

UNGA NEEDS MUMBA



A PREHISTORIC GRAPHIC ADVENTURE

HUNTING GUIDE

WELCOME TO THE STONE AGE!

This game is set in Central Europe about 25,000 years ago. It takes place one mild summer's day, in the area in and around the campground of a small clan of stone age hunter-gatherers.

Here you meet UNGA - one member of this clan. He is our protagonist and his task seems to be simple:

HE HAS TO HUNT A HUGE MAMMOTH!

Now it's up to you! Can UNGA be a triumphant hunter?

Or will this be just another of those days when all the clan members go to bed with an empty stomach?

WHAT ARE ALL THESE STRANGE SINGS HERE?
AND WHAT'S ALL THAT TO ME?



You can simply use your mouse to direct UNGA within his prehistoric environment.

- ⌘ left mouse click to interact with an object (pick up or manipulate something, talk to a person, etc.)
- ⌘ right mouse click to examine an object (this is useful to get more information about something)



If there is an object or character to interact with on the screen, the mouse cursor is highlighted yellow when it's over them.

Furthermore you can read in the status line on the bottom of the screen which action will occur if you press the left mouse button.

During his adventure UNGA will pick up several items. There are multiple ways to open the inventory:

- ⌘ press the middle mouse button
- ⌘ hold down the right mouse button
- ⌘ click on the I-icon
- ⌘ or press the [I] or [TAB] key



You can look at an item by right clicking on it. If you want to activate it just use the left mouse button. The mouse cursor turns into the item's graphic. Hover over an other item and left click to combine these two into a new one.

Move the mouse outside the inventory to close it - or just press the [I] or [TAB] key again. Now you can use the item with the environment.

To deselect an item use the right mouse button.

Maybe you don't want to play the game in one go - no problem at all!

If you press the [F5] or [O] key you get access to the game options.



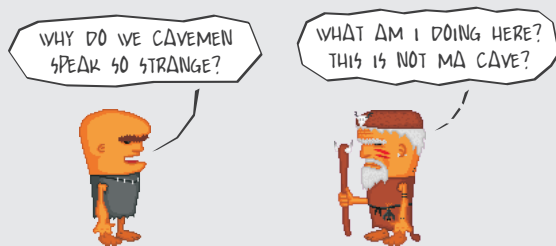
Here you can save a game and restore it later.

You can also restart or quit the game, and enter the setup panel to change handling and audio settings.



Function keys:

[F1] game info
 [F5] / [O] game options
 [Q] / [Ctrl]+[Q] quit game
 [Tab] / [I] / [Ctrl]+[I] open/close inventory
 [ESC] skip cutscene
 [SPACE] pause/unpause game
 [X] show hotspots
 [.] skip speech line



Cavemen dictionary:

JUMM JUMM yes
 NOKO NOKO no

AHGAL eagle
 EZZE snake
 KAFFLA some kind of rat
 KOTTSO a small bird
 LAAN cave lion
 MUMBA woolly mammoth
 RODAAN deer
 RUNK cave bear
 WAZZUU woolly rhino

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A PREHISTORIC GRAPHIC ADVENTURE

by L.E.M. STUDIOS

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with Use of the Following Modules and Scripts:

SaveGame with Screenshots, MultiResponse,
 and Credits Modules by
 Andrew MacCormack (SSH)

SmoothScrolling and SimpleParallax Module by
 Alasdair Beckett (Ali)

CostumeDialog Module by
 Dirk Kreyenberg (abstauber)

Tween Module by
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QueuedSpeech Module and
 Pause Audio Script by
 monkey_05_06

ShowHotspots Module by
 Khris

Pause Game Everytime Script by
 Cino

Voice Acting Cast:

UNGA

Ben Ward

NONGA

Katharina Wallisch (cat)

JULTA

Imogen Harris

AMBE

Rebecca McCarthy (Azure)

ARAAKALO

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PSST!
 DO YOU WANT A
 DEAD KAFFLA?





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