
The word "SAVAGE" is written in a stylized, white, serif font on a black rectangular background. The letter 'S' is particularly large and stylized, with a curved tail that extends downwards and to the left. The letters 'A', 'V', 'A', 'G', and 'E' are in a similar serif font but smaller than the 'S'. The entire logo is centered between two horizontal lines.

SAVAGE

- * Scintillating multi-load arcade action.
 - * Hyper- active hurtling sprites.
 - * Amazing true to life animation.
 - * Awe-inspiring action sequences.
 - * Mind-blowing music and stunning sound effects.
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AMIGA



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

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

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

From the beginning, Savage will be assailed by a number of deadly mutant monsters. Once dispatched, they will each yield a piece of weaponry that will enable Savage to carry on his fight.

The task awaiting him in the infested Labyrinth is to fight the inhabitants of the Castle and the deep dungeons. Savage is able to collect items of great wealth and power that will increase his strength as well as his horde of treasure, but the conflict will sap his strength and strain each muscle of his body to its limit.

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

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

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

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

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

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

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

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

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

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

KEY CONTROLS

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

NOTE

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

LOADING INSTRUCTIONS

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

Commodore Amiga

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

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

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