

Savage

SAVAGE

Fired by rage, Savage plunges into an orgy of violence, wielding his trusty battle axe in a manic fighting frenzy, dispatching all who stand in his way.

Ahead of him awaits a labyrinth of dank and gloomy dungeons concealing a myriad of demons and ghouls, all ready to put a bloody end to his attempt to escape.

The battle-crazed Savage will have to use all his skill and experience, as a master of hand-to-hand combat, to overcome this, the ultimate challenge.

From the beginning, Savage will be assailed by a number of deadly mutant monsters. Once dispatched, they will each yield a piece of weaponry that will enable Savage to carry on his fight. The task awaiting him in the infested Labyrinth is to fight the inhabitants of the Castle and the deep dungeons. Savage is able to collect items of great wealth and power that will increase his strength as well as his horde of treasure, but the conflict will sap his strength and strain each muscle of his body to its limit.

As he travels through the dungeons he collects weapons of many magical types, enabling him to shield himself from the enemy attacks, and to dispatch more monsters with every blow.

The dungeons are a danger in themselves, with a number of traps awaiting the unwary traveller. Many are pathways over the fires of hell and Savage will have to jump and walk with the greatest of skill if he is to survive.

At the end of each level Savage comes across the Guardian of that dungeon. The Guardian is a monstrous figure able to fight on equal terms with Savage and only Savage's skill and quick wits can vanquish the monster. Once past the defenders of the dungeon, Savage is free to enter Death Valley.

When the conflict of the Castle dungeons has ended and Savage has escaped from the Castle, he will have to fight the defenders of Death Valley whose aim is to stop all who seek to escape from the area.

The view is now through Savage's eyes as he scans the area seeking ways to avoid the attackers and the monoliths that rise as if to stop his progress.

3D vision allows Savage to view the surrounding area and to plan his path forward. He can also see where to place his shots against the attacking Ghost and lurking skulls.

The attacks become faster and faster, and Savage must be on guard at all times from sneak attacks and against the half-ghost half-monster that appears before him.

Halfway through the attacks, Savage discovers that his 'escape' from the Castle was a trick to keep his Maiden love imprisoned for ever.

At this point Savage makes the decision to return to the Castle to reclaim his magical powers and rescue his Maiden from the clutches of the Dark Guardians.

However, the path he chooses to the Castle brings him to a different and locked entrance.

Unable to enter, Savage has to call upon his trusty eagle to fly into the Labyrinth to rescue his Maiden and his special powers.

The eagle will fly into the labyrinth through the corridors and the secret dungeons collecting energy and battling the last of the demons and the monsters that now fight for the final victory inside the Castle.

The Ghost and the demons will do all in their power to stop the eagle from collecting the special powers, taken from the dead spirits, and to stop the search for the cell that holds Savage's Maiden.

It is up to the supreme strength and powers of Savage to control the eagle's course and enable it to attack and defend itself from the waves of attacking demons, and avoid the traps that befall all who enter the castle.

Savage, the supreme fighting machine, is able to battle an overwhelming enemy and above all withstand all attempts to break the union between himself and his Maiden.

ATARI ST & COMMODORE AMIGA

KEY CONTROLS

G	-	Leap/Up/Fly
A	-	Crouch/Down
O	-	Run left/Fly left
P	-	Run right/Fly right
SPACE	-	Fire
Or Joystick control		

NOTE

The game SAVAGE is in three parts; parts two and three only allow you one life unless you have completed the previous level. Upon the completion of levels one and two you will be given a codeword to type in at the start of the next level which will then give you the full three lives.

LOADING INSTRUCTIONS

Some versions may have more than one disk. Please follow any disk label or on screen instructions for details.

Atari ST with colour monitor or T.V.

1. Switch off your computer.
2. Insert the disk into the disk drive.
3. Switch on your computer.

The game will automatically load and run.

Please note that the presence of any RAM expansion or non-standard hardware may inhibit the correct operation of the game.

Commodore Amiga

1. Users with Kickstart on disk should first boot Kickstart version 1.2 or later.
2. At the workbench prompt, insert the disk. The game will then load and run.

Please note that the presence of any RAM expansion or non-standard hardware may inhibit the correct operation of the game.

IBM

KEY CONTROLS

Keyboard controls are redefinable from the main menu (Press 'R'), however the following keys are the default set.

8	(keypad)	Leap/Up//fly
2	(keypad)	Crouch/Down
4	(keypad)	Run left/Fly left
6	(keypad)	Run right/Fly right
SPACE		Fire
P		Pause (Press 'P' again to unpause)
ESC		Reset (back to title page)
F1		Exit (back to main menu)
F		Fast
S		Slow
M		Music on/off

NOTE

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LOADING INSTRUCTIONS

Switch your computer on and boot up your DOS disk.

CGA machine owners

Insert the disk marked **Savage - CGA** in the drive and at the **A>** prompt, type **savage**, then press **ENTER**. Leave the disk in the drive

If you wish to copy the game to your hard disk drive, you should insert the game disk into the drive **A:** and type **COPY A:*.C**: Note **C**: should be your hard disk specifier.

EGA (& compatible) machine owners

Insert the disk marked **Savage - EGA (Disk One)** in the drive at the **A>** prompt, type **savage**, then press **ENTER**. Levels 2 and 3 are held on **Disk Two**, so follow on screen prompts and change disks when asked to do so.

If you wish to copy the game to your hard disk, you should insert game **Disk One** into the drive **A:** and type **COPY A:*.C**: Then insert game **Disk Two** into drive **A:** and type **COPY A:*.C**: Note: **C**: should be your hard disk specifier. Once you have copied the game onto your hard disk drive, you will still be given the change disk prompt, ignore this and press **SPACE** to continue.

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