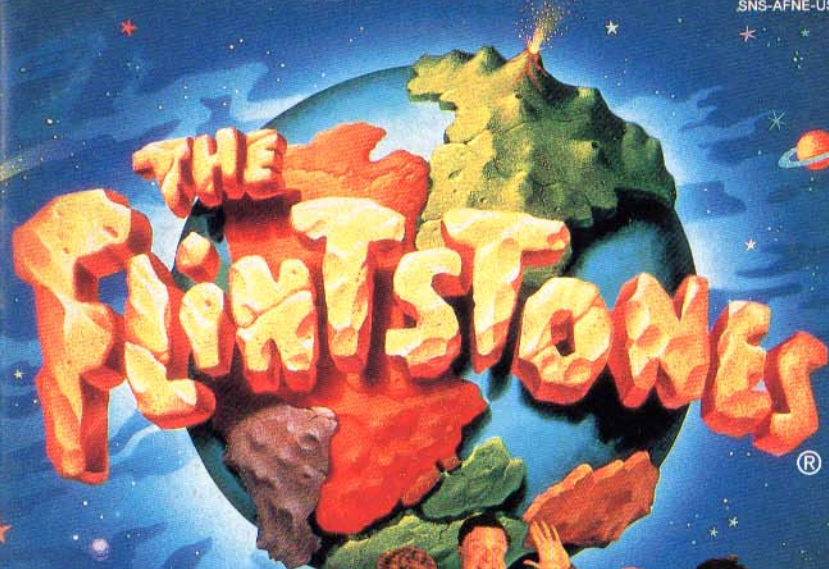




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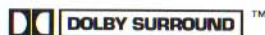
INSTRUCTION BOOKLET




**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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## INTRODUCTION

Not everyone is "falling" for Cliff Vanderclave... who has kidnapped Pebbles and Bamm-Bamm! As Fred, you'll rescue them. But wait, Cliff has Barney, Betty, Wilma and Dino, too!

To successfully rescue everyone, you'll explore every nook and crevice of Bedrock and the surrounding Jungle. Visit a real active volcano! Wrestle hungry dinosaurs. Eat Brontosaurus Burgers. Navigate the Machine...

So put on your saber tooth, take off your shoes, and be your favorite Stone Age stooge in the rockinest adventure this side of Jurassic Park!

## CONTENTS

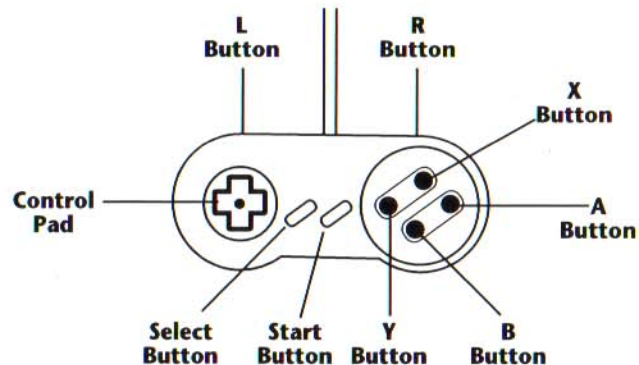
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## STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.
2. Insert the Flintstones Game Pak, label facing front, in the system slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.
4. When the Title Screen appears, press the START Button to begin play.

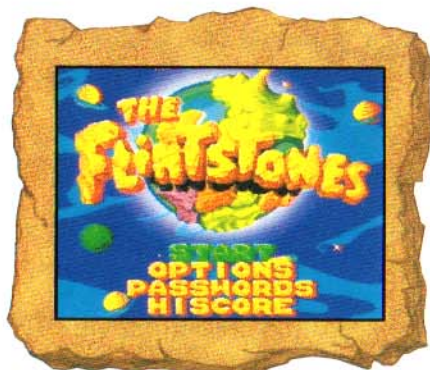


## CONTROL



- MOVE:** Press the Control Pad LEFT or RIGHT.
- DUCK:** Press the Control Pad DOWN.
- JUMP:** Press the A Button. To grab onto ledges, continue holding the A Button down.
- BOWL:** Press the B Button.
- THROW STONES:** Press the X Button.
- CLUB:** Press the Y Button.
- TO PAUSE GAME:** Press the START Button.
- LANGUAGE SELECTION**  
On the Title Screen you will see a collection of flags. Press the Control Pad LEFT or RIGHT to highlight a flag and press the START Button to make your selection. USA is the default setting.

# MAIN GAME MENU



## START GAME

Press the **START** button to begin playing!



# OPTIONS

Select **OPTIONS** to go to the Options Menu. Cycle through with the arrow pads. Change options with the A or B Button. After you have set your options, select **EXIT** and press the **START** Button. The Options available are:



## ONE OR TWO PLAYER

Use to select a one or two-player game.

## CONTROL

You may change the layout of the controls with this option.

## MUSIC + FX

Turn the Music and/or Sound Effects on or off.

## CREDITS

Lists the creators.

## SOUND TEST

Runs through the game music and sound effects.

## STEREO/SURROUND SOUND/MONO

Selects type of audio output.

## EXIT

This option takes you back to the Main Game Menu.

## PASSWORDS

Yabba-Dabba-Doo! At the end of each zone, you will receive a password sentence. Move the Control Pad LEFT or RIGHT to move Fred over each of the four passwords. Press the Control Pad UP or DOWN to scroll through the password wheel Fred is standing on. Make Fred walk all the way out of the screen to complete your entry. The Password Screen can only be entered from the Main Game Menu. A password sentence allows you to skip passed completed zones.

## FRED'S HOUSE



Once you lose all your lives, you may continue the game by following the sign pointing left or return to the Main Game Screen by going into Fred's house.

## HIGH SCORE

Selecting this option displays the highest scores in recorded history! Press the START Button to return to the MAIN GAME MENU.

## GAME SCREEN



## SCORE

Here's how you're doing so far! Your current score changes to the word PAUSED to indicate when a player has paused the game.

## TIME REMAINING

Gotta keep rockin'! There's only a limited amount of time.

### FRED'S HEAD

This displays how much energy you have remaining. Each time you get hit Fred's face will change expression. Three hits and you lose a life. When you start again, you will start with maximum energy.



Maximum Energy



1st Hit



Another Hit And He's History

### LIVES REMAINING

This is how many lives you have left...use them wisely!

### BOWLING BALLS

Displays how many bowling balls you currently have.

### STONES

Displays how many stones you currently have.

## THOSE CRAZY BEDROCK GADGETS — POWER-UPS!

### CLUB

Use it in close combat, or to smash rocks for bonuses. Fred always has his club with him.

### STONES

Used to hit enemies you can't get close to. You can pick up a stone you've already used and use it again, but you can only carry a limited number of stones.

### BOWLING BALLS

Line up your enemies and bowl 'em down! Again, you can pick up a bowling ball you've already used and use it again, but you can only carry a limited number of bowling balls.

### GEMS, TROPHIES & COINS

Earn bonus points for finding the goodies!

### FRED'S HEAD

Don't laugh! This earns you an extra life, or boosts your energy to "Well."



## ZONES

## THE QUARRY

**Avoid the rolling boulders, don't mess with the jumping frogs, and club all the uncivilized cavemen! Keep climbing higher, and eventually you'll trip the secret steps. Find the Big Caveman and you'll get a glimpse of Pebbles and Bamm-Bamm...keep searching!**

**BEDROCK**

**Off to the Cradle of Civilization! You're at the wheel, keeping Bamm-Bamm bouncing on the roof of his car. Press the X Button to scroll down and look at Fred's car, then press the Arrow Pad to move his car.**

## THE JUNGLE

**Show these Gorillas the business end of your club...and go bowling for warthogs! Watch out for the hidden Jungle traps as you work your way to a real battle with a saber-toothed tiger!**

## THE VOLCANO

Come on in, the lava's fine! Duck before you get scorched by the Volcano's molten core...and narrowly escape the rising lava. Cowabunga—you can ride the lava wave to safety!

## THE MACHINE

Cliff has wife-napped Wilma. Nobody wife-naps Wilma! Climb on conveyor belts, rising platforms, massive gears... avoid the threatening buzzsaws, giant stone hammers and razor sharp rock-cutting blades... And give Cliff what he deserves—a great big piece of the rock...right in the gut!

## NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## NOTES

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