

TOMY®

GB

CAVEMAN

Electronic

Thank you for selecting one of TOMY's many fine products.

INSTRUCTION BOOK

THE GAME-MACHINE: THE FEATURES AND HOW TO OPERATE THEM

GAME SCREEN

SHOOT BUTTON
(STARTS THE GAME,
THROWS A STONE AXE)

POWER SWITCH

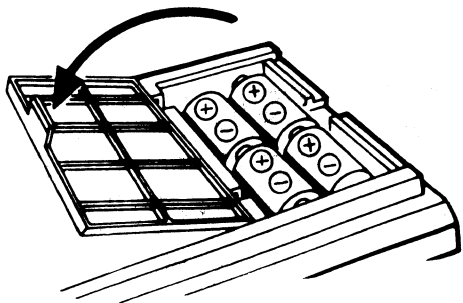
LEFT RIGHT
MOVE LEVER
(MOVES THE CAVEMAN)

GAME SELECTOR
AMA (BEGINNERS)
PRO (INTERMEDIATE AND ADVANCED
PLAYERS)

First, let's Put the batteries in correctly.

How to Load the Batteries

Open the cover of the battery compartment at the rear of the game-machine. Insert four 1.5 V baby cells as shown in the diagram.



The computer may fail to function properly depending on how the game-machine is switched on. If it does not work, turn the Power Switch off.

1.5 V baby cell batteries (four)
A special AC Adaptor (not included) may also be used

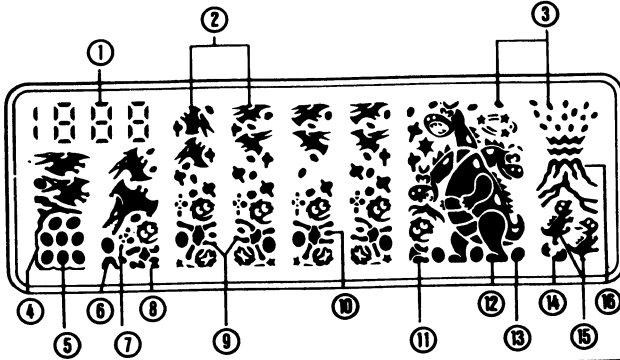
AC Adaptor Requirements:
Output: 7.5 V DC 200 mA
Plug: 2.1 mm ID Coaxial Type
Tip (Center) Polarity: Negative.

Important Notice: When not in use, disconnect the adaptor. Do not use any other adaptor than the type recommended.

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The figures appearing on your screen

- | | | |
|--|--------------|------------------------------------|
| 1. SCORE
(AMA-PRO INDICATOR
NUMBER OF CAVEMEN) | 4. CAVE | 8. CAVEMAN STARTING
POSITION |
| 2. DRAGON (PRIMITIVE BIRD) | 5. EGG | 9. DRAGON-ATTACKING
POSITION |
| 3. VOLCANIC BOMB | 7. STONE AXE | 10. DINOSAUR-ATTACKING
POSITION |



- | |
|-------------------------------|
| 11. EGG-SNATCHING
POSITION |
| 12. DINOSAUR |
| 13. EGG |
| 14. HATCHING EGG |
| 15. DINOSAUR CHILDREN |
| 16. VOLCANO |

Let's learn the characters

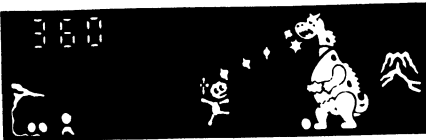
The Game

The object of the game is to get a high score by manœuvring the caveman to steal the egg while

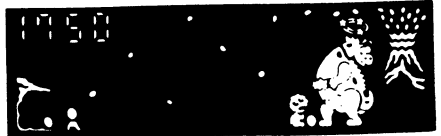
skillfully evading volcanic bombs, dinosaur attacks, and interference from a dragon. (Example of an AMA game)

What kind of a game is it?

The battle of caveman vs. dinosaur



Caveman vs. volcano and dinosaur



Caveman vs. dragon and dinosaur



Caveman vs. dragon, volcano, and dinosaur



Let's go on with the game


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How to Play

- Set the Game Selector to either the AMA (for "amateur" players) or the PRO (for intermediate and advanced "professional" players).
- Turn the Power Switch on.
- The auto-display lights up on the screen. The dinosaur, the dinosaur's children, dragons, eggs, and volcanic bombs also appear.
- Press the Shoot/Start Button. An electronic fanfare confirms your choice of AMA or PRO, and gives the allotted number of cavemen (four). You are now ready to play. (You cannot change the AMA-PRO selection once the Shoot Button has been pressed. If you wish to change levels, first turn the Power Switch off, and then reset the Game Selector).

- Move the caveman left and right with the Move Lever. Play the game by pressing the Shoot Button to make the caveman throw the stone axe. (AMA - the stone axe appears in the caveman's hand.) (PRO - the caveman must first retrieve the stone axe, which appears by the egg counter.)
- The caveman dies when he is hit by a volcanic bomb or if he is blown down by the fire-breathing dinosaur. When that happens, the screen first indicates the score up to that point and the number of cavemen left, and then resumes the game.
- The number of cavemen (four) is increased by one single additional caveman when the score reaches 2000 points.
- The game is over when all the cavemen are dead.


Caveman



Move the caveman left and right with the Move Lever. When he falls into position for attack, press the Shoot Button to make him throw the stone axe. (AMA - the stone axe appears in his hand) (PRO - the stone axe first has to be retrieved from the egg counter)



There are four cavemen. When all four die, the game is over. However one single additional caveman is given when the score reaches 2000 points.

Egg:





The caveman moves to steal the egg. When the egg blinks, the caveman can carry it back to the egg counter. The first egg is placed on the egg counter. When the caveman brings a second egg, the first one goes into the cave for points. If an egg is not taken away within eight seconds, the egg hatches, causing the dinosaur children to laugh and make fun of the caveman. When a total of eight eggs have been put into the cave, bonus points are added to the score. The screen goes on to display the next pattern.

Dinosaur:



The screen movements are slow when the game is set at AMA, and rapid on the PRO setting. The dinosaur moves his head at random. The stone axe scores a direct hit only when the dinosaur is standing.



When a direct hit is scored, the dinosaur falls and the player scores points. When the dinosaur falls, the caveman is free to steal the egg. With correct timing, the caveman can take the egg while the dinosaur is not looking in his direction. If the caveman approaches when the dinosaur is breathing fire, the caveman dies.

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Dragon:



The AMA game has one dragon; the PRO game has two dragons. If there is an egg on the egg counter, the dragon may fly down to steal it. (This does not mean that a dragon always swoops down to take away every egg placed on the counter). The dragon will not fly down while the caveman is at the egg counter. There are two places for attacking the dragon. Points are given when a dragon is brought down by a stone axe.





Volcano:



The volcano erupts and shoots volcanic bombs. When the volcanic bomb hits the caveman on the head, he dies. The caveman can safely pass by the volcanic bombs that fall below his head.

Scoring

Let's see how many points you can get.

 <p>Make the dinosaur fall 30 points</p>	 <p>Put an egg into the cave 50 points</p>
 <p>Bring the dragon down 10 points</p>	 <p>Put eight eggs inside the cave (bonus) 200 points</p>
<p>The score indicator reads up to 1990 points. When the score reaches 2000 points, one single extra caveman is added and one of the eggs inside the cave lights up to represent 2000 points.</p> <p>The eggs show the score only when the game is interrupted or when the game is over. The highest possible score that can be shown is 1990 points. Beyond this, the score returns to 0 points.</p>	

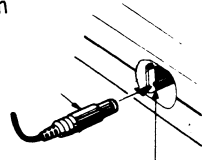
www.handheldmuseum.com

How to take care of CAVEMAN

Your CAVEMAN uses a micro-processor so handle it as you would any electronic game.

- Don't expose it to extremes of temperature
- Avoid getting it wet or dirty.
- Don't take it apart.
- Don't shake or drop it.
- Turn the game off when not in use.
- Don't leave used batteries in your game.

If the batteries become weak the display screen will become dark and show incorrect action.



The more eggs you take, the higher your score. That's how an amateur can soon turn pro.