTTON A

Selects next HUMAN
Deletes Letter on Password



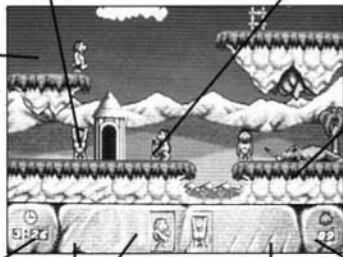
Another HUMAN

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."

Another HUMAN
A slacker doing nothing.



Selected HUMAN
This is the HUMAN you are currently controlling.

Timer

Selected Action

This the action that the player will perform, if he presses **B-BUTTON**.

Action Bar

Here is displayed all of the actions that the HUMAN currently selected can perform.

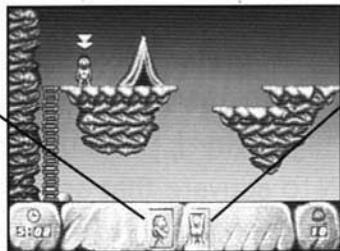
Tribe Size



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

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

Pick Up Object



Stack

Walking the HUMANS

To move a HUMAN left or right, push the **D-BUTTON** in the direction. To move a HUMAN up or down a ladder or rope, push the **D-BUTTON** up or down.

Changing Humans

To select a *different* HUMAN, press the *A-BUTTON*. The next HUMAN will then be selected.

Choosing an Action

At the bottom of the screen is the Action Bar. Displayed here are all of the actions that a HUMAN can perform. To scroll through the available actions, press the *C-BUTTON*. When the desired action is highlighted, press the *B-BUTTON* to activate that action.



Pick Up/Drop an Object

To pick up an object, press the *C-BUTTON* until the Pick Up/Drop icon is selected. Now move over the object and press the *B-BUTTON*. 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 *B-BUTTON*.

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 HUMAN to climb on top of his shoulders. To stack, select the Stacking

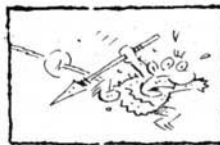


BASIC ACTIONS

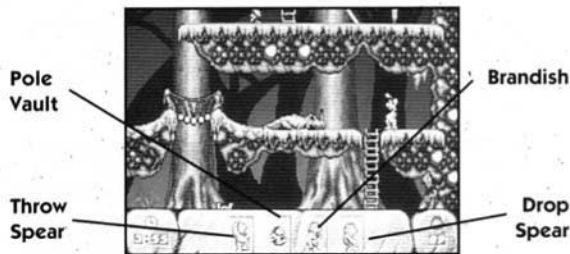
icon using the *C-BUTTON* and press the *B-BUTTON* to lock in your choice, or push *UP*. Note the HUMAN has now changed his stance. Now select another HUMAN nearby by pressing the *A-BUTTON*. Now move the HUMAN in front of the stacking HUMAN and push *UP* on the *D-BUTTON*. This HUMAN will now climb 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'll fall off the top of a stack. 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's 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 *C-BUTTON*, then press the *B-BUTTON* 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* by using the *C-BUTTON*; then lock in your choice using the *B-BUTTON*. 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 *C-BUTTON*; then lock in your choice

using the *B-BUTTON*. 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 *B-BUTTON* (the further to the right, the more powerful the jump). To cancel the jump, push *DOWN*.

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 *C-BUTTON*; lock in your choice by using the *B-BUTTON*. Now you will see a power bar moving up and down where the *ACTION BAR* used to be. When the power bar reaches the



USING THE SPEAR

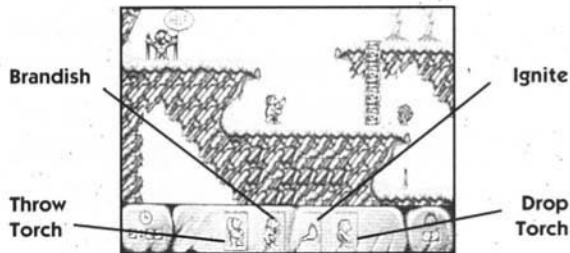
desired level, release the *B-BUTTON* (the further to the right, the more powerful the throw). To cancel the throw, push *DOWN*.

Insure when throwing your spear that there are no tribe members near the receiving end of your projectile. As there is nothing worse than losing your spear by impaling a friend... avoid the bad lob SHISH-KA-BOB.

USING THE TORCH



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



Pick Up/Drop Torch

To pick up a torch, move your *HUMAN* over the torch lying on the ground, select the Pick Up icon using the *C-BUTTON*, then press the *B-BUTTON* to lock in your choice.

USING THE TORCH

Brandish

Often by brandishing a torch at a dinosaur, the player can hold the creature at bay, long enough for his friends to sneak by unnoticed.

To brandish a torch, select the brandish icon from the *ACTION BAR* using the *C-BUTTON*; then lock in your choice using the *B-BUTTON*. The HUMAN will now hold out the torch and keep at bay most dinosaurs that approach him.

Ignite

Sometimes your path may be blocked by 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



USING THE TORCH

C-BUTTON; then lock in your choice by using the *B-BUTTON*. The HUMAN will now bend over and set fire to anything that is directly in front of him.

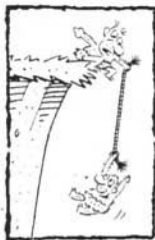
Throw Torch

To throw the torch, select the Throw Torch icon from the *ACTION BAR* by using the *C-BUTTON*; lock in your choice by using the *B-BUTTON*.

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 *B-BUTTON* (the further to the right, the more powerful the throw). To cancel the throw, push *DOWN*.



USING THE ROPE



A highly useful object is the rope, this can be used to retrieve your fellow comrades, access perilous areas and hang your dirty laundry out to dry.

Pick Up/Drop Rope

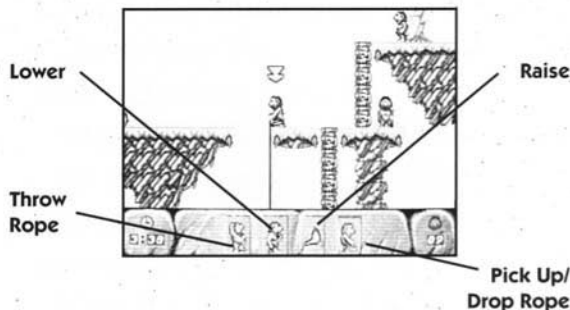
To pick up a rope, move your HUMAN over the rope lying on the ground, select the Pick Up icon using the *C-BUTTON*, then press the *B-BUTTON* to lock in your choice. To drop a rope, select the Pick Up/Drop icon using the *C-BUTTON*, then press the *B-BUTTON* to lock in your choice.

Lower

To lower the rope, move your HUMAN to the edge of a cliff and select

USING THE ROPE

the lower option from the *ACTION BAR* by using the *C-BUTTON*; lock in your choice by using the *B-BUTTON*. Provided you have positioned yourself correctly, you'll see a rope lowered down over the edge. To descend, move another HUMAN over the rope and push *DOWN*. To climb up the rope, move a HUMAN over the rope and push *UP*.



USING THE ROPE

Raise

To raise the rope, select the Raise option from the *ACTION BAR* by using the *C-BUTTON*; lock in your choice by using the *B-BUTTON*.

Throw Rope

To throw the rope, select the Throw Rope icon from the *ACTION BAR* by using the *C-BUTTON*. Lock in your choice by using the *B-BUTTON*.

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 *B-BUTTON* (the further to the right, the more powerful the throw). To cancel the throw, push *DOWN*.

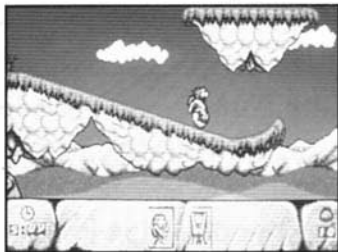
USING THE WHEEL



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 *C-BUTTON*, then press the *B-BUTTON* to lock in your choice.



USING THE WHEEL

Dismounting the Wheel

To dismount a wheel, select the Dismount icon using the *C-BUTTON*, then press the *B-BUTTON* to lock in your choice.

Riding the Wheel

Now you are on the wheel. Push the *D-BUTTON* 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 so, press the *B-BUTTON* plus the direction in which you wish to jump.

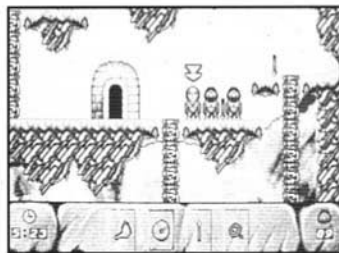
Pushing the Wheel

You can also push the wheel when standing next to it, by pressing the *B-Button* plus the direction in which you wish to push.

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, 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 *C-BUTTON* until the spell of your choice is selected then press *B-BUTTON* 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. Do not put a HUMAN holding an object near the Witch Doctor when he is casting his spell.



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 blokes are taken from your "pool" of HUMANS known as the Tribe. If at any point you do not have enough to start or continue a level, then you lose the game.

You can earn extra HUMANS as you progress through the game but lose them while using the Witch Doctor or through 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 *START 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 receive ten points.

If you run out of time, you will lose a HUMAN from your tribe and provided you have enough HUMANS left, you are allowed to start the game or level again.

Levels and Surviving

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

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

$$8 \times 5 = 40$$

$$40 \times 10 = 400 \text{ (Final Score)}$$

Bonuses

On some levels you will see strange flowers near the end block. If you have a HUMAN standing on the flowers when you complete the level, you receive a bonus.



1. HUMANS can only fall short distances. So try to 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. However, 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 good dose of Mr. Spear.

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

5. On Level 9 the "burner" is a large dinosaur who needs 3 spears to kill him. Hint; evolution is all about sacrifice.

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



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 they 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 they really make their mark is in the brain area.

What makes them so loveable is their amusing habit of repeating the same mistakes again and again and again. Though stocked with a brain larger than that of a dinosaur, they are still 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 pot-holes 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 from 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.

What is the HUMANS greatest mistake so far?

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

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 par-



adise 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... beachwear 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 fashionable 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.

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 mars the jst

somewhat, as the entire city burns down. But still on the plus side, the Romans were 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. But 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 and a particularly large brim.

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.

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 existence? Only history will answer these questions.

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

...WHO CREATED THE HUMANS



THE FOLLOWING HUMANS WERE INVOLVED IN THE EVOLUTION OF THIS PRODUCT:

IMAGITEC:

Design - Rod Humble

Original Coding - Dave Exile

Genesis Coding - Robert Walker

Art - Andy Gilmour and Pete Goldsmith

Level Maps - John McKinnon, Louise Herd and
Rod Humble

Music - Barry Leitch and Ian Howe.

Executive Producer - Martin "Norm" Hooley

Additional Design - Dave Hall, Slick and Malcomb

GAMETEK:

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Assistant Producer - Mike Merson

Creative Director - Steve Curran

Executive Producer - Elizabeth Curran

Package Design - Steve Curran and John Tombley

Manual Design - John Tombley

Manual Copy - Rod Humble

Illustrator - Elwood Smith

Production Coordinator - Sherry Dunnigan



HANDLING YOUR CARTRIDGE

1. The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.™

2. Do not bend it, crush it or submerge it in any liquids. Do not try to disassemble.

3. Avoid leaving the cartridge in direct sunlight or near a radiator or other heat source.

4. Be sure to take an occasional break when playing for an extended period of time; to rest yourself and the Sega cartridge.

5. Always be firm but fair with your cartridge, it's the only way they learn.

6. Your cartridge does not perform well when bathed in acid. Do NOT put your cartridge in acid.

7. Do NOT put your cartridge in a microwave oven.

8. Do NOT eat your cartridge.

9. Always address your cartridge by its proper name rather than... "Hey cartridge!" manners cost nothing.

GAMETEK LIMITED WARRANTY

Gametek, Inc. warrants to the original consumer purchaser of this Gametek Cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of 90 days from the date of purchase. This Cartridge is sold "as is," without express or implied warranty of any kind, and Gametek is not liable for any losses or damages of any kind resulting from use of this Cartridge. Gametek agrees for a period of 90 days to either repair or replace, at its option, free of charge, any Cartridge, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191st Street, North Miami Beach, FL 33180, 1-800/927-GAME.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAME-TEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A

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PARTICULAR PURPOSE, ARE LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.





THE END.

Patents:

U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)