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The Earthling's Guide to



www.AresCentral.com

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documentation by Nathan Lamont

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1. OVERVIEW

1.1 WELCOME TO ARES

Far into the future, after the Cantharan invasion and occupation of Earth, you strike a deal with a powerful, benevolent alien race, the Ishiman Protectorate. They offer you their advanced shipbuilding technology in exchange for your planned offensive strike to crush the ever-expanding Cantharan Order and its powerful allies. A decisive victory in your war to liberate Earth will come at a price: every lightyear will be bought with the blood of your kinsmen, and whatever liquid it is that pulses through the veins of your enemies.

Ares is an exciting fusion of action and strategy, combining all the exciting elements of arcade-style action with the challenge of real-time strategy; the result is an exciting "hybrid" which requires both quick reflexes and skillful tactics. With huge, dynamically scaling sprites, and network play via AppleTalk or Internet, this game will bring hours of excitement to your Macintosh.

Start with simple escort missions, and work your way up to planetary invasions. Capture and hold strategic points, or your victory will be more costly! Send a swarm of ships off to engulf the enemy, or sacrifice a lone fighter to draw them into a trap. No technique is too unconventional in your campaign to recapture your home planet.

The challenge doesn't end with the defeat of the Cantharans. Two players can go head-to-head via AppleTalk or the Internet. Ares even sports integration with Scott Kevill's GameRanger service (a new feature in the Ambrosia version), so finding an opponent should be a snap.

1.2 INTRODUCTION

Ares is a fusion of arcade action and real-time tactics. This unique combination requires a unique interface which is more involved

than a shoot-'em-up, but less intricate than a full strategy game.

There are three tutorial levels that will help you learn Ares' interface. Still, reviewing this document could save you a lot of time and frustration, not to mention the lives of the brave men and women who will serve under you.

The first part of this manual, this Overview section, introduces you to Ares and shows you how to get around. You may prefer to try the tutorial levels first -- there's little in the first section of this document that isn't covered in the tutorials. The second part, the Reference section, details all of Ares' features and describes some advanced operations.

1.3 GETTING STARTED

Once you have Ares installed, double click on its icon in the Finder. After the introduction sequence, you'll be presented with the Main Menu screen, from which you can begin a game, enter a training mission, bring up your preferences, play the credits, or quit.

1.3.1 GETTING HELP

In this document, the default key is indicated after each control name [LIKE THIS], but you may reassign most controls to whatever you like.

During the game, you can press the Help Key [F1] to review all key settings and to find valuable shortcuts. To set your key preferences and to familiarize yourself with all of Ares' commands, navigate to the Key Setup screen from the Main Menu screen by clicking on the Preferences button, and then the Key Setup button.

1.3.2 LEARNING THE ROPES

You can learn most of the skills you'll need for Ares in the special training scenarios, where you can neither get hurt nor lose. In these safe environments you can practice

using Ares' interface and building and controlling other ships. There are three training missions, one before each of the first three chapters.

In the training missions, certain functions will be deactivated. For example, your ship may not be permitted to move while certain features are being demonstrated.

You can skip over a training mission by hitting the ESC key, but we recommend going through each tutorial at least once.

1.3.3 BASIC SKILLS

1.3.3.1 Using the Zoom Feature

The first thing you'll see when you enter any mission is a screen full of shapes: little squares, triangles, and crosses. You're looking at the objects in the scenario on a symbolic scale. Because the display is at such a small scale, the ships and planets are too small to see and are represented by symbols.

When you start a scenario, the Zoom is set to the "Closest Hostile" setting. This means that Ares will attempt to scale the display to show you the closest significant non-friendly object. This is why usually the scenario starts with the display scaled out.

You may alter the behavior of the zooming by using the Zoom In [KEYPAD +] and Zoom Out [KEYPAD -] keys, or by using the shortcut zoom keys [F9—F12, HELP, HOME, and PAGE UP]. The Zoom In and Out keys actually cycle through a variety of zoom settings, most of which are accessible with the shortcut zoom keys. Here are the defaults:

Function	Key	Zoom	Setting
	(none)	2:1	
	F9	1:1	
	F10	1:2	
	F11	1:4	
	F12	1:16	

HELP	Closest Hostile
HOME	Closest Object
PAGE UP	Zoom to All

The last three settings are “automatic,” and depend on the position of the objects in the scenario. Thus, it’s possible that you could zoom “out” from one setting to another, say from 1:16 to Closest Hostile, and the display would actually zoom in, because, in this example, there was a hostile ship right next to you.

1.3.3.2 Navigating

Unless you’ve never played a computer game, the basic concepts of moving your ship around in Ares should be familiar.

The Thrust Key [KEYPAD 8] pushes your ship forward in the direction you’re facing. When your ship reaches it’s maximum velocity, you won’t be able to go any faster. Thrusting does not use any power.

The Rotation Keys [KEYPAD 4 and KEYPAD 6] rotate your ship counter-clockwise and clockwise, respectively.

The Stop Key [KEYPAD 5] slows your ship down as long as you hold it, or until your velocity is zero.

Faster-than-Light Speeds

Most ships in Ares are equipped with a super-light booster drive, or warp, allowing them to travel faster than light. This includes the cruiser you are given in the training scenario.

Warping is easy. Just press and hold down the Engage Light Drive key [TAB]. It takes a moment for your light drive to ramp up and engage.

About an eighth of your available power gets consumed when you enter warp. As you warp, a small amount of power is continuously drained from your available power. When you drop out of warp, all of the energy you lost during warp gets returned to you and added to

your reserve power. For more information about reserve and available power, refer to section 2.1.7, Energy Indicators.

Getting Your Bearings

If you get lost, you can scale the display all the way out to see where you are. Hit the Zoom to All shortcut key [PAGE UP] or just tap on the Zoom Out key [KEYPAD -] a few times.

No matter what level of magnification the display is showing, you can always tell what way you're facing by the sight, the green triangular outline that is always visible.

To find out *what* something is, though, you need to know how to select it as a target.

1.3.3.3 A Quick Introduction to Selecting Targets

There are several reasons to select objects in Ares, and a couple of ways to do it. For now, you need to know what objects you're looking at, so we'll show you how to select a *target* with the mouse.



Target Screen

Hold down the Target key [SHIFT] and click on an object to select it as a target. A target can be almost anything -- even your own ship. You can tell when an object is selected as a target, because it will appear in the Target Screen on your ship's computer, and if the target is on screen, it will be labeled with blue text.

If you're in a regular mission (the training missions have functional limitations), go ahead and zoom all the way out and try holding down the target key and clicking on the various objects. Some of the objects may not be selectable.

Selecting something as a target does not have any effect on your weapons. The term target only implies that an object is a potential destination or goal for other ships.

There are many more elements to selecting ships and bases, which will be explained later in this section.

Note that holding down the Target key [SHIFT] for one second and not clicking on anything will select your ship as a target.

1.3.4 ADVANCED SKILLS

The training missions are the best way to learn these skills, but you may find the following tips helpful.

1.3.4.1 Combat

In Ares, might often makes right. You'll need to fight to get what you want.

Ships can have up to three weapons, and most have at least one. Shooting is easy -- just press one of the three fire buttons Weapon 1 [OPTION], Weapon 2 [COMMAND], or Special [SPACE]. If the ship you're in has the corresponding weapon, and you have ammo for it, the weapon will fire. You can fire more than one weapon at once, and you can just hold the keys down to fire repeatedly.

The cruiser you're initially given has two weapons. The fusion pulses do more damage than the photokinetic beam cannons, but you only have fifty of them. The beams use up available power and do less damage, but they're faster.

1.3.4.2 Building

In many of the scenarios, you'll find yourself building ships -- many, many ships.

Here's how to build at a base, such as a planet.

Select the Base as a Control Object

Almost anything you own can be selected as a control object, which is distinct from a target object. A control object is something you control indirectly, by giving it an order.

Let's say you want to order a planet to build a fighter. To select a control object with the

**Control Screen**

mouse, just click on it.

You can tell when you have a control object selected, because it appears in the Control Screen and, if it's visible, it will be labeled in yellow.

When you select a control object that is also a base capable of building something, it becomes your current build base. You can tell what your current build base is by looking at the top of the Build Menu on your ship's computer.

You only need to select a base once to build at it repeatedly. It will remain your current build base until you select another base capable of building.

Usually you'll only have one base capable of building, which will have been automatically selected for you, so you won't need to worry about selecting it first.

**Ship's Computer Menu**

Use the Ship's Computer Menu

You can use the mouse to navigate around the ship computer menu, or you can use the Computer Keys [ARROW KEYS].

To use the mouse, double-click on a line to select it. To back up, click the top cyan button at the bottom of the ship's computer, labeled with the previous menu's title.

To build a fighter at a base once you've selected it, navigate to the Build Menu, from the Main Menu, and select Fighter from the Build Menu.

A Ship is Born

After you "tell" a planet to produce a Fighter, construction begins immediately.

In the upper right corner of the screen, you'll notice a little purple bar appear in its own box. The bar represents the progress of a ship's construction. When the purple bar shrinks to the bottom, the construction is complete.

When a base builds a ship, that ship adopts

your current Target Object. Keep an eye on the build progress bar so that you have something sensible targeted when the ship is completed.

1.3.4.3 Command

Indirectly controlling other ships is crucial to winning strategic scenarios.

Another Way to Select a Control Object

Before you give an order to an object, you need to select it as the control object. As you learned, you can do this with the mouse by clicking on an object you own.

If you don't like using the mouse, or if you the object you want to select is off the screen but you know where it is, you can use the keyboard to select it as the control object.

Let's say you want to select a transport with the keyboard. Point your ship at the transport -- that is, position your ship so that the transport is in front of it, as if you were going to shoot at the transport.

The green triangular sight doesn't have to be touching the other ship, or pointing at it. It just has to show that your ship is facing the transport.

Now hit the Select Friendly Key [KEYPAD *]. The Select Friendly Key *only* works on ships. It won't select bases. And it *only* selects ships that you are pointing at with your own ship. It cycles through the ships in front of you, from closest to farthest.

If the transport didn't get selected, but something else did, keep facing the transport and hitting the Select Friendly Key until the transport is selected as the control object. When the transport is selected as the control object, it will be labeled in yellow, and it will appear in the Control Screen, below the radar.

Another Way to Select a Target

Just as you can select a friendly ship with

only the keyboard, so can you select a target. In short, you use the Target Key [SHIFT] in combination with the three selection keys (Select Friendly, Select Foe, Select Base).

Suppose you wanted to select an enemy planet as your target, so you could send the transport there.

Scale the display out until you can see the enemy planet. Point your ship at it (you can tell which way you're facing by the triangular sight), then press the Select Base Key [KEYPAD =] while holding down the Target Key [SHIFT].

If you inadvertently select any other base, try again. The selection keys always cycle from the closest objects to the farthest objects in the direction you are facing.

Giving the Order

The way you indirectly control other ships in Ares is by giving them targets, or destinations. The control object is the object which you want to indirectly control, and the target is the destination.

To assign your selected target to your selected control object, hit the Order to Go Key [CONTROL]. The control object will now do its best to reach the target you've given it, regardless of what that target is. If you assign a ship a friendly target, that ship will protect the target. If you assign a hostile target, that ship will attack it.

In our hypothetical situation, you should now have the transport selected as the control object, and the enemy planet as the target object.

To make the transport go to the planet, hit the Order to Go Key [CONTROL]. When you hit the Order to Go Key you should hear a confirmation beep, and the transport should start moving.

If you've done this, you've learned Ares most difficult component!

1.3.4.4 Control Objects

Giving your ships targets has many uses.

Escort

An essential practice in Ares is assigning ships to escort other ships. For instance, you might want to protect helpless transports in this manner. Target the transport, then one by one select the ships you want to have escort it and press the Order to Go Key.

Escorts try to match the speed and heading of their target, and that they will attempt to enter superlight speed at the same time that their target does.

Attack

Often you'll want to destroy a particular enemy ship. Target the enemy ships and send your ships to it. They'll do their best to destroy it.

Once a ship is in a hostile situation, it won't immediately obey subsequent orders if it doesn't think it's safe to turn its back to the enemy ships.

Transfer Control

In a real scenario, if your ship is destroyed, you must transfer control to another ship to continue the fight. This will happen automatically after a while, but it is much faster to do it yourself.

To transfer control, select one of your ships as a Control Object. Navigate to the Special Orders Menu and select Transfer Control. You will be immediately transferred.

1.4 FACING THE REAL WORLD

Depending on the particulars of a mission, you may only have one ship to use, and losing it will cost you the scenario.

This section offers some tips and strategies for playing the first three chapters.

1.4.1.1 Scenarios Are Usually Rotated

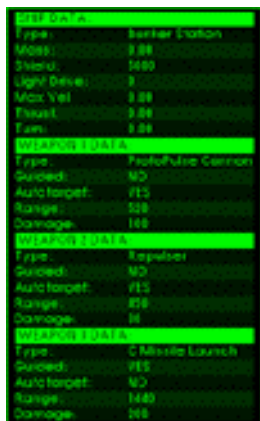
It's important to realize that every time you start a scenario in Ares, its orientation may change. That is, a planet that's at the top of the playing area the first time you play it may be at the bottom left the next time you play it. The only exceptions are the training scenarios, in which everything will always be in the same place.

1.4.1.2 Mission Briefing

Before a scenario starts, you'll be presented with the Mission Briefing.

Every single-player scenario has a Mission Briefing, consisting of a map with several pages of information. Use the buttons at the bottom to step through the pages. It's a good idea to review the Mission Briefing thoroughly, as it details your mission objective and may provide hints to help you complete the mission.

The first page of every Mission Briefing shows the scenario's location on a galactic map, marking your progress from level to level. As you complete scenarios, you will move closer and closer to Earth.



The second page is always a simple map of the scenario, indicating the scenario's orientation and the current location of known objects. Make a mental note about the position of the objects in the scenario.

The rest of the pages contain textual information about your goal. Portraits of the various ships may be imbedded in the text; you can click and hold on the portraits to get detailed information about a ship's characteristics, or you can press and hold "1" for the first portrait on the page, "2" for the second, and so on .

Detailed Information About a Ship

When you're ready to begin, press the begin button or hit RETURN.

1.4.2 CHAPTER 1:EASY STREET

The first scenario is really very easy. All you need to do is destroy five helpless enemy transports before any of them reach a space station.

Keep Your Eye on the Ball

Pay attention to the mission briefing -- it tells you what you need to do to complete the scenario. You'll notice that it doesn't say anything about destroying *all* the ships, only the transports.

If you can avoid getting killed, and concentrate on destroying the transports, you'll have no trouble completing the scenario.

1.4.3 CHAPTER 2: THE STARS HAVE EARS

In the second scenario, you can apply a strategy similar to the one you apply in the first scenario: don't worry about killing all the enemy ships, just focus on your mission objective. In the second scenario, you must destroy four sensor relay dishes.

Bigger Enemies

In addition to the fighters and cruisers you faced before, in the second scenario you'll have to deal with deadly gunships. The Gaitori gunships have long range homing pulses which can cause a lot of damage.

Bigger Guns

To help you defeat the more difficult enemy ships, you'll be supplied with a heavy cruiser, which is faster and better armed than the standard cruiser you get in the first scenario. In addition to faster firing fusion pulses and photokinetic beam cannons, the Ishiman heavy cruiser also has five guided missiles.

To destroy the enemy gunship, try to get as close as possible to it without getting hit by its homing pulses. Zooming the display to 1/2 or 1/4 magnification may help you by keeping both the gunships and its pulses in view at the same time.

When you get very close to the enemy
gunship, open fire with all your weapons.
Don't spare the missiles -- they won't do you
any good if your ship blows up.

1.4.4 CHAPTER 3:WHILE THE IRON IS HOT

The third chapter requires a different approach. Your objective is to capture an enemy planet, and you'll be able to construct all the ships you need to do it at a planet of your own. The key to this scenario is managing the ships under your control.

You need to build ships during this scenario, so, if you haven't already, go to the Training Mission and practice using the ship computer at the Build Moon.

More Than One Life to Live

If you lose your ship in Chapter 3, you won't necessarily lose the chapter, because you can build as many ships as you can afford to buy.

When the ship you are in is destroyed, you'll find yourself floating in space in a space suit. You have a limited time to select one of your ships and transfer control to it using the Special Orders menu on the ship computer.

Protect Your Turf

Since you can build additional ships, losing the ship you're in won't mean you lose the scenario. But if your planet falls into enemy hands, or if you lose *all* your ships, then the scenario will end.

The enemy Gaitori will be building ships too, and trying to take over your base. Don't forget to keep an eye on your planet.

Planetfall

To win Chapter 3, you must build a transport and land it at the enemy planet.

A transport will land on an enemy planet only if it is given that planet as a destination. If a transport is near an enemy planet for some other reason -- if you piloted it there

personally, or if you gave it a “Come to My Position” order, for instance -- it will not land at the planet.

You can tell what a transport's destination is by selecting the transport and looking at the Control Screen beneath the Radar. The last line on the control screen, beneath the ship's picture, is the ship's destination.

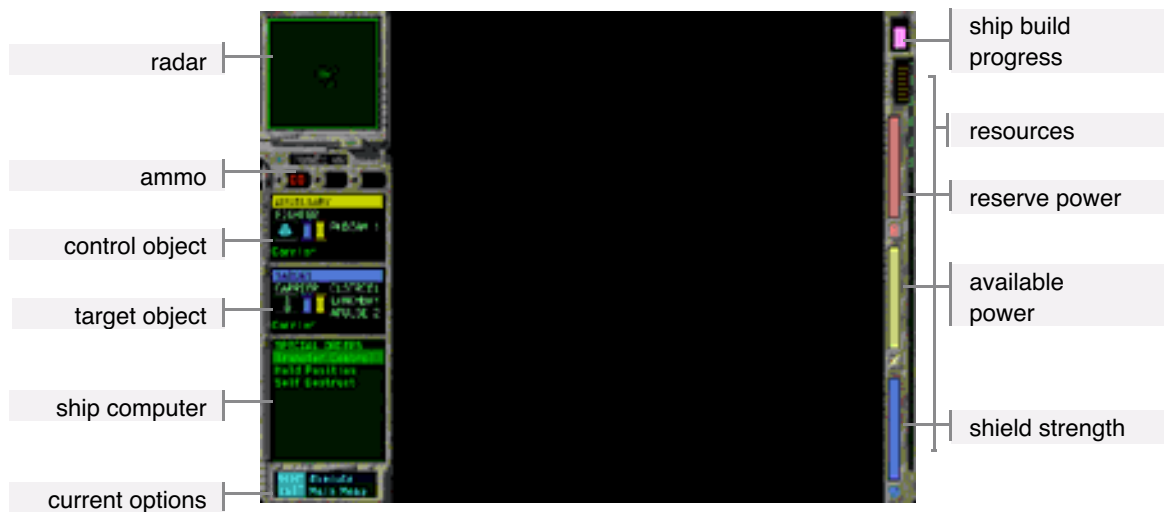
For example, in Chapter 3, you should build a transport, select it as a control object by clicking on it, select the enemy planet Demeter Beta as a target object by shift clicking on it, and order the transport to go to the planet by hitting the Order to Go key [CONTROL]. Of course, the transport has to survive the journey.

Good luck!

2. REFERENCE

2.1 THE DISPLAY

This section steps through each element of the display, explaining each element's function and role in the game.



2.1.1 RADAR

The Radar in the upper left corner of the display shows the objects around you. The lighter shaded box which grows and shrinks within the Radar is the Visible Range box, which indicates the current area which is visible on your main display. If the area visible on the Main View is larger than the Radar's range, the Visible Range box will cover the entire Radar.

The Radar is a useful way to keep your bearings, or to hunt for "cloaked" ships.

2.1.2 AMMO

The three boxes below the Radar are Ammo indicators. The number in each box represents the remaining shots for each of the three weapons: from left to right, Weapon

1, Weapon 2, and Special.

Not all ships have three weapons, and not all weapons have a limited number of shots. In this case, the appropriate Ammo indicator will be blank.

When a ship runs out of ammo for a given weapon, it will use energy to regenerate the ammo, up to 1/2 of its capacity. For more information about weapons and energy consumption, see section 2.1.7, Energy Indicators.

2.1.3 CONTROL SCREEN AND TARGET SCREEN

The Control and Target Screens show information about your current selections.



In this example, a Heavy Cruiser is selected as the Control Object, and its destination is Myrmidon Station. The Myrmidon Station text is red, indicating that the station is owned by the enemy.

2.1.4 SHIP COMPUTER

Below the Target Screen is the Ship Computer. The Computer enables you to build ships, issue special orders, and recall messages.

You can select an option on the Computer by using the Computer keys ([UP ARROW] and [DOWN ARROW]) or by clicking on the text. You can execute the selected option by using the Computer Execute Selection key [RIGHT ARROW], by clicking the Execute Button below the Ship Computer, or by double

clicking on the text.

You can back up to the Computer's Main Menu by using the Computer Cancel key [LEFT ARROW] or by clicking the Cancel Button below the Ship Computer.

For more information on the Computer's functions, see sections **2.2 Building Ships**, **2.3 Messages**, and **2.6 Controlling Other Ships**.

2.1.5 SHIP BUILDING PROGRESS INDICATOR

The purple Ship Building Progress Indicator appears in a small box in the upper right corner when you have a ship under construction. The bar goes down until the ship is completed.

In scenarios in which you have more than one base that can build, the Building Progress Indicator represents the current Build Base (the last base selected as a Control Object).

2.1.6 RESOURCE INDICATOR

The column of small green rectangles at the far right of the display is the Resource Indicator. To build ships, you need resources. Resources are generated by owning planets and stations.

When you select ship from the Build Menu on the ship's computer, its cost in resources is reflected in the Resource Indicator. If you can afford the ship, the quantity of resources it will cost will be colored blue in the Indicator. If you can't afford the ship, the Indicator will show in orange how many more resources you'll need to build the ship.

Should you earn more than 1,000 resource units, every 1,000 resource units will be shown by yellow bars to the left of the top of the Resource Indicator.

2.1.7 ENERGY INDICATORS

All ships have Reserve Power and Available Power. When a ship uses up energy, it is taken from the ship's Available Power. The Available Power gets recharged from the Reserve Power over time.

2.1.7.1 Reserve Power

When a ship is created, its Reserve Power is fully charged. The Reserve Power only gets used when the Available Power is not fully charged. The Reserve Power can only be used to recharge the Available Power.

Except for special circumstances, the only way to recharge a ship's Reserve Power is to collect energy from destroyed ships.

2.1.7.2 Available Power

Whenever a ship does something that requires energy, it uses the Available Power. There are many things a ship can do which require power:

- **Firing Weapons:** some weapons, especially beam weapons, require energy to shoot.
- **Recharging Ammo:** when a weapon's ammo is more than half exhausted, the ship will automatically regenerate the weapon's ammo up to one half its full capacity. The amount of energy required to regenerate a weapon's ammo depends on the type of weapon.
- **Recharging Shields:** when a ship's shields fall below one half strength, the ship will automatically regenerate the shields up to one half capacity.
- **Superlight Boosters:** when a ship engages its light drive, it uses up a large chunk of its available power. Sustaining faster-than-light speed drains the Available Power as well. Thus it is impossible to travel faster than light indefinitely.

However, all the energy used when

warping gets recaptured when a ship drops back to sublight speed. The Reserve Power gets charged with the energy spent getting into and maintaining warp speed. Still, the regained energy will not be available until the Available Power gets recharged.

2.1.8 SHIELD INDICATOR

Damage to any ship is absorbed by its Shields. When a ship's Shields are depleted, the ship will explode.

Shields are automatically regenerated over time by the Available Power, up to 50% of full capacity.



You can visually gauge a ship's shield strength by observing its shields when the ship gets hit. Strong shields will obscure the ship, while weak shields will barely be visible.

*An Object with Active
Shields*

2.1.9 MAIN VIEW

The Main View is where all of the action takes place in Ares. Whatever ship you are currently in will always be at the center of the Main View.

During a scenario, you can use the scaling keys to suit your needs. The scaling keys cycle through these settings, from closest to farthest:

1:1 Zoom

The scaling is locked to its natural size.

1:2 Zoom

Sprites are shown at half size, and you can see twice as far

1:4 Zoom

One quarter scale.

1:16 Zoom

One sixteenth scale.

Zoom to Closest Hostile

Automatically scales to show you the current closest enemy object.

Zoom to Closest Object

Automatically scales to the closest selectable object, no matter what it is.

Zoom to All Objects

This will scale the display all the way out until you can see all the objects in the scenario.

When the Main View is zoomed out below 1:4 scale, the ship graphics are replaced with symbols.

-  small & medium ships
-  large ships
-  transports & special ships
-  planets & bases

The size of an object's symbol is roughly proportional to its actual size. Green symbols are friendly, blue symbols are neutral, and red symbols are hostile.

2.1.9.2 Status Indicator

At the top of the display, status messages will appear in aqua colored text. Status messages indicate the magnification mode of the display, or the state of your ship's shields.

2.1.9.3 Scenario Update

At the bottom of the display, scenario updates will pop up in red colored text when significant events occur. You'll be notified whenever one of your ships is destroyed, or if any base changes hands.

If several of your ships get destroyed quickly in the heat of battle, scenario updates may get backlogged, so you may not know immediately if one of your ships has been destroyed.

2.2 BUILDING SHIPS

In some scenarios you are given a fixed set of ships, and if you lose those ships you will almost certainly lose the scenario.

In many scenarios, however, you will own and capture bases which are capable of building additional ships. What ships a base can build will depend on its scenario. Not all bases are capable of building ships.

2.2.1 SELECTING A BASE

Before you can build at a base, you must first select it as a control object. Bases can be planets, moons, or space stations.

Once you've selected a base you own as a control object, it becomes the source base for all subsequent build orders. You can select other control objects such as ships, and the base you originally selected will remain the source base for building. However, selecting a different friendly base as a control object will cause that base to become the source for subsequent build orders.

You can determine what the source base for build orders is by looking at the build menu.

2.2.2 ISSUING A BUILD ORDER

From the main menu, select "Build."

The name of the current source base is displayed at the top of the build menu. The ships available to build at that base are listed below. Since different bases can build different ships, you'll need to keep track of which base you have selected as your source base.

Select which ship you want to build. If you cannot afford a particular type of ship, its name will be dimmed.

The price of the ship will be reflected by blue coloring in the Resource Indicator, if you can afford it, or by orange coloring if you cannot.

Press “execute selection” key. The base will now begin building the ship you selected. You can build at more than one base at a time, if you like.

When the ship is complete, its destination will be set to whatever target you currently have selected.

2.3 MESSAGES

In some scenarios you will receive messages. Messages can come from Ishiman/Human Coordination on board the ISN Jumpgate 617 or from other ships, both friendly and hostile, or from the other player in network games. Messages appear at the bottom of the display in blue text.

2.3.1 THE MESSAGE MENU

From the main menu, select “Message.”

Next Page/Dismiss

If a message has more than one page, selecting this will display it. Otherwise, this will dismiss the message.

Previous Page

If a message has more than one page, and you’re on any page but the first, this will go back a page. Otherwise, this does nothing.

Last Message

If you’ve cleared a message, this will show the last message you received.

2.4 KEY CONTROLS

There are thirty four user-configurable keys in Ares. Their default settings are:

KEY	FUNCTION
NUMERIC KEYPAD 8	accelerate
NUMERIC KEYPAD 5	decelerate
NUMERIC KEYPAD 4	rotate counter-clockwise
NUMERIC KEYPAD 6	rotate clockwise

OPTION	fire weapon 1
COMMAND	fire weapon 2
SPACE BAR	fire weapon 3/activate special device
CONTROL	order to go
SHIFT	target
TAB	engage light drive
FORWARD DELETE	select base
END	select enemy ship (target only)
PAGE DOWN	select friendly ship
NUMERIC KEYPAD -	scale out
NUMERIC KEYPAD +	scale in
UP ARROW	select previous (computer)
DOWN ARROW	select next (computer)
LEFT ARROW	back up (computer)
RIGHT ARROW	execute selection (computer)
F1	help
F2	volume down
F3	volume up
F4	mute music
F5	expert net settings
F6	fast motion
F8	transfer control shortcut
F9	1:1 scale shortcut
F10	1:2 scale shortcut
F11	1:4 scale shortcut
F12	1:16 scale shortcut
HOME	scale to closest hostile shortcut
HELP	scale to closest object shortcut
PAGE UP	scale to all shortcut
DELETE	next page/dismiss message
number keys 1-0	selection hotkeys

When using the selection keys and not the mouse to select objects (the “select base,” “select enemy,” and “select friendly” keys), your ship must be facing the object you are trying to select. The closest object is selected first; repeatedly hitting the select keys will cycle through the objects you are facing, from closest to farthest. See the “Controlling Other Ships” section for more information.

The target key works in combination with other keys:

COMBINATION	FUNCTION
target + select base	select friendly or enemy base as a destination
target + select friendly	select friendly ship as destination
target + hotkey	select object as destination
target + engage light	activate autopilot to destination

The target key can also be used with the mouse. Clicking on an object with the mouse while holding down the target key will select that object as a destination, if possible.

To select yourself as a destination without using the mouse, hold down the target key for one second, then release it without pressing any of its combination keys.

There are also a few non-configurable keys:

KEY	FUNCTION
ESC	abort scenario
CAPS LOCK	pauses the game
RETURN	enter and send message (net games only)

2.5 CONTROLLING YOUR SHIP

2.5.1 MOVING

In Ares, the player always has direct control of one single ship. In many scenarios, the player may transfer control from one ship to another. If the player has no ship to directly control--that is, if he runs out of ships--the scenario will end.

Different types of ships have different degrees of maneuverability. Turning speed, rate of acceleration, and maximum velocity are all variable.

When accelerating, a ship will apply thrust in the direction it's facing until it reaches its maximum velocity in that direction.

When decelerating, a ship will apply thrust in the direction opposite to the direction in which it is traveling, until its velocity is zero.

2.5.2 SHOOTING

Most ships in Ares have some kind of weapon, and those that do are usually armed with more than one. In some cases, ships may have special abilities in place of weapons.

The simplest weapons are of the "point and shoot" variety, and their shots travel in a straight line in the direction the shooting ship is facing. Other weapons have guided shots, which attempt to collide with hostile objects by turning towards them and thrusting. More advanced auto-targeting weapons can fire in whatever direction the nearest enemy lies.

A "special ability" can be almost anything; for instance, assault transports hold specially trained extra-vehicular assault troopers (EVATs), who exit their transport when it activates its "special ability."

2.6 CONTROLLING OTHER SHIPS

Ares is really more than a simple “shoot-’em-up,” and it offers the player a degree of control usually found only in full strategic games. However, unlike conventional strategy games, the player does not operate in “god mode” in Ares--the player is not an abstraction, controlling his forces with impunity. And, unlike some action games with tactical elements, the player’s control of other ships extends beyond “help me out” or “attack my target.”

2.6.1 SELECTING CONTROL OBJECTS

The player can have two objects selected at any time: one control object, and one target object. Only friendly objects can be selected as control objects, while almost anything can be a target object.

Before you can give an order to a ship or build at a base, you must first select it as a control object. You can select a ship or a base as a control object with either the keyboard or the mouse.

2.6.1.1 Selecting a Control Object with the Mouse

To select a control object with the mouse, scale the display or move your ship until you can see the object you wish to select. Move the mouse over the object (the selection cross-hairs will become visible when the mouse is moved), and click the mouse button. If there is more than one ship in the selection cross hairs, you may have to click the mouse multiple times before you cycle to the ship you want.

You can use the mouse to select both ships and bases.

2.6.1.2 Selecting a Control Object with the Keyboard

To select a ship as a control object with the keyboard, turn yourself so that you’re facing the ship you want to select, and press the “select friendly ship” key (its default is the

page down key). You don't have to be able to see the ship you're trying to select, you only have to know in what direction it lies.

If there is more than one friendly ship in the direction you're facing, the closest ship will be selected first. Pressing the "select friendly ship" key repeatedly will cycle through the ships from closest to farthest.

To select a base as a control object, use the "select friendly base" key instead.

Note that you cannot select enemy ships or bases as control objects.

2.6.1.3 Assigning a Hotkey to a Control object

After you select a control object, you can assign a hotkey to it. Tapping that object's assigned hotkey will then automatically select that object, no matter where it is.

To assign a hotkey, press and hold the key for one second (the default hotkeys are the number keys from 1 through 9, and 0). When you release the hotkey, you will hear a beep.

The most recently selected object, whether it's a target object or a control object, will be assigned the hotkey you pressed.

The hotkey will appear in the object's label whenever it is selected.

2.6.1.4 Selecting a Control Object with a Hotkey

Tap the hotkey that has been assigned to the desired object. If the object is selectable as a control object, it will be selected.

2.6.2 SELECTING TARGET OBJECTS

To send a ship to a target, you must first select that destination as a target object. A target object can be almost anything: an enemy planet, a friendly ship, an unclaimed space station, or anything else worth attacking or protecting.

Some special ships require specific types of target objects. For example, a standard transport will only land at an enemy planet that has been assigned as its target object. The transport won't try to land at an enemy planet otherwise, even if the planet is within range.

2.6.2.1 Selecting a Target Object with the Mouse

To select a target object with the mouse, scale the display or move your ship until you can see the object you wish to select. Move the mouse over the object, hold down the target key, and click the mouse button. If there is more than one ship in the selection cross hairs, you may have to click the mouse multiple times before you cycle to the object you want.

You can select any type of significant object as a target object with the mouse.

2.6.2.2 Selecting Target Objects with the Keyboard

You can select target objects with the keyboard the same way you select control objects with the keyboard, except that you must also hold down the target key.

Face the object you wish to select, hold down the target key, and hit one of the three selection keys: select base, select enemy ship, or select friendly ship.

If there is more than one of the type object you are selecting in the direction you are facing, the closest will be selected first. Hitting the same selection key repeatedly will select the next farthest object unless there are no farther objects, in which case the closest object will be selected.

Note that you can select either a friendly base or an enemy base as a target object using the target key and base key combination. Also, since the "select enemy ship" key only works when you're selecting a target object, holding down the target key is optional.

2.6.2.3 Assigning a Hotkey to a Target Object

After you select a target object, you can assign a hotkey to it. Tapping that object's assigned hotkey will then automatically select that object, no matter where it is.

To assign a hotkey, press and hold the key for one second (the default hotkeys are the number keys from 1 through 9, and 0). When you release the hotkey, you will hear a beep.

The most recently selected object, whether it's a target object or a control object, will be assigned the hotkey you pressed.

The hotkey will appear in the target object's label whenever it is selected.

2.6.2.4 Selecting a Target Object with a Hotkey

Hold down the target key and tap the hotkey that has been assigned to the desired object. If the object is selectable as a control object and you don't hold down the target key, the object will be selected as a control object. If the object is not selectable as a control object (i.e. it's not owned by you) it will be selected as a target object whether or not you hold down the target key.

2.6.3 GIVING SHIPS ORDERS

Before you can give a friendly ship an order, you must have it selected as the control object.

2.6.3.1 Order To Go

The most common order you'll give to a ship is to go to another object. Anything you can select as a target object can become a ship's destination.

To order a ship to go to another object, select your control and target objects, then press the "order to go" key. The control ship will proceed to the target object, if it's possible for it to do so. If the target object is a ship, the control object will attempt to follow it.

2.6.3.2 Special Orders

From your ship's on board computer, you can also issue several special orders to friendly ships. From the main menu, select "Special Orders."

Transfer Control

Transfers your direct control from your current ship to the control ship. Your original ship reverts to computer control, and will preserve whatever target you previously assigned it, unless you have selected a new target while in that ship.

Hold Position

The control ship accepts its current arbitrary location as its final destination. It will try to remain at its current position until ordered to do otherwise.

Go To My Position

The control ship will go to your current position and stay there until ordered to do otherwise. It will not follow you; it will remain at the position from which you issued the order.

Fire...

You can order a ship to fire any of its weapons, or activate any of its special devices. You must know which of its weapons is which. For instance, to order a carrier to launch a fighter, you must execute the "Fire Special" order.

2.7 NETWORKING

Ares uses Apple™'s **NetSprocket** to allow two-player networked games of Ares over AppleTalk or TCP/IP (like the internet). This means you can play Ares against a friend across the room or across the country.

To get the best network performance in Ares, it's very important to see section 2.7.3.4, Net Settings Tab, which explains the lag setting and other vital details.

Before you proceed, make sure you have NetSprocket and any additional software it requires installed correctly.

2.7.1 HOSTING A NETWORK GAME

To begin a networked game of Ares, one player must be the host, and the other player must be the client. The host should Select "Start Network Game" from the main menu, then select "Host."

Once the Host Dialog appears, check the AppleTalk protocol option for games on your local network, or TCP/IP for internet games. For TCP/IP connections, leave the port setting at 32130.

Leave the "Play on this machine" option checked. If you've arranged with your client to have password protection for the game, make sure you enter it correctly, or the client won't be able to join your game, and you won't be notified of his failure to join.

Enter a unique game name if you're playing on an AppleTalk network that may have other games of Ares in progress. Once you have entered your player name, click OK to allow a client to join.

When a client tries to join with you, the client's name will appear in the "Client Name" box. Click the "Accept" button to advance to the Network Setup screen.

2.7.2 JOINING A NETWORK GAME

The client should select "Start Network Game" from the main menu, and then select "Join." Use the pop-up menu at the top of the Join Dialog to select the type of network game you want to join: AppleTalk for games on your local network, or TCP/IP for internet games.

When joining an AppleTalk game, choose a zone (if any) from the AppleTalk Zones list, and a game from the list of available games.

When joining a TCP/IP game, leave the Host

Port field at 32130 and enter the host name or I.P. address in the Host Name field.

WARNING: BE CERTAIN THAT YOU ENTER THE HOST'S I.P. ADDRESS CORRECTLY, AND THAT THE HOST IS CONNECTED AND WAITING FOR YOU -- DUE TO A BUG IN NETSPROCKET, TRYING TO CONNECT TO A NON-EXISTENT HOST CAN TAKE SEVERAL MINUTES TO TIME-OUT. Force-quitting from this procedure may interfere with any further networking, and is strongly discouraged.

If you have arranged with your host for a password for the game, make sure you enter it correctly. Otherwise, the host will not be notified of your request to join his game.

Once you enter a player name for yourself, click OK to request to join with the host. If you're connecting via TCP/IP and you've entered an invalid I.P. address, it may take several minutes for the attempt to fail, and you won't be able to cancel the attempt (or to do anything else). Once the host accepts you, you will advance to the Network Setup screen.

2.7.3 THE NETWORK SETUP SCREEN

Once a host and a client have successfully connected to each other, you can configure the network game settings. You can communicate with the other player by typing at any time.

2.7.3.1 Client Can Make Changes

If you are the Host, check the Client Can Make Changes to allow the other player to change his race, select the scenario, or make changes to the network settings.

2.7.3.2 Level Tab

Under the Level Tab, you can choose which scenario you'd like to play. Not all scenarios allow for all races, so the level you pick may effect the species setting.

Open...

Click the Open button to open an external net scenario file. Once the file is opened, the other net player's copy of Ares will automatically attempt to open a scenario file of the same name in its "Ares Net Scenarios f" folder.

Both players must have the same version of the external scenario file with the same file name, and the file must be in the "Ares Net Scenarios f" folder.

If these conditions are not met after one player attempts to open an external scenario file, then neither player will be able to begin a net game.

If you want to revert to the built-in net scenarios, choose the "Ares Factory Net Scenarios" file in the "Ares Net Scenarios f" folder.

2.7.3.3 Player Tab

Under the player tab you can change your species, and the apparent color of your opponent.

Opponent Color

You can only set the color of your opponent if you are both the same race. The left-most setting signifies no colorization. Certain colors may not be available if they are too close to the species' "natural" ship color.

The color you choose for your opponent has no effect on how he sees himself. Only you will see him with the color you apply.

Species

On some levels you have a choice of which race to play. Some races are much more powerful than others, so the choice you make here will greatly effect gameplay.

Generally speaking, the more powerful species result in faster, less controlled gameplay, while the weaker races offer slower, more deliberate gameplay. Players of

uneven skill may wish to chose a races that put them on more level ground.

Grolk

While the Grolk don't make an appearance the single-player levels, they are used in the "special" net scenarios.

Gaitori

The Gaitori ships are the weakest overall, although their gunships are exceptionally destructive.

Human

Human ships are slow, but their gunships and carriers have auto-targeting lasers and are dangerous at close range. Their assault transports are robust.

Cantharan

The Cantharan ships are well balanced, and some ships have cloaking.

Ishiman

Ishiman ships are slightly more powerful than Cantharan ships, but are generally a good match.

Salrilian

Almost all Salrilian ships have cloaking. Long range energy weapons on even their fighters and homing pulses on their assault transports make the Salrilians very powerful.

Audemedon

Fast ships, rapid fire weaponry, and powerful shielding give Audemedon ships a large advantage.

2.7.3.4 Net Settings Tab

Under the Net Settings Tab, you can configure Ares' behavior for the best network performance. The settings you make under

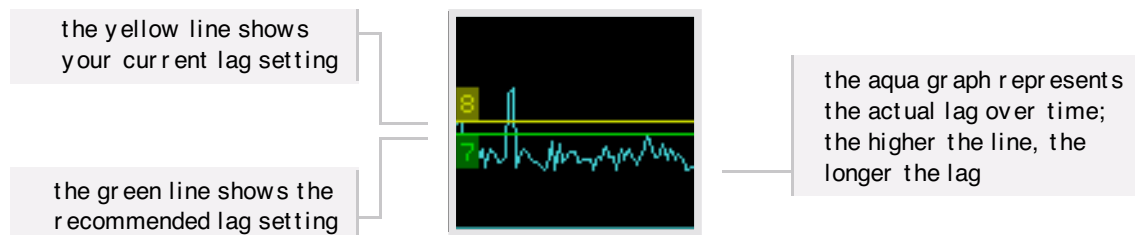
the “Net Settings” tab always effect both players.

Lag Setting

The single most important setting is the Lag, and an incorrectly set lag can make for an unplayable game. The Lag setting determines how long it takes for Ares to respond to your actions, and is necessary to compensate for a network's natural latency. It allows two remote computers to remain synchronized, even when it takes time for them to communicate each player's action to the other.

The Lag value represents 1/10th seconds. For instance, a Lag setting of 5 represents 5/10ths of a second, or one half of a second. In this case, if you pressed the fire button during the game it would take 1/2 second for your ship to actually fire.

For LocalTalk games, you can usually set the Lag very low, at either 0 or 1. For games with high latency, especially internet games, you'll need to observe the Lag Graph.



Lag Graph

Typically, you'll want your Lag setting to be at or above most of the highest points in the graph. A Lag setting of 5 or 6 is pretty low (good) for normal 28.8 dial-up internet connections. Settings of 10 (a full second lag) or above are high and make controlling your ship very difficult.

If the lag graph is punctuated with several high peaks, your connection may not be good enough for a game; very high peaks typically mean that data between the machines is being lost, which will result in

“Waiting For Other Player” pauses during the game.

For important details on improving the performance of internet games, see the “Internet Play” section below.

Lower Bandwidth

To generate less network traffic, check the “Low Bandwidth” option. This forces Ares to send one-half as much information over the network, losing some redundancy. This may result in “lost” data between the players’ computers, causing more “Waiting for Other Player” delays. In most cases, leave the Lower Bandwidth setting OFF. You may wish to turn on the Lower Bandwidth setting if you’re trying to play Ares over a dial-up internet connection with a 14.4 modem.

Resend Delay

When data sent by one player on the network doesn’t reach the other player, you will experience delays characterized by a flashing “Waiting for Other Player” message. In these cases, the missing data will be re-sent. The Resend Delay setting allows you to choose how long each computer will wait before requesting that the missing data be resent. Normally you’ll want to keep this set at “1 Second.”

Secure Protocol

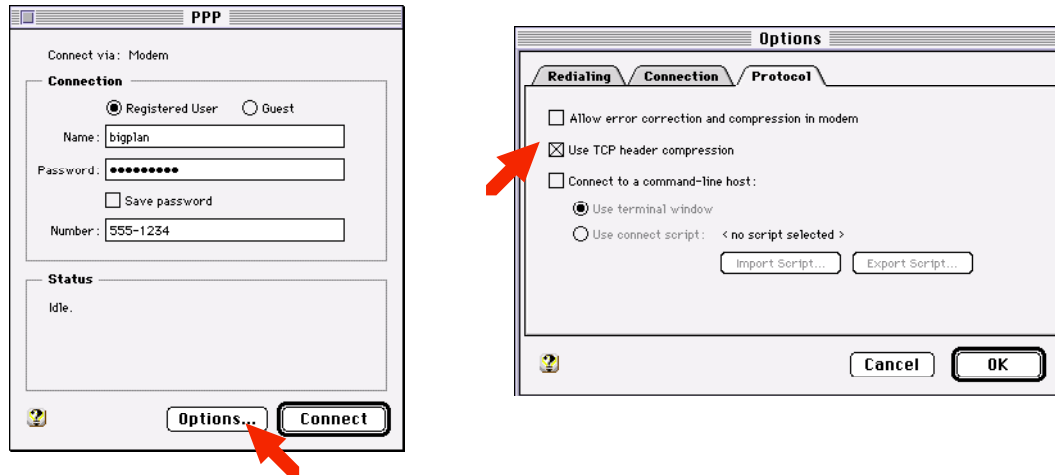
This setting allows you to specify how Ares will use the slower but more reliable protocols for communicating over a network. Normally, you’ll want to keep this set at “Resend Only.”

Some networks or internet connections may only work if the Secure Protocol option is set to “Always.”

2.7.3.5 Networking Tips

- To send messages to your opponent during the net setup screen, simply start typing. Pressing RETURN will dim the previously typed text.

- To customize your portrait, paste an icon onto the "Your Ares Net Portrait" file. You can double click on the file for more information.
- To send a message during a net game, press RETURN, type your message, then press RETURN again to send it. To clear your message, type COMMAND-RETURN.
- To capture a bunker station, first knock out its defenses by attacking it, then send an Assault Transport to it. When the Assault Transport arrives, it will release a squad of EVATs (Extra-Vehicular Assault Troopers). At least five of the EVATs must reach the station alive to capture the station. Stations earn you additional money.
- Assault Transports can not land on planets -- they can only take over stations. Regular transports cannot take over stations, and can only take over planets.
- TURN OFF VIRTUAL MEMORY/RAMDOUBLER. This can improve network performance.
- Make sure you leave memory for the System, at least a few hundred kilobytes. If the memory you give Ares is greater than the memory available, networking may work poorly or not at all.
- For internet connections, use Apple's OT/PPP and the latest version of Open Transport.
- For dial-up internet connections, turn off error checking and compression in your modem. Doing this may greatly improve the quality of your internet games. Using OT/PPP, open the PPP Control Panel. Click on the "Options" button. Click on the "Protocol" tab. Make sure "Allow Compression and Error Correction in Modem" is NOT checked. "TCP Header Compression" should be checked. Click "OK," close the PPP Control Panel and confirm that you want to save your settings.



Turning Off Error Correction and Compression in the OT/PPP Control Panel

For other internet activities, such as web browsing or email, you should leave the “Allow Compression and Error Correction in Modem” setting on for best results.

2.7.4 NET LEVELS

Ares’ five net levels offer a variety of environments in which to challenge your friends.

2.7.4.1 Between a Rock and a Rock

Your objective is to capture your opponent’s planet. An asteroid field splits the playing area into two halves. Each player has a nearby Bunker Station.

This level is fairly straightforward, but allows for a wide variety of strategies. Generally, holding on to a Bunker Station is key as its additional resources allow you to build more ships.

Asteroids make ships invisible to the enemy’s tactical view.

2.7.4.2 Scratching Post

Similar to “Between a Rock and a Rock,” except more of everything. Five stations (of

lesser value) are sprinkled over a dispersed asteroid field. The abundant asteroids offer a lot of hiding places.

Because of the large number of objects in this level, a PowerPC is recommended for playing it.

2.7.4.3 Capture the Flagpod

This scenario is decidedly different from normal Ares' fare. The object is to guide your enemy's flag to your planet.

Each player is given eight identical ships. No ship is capable of traveling faster than light.

Jail

When a ship loses its shields, instead of exploding, it gets popped over to the enemy's "jail," a tractor moor near the enemy's planet.

To free jailed ships, fire at the enemy's moor until it surrenders the ships.

Capturing the Flag

To capture the flag, you must collide with it. Although you will own it and be able to control it, to win you have to send the flag to your planet by targeting your planet and ordering the flag to go.

The game is over when one player gets the other player's flag to his planet.

2.7.4.4 Spaze Warz

This modest tribute to what was probably the first space shoot-'em-up is very simple. Each player has a single, sub-light ship, and three "lives." When you lose your ship, it gets recreated a few moments later. Destroy your opponent three times to win.

2.7.4.5 Location, Location, Location

This is a small scale strategic scenario, where your goal is to capture the center base. The

center base is surrounded by outposts and flak drones.

To capture the center base, you'll almost certainly need to capture some of the flak drones around it. And of course, to capture a flak drone you need an engineering pod. In this scenario, only the bases near the planets can build flak drones, so hanging on to those bases is vital.

2.8 GUIDE TO SHIP TYPES

In most cases, you will be using ships of Ishiman design. This section lists the basic ship types and provides tips on their proper application, using the Ishiman ships as an example.

There are six main races in Ares, each which has its own variation of the ships listed here. Many of these variations deviate significantly from the Ishiman standard.

2.8.1 FIGHTER



Fighter

Fighters are the smallest type of ship, incapable of superlight speeds and unable to carry heavy weaponry.

However, fighters are nimble and comparatively fast at sublight speeds. In quantities, they make effective escorts for transports.,

2.8.2 CRUISER



Cruiser

Cruisers are light offensive ships. Expertly piloted, a single determined cruiser can destroy an enemy carrier.

2.8.3 GUNSHIP



Gunship

Ishiman gunships have only energy-based weapons. Although the ships are cumbersome, the long range of their primary weapon makes them a danger to all enemy

ships.

A gunship with a pair of cruiser escorts is an effective combination.

2.8.4 HEAVY DESTROYER



Heavy Destroyer

Heavy destroyers have no equal in offensive capability. Large, fast, and maneuverable, destroyers can rip a carrier to pieces or decimate a squad of crushers in seconds.

However, their shielding is light and their ammunition is limited. They are as vulnerable to enemy destroyers as any other ship.

2.8.5 CARRIER



Carrier

The largest standard ships, carriers also have the most total destructive power. But even with ten fighters and autotargeting weapons, carriers require plenty of escorts to protect them from smaller, faster ships. Carriers accelerate and turn very slowly, and cannot achieve superlight speed as quickly as most ships.

2.8.6 TRANSPORT



Transport

Transports are slow, defenseless ships whose only purpose is to deliver ground forces to the surface of planets and moons. They cannot travel at warp speeds.

For a transport to land on an enemy planet, it must have that planet set as its target or it won't land, no matter how close it gets to the planet.

If you so desire, you can manually land a transport on a planet by taking over the transport, selecting the target planet, and turning on the auto-pilot. When the transport arrives at the planet, the auto-pilot will automatically turn off. **Activate the autopilot again** while still near the planet, and you will be ejected from the transport as it makes its decent. This procedure is never necessary though, unless you don't have any

other ships.

2.8.7 ASSAULT TRANSPORT



Assault Transport

Assault transports are much like normal transports, except they deliver troops to space stations, and they have a small amount of weaponry.

When an assault transport approaches its targeted station, it will release Extra-Vehicular Assault Troops [EVATs] who will attempt to enter the station through its airlocks. Typically, five EVATs must enter a station to take it over. An unneutralized station can kill EVATs or assault transports, though, so neutralizing a station (knocking out its weapons by shooting it) before an assault transport approaches it is a good idea.

Like normal transports, assault transports won't work unless they have an appropriate target set. You must give an assault transport an enemy owned station for it to release its EVATs.

Assault transports actually carry two teams of six EVATs, but will only release a team on an initial approach to a station. If for some reason the first team of EVATs doesn't survive the attack, but the assault transport does, you may wish to have the assault transport release its second team. To do this, make sure the assault transport still has the enemy station as its target, then activate its special device. This releases a team of EVATs. You may select the assault transport and choose "Activate Special" from the "Special Orders Menu" or you can take over the assault transport and launch the EVATs manually.

2.8.8 ENGINEER POD



Engineer Pod

The engineer pod is a robot ship whose single purpose is to capture enemy flak drones.

The pods have enough power to fire their defensive lasers a few times, and are therefore somewhat difficult to destroy.

Additionally, they are able to mask their signal from enemy flak drones, thus flak drones will never be triggered by the proximity of engineer pods.

To assume control of a flak drone with an engineer pod, select the flak drone as a target and order the pod to go to it. An engineer pod won't try to take over a drone unless the drone is the pod's assigned destination.

When the pod arrives, it will take a few moments for it to assume control of the drone. The pod will then self-destruct.

2.9 OPTIONS

To change any of Ares' settings, click on the Options Button on the Main Menu screen.

2.9.1 MAIN OPTIONS SCREEN

2.9.1.1 Volume Up/Down

The Volume Buttons allow you to set the loudness of Ares' music and sound effects. The Volume Indicator gives a visual representation of the current volume setting.

Ares' sound volume is relative to your System's volume. That is, Ares will never be louder than your System's volume setting. To set your System volume, use the Monitors & Sound Control Panel or the Sound Control Panel, located in your Control Panels folder.

2.9.1.2 Music During Action

Turning the Music During Action option on will allow music to play during the levels. If you're using a 68040 processor, you may want to leave this option unchecked, since it can adversely affect game performance.

2.9.1.3 Music During Interlude

When the Music During Interlude option is on, music will play anywhere outside of gameplay: during the Main Menu and Preferences screens, the Mission Briefings, and the prologue and epilogue text that accompanies some levels.

2.9.1.4 Speak Network Messages

The Speak Network Messages option activates speech synthesis for messages sent by your opponent during a network game. It requires that you have Macintosh Text-to-Speech installed, which has been available with recent versions of the MacOS.

Ares uses the default voice specified in the Speech Control Panel, located in the Control Panels folder.

2.9.1.5 Done Button

To accept any changes you make to your options, hit the Done Button and you will be returned to the Main Menu.

2.9.1.6 Cancel Button

The Cancel Button discards any changes you have made and returns to the Main Menu.

2.9.1.7 Key Controls Button

To change your keyboard settings, press the Key Controls Button. Any changes you have made on the Main Options screen are saved.

2.9.2 KEY CONTROLS SCREEN

You can change any or all of Ares' configurable key controls. Click on a control, then press the key you want to use.

If any key has been assigned to more than one control, it (or the tab it is under) will flash. You will not be able to save your key controls until you resolve all conflicts.

2.9.2.1 Done Button

Hitting the Done Button will accept any changes you have made to the key controls and return you to the Main Menu screen.

2.9.2.2 Cancel Button

The Cancel Button discards any changes you have made and returns you to the Main Menu screen.

2.9.2.3 Options

The Options Button will save your changes and take you back to the Main Options screen.

3. TROUBLESHOOTING

3.1.1.1 My License Code is invalid - what's wrong?

The license code you were sent is based on your name as you gave it to us when you registered. Make sure that you are entering your name exactly as it appears on your registration confirmation. If you still have a problem with your license code not working, please get in contact with us at **Lostcode@AmbrosiaSW.com** and we will take care of the situation for you.

3.1.1.2 How can I pause a game of Ares?

Pressing the Escape key will pause the game and allow to you restart the level or return to the main menu. Pressing the Caps Lock key will pause the game until you press the Caps Lock key again.

3.1.1.3 I Can't Get Networking to Work - What's Wrong?

If you're using a Mac with a 680x0 (non-PowerPC) processor, you need to have at least System 7.6.1. MacOS 8.0 or better is recommended.

If you're using any System software before MacOS 8, you must have OpenTransport 1.1.2 correctly installed.

NetSprocket 1.1.1 or later must be correctly installed. Make sure you don't have any other versions anywhere in your System Folder or in the Ares folder.

3.1.1.4 Internet Games Aren't Playable

There are many factors that can impact you internet performance. Basically, both players must have good connections, and the lag must be set correctly.

See sections 2.7.3.4 and 2.7.3.5 for important networking tips.

4. REGISTRATION AND CONTACT INFO

4.1 SHAREWARE?

Ares is distributed as shareware. You are permitted to use it on a trial basis for up to 30 days. If you wish to continue using Override beyond that period, you are expected to pay a registration fee to obtain a license to use Ares.

After we have processed your registration, we will send you a license code that you enter to complete the registration process. This removes the shareware notices and personalizes your copy of Ares.

Ares has a \$25.00 registration fee.

We don't gouge you with absurd prices. We don't fool you into buying our software with slick advertising. What we ask is this: if you like our products, support us by paying for them. If you don't like our products, don't use them (or better yet, tell us why you don't like them, so we can improve them).

4.1.1 WHY SHOULD I REGISTER (PAY FOR) ARES?

We're attempting to offer high quality products at a low price on a "try before you buy basis." Supporting us by registering Ares — assuming you like it — is the only way you can ensure that we will continue to produce more high quality software distributed as shareware.

Registering for Ares will allow you to play all 20 single player levels, all five of the network levels, and any of the possible races on the network levels, including Gaitori, Human, Cantharan, Salrilian, and Audemedon.

Beyond that, you will receive a license code that removes the shareware notices and personalizes Ares with your name, giving you a legal copy on your Macintosh.

4.1.2 REGISTERING YOUR COPY OF ARES

Ambrosia's Register Ares application allows you to easily register Ares using your choice of several different methods. Simply click on the Register... button that appears when you launch Ares. This will launch the Register Ares application. You can also double-click the Register Ares icon from the Finder.

Ambrosia Software accepts all major credit cards (Visa, Mastercard, Discover and American Express). A credit card can be used to register by WWW, eMail, fax, phone, or postal mail. You can also send a check or money order to the address that appears below. Ambrosia Software also accepts purchase orders if your organization requires them. All of these options are available in the Register Ares application.

The Register Ares application is used to register Ares and enter your license code. This application should not be thrown out or moved, even after you've registered, in case you need to enter your code again.

4.2 ABOUT AMBROSIA SOFTWARE, INC.

Ambrosia Software, Inc. is a small company dedicated to bringing you quality software, excellent support, and innovative ideas all at a reasonable cost. We give you commercial-quality software at a fraction of the price, with the added convenience of being able to try out the software before you pay for it.

Ambrosia distributes software on numerous electronic information services, as well as via user groups and approved public domain distributors. Of course, you can always obtain our products directly from us as well. You are given a 30 day free license to evaluate any of our software; after the 30 days have passed, you are expected to send the appropriate registration fee to us for processing.

Ambrosia creates personal productivity tools that make using your Macintosh a more enjoyable experience, as well as anti-productivity tools (games) which make your

Macintosh just plain fun.

4.3 SUPPORT FORUMS

The latest versions of all our products are always available in the Ambrosia Software forums on the following services:

- **America Online:** While you are signed on AOL, choose **Keyword...** from the **GO TO** menu, type **FILESEARCH** and hit the return key.
- **CompuServe:** While you are signed on CompuServe, use **GO** word **AMBROSIA** to reach the Mac Vendor D area, where Ambrosia Software maintains a forum.
- **Internet:** Visit our web site at <http://www.AmbrosiaSW.com/> or our ftp site at <ftp://ftp.AmbrosiaSW.com/>
- **Hotline:** Visit our hotline server at [hotline://hotline.AmbrosiaSW.com/](http://hotline.AmbrosiaSW.com/)

4.3.1 CONTACT INFORMATION

Please feel free to get in touch with us using any of the following methods:

Ambrosia Software, Inc.
PO Box 23140
Rochester, NY 14692

Tel: **716.325.1910** (technical support)
800.231.1816 (orders only)

Fax: **716.325.3665**

America Online: **AmbrosiaSW**
CompuServe: **74777,1147**
Genie: **AmbrosiaSW**
Internet: **help@AmbrosiaSW.com**
(technical support)
register@AmbrosiaSW.com
(orders only)

Many thanks to our Ares beta testing team:

Mike Lee, Peter Farago, Alfred Garrett, Ali
Saidi, Ben Lagerquist, Ben Spees, Dan
Daranciang, E. Priestley, Eric Gringa, Fiyin
Adewale, Jason Whong, Siebren Reker, Ryan
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