

SPRINGS





SURVIVAL

A C-Design Production.

Brought to you by

Interactivision





Welcome To Survival.

Welcome to Survival. This product has been brought to you by C-Design International APS and by Interactivision A/S. Both of whom wish you luck in your endeavour to master the intricacies of Survival.

We must also extend our thanks to you for purchasing this product and we hope that you gain some serious enjoyment from the playing of Survival.

For those of you who are impatient to play the game we have included a **Quick-Start guide** to get you started, just as soon as you have run through the **Installation** procedure.

May you live a long and prosperous life but most of all may you

Survive (and enjoy!).





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Chapter 3 : Set-up and Installation.

This chapter is set out to help you get everything installed and up-and-running.

Once you have confirmed that you do indeed have the full package you should follow the relevant **installation** procedure to get Survival ready to play.

We recommend that you check to make sure that you have a complete package with the **Box Contents** check list.

Next we have included a list of the **important files** to allow more advanced users to customise the installation procedure. This will also give the locations of all the Read.me files on the CD.

A full copy of the **System Requirements** and Recommendations is also included within this chapter.

Finally there are the **Installation Guides** for **DOS**, **Windows**, **Windows 95**, and **OS/2 Warp**.





Box Contents:-

A Jewel-type CD case containing:-

A “Getting you started” booklet detailing how to get Survival up and running.

Finally there is the most important item of the package:-

The Survival CD itself.

There is a registration card printed in the booklet. We would recommend that you fill this in and send it back to us so that we can keep you informed as to any future releases and any further developments relating to Survival.





Important files on the CD:-

There are a number of important files on the CD. If you follow the relevant **installation** routine for your system then you should not need to concern yourself with this section.

If you should decide to have a look-see at the CD then please do so.

The following list of files is for reference only but it may be of some use to you, or it may not. The choice is yours!

AcroDOS.exe The Acrobat DOS reader. An Acrobat reader is required to view the manual.

AcroWIN.exe The Acrobat Windows reader.

Read.me In the Acrobat Directory. This explains how to install Acrobat to your system.

Survival.bat The launch program for survival. This will have also been copied to the "Survival" directory.

AutoRun The AutoRun files are only used with Windows 95.





System Requirements:-

Requirements

The following list details the minimum system requirements. Obviously any improvement on these basic requirements is fine so long as they are fully compatible with the requirements stated.

- Processor - 80386-33MHz.
- Ram - 2Mb expanded memory.
 - 480Kb conventional memory block.
- Operating System- MS DOS, Windows 3.11, Win95.
- Mouse - Yes.
- Sound card: - All MSCDEX driver compatible sound systems.
 - (Any DOS/Windows 3.11/95 machine).
- CD-ROM - Dual speed CD-Drive.
- Hard disk: - 10 MB free Hard disk space.





Recommended

This list contains details of the recommended system on which to run Survival. Better than this system is equally desirable.

- Processor - 80486-33MHz.
 - Ram
 - 3Mb expanded memory.
 - 520Kb conventional memory block.
 - Operating System- MS DOS, Windows 3.11, Win95.
 - Mouse - Yes.
 - Sound card:
 - All MSCDEX driver compatible sound systems.
- (Any DOS/Windows 3.11/95 machine).
- CD-ROM - Quad speed CD-Drive.
 - Hard disk: - 10 MB free Hard disk space.





Installation:-

The following pages describe how to install Survival onto your PC. There are four separate installation guides. One each for:-

DOS
Windows
Windows 95
and OS/2 Warp

These installation guides should be followed to correctly install Survival. Once the installation has began you should follow the on-screen prompts to complete the installation routine.

If your CD-Drive is not signified by the letter “D” then please substitute the correct letter for your system into the following installation guides.





DOS Installation Guide

Please follow these instructions to install Survival to your system if you do not have Windows Installed.

For the DOS installation you will need to go to your CD-Drive, this is usually the “D” drive.

At the prompt type: `Install.bat <Desired Location>`

Where the `<Desired Location>` is the full path name where you wish to install Survival. (An example path name is “`c:\Survival`” or “`c:\games\survival`”).

Follow any on-screen instructions until you are informed that the installation is completed. Once this is so you will be ready to play Survival.





Windows Installation Guide

Please follow these instructions if you are currently using Windows 3.1 or Windows 3.11.

To install Survival on a Windows 3.1 or 3.11 system you should:

First go to File Manager.

Then select the File menu.

Select the Run Menu-item.

In the requester type “D:\setup.bat” where “D” is the letter signifying your CD-Drive. (If your CD-Drive is signified with a letter other than D then substitute this letter for D).





Windows 95 Installation Guide

To run the installation program just insert the CD into your drive.

The Autorun pop-up will ask if you wish to install Survival.

If you have not already installed Survival then select “Install” after selecting the installation path, and follow the on-screen instructions.

If you wish to play Survival directly from the CD then you should select the relevant button to do so.





OS/2 Warp Installation Guide

To install Survival to a system using OS/2 Warp you should follow the relevant installation from those mentioned above.

If you have Windows installed then I would suggest that you use the **Windows Installation** procedure.





Chapter 4 : The Game

Survival is not a simple game that you can just pick up and play without consulting the manual. Now we have no desire to make you plough through lots of text about areas of the game that you will not experience for some time. With this in mind the manual has been laid out with two main objectives in mind. The first is that the manual should be as informative as possible and the second objective is to make the information as accessible as possible. This should result in an easy to read, and understand, manual that informs you of all aspects of Survival. Alongside this the manual should be able to be used as a reference guide to obtain information as it is required.

To this end you will discover that there are actually two versions on the manuals on this CD. There is this one, now I assume that you are viewing the colour manual, and there is a text only manual. The text only manual can be used if a printed manual is required.





Survival - A Basic Description.

Survival is a strategy game based about a 125 years after a devastating nuclear war which destroyed most of the planet. You are in charge of a small group of survivors that have been living in a bunker all of their lives.

The systems have eventually worn out and failed so when the life sustaining equipment finally gave up the only option was to go back to the surface.

When you arrived on the surface you discovered that the world had changed significantly from the one described in the stories, the radiation level was high but it could be tolerated, there were huge packs of hungry mutants wandering the landscape, and there was little in the way of resources.

So all that was left to do was to explore the world that you found yourself in, set up habitations, protect your people from the mutants, and other foes, and try to build a new civilisation.





To do all this there is one basic task, one that will not be easy, and that task is to take your people into the world and then to work towards Survival.

To complete Survival you will need to take your people through all of the trials of life in a dangerous and radioactive environment, exploring everything, defeating all your foes, and building a new solid civilisation that will face the future ready for anything.





The Background Story.

An Extract from the Chronicles of The Great Teacher.

It was time to re-start living again. We, the survivors, have to move out onto the surface again. It has been one hundred and twenty seven years since our people have seen the light of the sun.

We started with a few hurried expeditions to the surface to check to see if it was safe to surface, we had to prepare as the life-support would not hold out for much longer and when that went we would have no choice but to surface, however prepared. It was decided that two expeditions would brave the surface for one day and then one week respectively. If these both proved successful then all of the remaining equipment would be gathered together and we would travel to the surface, build a habitation complex and then we would progress according to the choices that were thrown at us.





The expeditions went better than expected and it was discovered that the world outside was habitable, even though it was not as the ancients had described it to us. The main difference was the excessive cold that still seemed to be hanging on to the surface. Well we did not expect the surface to be habitable after the war, and it was better than suffocating to death in the bunker.

We numbered less than two hundred people when we surfaced and by the time we had finished the complex we had lost more than a few of our number. Not only to the cold but also to the mutants (descendants of the fauna that had been directly exposed to the radiation. These creatures, if you can call them by that name still, seem to have nothing on their mind other than food and the destruction of those who might get to it first). A few were also lost in the initial explorations.

There have been signs of some other civilisations but there has been no confirmation that any of these people are still in our areas, or even still alive. It will be one of the quests that we shall embark upon as we progress into the future.





It is now time to reform a civilised society. We are very limited in both our knowledge and of our stocks, the knowledge has been lost over time as there was little to practise any skills upon, also the equipment that we did have was used to keep the life sustaining equipment in working order but even knowledge of this has diminished over time. So it will be a hard struggle to reach our goal but we shall not give up as that would surely be suicide.

The challenge will be met and we shall overcome any adversaries in our mission of

. **Survival.**





The Game Controls

The in-game controls are very simple to grasp.

Everything can be controlled completely using the mouse. You will only need to know, and understand, three basic mouse operations.

These operations are:-

1. Moving the cursor with the mouse - A simple operation where you move the mouse, usually on your mouse-mat, on a flat surface to make an on-screen cursor move.

2. Clicking the mouse buttons - This involves pressing one of the buttons on your mouse, when the cursor is in the correct position, to perform a desired action. Most mice will have two buttons (if your mouse has three then please ignore the middle one, if your mouse does not have two buttons then you will need a new mouse!) the buttons are distinguished as the left button and the right button. When you are





instructed to either Left-click or click then you should use the left button. When instructed to Right-click use the right button.

3. Dragging the cursor - this is an action where a mouse button is held whilst you move the mouse. The action is referred to as dragging, usually you will be selecting an item and moving it to another location. When it is at the new location you would normally just let go of the left button to release the item. In Survival however the term dragging is used to describe the action performed with the mouse.

You will also be able to use some keys, on the keyboard, to control certain functions.

These functions are:-

- To acknowledge a requester, and to remove it from the screen you can use any key, space is usually used.
- The cursor keys, the set of four arrow keys usually located between the letters and the numerical keypad.





The mouse is used for all other functions whereby you will select either icons, arrows, items, or items displayed on the maps with the left mouse button.

The right mouse button is used to access the **Army Creation pop-up**. This is only accessed from habitations and existing armies within your civilisation.

The drag option is used to scroll the **Zoom** and **Tactical** maps by “dragging” the cursor around within the **Small Map**.

That covers all of the control options. A nice simple control interface allowing us to expand the gameplay!





Quick Start Tutorial.

This tutorial will take you through the basics of Survival. Before you can use this tutorial you will have to install and configure Survival to your system. To do this you should follow the correct **installation** guide.

Once you have Survival up and running you can use this tutorial to quickly learn the basics of the gameplay. This quick start guide will not explain all of the functions in Survival so it is recommended that you do read through the full **manual** as this will explain everything in detail. By using the hyper-links within the manual you should be able to find any information without any problems.

Survival. Once Survival has loaded and you have viewed the intro. sequences you will be looking at the **New Game Screen** where have to select a Continent in which to play your game. The choice is either Europe or North America. Accept the default settings by just clicking on the flag icon in the bottom right corner of the screen.

You will now find yourself in the **Main Game Screen**. On the big map you will see a black dot. This is your city.





Click on your city and you will enter the **City Screen**. This will display a picture of your current habitation. It is not too impressive at the moment as all that is there is a basic habitation unit.

Click on the upper-left of the six small icons in the bottom right of the screen (the one with the person on it) and you will enter the **Education Selection Screen**. This is where you will educate your citizens into the various professions required. Firstly we will educate some Healers so that basic health-care for your citizens is provided for. This will also reduce the risk of disease, it would be rather annoying if all your people died before you had even started properly.

To educate some healers, we will start with two, select the Needle & Thread icon, the middle one of the top five. A picture of a healer will be displayed in the box on the left of the screen. Directly underneath the Needle & Thread icon is a box with two arrows and the number zero inside it. Use the top arrow to change the number to two. You will notice that things will start to happen on the screen and you are given the basic costs and times for educating your citizens. You should make a mental note of the time required to complete the education. Finally click on the “OK” button at the bottom of the screen. This will start the education process and you will go back to the **City Screen**.





Time only counts whilst you are viewing the map screens and not using the mouse.

From here go to the **Tactical Map** view. This will give you a detailed map of a very small area of the overall map. Locate your city using the **Scenario Map** in the top right of the screen. Underneath the Scenario map are two information boxes, the first of which shows the current **Cash** total, the second displays the **Date**. Keep an eye on the date and when the required number of days have passed go back to the **City Screen** and you should see that you now have two Healers. If you have gone back too early then click on the **Education** icon again and you will be able to see how much longer it will be before the students are ready.

When the Healers have been educated you should start to develop some equipment. For this you will need Scientists, so go back to the Education Screen and select the scientist icon, the glass flask, and educate some scientists.

Once the scientists have been educated go to the **Science Screen**, by selecting the flask icon on the **Main Game Screen**, and allocate the scientists to **Research**. This is done using the value box in the research side of the **Science Screen**. The first item that you will research is **arevolver**.





Next go back to the **Education Selection Screen** and select some Craftsmen to be educated, the right-most of the five icons.

Now go back to one of the three map screens and let the time run on until the **Research** has been completed. Once this has been finished go back to the **Science Screen** and then split your scientists into two teams. One for **Research** and one for **Development**. Click on the **Design Icon** from the **Equipment List** at the bottom of the screen. This will allow your scientists to start to develop the **revolver**. The other team of scientists will continue to research any new ideas.

Next you should go back to the **Education Selection Screen** to check to see if the craftsmen have been educated. Once they have been educated you can start to **build**. So go to the full map screen and click on the **Build Icon**, the one with the bricks. Then click on your city and you will be presented with the **Build Requester**. The first thing that you will build is a **factory**, so click on the **Extension Button** and then select the **factory**, this is the second one from the left. Select OK and your craftsmen will start the **construction**.

Next go back to the **Education Selection Screen** and select another ten craftsmen to be educated.





Once these craftsmen have been educated they will join in with the construction. To prepare for the opening of the **Factory** you should educate some **Workers** to produce the goods in the **Factory**.

Well by now you have been through the basics of how to progress through Survival. This tutorial has only covered the domestic side the game but the exploration and military options have been left for you to discover yourself, unless you read the full **manual**, naturally enough.

We do recommend that you read through the full **manual** but at the same time we also understand that most users tend to want to “have a go” first. Hopefully you have found this Quick Start guide useful.

Oh, just a small point, it is advisable to devise and follow your own strategy as we have not detailed a particularly advisable strategy within this tutorial. It merely served to demonstrate the options that we wished to describe.





The Game Objectives

The basic objective in Survival is, quite simply, to survive. To do this however you will have to build a new civilisation up from the ruins of the last.

You will be starting with a small group of people that will be the founders of your new society and, ultimately, civilisation. You will be able to guide your people in this quest but you will not be able to control individuals, except when you are controlling individual military units.

The basic plot in the game is to build civilisation from scratch. To do this, you have a group of people. You can influence these people's behaviour but not directly control them individually. It is possible to set down the guidelines for the development of the society. The guidelines cover items such as deciding how many people of each profession should be educated, where to place the habitations, whether to find new land areas or conquer enemy areas, which kind of equipment should be researched, developed and produced.





You must be careful always to have at least one habitation in order to survive. You will lose the game only if you do not have any habitations or any money. When all enemies are defeated, all ruins explored and all equipment developed, and then established a stable civilisation you will have completed Survival. This, however, will be very difficult to do.





Playing the Game

We are not going to give you a run-down of exactly how to play the game! You will have to work this out for yourselves, it will be much more fun this way believe me.

No seriously we can not tell you how to play this game it is not a simulator, you will have to work out all of the intricacies yourself, otherwise there would be little point in calling it Survival would there?

What we have done with this manual is to provide you with a basic set of instructions on how to operate the game and then linked this to a solid reference guide that will allow you to easily access any information that you require, when you require it.

The manual should be used as a basic set of instructions that will allow you to sample the delights of Survival. Once you are underway the manual will then





mutate into a reference guide allowing fast and simple access to any piece of information that is required.

Anyway you should be playing the game by now not reading the manual, so get on with it.

Oh well if you're really stuck you had best check out the **Quick Start Tutorial**.

No good? Well try the **Strategies** or the **Hints and Tips** section.





Chapter 5 - Survival Help Section.

This is the reference section. When you are looking for a certain piece of information the easiest way to find it is to select the **Game Start Screen** and follow the links through until you reach the desired screen, where the item that you require information is. Then just click on the required item.

You will then view one of three possible results.

The first is that you will be looking at a screen displaying information about the item that you are interested in.

The second option is that you will be looking at another game screen. This will occur if the item that you selected was a link to another screen. Some screens are not available until later in the game.

The third option is that nothing has happened and you are still looking at the same screen. If this is the case then you have either selected an item that does not have a description. Or that the selection area did not extend to the point that you clicked on. If you are using the Windows viewer program then you will see the “hand” change when you are over a link.





Game Start Screen



INFO





Full Map Screen



Right Click - Army Creation.
Left Click - Habitation Selection

INFO





Zoom Map Screen



Right Click - Army Creation.
Left Click - Habitation Selection
Left Click - Army orders
INFO





Tactical Map Screen



Right Click - Army Creation.
Left Click - Habitation Selection
Left Click - Army orders
INFO





Option & Statistics Screen



INFO





Transport Schedule

SOURCE	DEST.	TYPE	DAYS	
				↑
				↓

Map icons:   **TAC**

INFO





Science Screen

The Science Screen is divided into several sections:

- RESEARCH:** Shows a green grid with a dashed white outline of a bullet. Text: "A SINGLE PERSON FIGHTER FOR SHORT RANGE BATTLE."
- DEVELOPMENT:** Shows a blue-tinted image of a person's torso with a glowing chest area. Text: "LIGHTWEIGHT BULLET PROOF CHEST ARMOR."
- NAME:** SRF DART (left), LCP-ARMOUR (right)
- WAGE:** 0 (left), 0 (right)
- TIME LEFT:** 5 (left), 6 (right)
- TOTAL TIME:** 5 (left), 6 (right)
- USED TIME:** 0 (left), 0 (right)
- SCIENTISTS:** 10 (left), 5 (right) with up/down arrows.
- FREE SCIENT.:** 35 (center)
- Selection Bar:** A row of icons representing different items and actions, with up/down arrows and OK/CANCEL buttons.

INFO





Build Requester - Habitation



INFO





Build Requester - Defence



INFO





Build Requester -Extension



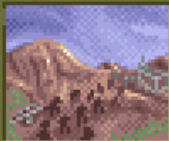
INFO





Build Information

PREPARING PROJECT
AT: KREMLAS.
THIS WILL BE
COMPLETED IN
ABOUT 4 DAYS.



STOP OK

NAME: CRIONICS
TYPE: VILLAGE
% DONE: 0
TIME LEFT: 9



STOP OK

INFO





Habitation Screen



INFO





Education Screen

CITIZENS: 7729

50 EXPERT

UNIT : 6
COST : 750
WAGE : 0
TIME LEFT : 150

STOP OK STATUS: STARTING

50
50

INFO





Factory Screen

	NAME	PRICE	AMOUNT	
	EXF VENOM	20000	50	↑ ↓
	EBS-ARMOUR	1250	25	↑ ↓
	LWG-SHOT	1250	25	↑ ↓
	AIR TRAIN	1500	1	↑ ↓
	FISSION	3000	1	↑ ↓
				↑ ↓
				↑ ↓

NAME:
 AMOUNT: 50
%AGE: 3

TOTAL TIME: 100
USED TIME: 35
REMAINING TIME: 64

WORKERS 100

ADD

REMOVE

PRIORITY



OK

CANCEL

INFO





Resources & Transport Screen



INFO





Army Creation



INFO





Army Orders



INFO





Load Screen



INFO





Save Screen



INFO





The Game Over Screen



INFO



Manual by PAR of Paradise Design





Game Start Screen - Info.

This is the Game Start Screen. From here you can set-up and begin a new game, load a previously saved game, or even quit to DOS or Windows.

You can also choose which language that you wish the game to use.

The screen itself has three basic elements:

- The maps - showing the two available game areas.
- The option buttons - allowing you, the user, to select the desired language, starting position, or to load a previously saved game.
- The Flag icon - used to start a new game once the selections have been made.

BACK





The Full Map Screen - Info.

The Full Map Screen is where you will start the game from. Displaying the entire play area this map is used mainly to control the expansion of your civilisation. This map displays all of your own cities, the opposing civilisation's cities, and all of the ruins that are dotted around the landscape.

You can only build from this screen, this option has been selected so that you can plan your society with the complete picture in mind.

The other main usage of this screen is the evaluation window which contains a graphical representation of the status of your civilisation.

You can access the other two map screens, the science department, the transportation schedule, the build requester, and the options screen.

You will also be able to access any of your cities by clicking on them.

The army information box will display details of any relevant army activity whilst you are viewing this screen. You will not be able to see the armies as they will only be displayed on the two smaller scale maps.

BACK





The Zoom Map - Info.

The Zoom Map shows about a quarter of the continent. You will see all of the buildings, as on the Full Map, but you will now see all of the creature movements. This includes your armies, opposing armies, and mutants.

The zoom map is where you will control your armies. Particularly for exploration and attacks.

Items that can be accessed from the Zoom Map Screen are as follows; The Full Map, The Tactical Map, The Science Section, The Options Screen, The Build Information.

You can also access all of your cities, and armies from this map, providing they are on screen.

The one additional feature that I have not mentioned is the small continent map in the upper right corner. This is the view selection map. To select the area viewed by the main map you can click in this small map and the main view will centre around the point that you selected. If you are not sure quite where an item is then you can scroll the map by holding the left mouse button down and dragging the cursor around the continent map.

BACK





The Tactical Map - Info.

The tactical map offers the most detailed view from within Survival. Showing the landscape in full detail you will be able to pin-point your military when it comes to protecting your habitations, hence the Tactical Map.

This is the map that you will find yourself using more and more as the game progresses. When you first start things are nice and easy, and uncluttered, on the larger maps. As the game progresses you will find that it is much easier to select the Tactical Map to centre on the habitation that you are currently using most regularly as the Full and Zoom Maps will just show the habitations as dots.

You will be able to access the other maps, the Science screen, the Options Screen, the Transportation Schedule, and the Build Requester from the icons.

You will also be able to access any of your habitations and armies that are on this screen.

The small continent map in the upper right corner is used in exactly the same way as on the Zoom Map. To re-cap: This is the view selection map. To select the area viewed by the main map you can click in this small map and the main view will centre around the point that you selected. If you are not sure quite where an item is then you can scroll the map by holding the left mouse button down and dragging the cursor around the continent map.

BACK





Map Details Information

The specific items are the different terrain, the habitations, the ruins, the war-zones, the birds, armies, and transportation units. The interesting items have been listed below with any relevant information pertaining to each item.

Terrain :

<u>Terrain Type</u>	<u>Food Value</u>	<u>Defence Value</u>	<u>Movement Cost</u>
Ocean	750	0	-
River	500	0	4
Plain	250	1	1
Swamp	250	3	3
Forest	500	2	2
Hills	250	2	2
Mountain	0	2	4

Habitations - **Village, Town, City, Fortress, Ruin**

Armies - **Armies, mutants.**

BACK





Options Screen - Info.

This is the screen where you can select the in-game options. This is also the statistics screen allowing you to review the performance of your civilisation over the last few months. The third section of this screen allows you to review your civilisation geographically.

The geographical options allow you to select to view Strength, Population, and Morale. Strength is that relating to armies, population to the number of inhabitants of your habitations, and morale pertaining to the happiness of those dwelling in your habitations. Each individual item is displayed as a circle, the larger the circle the higher the items value.

The statistical chart allows you to review the past eighty days changes in income, population, number of settlements, and number of professionals. The chart will display the changes that have occurred with the current date being to the far right of the chart.

The other options on this screen allow you to change your capital and to alter the tax level.

Overall control functions allow you to control the music and sound effects.

This is also the screen where you can save your game from.

Finally you can quit your game from here.

BACK





Transport Schedule - Info.

This screen, as its name suggests, is the transportation schedule. Giving details of all the current shipments of craft, people, and/or equipment this screen allows you to keep tabs on all of the transportation within your civilisation.

Imagine the nightmare of trying to remember the routes and times of just five craft, whilst also monitoring the scientific research and development, exploration teams, building projects, and production schedules for all of your factories. Now try and imagine taking care of twenty or more ships whilst doing all of this.

This screen is another of the options within Survival that is used more as the game develops.

BACK





Science Screen - Info.

The science screen is where all your research and development occurs. You can only have a science department in your capital so if you are going to change your capital it is wise to plan carefully so that you can move all of your scientists to the new site.

Offering just the research and development departments you will have to monitor the development carefully and plan. Otherwise you may find that you do not have that vital piece of equipment at the time it is needed most.

For the purposes of Survival all your scientists are equally adept at research and development so you can move them between departments as you wish.

The bottom of the screen contains images of the items that have been researched, generating a blueprint, or then developed into a prototype.

BACK





Build - Info.

Building within your civilisation is produced with craftsmen. The craftsmen work as a single team allowing each item to be completed as soon as is possible.

When you select to build you will be given the choices displayed in the Build Requester. This requester is only available from the Full Map.

There are basically two types of construction that you will undertake within Survival, these groups can be sub-divided of course. The first group is the new habitation, village, town, city, or fortress. The second group covers enhancements to existing habitations, the fortress cannot be enhanced in any way. Enhancing a habitation can be done in a number of ways, if the habitation is a village then it can be upgraded to either a town or a city, a town can only be upgraded to a city, the other enhancements that can be added are defence structures, three levels are available, and then you have the general extensions.

These general extensions are the Hospital, the Greenhouse, the Transport Depot, and the Factory.

When you select anything on the Build Requester you will be informed as to its cost and what it is, this you will quickly learn. You will not be given details regarding how long the construction will take as there are a few random factors that will affect this. Notably the time that it takes to set up the project.

BACK





Habitation Screen - Info.

The Habitation Screen is where you will view the individual habitations. For each habitation you will be able to see how many of each profession is resident there. What items are installed (these are items such as power plants, climate control, and anti-pollution devices).

Also displayed are the current values for the habitations overall morale and defence.

The view shows your habitation complete with all of the additional constructions that you have added to it.

Once you have learnt to recognise all of the items you will be able to process items though your individual habitations with ease.

This screen is an important link within Survival because it allows you access to the education, factory, and Transport Depot screens.

BACK





Education - Info.

The Education screen is essential to your success within Survival. This is where you train all of your professionals.

The screen itself is split into three distinct areas. First there is the profession selection area. This is where you select which profession to educate next. The next area is the education parameters area where you select the number/s of citizens to educate, this area also displays the status. Thirdly there is the equipment section where your warriors will be armed.

The equipment section, the three windows on the right of the screen, are where you will select the weapons, armour, and equipment to train your warriors with. The top window is used to select weaponry. The middle window is for armour. The bottom window is for either equipment or vehicles, ground or air.

The warriors have one other setting that is not used for other professions and that is the Level option. Warriors can be either Amateur, Pro, or Expert.

Educate your citizens wisely and remember that it is only the general populace that generate young.

BACK





Factory - Info.

The factory is the place in your civilisation where you will produce all the items that have been developed by your scientists.

You have a production schedule that you can assign seven sets of production to. For each production you can manufacture multiple copies of the desired item, so long as you have sufficient cash reserves. Remember that you have to pay for everything in advance.

You do have one special option within the factory and that is the ability to prioritise an item. The work will be suspended on the current item so that the selected priority item can be produced. Once the priority item is completed the production schedule will return to normal.

The items that you can manufacture are shown in the listing at the bottom of the page. It is wise to pay attention when the items are being developed so that you will recognise the items that you wish to produce.

BACK





Transport Depot - Info.

The Transportation Depot is where you will manage your resources. Up to the point where you have built another habitation this screen will be of little interest to you.

The Transportation Depot is where you ship people and equipment around from within your civilisation. You can also use this screen to check on the amounts of various resources, such as power and food.

Basically you will use this screen to load and unload your transportation craft. It is from here that you will determine the routes taken by your craft, and what it is that they will be carrying.

This screen is only accessible through the respective habitation screen.

BACK





Army - Info.

There are two areas that you will use to control your armies from. The first is the Army Creation Requester that is accessed by right-clicking on a habitation. The second is the Army Orders page, this can be viewed from either the Zoom Map or from the Tactical Map, where you will use the icons to generate orders for your armies.

When you are creating an army and you have accessed the Army Creation Requester you will then be able to create your army from the available units.

Once you have created an army you can order it by left-clicking on the army. This will freeze the view and the clock, and you will be presented with six icons allowing you to order this army.

Continued on next page.

BACK





The orders that you can give are as follows:-

- Go To - your army will go to the selected location and then wait for more orders.
- Guard - your army will go to and then guard the selected location. They will then report on any activity in their area.
- Attack - your army will attack the selected habitation, army, or mutant pack.
- Contact - you will contact the selected foe and, if you are clever enough, they may even join you.
- Explore - your army will explore the selected destination. If anything is discovered then it will be sent back to your capital.
- Execute orders - this will complete the order giving process and you will go back to the map screen.

BACK





Load and Save - Info.

You are very unlikely to always complete a full game of Survival in one sitting, especially as you start to progress further into the game. One game of Survival can take weeks to play, even with concentrated playing.

With this in mind we have implemented the option to save your game, as I am quite sure you expected.

There are some ten save game slots, each one numbered so it will not be difficult to find your previous save position.

You will access these saved games from the Game Start Screen. To save a game you will need to go to the Options Screen.

BACK





Game Over Screen

This is the screen that you will view when your current game of Survival is ended. There are a number of variations to this screen but these will depend on exactly how you lost the game.

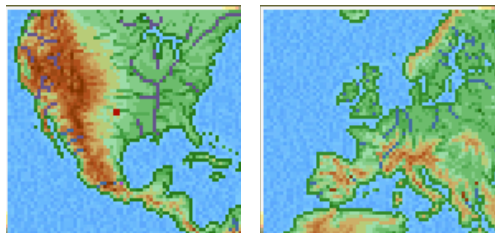
There is of course one more alternative and that is that you won. If this is the case then congratulations.

BACK





Continents:



The two continents that you can choose from in Survival are, as you can see, North America and Europe.

Each of the continents will require a different strategy for you to be able to complete them.

To select the required continent for your game you should click the mouse on the continent desired.

The name of the continent will be displayed in the text box underneath the diagrams shown above.





Change Start Site

CHANGE START SITE

To select the location of your first city in a new game of Survival you should first click on this icon and then select the location that you desire. To select this location you just have to position the mouse pointer over the desired spot, on one of the two continent maps, and then click the left button.

You will see a red spot appear when you have clicked the mouse. If this is the desired location then you should proceed with your game. If you have accidentally selected the wrong position then you should repeat the process.

You will see a red spot showing the default location for each continent, if you are happy with this location then you will not have to select your own start site you can just start the game.





Language

LANGUAGE : ENGLISH

This icon allows you to select the required language. To select the language required for the game you should just click in this box with the mouse.

At present the languages supported are English and German.





Cash



CASH:3720

This is a display showing the current state of your finances.

You should keep a close eye on this when your finances are low as you will not be able to continue if you run out of funds.





Date



This will display the current date. You will need to keep an eye on this so that you can minister all of your productions, and scientific projects efficiently.

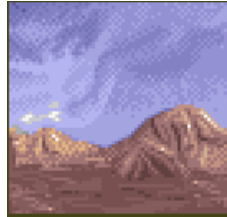
Each day will last approximately three seconds whilst you are on one of the map screens.

Time will pause whenever you do anything, such as enter one of the non-map screens or when you are moving the mouse across the map. The time will also pause if the pointer is placed on an object on the map that displays a name.



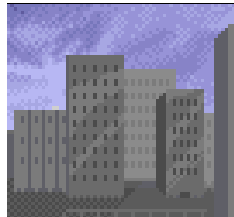


Civilisation Status Picture



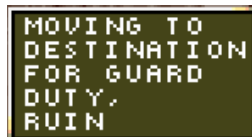
This picture gives a graphical representation of the state of your civilisation.

Starting with a barren terrain you will see the state of your civilisation depicted by the buildings shown in this picture. The picture above is the scene that you will see when you start a new game of Survival. The picture below shows a fully advanced civilisation.





Army Information



This is where any information relevant to your armies is shown. For example this is where you will be notified that an army has reached its destination, or when an army has started guard duty.

Some of these occasions will also have a pop-up that will be displayed to give you some additional information.

This section will also display the orders for your armies as you are setting them. See Army Orders for details.





The Full Map

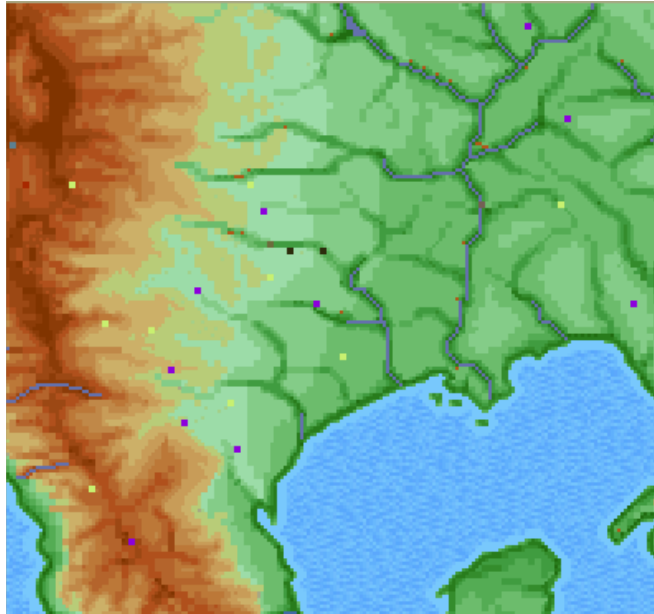


This map shows the whole continent in which you are playing. This Full Map shows only your habitations, the enemy habitations, and the ruins.





The Zoom Map



The Zoom Map only displays about a quarter of the continent. The display is more detailed than the Full Map so that it shows moving items as well as the habitations.

The items that are shown include you armies, enemy armies, and mutants. All of the habitations and ruins are also shown.





The Small Map



This map is used to navigate quickly when you are using either the Zoom Map or the Tactical Map.

All that you have to do is to click on the desired area, with the mouse, and the main view will change to the selected location. If you are searching for a certain item then you can “drag” the view by holding down the left mouse button and then moving the mouse pointer around in this Small Map.





The Tactical Map



This map is the most detailed in Survival showing every item in full rather than as a dot. You will be able to see armies, mutants, habitations, ruins, wars, and terrain types in detail.

This map only covers a very small area and is used mainly for small distance tactical manoeuvres, hence the name Tactical Map.





Visual Information Panel - Map



The arrows on the map are used to scroll the map. This is done by clicking on the relevant arrow with the mouse.

STRENGTH

This button will display the locations of your armies on the map.

POPULATION

This will display the habitations.

MORALE

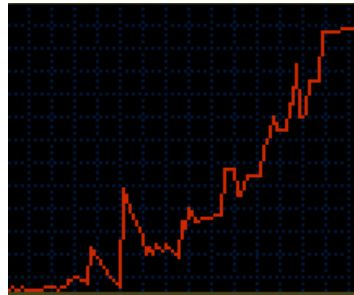
This will display the morale inside the habitations.

Each item will display using circles that will vary in size according to the value of each item in question.





Visual Information Panel - Chart



The chart will display information pertaining to the relevant selection. The information displayed will cover the previous four months, approximately.

INCOME

This displays your cash balance.

POPULATION

This displays the total population values for your civilisation.

SETTLEMENTS

This shows the number of settlements in your civilisation.

PROFESSIONS

This shows the total number of professionals that you have currently in your civilisation.





Setting Your Capital



This is where you select your capital. You can change your capital once every month, if you so desire.

To select the habitation that you wish to be your capital use the arrows to cycle through the available habitations.

You should also take into account that the capital is the only place that you can educate craftsmen and scientists. It is also the only place that the scientists can work.

So you should plan carefully as and when you decide to change your capital.





Tax - Setting the Tax Rate



To change the tax rate for your civilisation you will have to use this control. The tax rate is set at a single rate over your whole civilisation.

To alter the rate you just click on the relevant arrow with the mouse.

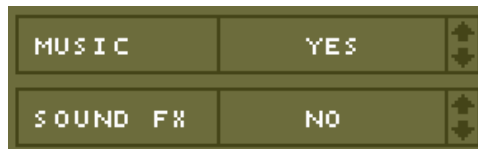
You should be careful when altering the tax rate so as not to make your citizens too unhappy or they may revolt.

Tax is collected daily so that you can react to any problems immediately.





Music and Sound Effects Options



This is where you can select to turn your sound effects and/or music on or off.

Just Select the relevant arrow to make your desired selection.





Transportation - Information

SOURCE

Source. This is the habitation where the transportation originated from.

DEST.

This is the Habitation that you transportation is headed for.

TYPE

This details the type of transportation that is used for this run.

DAYS

This is the expected remaining duration of the transportation.





Research



Your scientists will research items in the order that they are discovered. When an item has been researched a blueprint will be produced that the prototype can be built from by your Development department.

The research takes much less time than the development. This is because it is relatively simple to come up with the basic idea for an item but it is much harder to turn, even specific, ideas into a working product.





Development



The Development department is where your scientists will take a researched blueprint and then produce a prototype.

This work is rather involved as it entails the testing of materials and construction techniques.

This work also comes under the general heading of “Research” but for the purposes of Survival we have separated the two sections into distinct areas.

Once an item has been developed it can then be produced in the factory.





Blueprints and Prototypes



Once an item has been processed by your scientists a picture will appear in this section. Each item has four stages that it has to progress through before it can be put to use in your civilisation.

These stages are as follows:

- The item in question must be discovered by your warriors, whilst on an exploration mission.
- The item must then be researched to produce a blueprint. This is where the Science Department comes in. Once an item has been researched an blueprint image will be displayed in this listing.
- The item must then be developed. To develop an item you just need to select the item and the details will appear in the Development section.
- Finally you will need to produce the item using your factories.





Scientific Item Statistics

NAME:	TIME LEFT
	24
%AGE	TOTAL TIME
	32
	USED TIME
	8

As items are being worked on in one of the two science departments you will be able to see, using these panels, the state of each item.

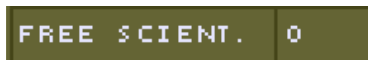
The panel contains a number of information items which are as follows:

- Name - This is the name of the item that is currently being worked upon.
- %age - This shows how far the work on this item has progressed as a percentage.
- Time Left - this is the remaining time that is needed to complete the project using the currently allocated number of scientists.
- Total Time - this is the total time that the current project will take using the currently allocated number of scientists.
- Used Time - this shows the used time as it relates to the currently allocated number of scientists.

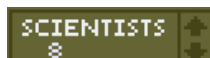




Scientists - Allocation



FREE SCIENT. 0



SCIENTISTS
8

When allocating scientists to the separate departments, Research and Development, you will need to concentrate on three particular items.

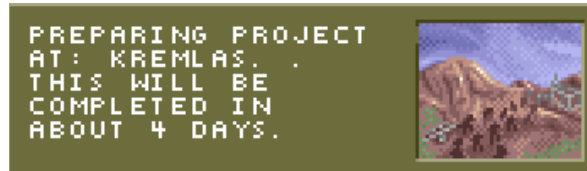
The first item will be the number of free scientists that you have available. These are scientists that have been educated but not yet allocated to a certain department.

The other two items are the Allocated Scientists boxes. There is one in each department and they show the number of scientists currently allocated to the relevant department. There are two arrows in each of these boxes that allow you to alter the number of scientists for each department, limited by the number of scientists available.





Construction Initialising



When you select to build an item within your civilisation, be it a habitation or a enhancement for that habitation, you will need to start the project using the Build Option.

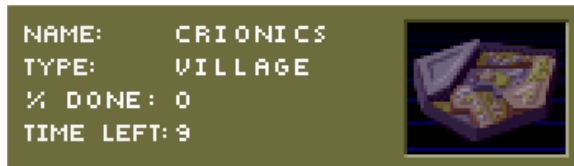
When you start a project there are a number of stages that you will need to be aware of. The first of these stages is the Initialisation Stage. This is where the project is prepared and the site set up. This is done by your craftsmen, if you have not finished educating any craftsmen then your other citizens will set the project up. Once the preparations have been made your craftsmen will begin the work. This time that this work will take will depend on two factors, the overall time that the selected construction requires, and the number of craftsmen that you have educated.

The statistics pertaining to the current construction will be displayed if you click on the Build icon during a project, and after the initialisation stage.





Build Information



This pop-up displays the details pertaining to the construction of the current project. This pop-up is only displayed during a project and after the initialisation stage.

The information contained on this pop-up are as follows:

- Name - This is the name of the habitation where the project is located. If the project is a new habitation then this name will be that of the new habitation.
- Type - This details the type of item that is being built.
- %age Done - This shows how far the project has progressed, and is shown as a percentage.
- Time Left - The remaining time needed to complete the project. You can alter this time by education additional craftsmen.





City Information

```
NAME:  
VULGAR 1  
MORALE  
150  
DEFENCE  
6731
```

This information is displayed on the Habitation Screen of each of your habitations. The information displayed is of some considerable importance when deciding on your construction plans.

The name of the city is, naturally, just what it states.

The Morale is a value that refers to the current happiness of your citizens in this particular habitation.

The Defence value corresponds to the total defence capabilities of the habitation in question.





Stock



Stock - the items that are shown in the habitation stock are items that can be installed within each habitation. These items include power generator units, climate control units, and anti pollution units.

You can cycle through the available stocks, using the two arrows, and select to install any item to your habitation, assuming you have not installed the maximum of three items already.





Utilised Items



These items are the installed items within your habitations. You can install three items in each habitation.

To install an item you will have to have the item in stock.

If you decide to move an item back into stock, for upgrade or alteration reasons, then you should just click on the item that you wish to remove.





Citizen Details

```
CITIZENS  
7788  
WARRIORS  
10  
HEALERS  
20  
WORKERS  
100  
CRAFTSMEN  
100  
SCIENTIST  
50
```

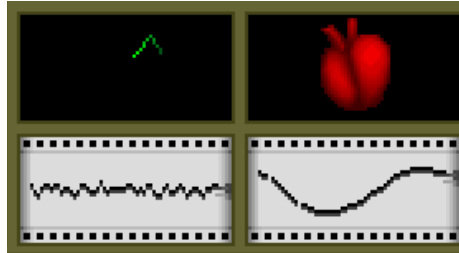
These details refer to the number of citizens currently residing in your habitation. This will detail the total number of citizens in each of your professions and of the untrained population.

Your craftsmen are only listed in your capital as are your scientists, your scientists can be transported but you will only do this when you change your capital.





Animations



These really do not do very much but they do make the page look more interesting.

Check out the variations on the brain-wave activity chart (bottom left).





Equipment Information



You can equip your warriors with various items of equipment. The three types of equipment are weapons, armour, and equipment.

When a warrior is kited out with equipment then they do not use either weapons or armour.

The other choice, available in the bottom window, is to train your warriors using the various vehicles, once you have produced them.





Number to process



This is the number of people that you wish to educate in this current batch. You are limited by the number of citizens available. Warrior education can also be limited by the number of relevant units that have been produced that you have selected for them to be trained with.

You can alter this number during the education process but only within the limitations imposed by the aforementioned factors.





Citizens

CITIZENS: 41

This is the total number of untrained citizens in your current habitation. All of these citizens can be educated to a profession, but remember that once educated these citizens do not reproduce.





Level Options



When you are educating Warriors you can also select the level of training that the current batch will be trained to.

The three options here are Amateur, Pro., and Expert.

The higher the level the more they cost to educate and the more time the education process will take.





Status

```
UNIT      : 6  
COST     : 750  
%AGE     : 0  
TIME LEFT: 150
```


The status displays the current state of the education. Displaying cost, percentage, and time remaining, you can control your education with ease.

When education warriors you are also informed of the unit number, this is primarily used when you are shipping units between habitations.





Production Schedule

	NAME	PRICE	AMOUNT	
	FULL BODY	1400	28	↑ ↓
				↑ ↓
				↑ ↓
				↑ ↓
				↑ ↓
				↑ ↓
				↑ ↓
				↑ ↓

This is the production schedule. The items are produced in the order that they appear on the production schedule, starting at the top. This is only superseded by the use of the Priority function.

When you assign items to the production schedule you will pay for them immediately so think carefully before ordering huge volumes of expensive equipment.

Once you have selected an item of equipment to produce you can then set the number of units of each item to produce using the arrows in the amount box.





Item Stats

NAME:	
	AMOUNT: 50
	%AGE: 3
TOTAL TIME:	100
USED TIME:	35
REMAINING TIME:	64

The Item stats detail the times and percentages relating to the production run currently underway. If a priority order is placed on another item then the current production will be suspended until the priority order is cancelled.

The details shown are the amount of units to be produced of the current item, the percentage that has been completed, the total time that the run will take, assuming that you do not add more workers to the workforce, the used time, and the remaining time.





Workers

WORKERS	35
---------	----

This box displays the current number of workers that are resident in the current habitation (all workers work). The greater the number of workers the faster the production runs are completed. The opposite is also true.





Add, Remove, & Priority

ADD

The add function will allow you to prepare a new production run. This run will be added to the bottom of the production schedule. You can only select to have seven items in your production schedule.

If you select add by mistake then you should select an empty space from the production items listing to cancel the request.

REMOVE

The remove function will allow you to remove an item from the production schedule. This is sometimes necessary but if possible you should avoid doing this as you pay for a production run when the run is added to the production schedule. If you cancel this order then you will have lost your investment.

PRIORITY

The priority function will allow you to override the production schedule and select an item to be produced first. This will suspend production of the current item.





Production Items



The items that are available for production are displayed in this graphical listing. When you select to add an item to the production schedule you will have to click on the picture of the desired item to select it.

To cycle through the available production items you should use the arrows to the right of the display.

You will only be able to produce items when they have been both researched and developed by your scientist teams.





Equipment



The equipment button allows you access to the list of available equipment. This equipment is displayed in the object box where you can select the desired item from.

The term “equipment” covers all of the items produced by your workers in the factory extension.





Food

FOOD

Food is the term used to cover sustenance giving materials. Things that are consumed by the population for purposes of replenishing body materials.

To simplify that statement food covers all items that are either food or drink.

There is also a food value displayed in the information panel. This value is the average amount of food that is generated by the area surrounding the habitation. This value can be increased by building the greenhouse.





Energy

ENERGY

Energy is required for your society for almost everything. The climate being very harsh in the aftermath of the nuclear winter that followed The War.

Energy is produced in your habitations by simple methods that the individual citizens can control. As you start to expand your habitations you will discover that the power generated by the citizens individually is not sufficient for your requirements.

When this happens you will require a power station of some description. There are three to choose from in Survival, once you have developed them. The first is a coal powered Combustion Power Station, the second a Nuclear Fission reactor, and the third a Nuclear Fusion Reactor.





People

PEOPLE

The people in your habitation are displayed in the object box, one type at a time. This includes all of the professions and the normal citizens.

The warriors have an extra option you do not just allocate them by number but by team. Each unit is given a number when they are trained, this number is kept for as long as the unit is still active.

When the chosen personnel type is chosen you can select the required number of them to load into the transportation craft.

You are limited to using craft that can carry people for personnel transportation.





Number/Copies



This is the number of the selected item that have been selected to be loaded onto the desired transportation device. When the item type is selected the total number of these items is displayed. You can then alter this number, to a smaller amount, if you do not want to transport all of the selected items.

As the numbers can get quite large there are two ways in which to alter the number of selected items. The left mouse button alters one item at a time whilst the right mouse button alters twenty five items with a single click.

The numbers of the selected item that can be loaded will vary according to the selected transportation craft.





Unit / Type



The unit and type selection are used for the selection of warriors. You do not select warriors by number but instead you select them by their unit numbers.

When you select warriors you will notice that this section will display the unit's number and type, the three boxes will also display the chosen unit's equipment, weapons, and armour, where applicable.

You can cycle through the available units with the two arrows inside this box.





Ship



This is where you will select the desired craft for loading, unloading, or transportation.

You will, of course, be limited as to the types and amounts of equipment/personnel that you can load according to the available, and selected, craft.

You have four transportation craft to choose from. Two of these are equipment only craft, one is personnel only, and the other can carry both personnel and equipment.





Load / Unload



Use these icons to load or unload the selected items. Unload will completely unload the whole craft.





Go

GO

This will enter the selection map where the whole continent is displayed with only the habitations showing. You should select the desired habitation and then click on it. Your craft will then be underway with its chosen cargo.

Once you have sent a craft on its way you will then be able to monitor its progress using the Transportation Schedule.





Disband

A rectangular button with a dark olive green background and the word "DISBAND" written in a light-colored, pixelated font.

This button should be used with care. You can scrap the selected transportation craft using this button. Once a craft has been scrapped you cannot get it back.





Army Requester



This is the army requester. To access this requester you will have to right-click on either a habitation or on an existing army. This requester allows you to create armies from the individual teams that have been formed through education and training. The box on the left shows all the currently available teams at the selected location. The box on the right is used to display the selected units that will make up your next army.

When the required units are selected, click on “Make” to form this army.

If you should decide that you do not want an army then you can terminate them by selecting the required units and Disbanding them.

Cancel will exit without making any changes.





Army Types

```
INFANTRY 2  
FIGHTER 1  
  
TANK 1  
INFANTRY 6  
INFANTRY 6  
FIGHTER 1  
TANK 2
```

There are a number of different army unit types within Survival. These are as follows:

Infantry - Foot warriors usually with both weapons and armour, but not necessarily.

Tank - A unit equipped with ground based battle vehicles (Tanks).

Fighter - Air based units equipped with fighter craft.

Scout - Usually small teams that are equipped with scanners. These are useful in battle as they enhance both attack and defence capabilities.

Ranger - Rangers are equipped with survival kits. This makes them particularly suited to exploration.

Airborne - Warriors equipped with vehicles other than fighter craft.





Make

MAKE

Once you have selected the desired units to compile your army you will then use this button to confirm your choice and create the army.





Disband

DISBAND

If for any reason you decide that you no longer require a certain army you can disband their unit. Army units tend to react badly to being told that they are not wanted anymore so they will almost always go off and join some nomads or a group living in a ruin.

There are a number of reasons that you may wish to disband an army but the two main reasons are that the army in question has contracted a disease. This could cause an epidemic if they were to return to any of your habitations. The other main reason is so that you can remove the old badly-equipped armies and replace them with new better-equipped ones.





Contact



During Survival you can send your armies to contact the other civilisations' armies. When contact is made the two armies sit down to discuss matters of importance.

The reason that you would want to talk to the other armies is so that you can persuade them to defect to your side. To do this will require some very skilled conversation.

The possible outcome of any conversation will be that:

- 1.All of the other army joins you.
- 2.Some of them join you.
- 3.None of them join you and you part as friends.
- 4.They take offence and start fighting.





Fight



This is, as you may expect, the command to send your troops into battle. You may attack any habitation, army, or pack of mutants that is not part of your own civilisation (ruins are not habitations).

When you are fighting it will cost money and morale, so if you have cash-flow problems, or citizen unrest, then it may not be a wise move to start a battle.





Explore



Exploration is one of the key elements to success in Survival. You will need to send out parties to explore the environment around you for a number of reasons. The primary reason is to find the elusive remains of the old technologies. These will aid your scientists in the development of new equipment for your civilisation.

Of the other things that you can find there are two that are of particular interest. The first is stashes of valuables. This will aid you in your quest to build a better society (everything costs money). The second are groups of people that are using the ruins as shelter. These people are very easy to persuade to join your civilisation as the ruins offer little in the way of food or comfort.

Now exploration sounds really good so far but there is a down side, disease! The ruins are dangerous places as the high levels of radiation have caused mutations at a micro-organism and viral level. This has resulted in new illnesses that have not been encountered before. If your explorers come into contact with these deadly illnesses and then return to your habitations then the results can be catastrophic.





Guard



Guarding your civilisation is an important thing to do. Not only does guarding help to protect your habitations, the mutant packs seem to be very wary of guards and will usually not attack if a habitation is guarded, but guarding also provides a valuable source of information.

The information that guards will impart includes enemy movement and they will also impart information to any wandering nomads in their area, possibly causing them to join your civilisation.





Go-to



When you are ordering your army units around the landscape you will not always be able to send them straight to their destinations. This is where the Go-to command is most often used.

There is also a strategic use for this command allowing you to place your armies for an attack.





Save Game Slots

SURVIVAL GAME 3

There are ten save game slots within Survival. Each slot can be used to, obviously, save your position in a single game so that you can return to it at a later time or date.

To save your game you should go to the Options Screen where you will be able to select the Save Game button. After this has been selected you will be presented with a window containing the ten Save Game Slots. To save your game just left-click on the chosen slot.

To load a previously saved game you will need to go to the Game Start Screen, you will see this every time you load Survival, and select the Load Game button. This will present you with the same ten slots and you can select the relevant slot to carry on with your previously saved game.

There is also another option available when loading a game, and that is to click on the New Game option. This will allow you to start a new game.





Build Items:

The items described in this section are the items that can be built by your **craftsmen**. Each project has a description of exactly what that project is, what it does, how long it will take to build and the exact benefits to your society.

When you are evaluating the time taken to build one of the items detailed below then you should consider that the construction time is detailed for one craftsman. You will have to take account of the number of craftsmen will be involved in the project when you are estimating the time required.

There are three types of construction that can be undertaken by your craftsmen. The first covers the habitation units, **villages, towns, cities**, and **fortresses** (these can only be occupied by warriors). The second covers the Defence structures that you can build to help protect your habitations. The third, and final, type covers the Extensions to your habitation for production of both food and equipment, hospitals, and transport depots.

- **Habitations**
- **Defence**
- **Extensions**





Habitations

Habitations are one of the two fundamental units of your society, the other being the individual person. These units will link together to form your society.

Each habitation can be one of four basic units. These are the:-

- **Village**
- **Town**
- **City**
- **Fortress**

The Fortress is only used for your military, and as such it can only be inhabited by warriors.





Village



The village is the basic habitation in Survival. It is also the smallest independent structure that can be built. The village can then be enhanced with any, or indeed all, of the **Extensions**, and/or **Defence** structures.

Each village can hold a maximum of five hundred people, this includes professionals and warriors. The energy quotient gained from a village is 500 units, this means that it will not be possible to run more than one Extension, or Defence structure without additional power.

The food production area covers some nine units around the village.

Each village will take some 1000 person-days to complete and 5000 credits.





Town



The town is the medium sized habitation available in Survival. Holding a larger number of people the town also offers more defence and more basic power production.

The town can be enhanced with all of the extensions and/or defence structures. If you are upgrading to a town from a village any existing extensions or defence structures will remain.

The town can hold a maximum of some 5000 citizens, including professionals, warriors, and untrained citizens.

The basic power production from a town structure is 2500 units. This will support anything except the factory extension, which requires 3000 units to run.

The food collection area is enhanced to cover some 25 units of land.

The total construction time for a town is some 2500 person days and costs 10000 credits.





City



The city is the largest habitation that you can have in Survival and completes the set of three general habitation structures. The city is obviously able to hold a greater number of inhabitants than the two smaller structures, and is a more efficient habitation to have.

The city can obviously have all of the extensions and defence structures added but this time a power supply may not be necessary to provide enough power as the basic power production is significantly higher than for either a village or a town.

The total number of inhabitants that can reside in a city totals 25000 people.

The basic power production is some 12500 units so you may not need a power station to supplement this, although it will do little harm.

The food collection area is now increased to some 49 land units.

The total construction time is some 6000 person days at a cost of 20000 credits.





Fortress



The fortress is a specialised structure that will enable you to protect your civilisation to the utmost degree. The fortress is about the size of a village and as such it can house some 500 warriors.

There is only one purpose for the fortress and that is to defend your civilisation.

You can not build any extensions on to a fortress but it does have a built-in transport extension.

The food collection area is only one unit for the fortress so you may find that you will have to ship the food out to your fortresses.

The basic power production for a fortress is some 500 units which should be enough to keep it powered up.

The construction time is some 5000 days and the cost for this is some 12500 credits.





Defence

All of your habitations can be protected. There are two ways to achieve this, one is to have lots of Warriors guarding the **habitation** in question. The other way is to build one of the three **habitationdefence** structures.

Each habitation has its own basic defence which, for simplicities sake we will describe numerically, the **village** having a basic defence of one, the **town** five, the **city** twenty, and the **fortress** seventy five.

Each of the defence structures will add to this value, the individual details of which are detailed below.

The larger defence structures will replace existing, smaller, defence structures. There is no point in not doing so as the lighter defence structures will have been built in the optimum positions.

These defence structures are selected via the Build Requester and each will add to your habitations defence.

The three options are:-

- **Light Defence**
- **Medium Defence**
- **Heavy Defence**





Light Defence



The basic defence structure is a small guard tower. This offers a higher viewpoint than from elsewhere in the **village** structure and naturally offers additional defence options should your habitation be attacked. Hand held weapons are used from within this structure as they are available.

The defence structure is manned by the best two trained personnel in your habitation, should these fall then they will be replaced, if possible, by the next best, and so on.

The basic structure will all an additional three points to the defence value of your habitation whilst it will use 100 units of energy.

This structure will take 250 person-days to complete and will cost 1000 credits.





Medium Defence



The medium defence structure consists of a much stronger tower that has mounted weapons, once the weapons have been researched. This structure can hold some ten persons in each structure, these will again be the highest trained personnel in your habitation, and again these will be replaced as they fall in a similar fashion to the lighter defence, as will happen in all structures.

Having a Medium Defence structure will improve your habitation's defence value by ten points. The medium defence will use 200 energy units.

The medium defence will take 500 person-days to complete at a cost of 2000 credits.





Heavy Defence



The heavy defence structure will make any enemy think at least twice before they try to attack your city. With its imposing synth-steel construction it can withstand even the highest powered laser blast.

The Heavy Defence structure can hold up to some thirty individuals and also contains a number of mounted High-powered Laser Cannons, just as soon as the technology is developed.

Heavy Defence structures will add some twenty five points to the defence value of your habitation. This structure will also utilise 500 units of energy.

The heavy defence will cost 4000 credits and will take 750 person-days to complete.





Extensions

Each of the three general habitations, i.e. not the **Fortress**, can have various extensions built. Each of these extensions has a specific purpose. A well balanced and productive habitation will have at least some of the extensions added to them.

These extensions allow production to occur, health care to be optimised, equipment and personnel to be shipped in and out, and food production to be increased beyond the natural support of the surrounding area.

The Extensions are as follows:

- **Transport Depot**
- **Factory Unit**
- **Hospital**
- **Greenhouse**





Transportation Extension



The Transport extension is where you will control all of the movement of stock and people, other than active army units, throughout your civilisation.

You will also be able to monitor your stocks of equipment, food, and energy once this extension has been built.

The transport extension will use a total of 500 units of power. The construction time is some 175 person days and has a construction cost of 1250 credits.





Factory



The factory extension is where all of your manufacturing occurs. The production lines are run by the Workers, their one and only job.

The factory extension is unaffected by the different size habitations, but you will have to make certain that you have enough power before you build the factory. If you do not have enough power then you will cause a power failure. You will however have some time before this occurs so you can build a factory and then immediately build a power station of some description. To do this it is probably advisable to have already trained a number of workers, and to have already developed a prototype generator.

The factory extension will require a supply of three thousand units of power. You will notice that this is not supplied from a basic village so plan carefully before building your factory.

The construction time for a factory is some 200 person-days and the cost is 2000 credits.





Hospital



The hospital is where your healers work their magic. Well not really magic but anyway without a hospital they can only work at 25% efficiency. This is not good but as soon as the hospital is built they will be working at full efficiency.

There is really not much more to say regarding the hospital except to repeat that the healers will not only cure illness, disease, and injuries but they will help to prevent any of these occurring in the habitation in question.

Having a staffed hospital will also help to increase morale.

Regarding the costs the hospital will set you back some 4000 credits and will take 200 person-days to complete.





Food Extension / Greenhouse



The Greenhouse, or Food Extension as it is otherwise known, generates a reasonable amount of **food** without detracting from the food produced in the nearby lands. This unit is especially useful if you have a sudden, unexpected population increase.

The unit itself generates some 5000 units of food which, when combined with the natural supplies, is usually sufficient for your needs. If you find that this does not generate sufficient food then you will have to either ship some of the occupants, of the habitation in question, to another habitation, or you will have to upgrade your habitation to town, or even city, status.

The unit will also utilise 1000 units of energy but only costing 1500 credits and taking 150 person days to construct the Food Extension is usually a wise item to build onto your habitations.





The following table is so that you can quickly obtain the information that you need when evaluating what to build.

<u>Item Name</u>	<u>Energy (+/-)</u>	<u>Cost to Build</u>	<u>Time to Build</u>
<u>Habitations</u>			
Village	+500	5000	1000
Town	+2500	10000	2500
City	+12500	20000	6000
Fortress	+500	12500	5000
<u>Defence Structures</u>			
Light Defence	-100	1000	250
Medium Defence	-200	2000	500
Heavy Defence	-500	4000	750
<u>Extensions</u>			
Transport Depot	-500	1250	175
Factory Extension	-3000	2000	200
Hospital	-500	4000	200
Food Extension	-1000	1500	150















Production Items - Graphical Links


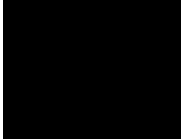

















The following links are all to the production items. We have produced this page to allow you to access information on the different items from either their names, their item type, or from their graphical icon.

These two pages cover the graphical and name selections and the normal contents covers the item types.

Combustion 	Fission 	Fusion 	Reg18-air 	Clene-air 
HG-8 	Auto K-15 	Laza-Shot 	Xzi-20mm 	LWG-Shot 





CP1-Armour 	LCP-Armour 	UB1-Armour 	BS1-Armour 	EBS-Armour 
Scanner 	BSU-Kit 	ACE-1 	BG V1 Tank 	BG X2 Tank 
SRF Dart 	LRF Seeker 	EXF Venom 	MK1-FRTR 	M2-FRTR 
Shuttle A1 	Air-Train 	Troop TPR 	Troop CRR 	





Power Plants

Power is required to keep your habitations in working order. As you increase the number of facilities at each location the power requirements rise.

For the exact figure that each individual item requires you should refer to the Power Usage Chart.

There are three types of power supply that are used in the course of Survival and they are:-

1. **Coal Powered Generator** - the most basic of the power supplies that require a resource that is dwindling from day to day.
2. **Nuclear Fission Reactor** - a dangerous way to produce power from simple nuclear reactions.
3. **Nuclear Fusion Reactor** - a highly advanced, and very difficult to control, reactor, but once the reaction can be controlled it is by far the most efficient power supply that we know of.





Combustion

Coal Powered Generator

This is a basic power generation device. By burning a supply of fossilised vegetable matter heat is generated. This in turn boils water which, when it turns into steam, is forced through pipes making turbines rotate. This rotation is used to create electricity. As the steam condenses back into water it is piped back to the heating area to start the process all over again.

Stats.

Research Time	-	50
Development Time	-	500
Production Time	-	450
Production Cost	-	1500





Fission

Fission Reactor

This is a dangerous power supply, due to the radiation created, but it has the advantages of using its fuel much more efficiently, so there is little danger that the fuel supply will ever run out, unlike coal. Fission reactors work by bombarding large unstable nuclear atoms with small nuclear elements. This results in the atoms splitting into new substances and releasing lots of energy at the same time. It is this “splitting of the atom” that is the basis for all primitive nuclear reactions.

Stats.

Research Time	-	250
Development Time	-	2500
Production Time	-	1200
Production Cost	-	10000





Fusion

Fusion Reactor

The Fusion Reactor is the ultimate natural power source. This is the same reaction that occurs in the stars. At a most basic level this reaction will fuse four individual Hydrogen nuclei into one Helium nucleus. This is the basic reaction of the universe but, as you can see from the Sun, if it gets out of control it is the most destructive natural force that we know of.

Stats.

Research Time	-	500
Development Time	-	10000
Production Time	-	10000
Production Cost	-	50000





Habitation Safety Equipment

The habitation safety equipment is required for two basic scenarios. The first is when the temperature drops to a level that is too low to support human life. While the second scenario is to do with the amounts of pollution in the air, the dangerous pollution in question is the radioactive pollution that is still present from the war.

You will find that your people can stand a limited amount of suffering but if they are left exposed for too long they will not survive.

To solve these problems you will need to develop two specific items of equipment:-

1. **Climate Control** - This is a unit that has the result of protecting your citizens from any adverse weather conditions.
2. **Anti-pollution Control** - This has the same affect regarding pollution but it is especially sensitive to radioactive pollution.





Reg18-air

Climate Control

Climate Control is a unit that creates a stable environment for any habitation that it is installed into. Keeping the temperature, pressure, and humidity to within certain levels a stable environment is created allowing cities to be built even in the inhospitable areas of the landscape, particularly towards the North.

You will only need one of these units for each of your habitation that are in areas that are subject to a bad climate, but it is advisable to keep a few units in stock just in case.

Stats.

Research Time	-	100
Development Time	-	300
Production Time	-	500
Production Cost	-	4500





Clene-air

Anti-pollution Control

Anti-pollution Control, as its name suggests, is a unit designed to protect you habitations from the effects of pollution. The most worrying of which is the radioactive pollution left over from the war.

Each of these units will protect one habitation from any pollution in the area. This will allow you to build cities in areas otherwise inaccessible.

Stats.

Research Time	-	120
Development Time	-	600
Production Time	-	600
Production Cost	-	6500





Weapons

Weapons are used by the warriors to defend and attack with. These are primarily projectile weapons as these are the most effective in both usage and in destruction value. Most of these weapons are used in a similar manner, that is that they are activated by pulling a trigger with a finger.

The different weapons will be used in different situations but these are detailed with the individual descriptions.

The weapons available in Survival are as follows:-

1. **Revolver** - A basic hand-gun based on a traditional design.
2. **Automatic Pistol** - this is a more advanced handgun.
3. **Laser Rifle** - this is a two handed gun used for distance work.
4. **Machine Gun** - a semi-automatic machine gun this is very effective at close to medium range.
5. **Grenade Launcher** - a serious piece of hardware the LWG-Shot has an awesome destruction capability as a heavy duty battle weapon.





HG-8

Revolver

The revolver gets its name from the action or the bullet chambers. This type of gun carries a number of bullets in a cylindrical unit that revolves to place the next projectile in the correct place for firing. It is a simple unit to make but the disadvantages include a slow firing rate, low accuracy, and a long reload time.

Stats.

Research Time	-	20
Development Time	-	20
Production Time	-	30
Production Cost	-	50
Attack Value	-	1





Auto K-15

Automatic Pistol

The automatic pistol is a more advanced unit than the revolver. Taking its projectiles from a cartridge the unit can be more compact, more accurate, and have a much faster firing rate.

The cartridge is situated in the handle of the weapon and the projectiles are pushed into the firing chamber as the previous projectile leaves. Having a cartridge the gun can hold more projectiles per set than the revolver.

Stats.

Research Time	-	30
Development Time	-	40
Production Time	-	45
Production Cost	-	100
Attack Value	-	3





Laza-shot

Laser Rifle

The rifle is an advancement on the hand gun in a number of ways. The most significant of which is the effective operating distance. The rifle is a two handed weapon that has a much longer barrel than a hand gun, this barrel helps to keep the projectile flying in a straighter trajectory than that possible from a hand gun.

Equipped with a sight the rifle offers a better all round performance than either hand gun but it can be a bit cumbersome in close-quarter combat.

The rifle hold a number of projectiles in a type of built-in cartridge.

Stats.

Research Time	-	40
Development Time	-	60
Production Time	-	60
Production Cost	-	150
Attack Value	-	6





Xzi-20mm

Machine Gun

The Xzi-20mm is a weapon designed to be effective at close quarters. Whereas the hand guns and rifles are designed to be effective with single projectiles the Xzi-20mm adopts a different strategy. This is to fire a large number of projectiles in the general area of the target, the idea being that at least some of the projectiles will find their target. This weapon is particularly effective when used against a number of opponents.

The Xzi-20mm also uses a cartridge but this is significantly larger than those used in the Automatic pistol. The main disadvantage with the Xzi-20mm is when the battle is sustained, this is due to the high firing rate, as you can run out of projectiles.

Stats.

Research Time	-	50
Development Time	-	80
Production Time	-	75
Production Cost	-	200
Attack Value	-	10





LWG-Shot

Grenade Launcher

The LWG-Shot grenade launcher is the most advanced hand-held weapon that is available in Survival. Firing very lightweight but extremely explosive grenades this weapon can cause some serious damage to anything in the vicinity of the blast. Direct hits from an LWG-Shot have even been known to dent synth-steel.

This is also a popular weapon with the warriors due to the sheer volume of ammunition that it is possible for a single person to carry.

Stats.

Research Time	-	60
Development Time	-	100
Production Time	-	90
Production Cost	-	250
Attack Value	-	25





Armour

Personnel armour, designed to protect individuals against attack from projectiles and wielded items. The armour included in Survival covers the basic armour types that have been used throughout history. The armour itself will offer a greater effectiveness as the technology advances.

The most basic armour is a Chest Protector whereas the most advanced armour is the Enhanced Full Body Armour.

The following list details all of the separate armours available in Survival:-

1. **Chest Protector** - basic protection for the chest.
2. **Lightweight Chest Protector** - a lighter and stronger alternative to the basic Chest protector.
3. **Upper Body Armour**- giving full protection to the upper body.
4. **Full Body Armour**- giving full protection to the whole body.
5. **Enhanced Full Body Armour** - offering enhanced protection for the full body.





CP1-Armour

Chest Protector

The basic Chest Protector consists of two plates strapped to the front and back of the chest respectively. These plates are made of a material that will impede, and hopefully stop, any projectile, or wielded, weapon that is aimed at the wearer.

The positioning of these plates is to protect the most vulnerable areas of the chest. The chest being the area of the body where life is most easily extinguished, mainly being due to the fact that both the heart and the lungs are in the chest cavity.

The early chest protectors were made of heavy material, this made them rather cumbersome and limited the protection area to the chest.

Stats.

Research Time	-	40
Development Time	-	220
Production Time	-	30
Production Cost	-	50
Defence Value	-	1





LCP-Armour

Lightweight Chest Protector

The Lightweight Chest Protector is a more advanced form of the basic Chest Protector. It has been possible to create as the scientists have now developed a new material that is much lighter whilst also being stronger than the material used for the original Chest Protector.

Stats.

Research Time	-	56
Development Time	-	300
Production Time	-	45
Production Cost	-	100
Defence Value	-	3





UB1-Armour

Upper Body Armour

Upper Body Armour is armour that, unsurprisingly, gives protection to the upper body. This armour can be made once the scientists have developed the material for the Lightweight Chest Protector. The next stage in developing the Upper Body Armour is to research the new material further to discover how to work it more effectively.

It transpires that the material can be worked into shapes that are suitable for making armour for limbs.

Stats.

Research Time	-	82
Development Time	-	400
Production Time	-	60
Production Cost	-	150
Defence Value	-	6





BS1-Armour

Full Body Armour

Full Body Armour is the logical extension from the Upper Body Armour. With some additional research going into forming a suitable design to allow walking, running, and jumping.

The material is, of course, the same as used in the Upper Body Armour.

Stats.

Research Time	-	108
Development Time	-	600
Production Time	-	75
Production Cost	-	200
Defence Value	-	11





EBS-Armour

Enhanced Full Body Armour

A new development will allow the new armour material to be treated. This treatment results in the armour being even stronger.

This increased protection will give your troops a much greater advantage in battle than any other type of armour offers.

The research and development of this armour means that it will not be available for a large proportion of the game, and it is also expensive to produce but once your troops are equipped with this armour they will be an awesome force to contend with.

Stats.

Research Time	-	136
Development Time	-	800
Production Time	-	90
Production Cost	-	250
Defence Value	-	18





Miscellaneous Equipment

The miscellaneous equipment section contains items that do not fit directly into any of the other sections. There are only two items that are listed in this section and these two items are:

1. **Scanner** - a motion/life detecting scanner that is hand held. This will be mainly used by the Warriors in the field.
2. **Survival Kit** - this again is used by the Warriors and helps them to survive conditions that they might otherwise fail to survive in.





Scanner

Scanner

The hand-held scanner is used by the warriors during combat, or whilst on patrol. This unit will show any nearby life-forms so you can imagine the advantage this unit has for both attack and defensive purposes.

The unit will only be used by the warriors and the defence structures, but as a player you will only have to select the usage by the warriors.

Stats.

Research Time	-	50
Development Time	-	200
Production Time	-	100
Production Cost	-	150
Attack Value	-	3
Defence Value	-	3





BSU-Kit

Survival Kit

The Basic Survival Utilities Kit is a collection of useful items that will allow a warrior to survive longer in the wilderness. This kit contains basic medical supplies, high energy food pills, rope, short band transmitter, and a selection of different knives.

The survival kit is designed to simply aid the warriors in their long treks through the wilderness but it is discovered that the various elements contained can be used to aid in warfare. Specifically the knives can be used as weapons, the rope can be used to make mutant-traps, and the high energy food pills, when taken going in to battle, will combine with the additional adrenaline to give the warriors that extra little advantage.

Stats.

Research Time	-	25
Development Time	-	100
Production Time	-	80
Production Cost	-	125
Defence Value	-	5





Vehicles

Vehicles play a major part in Survival. Not only are they used for transport of military and civilian, both professional and citizen, personnel, but they are also used for transportation of equipment and supplies, and as battle craft.

There are four basic types of vehicle utilised within Survival and these are:

1. **Ground Vehicles** - these are mainly used for battle purposes.
2. **Fighter Craft** - high speed fighter craft can decimate an enemy without even involving the ground troops.
3. **Civilian/Equipment/Supplies Transportation** - used mainly for transporting items between habitations.
4. **Troop Deployment Craft** - these are specifically designed to aid the troops by improving mobility during battles.





ACE-1

Armoured Car

This is the smallest of the battle vehicles. Fitted with light weapons and an armour shell the ACE-1 will give your troops a serious advantage over any enemy warriors on foot. The armour shell will protect the occupants from most light fire but heavier weaponry will be able to penetrate the vehicle.

With all of the added weight of the armour the ACE-1 is also rather slow.

Stats.

Research Time	-	50
Development Time	-	500
Production Time	-	250
Production Cost	-	200
Attack Value	-	8
Defence Value	-	25
Movement Value	-	25





BG V1 Tank

Light Tank

The successor to the ACE-1 the BG V1 Tank is a proper tank made specifically for the purpose of warfare, rather than the earlier adaptations. This unit can withstand a wider range on ammunicions than the ACE-1.

This unit has the advantage of being faster than both the ACE-1 and the warriors on foot.

All in all this unit is much less vulnerable than the basic armoured cars.

Stats.

Research Time	-	75
Development Time	-	750
Production Time	-	350
Production Cost	-	400
Attack Value	-	13
Defence Value	-	40
Movement Value	-	40





BG X2 Tank

Heavy Tank

This is the most formidable battle machine that does not have the capacity to fly. With a full synth-steel shell this unit can withstand virtually any blast. Equipped with not only the standard tank cannon this unit has also been equipped with a high powered laser cannon.

Just to add that little extra edge the BG X2 Tank has also been equipped with a short-range radar and, when the unit has been developed, a scanner unit a standard.

This is the best ground unit there is.

Stats.

Research Time	-	100
Development Time	-	1000
Production Time	-	550
Production Cost	-	750
Attack Value	-	20
Defence Value	-	50
Movement Value	-	50





SRF Dart

Short Range Fighter

The short rang fighter is extremely popular with your warriors, just as soon as they have seen one. With its high-speed capabilities and incredible manoeuvrability this little craft can decimate ground forces.

The only disadvantage that this unit has is that it is only has a limited range and a short flight time. These two factors limit the unit in its usefulness, and impact on the enemy forces.

Stats.

Research Time	-	175
Development Time	-	750
Production Time	-	800
Production Cost	-	550
Attack Value	-	10
Defence Value	-	20
Movement Value	-	25





LRF Seeker

Long Range Fighter

The LRF is the solution to the limitations of the SRF. This unit is a two man fighter that has a much longer range than the Dart.

Nicknamed the Seeker from its abilities to spot enemy armies from great distances this unit gives an important advantage to any army that has the use of them.

The unit is not so manoeuvrable as the Dart and neither is it as fast but it makes up for this with the greatly extended range and greater fire-power.

The fire power consists of two long-range cannon and two short-range laser cannons.

Stats.

Research Time	-	225
Development Time	-	1000
Production Time	-	1050
Production Cost	-	825
Attack Value	-	50
Defence Value	-	25
Movement Value	-	40





EXF Venom

Enhanced Fighter

The most awesome of all the aircraft in Survival the Venom is a highly manoeuvrable, extended range, fighter/bomber. Equipped with two high-powered laser cannons, one long-range cannon, and two short-range cannon this unit can out fire any opposition on the battle field. Oh it also has a full payload of high-explosive bombs, just for good measure.

The EXF Venom is the pride of any army that is able to develop them for their own usage. The enemy will just have to beware.

Stats.

Research Time	-	275
Development Time	-	1250
Production Time	-	1600
Production Cost	-	1200
Attack Value	-	50
Defence Value	-	50
Movement Value	-	50





MK1-FRTR

Freighter

The Mark One Freighter is a basic cargo carrying craft. Only equipped to take one type of equipment at a time the MK1 is useful but only in a limited fashion.

Hopefully more will develop from this technology but this will be revealed in Survival (well and in the rest of this Reference Supplement of course). This unit is relatively cheap and easy to produce.

Stats.

Research Time	-	60
Development Time	-	500
Production Time	-	600
Production Cost	-	1250
Movement Value	-	3





MK2-FRTR

Large Freighter

This is the logical enhancement to the MK1. The MK2 can carry a much higher load than the MK1 and the loads are not limited to only one type of equipment.

The MK2 is also a good deal faster than the MK1 so this is a real improvement.

Stats.

Research Time	-	80
Development Time	-	700
Production Time	-	900
Production Cost	-	1750
Movement Value	-	5





Shuttle A1

Air Shuttle

The Air Shuttle series is based around the Freighter technology but instead of carrying cargo the craft have been adapted to carry passengers.

The Shuttle is only able to carry citizens, including professionals, between habitations.

Stats.

Research Time	-	100
Development Time	-	750
Production Time	-	850
Production Cost	-	2500
Movement Value	-	7





Air-Train

Air-Train

The Air-Train is the ultimate transportation aircraft. Not only can it carry the same volume of cargo as the MK2 Freighter but it can also carry an equivalent load of passengers. This is the ultimate transportation device available to your civilisation, especially as it does all this faster than any of the other transport craft.

The only downfall with the Air-Train is the cost and production time, although one produce this craft will quickly become invaluable.

Stats.

Research Time	-	200
Development Time	-	1250
Production Time	-	2000
Production Cost	-	5000
Movement Value	-	15





Troop TPR

Troop Transporter

The troop transporter is an aircraft unit that is used to transport warriors to the war-zones. The warriors must be trained with the transporter as the selected additional equipment.

This unit is a more advanced, but much less luxurious, version of the Air Shuttle. Designed as the Shuttle A2 the military commandeered this craft exclusively for their own usage.

Stats.

Research Time	-	75
Development Time	-	1000
Production Time	-	450
Production Cost	-	1300
Defence Value	-	10
Movement Value	-	10





Troop CRR

Troop Carrier

Realising that the battle would be stacked more in their favour if larger numbers of additional warriors could be transported to the war-zone faster the army invested large sums into producing this larger version of the Troop Transporter.

This craft is not only larger it is also has better armour than its predecessor.

Stats.

Research Time	-	90
Development Time	-	1200
Production Time	-	550
Production Cost	-	1400
Defence Value	-	15
Movement Value	-	15





The Other Civilisations

There is little known about the other civilisations within Survival. What we do know about them is detailed below. It is assumed that you will discover more as time progresses.

The civilisation that we have information on currently are as follows:-

- **Real Mutants**
- **Mutants**
- **Enemy**
- **The Pack**





Real Mutants

These are the ugly stupid creatures that wander around the landscape in huge packs, usually not more than 1000 creatures. Being so ugly and stupid they probably originated from the wild beasts that once roamed the landscape. Strange creatures such as bears, horses, cows, apes, and those most evil creatures, the rabbits!!!

These nasty creatures do not just roam the landscape they have an annoying habit of attacking undefended habitations in search of food.

Kill them if you can, if of course that is the morally correct thing to do. We would not advocate violence.





Mutants

These disgusting looking creatures are what we assume to be the spawn of the human race, well those that did not find a nice bunker to avoid the radioactivity from The War. Not much better than the Real Mutants these creatures can at least form a basic civilisation with habitations and even an army.

They are generally pretty stupid but they can be used as slaves, sorry manual labourers, if you can persuade them to join your side.





Enemy

Well this is a really bright name for a civilisation but their leader, a strange bloke with some really strange ideas, decided that his clan were the supreme beings and as such they did not have to tolerate anyone else. So a policy was formed that all outsiders would be massacred and just to make sure that their intentions were clear he named the clan “Enemy”.

Little else is known about this civilisation as all of our ambassadors have failed to return.





The Pack

This lot seem to be the most intelligent of the other civilisations that we have encountered so far. They seem to possess a basic understanding of logic and reason. We have hopes that we may be able to integrate them into our own civilisation but we will have to wait and see.

There seems to be no logical reason however for their chosen name. It would appear that some time ago, a long, long time ago, there was another really eccentric ruler that had an irrepressible urge to call his society “The Pack” this is sometimes even shortened to “Thepack” again, for no logical reason, or even “Pak”.





The Different Citizen Classes

There are a number of different classes of citizen found within Survival. There are the basic citizens with no skills to mention, the skilled workforce, and, of course, the military.

The different classes are described below:-

- **Worker**
- **Healer**
- **Scientist**
- **Craftsman**
- **Warrior**
- **Citizen**





WORKERS



Workers do all the producing in your society. The items they produce include weapons, equipment, food, medical supplies, etc. This means that the other professions all require the services of the workers. This, of course, means that this profession is fundamental to your society.





HEALERS



Whenever sickness of any sort occurs in your population the healers will deal with it. They are especially trained to maintain health levels. Having healers in an area will also raise the overall health-level of that area. They treat, and prevent, wounds, infections, epidemics, etc.





SCIENTISTS



Scientists make the prototypes needed by the workers. They can both invent new things and reinvent old things, and analyse objects that are found by the warriors' explorations. The efficiency of the scientific staff will advance as they invent more and more items.





CRAFTSMEN



The craftsmen take care of all the building requirements of your society, such as: residences, buildings, and defence systems. Besides this they also take care of maintaining and repairing the buildings.





WARRIORS

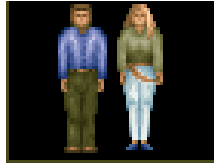


Warriors are used for all kinds of fighting, both for defence and for attack. They can act as a large force or simply patrol the borders of your society. The warriors also maintain law and order. Furthermore they are used to explore new regions. They are organised in group systems.





CITIZENS



These are the normal people that are not trained in any of the aforementioned professions. Therefore they can not contribute to any of the different jobs. They can however breed and thereby increase the size of the population.





Survival Strategies.

Well I guess that you would like to read up on a few different strategies. The following strategies are designed to help you understand how Survival works by learning the ins and outs of the gameplay.

The four strategies will take you through four basic ideas that you may follow when you play Survival. Each idea is taken as an individual plan that must be followed exactly. Now this is not necessarily how you will play the game as you will probably combine these strategies into one overall plan. You may find that you will use these strategies at different stages of the game but then again you may decide that you can devise your own, better strategies. If this is the case then please do so.

For those who wish to discover the game by playing, I have tried to make these strategies as simple as possible so that nothing is detracted from your enjoyment of the game. If you think that reading these strategies will detract from your enjoyment of Survival then I would suggest that you do not read any further.

For those of you who do wish to read on then I will tell you that there are four strategies detailed over the following pages. Each of these will follow a





totally different approach to the game. If you decide to try out any of the strategies then I must stress that you should only follow them to the point that they stop to offer any advancement to your society. When this happens you should concentrate on the remaining elements to advance your society to the point where their survival is in no doubt.

I would also like to state that although these strategies cover a good part of the early gameplay there are sections that have not been discussed. These sections are only relevant to the latter stages of the game and, as these strategies only start from the beginning, you will have to incorporate these extra options yourself.

Well here we go then. The four strategies are as follows:-

1. **The Conquer Quickly Idea**
2. **Build and Prepare**
3. **Explore for Profit**
4. **R&D First**





Strategy 1: The Conquer Quickly Idea

The basis for this strategy is to eliminate the competition quickly before they can develop. If you put 100% into developing your armies then you can go all out to destroy your enemy/enemies and then all that will be required will be to face the elements.

The downside to this strategy is that if you do not succeed in this objective then you will lose very quickly, as your civilisation will be weak and unprepared to continue against stronger foes. You will also have made enemies that will then be intent on destroying your people to avert any future threat.

OK well we must first decide upon the minim required level of equipment that our warriors must possess to have a fighting chance. To quickly overpower the enemy you should first prepare two basic warriors. These warriors should then be sent out to attack the closest enemy city.

Expect to lose these warriors but there is a chance that they may succeed, if they do then all well and good, if not then you should, at least, have weakened the enemy city.





I am working on the principal that the danger comes mainly from the enemy civilisations rather than the mutants. With this in mind I am suggesting that the opposing civilisations are dealt with first, then the armies will go out and hunt down the remaining mutants.

As soon as the first warriors are trained start some craftsmen building the factory extension. This is so that we can develop equipment quickly. Use 10 construction workers.

While the construction is underway you should train and send out two teams of two expert warriors to attack the two nearest cities. As soon as these have been sent out you should start the scientific research into weaponry.

You will only need two scientists, one each for research and development.

Next you should train up some workers to manufacture the weapons.

When the workers are trained you should educate your warriors in teams of two until you have some weapons available. The weapons should be produced in batches of four, in the factory.

Once each batch of weapons are ready you should train your warriors in teams of four expert warriors and equip them with the weaponry.





These teams should then be successful in your quest to destroy your enemies.

Once the other civilisations are destroyed you can use your armies to combat the wandering mutants.

All that is now left is to advance your civilisation to the required level to guarantee survival.





Strategy 2: Build and Prepare

If you do not wish to gamble on an all-out assault on the enemy the direct alternative would be to prepare your civilisation as fully as possible before any attacks are commenced. This way your war effort is supported by a solid and stable civilisation from where resources and recruits can be drawn as they are needed.

Now of course the down-side to this strategy is that you must make sure to develop at a faster, and more efficient rate, than any of your competition. Obviously they will have just as much time to develop as yourself, so if you start to lag behind then it is quite possible that you will not be able to catch up.

You will have little indication to know how the enemy/enemies are doing until you try to attack them so you will just have to hope that you are advancing at a faster rate than they are.

OK well the first thing is to start to develop equipment and a production line. So first train up six scientists.

When the scientists have been trained you should put four to work on research and two on development. Keeping an eye on the science department





will allow you to make any necessary changes should one team start lagging behind.

After the scientists have been trained you should train up a team of twenty craftsmen to start constructing the extensions required for your first habitation. Once they have been trained you should build the factory extension to allow the production of all of your equipment.

The next stage is to prepare a team of explorers. These will be a team of warriors who will travel over the landscape searching the ruins for remnants of old equipment. Any equipment found will be researched by the scientists and can then be developed into useful equipment that can be produced to aid the advancement of your society.

You should train a team of workers in readiness for the factory. This will allow you to begin production as soon as the factory has been built. As the factory is completed your craftsmen should be set to producing the additional extensions in turn.

As an overall plan for your craftsmen they should build a habitation and then build all of the add-ons before moving on to start a new habitation.

Keep your explorers searching all of the available ruins for new equipment to research.





Use your factory workers to keep a regular production line producing all of the equipment to enhance your habitations, when you have built all of the available enhancements you should prepare equipment for your future armies.

By following this strategy you will be able to expand your civilisation steadily but without having many weaknesses. The only real threat will be if another civilisation develops at a faster rate than yours because they may take it upon themselves to destroy you.

Just prepare well and remember to keep an eye out for the enemy.





Strategy 3: Explore for Profit

This third strategy is a fairly simple one. The old ruins contain three things that are of interest to you. The first being equipment, the second being valuables, and the third being people. Each of these are useful depending on the strategy being followed.

The element that we will concentrate for this strategy is the monetary side of things.

Now everything costs so it will benefit your civilisation if you have a store of valuables. The value of your treasury can be raised in two manners. The first being by increasing the tax rate, this will have negative effects on your population if they are taxed too highly so you should be careful with this approach. The second way is to discover ancient valuables in the ruins dotted around the landscape. This discovery is what we will base this strategy upon.

First create a single amateur warrior and then send this warrior out to explore the closest ruin. As soon as he has been created repeat the process with three more warriors sending each out to cover different areas of the map (it is easiest if you divide the map into four quarters and assign each warrior to a quarter).





These warriors will be sent to investigate all of the ruins in their areas finding as much in the way of valuables as it is possible to do.

When all of these warriors have been trained and then sent out you should decide on the remainder of your strategy. If you are going to use one of the other strategies, offered in this section, then you should make sure to miss out any of the exploration options.

This option will give you a head start in the monetary stakes which should hopefully give you the advantage that you need to succeed at Survival.





Strategy 4: R&D First

The final strategy offered can be successfully incorporated into the other three strategies. The easiest of the other three to join this strategy with is the Explore for Profit strategy.

To follow this strategy you will be concentrating on the scientific research and development over and above any other areas.

So to get things started you should first train four scientists. These will be put to work on pure research.

When these have been trained you should train two teams of Expert Warriors to go out to explore the ruins that are spread over the landscape. This is in order to discover any ancient equipment that may be able to be utilised by the scientists.

When these warriors have been trained and sent on their way you should next train up fourteen scientists. These scientists will be spread out across both research and development so that you will end up with two teams of eight.





Now you may find that you do not have enough work to keep all of your scientists busy all of the time, if this is the case you should train up some additional warrior teams to increase the exploration effort.

Once everything is balanced in the R&D labs you should then start to work on the other areas of the game.

This strategy will allow you to prepare as much as possible to create so that there is no delay if you require a certain item of equipment. You will also benefit by not wasting production time and money developing one item only to replace it straight afterwards.





Survival Tips and Hints

When educating citizens if you educate them one at a time they are available to work as each person completes training. If you educate en-mass then you have to wait until all the training is complete before you can use any of these citizens. Now this will mean that you will have to keep an eye on the education so that you do not have too many days without any educating occurring.

Sending a single amateur soldier out to explore the ruins as soon as the game starts will give you the instant advantages of any money and equipment that can be found. If done correctly this can benefit your cause greatly.

Train up your workers to coincide with the opening of the factory. This will allow you to begin construction as soon as the factory has been completed.





Using This Manual.

Well first things first. This is an Acrobat manual. There are three basic ways to use an Acrobat manual: -

1. The first is to use the Acrobat controls located on the tool bar (for details please read the Acrobat help which was installed with the Acrobat reader).

2. The second is to use the bookmarks on the left of the screen. Just click on the relevant page name with the mouse.

3. Finally by using the hyper-links. All hypertext is coloured red, and the hyper-links are assigned to the navigation icons on each page (The arrows take you forwards or backwards one page, and the "C" icon goes to the "Contents" page).

Within the Survival Manual we have also included a section, the Help Section, where you can click on different sections of the screenshot. You will then either be given details on the item that you have clicked on, or taken to the screen that you would go to if you were in the game itself.





Chapter 8 - Credits and Thanks

Credits

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Oh and also thanks goes to anyone else that is feeling left out from all of the above.

Have fun and enjoy!

Pete Rundle.

