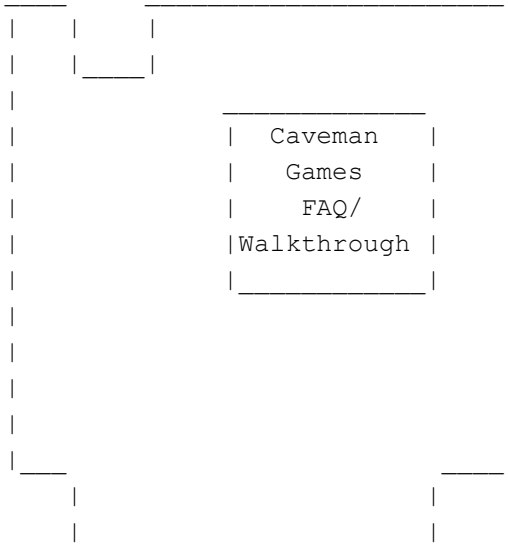


# Caveman Games FAQ/Walkthrough Final

by Locke130

Updated on Sep 5, 2004



-Author: Locke130  
-Version: Final  
-Date: 9/5/04

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--PLEASE NOTICE:

Before we start, there are a few things that you MUST agree to before reading on:

1. I do not own the ROM, nor do I know of anywhere you can get it. I refuse to learn about the ROM because ROMs are illegal unless you own the cartridge and if you're begging me to reveal the location of the ROM, you more than likely don't have the cartridge.
2. Everything in the "Legal Info" section is legal and to break any rule stated there is illegal (hence the name "Legal" info).
3. The ROM for this game is NOT legal to own for more than a day or if you don't have the cartridge. It is NOT legal to download until the year 2040 so I would spend my time looking for the cartridge instead of the ROM.

IF YOU DON'T AGREE TO ANY OF THOSE THINGS, PLEASE LEAVE MY FAQ.

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## I: LEGAL INFO

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This FAQ copyright 2004 by Lockel130, all rights reserved.

Caveman Games copyright their respective companies, all rights reserved.

You may not take any info in this FAQ, in whole or in part, and use it for your own FAQ. You may not post this FAQ on your website unless I give you permission to do so, nor link directly to this FAQ unless it's on your website. You may not alter this FAQ at any time, sell this FAQ in any way or put it in a magazine/book. You may distribute this FAQ freely as long as it's not altered in any way, sold or printed in a book/magazine. I am in no way affiliated with any companies that made this game.

--TRANSLATED INTO PLAIN ENGLISH:

You can't take anything out of the FAQ, even the smallest detail, and use it for your FAQ. You can't put this FAQ on your website unless I say you can and you can't link to the TXT file unless it's on your site. You can't change anything in this FAQ, sell it, or put it in a magazine/book. You can hand it out to your friends as long as you don't sell it, alter it or print it in a magazine/book. I didn't make Caveman Games or even help.

Now that you've seen it in 2 styles of English, you should know what's legal and what isn't.

---

## II: CREDITS

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Usually, this is one of the last sections but I think I should give credit to those who helped with the FAQ before the FAQ. Anyway, here it goes:

-Thanks to:

- \*The companies that made this game for making a fun, yet challenging game.
- \*My friends for putting up with playing this every time they came over.
- \*Nintendo for making a system that's working for over 15 years.
- \*Gamefaqs for giving me the inspiration to write a FAQ.
- \*Scott Kinoshita (jreyal@hotmail.com) for giving me tons of stuff on the game such as the origin of the game and what the meteorite does.

-Websites that can use my faq:

I've decided that I don't care if you use my FAQ as long as you give me credit, don't edit this in any way and e-mail me telling me that you're using it and where I can find it. However, bear in mind that you MUST get the newest version from GameFAQs when one is released. If you do not, then please do not use my walkthrough.

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## III: CONTACT INFO AND CONTACT RULES

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-My e-mail address: Lockel130@yahoo.com

-TYPES OF E-MAIL I WILL NOT ACCEPT:

\*Job offers: Thanks for the offer but no thanks. If I wanted to work for you, I'd send you my resume. Case closed.

\*E-mails covering topics already answered in great detail: I don't mind a few of these e-mails so long as it's not a constant problem. I will accept e-mails covering topics that have little to no info in them. If it's a constant problem, I'll block your e-mail address.

\*E-mails with excessive bad spelling/grammar or language: This game would be probably be rated "K/A", but that doesn't mean you can have tons of spelling or grammar mistakes! Please put your e-mail through spell check before sending it or if you don't have one consult your local dictionary. I will definitely not accept an e-mail using bad grammar/spelling on purpose to look cool (ex. "Wuz up dawg! I reed yo FAQ n decided to help yo out with my knowledg!"). As far as language goes, no one wants to hear it so don't include it in your e-mail.

\*Argumentative letters about the game's material: Please don't send me a letter saying how Caveman Games is "a game based on beating up on people and animals" because like I stated before, I didn't make the game nor did I know anyone that did so please don't send me this type of letter.

\*Advertisements: No matter how much money you offer, how many new cars I'll own if I click on the link, I will NOT advertise for you. I get 20 advertisements a day (at least) and I don't need any more to accompany the other junk.

\*Plagiarized work: If I can find your exact e-mail on any major code/faq site or FAQ, I will delete it. I don't care if it's the rarest code on the planet and there are only 2 locations to find it, because it's going straight in the ol' dumpster. The only exceptions to this rule are if you attach an e-mail from the original contributor of the code saying it's alright to use the info or if you're the one who contributed it in the first place.

-TYPES OF E-MAIL I WILL ACCEPT:

\*Questions/Comments/Suggestions: As long as the e-mail doesn't conflict with one of the above rules, I'm all for it. I love receiving these types of e-mail because it tells me what I'm doing right and what I'm doing wrong. These types of e-mails are gladly accepted and you'll probably get a reply from me about it.

\*Contributions: If you're sending me this type of e-mail, and it's your own work, I'll gladly put it into the FAQ and give you credit. I'll send a reply to all legal contributors...hopefully.

Sorry if I was a little harsh or offensive up there, but I knew that someone would do one of those things if I didn't outlaw them here and now.

-Version final: It's been over three years since this was written! Wow. Anyway, just edited stuff and, since I haven't heard anything about this game since the last update, decided that it is done and made it the final version. The only updates I will ever need to make will be spelling/grammar updates, if that.

-Version 1.2: Added new rule about using this FAQ on websites. I doubt if there is anything more that I need to add to this FAQ.

-Version 1.1: Found out what the meteorite does! Also updated a few other things.

-Version 1.0: Started this thing up and had around 10 sections and I bet you you've never seen a more complete first version. Most sections are complete and I suspect the only changes I'll ever make are going to be strategy and grammar/spelling.

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## V: INTRO

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It may sound silly to have the introduction in the middle, but in my opinion, the above sections should go above everything in my FAQ. ANYWAY, Gamefaqs made a slight error on its site stating that this game is an action game, but it's really a sports game (more of an Olympics type thing). It doesn't really matter (because the owner is VERY busy and I don't blame him for making a couple of mistakes) but I wanted to point that out to you. This game was originally for the Commodore 64 (thanks to Scott Kinoshita for that info) and was then imported to the NES. Also, there is no character named "Ugh". I know it's a very common, modern name for a caveman but in this game "Ugh" is a verb and the closest to an actual character name is "Ugha". This game is based around "Cavemen Olympics" and include events such as clubbing, racing and fire-starting. Now you know, the rest of the story (and I can start the walkthrough!)

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## VI: WALKTHROUGH

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Before we start down that mystical land of prehistoric games, let<sup>て</sup> learn more about the competitors and gameplay. First thing, it asks you for the amount of players playing (up to 6). The first thing that probably pops into your mind is "Hey, wait a sec! The NES can only hold 4 controllers max with an accessory but 6? How is that possible?" The answer is, it alternates. What I mean is, it lets controller 1 select a character, then controller 2, then back to c1 and so on. Each controller controls 3 characters, then most of the time controls the other's winning characters.

After that, it wants to know what characters you want to be. There are 6 max and they don't allow you to have doubles. Remember though, you should pick the character you WANT to pick or the one that has a strong point in your trouble events. I chose Thag because I WANTED to, not because someone told me to choose him. Now that you know, let's meet the contestants (yea!).

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## GLUNK

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### -Strengths:

Clubbing (More HP)  
Saber Race (Faster)

-For: Intermediate players

-Description: This long-haired redhead is for intermediate players who have a grasp of what's going on out in the stone-age games. The only thing you don't require much skill in is his 2 strengths. Along with the others, you can get a brief description on him by choosing him, then reading the text that comes up. If you have trouble with Saber Race or Clubbing, then this man is the guy for you.

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## CRUDLA

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### -Strengths:

Saber Race (Faster)  
Dino Vault (Faster)

-For: Intermediate players

-Description: Along with Glunk, she has long, red hair and is good at the Saber Race. She is the only female in the game, but it stumps me how in Mate Toss she is throwing a woman and not a man. It IS called "Mate Toss" but oh well (a reader notified me that she does indeed toss a man in the Commodore 64 version). Either way, she is great for those struggling with the Saber Race or the Dino Vault.

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## THAG

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### -Strengths:

Mate-Toss (Throws Farther)  
Fire-Making (Makes Faster)

-For: Intermediate players

-Description: This cool guy is the character I use all the time. He can throw his mate 95 foots (feet) and can start a fire in 19.4 seconds (these are my records with him). If you're struggling with any of the above events or just want to be him, this guy is for you. Oh and by the way, he isn't better than any of the other characters (he was my first and fav character).

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## UGHA

---

### -Strengths:

Fire-Making (Makes Faster)

Dino-Race (Gets faster times)

-For: Intermediate players

-Description: This guy looks like a fountain in the main picture (look at the top of his head). His name is the closest to "Ugh" and he's an expert fire-maker and racer. As with all the characters, use him if you're having trouble with his strong points or want to be him.

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GRONK

---

-Strengths:  
Everything

-For: Beginner players

-Description: This dude (who looks like an ape) is the best at ALL EVENTS. It is STRONGLY SUGGESTED that you use this character when you first play the game because of his natural talent of being the best. Once you're good with the games, choose the character you want. Also, don't pay attention to the description on the game (he won't start clubbing himself).

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VINCENT

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-Strengths:  
None

-For: Expert players

-Description: Last and probably least is Vincent. Unlike everyone else, he has no strong points and should only be used if you are good at all events. He is intelligent, but that doesn't affect his gameplay at all. I suggest waiting to use this character until you've set records on all the courses.

Well now that you know the courses, let's start with the modes:

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PRACTICE

---

-What it does: Brings you to a screen where you can pick a game that you want to play. You can then play it as much as you want without having to play the other games.

-Info: This is a great way to focus on improving a game that you're struggling with or to play a certain game that you like without playing 5 other games. Here you can pick and choose what games you want to play and avoid those that you don't like. It's also great when playing with friends that don't like the competition mode.

-Advantages:

\*You can play any event as much as you want without playing the other games.

\*You can practice what you need work on without practicing your strong points.

-Disadvantages:

\*You don't get to see your results at the end.

\*This can wear down a games enjoyment.

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START THE GAMES  
(COMPETITION MODE)

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-What it does: Takes you directly into the game "Clubbing", and then has you play all the other games and gives you a total score at the end.

-Info: Here is the mode that the game was revolved around. It takes you to Clubbing, then lets you play the other 5 games in a certain order. After each game is finished, it tells you your best score and then after you beat the mode it tells you your overall score. Its fun and it is a great way of showing your scores off to your friends.

-Advantages:

\*You play all of the games, then get scores for each game and the mode after you beat them.

\*Its a fun, easy way to show off your skills in this game.

-Disadvantages:

\*You don't get to choose which game you play.

\*You HAVE to play the games in the default order.

\*You can only play the games ONCE.

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RESTART

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-What it does: Takes you back to the beginning where you select the amount of players and characters.

-Info: All it does is take you back to the beginning of the game (after the title screen). That's all.

-Advantages: ---

-Disadvantages: ---

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CAVES OF FAME

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-What it does: Shows you the best scores for all events (except clubbing) in both practice and competition modes. It shows who did it as well.

-Info: This is THE place to bring your friends if they don't believe a score you recently got (like before they came over). It tells what the best score is for all events (except clubbing) in practice and competition modes. It doesn't have clubbing here because you don't get a score in clubbing (it just tells you how many fights you've won in that round).

-Advantages:

- \*Prove a friend wrong by showing him/her your best score here.
- \*Stores the best times and who did it for all events (excluding clubbing)

-Disadvantages:

- \*It goes back to default when you press reset or turn off the game.
- \*It only puts the CHARACTER'S name here and not the players.

Now, onto the games.

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CLUBBING

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-Number of fights:

- \*One player: 3 (best 2/3)
- \*Two player: 3 (best 2/3)
- \*Three player: 3
- \*Four player: 4
- \*Five player: 6
- \*Six player: 9

-Controls:

- \*Control pad: Move
- \*A: Tap your club in your opponent's face
- \*Up + A: Power club (bring your club down hard on opponent's head)
- \*Down + A: Club at feet
- \*Hold A: Point and make the opponent look
- \*Rapidly tap A (after the opponent did the "look" move): Resist looking
- \*Hold A (while meteorite is in the air): Scream at opponent

-Default Records:

- \*Practice: ---
- \*Competition: ---

-How to play: First, you'll be in the "intimidation phase". Press all the buttons (except start and select) and move the control pad to make your opponent back up and resist him from backing you up. After a few seconds, you'll move onto the "clubbing phase". From here, there are 2 ways to win. First you can club your opponent until he/she falls down. Second you can back the opponent to the edge of the cliff until the cliff breaks and your opponent falls (an easy way to make this happen is to club at his feet fast enough to make him stumble backward). Do either of these things until you win (it will stop after someone wins 2 matches).

-Tips:

1. There is a certain counter move for everything. If an opponent is trying to power club you, tap your club into his/her face. If tapping your face, club at his/her feet. Lastly, if trying to club your feet, back up and power club him/her.
2. Try to back up the opponent as far back as you can. Then, club the opponent's feet fast enough to make them hop backward and off the cliff.
3. If you want an easy way to win the computer, make it stumble backward, then power club it. Sometimes it will run back and forth within power club range so just keep it up until the computer falls.
4. The point-look maneuver is a sleek one indeed. Hold A to point behind



your opponent and it will look (most of the time). Now's the time to come up to it and power club it. This can be used to replace clubbing the foot in the above method and confusing your friends.

5. When you see the meteorite, press and hold A. Instead of using the point-look maneuver, you'll start screaming at your opponent and they'll start backing up about 2/3 of the cliff. It only works while you can see the meteorite.

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### MATE TOSS

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-Number of tosses:

Three per person alternating each time (1 player then 2 player, etc.)

-Controls:

\*Spin the control pad (up, left, down, right): Spin your mate

\*Hold A: Make angle bar go up

\*Release A: Throw mate

-Default Records:

\*Practice: 61 fouts (Crudla)

\*Competition: 65 fouts (Glunk)

-How to play: This is one of the funniest, and most fun, games in Caveman Games. You start out stationary, waiting for the circling of the control pad. What you should do is spin it slowly and slowly gain speed on the control pad when the speed on the game goes up. Then, hold A near the peak strength and let go on the highest angle you want. You should get an average distance of 70 fouts (average skill of character) or 90 fouts (good skill of character). These distances require fast speeds (near 3/4 of the speed done and a very good angle). You should beat the current records easily.

-Tips:

1. Don't start out spinning the control pad fast or you'll start tripping over rocks and your speed will never increase. Start slow and work your way up as the game's speed bar goes up.

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### DINO VAULT

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-Number of vaults:

3 per person (alternating 1 player, 2 player, etc.)

-Controls:

\*Rapidly tap A: Run forward and gain speed

\*Hold B: Place and hold onto vaulting stick

\*Release B: Vault off the stick

-Default Records:

\*Practice: 29 fouts (Gronk)

\*Competition: 28 fouts (Ugha)

-How to play: When you start, you'll be standing across a cliff, looking at a guy on a dino. In the upper right hand corner, it tells you how high you

have to jump. Press up to make this higher (max 30 foots) or down to make this lower (min 20 foots). Practice with 20, then do the higher ones. What you have to do now is rapidly tap A to make your speed get higher, the faster the better. Once you get to the rocks near the cliff, press and hold B. When your character gets close to halfway (about an 85 degree angle) release the B button and if your speed was high enough, you'll launch yourself over the dino. If you were too slow, you'll be eaten by the dino. If you released the button too early, you'll fly straight up and into the gap. If you released the button too late, you'll fly either at the dino or toward the gap. This is one of those games that takes practice to perfect.

-Tips:

All my tips are in the above paragraph!

---

## DINO RACE

---

-Number of races:

\*One player: 1

\*Two player: 1

\*Three player: 2

\*Four player: 2

\*Five player: 3

\*Six player: 3

-Controls:

\*Rapidly press A: Run

\*B: Jump

\*Right (while running fast): Boost (Don't have to control and you go max speed)

-Default Records:

\*Practice: 122.4 (Vincent)

\*Competition: 110.7 (Gronk)

-How to play: Start off by rapidly tapping A. This will start you off and you'll start to pick up speed. If you don't want to do anything, press right when you've gained around 1/3 max speed. This will send your dino flying at max speed and automatically jump over rocks and other traps. Be careful when using this because if used too often or too much, your dino will either get confused and run backward then forward, or it will fall down. Anyway, when you're manually controlling your dino, you should press B about 1/4 an inch (real distance) from the shadow of the rock. This will send you propelling over the rock, and continuing down the track. There are nine flags you must pass and the 10th one is the finish (it's also a skull). This is also a game that you must practice to get good at.

-Tips:

See above paragraph for tips.

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## FIRE START

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-Number of rounds:

\*One player: 2

\*Two player: 2

\*Three player: 3  
\*Four player: 4  
\*Five player: 5  
\*Six player: 6

-Controls:

\*Rapidly tap A: Rub sticks together  
\*Down: Blow air onto the sticks/smoke OR dodge opponent's attack  
\*Up: Breathe air in  
\*B: Hit opponent with stick

-Default Records:

\*Practice: 0:42.8 seconds (Ugha)  
\*Competition: 0:36.1 (Thag)

-How to play: First off, don't hit your opponent unless you want a slow time. If your opponent looks over at you, it's about to attack. Push down and you'll dodge the attack. Once you see the cursor on the meter in the red and little sparks come from the sticks, press down like a mad-man. Stop only when you see smoke rise, then breathe air in for around 1/4 of a second. Then press and hold down to blow on the fire. Repeat until you win.

-Tips:

1. If you're playing with a friend and want to make him/her frustrated, whack them with a stick right from the start. Once the 3rd chirp sounds, press B again to make them see birds again. Keep this up and start your fire when the opponent is stunned to easily beat the opponent. If this is tried against you, press down before he/she hits you to dodge the attack and go about your merry way.
2. The computer will rarely attack you so go up against the AI if you want to get a fast time.
3. The longer you breathe in, the longer you can blow on the fire. Also, if you blow on the fire too much and too fast, you'll get dizzy and the consequences of that are worse than getting hit with a stick.

---

## SABER RACE

---

-Number of races:

\*One player: 1  
\*Two player: 1  
\*Three player: 3  
\*Four player: 4  
\*Five player: 5  
\*Six player: 6

-Controls:

\*Rapidly tap A: Run forward  
\*B: Jump  
\*Left: Hit opponent back towards the tiger

-Default Records:

\*Practice: 51.6 (Thag)  
\*Competition: 45.1 (Glunk)

-How to play: First off, press B to jump. This will evade the computer and

opponent shoving you back. Then, run up behind the computer and press Left on the D-pad to send the opponent flying back toward the tiger. Keep running, jumping over small lakes and cacti, until you get to the tree. Run into it and you'll climb your way to safety. Make sure to jump when the computer is close behind you to certify that he can't push you back.

-Tips:

1. If you want a short speed boost, jump over most of the lake and land in the edge of it (near the end). This will make you slow down for around a second, but then when you get out you'll be much quicker.
2. If your opponent is extremely far behind you (like on the bottom screen), stop and catch your breath. Also do this while the opponent is being eaten.

There you go. A complete walkthrough for Caveman Games on the first version. I hope you enjoy it.

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## VII: FAQ

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Q: What's the meteorite in clubbing for?

A: I just now received word from a reader on what this does. If you use the point-and-look method while the meteorite is on the screen, you'll start yelling at the opponent and the opponent will back up around 2/3 of the cliff's space.

Q: What does "Ugh" mean?

A: In the game, it means go and it's also like our modern "uhhhhhhhhhhh".

Q: When I try to use the boost on Dino Races, my dino runs around in circles or falls down. How come?

A: This happens when you either use the boost too much, or use it too close together. Try waiting a little longer to use the boost or use it less often and you'll never encounter this problem.

Q: When I point in clubbing, the computer always resists it but when it points, I always look. Why is that?

A: The computer usually resists if you use it too often and your problem is that your not pressing A rapidly when it points. This will make you resist looking.

Q: Is there any codes for this game?

A: No. There are no codes for this game.

Q: I beat all the records in the game yesterday but when I turned it on today, they're gone! What happened?

A: The people that made this forgot to add a battery which allows you to save, therefore, your records are only held in temporary storage and deleted when the power is cut or refreshed (when you reset or turn off the power).

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## VIII: FUTURE VERSIONS

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I doubt there will ever be a future version of this walkthrough, but if there is, this is what I want:

\*Anything you have that's not in the FAQ.

\*Bringing spelling or grammar errors to my attention.

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## IX: CLOSURE

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In conclusion, writing this FAQ was fun. I hope you enjoy this FAQ as much as I enjoyed writing it and if you have any contributions, comments or questions, please sent them to me. You will be given full credit for your contributions and your name will be placed in my credits section (unless you don't want it there). Thank you for reading my FAQ.

Check out my contributor page for more FAQs written by me!

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