

Survival

The Ultimate Challenge



ACTIVISION[®]
VALUE PUBLISHING, INC.

EVERYONE[®]
E
CONTENT RATED BY
ESRB

AUTORUN:

1. Turn the computer on and start Windows® 95/98/ME.
Please close any other programs that you have running.
2. Place the **Survival: The Ultimate Challenge CD** in the CD-ROM drive and wait 30 seconds.
The install screen should appear.
3. Follow the on-screen instructions.

NOTE: *If the Autorun feature is disabled or does not work properly, please follow one of the manual installation methods below.*

MANUAL INSTALLATION METHOD ONE:

1. Turn the computer on and start Windows® 95/98/ME.
Please close any other programs that you have running.
2. Place the **Survival: The Ultimate Challenge CD** in the CD-ROM drive.
3. Click on **[Start]** then click on **[Run]**.
4. Type the letter of your CD-ROM drive (usually "D") followed by a colon (:) and the word **"SETUP"**.
Then click the **[OK]** button. (Example: "D:SETUP")
5. The install screen will appear. Follow the on-screen instructions.

Manual Installation Method Two:

1. Turn the computer on and start Windows® 95/98/ME. Please close any other programs that you have running.
2. Place the **Survival: The Ultimate Challenge CD** in the CD-ROM drive.
3. Double-click on the **[My Computer]** icon from your desktop.
4. Double-click on the CD-ROM icon labeled **[Survival]**.
5. Double-click on the **[Setup]** icon.
6. The install screen should appear. Follow the on-screen instructions.

GETTING STARTED AFTER INSTALLATION:

1. Place the **Survival: The Ultimate Challenge CD** in the CD-ROM drive.
2. Click on **[Start]**, then select **[Programs]**.
3. Select **Activision Value, Survival: The Ultimate Challenge, Survival: The Ultimate Challenge** to start the game.

SUMMARY:

A disaster has left several castaways stranded in a remote location with nothing but each other, their skills, a few items left by the wreckage, and you to help them survive and make it home safely. You must balance the needs of the people while using the location's natural resources to make tools, build shelter, stay warm, and ultimately get rescued by sending someone for help or building a signal for rescuers to see. Each of the 7 locations has its own challenges, such as dangerous animals, natural disasters, and limited resources.

MAIN MENU SCREEN

The main menu screen displays when the game first starts, and can also be accessed through the "main menu" button on the toolbar during gameplay. There are the following choices:

- **OPTIONS:** Takes you to the options screen.
- **SAVE/LOAD:** Takes you to the save/load screen.
- **RESTART LEVEL:** Begins the current level again (only displays if you are in the middle of a game).
- **RESUME GAME:** Returns to the game in progress (only displays if you are in the middle of a game).
- **START NEW GAME:** There are 3 difficulty settings: **easy, medium** and **hard**. Easier games will have castaways with more starting skill points, higher starting needs, and locations with more resources and less natural disasters. In the harder games castaways have fewer starting skills and lower starting needs (including more people who were injured in the crash); locations will have less resources, more natural disasters and bad weather, and more dangerous animals. The 7 levels **must be completed in order**, so each time you start a new game, you will start on level 1. If you win a level and want to continue the next level at a later time, be sure to **save the game**.

OPTIONS SCREEN

From the options screen, you can change the video, audio, and control settings:

Video:

- **Resolution** – Adjust the resolution setting to find a good balance between graphics display and machine performance.
- **Color depth** – A higher color depth will improve graphics but may make the game run slower on some machines.
- **Full screen** – When checked, the game will fill the screen; when not checked, the game will run windowed.

Audio:

- **Music Volume** – Adjusts the music volume.
- **Sounds Volume** – Adjusts the sound volume.
- **News Sounds** – When checked, a sound will play to alert you to read the information displayed in the news section at the top of the screen.

Controls:

- **Mouse Sensitivity** – Adjusts the mouse sensitivity.

SAVE/LOAD

Games can be saved and loaded from this screen.

- To **save** a game that is in progress, go to the save/load screen, click on the slot where you want to save the game to, and click on "save". In the window that displays you can rename the game if you wish.
- To **load** a saved game, go to the save/load screen, click on the game you want to load, and click on "load".

MOUSE CONTROL

Camera Control:

There are 3 ways to use the mouse to move your camera view:

- **Scroll:** If you move the mouse to the edge of the screen, the view will scroll in that direction. You can also use the **arrow keys** on your keyboard to scroll the view.
- **Zoom in/zoom out:** **Left-click** on the terrain in a location where you will not be selecting an object (for example, do not left click over a person, a tree, a rock, etc.). **Hold down** the left mouse button. By moving the mouse up and down, you can now zoom in and out – move the mouse up to zoom in, and down to zoom out. You can also left click on the **magnifying glass icons** on the toolbar to zoom in and out.
- **Camera Angle:** Click and hold the **right mouse button** on the terrain in a location where you will not be selecting anything. You can now move the mouse in any direction, and the camera angle will move to that direction. There are limits to how far the camera will pivot to prevent the confusion of looking at the game upside-down.

Selecting people and objects:

- To select a person or object, **left-click** on it. You will see detailed information displayed on the **toolbar**. When you left-click on a person, they will be selected, and you can then command them to perform various tasks.
- You can also select someone using keys on your keyboard. From left-to right, the people on your keyboard can be selected by pressing: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, -, =.
- If you want the person to **walk** to a certain location, **right-click on the terrain** in that location. If you want them to **run** to that location, **double right-click** on the location. People will automatically run if you command them to kill an animal.
- If you want the person to **pick up or use something**, **right-click** on that object. You will see a pop-up list of all the actions associated with that object. Actions that are **grayed out** are not available because that person does not have the required skills or tools. To see what is required to perform that task, click on it and you will see a news item at the top of the screen describing the requirements for that task.
- If you want the person to **put something down**, **right-click** on the object in their inventory on the toolbar and choose "put down".
- If you want to tell the person to **sit down**, **stand up**, **sleep**, or **wake up**, select them by left-clicking on them, then right-click on them. (If they are asleep in a shelter and you want to wake them up, select them, then right click on the small thumbnail of their picture and choose "Get out of shelter"). You can also wake someone up by selecting them and double-clicking on the sleep icon in the task queue at the top of the screen.

- To give **first aid**, select the person who will give first aid by left-clicking on them, then **right-click** on the person to give first aid to.
- To **select multiple people**, hold down the **left CTRL** key and **left-click** the people you want to select, either on the gameplay screen or on the toolbar. You can then command the **group of people to walk** somewhere by right-clicking on that location, or to **run** somewhere by double right-clicking on that location. To **sleep**, right-click on one of the selected people and choose "sleep". You can select everyone by pressing the ~ key (to the left of the 1 key).
- If you command a person to walk somewhere and decide you want them to walk somewhere else instead, simply command them to walk to the new location – if walking is the current task, it will be cancelled when another walk command is given. If you want to give 2 walking commands in a row, hold down the left **CTRL** key while you give the second walk command – the person will walk to the first location, then to the second. If you want to cancel all of the tasks in the task queue and have the person walk to a location instead, hold down the **ALT** key and tell the person to walk to that location. All of these function work the same way if you give the run command instead of the walk command.

TOOLBAR

Thumbnail Map – You can click anywhere on the small toolbar map, and your camera will be moved to that location. The location of the camera is represented on the thumbnail map by a white cross. The **red dots** represent unselected castaways, while a **yellow dot** shows anyone who is selected.

Map and Camera View Shortcuts – To the right of the thumbnail map are several shortcut buttons. The top button will display a larger version of the thumbnail map. You can also use the "**M**" key to show and hide this map. The second button switches the camera to a **first person view** – click this button when you have a person selected and you will see the view from directly behind them. The bottom two buttons **zoom** the camera view in and out.

Small Thumbnails of People – Along the top edge of the toolbar are small pictures of all of your castaways. By clicking on one of those pictures, you select that person, and their information is displayed. Double-clicking on their image will center the camera on them. Once a castaway has died and their icon has become a skull, you can no longer select them.

Inventory, Skills and Needs – When you select a castaway, you will see detailed information about them on the toolbar. The nine boxes with the outline of a person represent their **inventory**. Each person can carry 1 large item or 2 small items, which will be shown on the toolbar just below the hands of the person's outline. Next to the person's outline is a second inventory section reserved for when the castaway has a **basket**. The basket allows for **several small things to be carried** and the bowl allows for **water** to be carried. Next to the basket inventory are indicators showing **skills** and **needs**. The skills are **strength**, **outdoor**, **survival**, and **handiness**. Each castaway can have 0-10 points in each skill category. Skills are **earned** by performing different tasks, and once a skill point is earned it does not go away. Need levels are very important to the castaways. Their needs are **hunger**, **thirst**, **energy**, **health**, and **hope**. Full needs have levels close to the right side of the indicator bars. When needs are full, the castaway is doing well. As the levels get lower, you will need to take action to help them fill up again.

Local Information – In the upper right section of the toolbar is the display that shows the current local **day**, **time** and **temperature**.

Main Menu – Go to the main menu screen.

Play, Pause and Fast Forward – The normal game speed is play. To pause the game, click the pause button; click the play button to resume normal gameplay. To increase the speed at which time passes, click the fast forward button.

NEWS AREA

Updates and Tips – At the very top of the screen is a darkened bar where text information is periodically displayed. You will see updates of **events**, **warnings**, and **general tips** about gameplay. To read previous news items, click on the area to expand it and bring up a scroll bar where all of the previous items are saved. To collapse the text back to one line, click the darkened area again.

Task icons – When a castaway is selected, you will see their **current and future tasks** represented by icons just below the news area. Each graphic represents one task. The icon furthest to the left is the current task, and tasks following the current one are displayed in order to its right. Hover the cursor over the icon to see a text description of it. To cancel a task, **double-click** on the task icon.

THE GAME

Introduction: Several people are stranded in a remote location, and it is your job to help them get rescued. There many resources that can be used, including some scattered items from the wreckage. The castaways can make tools like a knife or spear, find food and water, kill animals, and build things such as a shelter or campfire. Different tasks require different skill levels. The castaways already have some skills, but they earn more skills as they practice them by doing the appropriate activities. The castaways also have needs that must be met. The skills, needs, and the items they create are all interrelated.

Goals of the game: There are 7 levels, and your goal is to save stranded castaways on each of the levels. The levels get progressively harder, and you must win a level to move on to the next. To win a level, the castaways must be rescued either by being noticed by someone flying overhead or by sending someone for help. To be noticed, the castaways must build a giant bonfire or a help sign. To send someone for help, the castaways must make a sled, boat or raft (depending on their location) and choose the person to send. A highly skilled castaway with fuller needs will have a better chance of surviving an escape. You will be notified if an escape was successful.

THE CASTAWAYS

Needs: The needs of the castaways are very important. When they get low, they may get sick. They may also lose hope, which can cause them to refuse to do many tasks. If health reaches 0, the castaway will die.

The castaways' needs are:

- **Hunger** – A higher meter indicates a more satisfied castaway. When the meter begins to go down, make sure you find them food. Meat is more nutritious than fruit. You might also find that there may be food left scattered as part of the wreckage from when they were stranded. Hunger sets in more quickly with physical labor.
- **Thirst** – A full meter means the castaway does not need water. As the need indicator goes down, you will need to find them a source of water. Thirst goes down faster with physical exertion and with heat.
- **Energy** – Low energy means less efficiency. Energy is low when sleep is needed, or when hunger and/or thirst are low. Doing physical tasks also depletes energy. Sleeping in a shelter leaves castaways the most rested, but even a mattress made of leaves is preferable to sleeping on the ground.
- **Health** – A castaway's health will go down if they are injured or attacked by an animal. They may also get sick if they are tired,

hungry or thirsty. Unless someone is very sick, time can heal them slowly. For more immediate results, first aid can be administered by another castaway.

- **Hope** – Hope indicates the mood of the castaway. Hope is increased when there is a better chance of being rescued, as well as when shelters are built. Castaways are also more hopeful when they spend time together. Hope decreases as time passes, and is also affected by low needs, sickness, and natural disasters.

Skills: Skills are central to a successful rescue. Most tasks have a skill level or a combination of skills required to perform them. Once they have enough skills to perform a task, practicing that task will improve the skills associated with it. The skills are:

- **Strength** - Greater physical ability and less prone to injury
- **Outdoor** - Knowledge of plants, animals and fish
- **Survival** - Knowledge of first aid, and ways to stay alive and be rescued
- **Handiness** – Ability to build, and also to create small items

KEYBOARD AND MOUSE CONTROLS:

Left-click:	Select castaway
	View item description
	Expand/collapse news section
	Select toolbar functions
	Move mouse to zoom in/out
Right-click:	Tell selected castaway to interact with an object, person or animal
	Move mouse to change camera angle/view
M Key:	Show/hide pop up map
CTRL Key:	Select multiple castaways
	Command several consecutive walk commands
ALT Key:	Use with walk command to cancel all tasks and walk to a location
ESC Key:	Go to main menu from gameplay screen

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Monday - Friday / 9am - 5pm CST

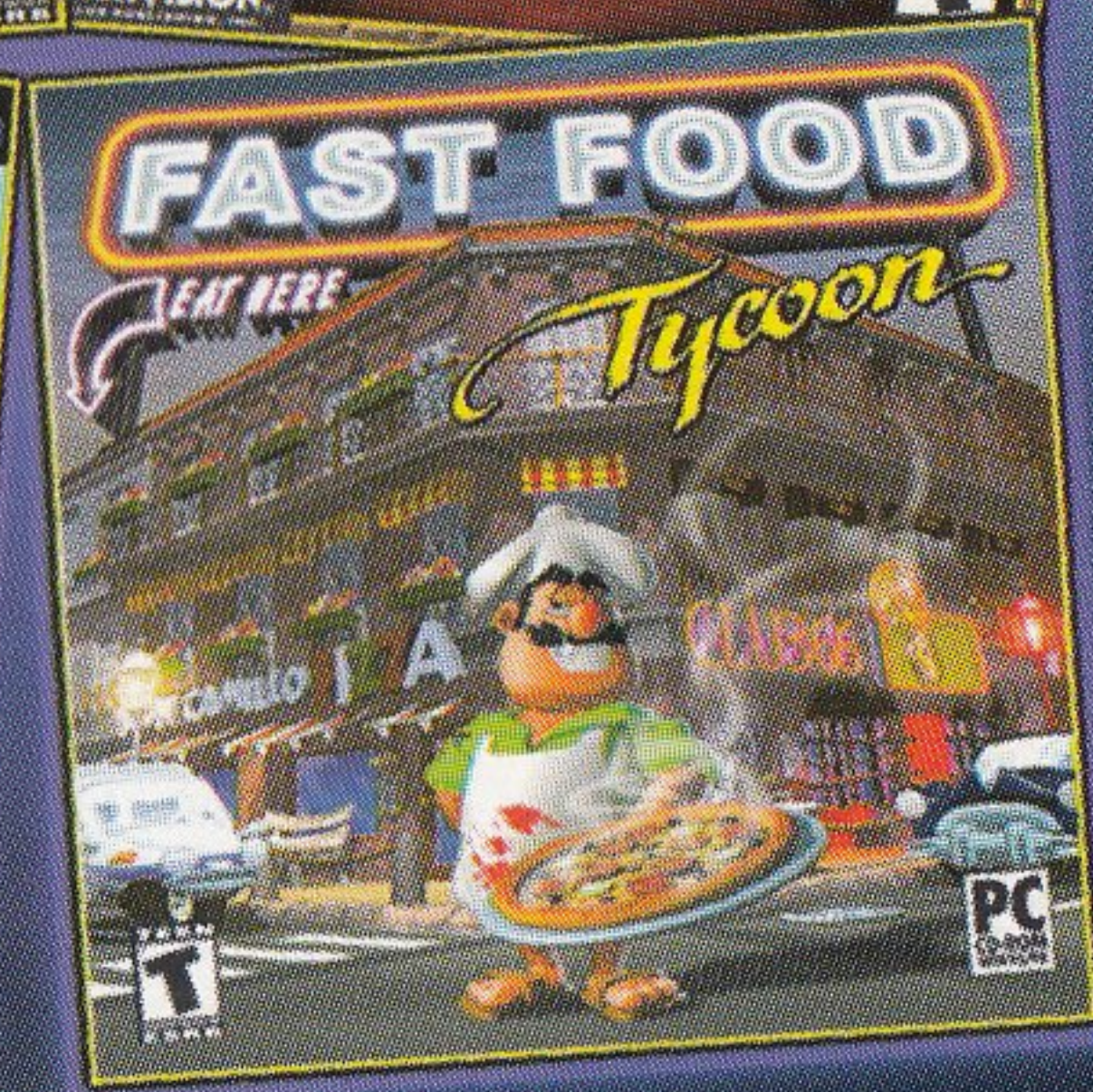
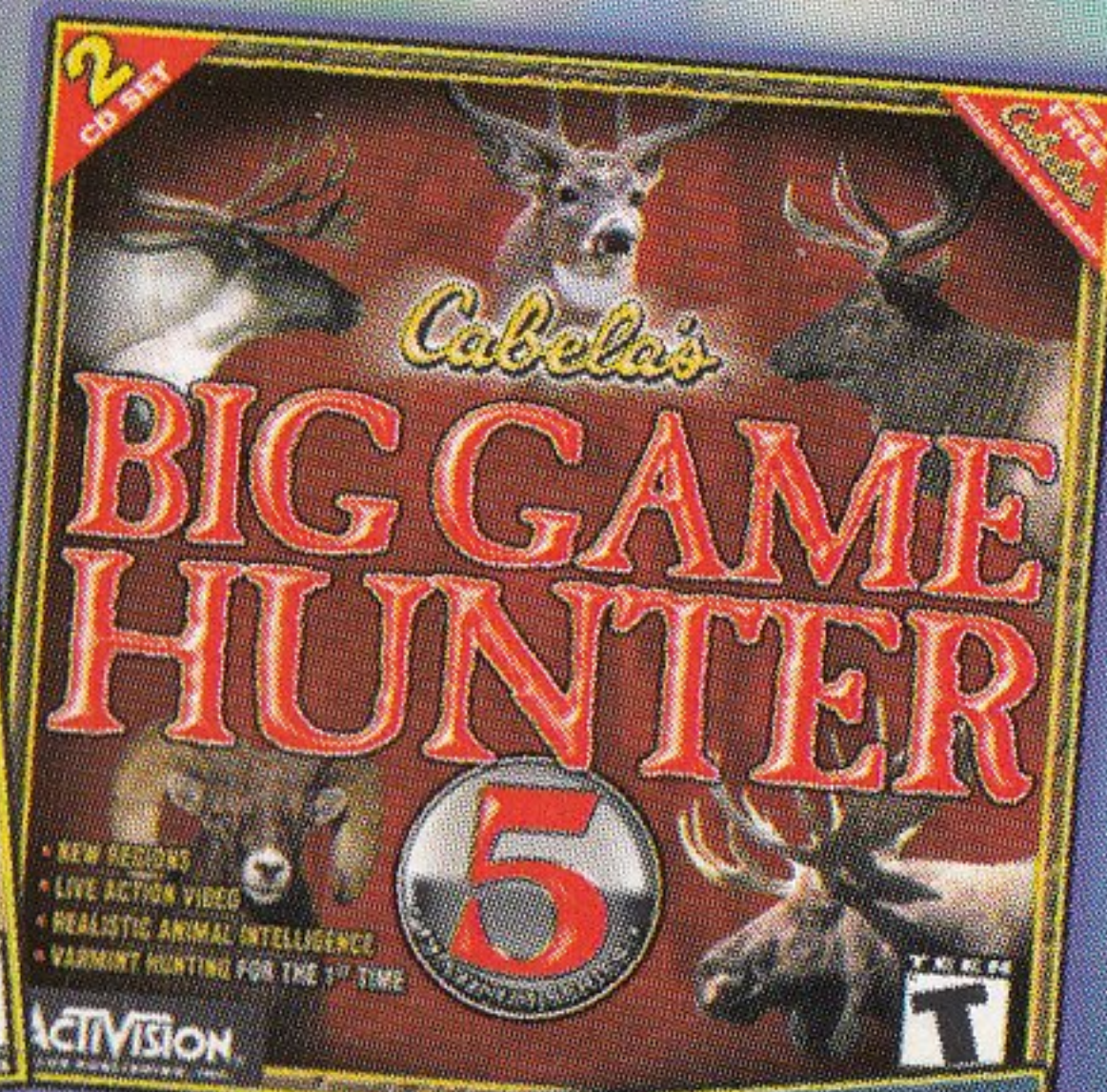
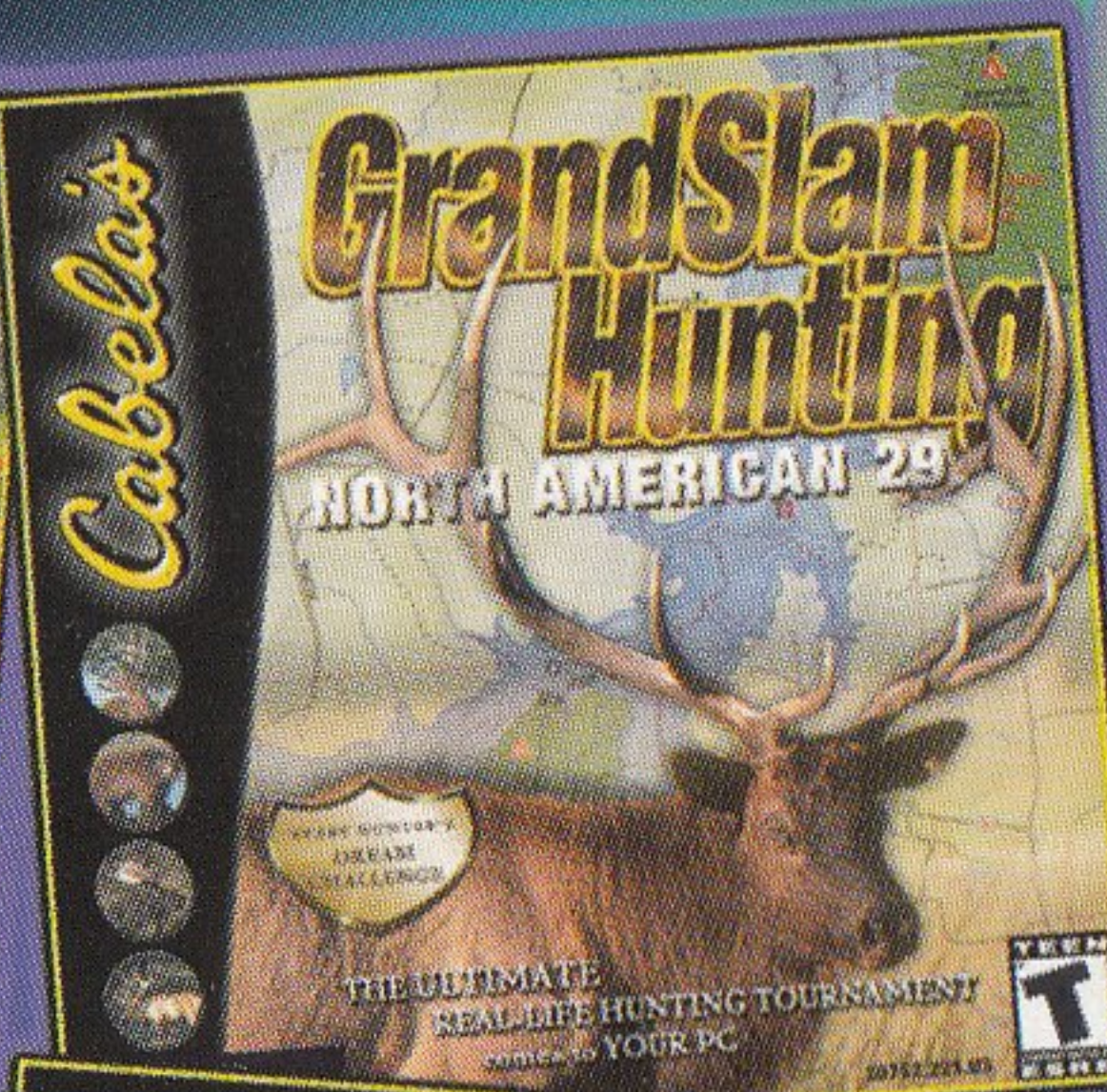
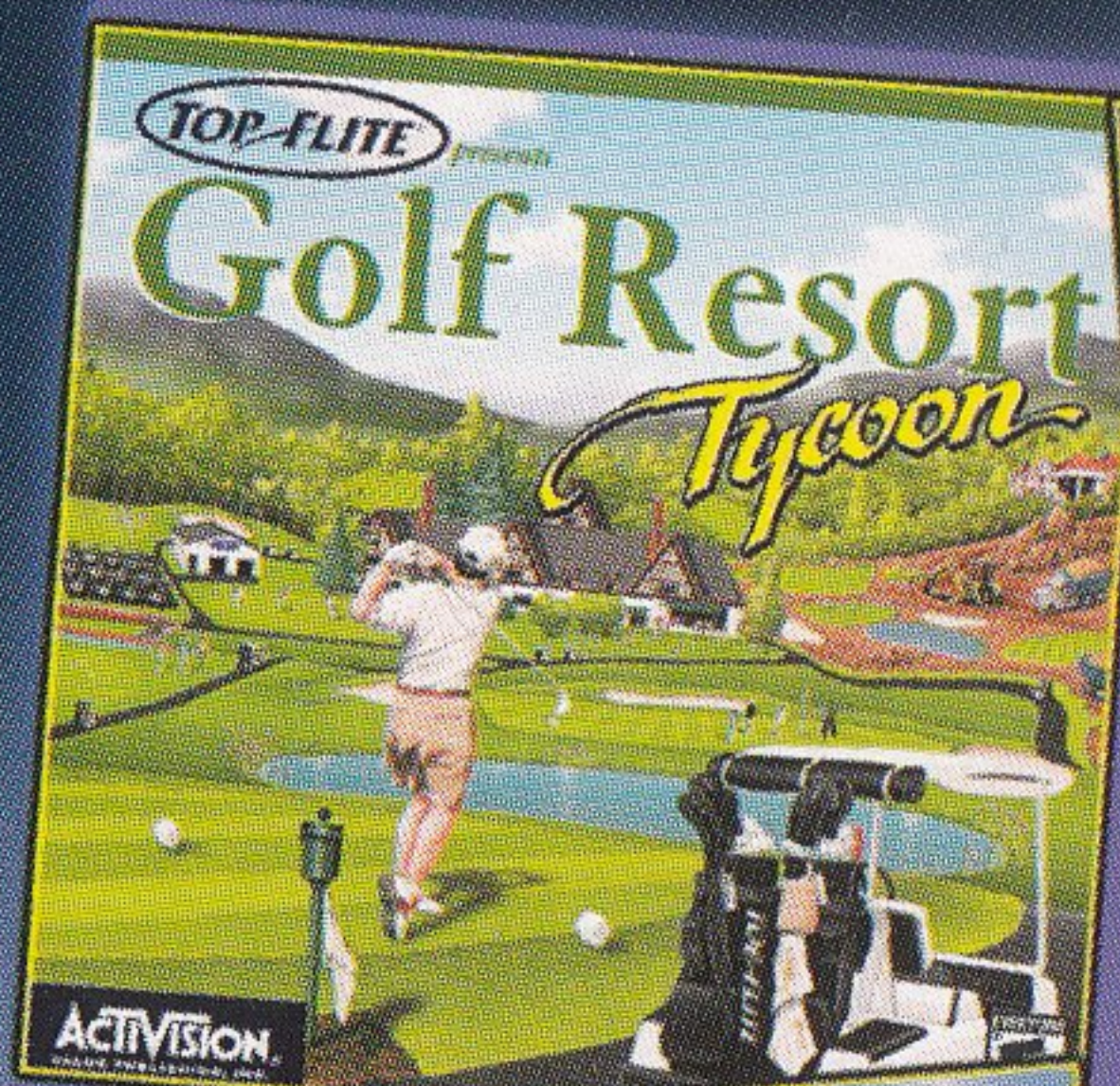
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1. Brand of computer.
2. CPU type (Pentium®, Pentium II®, Pentium III®, Celeron®).
3. Exact wording of any messages that appeared.
4. Exactly what happened & what you were doing when the problem occurred.

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