

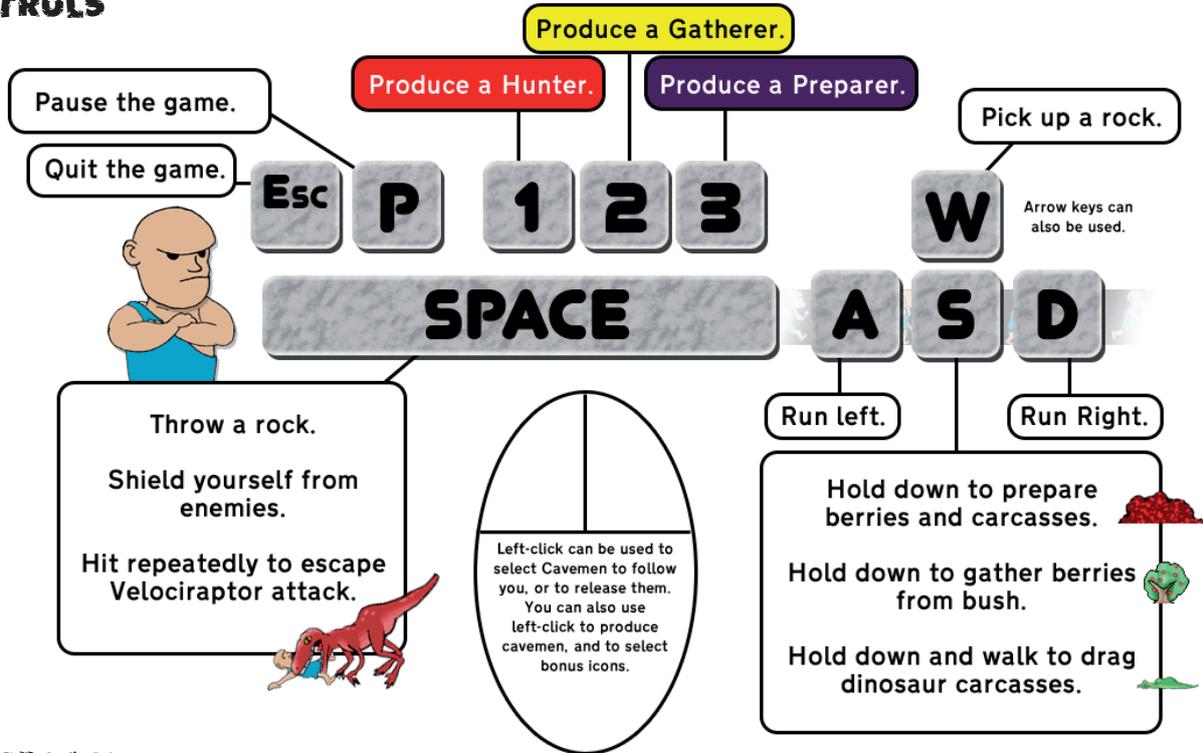
# HOW TO PLAY

# CAVEMAN CRAIG SPECIAL EDITION

## OBJECTIVE

The aim of *Caveman Craig: Special Edition* is to build up your tribe, protect your tribe from predators and eventually reach a population of 30 cavemen. Throughout the game you will be rewarded with bonuses and two minigames.

## CONTROLS

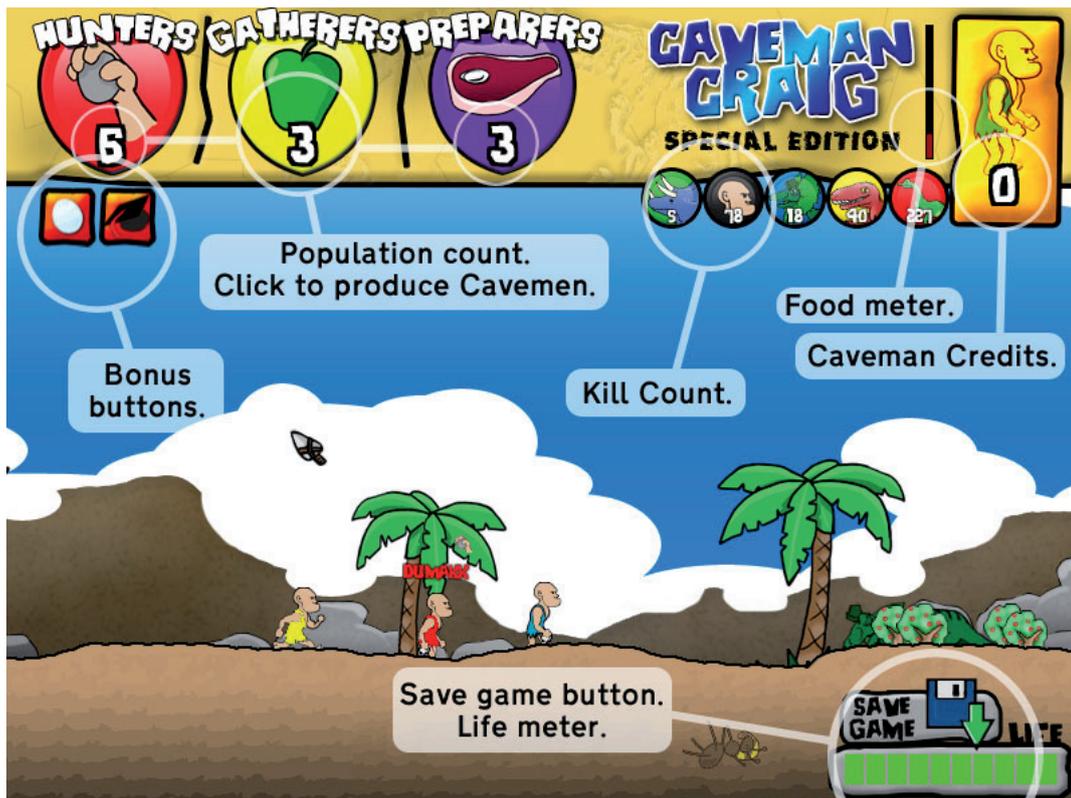


## DISPLAY

The following image shows some of the common buttons and information you will see on the screen while you play the game.

As you prepare food, your **FOOD METER** will go up and you will earn **CAVEMAN CREDITS**. The three large coloured buttons up the top left will tell you how many of each type of caveman you have. You can also click on them to spend your credits to purchase cavemen.

You can keep up to speed with how many of each type of enemy you have killed, monitor your life and save your game's progress. Occasionally you will earn bonuses that will appear near the top of the screen.



# CAVEMEN

There are three main types of cavemen that you can produce in *Caveman Craig: Special Edition*.

**THE HUNTER** - A Hunter can pick up rocks and throw them at enemies. They can also duck/shield themselves to avoid getting attacked. When you first produce your Hunter, he won't be able to do either of these things. Hunters wear **RED**.

To teach a Hunter to throw rocks, you simply need to throw rocks at enemies while he is following you. A brain icon will appear above his head as he learns. When he has learnt how to throw rocks, a 'Hand holding rock' icon will appear permanently above his head.

To teach a Hunter to duck/shield, you need to throw rocks at him. This won't hurt him, but he will eventually learn when a 'Shield' icon appears above his head.



**THE GATHERER** - A Gatherer can collect dead dinosaur carcasses and pick berries from bushes. When you first produce your Hunter, he won't be able to do either of these things.

To teach a Gatherer to pick berries, you simply need to press DOWN on berry bushes while he is following you. A brain icon will appear above his head as he learns. When he has learnt how to pick berries, a 'Berry' icon will appear permanently above his head.

To teach a Gatherer to collect carcasses, you simply need to press DOWN on dead carcasses and drag them to your cave while he is following you. A brain icon will appear above his head as he learns. When he has learnt how to collect carcasses, a 'Meat' icon will appear permanently above his head.

You can also click on the 'Berry' and 'Meat' icons above a Gatherers head to choose in their gathering priority.



**THE PREPARER** - A Preparer can prepare dead dinosaur carcasses and berries from within the cave. When you first produce your Preparer, he won't be able to do either of these things. As they prepare, the food meter goes up and you will earn credits to produce more cavemen.

To teach a Gatherer to prepare berries, you simply need to press DOWN on the berry pile on the far left of your cave while he is following you. A brain icon will appear above his head as he learns. When he has learnt how to prepare berries, a 'Berry' icon will appear permanently above his head.

To teach a Gatherer to prepare carcasses, you simply need to press DOWN on a dead carcass within the cave. A brain icon will appear above his head as he learns. When he has learnt how to prepare carcasses, a 'Meat' icon will appear permanently above his head.

You can also click on the 'Berry' and 'Meat' icons above a Preparers head to choose their preparing priority.



NOTE: At any time, you can click on your Cavemen to get them to follow you, or make them walk off independently.

## ENEMIES

There are three main types of enemies that you can produce in *Caveman Craig: Special Edition*.

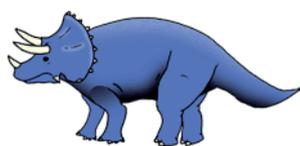
**SMALL HERBIVORE** - These little green creatures are harmless. They can be killed with two hits, and can be dragged into the cave to be prepared.



**VELOCIRAPTOR** - The most common predator, these are aggressive dinosaurs that will attack your cavemen. You need to kill them and use them for food. If being attacked by a Velociraptor, you can hit the SPACE BAR repeatedly to escape their grip. If one of your cavemen is being attacked by a Velociraptor, you can throw rocks at it to attempt to free him.



**DILOPHOSAURUS** - These dinosaurs will spit poisonous goo onto you and your cavemen. The poisonous goo will disable cavemen for a short time, and will also take away some of their life. You can kill them and use them for food.



**TRICERATOPS** - If attacked, a Triceratops will run wild, hitting your cavemen into the air with its big horns. Once killed, a Triceratops is too large to be carried to back to the cave for food. Beware of Triceratops stampedes!!



**RIVAL CAVEMEN** - When your Caveman tribe gets larger, enemy tribes see you as a threat and will send gangs of cavemen to try to take you down. This game does not endorse cannibalism; therefore, Rival Cavemen cannot be used for food.

**TYRANNOSAURUS REX** - You will receive a warning when a T-Rex is on its way. Although it is very slow, a T-Rex will eat you and your cavemen whole, and it takes many little rocks to knock it down.



FOR A LIST OF BONUSES IN *CAVEMAN CRAIG: SPECIAL EDITION*, VISIT THE OFFICIAL WEBSITE:  
[WWW.CAVEMANCRAIG.COM](http://WWW.CAVEMANCRAIG.COM)