



**ZEPHYR**

**PRESENTS**



**SAVIOUR**  
“Let us save the world together”

## **GUIDEBOOK - SAVIOUR**



### SCREEN 1:

START YOUR JOURNEY AS SAVIOUR BY SELECTING THE APPROPRIATE GAME STATE USING THE LEFT BUTTON OF YOUR MOUSE.

YOU CAN GO TO THE:

- **NEW GAME** – TO PLAY THE NEW GAME
- **HELP** – FOR ANY KIND OF HELP
- **CREDITS** – TO KNOW THE DEVELOPERS OF THE GAME
- **QUIT** – TO EXIT



## SCREEN 2:

WHEN YOU SELECT NEW GAME ITS TIME TO SELECT YOUR

- AVATAR AND
- THE MILLENIUM DEVELOPMENT GOAL (MDG) YOU WANT TO ACHIEVE.

(NOTE FOR THE DEMO VERSION OF THE GAME WE HAVE ONLY ACTIVATED SAVIOUR 1 & MDG 1 – ERADICATE EXTREME POVERTY & HUNGER)

AFTER SELECTING AVATAR & GOAL, PRESS **ENTER**.



### SCREEN 3:

AFTER SCREEN 2 YOU COME TO THE PART “ROCK n ROLL” OF SAVIOUR.

HERE YOU HAVE TO:

- COLLECT MDG BLOCKS TO GO AHEAD.
- COLLECT MDG8 OF GLOBAL PARTNERSHIP FOR MORE LIVES LATER ON.
- COLLECT POWER TO INCREASE YOUR HEALTH.

PROTECT YOURSELF FROM:

- COLLIDING WITH THE TRACK BOUNDRIES
- COLLIDING WITH THE RANDOM ENEMIES OF A PARTICULAR GOAL (HUNGER & ANGER FOR MDG1)



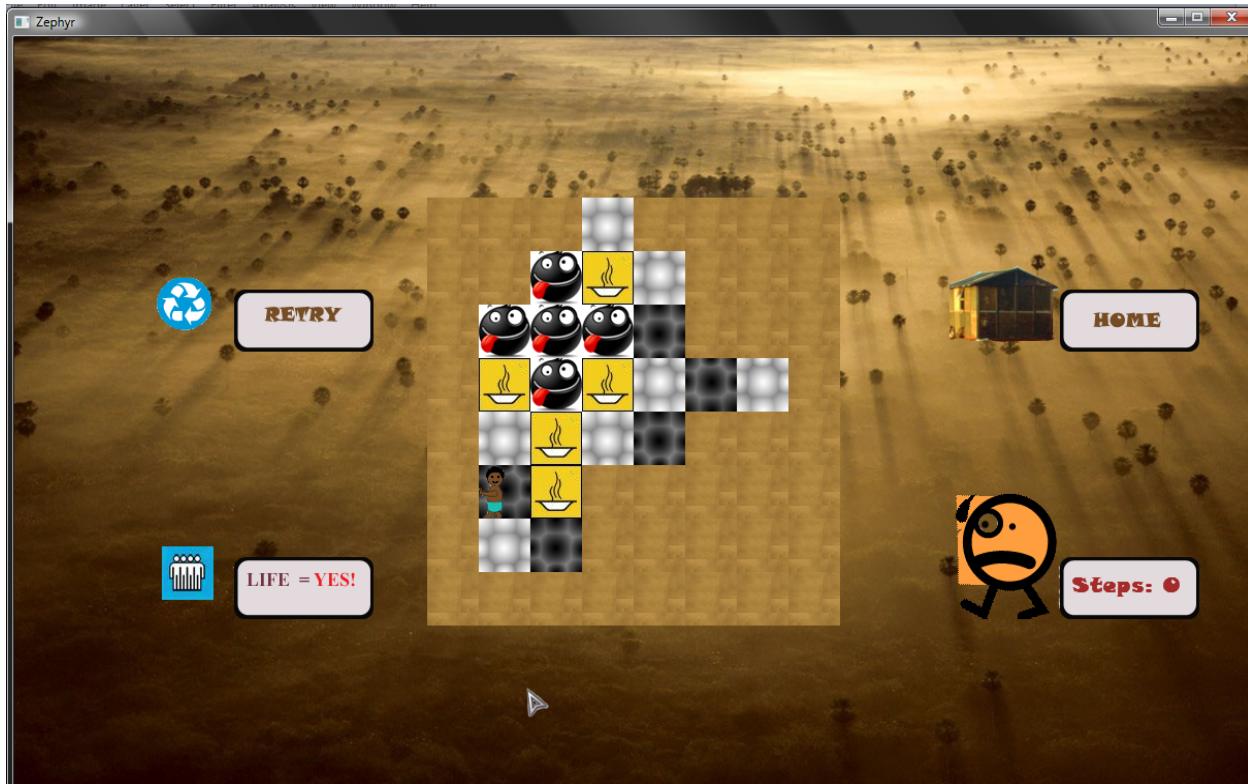
**NOTE:**

- AS YOU COLLIDE WITH THE ENEMIES & TRACK BOUNDRIES, SAVIOUR'S HEALTH DECREASES (AS SHOWN IN HEALTH BAR). YOU SHOULD COLLECT ALL MDG BEFORE **HEALTH GOES ZERO**, OTHERWISE YOU WILL LOOSE.
- MOVEMENT OF SAVIOUR'S VEHICLE IS CONTROLLED BY ARROW KEYS.
- PRESS SPACE KEY TO PAUSE THE GAME.
- USE ARROW KEYS TO RESUME AGAIN.
- **TO SEE THE DETAILED REPORT ANYTIME, MOVE YOUR CURSOR TO THE BOTTOM OF GAME WINDOW.**



### **YOU MAY HAVE NOTICED:**

- THE DESIGN OF GAME HAS BEEN MADE TO APPRECIATE THE WORK OF THOSE COUNTRIES WHOSE NAME IS MENTIONED IN SUCCESS STORIES PROVIDED BY UN.
- FOR THIS, THEIR CONTRIBUTION IS EXPLAINED IN DETAIL IN REPORT BAR.
- THE TRACK DESIGN HAS BEEN MADE ACCORDING TO THE FIRST LETTER OF THESE COUNTRIES. (FOR EX – 'B' FOR BANGLADESH)
- THE BACKGROUND HAS BEEN DESIGNED TO SHOW THE APPROXIMATE SITUATION IN THESE COUNTRIES

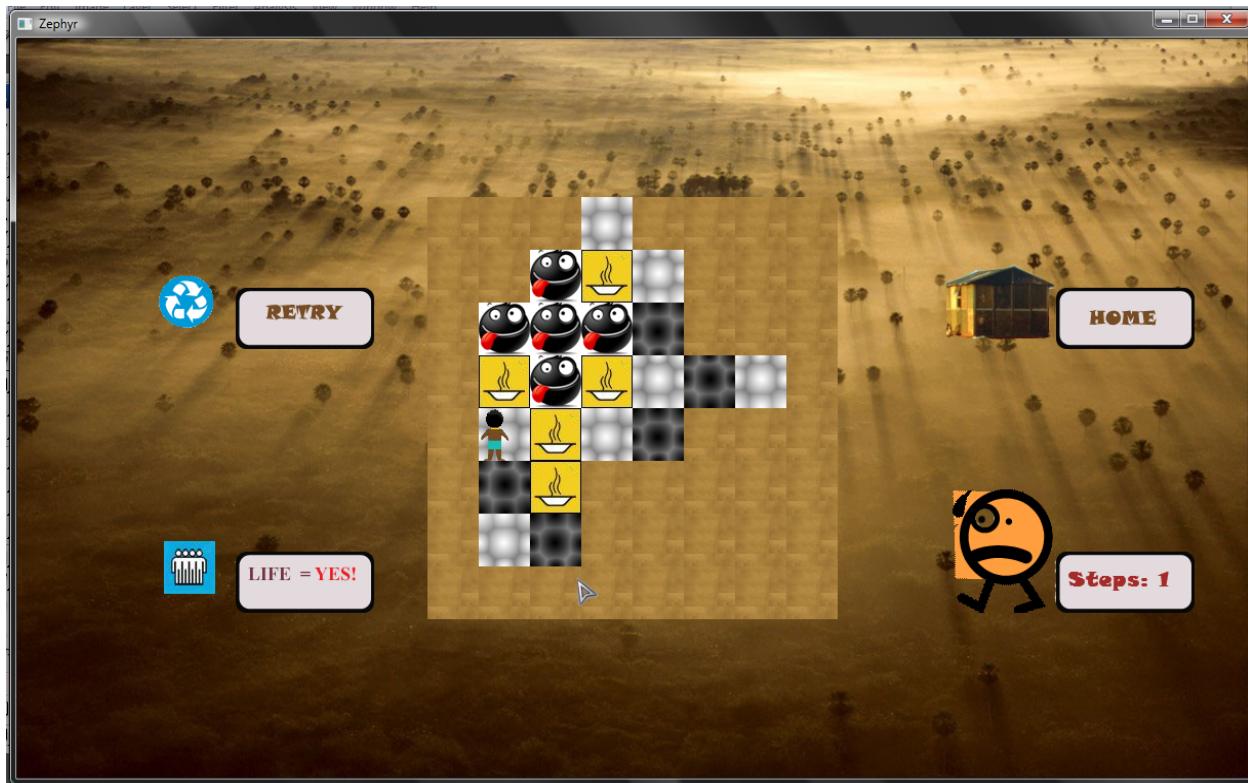


#### SCREEN 4:

WHEN YOU COME OUT SAFELY FROM 'ROCK n ROLL' PART OF THE SAVIOUR, YOU ENTER '**PUSH IT**' PART OF THE GAME.

HERE THE SAVIOUR, ENEMIES AND MDG BLOCKS ARE TRAPPED IN A GRID – **THE EARTH GRID**.

AS SHOWN, SAVIOUR CANNOT PUSH THE **FIXED BLOCKS**. THEY CANNOT BE PUSHED.



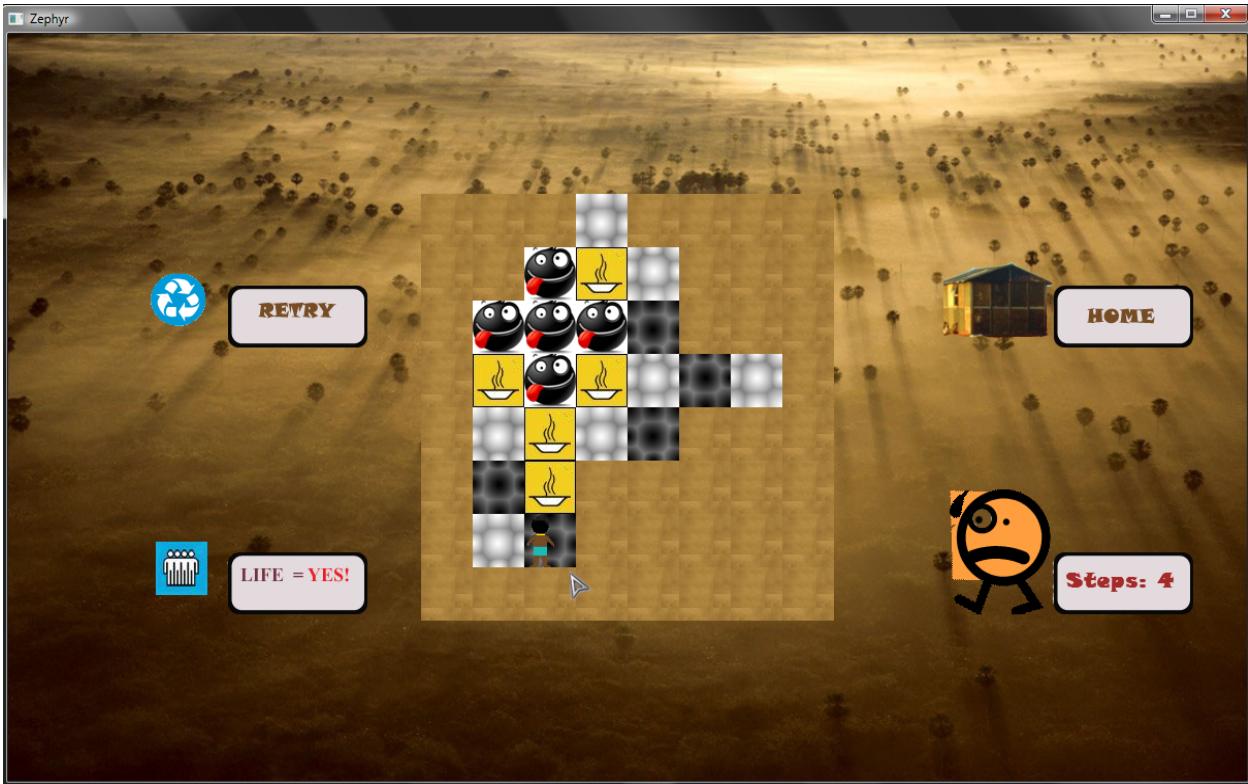
#### SCREEN 4:

SAVIOUR CAN PUSH THE MDG BLOCKS OVER THE ENEMIES TO KIL 'EM.

THE MOVEMENT OF SAVIOUR IS CONTROLLED BY ARROW KEYS:

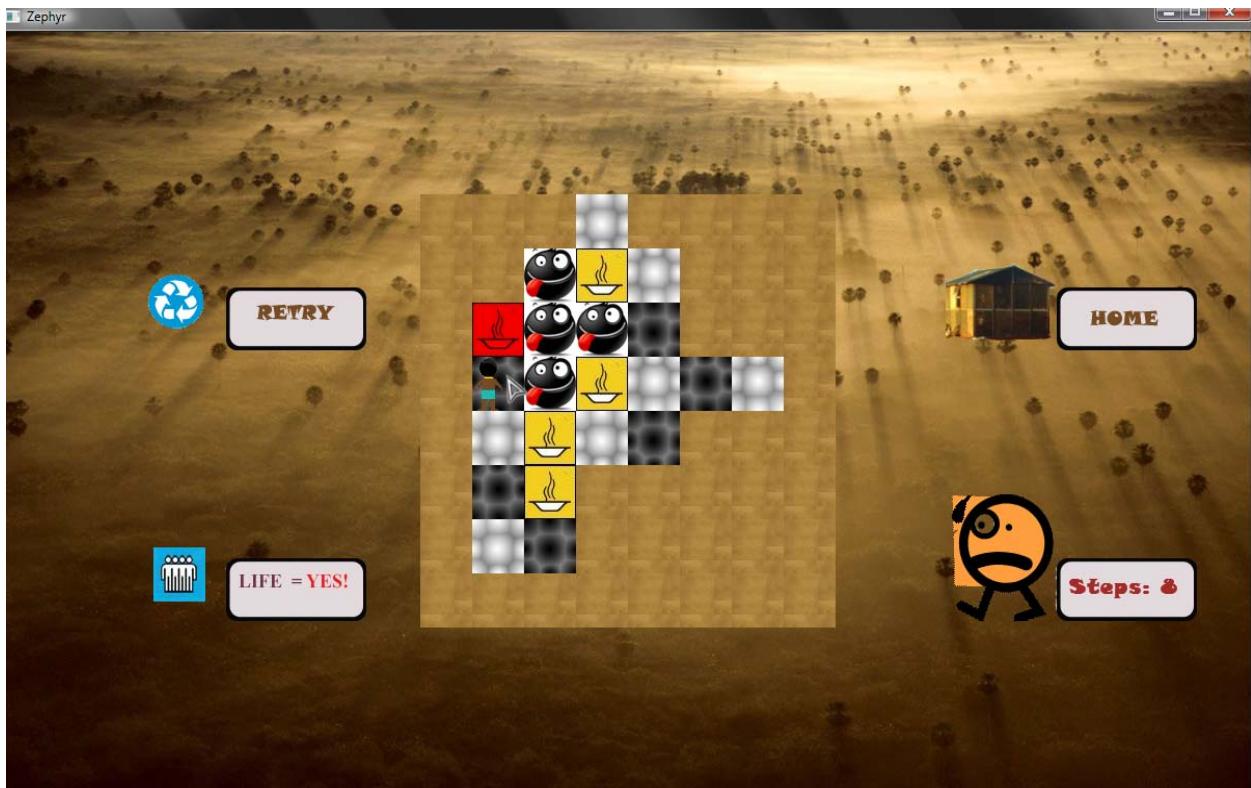
- UP ARROW KEY – TO MOVE UP ONE CELL
- DOWN ARROW KEY – TO MOVE DOWN ONE CELL
- LEFT ARROW KEY – TO MOVE LEFT ONE CELL
- RIGHT ARROW KEY – TO MOVE RIGHT ONE CELL

**ONCE PUSHED YOU CANNOT PULL THE MDG BLOCKS**



SCREEN 5:

AS SHOWN, YOU CANNOT PUSH TWO BLOCKS TOGETHER.



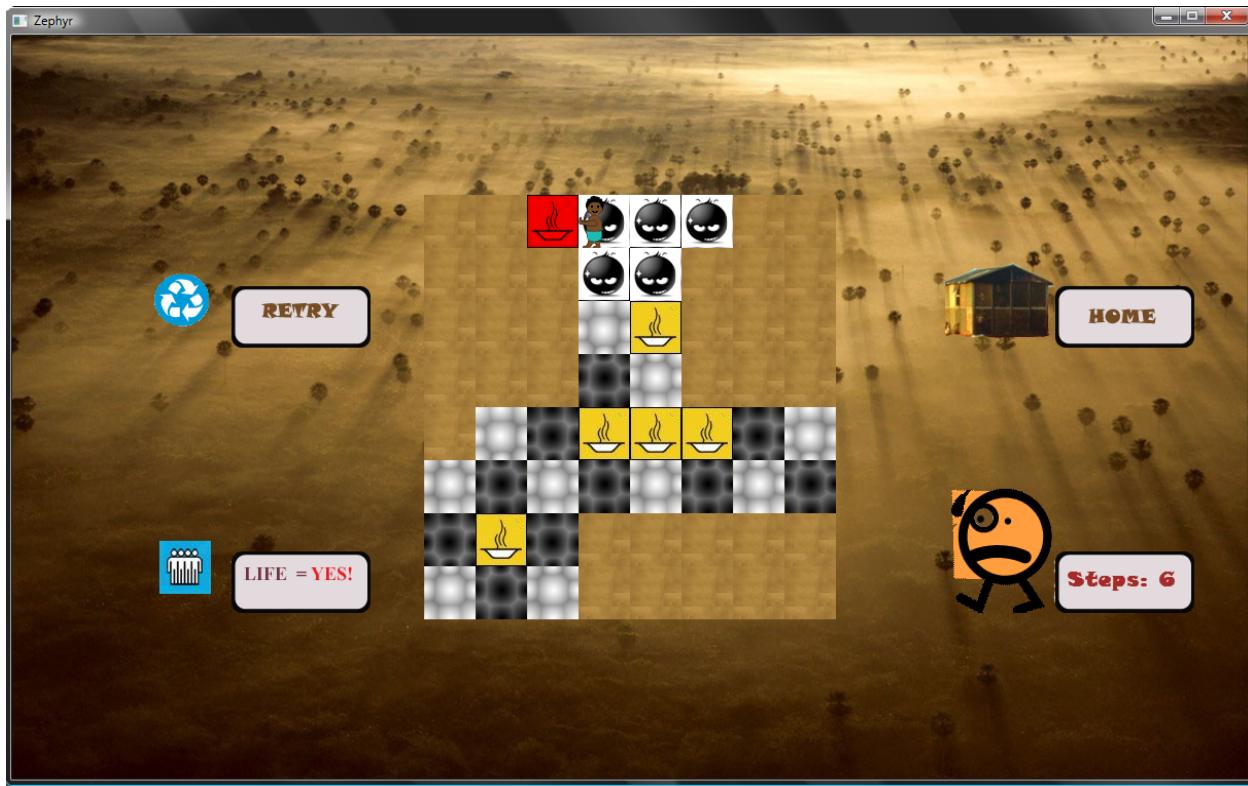
## SCREEN 6:

WHEN YOU PUSH THE MDG BLOCK OVER ENEMY, ENEMY IS KILLED & THE BLOCK TURNS **RED**.

IF YOUR **LIFE = YES!** YOU CAN RETRY AT ANY STAGE WHEN YOU THINK THAT YOU ARE BLOCKED.

IF YOU HAVE **NO LIFE**, YOU CANNOT RETRY.

**LIFE COMES WITH THE COLLECTION OF MDG8.**



AND IN THIS WAY THE GAME GOES ON UNTIL YOU KILL ALL THE ENEMIES BY PUSHING MDG BLOCKS OVER THEM.

WHEN YOU WIN, PRESS HOME MENU & THEN QUIT.

**DEVELOPED & DESIGNED BY: TEAM ZEPHYR IC 2010**