

ENGLISH

I) LOADING INSTRUCTIONS

PC & COMPATIBLES

Turn on your screen and your computer, insert MS/DOS (or PC/DOS) disk into the internal drive (A:). Your computer will read the disk system and the A> prompt will appear on the screen. Remove the DOS disk and insert Prehistorik 2 Disk 1 into the drive, then type **PRE2** <ENTER> and follow the on-screen instructions.

If MS/DOS is on your hard drive, it will load automatically. Insert PREHISTORIK 2 Disk 1 into the internal drive and type **A:** <ENTER>. The A> prompt will appear on the screen, type **PRE2** <ENTER> and follow the on-screen instructions.

INSTALLING THE GAME ON THE HARD DRIVE

PREHISTORIK 2 has a program that enables you to copy the game onto your hard drive. Insert Disk 1 in the internal drive, type **A:** <ENTER> then **PRE2INS** <ENTER>. The installation program automatically creates a sub-directory called PRE2 and copies the game files into that sub-directory. Follow the on-screen instructions.

After the files have been copied, type **CD PRE2** <ENTER> to select the sub-directory. To start the game, type **PRE2** <ENTER>.

You may start the game by activating or deactivating several functions, these options are explained later.

CAUTION: Since the game is protected, you must leave the disk in your drive during play, even when you are playing from the hard drive.

AMSTRAD CPC DISC

Turn on the screen and the computer, insert PREHISTORIK 2 Disk 1 in the drive and type **RUN** DISC. Follow the on-screen instructions to set the screen, color and memory specifications.

AMSTRAD CPC TAPE

Turn on the screen and the computer, insert PREHISTORIK 2 Tape in the drive and press **CTRL** and **RETURN** (on the keypad) simultaneously, then follow the on-screen instructions to set the screen, color and memory specifications.

MEMORY MANAGEMENT (PC version only when using the PREHISTORIK 2 disk)

The program uses EMS and XMS memory (if it finds the corresponding drivers) to minimise loading time. If it does not find the drivers, the program will only use standard memory (512 K or 640 K). In other words the program optimizes the memory of your computer.

The new technology of sampled music in PREHISTORIK 2 uses a lot of standard memory. On certain computer specifications (that have little standard memory), you may need to turn off the music (this is explained later).

II) THE SELECTION MENU (except for Amstrad CPC)

Press 1) or 2) to select one of the following options:

1) START LEVEL 1 (To start the game from level 1)

You may then choose between 2 difficulty levels: Expert or Beginner (Expert is for experts and Beginner is for beginners). To change difficulty levels, just press the right or left arrow key.

The default difficulty mode is Expert. (If you finish the game in this mode you will have access to an extra level and the final scene).

After selecting your option, the map of the game will appear and a cute little guy will appear at the beginning of the level you have chosen (see PASSWORD section below).

2) PASSWORDS

You may start the game from any level as long as you have the corresponding password. Passwords appear in the scenery of each level, they are easily recognizable (Example: PASS 0001). Caution: Passwords are generated by your own computer, and therefore will probably not function on another computer (This is a trick to keep you from giving your passwords to your friends).

To start the game at a specific level, all you have to do is enter the password. To go back to the selection menu, press Space Bar.

III) TECHNICAL DETAILS (PC version only)

a) GRAPHIC CARD: PREHISTORIK 2 functions on 100% VGA compatible cards. Compatibility tests are done when the game is loading. If you do not have a 100% VGA compatible card, an error message will appear on the screen.

b) SOUND CARD: PREHISTORIK 2 uses your computer internal speaker. If you have an Adlib or Sound Blaster card, the program will automatically use it. If you do not have such a sound card, you will only hear the sound effects.

c) ERROR MESSAGES

If one of the following messages appears, this is what you should do:

"FATAL! : Video not 100% compatible VGA!"

Bad news, your video card is not 100% VGA compatible. Contact your sales representative.

"FATAL: read error!"

Your disk is damaged, contact Titus.

"Sorry: Your Sound Blaster does not work correctly."

This means your Sound Blaster card has not been initialized properly. Re-boot the game. If the problem remains, re-boot the game with the music off (explained below).

"FATAL: Disk missing!"

This message means that the game disk is not in the disk drive or that it cannot be read.

"SWAP MESSAGE: Insert the disk with XXXX."

Follow the instructions and insert the disk containing the file XXXX.

"FATAL: Not enough memory."

If this message appears, it is because your computer does not have enough memory left. To solve this problem, there are several solutions. When loading the game, instead of typing PRE2, type PRE2/ followed by one of the following letters:

M to turn the music off during the game (this saves memory).

D does not load files in the DOS memory (this saves RAM if you don't have XMS or EMS).

L does not pre-load files.

E does not use the EMS driver.

X does not use the XMS driver.

A to suppress all foreground objects. (This accelerates the game in some cases and saves 18K)

S to deactivate the music while the game is loading.

If your computer still lacks memory you have several other options:

- add memory to your computer.

- remove memory resident programs.

- Load DOS in high memory (if your computer allows it).

If you are really stuck, call us (our phone number is on the warranty card that came in the box).

Depending on the above-mentioned error messages, one of the two following messages will appear on the screen:

A) «PRESS ESC TO RESET AND DEBUG»

B) «Press RETURN to continue or ESC to cancel.»

Message A) appears when an error occurs which requires you to quit the game. (Press ESC key to quit the game and return to DOS). Message B) appears when a minor error has occurred. You can either quit the game by pressing the ESC key or continue playing by pressing the RETURN key.



IV) a) THE CONTROLS

Prehistorik 2 can be played with a joystick or the keyboard.

F1: Quit your current life and restart at the green light (see LEVEL section).

F2: Quit your current game and restart at the menu screen.

F3: Sound ON/OFF.

P: Pause.

Space bar/Joystick Button A: Strike with his weapon.

Joystick Button B/key 5 on the key pad/

Left and right arrows simultaneously: Moves the scroll in the direction Prehistorik is looking.



When Prehistorik thinks really hard, he's able to strike in a specific direction by holding an arrow key while hitting.

This comes in handy when dealing with enemies above or below you. In the «crouching» position, Prehistorik's center of gravity is lowered (so is his intelligence) which makes him more resistant to wind. In this more stable position, Prehistorik will better resist earthquakes and strike 4 times harder.

b) THE PANEL

You begin the game with three lives, the current life and two extra lives. Each life contains three hearts and each heart contains six bones

(Believe it or not, hearts did contain bones at that time!).

If you kill an enemy which has just touched you, the bones he has stolen from you (up to six) come flying all over the place, so you better get them back before they disappear.

You can increase your energy level by collecting bones, hearts or even lives (which are represented by shrunken heads, yuck!).

You lose energy if an enemy touches you, and die if you fall on spikes or in a bottomless pit (Yup, pits were bottomless at that time!).

For every 250 000 point you manage to collect, you gain an extra life. The maximum number of lives you can get is 99.

c) BONUSES

There are thousands of bonuses to collect in PREHISTORIK 2, the more you collect, the higher your score gets and the more intelligent you become (Nah, just kidding).

Some bonuses have special effects. For instance, if you manage to get a fork, a knife and a spoon, all the enemies on the level turn into food for a couple of seconds, so it's time to fill that empty stomach of yours...

If you catch a grenade, all the enemies on the screen blow up and turn into bonuses.

If you pick up all the letters in the word BONUS, a big bonus worth 100 000 points falls from the sky. Beware of the skull, if you touch it, nasty things will happen to your energy.

Each time you catch a bonus, your score increases. At the end of each level, all the bonuses you've collected during your current life are added to your score again. So if you've managed to collect tons of bonuses, try not to lose a life in order to double the score for your bonuses.

d) WEAPONS

Club: This is Prehistorik's basic weapon, it is quick and moderately powerful.

Big Hammer: This is a powerful weapon, however, it does not strike as fast as the club.

Axe: Throwable weapon with a high range, but not very powerful.

Big Swirling Axe: This is the most powerful weapon in your arsenal, but it's also the slowest.



e) THE HANG-GLIDER

The hang-glider is the only useful thing Prehistorik has ever invented, it enables him to reach inaccessible platforms and bonuses, and glide all over the place.

To fly: 1) Take the hang-glider 2) Run until the wing inflates 3) Jump up.

You can then move around freely with the hang-glider. With a little practice, you'll be able to do all kinds of fun and useful things in the air.

NOTES: You lose the hang-glider when you complete the level or if you get touched by an enemy (though you don't lose any energy).

You cannot use your weapons while you are carrying the hang-glider.

If you dive on an enemy once, you win 1000 points, if you do it twice, you get 5000 points, if you do it three times, you will obtain 10000 points.

f) THE ENEMIES

They steal one heart from you each time they touch you. Since Prehistorik's «basic instincts» are fully developed, if you take revenge on the enemy that just touched you, you may be able to get six bones back.

During your quest, you will encounter many fearsome enemies.

The toughest enemy is a giant tadpole (but it was so scary it would have given you nightmares, so we decided to remove it from the game)!

g) THE LEVELS

To finish a level, you must either eliminate the end-of-level guardian or reach a big traffic light.

If the green light happens to be red (then it's called a red light), you must find a lighter to turn the light green.

On most levels, you will encounter small re-start lights. By passing in front of them, they become green. If you die, you will re-start in front of the last green light you touched.

h) TRICKS AND USEFUL INFORMATION

You can increase the height of your jumps (hop, hop, hop...), by jumping on the heads of your enemies, this enables you to reach high platforms and catch out-of-reach bonuses.

Each time you eliminate an enemy, you gain a number of points. You can multiply this number by jumping repetitively on the enemy before killing it (the number of points will be multiplied by the number which appears above Prehistorik).

To jump farther, you must 1) take a run up, 2) jump upward while moving right or left, 3) stop pressing upward during your fall. Do not hesitate to hit everything with your club, you may get lucky and strike gold.... well maybe not gold, but lots of food and extra bonuses. You might even find a secret passage.

DANGER DANGER DANGER

A STARVING CAVEMAN IS RUNNING LOOSE -STOP
DESPERATELY SEEKING FOOD -STOP
WITH A DEADLY CLUB AND SWIRLING AXE -STOP
ABOUT TO STRIKE A HORDE OF NASTY ENEMIES -STOP
THE BONUS HUNT IS ON -STOP
AND THE EXPLORATION OF TEN LEVELS HAS BEGUN -STOP
REACH THE OGRE'S MEAT-LOCKER -STOP
AND EAT, EAT, EAT, IT'S FOR THE SAKE OF YOUR STOMACH -END



To start the SUPER CAULDRON demo, (another great Titus platform game), type **A:CAULDRON** from the disk which contains the CAULDRON file.

If last-minute changes have been made in the game, they will be explained in a READ.ME file that you can read by typing **TYPE READ.ME** (PC version only).

