CHUCK ROCK

ARCHIMEDES
INSTRUCTIONS

KRISALIS
SOFTWARE LTD

CHUCK ROCK
ARCHIMEDES VERSION BY ANDREW WARE

IMPORTANT

1) No More Games
Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of this game becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

**Any fool can copy software...
It takes a little more intelligence not to**

2) Virus
All Krisalis disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the **disk(s) only** to **Krisalis Software Ltd**. Krisalis always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Always leave the disk(s) **write protected** and switch off your computer for at least 30 seconds before loading the game. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disk(s) only**, enclosing a SAE.

THE STORY

Chuck, a typical caveman slob, is slouched in his comfy stone chair, glued to the T.V., drinking a can of his favourite beverage - beer! This seems like any other day in Chuck's life; even the Aerial Bird is getting bored with the same old thing and can't help nodding off.

Ophelia, Chuck's wife, is going about her mundane daily chores, hanging out yet another load of washing. However, unknown to her, the day is about to change!

As Ophelia bends down to take some washing from her basket, the evil Gary Gritter, a long-time admirer of hers, sneaks up behind her with his club raised. Just as she hears something moving about behind her, down comes the club with a THUD on the back of Ophelia's head.

Chuck, startled by the commotion outside, lifts his overweight frame from the comfort of his chair to do some investigating. Then, remembering that all his clothes are in the wash, he covers his pride with his hands before venturing outside, only to find no Ophelia, just a rumpled pile of washing and fresh tracks where something or someone seems to have been dragged through the dirt.

A little bit embarrassed by his current state of dress, Chuck dashes behind the nearest bush and emerges wearing the latest in designer leaf and twig pants! Now Chuck begins his search for Ophelia...

GAME PLAY

In spite of his size, Chuck can walk, jump, swim and lift heavy rocks. These rocks are very useful to Chuck - not only can they be thrown at oncoming dinosaurs, but he can also use them as steps to get to otherwise inaccessible areas. Only one rock can be carried at any one time. This hinders Chuck's jumpimg ability, dependant upon the size of the rocks.

When Chuck isn't carrying anything he can still use his huge stomach to "Belly-Butt" enemies or kick them out of his way with his enormous size 14 feet.

When it comes to swimming, keep a close eye on Chuck's face on the panel under the game screen. This shows how long Chuck can hold his breath for underwater. When the face is blue, his energy will start to go down. Chuck can take a breath of air by popping his head out of the water.

LOADING INSTRUCTIONS

Insert CK disk 1 in drive. From the desktop, click on 0 drive then on the Chuck icon to run the game. For more information on controls, click on the "ReadMe" file.

THE CONTROLS

All of Chuck's movements are controlled by a joystick or keyboard. The keyboard controls are as follows:-
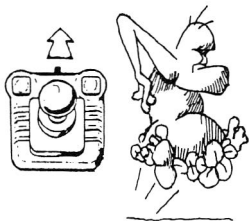
Z = left
X = right
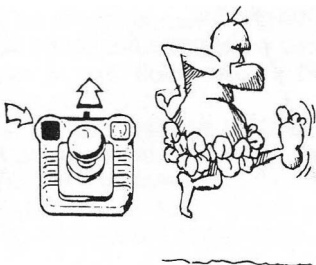**P** = up
L = down
Space = fire
Esc = quit game and return to the title screen
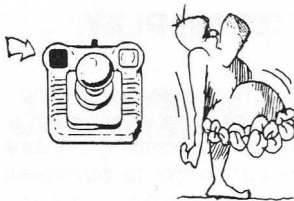**F1** = pause on/off
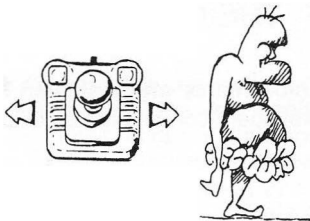
WALK LEFT & RIGHT

JUMP

KICK
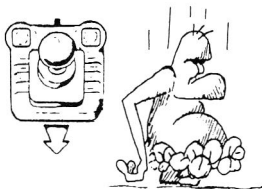
DUCK
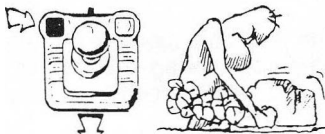
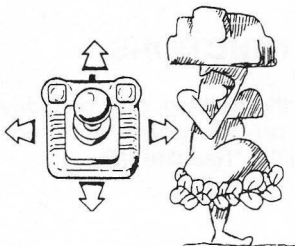**PICK UP/DROP**

BELLY BUTT
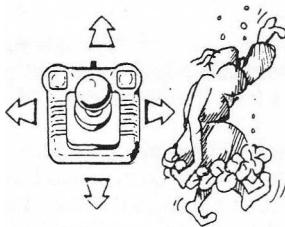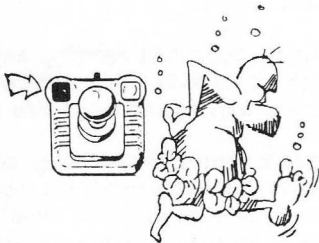
SWIM (UNDERWATER)   **KICK (UNDERWATER)**

TO CARRY A ROCK   **TO THROW A ROCK**
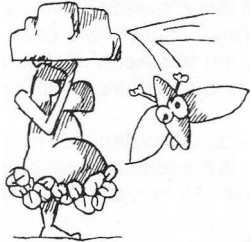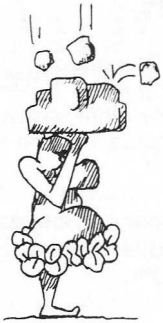
EXAMPLES OF SOME TRAP ALIENS