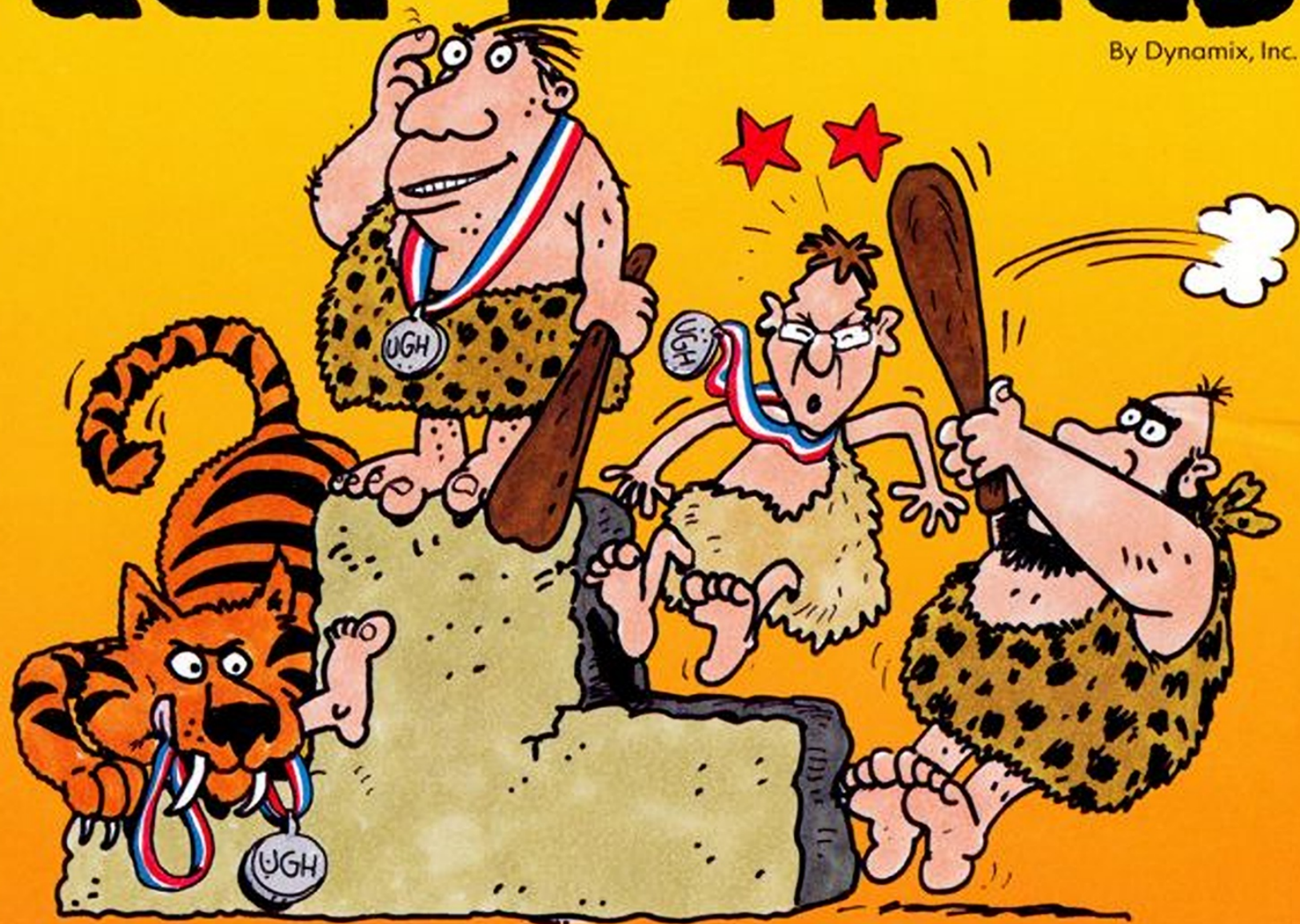


CAVEMAN UGH-LYMPICS™

By Dynamix, Inc.



C64
128



ELECTRONIC ARTS®



One day Gerg think "Do caveman game, funny funny." Gerg lumber over to Ugh-tronic Arts to tell Don. "Aaaagh!" Don scream. "Funny funny!" Gerg and Don bash things. Jump up and down. Then stop. Don and Gerg look at each other.

"Uh oh. Who do?" Gerg and Don depressed. Not bash things. Then look each other. Same time yell "Dinomix Software! Aaaagh!!" Jump up and down. Bash with clubs. Dinomix do Arctic Fox, favorite of Gerg.

Dinomix cave people good. Jeff leader. Rich pound computer with club. Brian and Derek make cave paintings. Find Jon in cave. Jon smash many computers — good programmer! Jon help.

Other game Gerg design called Starflight. Big space game. Strain Gerg's brain. Not enough bashing with clubs. This how Gerg and Don and Dinomix and Jon make Caveman Ugh-Lympics.

Game Design:
Greg Johnson
Programming:
Richard Rayl Jr.,
Jon Leupp,
Derek Lukaszuk
Graphics & Animation:
Brian Hahn,
Derek Lukaszuk,
Greg Johnson
Sounds: Bryce Morcello
Music: Alan McKean
Producer: Don Traeger
Director: Jeff Tunnell
Product Management:
Francine Huss-Schneider,
Don Transeth
Art Direction: Nancy Fong
Package Design:
Woolward, Dickson
& Company
Package Illustration:
Phil Frank
Documentation: Zina Yee
Screen Shots: Frank Wing
Rock Photography:
Mathias Van Hessemans
Special Thanks:
Paul Reiche III,
David Grady
Richard Hicks

About Our Company:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for our success. Our products, like this one, are evidence of our intent.

Software © 1988 Dynamix, Inc.
Package Design © 1988 Electronic Arts.
Made in the U.S.A. Simultaneously
published in Canada and the U.S.A.

Electronic Arts provides a limited ninety day warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided AS IS.

UGH-CLOSE AND PERSONAL

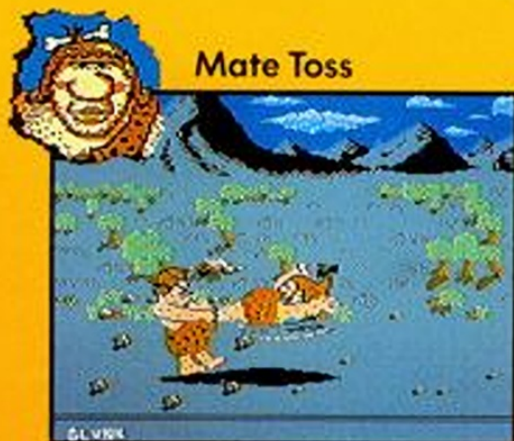
Before corporate sponsors and fashion gear, there were Cavemen. Competition was **ugh-ly**. Athletes won by bashing the other guy first. Pick your favorite Ugh-lympian. Club your way through six pre-hysterical events. Beat your friends to the Caves Of Fame.

Clubbing



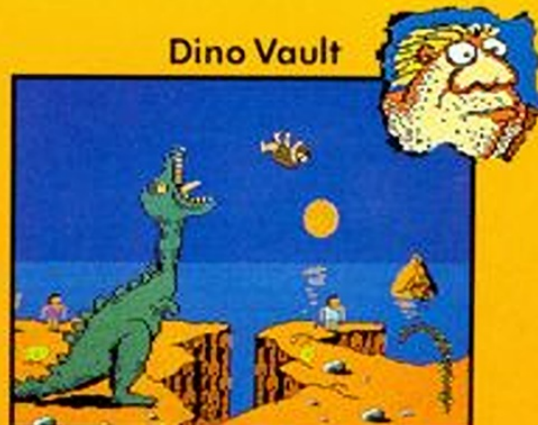
"Become one with club. Don't fall for look-at-birdie-in-sky trick. Don't check feet for fleas."
—Glunk.

Mate Toss



"Swing fast circles. Remember let go. Good for medals. Not good for getting dates."
—Crudla.

Dino Vault



"I like plant pole in totally cave-ular sand, soar high in air, wave to way-hungry dino."
—Thag.

Dinosaur Race



"Club dino head, go faster. Too much club, dino bite dust. Vincent hate dust!"
—Vincent.

**The greatest
Neanderthal
athletes
of all time
share
their secrets.**

Firemaking



"Rub sticks fast. Make bright, ouchy, hot thing first. Try not get dizzy. Remember to duck."
—Ugha.

Sabertooth Tiger Race



"Run fast fast from tiger. Watch out for cactus. Trip other cave-guy. Him big lunch for kitty!"
—Gronk.



ELECTRONIC ARTS®

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COMMODORE 64 & 128*, 64K

*in C64 emulation mode

1541 or 1571 disk drive required

1-6 players; Joystick required

CAVEMAN UGH-LYMPICS

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