Exodus Supplement

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Troubleshooting

Attention: Email address has changed!
Please **don't** use the email address mentioned in the Exodus help file. Use the following instead: **exodusgame@aol.com**

If you have any problems running Exodus on your computer, please check the following first:

- **Do you run RISC OS 3 or higher?** Upgrade now if you don't! Ask your Acorn dealer.

- **Do you have an HD floppy drive (capable of formatting 1.6 MB discs)?** If not, please order the DD disc version (just send in the package).

- **Do you have 11 MB free disc space before installing?** If not, try to free some more space on your hard disc.

- **Do you have 4 MB RAM ore more fitted?** Exodus needs more than 2 MB to work.

The game does not start anyway!
Some components that you have installed into your operating system may get in conflict with Exodus. Try to reset your computer and press 'Escape' shortly afterwards to prevent the booting procedure. Now Exodus should work.

The game does not start; a 'bad mode' error occurs.
Make sure that there are at least 160k of screen memory available before starting Exodus (check this using the Task manager).

During the game the font looks very ugly; where's the anti-aliasing?
You have to increase the maximum anti-aliasing factor of your system. Use !Configure (and click on 'fonts'). Change 'anti-aliasing' to a value equal to or greater than 24 points. Alternatively you can enter the CLI (press F12) and type:
*Configure FontMax2 24

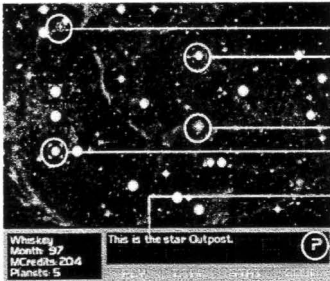**...You've still got serious problems?**
Just write us a short email describing your problem (don't forget to tell what machine you are using and what's the **exact** problem): **exodusgame@aol.com** - we'll do our best to help.

Quick Start

• Entering the code: "Offset tells you which page you have to look at. Then, "/1" points at the left bottom, "/2" points at the right.
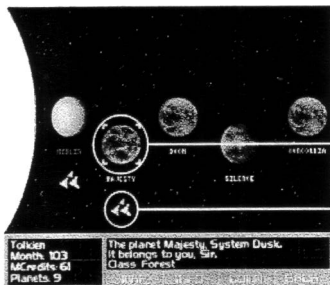• Now you choose "Conquer the Stars". You should start with weak enemies.

Star Map

• Push ZOOM to visit the Space Guild. Enter the Stardust Bar and look at the blue pinboard to find a suitable planet. Leave the station, click on the desired star and push FLY to start. Now you have to wait until you arrive (push space or use the middle mouse button).

Your fleet is here (yellow symbol)
A marked star (blue mark)

Space Guild station (enter by ZOOM)
The selected star (yellow mark)

Info about selected star

? means: No details available

Whiskey
Month 97
MCredits 204
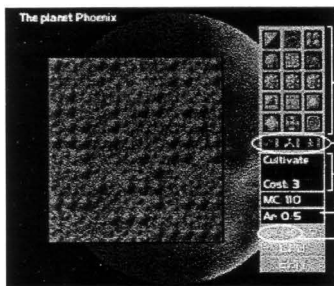Planets 5

This is the star Outpost.

The first planet

• Now push ZOOM to view the planets. Click on a free planet and push INFO to receive some details. Push COMM to colonize it.
• Next you'll see the surface map. Click on an item to select it, and click on the map to build. Use "Wait" (see above) to start production.

Selected planet (rotating)

Empire's fleet is located here

Tolkien
Month 103
MCredits 61
Planets 9

The planet Majesty, System Dusk.
It belongs to you, Sir.
Class Forest

Tips for building

• First you have to build a command base and a food unit.
• The planet must be protected from attacks; you should build at least one army production unit together with a plutonium reactor. Army factories need some of the planet's monthly MCredits to work; use the arrow buttons to control how much MC you'll reserve for the army (if the line with "Ar:" flashes white, you have reserved enough). If you don't have enough monthly MC you must build cities.
• If you wish to trade with attack other lords, build a spaceport to transfer goods between the planet and your fleet's transporters.

[Items that can be built, click "?" for info, click on map to build

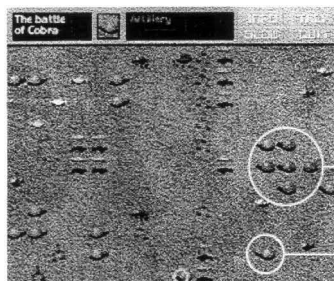[If this flashes green, everything is fine

[Details about selected item

[Money reserved for army production

[Increase/decrease money for army

Lunar Battle

• If the battle begins, select the answers that are not in brackets.
• Now draw up the units. The battle starts when all units have been positioned.
• Movement phase (skipped if no moves possible): Click on an arrow to move the unit, click on the unit itself to end the phase prematurely.
• Fire phase (skipped if no targets in range): Click on an enemy to attack. Click on the unit itself if you don't want to fire.

[A lunar battle base

[A defending unit

Space Combat

• If you see the radar screen, push MANUAL which will then change to AUTO. Now your fleet admiral controls the battle. If you want to fight yourself, click on a friendly unit with the left mouse button and choose its target (red circles) by clicking on it with the right button. Push QUIT if your winning chances are too bad.

Guidelines

• Always ensure that your planet owns a sufficient number of battle units to protect it from raiding enemies.
• Make sure you know a friendly lord close to your home world and try to forge a trading alliance with him (and perhaps further alliances too). Trading is an important way of gaining money (and battle units).
• Visit unknown stars of the galaxy and watch the progress of your enemies. Look for weakly defended planets close to your home world; they might be a good extension of your empire.
• And read the manual; it contains many important hints!

Frequently Asked Questions

All this is also explained in the manual.

Q: My game always ends after a few months; I get attacked and my enemies are always stronger.
A: The planet has to be defended right from the beginning; one of the first things you should do is to build army production units. If your enemies are still too strong you should buy some troops from a trading ally.

Q: When I wait one month, the report says 'unable to produce X battle units'. Why?
A: To start production, the units possibly need more money; use the arrows on the surface map until the line with 'Ar:' does not flash red any more. If you can't allocate more money you'll have to build cities to increase the monthly MC of the planet.

Q: I do not seem to get all the money I should after one month has gone by!
A: Check how much of your money is used for science; use the CTRL menu; 'Change officers and taxes'. Here you can define how much percent of your monthly money shall be used for scientific research.

Q: I can't transfer goods between fleet and planet!
A: Either the planet does not have a spaceport, or your fleet is not in the system.

Q: My enemies seem to have a higher accuracy in the lunar battle!
A: You should consider to buy a new battle general (using the CTRL menu; 'Change officers and taxes').

Q: My people are angry, and they don't seem to get happy again!
A: It takes some time until the people are pleased again. Anyway if they get more and more aggressive you should check if you have modified their laws in a bad way (using the LAW button on the surface map).

Q: When I trade they never offer me any arms!
A: You need an alliance with the lord to buy arms.

Q: I don't understand the space combat, it happens too fast!
A: Click on the MANUAL button to gain some time; if you have checked what is going on, push the button again.