Savage Empire™ Reference Guide
IBM-PC/Tandy and 100% Compatibles

Beginning Play

Read the "Getting Started" guide first to install *The Savage Empire* on your system. Hard Disk owners: From the hard disk prompt (Ex. **C>**), type the following command: **CD \<path>**, where **<path>** is the name of the subdirectory used during installation. If you selected the default choice, you would type **CD \SAVAGE**. Floppy Disk owners: Insert your copy of Disk 1 created during installation into a disk drive and type the letter of the drive followed by a colon (Ex. **A:**). After selecting the game subdirectory or disk drive, type **SAVAGE <Enter>** to begin.

The Main Menu

After loading, an introductory sequence will begin. Press **<Escape>** if you wish to bypass this sequence altogether. Next, the Main Menu will appear, listing three options: *The Story So Far*, *Character Creation*, and *About The Savage Empire*. After you have created a character, a fourth option, *Journey Onward*, will appear. To select one of these options, use the arrow keys or numeric keypad to highlight the option you want and then press **<Enter>**.

The Story So Far tells how you arrived in *The Savage Empire*. The information in this sequence is vital to your quest.

Character Creation **must** be selected the first time you play. Here, you can type in your character's name. Go on to the next portion of the character creation system by pressing **<Enter>**. You will then be asked a series of questions. Answer by selecting the A or B response to each question. The answers you provide determine the attributes of the character you play.
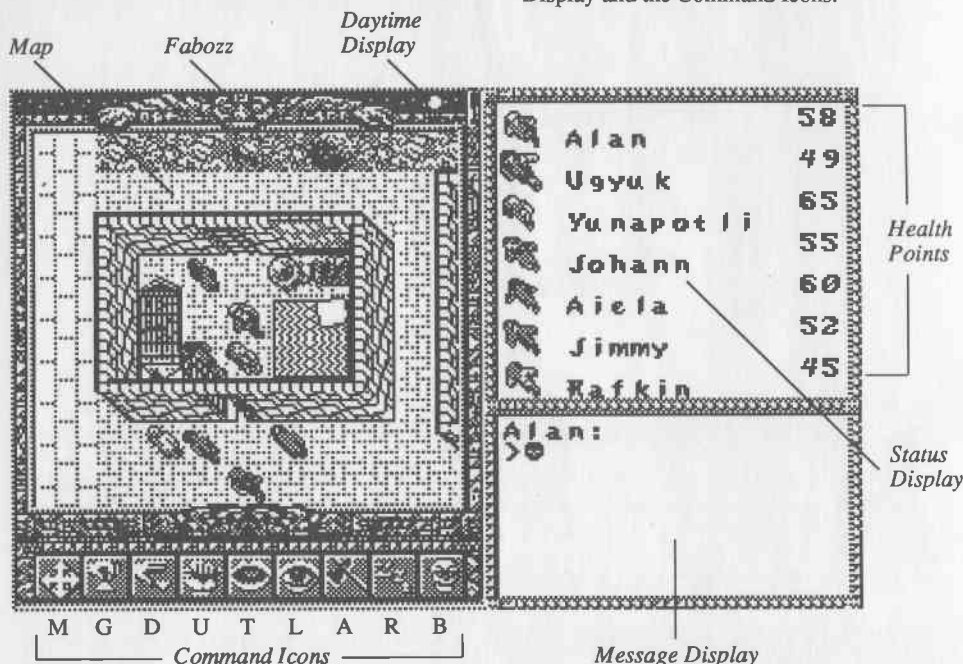
About the Savage Empire lists the many people who worked hard to bring you this game.

Journey Onward takes you directly into *The Savage Empire* game. Select this option when you're ready to play. This option only appears after you have created a character. In future sessions, you can use this selection to return to a saved game.

Using the Interface

The Savage Empire allows for the use of a mouse and/or keyboard during play. All movement and icon selections can be handled using either of these devices. In general, the left mouse button is the select or "do-it" button. The right mouse button can be used to select a "shortcut" command, allowing a commonly used command to be activated whenever the right button is clicked. On the keyboard, the **<Enter>** key is used to confirm selections. For the exact uses of each device during game play, refer to the appropriate section below.

Screen Layout

The game screen is divided into four regions – the Map, the Status Display, the Message Display and the Command Icons.

Map   *Fabozz*   *Daytime Display*

Alan	58	
Ugyuk	49	
Yunapotli	65	*Health Points*
Johann	55	
Aiela	60	
Jimmy	52	
Rafkin	45	

Alan:
>

Status Display

M G D U T L A R B
— *Command Icons* —   *Message Display*

The Map

The largest region, on the upper left side, is the Map. This shows the world you are moving through, with the view centered on you (or another member of your party if they are in Solo mode). Above the Map, the current position of Eodon's sun or moon is shown, along with the face of the Fabozz.

With a mouse, move your characters around by positioning the pointer over the Map until it becomes an arrow pointing in the direction you wish to move. Then, click the left button. You may press and hold the left button to move continuously, controlling your direction by steering the pointer. Some actions ask you to select a point on the Map where to perform an action. (You may have to say where you want to drop an item, for example). To select a location, click on it with the left mouse button. If you are using the keyboard, move by pressing an arrow key, or one of the eight keys around the "5" on the numeric keypad. If asked to select a point on the Map to perform an action, use these keys to move a set of crosshairs on the screen to the desired location and press **<Enter>** to initiate the action.

You can pass your turn and do nothing by positioning the mouse pointer over your character and clicking the left mouse button, or by pressing the spacebar.

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At the lower right of the screen is the Message Display. All text describing things you see and hear, as well as the results of your actions, is shown here. When a message is too long to fit on the scroll, a flashing, downward-pointing arrow appears at the bottom of the Display. Press the spacebar or click in the Message Display to view the rest of the message.

The Status Display

In the upper right-hand corner of the screen is the Status Display. This normally displays a roster of all the members of your party, along with each character's figure and current health points. A character whose health points are displayed in red is hurt badly; one whose health points are green is poisoned.

• If you click on a character's name (or press a function key which corresponds to a character's position in the party [F1-F7]) you will be shown their Inventory.

• If you are using the keyboard, the first time you press <Tab> the cursor shows on the Map. Pressing the <Tab> key again moves the cursor from the Map to the Status Display (or from the Status Display back to the Map). In the Status Display, you can then move to any item or button using the arrow keys or numeric keypad, and press <Enter> to select it.

• The Plus (+) and Minus (-) keys display the next and previous characters respectively.

• Pressing F10 or / returns to the main Party Display.

• The asterisk (*) key will toggle between a character's Portrait and his Inventory Display.

Character Statistics

STR (Strength) — determines how much a character can carry, and how effectively they can strike with bludgeoning weapons. It also affects your Health Maximum (**HM**).

DEX (Dexterity) — determines how fast they are (faster characters get to move and/or attack more often), and how effective they are with non-bludgeoning weapons such as bows and swords.

INT (Intelligence) — determines the character's effectiveness in casting spells, and in using certain objects.

HP (Health Points) — indicates how healthy you currently are, and how much damage you have taken in combat. If a character's HP reaches 0, he collapses unconscious.
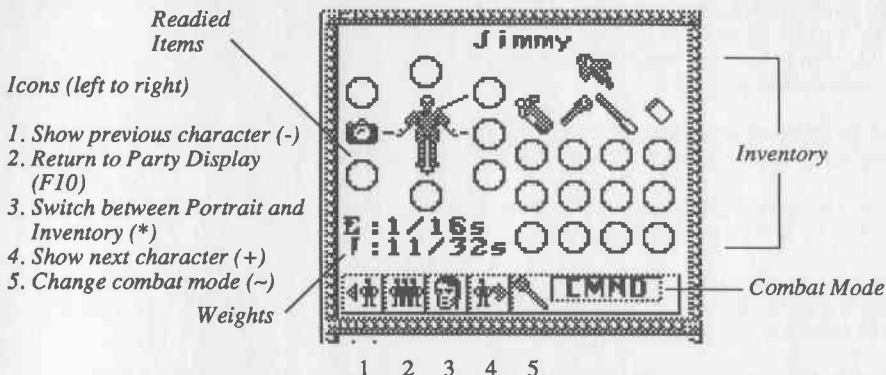
HM (Health Maximum) — indicates the maximum amount of health points your character can have. If your HP is the same as your HM, you are perfectly healthy.

Lev (Level) — increases as you gain experience points. Each time your Level goes up, you increase one of your attributes (STR, DEX, INT), and usually increase your maximum health. You must rest (see **REST** below) to increase your level.

Exper (Experience Points) — increases as you accomplish things in the game. You gain Experience Points for defeating hostile creatures in combat and completing quests. You lose Experience Points when you are knocked unconscious.

Inventory Display

To view a character's Inventory, select one of the figures to the left of the roster by clicking the mouse or pressing F1-F7.

Readied Items

Icons (left to right)

1. *Show previous character (-)*
2. *Return to Party Display (F10)*
3. *Switch between Portrait and Inventory (*)*
4. *Show next character (+)*
5. *Change combat mode (~)*

Weights

Inventory

Combat Mode

1 2 3 4 5

On the left side of the Inventory Display is a figure showing all equipment that is readied for immediate use – either held in the character's hands, or being worn. If you are holding something that requires both hands, you will not be allowed to put anything in the other hand. On the right side of the Inventory Display are all other items carried by the character. To ready or unready an item, just click on it with the left mouse button. To look inside a container in your inventory, such as a bag, just click on it. Click on it again to return to the main Inventory Display.

Below the figure are two weights, measured in stones:

E: shows how much the items you currently have Equipped weigh, compared to the maximum weight you can have Equipped.

I: shows the total weight of your entire Inventory compared to the maximum weight you can possibly carry.

At the lower left of the Status Display are five buttons. From left to right, their functions are: Show previous character, Return to Party Display, Switch between Portrait and Inventory Displays, Show Next Character, and Change Combat Mode. You can change a character's combat mode at any time, even in the middle of a battle. At the lower right, the character's current combat mode is displayed. To change modes, click the Change button, or if using the keyboard, press <Tab> and then press ~.

The four combat modes are:

Close — Charge and attack nearest enemy.
Retreat — Avoid combat.
Range — Stay at a safe distance and attack with ranged weapons.
Command — Lets you control that character's actions each turn, just as you do for your own character.

The Command Icons

Underneath the Map are nine Command Icons. To use a command from the keyboard, simply press the first letter of its name. With the mouse, move the pointer to the Command Icon you want to use and click the left mouse button. Then select the object or person you want to use the command on. For frequently used commands, such as Get, Look, Attack or Use, you can set a command as the "shortcut" command for use with the right mouse button. Click with the right button on a Command Icon, and a box will appear around it. From then on, clicking the right button on any shape on the Map or in your Inventory Display will execute that command on that object. You can change the shortcut command at any time. For all functions other than executing the shortcut command, the left mouse button should be used.

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The nine main commands are:

MOVE (M) is used to push an item or to transfer it between characters in the party. If you select an item on the Map, you can sometimes push it to a position adjacent to where it is. If it is something alive, though, it may not let you! This command can also be used to move things in and out of containers or from one character to another. For example, if you wish to give something in your inventory to somebody else, you select "Move", then select the object you want to give, then select the character you want to give it to.

GET (G) lets you pick up an object on the Map. You must be standing next to it. If it isn't too heavy to carry, and you have room for it, it will be put into your inventory.

DROP (D) can be used to lighten your load by getting rid of items you no longer want to carry. First, select the item in your inventory, then choose a spot on the Map to place it.

USE (U) operates any object that has some function. Among other things, it will let you open and close doors, cast a spell with a magic totem, mount riding creatures, light or extinguish fires, eat or drink food and beverages, or apply cloth bandages to wounded characters.

TALK (T) lets you converse with the people you encounter in the game. You can also speak with the other members of your party. After selecting **TALK**, you then select the character on the Map you wish to speak with. Their portrait will appear in the Status Display while they are speaking, and the Map window will change to display the conversation. You talk by typing single words on the keyboard and pressing **<Enter>**. Most words may be abbreviated to the first four letters (e.g., "dinosaur" may be abbreviated to "dino"). Most people will respond to the words "name", "job", "tribe", and "bye". (The "bye" command ends a conversation. You can accomplish the same thing by pressing **<Enter>** without typing anything.) Some people will also respond to the words "join" and "leave", allowing you to add members to your party or remove them from your party.

During the course of conversation, people can give you an idea of what they're interested in talking about. You may activate the Help function (which defaults as ON when you start the game) and the subjects they want to talk about will appear in a different color on the screen; if help is off, you'll have to figure out the key words in their conversations. You can turn the Help function on or off by pressing **control-H**. Be aware that some people will also respond to other subjects not highlighted by Help mode.

LOOK (L) allows you to identify anyone or anything at the location you select, on the Map or in your inventory. When you use the **LOOK** command on an object you are adjacent to, you will also search it. This will reveal the contents of packs, bags, etc.

ATTACK (A) is used to fight monsters, animals, or people, or to attempt to destroy objects. After choosing the **ATTACK** command, choose a target on the Map that is in range of the weapon you have readied.

REST (R) lets your party set up a camp, recover health, and gain experience levels. To make camp, you must be in a relatively large, clear area. You can rest until sunrise or sunset, or specify a number of hours (1 to 9). A character will not regain health if they do not have food.

BEGIN/BREAK OFF COMBAT (B) switches back and forth between party mode and combat mode. In party mode, the members of your party automatically follow you around. In combat, each character will behave according to the combat mode you have selected for them on their Inventory Display. When you begin or break off combat, the image of Fabozz at the top of the view screen changes to indicate whether you are in party (calm face) or combat (angry face) mode.

Using Shamanistic Magic

Only trained shamans such as Triolo may invoke the spirits. To cast a spell, "Use" the desired totem (skull) in the shaman's inventory. You will then be asked which offering to use. Select the offering from the character's inventory. The table below lists the combinations of totems and offerings and their magical effects.

TOTEM	OFFERING		
	CHOCOLATL	*PINDE*	*YOPO*
HELUZZ (Human Skull)	Light	Eagle Eye	Detect Hostile
APHAZZ (Gorilla Skull)	Charm Enemies	Heal	Protection
MOTAZZ (Jaguar Skull)	Summon Animal	Curse Enemy	Battle Frenzy

Keyboard Commands

- **CTRL-S**   Save Game.
- **CTRL-R**   Restore Saved Game.
- **CTRL-Q**   Quit to DOS (Note: The game is NOT saved when you select this option).
- **CTRL-H**   Toggle Help Mode ON/OFF. (Help highlights key words in conversations.)
- **CTRL-Z**   Toggle Music & Sound ON/OFF.
- **1 through 7**   Activates Solo mode for corresponding party member. In Solo mode, one party member can move around and perform actions while the rest of the party waits inactively. You cannot talk to people or enter caverns while in Solo mode.
- **0** (zero)   Returns to Party Mode.
- **Escape**   Aborts most game functions.
- **F1 through F7**   Activates Inventory Display for corresponding party member.
- *****   Toggle between Portrait and Inventory screens in Status Display.
- **/ or F10**   Display Party Roster.
- **~**   Change Combat Mode.
- **+**   Move to next character's Status Display.
- **-**   Move to previous character's Status Display.