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GENESIS™

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PUBLISHED BY TAKARA U.S.A. CORP.
230 FIFTH AVENUE, SUITE 1201-6, NEW YORK, NY 10001
TEL: 212 689-1212

Printed in Japan



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy only games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

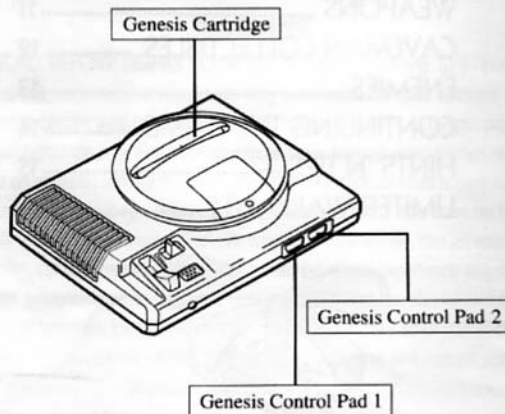
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STARTING UP

1. Set up your Genesis system as described in the instruction manual. Plug in Control Pad 1. [Plug in Control Pad 2 for two-player games]
2. Make sure the power switch is OFF. Insert the JOE & MAC game cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the SEGA screen will appear.
4. Press the Start button when the title screen appears.

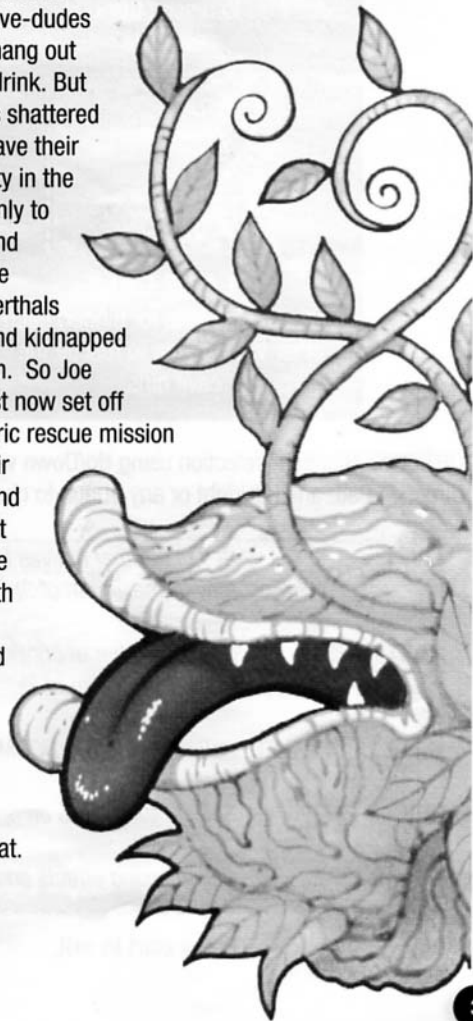


IMPORTANT: If the SEGA screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.

PROLOGUE

The dawn of Humanity is no picnic - just ask Joe & Mac.

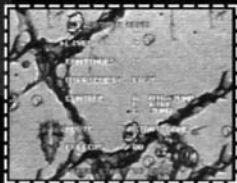
These two cave-dudes just want to hang out and eat and drink. But their peace is shattered when they leave their village to party in the mountains, only to come back and find that some mean Neanderthals have come and kidnapped all the women. So Joe and Mac must now set off on a prehistoric rescue mission to rescue their cave girls - and you know that ain't gonna be easy. Not with growling dinosaurs and more prehistoric creatures and dangers than you can shake a club at.



MENU SCREEN

1 PLAYER GAME:

Joe tries to rescue the kidnapped cave girls.



2 PLAYER GAME:

Joe and Mac help (or hinder) each other while trying to rescue the cave girls.

OPTIONS: Highlight selection using Up/Down with the Direction Pad, and left/right or any button to change values.

LIVES: *Select number of lives for each player (maximum of 3)*

CONTINUES: *Select number of continues for each game (maximum of 2)*

DIFFICULTY LEVEL: *Select from EASY/NORMAL/HARD*

MUSIC: *Select music tests on option screen*

SOUND EFFECTS: *Select sound effects on option screen*

Press start to exit.

GAME SCREEN

A) **PLAYER'S JOE OR MAC PICTURE**

B) **PLAYER'S ENERGY METER** The length of the bar indicates the health of the player. When there's very little left, you're in big trouble!

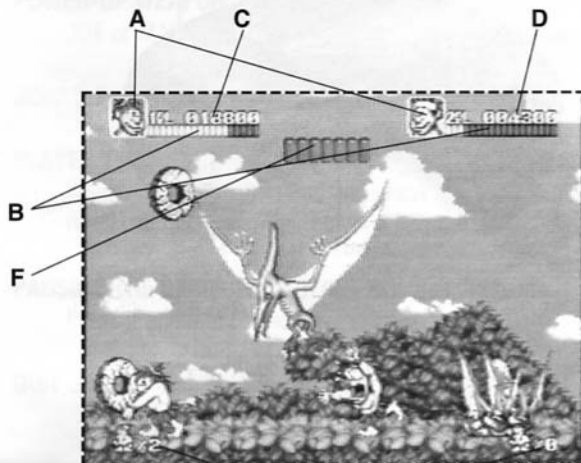
C) **PLAYER'S SCORE** [ONE PLAYER GAME]

D) **PLAYER TWO'S SCORE**

E) **HITS TO BOSS** In 2 player mode, the player who hits the Boss the most times will receive a kiss from the rescued cave girls, and have his energy bar completely replenished.

F) **BOSS ENERGY METER**

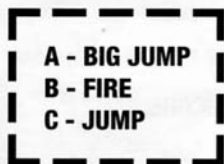
G) **LIVES**



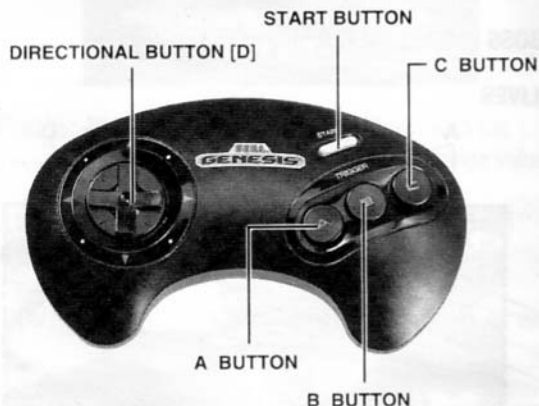
TAKE CONTROL

YOU WANT TO HELP JOE & MAC DO THEIR THING?

Then check this out:

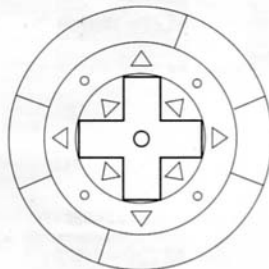


(CONFIGURABLE)



When Player 1 is configured,
Player 2 is configured identically.

SPECIAL CONTROLS USING THE DIRECTION PAD



HIGH JUMP: Push UP on the pad and press the Jump button.

JUMP DOWN: Push DOWN on the pad and press Jump.

POWER-UP WEAPON: Press and hold the FIRE button until JOE or MAC's arm starts spinning and then release.

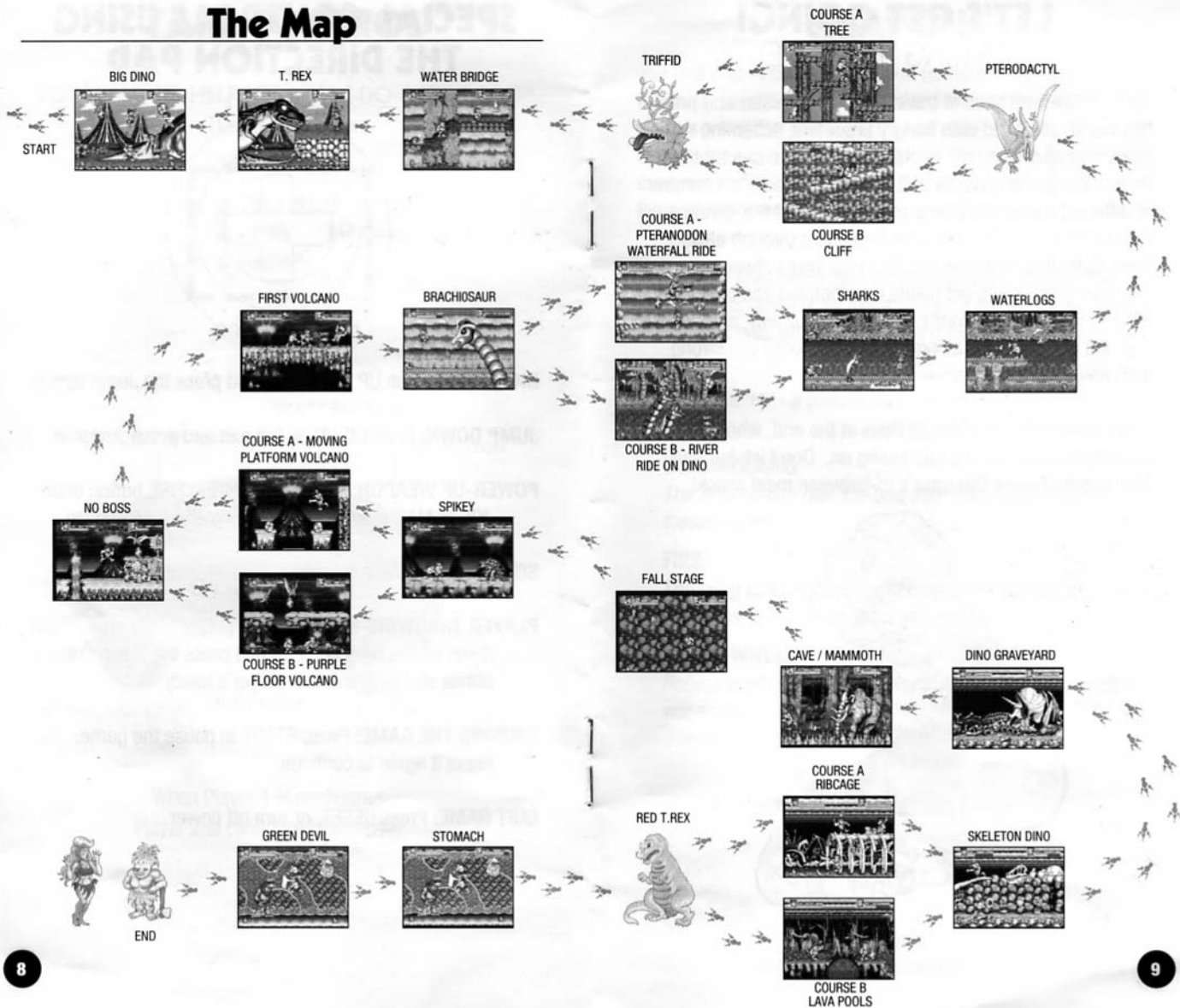
SQUAT: Push DOWN

PLAYER THROWING PLAYER - In 2 player mode only - Push down on the Direction Pad and press the Jump button. (While standing on other player's head)

PAUSING THE GAME: Press START to pause the game. Press it again to continue.

QUIT GAME: Press RESET, or turn off power.

The Map

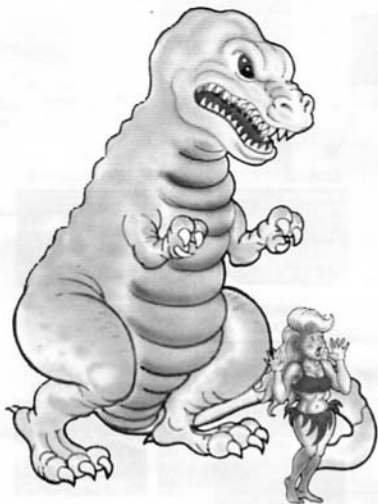


LET'S GET GOING!

(STARTING THE GAME)

Joe and Mac will have to travel through a sinister and primitive world, one filled with hungry predators, scheming savages, and all the bad elements Mother Nature can toss at them. The game consists of 5 zones, and there's a number of different routes the player may choose to take, giving a total of 15 levels. The object is to make it through each level, defeating whatever stands in the way between you and the cave girls. You'll get points for stomping and beating up all the prehistoric life-forms that get in your way, and collecting food and weapons along the way will keep you strong and make you a more powerful caveman.

Every level features a terrible Boss at the end, who must be soundly defeated before continuing on. Don't let Joe and Mac become some Dinosaur's in-between meal snack!



WEAPONS

Joe and Mac know where to look for help in fighting off their enemies. Defeating an egg-carrying Neanderthal sometimes reveals a weapon that the boys can use - providing that they can get their hands on it quickly! And no self-respecting caveman would turn down the chance to handle the following prehistoric power tools:

AXE

Joe and Mac begin their adventures with nice, sturdy weapons; Joe has an axe and Mac a bone. These will get the job done, but requires getting up close to the enemy.

FLINT

This is better - a missile that can be tossed from a distance.

BOOMERANG

The Boomerang hits 'em and then returns so it can be tossed again.

FIRE

Throwing balls of fire at your foes is the closest the boys will come to a weenie roast this century.

STONE WHEEL

Rolling stone wheels right into the middle of your enemies will scatter them good.

CAVEMAN COLLECTIBLES

Rescuing cave girls makes a caveman tired and hungry, so be sure to pick up the following items when they appear - or by breaking open eggs:

FOOD

A juicy morsel of fruit, a tender steak or even a nice slice of cake will do wonders for your health. You even get points for each piece of food eaten [burp!]

POINTS

| | | | |
|--------------------------|-------|-------------------------------|-------|
| Food..... | 100 | Big Fruit | 1000 |
| Egg..... | 100 | Weapon Pick-Up | 1000 |
| Caveman | 300 | Caveman in Bush | 500 |
| Caveman with Rock | 500 | Caveman with Egg | 500 |
| Rolling Caveman..... | 300 | Sitting Caveman..... | 600 |
| Small Plants | 500 | Maggots..... | 100 |
| Small Dinosaurs | 700 | Birds | 700 |
| Piranha..... | 400 | Electric Fish | 300 |
| Small Rocks | 100 | Large Rocks | 1000 |
| Pterodactyls | 500 | T. Rex (last)..... | 30000 |
| Skeleton Dino | 30000 | Big Pterodactyl..... | 20000 |
| Brachiosaur | 20000 | Mammoth | 30000 |
| T.Rex (First Boss) | 10000 | Helicopter..... | 700 |
| Beehive | 1000 | Bee | 200 |
| Triffid | 20000 | Green Devil (last level)..... | 50000 |
| Sharks..... | 1000 | Armadillo..... | 20000 |



ENEMIES

Each of the various levels Joe & Mac must travel through are stocked with uncivilized - and VERY unfriendly - creatures. Plus dangerous plant-forms too. Such as:

BABY PTERANODONS

They might look cute, but don't try tickling their chins! These 'Winged Lizards' are flying fiends. Watch out for their dive-bombing techniques!

ARCHAEOPTERYX

A crow-sized feathered dinosaur. He's small, but dangerous.

ZEPHYROSAURUS

A plant-eating dinosaur whose name means 'West-Wind Lizard.' For some reason, he doesn't like Joe & Mac one bit. Other dangers that await...

TYRANT TRIFFIDS

A mythical man/caveman-eating, seed-spitting plant similar to a giant Venus Fly-trap. This ain't no daisy to pluck. It has deadly vines and poisonous seeds that it can spit out like bullets.

HELIROCK BOMBS

Fiery packages of doom dropped by Caveman Crowswing from his flying Helirockter. Whether airborne or grounded, this is one dangerous cave-dude.

ELECTRIC FLYING FISH

These fish never pay an electric bill, but get too close and they'll give you the shock of your life!

CONTINUING THE GAME

Joe & Mac each have four lives; once these are lost, the game is over. You can continue from where you left off when the Continue Screen appears by pressing START.



HIGH SCORE CHART

Fame awaits those who have successfully pummeled all the prehistoric predators and rescued those girlfriends. If your score is eligible for the High Score Chart, you will be asked to enter your name in the CAVEMAN HALL OF FAME.

Select three letters by using the Direction Pad to move through the alphabet, and pressing FIRE.

GAMEPLAY HINTS 'N TIPS

Fire can be your most powerful weapon.

There are more ways than one to crack an egg open, so be inventive. And when it comes to hurting a Neanderthal, nothing beats jumping on his head!

Try to discover which Power-Up works best in each particular situation.



90-Day Limited Warranty

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold "as is", without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.

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 TAKARA software product has arisen through abuse, unreasonable use, mistreating 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 TAKARA. Any implied warranties applicable to this software product including warranties of merchantability and fitness for particular purpose, are limited to ninety (90) days period described above. In no event will TAKARA be liable for any special incidental or consequential damages resulting from possession, use of malfunction of this TAKARA software product. 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.

Warranty Customer Service Number: (212) 689-1212

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the cartridge.

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.



Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe #80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;
Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029;
Japan #'s 1,632,396/82-205605 (Pending)