TEAM ZEPHYR FROM INDIA

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ANAMIKA

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"Let us save the world together"

GUIDEBOOK - SAVIOUR

The world is in
darkness
waiting for it's
hero to come and
this time it's you

SAVIOUR

Let us save the world together,
take Ideas from the past, Kill
your Enemies & Save the World.

Synopsis

"WHAT WE ARE TODAY HAS A GREAT CONTRIBUTION OF OUR PAST, BUT WHAT WE DO TODAY IS OUR FUTURE"

Saviour has taken the responsibility of collecting the Millennium development goals defined by the UN. He then uses these goals to eradicate the problems in the inflicted areas of the planet. During his quest he can also collect global partnership goal (MDG8) which will give another chance to play, as the people throughout the world are now helping him.

As the saying goes, "We should learn from our past, work in present and hence brighten up our future", we have also tried to do the same. The MDG goals that are to be collected are spread in countries which have done an overwhelming job in achieving the goal, as per the Success Stories provided by UN. This is a tribute to those countries which have outdone others in achieving the goals so far.

Contents

About Saviour

Our Saviour aren't some Super – heroes, but they are common man from different parts of the globe just to symbolize the effort different parts of the globe are making together to solve various world problems.

MDG's & Success Stories

Millennium development goals are far sighted goals to free a major portion of humanity from the shackles of extreme poverty, hunger, illiteracy and disease. We are inspired by the following success stories:

GOAL1: SUCCESS STORIES

INDIA: For Self Employment and Empowerment, Microfinance like SEWA Bank etc has done significant work in this area.

BANGLADESH: Grameen Bank of Bangladesh is the world's most successful Microfinance Institution.

GOAL2: SUCCESS STORIES

HAITI: In Haiti, collaboration between the Government, UN agencies and NGOs has changed the lives of 4,300 of the country's poorest children, thanks to an education project that provided school materials and supplies to 33 schools.

GOAL3: SUCCESS STORIES

RWANDA: Rwanda currently has the highest proportion of women parliamentarians in the world.

SENEGAL: It is one of the least developed countries of Africa. A UNDP supported project has boost the productivity and income of women farmers.

GOAL4: SUCCESS STORIES

VIETNAM: Vietnam's Ministry of Health has eliminated maternal and neonatal tetanus, with support from WHO and UNICEF. Less than one neonatal tetanus death was recorded per 1000 live births in 2005.

<p align="center" style="color:red"><u>GOAL5: SUCCESS STORIES</u></p>

<u>PAKISTAN</u>: UNFPA-supported mobile service units worked very well during and after 2005 earthquake. Women received more comprehensive care than before the emergency. 43 per cent of pregnant women in the affected area benefited from skilled birth attendance during the post-earthquake period.

<u>MALAYSIA</u>: Family planning and skilled birth attendance with backup emergency obstetric care has reduced maternal mortality significantly.

<p align="center" style="color:red"><u>GOAL6: SUCCESS STORIES</u></p>

<u>GHANA:</u> In recent year, due to public awareness and prevention strategies the number of infection is decreasing drastically.

<p align="center" style="color:red"><u>GOAL7: SUCCESS STORIES</u></p>

<u>NIGER</u>: Here many rural inhabitants improved their livelihoods and reduced their vulnerability to droughts through large-scale reforestation propelled forward by reforms that included transferring ownership of trees from the State to the communities.

<u>FIJI:</u> A locally managed MPA network has increased local income by 35 per cent over three years by collecting and selling the shellfish from just outside the marine protected area.

GOAL 8 WILL HELP YOU ACHIEVE THIS BY GIVING LIVES DURING THE JOURNEY. YOU NEED THE GOAL AND WE ALL NEED GLOBAL PARTNERSHIP FOR DEVELOPMENT.

Enemies

We have chosen enemies as the consequences of the problems

.   **Anger (consequence of poverty)**

Hunger (consequence of poverty)

Ignorance (For the uneducated people)

Superstition (For the uneducated people)

Dark Future (Consequence of Child Mortality)

Sorrow (Consequence of Child Mortality)

Death

Epidemic (happens due to diseases)

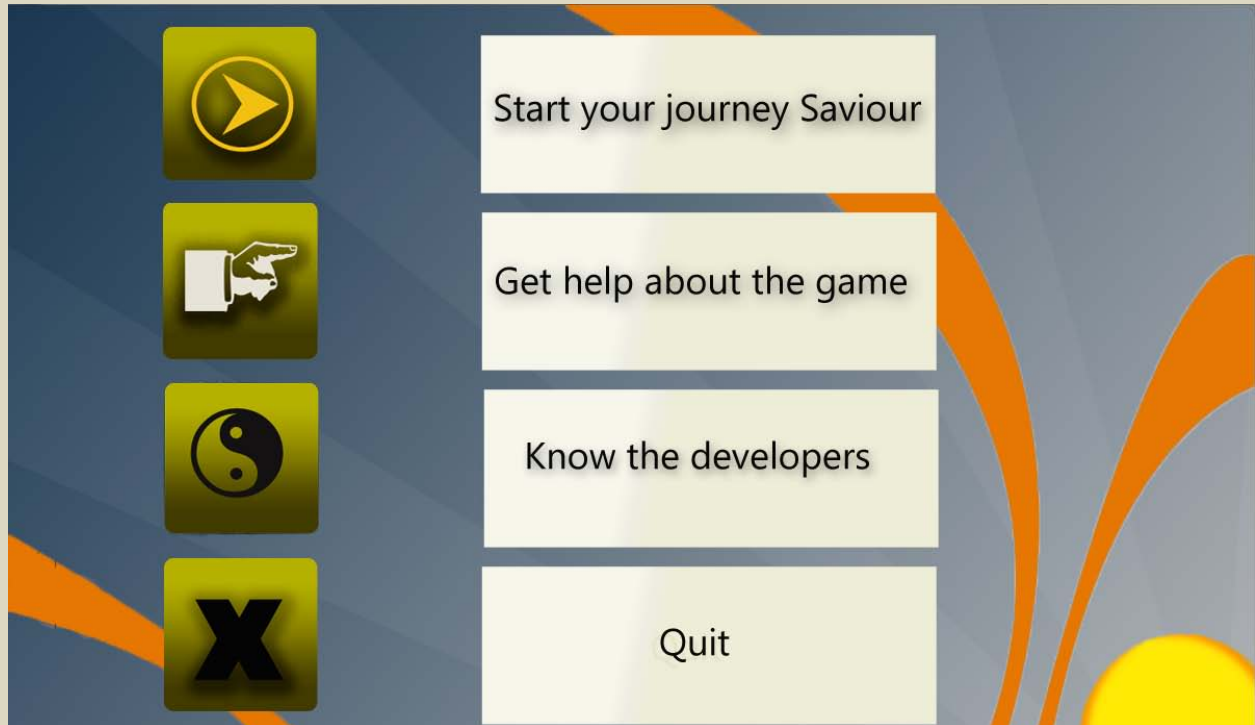Global warming

Male Dominance
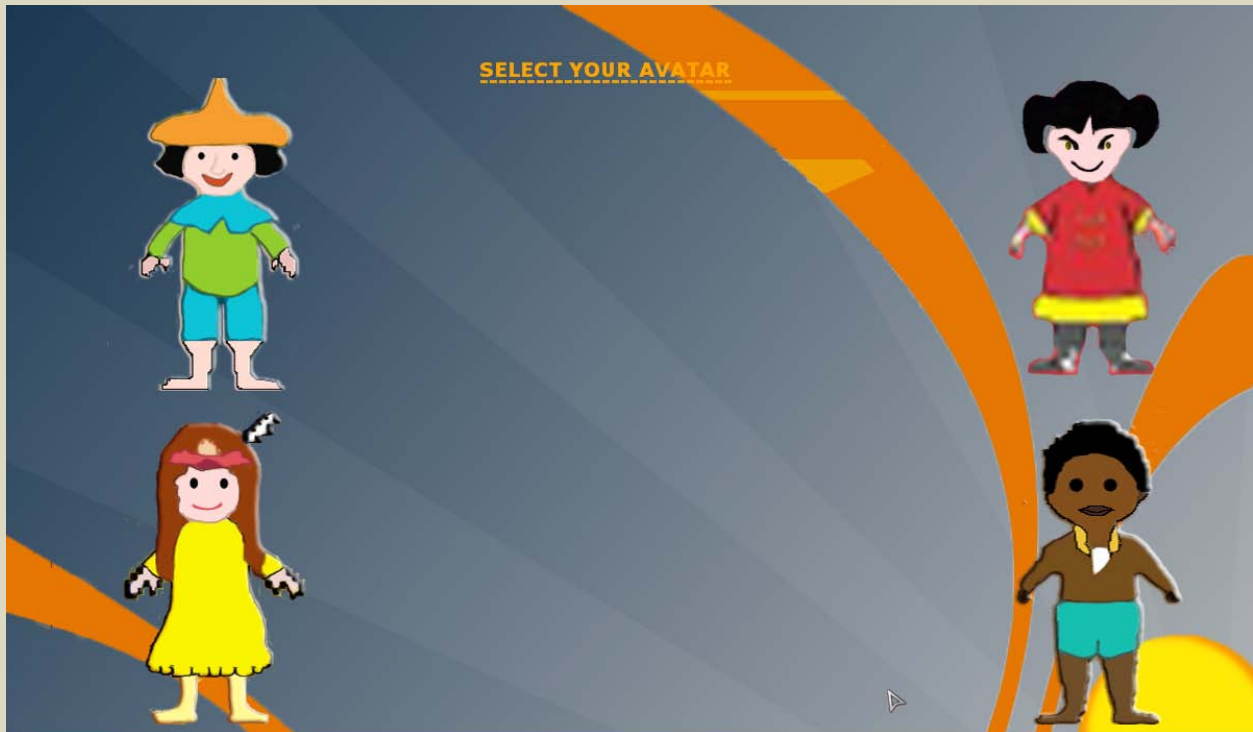

Pollution

Violence on Women

Weakness

Game Screens & Instructions

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
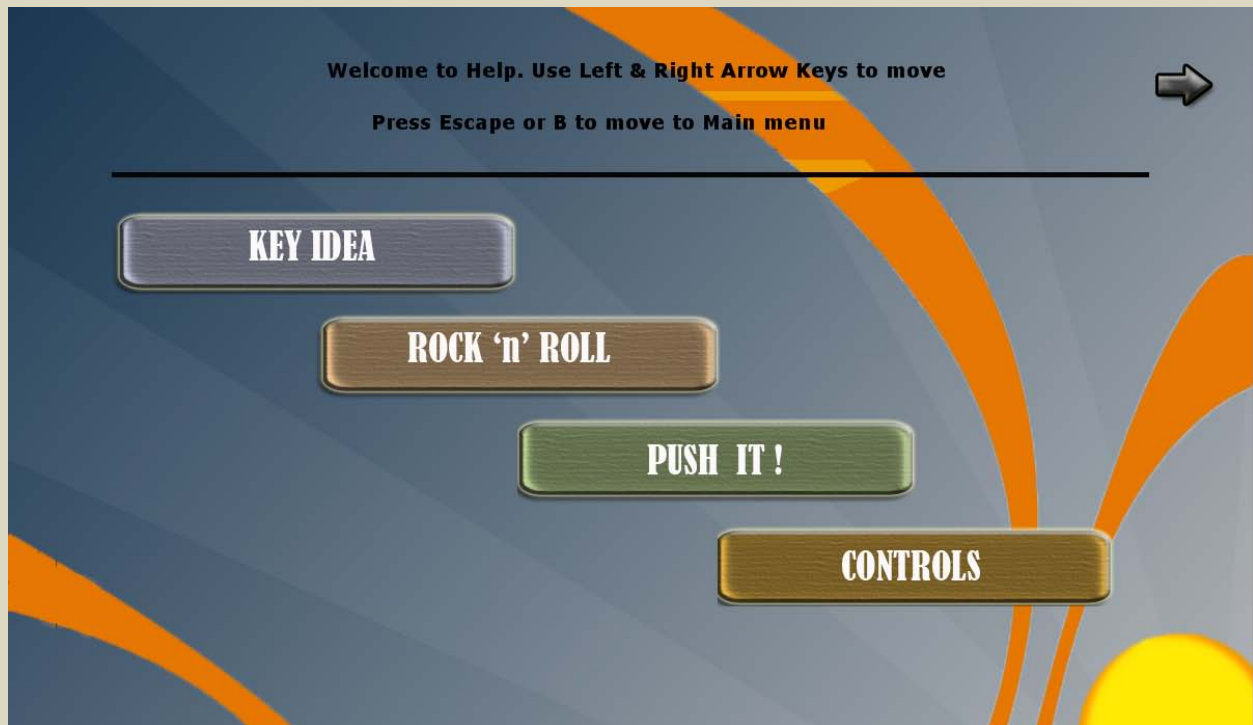- **CREDITS** – TO KNOW THE DEVELOPERS OF THE GAME
- **QUIT** – TO EXIT

WHEN YOU SELECT NEW GAME ITS TIME TO SELECT YOUR

1. AVATAAR

SIMPLY, DO IT LEFT CLICKING ON THE DESIRED AVATAAR.

SCREEN 2(a)

However if you select Help you move into help section where you can traverse through movement of **LEFT & RIGHT** Arrow Keys.

You can return back to main menu by Pressing **Esc Key** or Key '**B**'

Now, it's time to select Game Type:

1. Championship mode is for Experts who can complete the game

    In a single Go!

2. Try a particular Goal by clicking "TRY FOR A GOAL" if you are
    beginner.

If you have selected "TRY FOR A GOAL" option then select the goal that you want to achieve.

SCREEN 5

AFTER SCREEN 4 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

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 MA**Y** HAV**E** 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
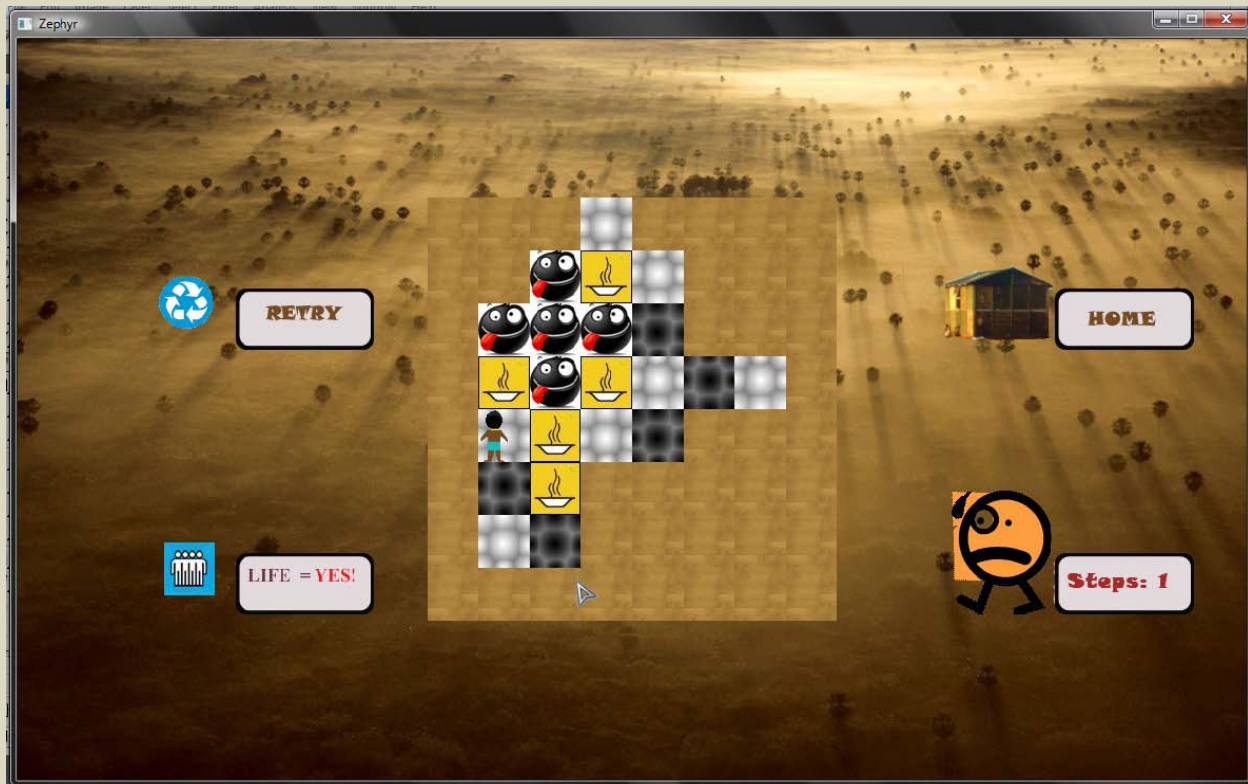
SCREEN 6
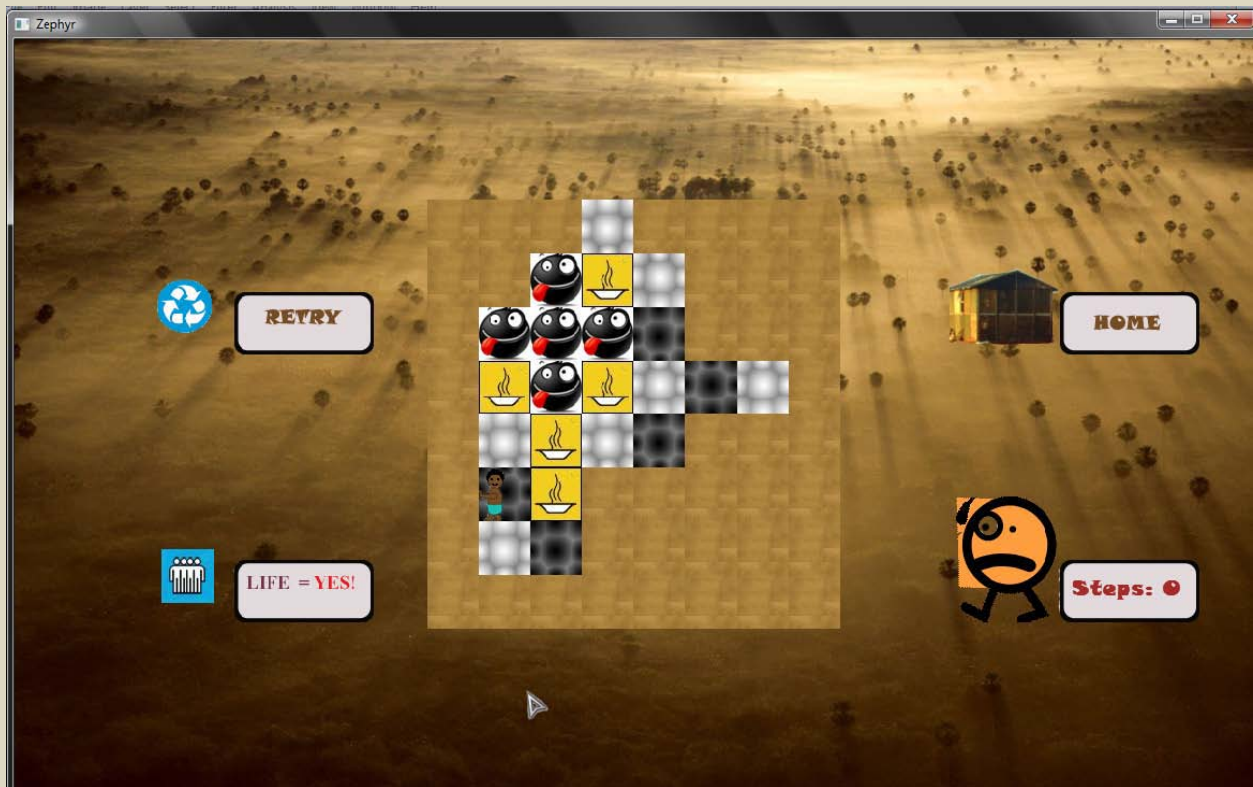
WHEN YOU COME OUT SAFELY FROM 'ROCK n ROLL' PART OF THE SAVIOUR, YOU ENTER 'PUSH IT' PART OF THE GAME.

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.

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

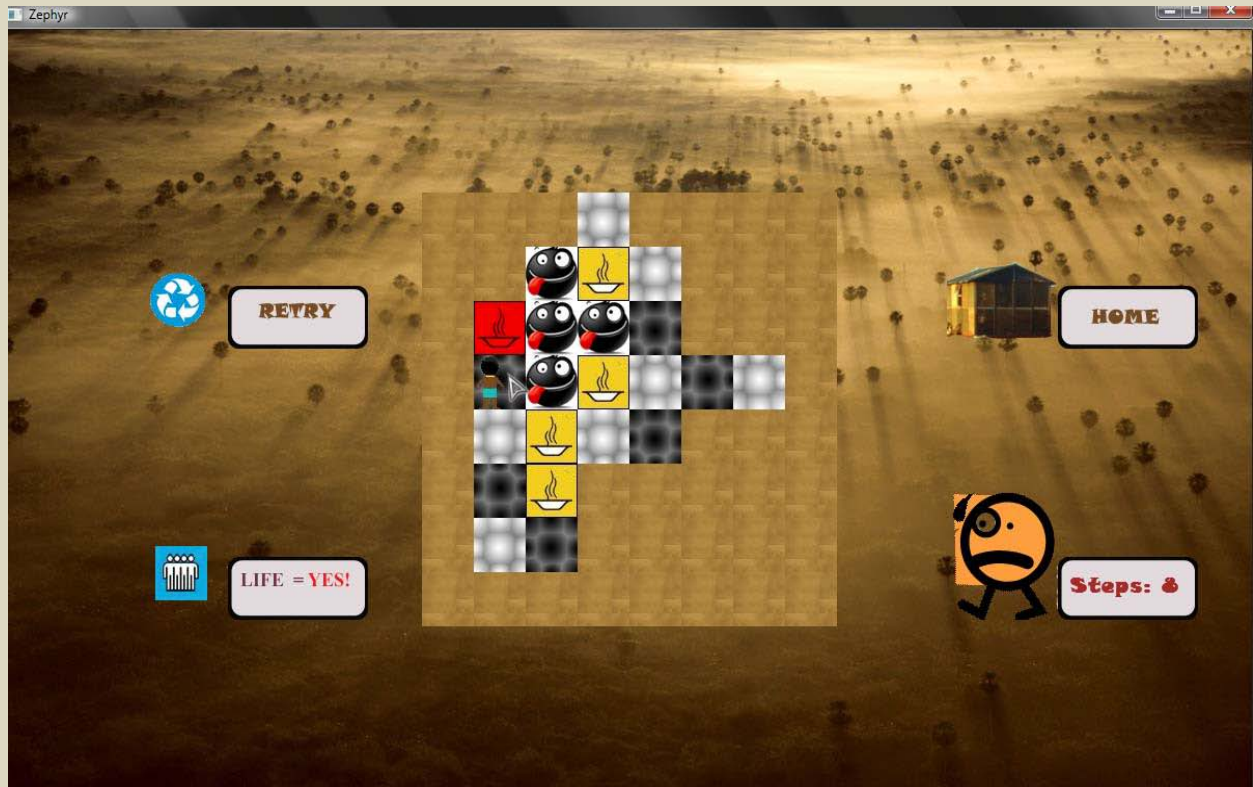MOVEMENT OF SAVIOUR IS CONTROLLED BY ARROW KEYS:

- 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
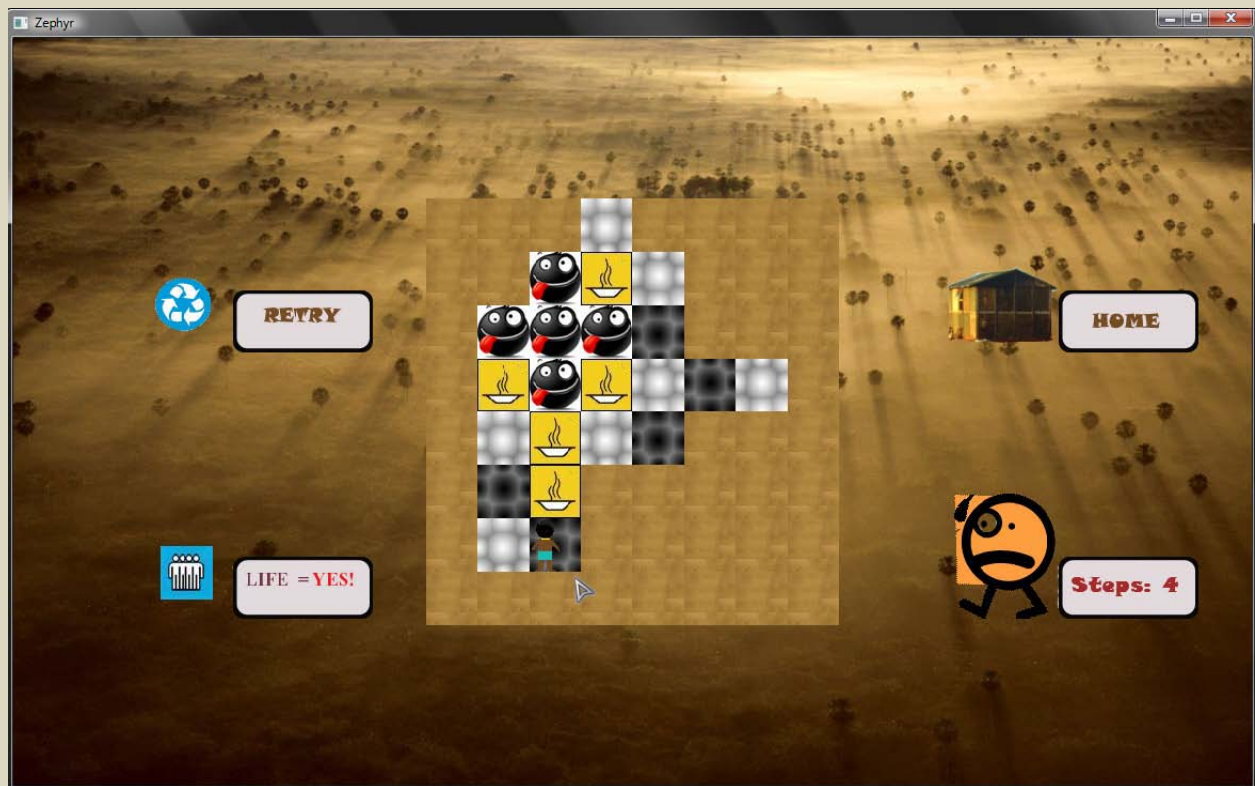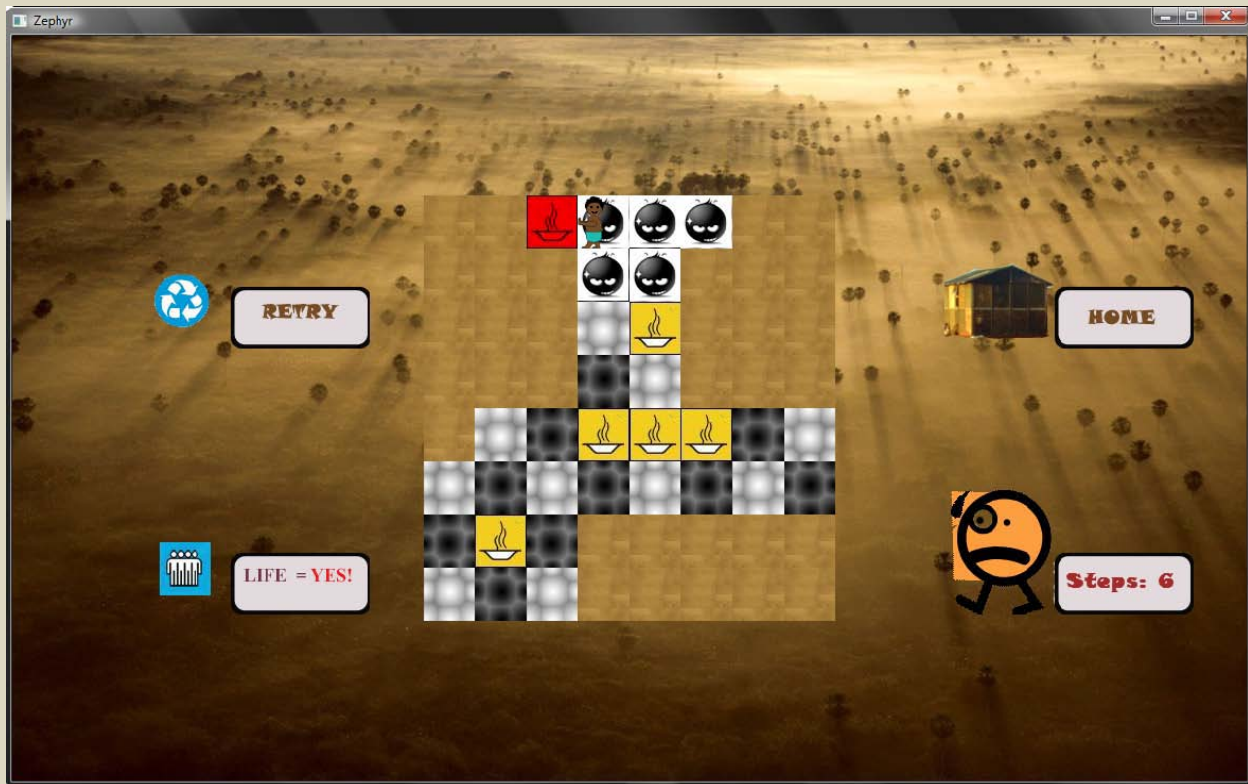
AS SHOWN, YOU CANNOT PUSH TWO BLOCKS TOGETHER.

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.