

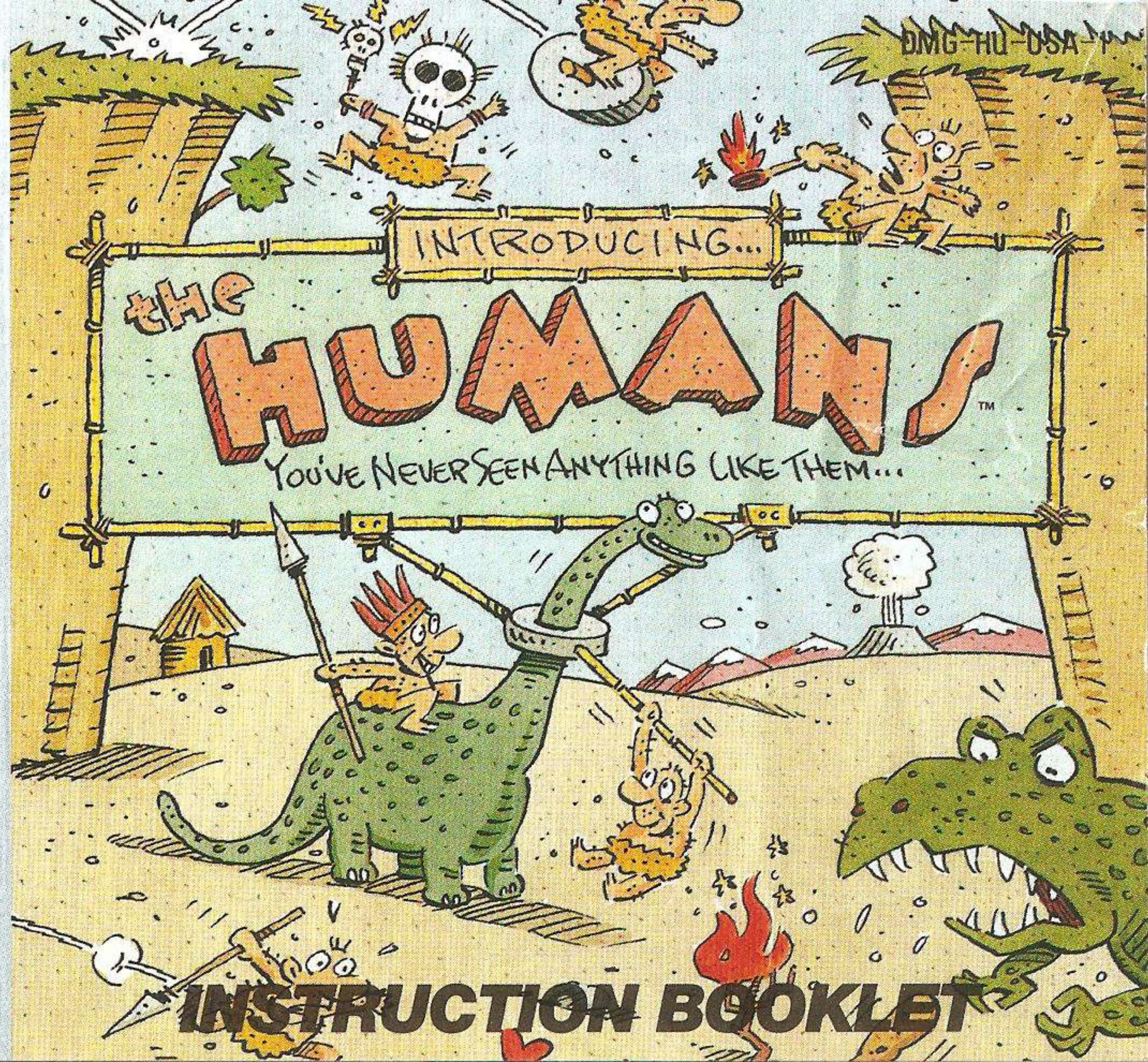


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Nintendo

GAMEBOY®



INSTRUCTION BOOKLET

Thank you for purchasing The Humans Game Pak for your Nintendo Game Boy®. Before you start play, please read this booklet carefully and keep it for future reference.

PRECAUTIONS

1. If you play for long periods of time, 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. Also, do not disassemble the unit.
3. Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4. Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.

ADVISORY: READ BEFORE USING YOUR NINTENDO GAME BOY

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. We suggest that you consult your physician if you have an epileptic condition or 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.



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 SEAL OF QUALITY.

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INTRODUCING THE HUMANS

- Cool, you bought humans. Nice move. Good Play. Slinky Slide. Excellent. You made the right choice. We got some green bits of paper and you got the super cool Humans game, Hmm.
- Humans is a cooperation game in which you have to direct your primitive tribe through evolution. Well, you will see all that later. For now, let's get the boring stuff out of the way.

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STARTING UP

Make sure your Game Boy power switch is turned **OFF**. Insert your Humans Game Pak, then turn **ON** the power switch. "**NINTENDO®**" should now be displayed followed by the title screen and credits. If you wish to skip past the credit screens, press **START**.

CONTROLS

CONTROL PAD

Is used to move your Humans around the world.

BUTTON A

Is used to lock in your choice of any action.

BUTTON B

Is used to select an action.

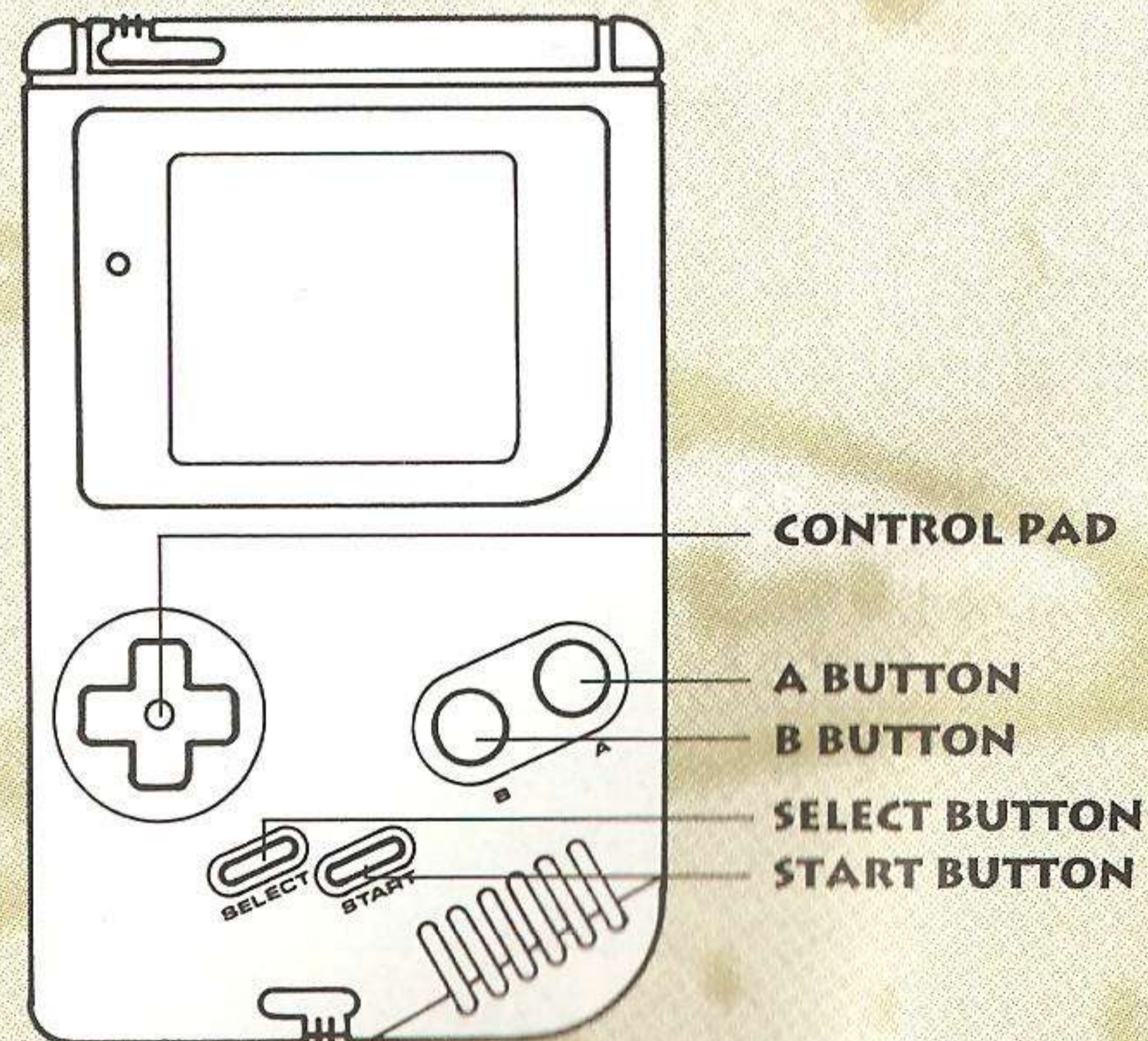
SELECT BUTTON

Is used to enter the select mode when you wish to use another Human.

START BUTTON

Is used to pause and unpaue the game.

FOUR



CONTROL PAD

A BUTTON

B BUTTON

SELECT BUTTON

START BUTTON

WHAT'S ON YOUR HUMANS SCREEN

SELECTED HUMAN

This is the Human you are currently controlling.

ANOTHER HUMAN

A do-nothing slacker.

ANOTHER HUMAN

This Human is "Stacking". That is, he is waiting for another Human to climb on top of his shoulders.

ANOTHER HUMAN

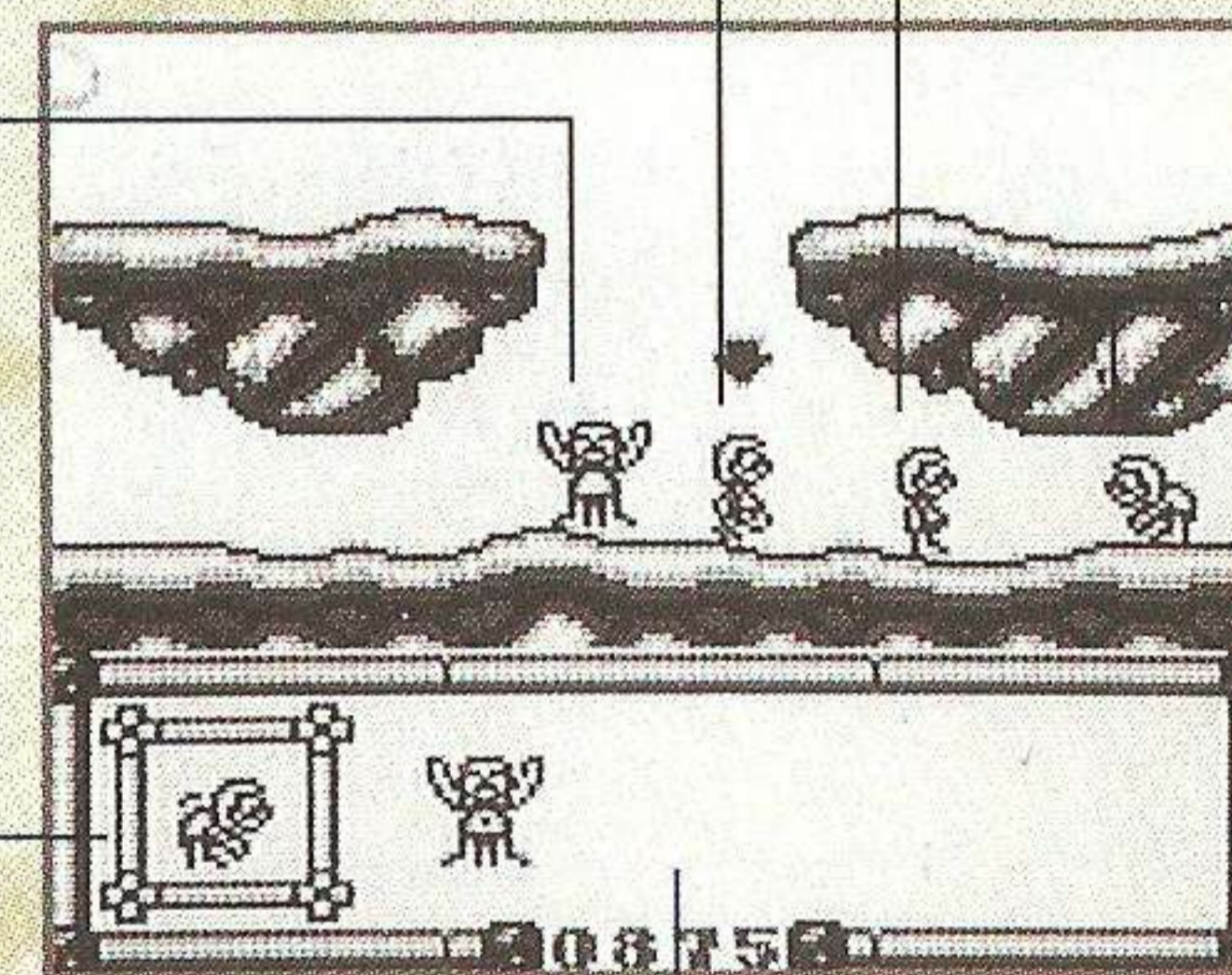
This Human is "picking up" an object.

SELECTED ACTION

This is the action that the player will perform if he presses the A button.

ACTION BAR

All the actions that the Human currently selected can perform.



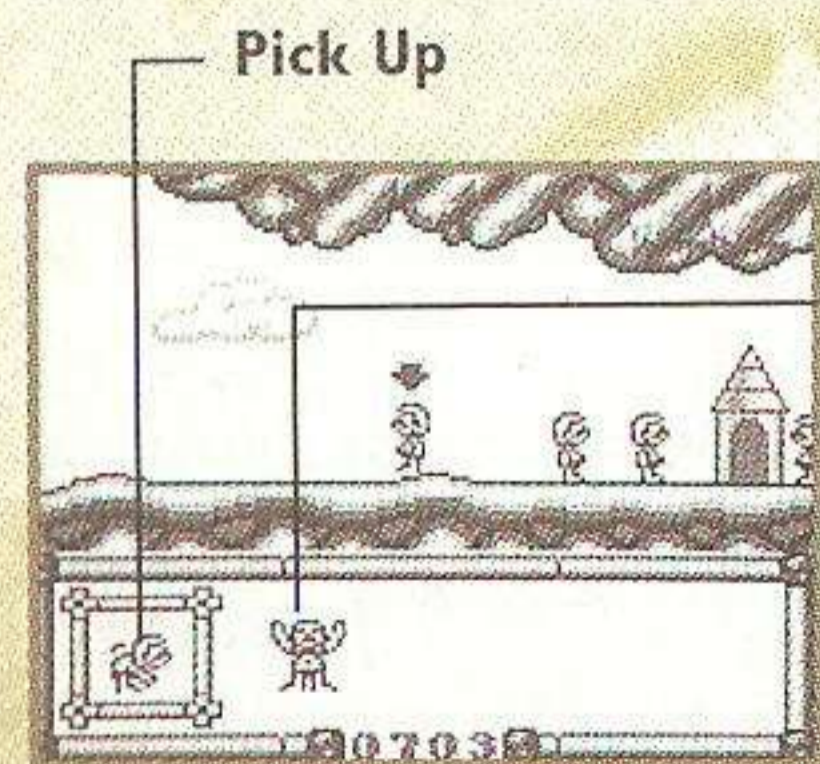
FIVE

CONTROLLING THE HUMANS

Humans are quite easy to control, and here is how you do it. The Human you are currently controlling has a large arrow above his head to help you identify him.

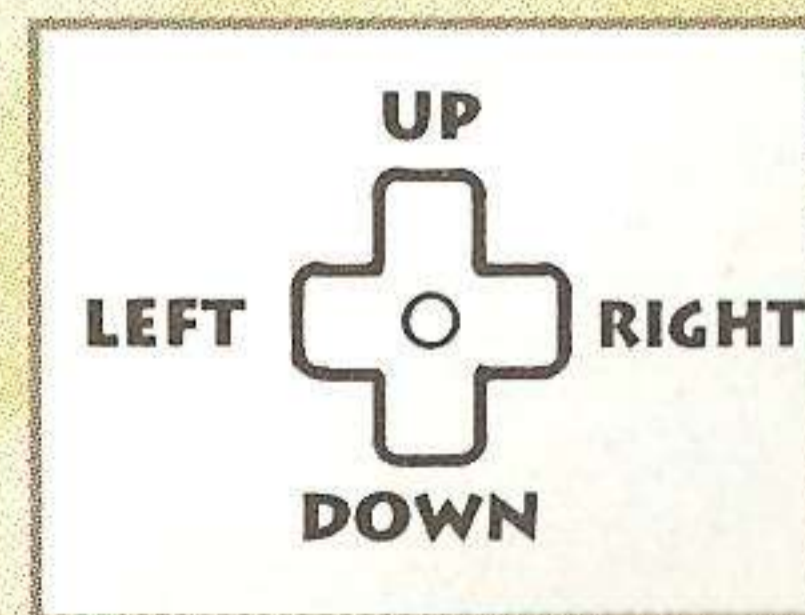
WALKING THE HUMANS

- To move a Human left or right, push the **CONTROL PAD** in the desired direction.
- To move a Human up or down a ladder or rope, push the **CONTROL PAD** up or down.
- To position to climb a rope or ladder, refer to **STACKING** on page nine.



Stack

When in doubt, keep your Human on the move. Stopping can be hazardous.



A close look at the control pad for those with Neanderthal eyesight.

CHANGING HUMANS

○ To select a **DIFFERENT** Human press the **SELECT** key. You will now see a cross hair appear, which you can move around the map. When you have moved the cross hair over the desired Human, press the **A BUTTON** to choose him.

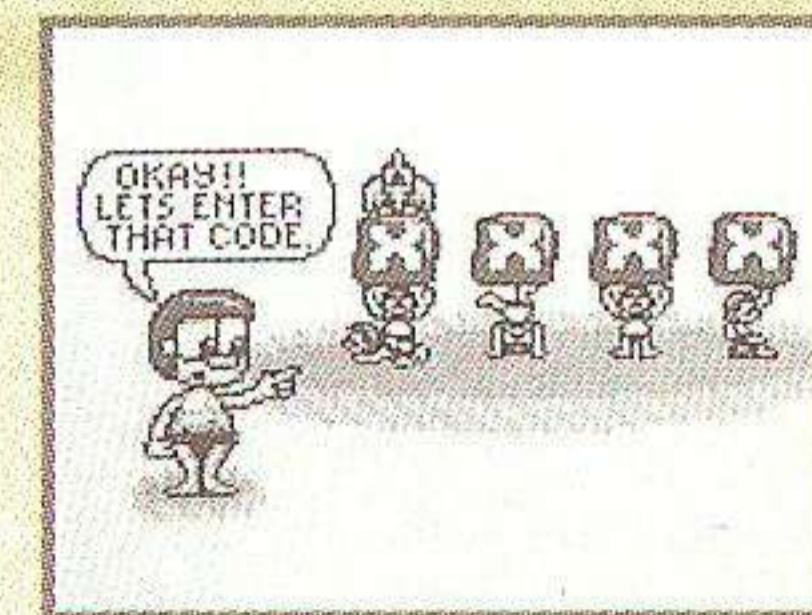
○ Alternatively press the **SELECT** button then the **B BUTTON** to select the next Human in the tribe. This shortcut can be useful for quick selection.

CHOOSING AN ACTION

○ At the bottom of the screen is the Action Bar. This displays all of the actions that your Human can perform. To scroll through the available actions, press the **B BUTTON**. When the desired action is highlighted, press the **A BUTTON** to activate that action.



This Human is about to walk into a bad scene, but luckily can't remember how to walk.



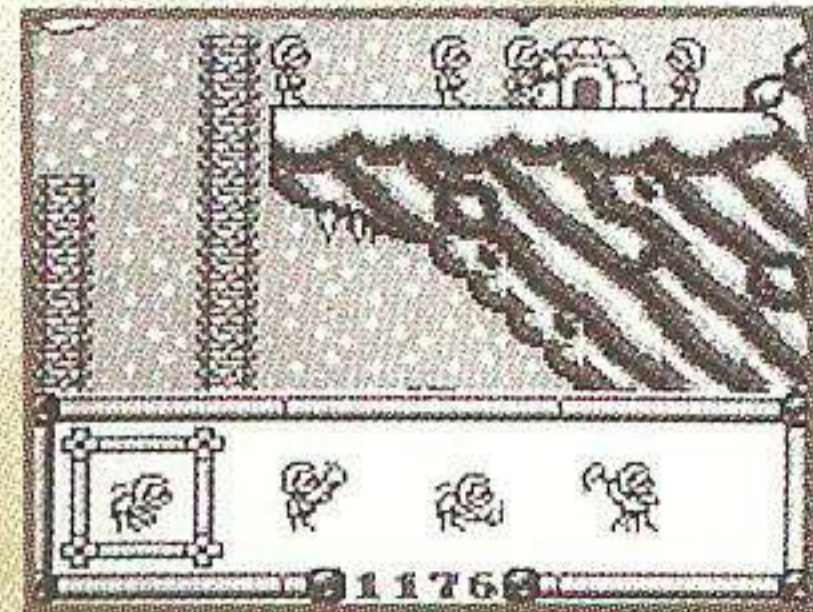
Enter the level code, then press start to get to that level.

BASIC ACTIONS

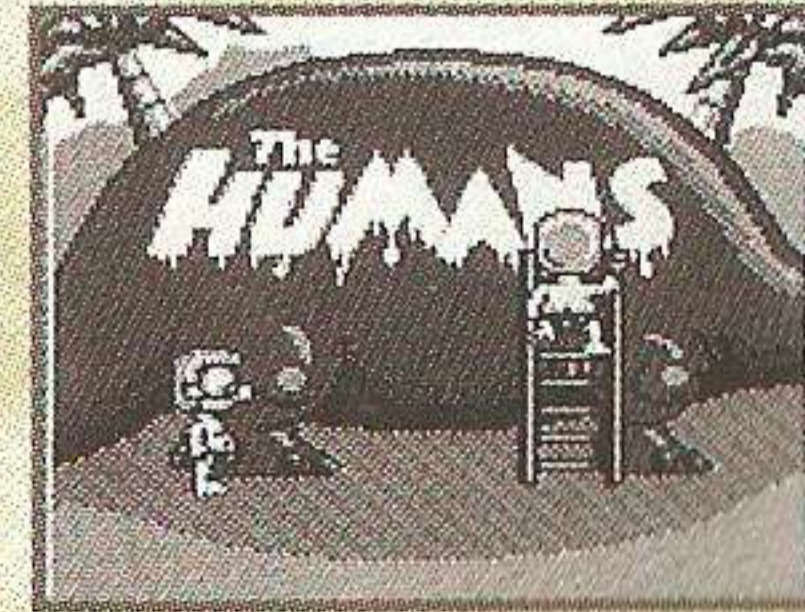
PICKING UP AN OBJECT

○ To pick up an object, press the **B BUTTON** until the Pick Up/Drop Icon is selected. Now move over the object and press the **A BUTTON**. The object will now be in use and your Action Bar will change to reflect the new actions available to you. To drop the object, select the Pick Up/Drop Icon again and press the **A BUTTON**.

NOTE: If you drop an object on top of another, you will automatically pick up the other object.



This may look peaceful, but the action is about to get lava hot.

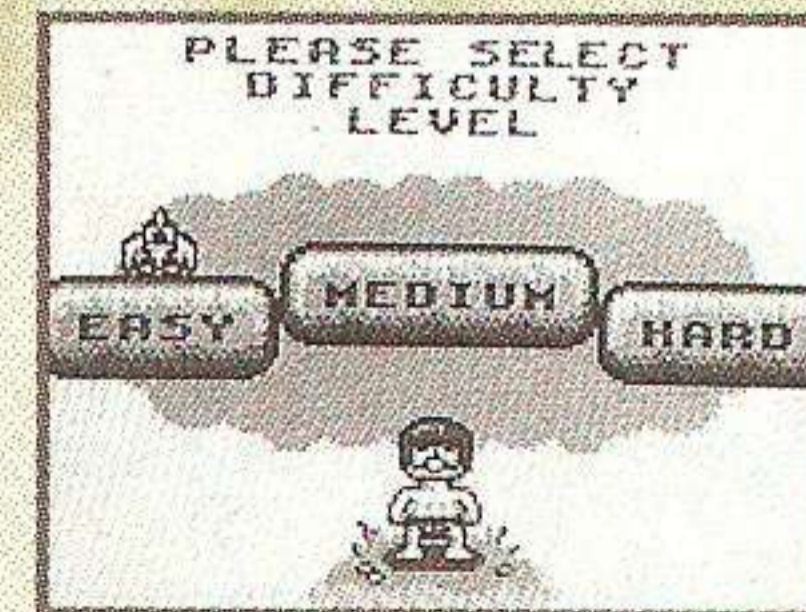


Painting dinosaurs is not a safe action—basic or otherwise!

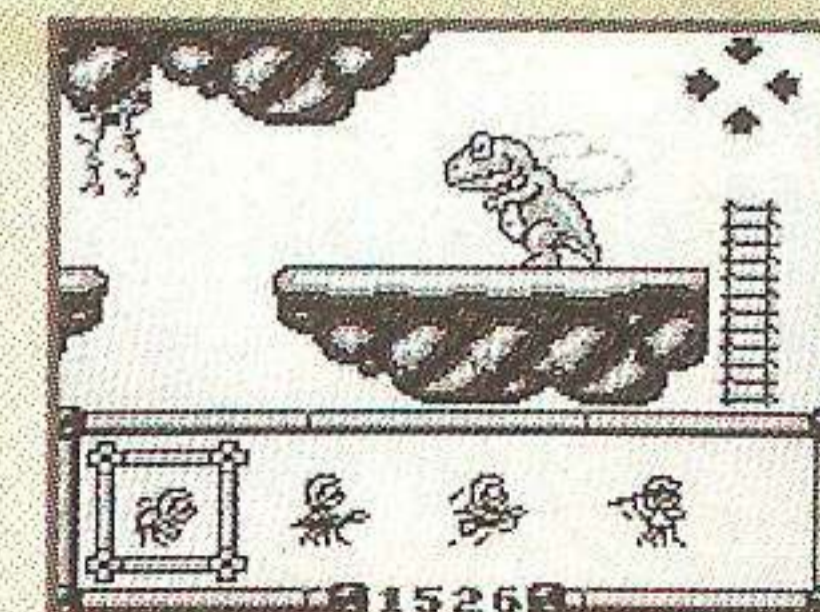
STACKING

○ Stacking is when a Human allows another to climb on top of his shoulders. To stack, select the Stacking Icon using the **B BUTTON** and press the **A BUTTON** to lock in your choice. Note the Human has now changed his stance. Now select another Human nearby (by pressing **SELECT** then the **B BUTTON**). Now move this Human in front of the Stacking Human and push **UP** on the control pad. This Human has now climbed up the Stacking Human and has automatically stacked on top of him. You can repeat this process until you run out of Humans.

NOTE: Sometimes when trying to get to a higher level, you will move off the top of the stack and fall. This means you have not stacked close enough to the edge of the block. Make sure you are right up against the block before you stack.



Go ahead, take the easy route. It's hard enough just being a Human.



Some Humans are soooo dumb—they'll try stacking a dinosaur.

USING THE SPEAR

The first object you will discover is the spear. Here is what it can do and how to use it.

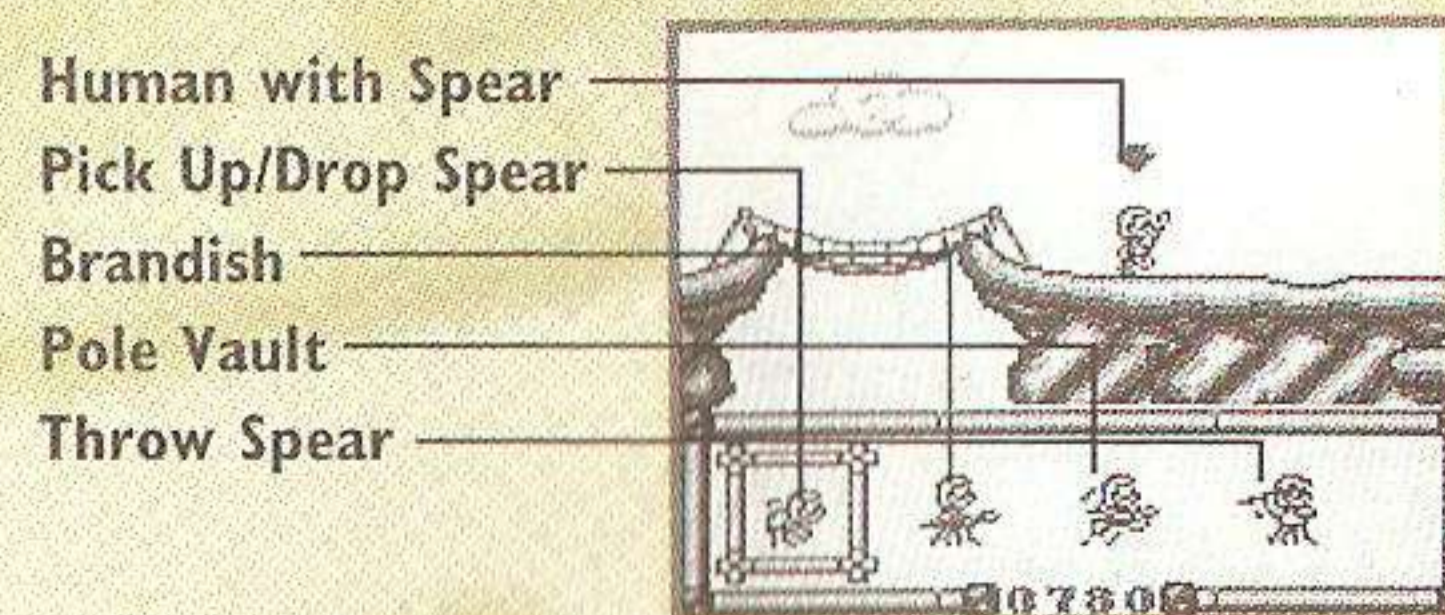
PICK UP/DROP SPEAR

○ To pick up a spear, move your Human over the spear lying on the ground, select the Pick Up Icon from the **ACTION BAR**, then press the **B BUTTON**, then press the **A BUTTON** to lock in your choice.

BRANDISH

Often by brandishing a spear at a dinosaur, the player can hold at bay the mammoth creature whilst his friends sneak by.

○ To brandish a spear, select the Brandish Icon from the **ACTION BAR** using the **B BUTTON**, then lock in your choice using the **A BUTTON**. The Human will now hold out the spear and keep at bay most dinosaurs that approach him.



POLE VAULT

To leap over pits and obstacles, you may wish to use the spear to pole vault.

○ To pole vault, select the Pole Vault Icon from the **ACTION BAR** by using the **B BUTTON**, then lock in your choice using the **A BUTTON**.

○ Now you will see a **POWER BAR** moving up and down where the **ACTION BAR** used to be. When the power bar reaches the desired level, press the **A BUTTON** (the further to the right, the more powerful the jump).

○ To Cancel the jump, press the **B BUTTON**.

THROW SPEAR

You may want to throw a spear for many reasons including the slaying of dinosaurs.

○ To throw the spear, select the Throw Spear Icon from the **ACTION BAR** by using the **B BUTTON**, and lock in your choice by using the **A BUTTON**.

○ Now you will see a **POWER BAR** moving up and down where the **ACTION BAR** used to be. When the **POWER BAR** reaches the desired level, press the **A BUTTON** (the further to the right, the more powerful the throw).

○ To Cancel the throw, press the **B BUTTON**.

USING THE TORCH (FIREBRAND)

The second object that you will find is the torch (firebrand). Here is a list of what it can do and how to use it.

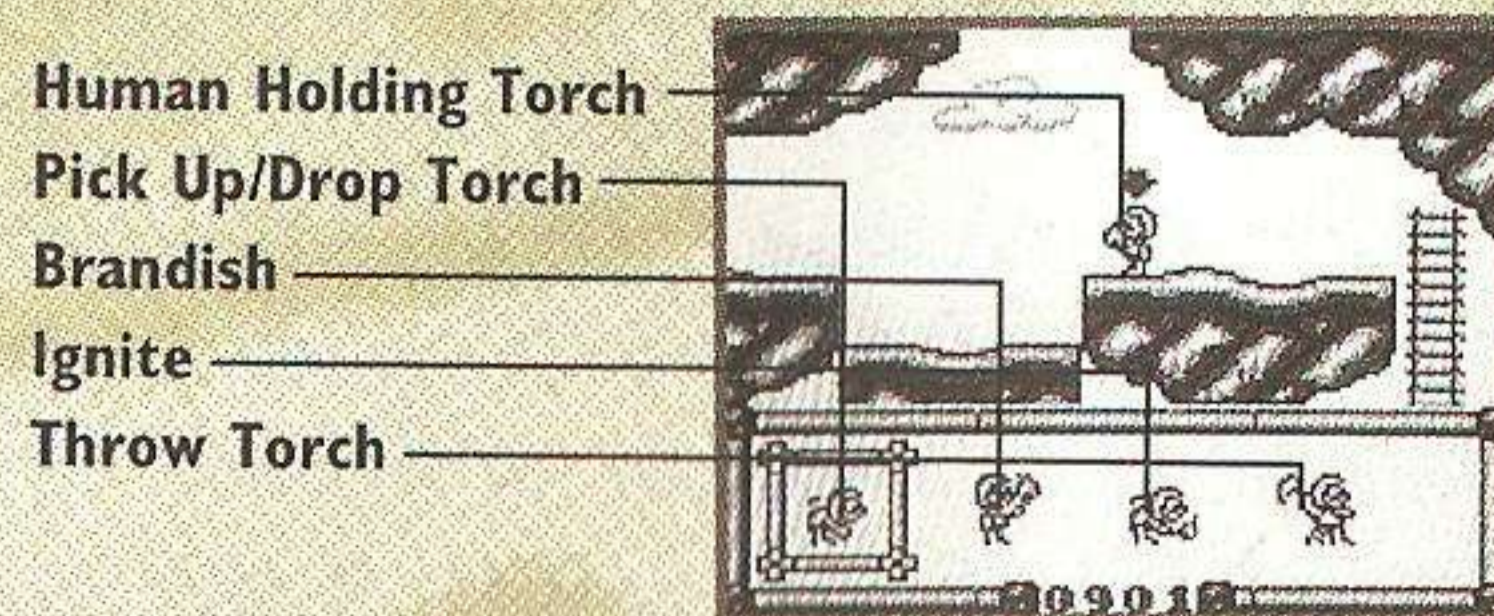
PICK UP/DROP TORCH

○ To pick up a torch, move your Human over the torch lying on the ground, select the Pick Up Icon using the **B BUTTON**, then press the **A BUTTON** to lock in your choice.

BRANDISH

Often by brandishing a torch at a dinosaur the player can hold at bay the mammoth creature whilst his friends sneak by.

○ To brandish a torch, select the Brandish Icon from the **ACTION BAR** using the **B BUTTON**, then lock in your choice using the **A BUTTON**. The Human will now hold out the torch and keep at bay most dinosaurs that approach him.



IGNITE

Sometimes your path may be blocked by some vegetation. Often the only way through is to burn the thing down.

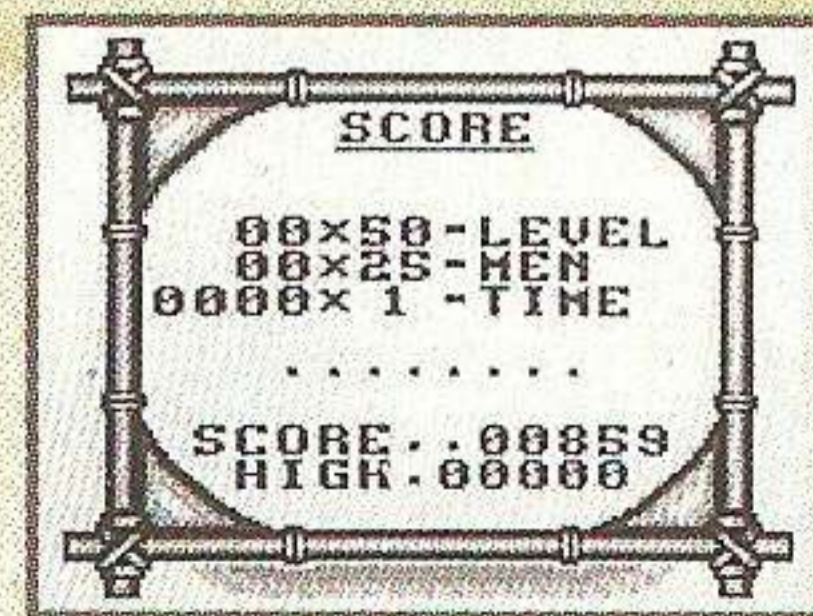
○ To burn a bush, select the Ignite Icon from the **ACTION BAR** by using the **B BUTTON** then lock in your choice by using the **A BUTTON**. The Human will now bend over and set fire to anything that is directly in front of him.

THROW TORCH

○ To throw the torch, select the Throw Torch Icon from the **ACTION BAR** by using the **B BUTTON**; lock in your choice by using the **A BUTTON**.

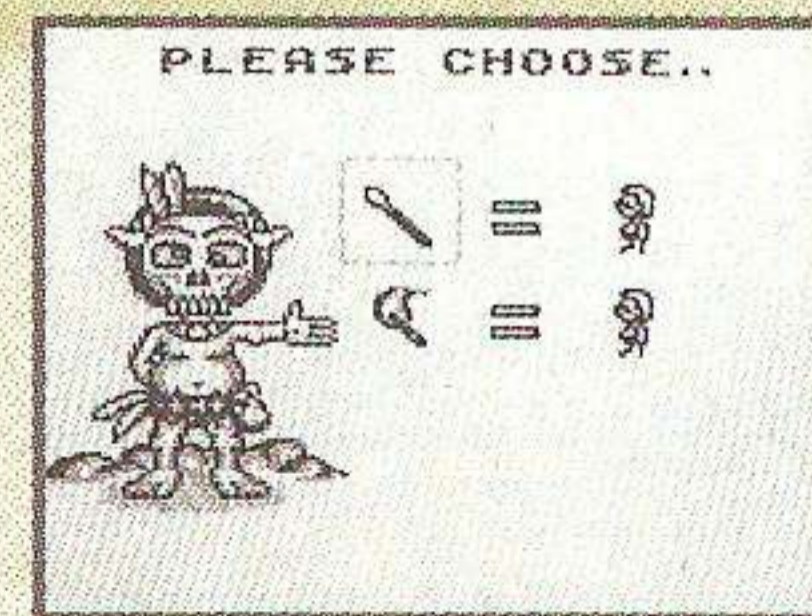
○ Now you will see a **POWER BAR** moving up and down where the **ACTION BAR** used to be. When the **POWER BAR** reaches the desired level, press the **A BUTTON** (the further to the right, the more powerful the throw).

○ To Cancel the throw, press the **B BUTTON**.



Never allow your Humans to keep score—no way.

Some Humans never learn not to hold the yellow end of the torch.



USING THE ROPE

PICK UP/DROP ROPE

○ To pick up a rope, move your Human over the rope lying on the ground, select the Pick Up Icon using the **B BUTTON**, then press the **A BUTTON** to lock in your choice.

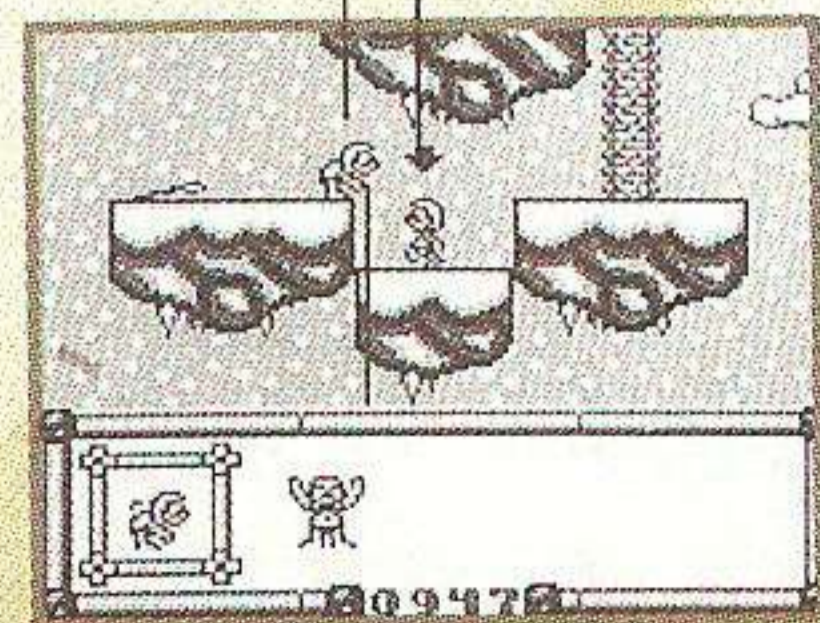
LOWER/RAISE

○ To lower the rope, move your Human to the edge of a cliff and select the Raise/Lower option from the **ACTION BAR** by using the **B BUTTON**. Lock in your choice by using the **A BUTTON**.

○ To raise the rope, select the Raise/Lower option from the **ACTION BAR** by using the **B BUTTON**. Lock in your choice by using the **A BUTTON**.

Human with rope

This Human can climb up the rope.



Humans always want more rope than they can handle. Remember to keep the rope short.



Humans cannot talk and stay out of danger at the same time. Try to discourage idle banter.

○ Provided you have positioned yourself correctly, you will see a rope lowered down over the edge. To descend, move another Human over the rope and push **DOWN** on the **CONTROL PAD**. To climb up the rope, move a Human over the rope and push **UP** on the **CONTROL PAD**.

THROW ROPE

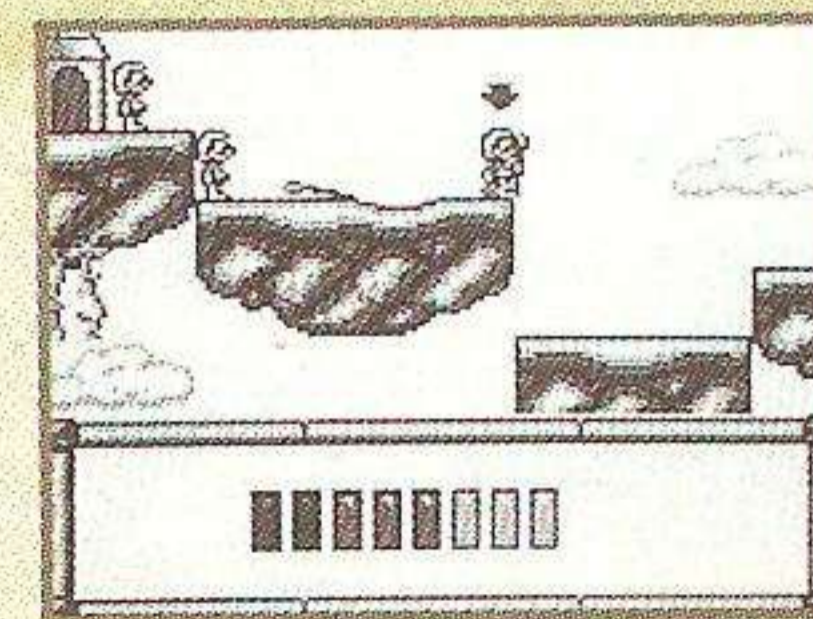
○ To throw the rope, select the Throw Rope Icon from the **ACTION BAR** by using the **B BUTTON**. Lock in your choice by using the **A BUTTON**.

○ Now you will see a **POWER BAR** moving up and down where the **ACTION BAR** used to be. When the **POWER BAR** reaches the desired level, press the **A BUTTON** (the further to the right, the more powerful the throw).

○ To cancel the throw, press the **B BUTTON**.



Congrats! Break out the lava-lava juice and get ready for a new level of action.



Humans always want to gain the edge, but more often than not, they go right over it.

USING THE WHEEL

One of the Humans' greatest inventions is the wheel. This method of transportation can be used at various points in the game.

MOUNTING THE WHEEL

☉ To mount a wheel, move your Human over the wheel lying on the ground, select the Pick Up Icon using the **B BUTTON**, then press the **A BUTTON** to lock in your choice.

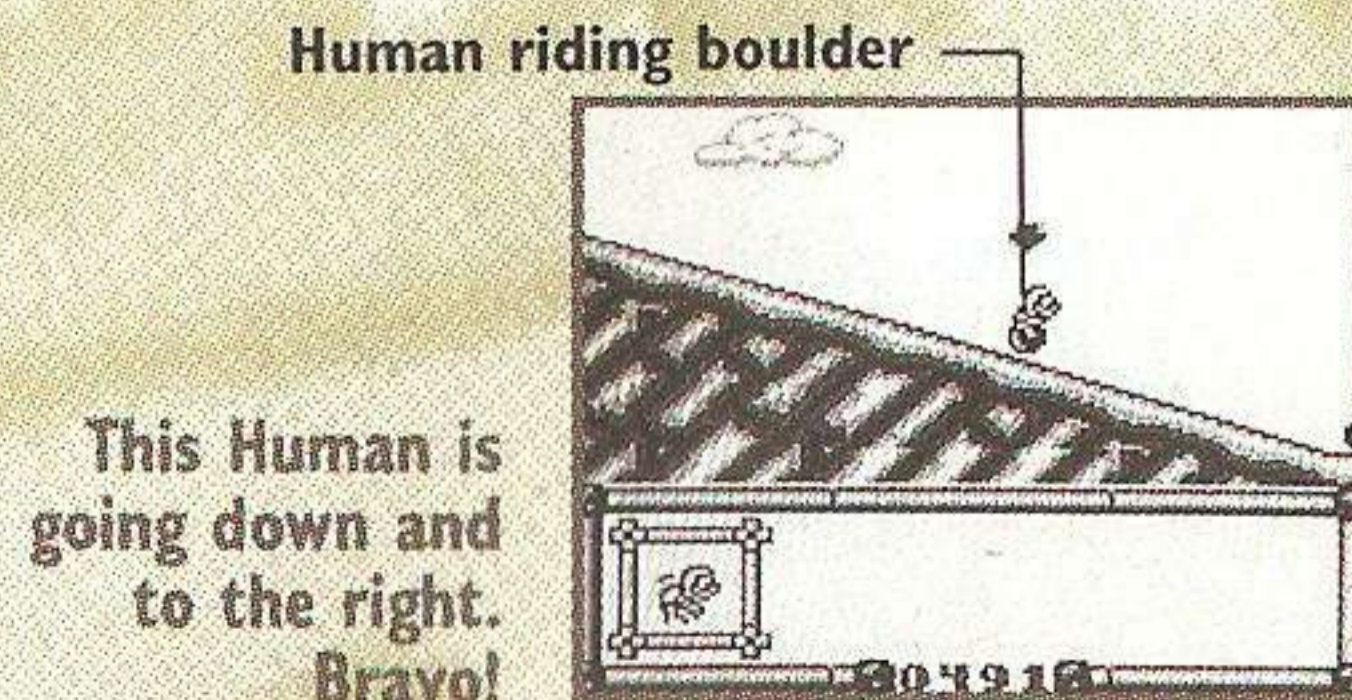
DISMOUNTING THE WHEEL

☉ To dismount, move your Human over the wheel lying on the ground, select the Pick Up Icon using the **B BUTTON**, then press the **A BUTTON** to lock in your choice.

RIDING THE WHEEL

☉ Now that you are on the wheel, push the **CONTROL PAD** left and right to move the wheel. Notice when you go down a slope the wheel speeds up.

☉ If you go over the edge of a ramp, try and **JUMP** using the wheel. Use the **B BUTTON**.



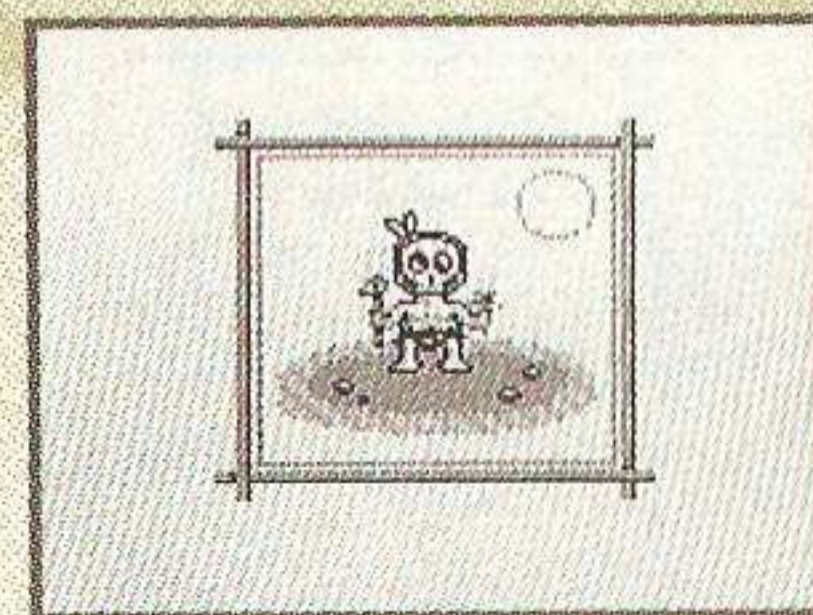
USING THE WITCH DOCTOR

His world is dark and mysterious, only he understands the ancient forbidden knowledge. The Witch Doctor can summon objects from the spirit world to aid you. However, there is a price to be paid.

☉ To use the Witch Doctor, (only available on selected levels, not available on Level 1.), push **DOWN** on the **CONTROL PAD** and press the **SELECT BUTTON**.

☉ You will now be presented with the Witch Doctor screen. Here the Witch Doctor shows what objects are available and how many Humans you will lose from your tribe. Now select the object you require by moving the selection box using the **CONTROL PAD**. When the selection box is over the desired item, press the **A BUTTON** to select that item. You will now receive that item and the correct number of Humans will be deducted from your tribe.

☉ Pressing the **B BUTTON** at this time will return you to the game without buying an object.



This Human is about to be deducted from the Tribe.

Get as many items as is Humanly possible.



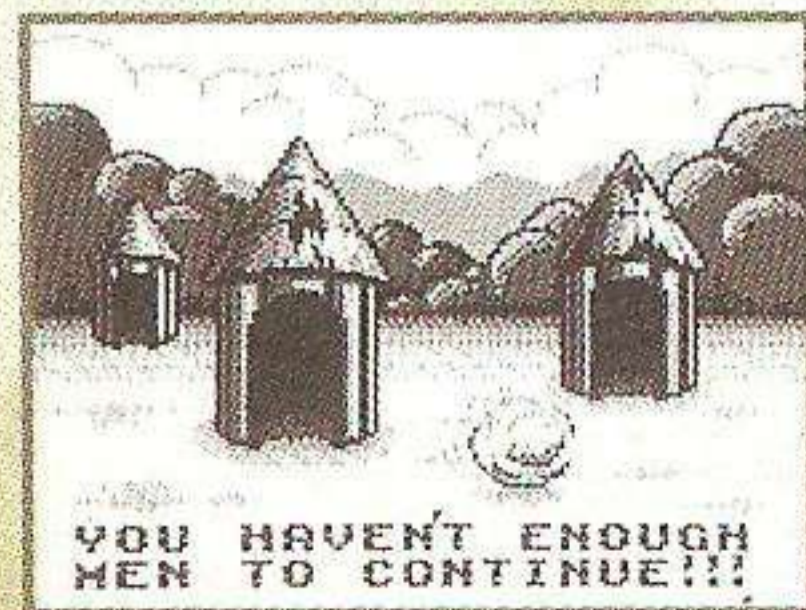
SCORING AND THE TRIBE

You get a score for every level you complete. The score is based on how quickly you finish a level and how many Humans are in your tribe upon completion.

THE TRIBE

○ A certain number of Humans are required to complete each level. These Humans are taken from your "pool" of Humans known as the Tribe. If at any point you do not have enough Humans to start or continue a level, then you lose the game.

○ You can earn extra Humans as you progress through the game and lose Humans in your Tribe by using the Witch Doctor or by misfortune in the game.



Uh oh, weren't you able to keep the tribe alive?



Very good! You're handling carnivores, chaos and catastrophe with aplomb.

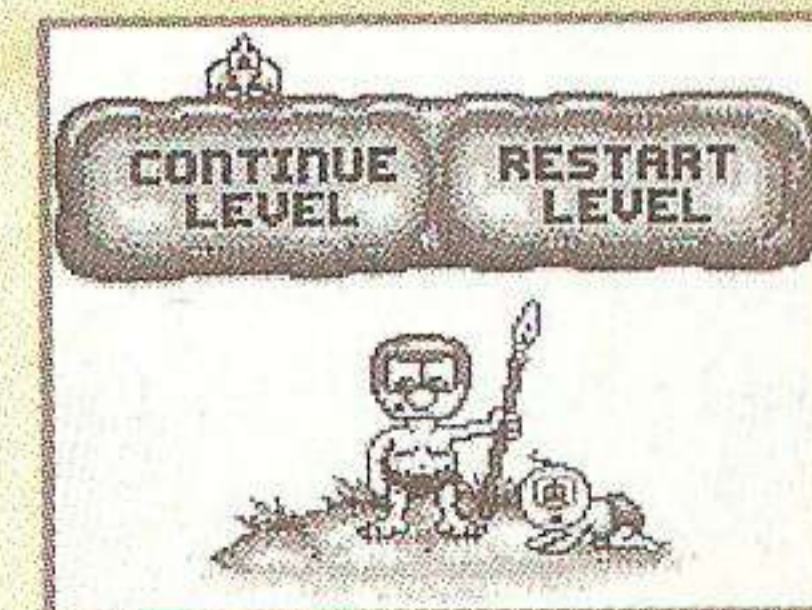
PAUSING AND RESTARTING THE GAME

○ To **PAUSE** the game press the **START BUTTON**. To **UNPAUSE** the game, press the **START BUTTON**.

○ If you are in a position that you feel you cannot win from, you may **RESTART** the level. To do this press the **SELECT BUTTON** and enter the Choose Human mode. You should now see the cross hairs on screen. Now press the **START BUTTON**. You should see a different screen giving you a choice of **CONTINUE** or **RESTART**. Select your choice using the **CONTROL PAD** and lock in your choice using the **A BUTTON**.



Good idea, but will it work on big beefy?



Congratulations! A baby member of the Tribe is a "Triplet".

HUMAN NATURE

by Rod V. Humble

WHAT IS A HUMAN?

○ Humans are small squidgy pink creatures with four semi-articulated limbs. These limbs can be used for moving around or manipulating objects in a similar manner to normal appendages.

○ In addition to these limbs, Humans have a "head" which houses the Humans visual, audio, olfactory and mental operating units. This rather odd configuration means that the Humans often seem confused by the amount of information they receive.

○ So we can see that, physically, the Humans, although strangely formed, are not particularly outstanding. Where the Humans really stand out is in the brain area. What makes Humans so lovable is their amusing habit of repeating the same mistakes again and again.

○ Humans are incredibly stupid creatures. For instance they have discovered fire no less than 10 times throughout their history, but each time it has gone out.

WHERE DO HUMANS LIVE?

○ Humans inhabit a highly volcanic area which is virtually swarming with huge carnivorous lizards, poisonous plants, treacherous water-filled potholes and lava flows. Typically the Humans have never even thought of moving away from "home".

WHAT DO HUMANS EAT?

○ Poisonous plants (Once)

○ Poorly or very small carnivorous lizards.

○ Lava (For "vindaloo" lizard).

○ Each other.

HOW DO HUMANS PROTECT THEMSELVES AGAINST DROUGHT, FAMINE, PLAGUE, STORMS, TYPHOONS, FLOODS, TIDAL WAVES, ETC.

○ Prayer.

WHO DO HUMANS PRAY TO?

○ There are two gods that Humans worship. First, there is MUG, the great golden idol. MUG is worshipped to make the crops grow, give good luck, victory in battle and good health. Second, there is the GREAT ROCK. The GREAT ROCK, is worshipped in all matters involving rocks. For example - "Oh GREAT ROCK, please do not let them drop that rock on me. Oh please, GREAT ROCK, do not let them throw that rock at me," etc.

WHAT CURRENCY DO THE HUMANS USE FOR EXCHANGE OF GOODS AND BARTER?

○ Height. The Humans' economy is based on height and strength. For example "Give me that meat because I am bigger than you." The system works with varying amounts of success.

WHAT IS THE HUMANS' GREATEST ACHIEVEMENT SO FAR?

○ The invention of the comb.

WHAT IS THE HUMANS' GREATEST MISTAKE SO FAR?

○ The discovery of fire. (And the accompanying forest fires.)

HELPING THE HUMANS

○ Obviously the Humans need help. That is where you come in. Can you direct the Humans through evolution? To do this they will have to make many momentous leaps to rise above the animals. Can they tame the awesome force of fire? Can they master the complexities of the wheel? Will they realize that fur is out of fashion? All these questions must be answered by you. Can they survive in a world 4000 years away from the invention of deodorant?

HINTS AND TIPS

1. Humans can only fall short distances. Avoid long drops. (Many foolish Humans hold "dry diving" contests off the edges of cliffs. You should NOT allow your Humans to attempt this.)
2. Humans should NOT engage Dinosaurs in unarmed combat. Use a spear from a distance. (Some Humans indulge in the sport of Dinosaur baiting. Most dinosaurs are at least 30 feet high and have teeth larger than a Human's head. For this reason, dinosaur baiting is discouraged except when supervised by an adult in the privacy of a cave.)
3. You may encounter another tribe of Humans in the game. These dastardly chaps will thwart you at every turn. But have no fear. They can easily be removed by giving them a good dose of Mr. Spear.

HUMAN HISTORY

PRECAMBRIAN.....4.6 BILLION YEARS AGO

- The Earth arrives late and proves to be a defective model without any life upon it.
- The Precambrian era lasts 4 billion years and it's difficult to see what progress was made. Continents arrived (late again) with oceans. The first forms of ancient life started to form in the oceans and these had little or no concept of fashion except for very basic shell-based swimwear.

PALEOZOIC.....570 MILLION YEARS AGO

- Larry, the labyrinthodont, gets washed up on a beach from the ocean and discovers, to his amazement, that he can breath the air! Slithering for joy, he begins to explore the multitude of new sights and sounds that lie before him. Unfortunately Larry's island paradise is, in fact, the top of an underwater volcano that erupts 11 seconds after Larry arrives on the beach. Therefore, Larry holds the singular distinction of being not only the first life form on land, but also the first life form in space....
- Beachwear is invented and used by lizards.

MESOZOIC.....250 MILLION YEARS AGO

- Dinosaurs arrive, thrive and die. No one knows for certain why the dinosaurs became extinct, but it should be borne in mind that as the average size of a dinosaur was around 45 feet high, finding fashionable clothes that fit was an impossible dream. At the time of the dinosaurs' fashion crisis, birds began sporting their new featherware and mammals were showing off their fur for all seasons. Unable to take the shame anymore, the dinosaurs became extinct through lack of credibility and are the first fashion victims in history.

CENOZOIC.....66 MILLION YEARS AGO

- A glorious age of spreading life, the planet is filled with mammals, birds and lush vegetation. This paradise looks forward to millions of years of tranquility and peace. Unfortunately, as it is looking forward, man creeps up behind it and clubs it senseless. This tragic incident ends the sad life of the Cenozoic era.
- The Humans have truly arrived.

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