

Total War Companion, your Best friend in duels, hunting and all your Roleplay in Second Life!

The first thing you have to do to summon your Companion is to wear your TW Companion Ring and your Total War (both TW and TW HUD).

You don't have to be worried about prim limits, your Companion uses 0 Prims!!!!

The first time you wear your TW Companion Ring you will be asked to give it a name. Say in chat on channel 9 the name you want to give to your Companion.

Example: /9TWCompanion : your Companion's name will be TWCompanion

**PAY ATTENTION:** you will not be able to change your Companion's name after this step unless you reset it completely!

Your companion will be registred in Tokuno Wind website ([www.tokunowind.com](http://www.tokunowind.com)) as a real Player, whose name is composed by the name you have given to it followed by your username.

Example: TWCompanion Jon Linden

You can see your Companion's profile on [www.tokunowind.com](http://www.tokunowind.com) searching in "Player" section.

To Summon your Companion click the "Summon" botton of your HUD, if you don't see it, expand your TW HUD by clicking the little red arrow. Summon button is the first on the left.

Once you've summoned your Companion you will be able to see 2 new icon on the bottom-right side of your HUD.

The first icon (showing a paw) opens the Info Menu. Here you can decide what your Companion has to do.

**Follow Me :** your Companion will follow you wherever you go. This mean he will also come with you even if you teleport to another place. (NB in the region you are not allowed to rez object your Companion will be dispelled)

This is the DEFAULT condition.

**XP :** click this button to upgrade your Companion to the next level if you have enough experience points, otherwise this will tell you in chat how many XP points you need to reach the next level. For more info see below.

**Stay :** your Companion will stop following and stays in the place he is at the moment. Your Companion will stay there if you are not more than 1500 mt far away. Otherwise it will be dispelled.

**Dispel :** click this button to dispel your Companion.

The Second icon (with two crossed swords) opens the "Combat Summoned Panel"

## Total War Companions - Manual

Written by Vinavil McMillan

Tuesday, 13 December 2011 18:14 - Last Updated Tuesday, 13 December 2011 18:38

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Your Companion can fight against other Avatars wearing Total War Gaming System with PvP option ON (Total War is FREE, you will find a Total War Giver included in this package), every Total War Mob (Enemy NPC) and against other Total War Companions.

The first thing you have to do to make your Companion fight is to create its Attack Program. This will set the 'strategy' your Companion will use when fighting against Avatars or other Companions.

Click the "Atk. Prog." button in the "Combat Summoned Panel"

You can now program your Companion's attack in a maximum of 8 moves:

Back, Forward, Left, Right: your Companion will move one step in that direction

Attack : your companion will make a hit

Point : your companion will turn toward its target.

Click Done when you have finished programming.

Press "attack" to fight

You have to decide who your Companion is going to attack. Click the target name and your Companion will attack him!

Remember that if you want your companion to attack another player he has to wear Total War Gaming System (with PvP option ON).

NB: if you have ordered your Companion to Stay he will not attack. To start fighting he has to be in "Follow me" status

When your Companion dies in fighting it will be automatically dispelled and you will not be able to summon it again for the next 3 minutes.

Click "Stat" button to see your Companion's statistics

Your Companion will gain experience points in fighting against other Companion or Total War Mobs, or you can buy one of our special "XP booster pack".

Your Companion will tell you when it has gained enough points to reach the next level.

Click XP button in the Info menu to upgrade to the next level. You can now decide which skill you want to increase.

You can develop different skills:

Attack: the higher this skill is the higher is the damage your companion will deal.

Defence: the higher defence is the lower is the damage your companion receives.

Combat: increasing this skill will increase your Companion's ability to fight, his hits will be more successful as well as his parrying

Special: increase the chance to make your Companion's Special hit

Size : this will make your Companion grow!

Every some seconds you will see the Companion Icons on TW HUD becoming black for some instants, this is normal, it shows you cannot interact with your companion in that precise moment because it is refreshing. It will be again available in a while.

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### ----TOTAL WAR POINTS and CARDS----

When your Companion kills another Total War Companion he will gain Total War Points.

When your Companion kills another Total War Player he will gain Total War Points.

When your Companion kills a Total War Mob (Enemy NPC) YOU will gain every Point and Card he has collected.

### ---- ROLEPLAY FEATURES -----

Your companion is also a great tool for roleplay.

#### -TALK

You can make him talk just by speaking in chat on channel 9

Example:

/9 Hello, I am Total War Companion!

#### -HEAR

If you order your pet to stay and move away (REMEMBER that you have to stay within a 1500 meter range from your Companion) he will report to you all what is said in open chat near him!

#### -LOOKING

your Companion can tell you who is around him. Just say on channel 9 "looking" to know it!

Example:

/9looking

### ---- RESET -----

To reset your companion say in open chat "reset total war companion"

Example

reset total war companion

**BE AWARE THAT THIS WILL BRING YOUR COMPANION BACK TO FACTORY STATUS,  
ALL XP AND SKILLS GAINED WILL BE LOST**

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For more info [www.tokunowind.com](http://www.tokunowind.com)

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