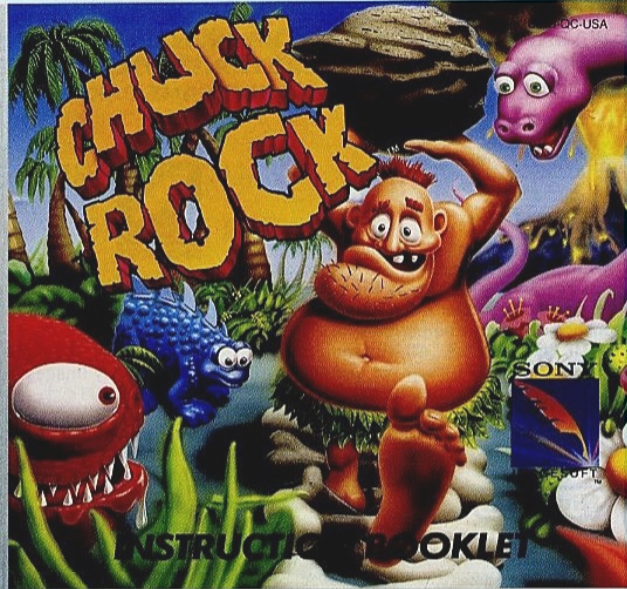




Sony Imagesoft, 2100 Colorado Avenue, Third Floor, Santa Monica CA 90404

Printed in Japan

Nintendo
GAME BOY



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR GAME BOY GAME PAK.



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your GAME BOY System®. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Products Seal of Quality.

LICENSED BY



Nintendo, Game Boy and the Nintendo Seal of Quality are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America.



Sony Imagesoft
2100 Colorado Avenue, Third Floor
Santa Monica, CA 90404
For questions or comments about this
or other Sony Imagesoft products call:
(310) 449-2393

Chuck Rock TM and © 1993 Core Design
Limited. © 1993 Sony Electronic
Publishing Company.
All Rights Reserved

TABLE OF CONTENTS

INTRODUCTION	2
STARTING THE GAME	4
NAMES OF GAME BOY PARTS	5
CONTROLLING CHUCK	6
MAIN GAME SCREEN	8
STAGES OF THE GAME	10
PICK-UPS AND POWER-UPS	14



INTRODUCTION

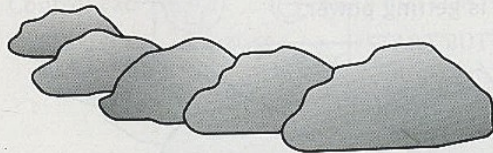
Holy Neanderthal! There's big trouble in the Rock cavehold. Chubby-hubby Chuck was spending a typical Sunday afternoon guzzling down a case of Boulder root beer in front of the boob-tube, when all of a sudden he heard his lovely Ophelia grunt for help. Lifting his great gut off the rock recliner, Chuck ran to the garden to find his curvaceous cave-babe nowhere in sight. She had been kidnapped. And judging from the size of the foot prints on the terra firma, Ophelia's old flame, gruesome Gary Gritter, is the Cro-magnon responsible for this prehistoric tragedy.

Needless to say, Chuck has gone ape! And he's got a brontosaurus-sized bone to pick with the pebble-chewing wife-snatcher.

2

But first, in order to reach his B.C. bride, Chuck must belly-butt his way through four wild and woolly levels. He's got to tough some treacherous terrain and brave some savage beasts . . . survive another Ice Age . . . and face the terrors of a dinosaur boneyard.

O.K. Chuck. *Let's rock!!!*



3

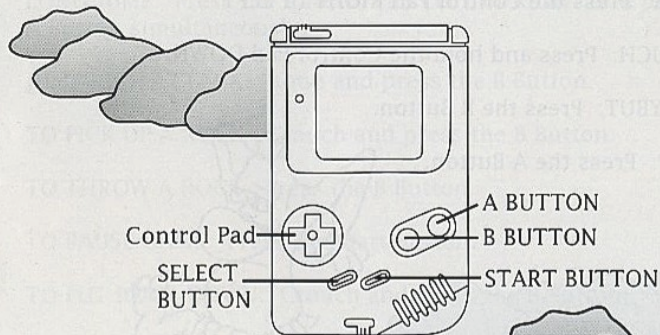
STARTING THE GAME

With your Game Boy turned off, insert the Chuck Rock Game Pak into your Game Boy label-side down. Then turn your Game Boy on and wait until you see the title screen.

Press the START Button at the title screen to begin play.

If the screen remains blank even though the Game Boy power switch is turned to the "on" position and the Game Pak is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.

NAMES OF GAME BOY PARTS



CONTROLLING CHUCK

TO WALK: Press the Control Pad RIGHT or LEFT.

TO CROUCH: Press and hold the Control Pad DOWN.

TO BELLYBUT: Press the B Button.

TO JUMP: Press the A Button.



LONG JUMP: Press the Control Pad LEFT or RIGHT and press the A Button simultaneously.

JUMP-KICK ATTACK: Jump and press the B Button.

TO PICK UP A ROCK: Crouch and press the B Button.

TO THROW A ROCK: Press the B Button.

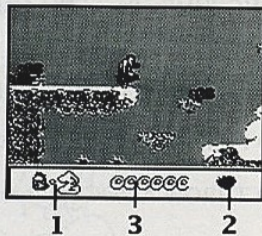
TO PAUSE GAME: Press the Start Button.

TO PUT ROCK DOWN: Crouch and press the B Button.

THE MAIN GAME SCREEN

1: LIVES

This displays how many lives you currently have. Chuck starts each game with two lives.



2: ENERGY

A heart indicates Chuck's current energy level. As Chuck takes blows from enemies and begins to run out of energy, his heart will start to shrink. When he regains energy, or begins a new life, his heart will swell up again. You can renew Chuck's energy by scooping up hearts, and other items that appear on the screen.

3: SCORE

This displays your current score. The more stuff Chuck picks up along the way, the more points you score—and the closer Chuck gets to finding his fair Ophelia.

STAGES OF THE GAME

Chuck has to make it through four levels of play to get to his lovely Ophelia. Once you survive one level, you move on to the next. Here's a rundown of some of the challenges you'll encounter at each stage, and some tips for helping Chuck find his curvaceous cave-mate.

THE LAW OF THE JUNGLE

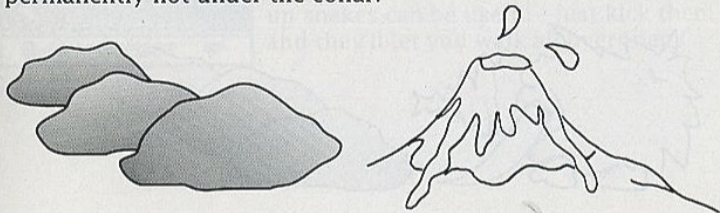
Chuck can use the alligators to catapult himself by walking on one end and bouncing a rock on the other. Try it. But beware of the "Level Boss". You can't miss him. He's a big triceratops with a band on his butt.

10



IF YOU CAN'T TAKE THE HEAT, GET OUT OF THE VOLCANO

The guts of this fiery mountain are vast and dangerous. Chuck must jump on the elevators to get around. Don't be alarmed when Chuck freezes in his tracks—he's not cold—he's just terrified! Look out! The "Level Boss" here is a saber-toothed tiger who's permanently hot under the collar.

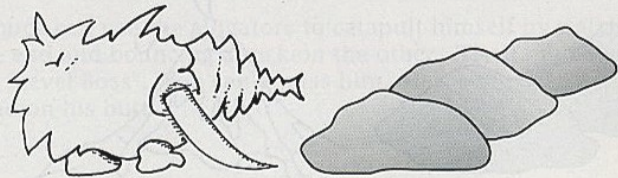


11

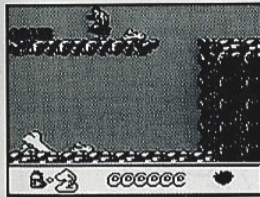


CHUCK CHILLS OUT IN THE ICE AGE

Will he ever get to see his lovely Ophelia again? Not if the wild and woolly mammoth can help it. Fortunately the smaller woolly-tusked creatures can help Chuck escape by elevating him into their trunks and shooting him through the air.



WATCH OUT FOR DEM BONES



You've got two bone-dacious levels to make it through to your lovely Ophelia. Beware, some of these bones come alive. Watch out for live dinosaurs that will spring up at you. Remember! The curled-up snakes can be useful—just kick them and they'll let you walk all over them!

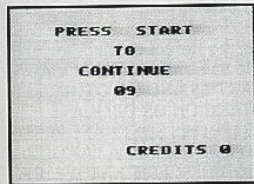
PICK-UPS AND POWER-UPS

Each level is filled with all kinds of Power-Ups and Pick-Ups—like Ham Hocks, Chicken Legs and Fish. Grab them as you'll need them to increase your score, and your energy level.



CONTINUE SCREEN

When you lose all three of your lives, you will be taken to the Continue Screen. There you can elect to continue play with two new lives. Use the Control Pad and the A or B BUTTON to make your selection.



SONY IMAGESOFT INC. WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product 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 SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.

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

SONY



IMAGESOFT

Sony Imagesoft
2100 Colorado Avenue, Santa Monica, CA 90404
For questions or comments about this or other
Sony Imagesoft products call (310) 449-2393.