

Sapiens

"A thousand centuries ago, the human adventure began"

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Situation

Dawn rose on the land of the Light Footed, 100 thousand years ago.

Torgan awoke and stretched his young and powerful muscles. Calmly he attached two leather bottles to his braided vine belt, collected the sharp pointed assegais, grasped the heavy stone axe and tried it for a moment before tying it to his side. He was then ready to face the day.

With gnarled hands he rubbed his face, still striped with ritual paint, he unconsciously stroked the wolf's teeth necklace lying on his chest. The warm and familiar touch of the ivory made his mind wander slowly back to the events of the evening before. He saw again the garish light of the fires where the sweet scented herbs were burning, the painted faces of the warrior seated in a circle and himself, standing before them, anxious, waiting...

The venerable tribal chief, Hognor, approached and traced out with red clay the signs of force, courage and wisdom on Torgan's cheeks and forehead whilst murmuring the ritual formulas.

All the men then began to chant a slow recital to appease the spirits of the dead hunters. Their voices were not as many as before, as many men of the tribe had fallen in battle, or not come back from distant hunts.

Torgan knew the tribe was sick and hungry. Everyday, the children suffered from terrible diseases from eating unknown plants, and were dying in atrocious suffering. For several seasons the persistent drought had dried up the land and yellowed the meadows. The big game, wild ox and bison, had disappeared and food was becoming increasingly scarce.

Hordes of wolves descended from the north and the bears left the mountains. The hunting territories, until then sufficient, were becoming too small. The law of force was replacing the ancestral law in violent battles between neighboring tribes, especially with the bloody and fanatical Mad Hyenas.

The number of hunters dropped in each affray, and this is why many of the young, who until then had only picked, had to leave prematurely for the hunt. How many of them could hope to survive these terrible trials? For Torgan, it was the moment he had awaited to prove his valor: he knew that to conquer, he had to find allies among the neighboring tribes, choose courageous hunting companions and possibly tame wild animals.

Halting this train of thought, Torgan went with a firm step to the Village Fire where Hognor was already giving his orders.

Historical

100.000 years ago, in what was to be later called Southwestern Europe, lived Homo Sapiens Neanderthalensis, a close cousin to Homo Sapiens Sapiens.

Small in size and sturdy in appearance, the Neanderthal survived from hunting and picking.

His environment (biotope) was very similar to ours : hardwood and pine forests and the north, moors or savannahs in the more arid areas.

The Neanderthal was far from being a primitive. Although sometimes cannibalistic, as certain remains of meals might indicate, he buried his dead, used fire and stonecutting was already known 2 million years ago.

It can be assumed that the social structure was based on the tribe; certainly with clearly defined hunting territories. The internal volume of the skull was very large (sometimes larger than of the scientists who measure it), thus assuming a high degree of intelligence, and therefore a rudimentary articulated language.

At that time survival depended on hunting, the search for water points, medicinal or nutritive plants and the cutting of the weapon from flint. And here the Neanderthal was the fruit of an evolution which adapted him splendidly to his environment. It would be pointless to try to live in a perpetual hostile world and it is probable that the recent power of language available to Homo Sapiens enabled him to make allies and start up "adult" discussions, whereas a more primitive hominidae would have taken to arms.

The Game

On the screen, you can see a menu and a window. Most of the menu options are shortcuts for the game actions.

The mouse pointer is a hand. When the hand points to an option, it can be selected by clicking the mouse button.

When the hand points upwards or downwards, i.e. when you are above or below the list required, pressing on the button scrolls the text.

Finally the closed fist indicates that no selection or scrolling action can be accomplished.

The different actions and subactions are :

SAPIENS : Obtains further informations on the game, allows to load or save an adventure, to define a character or to perform various setup operations.

Defining a new character begins automatically a new adventure. You can name him, choose whether he is to be a man or a woman, select his characteristics : agility, strength, charisma (ascendency over others) , vitality and appearance of your character.

This feature is reserved to registered copies of Sapiens. If your copy isn't registered yet, you'll always play with a middle character named Torgan.

The character setup is very important and can change completely the game. You can share a set of units between several characteristic (agility, strength, charisma...). The maximum value of each characteristic depends on whether your character is a male or a female : a female can have less strength but more agility and charisma.

Here is the meaning and the influence of these different values :

Agility affects the character speed during a fight. A very agile character will be handled easier.

During a fight, the **strength** affects the damages inflicted to your opponent when you strike him.

With a high level of **charisma**, you are able to charm a friend and convict him to come with you, to convince him to make a worthwhile deal, to pacify an enemy or to tame an animal.

The **vitality** defines your fitness. The more vitality for your character, the longer life for him.

The **health** defines the character capability to endure his opponent's blows, and the water and food hardship.

Thanks to strength and agility, you'll be better in fighting. But thanks to charisma, you'll charm other characters or even wild animals. A wolf or a bear can be a very powerful ally. If you convince another character to come with you, he'll hunt and fight with you. Little advice : avoid to handle him too roughly, he may not let himself be pushed around.

The preferences allow to define the requested music type and sound effects, and the second player control mode. If the second player is defined as 'automatic', his movements are controlled by the computer. Otherwise, an second human player can control the second character via the computer keyboard, with the keys '8' (up), '2' (down), '4' (left), '6' (right), '1' (change weapon) and '3' (strike). Remark : if you tame an animal, it will always be computer-controlled.

During the game, it can be very useful to save the game current state in order to retrieve it in case of infortunate death of your character. However, it is only possible to perform this operation once a day (in the game time, of course !).

HEALTH :

Indicates the present state of the character : during the game it is necessary to check if he is hungry, thirsty, tired, injured or is in good health. Moreover, this is to remind you your strong and weak points. At the top of the screen, the quotas selected when defining your character appear.

TAKE :

Objects and plants are to be found on the ground these are discovered progressively with the movements. They can be gathered up to be used, processed or even consumed.

To do so, you must select the TAKE option, the list of objects available the appears.

PUT DOWN :

The objects in your possession can be abandoned when they are no longer useful, for example meat which is rotten, or broken flints.

SAY :

Provides for communication with other humans. For example, "Good hunting" breaks off a friendly conversation. You can insult a person to make him fight, but beware, his tribe will not appreciate it if one of its members is knocked down. A preprocessing person can be attracted by gifts (see next option) and a suitable word. In this case, the two characters will continue the adventure together, but the main character will always conduct the dialog.

GIVE :

It may be used to coax a friend, or to calm down an enemy. It is then necessary to use this option to offer a gift suitable to the situation. When the other character is prepared to make an exchange and the rules are observed, GIVE is used to exchange objects.

A little advice: each tribe has its own preferences and it may be an advantage to discover them : in fact, a gift without value for one way prove to be inestimable to the other.

LOOK is divided into four suboptions :

In LANDSCAPE view, the mouse placed to the right of the central position makes you turn to the right. Likewise the rotation to the left. The mouse moved forward will move you forward, and the mouse moved backwards will stop you. Press the key 'C' of your keyboard to turn the map on and off. Press the mouse button to exit from the landscape view.

LATERAL VIEW : In landscape, the character moves rapidly, but to take the time to observe it is possible to move from box to box. To do so, choose the lateral view movement. You can then see the character walk, bend down, grasp a weapon, throw an assegai or strike.

If you meet another character while in landscape view, the lateral view is automatically displayed. In case of fight, it is highly advisable to give your blows standing : the impact will have the more force.

The mouse UP, DOWN movement obtains standing up and bending down, RIGHT-LEFT turning round, the button strikes. To change weapon, use the Return key, and the Esc key to exit this view. It can be easier to use the directions keys of your keyboard to move your character in this view mode.

The four symbols placed on either side of the viewing window indicate the state of the character and by their puls speed the degree of breathlessness. Two people on each side can fight simultaneously.

Beware : a character too out of breath can no longer strike.

PANORAMA : accomplishes a complete survey by showing a perspective view. You can halt at any time by pressing on an action key.

MAP : provides an aerial view of the landscape, the arrow indicating your position and direction. You can zoom, raising or lowering the mouse. Press on the button to exit.

CONSUME, TEND WITH or SLEEP
Maintain good health.

MAKE

From flint it is possible to produce assegai blades or stone axes. To do so, the flint must be cut as close as possible to the ideal shape (in dotted line). First of all, you must place the cursor on the point of impact selected, then proportion the force of the blow by pressing short or long the mouse button. When you consider the work finished, click on the icon on the left of the viewing window, or press the "Esc" key..

Little advice : if you want to launch the game without music, let the Apple key (Macintosh) or Ctrl key (IBM-PC) while the program is starting.

GOOD HUNTING.

Registration

This game has been designed for Macintosh and Windows95.

By registering your copy, you can access all the options, and therefore you can define your character and access the higher levels of the scenario.

To register, send the registering form (or write your complete name and address) to this address

Didier et Olivier GUILLION
4 rue de Bordeaux
31200 Toulouse

Join to this mail: \$20 cash or by check
or 100 french francs
or the equivalent in your local currency unit.

You'll get, by postal or electronic mail, your personal registration number.

You can send us suggestions, remarks and questions on E-MAIL :

101455.254@compuserve.com

or

MyriadFr@aol.com

or consult our Web pages on

<http://ourworld.compuserve.com/homepages/myriad>

and our ftp site

<ftp://members.aol.com/MyriadFr>

and find there the latest releases of our sharewares for Macintosh and PC.

Discover our other softwares

Awale : Ancient African game (one of the oldest of humanity) in which you have to capture your opponent's stones... Fascinating and fearful !

Beautiful ! This nicely crafted board features animations of the hand that moves the stones around in this African game... Bob Gollihur . Windows On Line .Issue 107, March 1996.

Harmony Assistant : An easy-to-use musical composition integrated software.

Backer : An essential Macintosh utility. It saves automatically your documents just before you rewrite onto it. Very useful for retrieving the old version of your document when you've done a mistake.

Versions

- o 06-1986 : First version for Thomson and Amstrad
- o 09-1987 : Atari ST version and IBM - PC CGA mode.
- o 04-1996 : Version 2.0 for Windows 95 and Macintosh

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