

Nintendo®

GAME BOY®

DMG-JM-USA

JOE & MAC

TM

INSTRUCTION
BOOKLET



CAUTIONS DURING USE

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY: READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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INTRODUCTION



Millions of years ago, before the 'Big Freeze' covered our planet's deserts with ice, a cavedude's life was not an easy one.

These were the good old prehistoric days when fires were lit by stray bolts of lightning and tools were still made of wood and stone. Although this was the only lifestyle known to Joe & Mac (two of our earliest ancestors), it still had its good points: lots of berry juice, brontoburgers, dino races — and, of course, cavewomen!

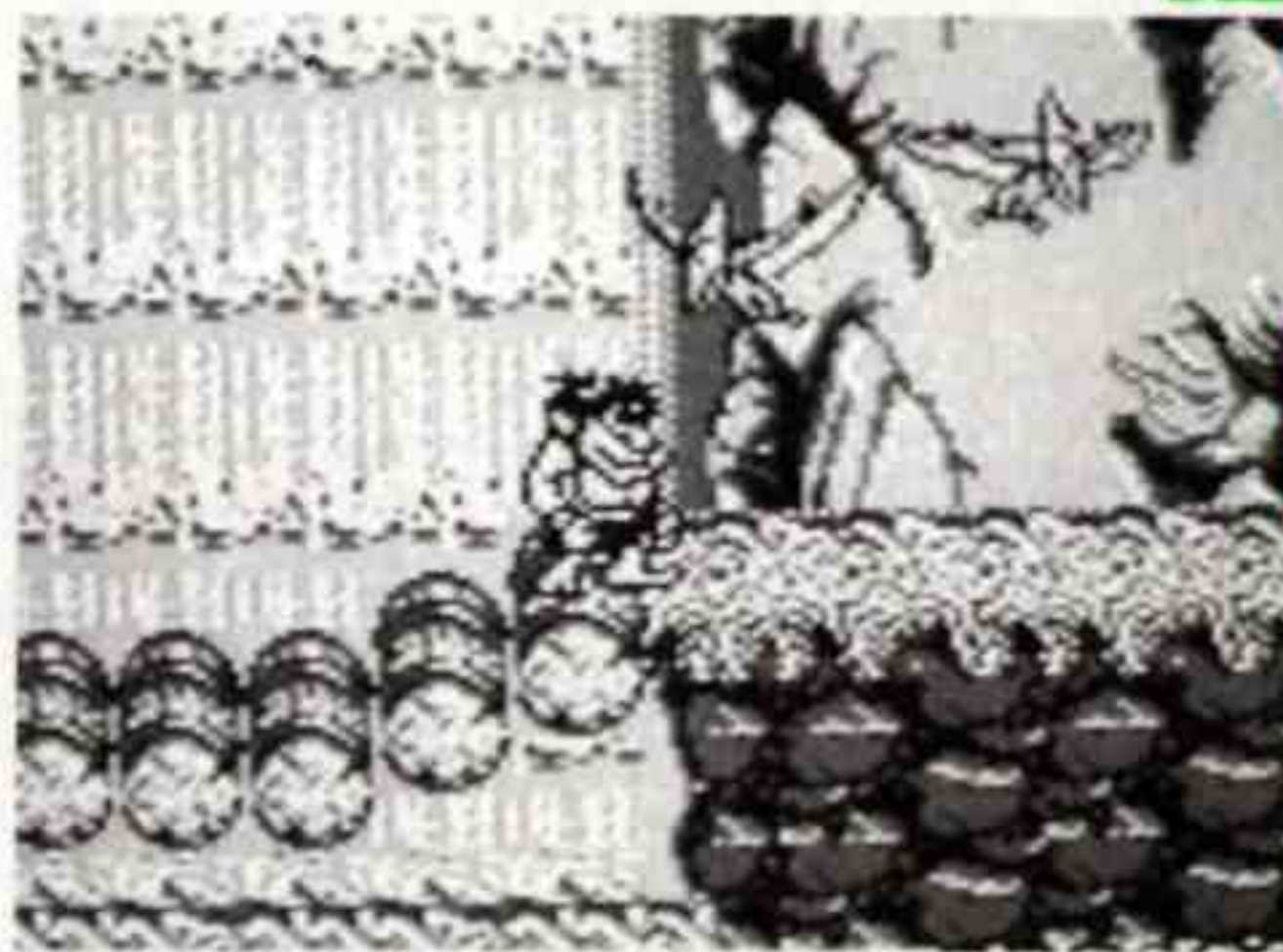
INTRODUCTION

Then one moonlit night, while Mac was out hunting, a bogus bunch of Neanderthal nerds wrecked their village and kidnapped their women-folk!

These missing cavewomen are now alone in the wilderness, and Joe (minus Mac, who was last seen being chased by a Tyrannosaurus Rex) is the only caveman available to rescue them!

Prehistoric Fact:

The term 'Neanderthal' was the name given to the first human fossil recognized to have belonged to an earlier type of man.



CONTROLS

START Button: Press to begin the game; or between levels, to begin the next level.

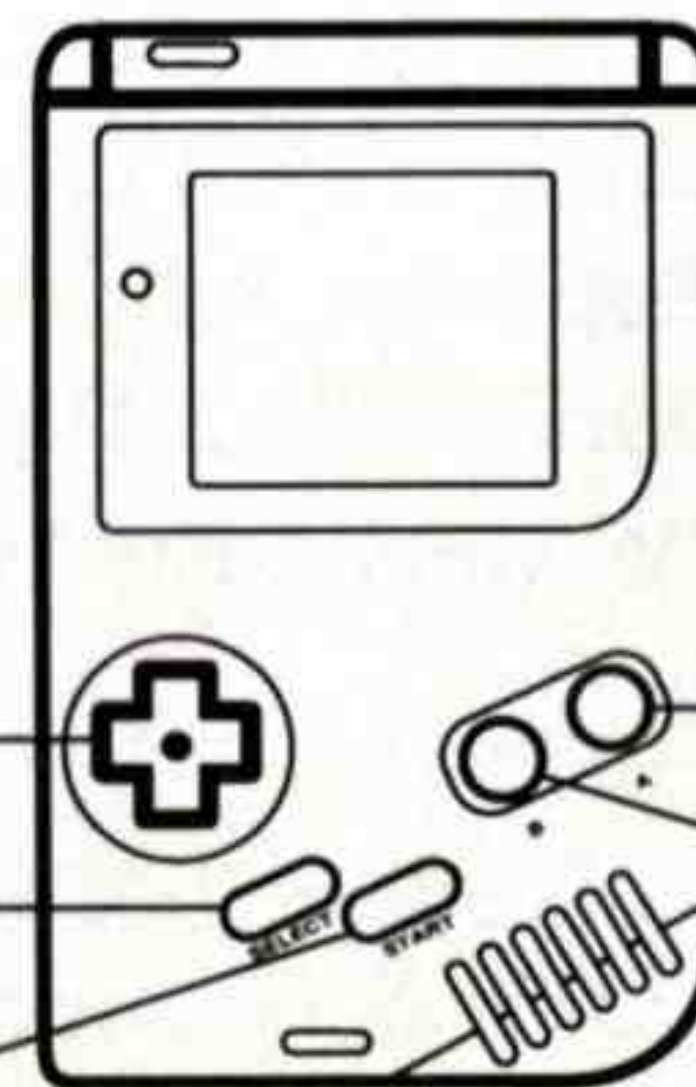
Control Pad: Run left and right. Press down to squat. Press up (with the A Button) to high jump. Press down (with the A Button) to drop from high up.

A Button: Press to Jump.

CONTROL PAD

SELECT

START



BUTTON A

BUTTON B

MORE CONTROLS

B Button:

Press to throw weapon in the direction Joe is facing. Press the control pad UP and the B Button to throw upwards. To power-up, hold the B Button down until Joe turns white and then release to destroy enemies instantly (except end-of-level Lords of the Landscape).

SELECT Button: Press to switch between previously collected weapons.

START Button: Pause/unpause game.

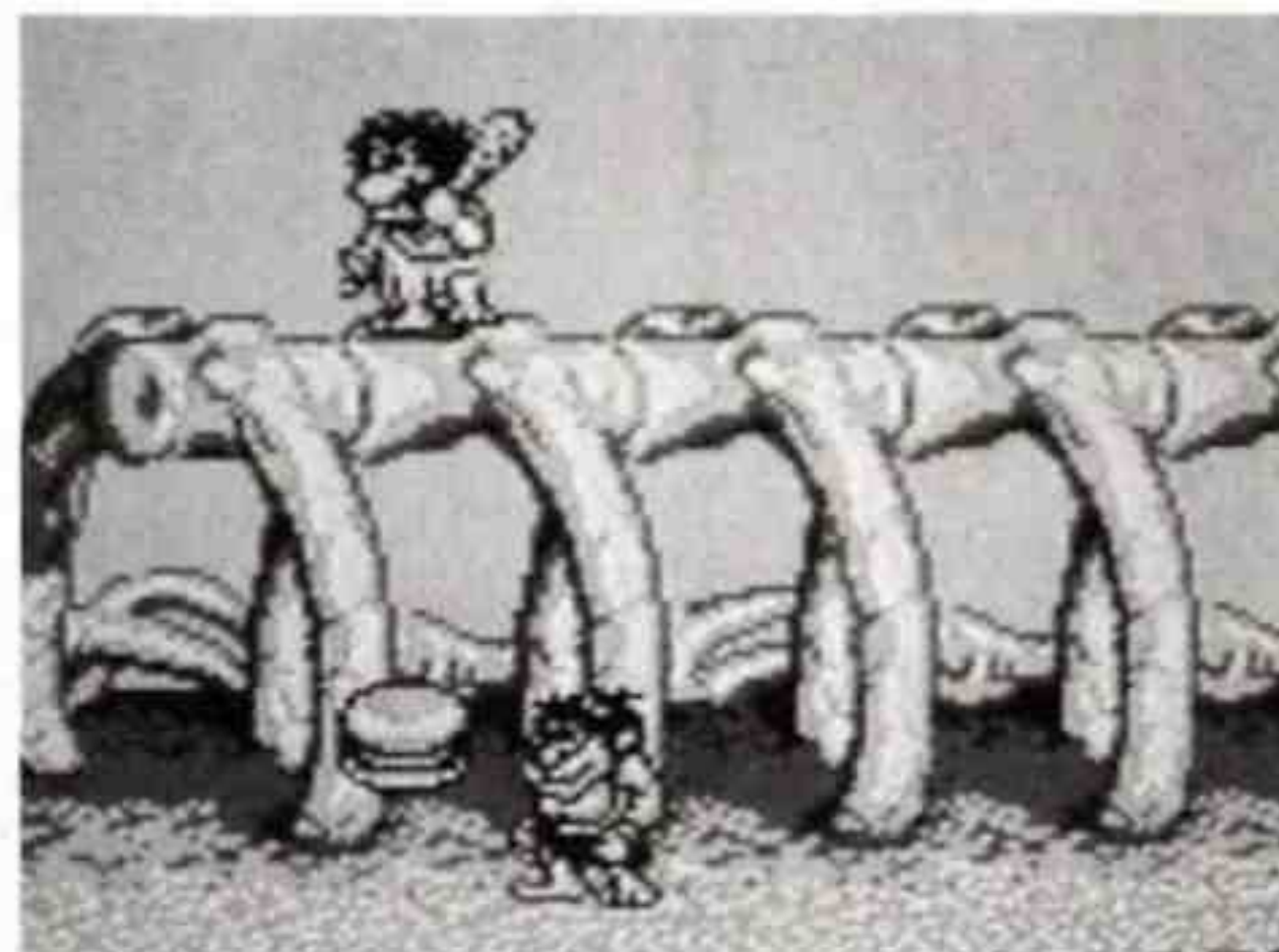


PLAYING THE GAME

Joe & Mac takes place within the primitive realms of an era long gone; treacherous regions which are abundant with hungry predators and scheming savages.

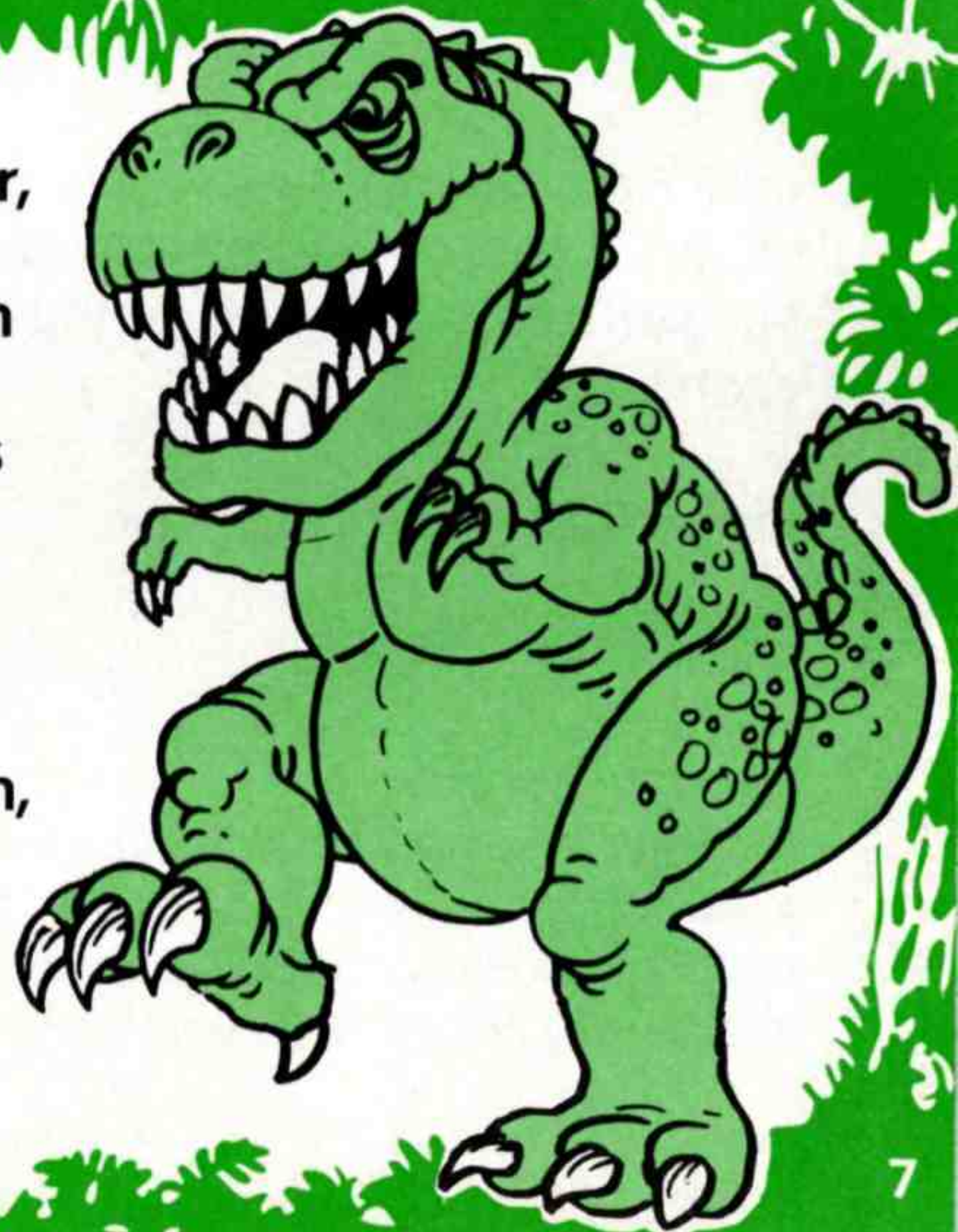
The game consists of 9 levels. The object of the game is to lead our courageous cavedude safely through these perilous provinces in search of his humble homestead's missing women.

Points are accumulated by triumphing over any other creature which prevents your progress, and by collecting food and extra weapons which will sometimes be revealed along the way.



PLAYING THE GAME

Every kingdom has a mighty ruler, and to successfully clear every level, Joe will need to battle with each area's Lord of the Landscape. These guardian creatures have all been elected to defend their different domains because they are the biggest and most fearsome creature in the kingdom. If Joe is not strong enough, or is without his most powerful weapon, he is likely to end his mission as a dino-snack!

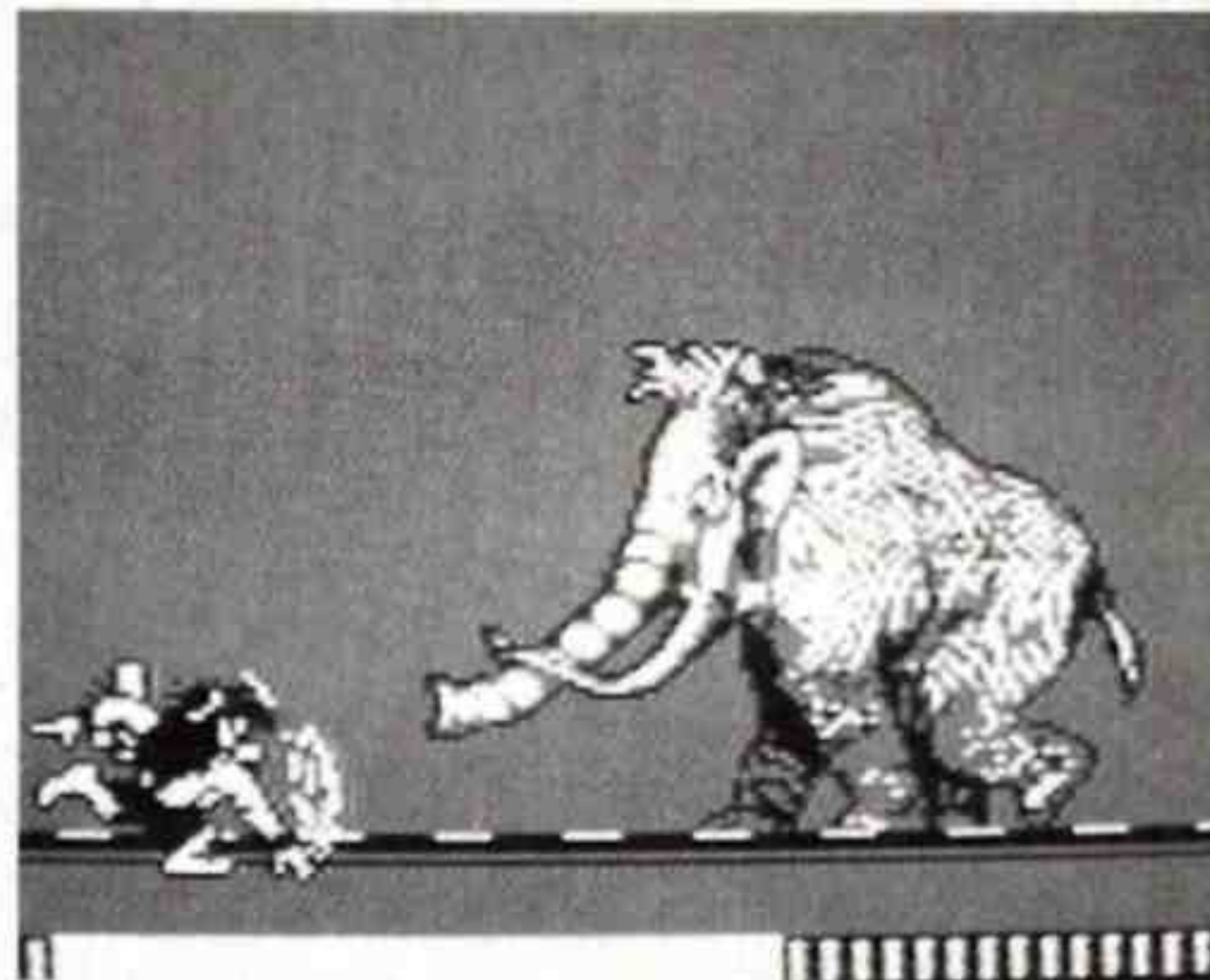


STATUS DISPLAY

Left Side: Energy bar.

Keep an eye on this to ensure Joe has sufficient energy to complete each level.

Right Side: Score display.

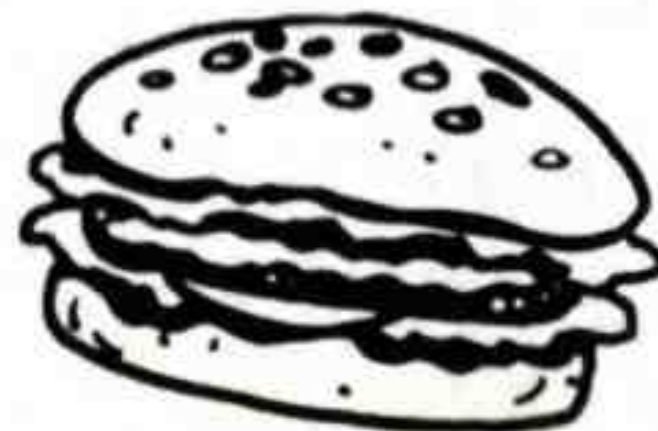


Prehistoric Fact:

For over one and a half million years, weapons and tools were only made of stone, wood or bone. Then cavemen learned to make metal tools by melting copper and pouring it into stone molds for spear and axe heads, only 9900 years ago.

CAVEDUDE COLLECTIBLES

Rescuing lost cavewomen makes a cavedude tired and hungry. After Joe defeats each enemy, he will be rewarded with fruit or dinoburgers. You may also find food high up in the branches of the prehistoric foliage, but move that hide, because it won't hang around for long!



Prehistoric Fact:

Although humans have lived on earth for 2 million years, the first crops of wheat and barley were only grown 10,000 years ago. Before that they hunted wild animals and gathered wild fruit for food.

WEAPONRY

Several weapons are available for Joe's use if he can collect them. No respectable caveman would ever be seen without his heaviest axe or trusty tools, and Joe, dressed in his mightiest mammoth skins, is no exception!



Axe — Joe begins his adventures fighting oncoming opponents with a sturdy axe, but you will need better weapons for stronger enemies.



Flint — A missile to make your foremost foes flinch, but you'll need even more for your bigger attackers.



Boomerang — A worthy weapon because it wipes out your enemies before coming back!

MORE WEAPONRY



Lightning — Now you're cooking with real volts! Throwing balls of lightning at your enemies is perhaps your most powerful protection.



Stone Wheel — Rolling wheels into the midst of your opponents without warning will soon have them flying out of your way.

Prehistoric Fact:

The wheel was not actually invented until 5,500 years ago. The first one was made of wood.



ENEMIES

All of the varying locations Joe will have to traverse will be fiercely defended by hundreds of uncivilized creatures and dangerous plants. Each territory also has its Lord of the Landscape, which Joe will have to do battle with before he can venture into any new location. Keep your wits about you and your weapons handy for some of the following enemies:

Baby Pteranodons — Known to have existed over 135 million years ago, these 'winged lizards' are flying fiends with an adult wing-span over 27 feet and a bony, horned head 3 feet long!



Archaeopteryx — A crow-sized feathered dinosaur who first existed nearly 200 million years ago and is now thought to be the missing link between birds and reptiles.

MORE ENEMIES

Zephyrosaurus — A small, plant-eating dinosaur (only 7 feet long) whose name means “west-wind lizard”, was known to have existed between 141 to 65 million years ago.

Tyrant Triffids — A mythical man-eating, seed-spitting plant similar to a giant Venus Flytrap. Despite being a myth, this plant’s poisonous seeds can be fatal!

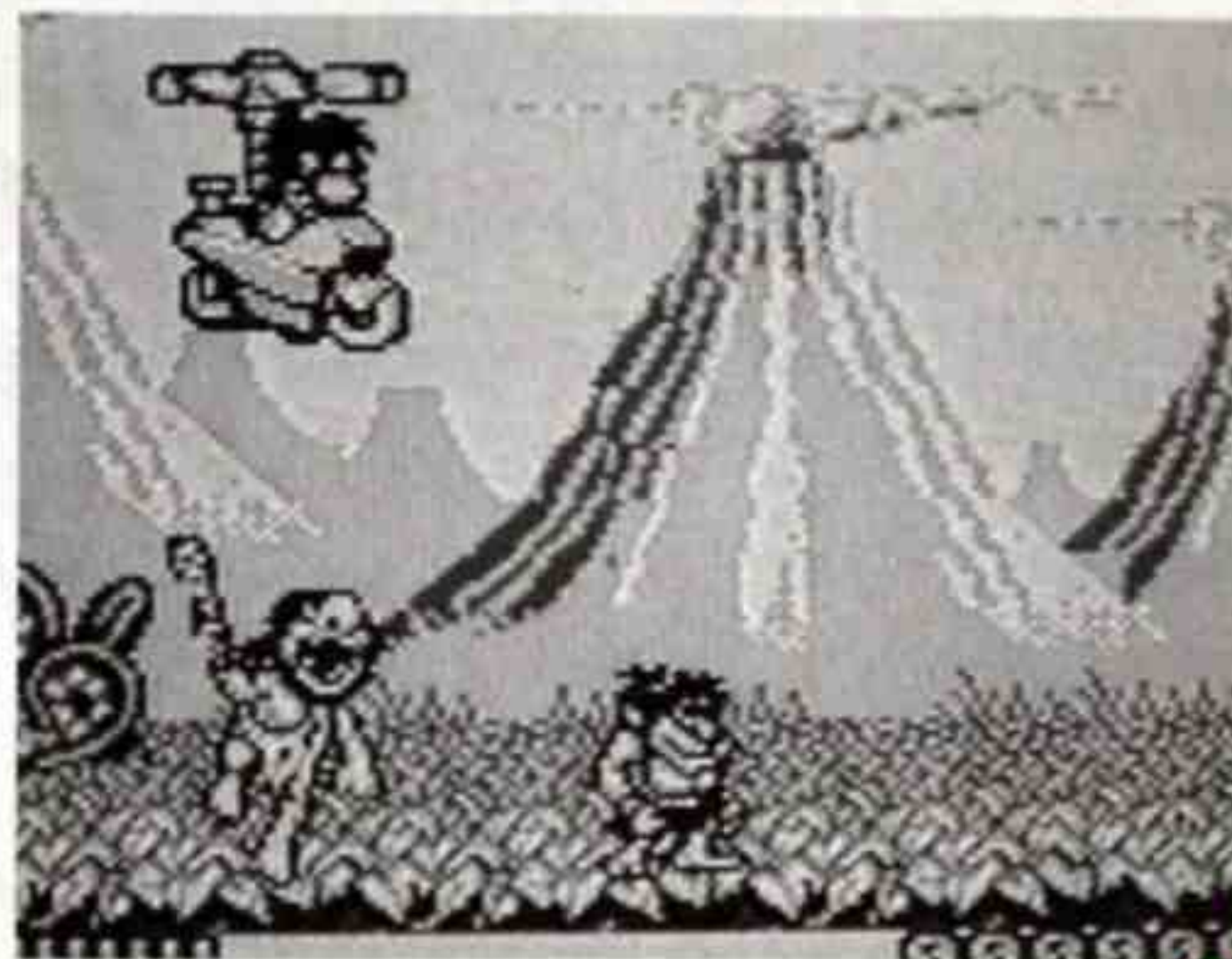
Helirock Bombs — Fiery packages dropped by Caveman Crowswing from his Helirockter. Whether airborne or grounded, these are too dangerous to examine closely!

Electric Flying Fish — Anything fishy could prove to be a shocking experience!



HINTS & TIPS

- When fighting a Big Boss, rapid fire is probably your best bet. Also, aim for its head, which is usually the weakest point.
- When advancing up in the vertically scrolling section, fire upwards first, it may help clear your path!
- Bolts of lightning are your most powerful weapon.
- The Zephyrosaurus will take quite a few hits before it is defeated. Stand well back — but within weapons range — and attack before it attacks you.



MORE HINTS, MORE TIPS

- Not all of the foliage you encounter is as harmless as it seems.
- Use power-ups wisely.
- Standing still on a certain level will let you reap rewards!
- Keep an eye out for egg-carrying Pteranodons – they're your friends!

Prehistoric Fact:

Dinosaurs were a group of reptiles who lived on Earth for a total of 140 million years, from approximately 200-65 million years ago. Meat-eaters were called Carnivores and plant-eaters were called Herbivores.

SCORING

Points collected for each defeated enemy:

Rock	100
Helirock Bomb	100
Bird Missile	100

Bush	200
Caveman	200

Plant	300
Baby Pteranodons	300

Flying Fish	500
Helirockter	500

Zephyrosaurus	1000
Archaeopteryx	1000



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