

Quick Start Guide

[Cro Magnon](#)

[Main Menu](#)

Neanderthal Aggression

This setting affects how often you will see the message "Neanderthals are restless" while playing the game. When the Neanderthals grow restless, they will send our raiding parties to attack your settlements.

Fog of War

The FOW in the game is represented by large, dark spheres, obstructing your long distance view. Turned off, you will be able to see the whole map. However, you will still not see any clan settlements or Neanderthal camps that you have not yet discovered.

Load Game

Cro Magnon is an unforgiving game, much like the time it depicts. Therefore, you have only access to a single save, which can only be loaded from the main menu.

New Game / Quite Game

Pretty much self-explanatory, huh?

[Starting the game](#)

First, you will get a short background to your presence in the valley. Basically, it hints that you should try to eliminate any opposition, or run the risk of them beating you to it.

Survival

As the game begins, your people are mainly scavengers, meaning they feed themselves on nuts, berries and whatever other edibles they are able to find. It's a meagre existence and you will have to watch your food supplies at all times. Throughout the game, you should keep as many people as possible scavenging. Possible locations for scavenging food are visible as bushes of different color. These locations will yield less and less over time though, so eventually your people will have to search a wider area for new sources of food.

As your people get more skilled at scavenging, they will eventually learn to plant crops. This provides you with a renewable food source, as long as you keep some of your people planting. Planted crops will be harvested by your scavengers in much the same way as with the other scavenging spots.

Hunting is another possible source of food, but much harder and more dangerous. Your hunters may have to move long distances to find and kill their prey, which means they run the risk of encountering hostile clans or groups of Neanderthals. Any prey killed will be harvested by your scavengers and yields not only a large quantity of food but also bones.

Since the world is a dangerous place, you can expect fatalities. Your people will die from old age, hunger, disease, wild animal attacks and from the occasional encounter with Neanderthals or other Cro Magnon clans. To counter your inevitable loss of population, you will have to make sure to raise children. Too few and your clan will not be able to replace its losses and grow, but too many and you

might find yourself starving, since your young ones don't really provide for themselves until they're old enough to be put to work.

The adult females of your clan can be instructed to try to have children, by giving them the "Reproduce" order (providing they have a mate). Childbirth under Stone Age medical conditions, however, is itself a dangerous business and you can expect numerous fatalities among both the would-be mothers and their infants. As time progresses and women and children manage to survive the ordeal, your people will learn ways to reduce the dangers of childbirth, increasing the survival rate of mothers and infants.

Development

As your people go about their business, they will learn and pass their knowledge on down the generations. When they've learned enough, the overall skill level of your clan in that particular area will increase, improving overall efficiency and giving access to additional orders and equipment.

To view your current development, click the development view button .




AREA	LEVEL	PROGRESS TOWARD NEXT LEVEL
SCAVENGING	0	
HUNTING	0	
FIGHTING	0	
HEALTHCARE	0	
FARMING	0	
HERDING	0	
HOUSING	0	

Expansion

As your population grows, you will need to find places to establish additional settlements, called outposts, and move some of your people there. If your main site or any outpost is overcrowded, you run the risk of disease. With neither medical insurance nor public healthcare available, it could be disastrous for your clan.

In order to establish an outposts at an appropriate location, open the population/settlements view

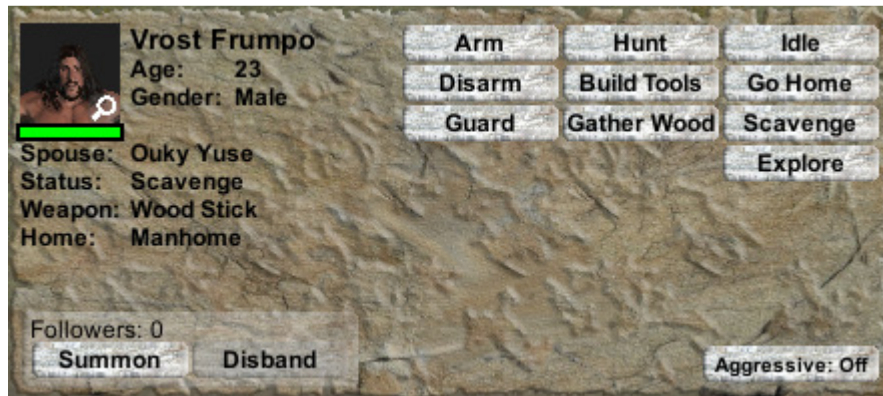


, select the people you wish to relocate and click on the relocate button . Note that if you relocate a person to a new settlement, his/her spouse will also relocate there.

Individual orders

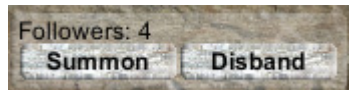
Your people are all individuals and demand to be treated as such. Therefore, most of your orders will be issued at an individual level. Not all orders are available to all individuals, an adult male have a

different set of available orders than a child, some orders require technological development or specific equipment etc.



Arm	Weapon in hand, prepared for fighting
Disarm	Weapon put away.
Guard	Stay at position, watch for- and attack any threats.
Hunt	Go hunting. Prowl the surroundings looking for prey, attack and kill when possible.
Build Tools	Produce tools (weapons). Require raw materials (wood, bone, flint). Will produce best technologically available weapon from the resources in store.
Gather Wood	Gather wood from dead trees.
Gather Flint	Gather flint from available rock formations. Requires technology.
Woodcutting	Cut down trees. Requires stone axe.
Think	Sit down and think. Increases development. Available at elder age.
Idle	Do nothing.
Go Home	Return to current home settlement.
Scavenge	Find and scavenge food and bones.
Herd Animals	Raise goats. Requires technology.
Find Mate	Find a suitable mate.
Reproduce	Try to have a child. Adult females only.

Explore Leave home and go exploring the world. Do not expect to return.



Summon Call all nearby warriors to a group. Adult males only.

Disband Disband the summoned group. Group leaders only.



Locate Locate group leader. Group members only.

Leave Leave current group. Group members only.



Aggressive (On/Off) Move and attack any nearby threat. Adult males only.

UI Features



Show/hide Population/Settlements list



Show only males/females in the Population list



Show development window



Show only people with specific orders in the population list

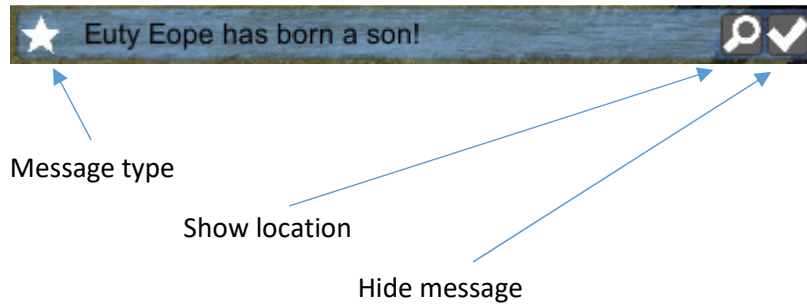
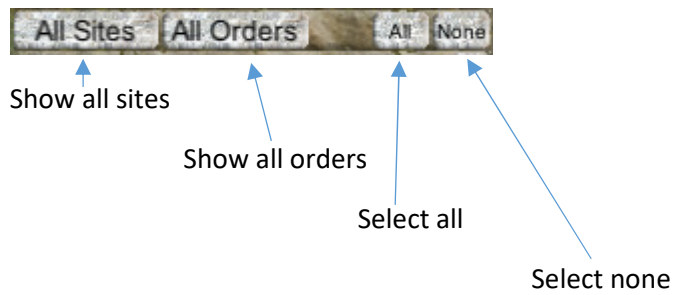


Current population

Relocate selected

Show residents

Locate settlement



Controls

W	Camera forward
S	Camera back
A	Camera Left (pan)
D	Camera Right (pan)
Q	Camera Left (rotate)
E	Camera Right (rotate)
P or ESC	Pause / In Game Menu
X	Show/Hide UI
LMB	Select individual/Click Button
RMB	Order Move
MMB (hold)	Freelook
Mousescroll	Zoom in/out
Numpad 0	Zoom in (max)
Numpad 1	Zoom out (max)