

# Savage Worlds

## "Special Features" FAQ

### Version 1

### (Hopefully the only version)

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### What this is

Welcome to the Special Features FAQ! If you haven't read the general Mailing Lists FAQ, go do it now. Think of this FAQ like the Bonus Features you get on DVDs: cutting them made sense, but there's nothing wrong with preserving them in some form. There are two appendices I wrote for the 1.4 version of the General Mailing Lists FAQ and decided to cut simply because it looks more professional that way. So without further ado...

## "Author's Commentary"

### Appendix 1: Summary of FAQ updates

Recently, I (Matthew) realized that while I have every copy of the FAQ from 0.6 to 1.4, there's no specific record of who did what and when regarding the mailing lists FAQ. In short, John did 0.1 to 0.6 and I took over the writing from there. However, John made the PDF copies of 0.7 to 1.0 because I didn't have the capability on my machine. Leitchy converted 1.1 to 1.4 to PDF. Here are the details:

#### 0.1, 0.2, 0.3, 0.5

Perhaps lost in the mists of time, perhaps somewhere still on John Constable's hard drive, little is known of the early FAQs other than 0.4, which I still have.

## 0.4

The earliest version of the FAQ, that I have, was last updated on February 3<sup>rd</sup>, 2003. Interesting things of note: The Crusades Savage Setting was originally planned to be released in May, but has since become "status unknown". Shane apparently thought that The Crusades was destined to be the second Savage Setting, and there's no mention of 50 Fathoms or Rippers. Apart from this, the FAQ was pretty accurate about what had happened and what was to come.

Also interesting is that the official Deadlands (Weird West) conversion document had not been released yet, but apparently there were a couple unofficial ones. Blood Moon, Slipstream, The Nam (later known as Tour of Darkness), Blood Feud, The Boxer Rebellion and American Revolution (later known as Wilderness Wars) are all mentioned as upcoming Savage Settings. A World War II Weird Wars book was explicitly *not* planned at this time. First known appearance of John's "Caveat Emptor".

## 0.6

Last updated on April 7<sup>th</sup>, 0.6 came out shortly before the actual release of the Savage Worlds rulebook. Apart from various minor updates, and mentioning that the Weird West conversion was out by then, there wasn't much change between 0.4 and 0.6. Also interesting is the fact that Shane did plan a free Hell of Earth conversion doc, but since then has been too busy. 50 Fathoms and Rippers were still completely unknown at this point.

## 0.7

First version of the FAQ updated by yours truly (Matthew)! 0.7 was mostly an update, with few new Q&As, but some text format changes. Smiling Jack first appeared in this one, and I also added in the "Latin-ese" joke at the end. 0.7 was last updated on April 9<sup>th</sup> (the day after the rulebook came out). I also added a lot of links. A lot of the text was still John's at this point.

Crime Does Not Pay and "Unnamed Pulp Hero Setting" (later called Fortune and Glory) are first mentioned.

I wrote this FAQ in Rich Text Format and sent it to John so he could convert it to PDF format. That's the way we did things until 1.0.

## 0.8

0.8 was the first version that I made major changes to. As well as lots of new and updated Q&As (news was flying fast back then), I doubled the number of links. 0.8 was last updated on April 29<sup>th</sup>.

I still hadn't added any legal text.

## 0.9

There was no 0.9 release, although I do have a version called 0.9 on my hard drive. John and I decided to skip to 1.0 for the release of Evernight.

## 1.0

This version was the first one deliberately timed to coincide with the release of a Savage Worlds book. Specifically, Evernight. (0.8's release just after the Rulebook was more of a coincidence.) 1.0 was last updated on June 10<sup>th</sup>. A Q&A for Evernight was added, and a lot of the other Q&As were made more accurate, but it was mostly another update.

First mention of 50 Fathoms, Takanak City, Necessary Evil, Sundered Skies and Rippers.

## 1.1

This FAQ was released to coincide with 50 Fathoms. It was also the first that Leitchy converted to PDF format for the release because John couldn't make the Adventure font work on his Mac. It was last updated on December 26<sup>th</sup>, 2003.

LOTS of updates, edits, deleting whole Q&As that were redundant, merging a few and so on. Plenty of new links, first appearance of the French Q&A, first appearance of the glossary. First appearance of the legal text on the front page.

First mention of Scairy Tales, Sticks & Stones, For Hive Queen And Country, and a bunch of others. Hearts of Steel was mentioned in this release, but was removed from 1.2 because I had a horrible case of writer's block and HoS is currently on the back burner.

## 1.2

This version was the first (and only) one that John was completely out of the loop on. 1.2 was last updated on March 31<sup>st</sup> 2004 and not timed to coincide with any new Savage Worlds books, but there was a ton of news between then and the previous update, as well as new Savage Tales, Savage Settings, 3<sup>rd</sup> party adventures for SW and so on. 1.2 had the first appearance of a (long overdue) Q&A on the relationship between Great White Games and Pinnacle.

The French Q&A was made more grammatically correct and more links were added.

## 1.3

Last updated on June 3<sup>rd</sup>. Major text format change; not necessary, but I liked the final result. New font, SF Fedora replaces Adventure for compatibility reasons and the fact that Fedora has apostrophes. (Fedora *doesn't* have a "ç" character. I fudged it for the French question using Arial.) Split the products and link-specific Q&As off into separate documents. Content-wise: mostly minor updates, corrections and edits. Sort-of coincided with the release of the Tour of Darkness RPG book.

Like 1.1 and 1.2, John's computers were exploding or committing ritual suicide when he tried to convert the FAQ to PDF, so Leitchy actually was the one who converted this to PDF format again. Ah well, I tried.

## 1.4

Take it from me: test things to death. If what you're testing is still twitching or beeping when you're done, you're not finished. For example, I put off testing all the links in the FAQs until the last time I updated version 1.4. About a fifth of all the links, including all of the links in the French question, were broken because I had cut & pasted them from Hotmail. That means they were broken for at least half a year and I was unaware of it. Ah well, just one more lesson to bear in mind in the future.

I finally changed the Question & Answer format that John originally wrote the FAQ with. Now none of John's original text survives (except maybe for the odd phrase here and there, but I know I squashed 99% of it). However, if I haven't yet made it clear enough: he started the FAQ and it probably would not be this good if he hadn't given me something good to start from.

Thanks, John.

Thank you, Shane, for making Savage Worlds.

Finally, thanks to all the folks on the mailing lists and forums.

This (hopefully) will be the final version of the main FAQ for quite a while. The Products and Links FAQs will be updated as stuff comes out, but I would like a break from constantly revising this one. Maybe I'll actually finish writing one of the Savage Tales for Shane I've been meaning to complete.

Buh-bye!

## "Deleted Scenes"

### Appendix 2: The Caveat Emptor gag

It's corny and it doesn't fit in the FAQ anymore due to the rewrite between 1.3 and 1.4, but for posterity here's the same dumb gag that's been a part of the FAQ since the rulebook came out, and Smiling Jack gets the final word:

#### **Is any of this official?**

[John] Nope. Caveat Emptor..;-)

#### **What?**

[Matt] That's Latin-ese. Caveat = I say this so I don't get sued. Emptor = I think I'm an emperor.

#### **That same dumb gag was in the last 6 versions of the FAQ. Are you guys going to change it anytime soon?**

Hey, it's become a classic, and you can't beat the classics.



***THAT'S ALL, FOLKS!***