

## QUICK KEYS

Z	Zoom	H	Hear
Space	Command Bar	N	Nose (Smell)
T	Time Survived	R	Roar
+	Score On/Off	J	Jump to Play Next Lion
E	Eat	P	Pride List
D	Drink	A	Autoplay On/Off
L	Lay Down	C	Cursor On/Off
I	Sit	F1-F7	Help
S	See		

## SCORING

### Daily Activities

Survived 1 day (each day)	+10
Survived new moon (each moon)	+100
Very Hungry (Hunger < 10%)	-50
Player lion dead	-200
Pride member dead	-100
Joined pride (female only)	+100
Took over pride (male only)	+150
Mated	+150
Cubs born	+150
Cubs mature (per cub)	+150

### Killed

Cattle	+50
Cub	+10
Gazelle	+30
Giraffe	+80
Hyena	+150
Ostrich	+150
Warthog	+40
Water Buffalo	+80
Waterbuck	+50
Wildebeest	+150
Zebra	+50
Masai	+35
Poacher	+35

### Injuries Sustained From

Poacher	-50
Masai	-100
Hyena	-20
Any prey	-20
Lion	-20

### Hunting

Make kill when not hungry (Hunger > 80%)	-50 and no kill pts.
Did not hunt when hungry (Hunger < 10%)	-50
10 failed attacks in a row	-50
Prey kill rating up 1 point	+10
Each pride member in on a group kill	+25
All pride members have killed (once)	+100
Female kills, cubs nearby (within five screens)	+25

### Injuries Inflicted Upon

Cattle	+5
Cub	+5
Gazelle	+3
Giraffe	+7
Hyena	+10
Ostrich	+5
Warthog	+3
Water Buffalo	+8
Waterbuck	+5
Wildebeest	+5
Zebra	-5
Masai	+20
Poacher	+20
Lion	+20

### Scenarios

Successfully finish scenario	+500
Finish in 1/2 Par Time	-100
Each 1/2 time over Par Time	-100

# QUICK CARD

Zebra



Waterbuck



Wildebeest



Ostrich



Warthog



Water Buffalo



Gazelle



Giraffe



Hyena



Male  
Lion



Rhino



Elephant



Hippo



Cow



Female  
Lion



Carcass



Man



Cub



LION

