a game of
interstellar action,

Ascendancy

diplomacy, strategy
and conquest.

Ascendancy
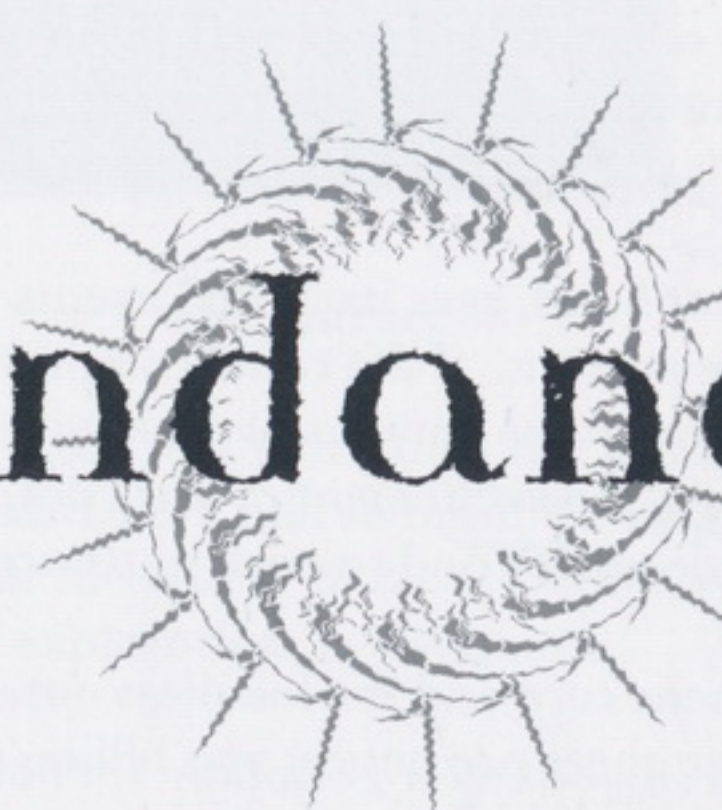
THE LOGIC FACTORY

Prologue

Imagine the universe - everything that ever was or will be - as having self awareness. Imagine that the universe decides to play a game. Life, the dust of dust, is given a chance. The universe does not change itself to suit life - the one rule of the game is to adapt or die out.

From the perspective of the universe, time is as still as space. The universe is not limited to witnessing only one moment of time. Every action has a direct immediate effect on every other action. So the universe watches life and sees a tapestry in time, a beautiful pattern from beginning to end.

Life, on the other hand, sees itself and events trapped in time. It can not see the pattern. If life could comprehend the universe's view of time, life might be envious of such vast perception. Perhaps the universe envies the excitement of life's desperation. But neither can trade places and so each must accept its role.

Between the galactic core and the loneliest outer tendrils of a typical spiral arm galaxy there are nearly 300 billion stars. Density waves pack these stars into swirling galactic arms - a cosmic traffic jam that lasts for uncountable eons. Amidst this ocean of light ride passengers of inconsequential size: planets orbiting the stars.

20 billion of these planets can support life.

How many of them do support life? On how many has life evolved intelligence? How many species are there, looking outward, ready to leave their own oceans and explore the boundless ocean of the universe?

How will these species meet?

There are laws to the universe, and life must try to learn them. Life is compelled to increase its understanding. Any new understanding, though it be only an atom in an ocean of knowledge, could lead to a better existence, a better chance at growth. And every self-aware creature has its own ways of learning, its own ability to piece through the universe's clues, however sparsely provided.

The universe does not care about the fate of life. For it, the pattern is all. And life can barely afford to feel slighted. There is enough to worry about.
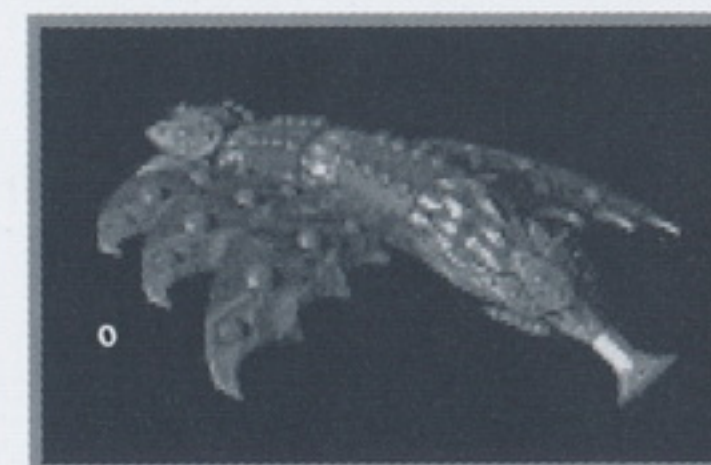
The Journey

At last, your people are ready to travel the stars. The way was difficult: so much hard work and so many painful sacrifices. But now you stand at the border of a vast realm, ripe for your exploration, or conquest.

Your people look to you for guidance. How should they proceed, and what will they find out in the limitless void? Are there other thinking beings like themselves? Will they discover new friends or warlike enemies? With luck and good judgement, you will know soon.

Your researchers are particularly excited. With the resources and information the galaxy promises, they look forward to fascinating discoveries that will allow your engineers to construct wondrous devices of high technology. These devices, they hope, will allow your people to thrive throughout the galaxy.

The future stretches before you. Will your people prosper? Will you be hailed as a farsighted leader and commander? Or even an emperor?

These questions will be answered in the

tale of **Ascendancy**.

Table of Contents

GETTING STARTED

System Requirements

- AN IBM compatible computer, 486DX 33MHZ or higher.
- MS-DOS 5.0 or higher or windows 95.
- 6 megabytes of free RAM. on a machine with 8 megabytes of RAM, make sure that no more than 2 megabytes of RAM is dedicated to smartdrive.
- AN SVGA video card.
- A double-speed CD ROM drive.
- 15 megabytes of free hard drive space.
- A mouse with driver loaded.

Install Guide

- Insert your **Ascendancy** CD into your CD ROM drive.
- while in DOS, TYPE your CD ROM drive letter (probably D:) and press the **<ENTER>** key.
- TYPE **INSTALL** and press **<ENTER>**.

Automatic Setsound

- when the install procedure is complete you will be asked to configure **Ascendancy** to run with your sound system.
- if you have no sound system, choose "NO DIGITAL AUDIO" by double clicking on that option (or by using the arrow keys and the **<ENTER>** button).
- otherwise, choose "select and configure DIGITAL AUDIO DRIVER."
- when given the option, choose among the available audio drivers.
- if your audio driver is not listed, or if you are unsure of the specific type of audio driver you have, select one of the first two sound blasters that say "...or 100% compatible."

- once you have selected your audio driver, you will be given the option to attempt to configure sound automatically. Double click on that option.
- if automatic configuration fails, follow the manual procedures and enter the appropriate parameters for your sound system.
- once you have configured your sound system, choose to accept the settings and exit to DOS by clicking on "DONE".
- if you wish to change your sound settings at any time, TYPE **SETSOUND** while in the **Ascendancy** directory and press **<ENTER>**.

Start the Game

- BE in the directory in which **Ascendancy** was installed (default = C:\ASCEND).
- TYPE **ASCEND** and press **<ENTER>** to begin playing **Ascendancy**.

You Don't Have To Read This Manual

we strongly recommend that new gamers simply click on "tutorial" from the opening screen in order to quickly learn how to play **Ascendancy**. long time gamers might successfully attempt to jump right in, with no instructions or tutorials at all; it is doubtful, however, that they would be able to win the game.

just remember, this manual is not required or necessary reading, but you may wish to read it while away from your computer or use it as a quick reference guide in the future.

If You Need Further Help

we offer several customer support and technical support services, including a world wide web page, internet email, a BBS, and customer support phone lines. see the final page of this manual for information on these services.

Hot Keys

Important conventions and Hot Keys in Ascendancy

Hot Keys	Functions Performed
shift-click	Help
\<alt\>s	Save Game
\<alt\>L	Load Game
\<alt\>X	Exit to DOS
\<alt\>M	Toggle Music on or off
\<alt\>N	Toggle sound effects on or off
\<esc\>	Exit current screen
M	Auto Manage (Research Display & planetary Display)
+/-	increase/decrease Rotation speeds
s	Toggle planet squares on or off (planetary Display)
\<page up/page down\>	Move to the Top or Bottom of the Research Tree

Context Sensitive Help

One mouse convention in Ascendancy is the help-click. A help-click is performed by holding down one of the shift keys on your keyboard while clicking the mouse.

Help-clicking on any window or area will cause help for that window or area to be displayed.

You can help-click on almost any object in the game to receive information about that object.

Exit Corners

Moving a mouse to any extreme corner of the screen causes an exit button to appear. Clicking while this button is displayed will exit the current screen to the previous one. Pressing

\<esc\> is equivalent to clicking an exit corner.

04

THE RULES

Rules of the Ascendancy Universe

general

In order to succeed in **Ascendancy**, you will need to take your species to other worlds. You must colonise planets, control systems, and maintain that control. If you expand too quickly, your territory will be fragile and exposed; if you proceed slowly, you will not have enough resources to learn and build the new technologies necessary to compete in the galaxy and you will not be able to maintain a significant fleet of ships. Success will depend on your ability to find the proper balance within the following conditions of this universe.

planetary management
(industry, research, prosperity, population)

Your planets provide you with the basic resources needed to accomplish your objectives in the game.

industry

In order to build planetary structures, orbital structures, ships, weapons, etc., your planets will need to have industrial capacity. Your level of industry can be increased by building factories and other similar facilities on your planet.

Industry is gauged per planet. The more industry an individual planet has, the more quickly that planet can complete its projects.

research

At the beginning of the game, you know very little about the exploration of space and can only build fragile ships with minimal abilities. It is essential to discover new technologies that will aid you in every aspect of your planetary management and your competition amidst the stars.

Your scientists need facilities in which to properly study new ideas. These facilities, such as laboratories, must be built on your planets in order to increase the output of ideas and their related technologies. Research cannot begin until you have built at least one laboratory. Research is cumulative. Each planet adds its level of research to the total pool of knowledge output.

prosperity and population

Everything you build requires effort from the members of your species. There is only so much population available to work on current projects. In order to maintain your level of population and allow it to grow at a necessary rate, you must make sure that each of your planets maintains a reasonable level of prosperity.

Your people need food and a healthy atmosphere in order to be productive. Planetary structures such as agriplots help satisfy these needs. The prosperity of each planet is dependent only on its own structures and not on the state of other planets.

conducting research

Once you have built your first research-producing structure, you will need to tell your scientists what topic to study. Knowledge builds upon itself: each discovery delivers new inventions, as well as clues that lead to even more discoveries. Your scientists will follow your direction as they work their way through this tree of knowledge.

building ships and colonising other worlds

The first milestone you need to reach in **Ascendancy** is the construction of a ship that is able to colonise planets in other star systems. You must research new technologies in order to be able to build your first shipyard and your first ship.

special ability

Each species in **Ascendancy** possesses a unique ability that allows it to transcend certain rules of the universe. This ability can effect long and short term strategies in widely varying ways.

exploring the galaxy

Ascendancy requires vigilance. It is not enough to colonise a few planets, build their defenses, and attempt to hold on to them without any risk. While it is not necessary to conquer the entire galaxy for yourself, you must continue to build ships to follow the pathways through the stars. There are others out there, and excessive isolationism can lead to extinction.

encountering other species

The other species in the game are very different from yours except in one important respect: they must grow from their home worlds too. Encounter is inevitable.

Diplomacy

When it comes time to converse with other species, it is wise to exploit advantages and minimise weaknesses. A good bargain benefits both parties; even the most timid of species recognises this fact.

Battle

When words fail and peaceful coexistence is impossible, it is time for war. Regardless of your peaceful (or hostile) intentions, there are always some species who do not know when enough is enough. Many of your ships may need to be geared more for battle than for colonization.

Invasion

Whether you decide that the imperialistic approach is for you or not, it will sometimes be necessary to invade the planets held by other species. This will occur when you want to re-take one of your conquered planets, or when you deem it is tactically necessary to control a colony held by another species. Just as some of your ships will be geared toward colonisation or battle, other ships must be devoted to the attack and acquisition of occupied planets.
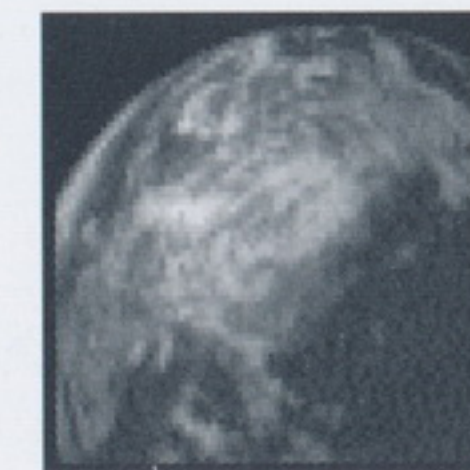
winning

winning with a species

The species you choose to play and the other species that inhabit the galaxy will likely have a large effect on your strategy to win. Each species has a unique personality and, as mentioned, a unique special ability. These combine to make each game a bit different, and new strategies will often be useful or at the very least fun to try.

what is winning?

The answer depends on who you ask. To be sure, extinction is to be avoided. The pathway to **Ascendancy** begins on your home world. Conditions for victory are several, and like unexplored worlds in the night sky, are yours for the finding....
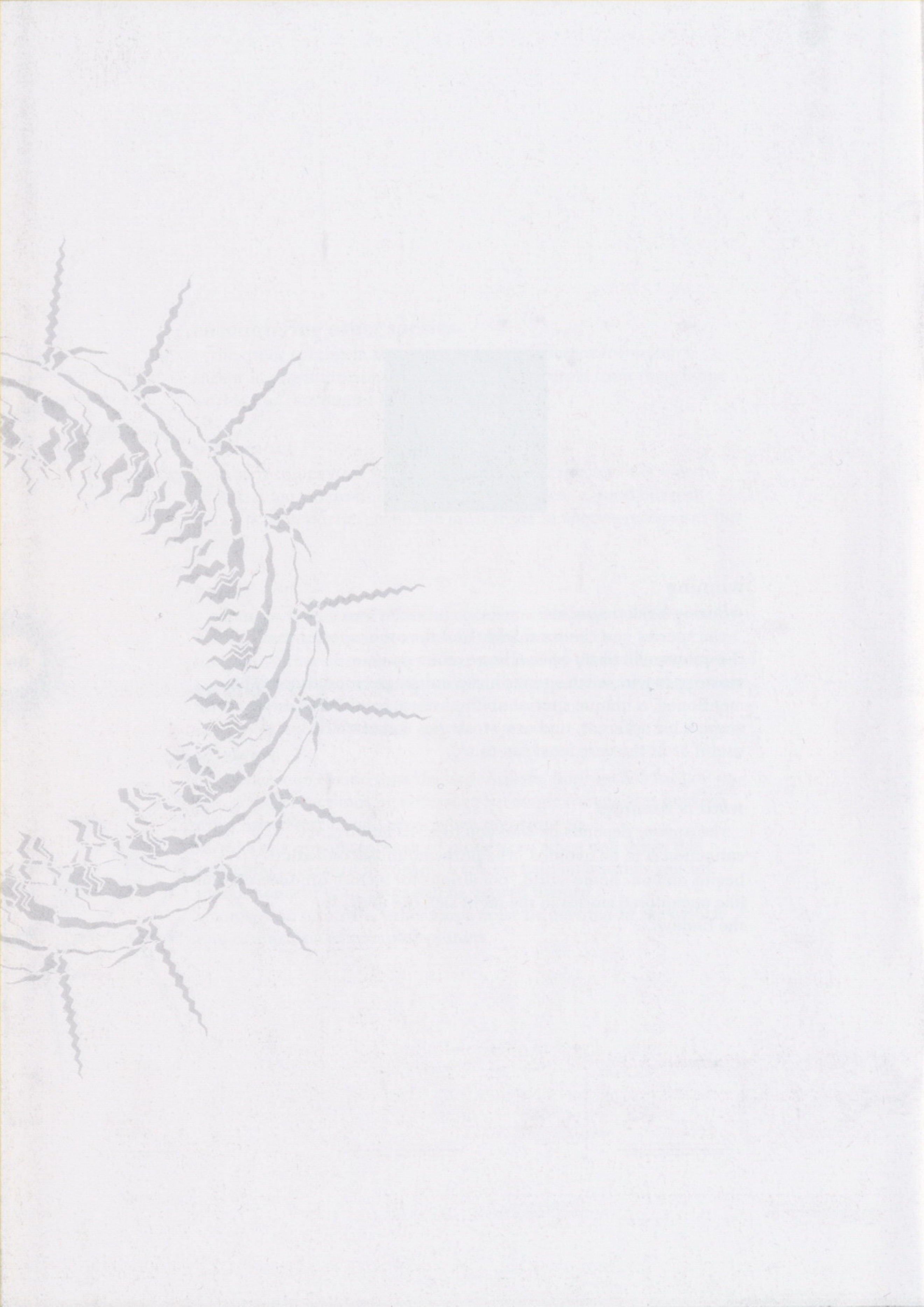
PLAYING THE GAME
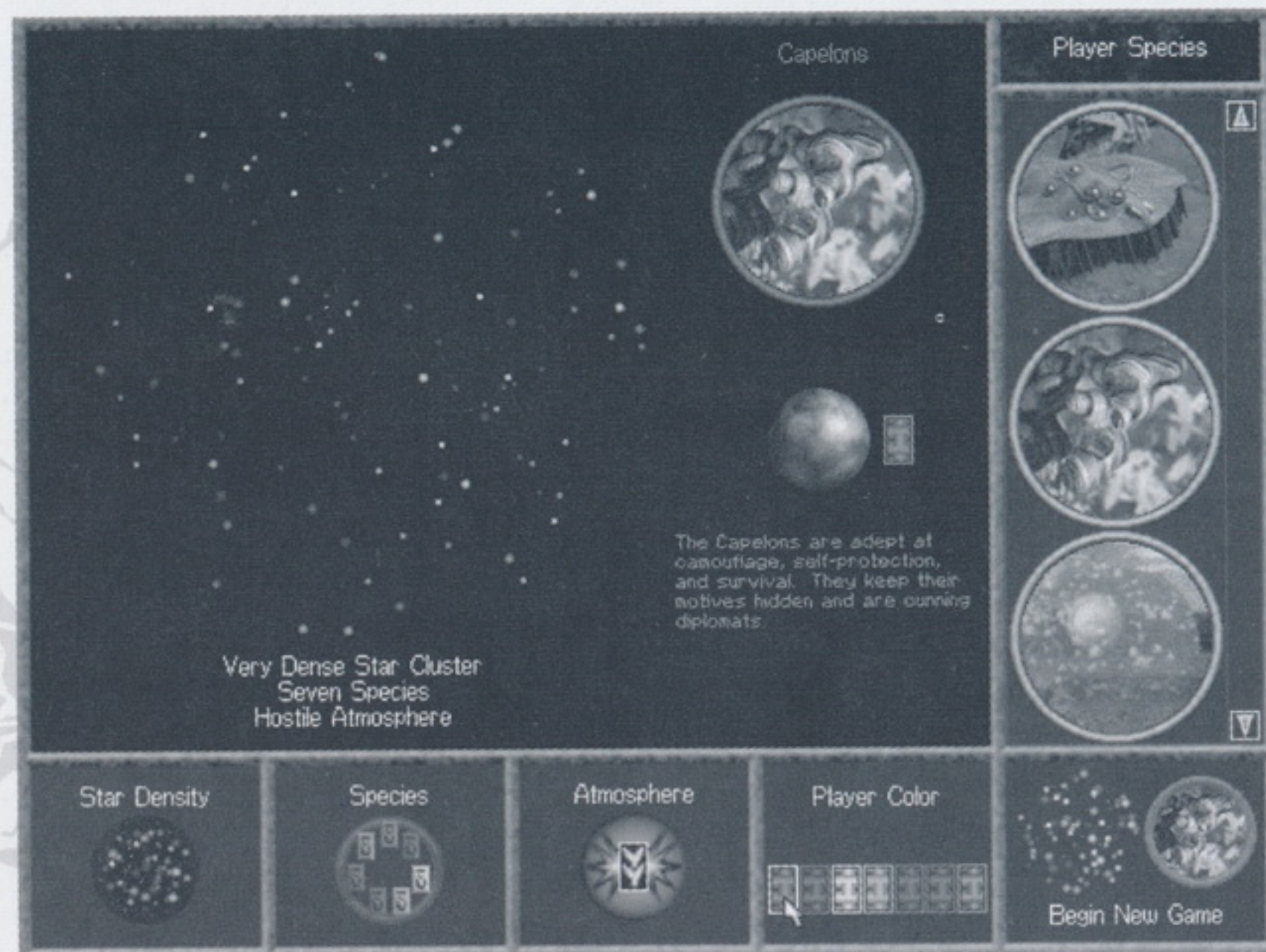
New Game Screen

The New Game screen contains the options for configuring a new game. This includes which species you will play, the size of the galaxy, the number of other species, and the colour in which to display your own information.

Your Species

There are 21 species to choose from in **Ascendancy**, each with its own personality and unique special power. You will choose your species at the start of each game.

Information Colour

The information colour of each species will be used to indicate information pertaining to that species throughout the game.

Star Density

Star density determines the total number of stars in the game. In general, the lower the star density, the shorter the game will be.

Number of Species

You can select the number of species that will be in the game. This number includes your species, and ranges between three and seven. In general, fewer species produce shorter games, though this is not always the case.

Galactic Atmosphere

Finally, you can choose the atmosphere of the galaxy at the start of each game. The three choices, peaceful, neutral, and hostile, reflect the general aggressiveness of species in the game. However, you'll notice personalities differ among species regardless of the galactic atmosphere.

Species Information Screen and Mission

Here you will read a description of your duties and a brief history of your species. Once you have read this information click anywhere on the screen or use an exit corner to enter the galactic

display.

The galactic display

The Galactic Display

The Galactic Display is the home base for all other screens in the game. Most of the screen is occupied with a map of all stars in the galaxy. The right portion of the screen is used to display the elapsed time in days as well as buttons for time advancement, buttons to reach other main game screens, and buttons for manipulating the star map.

Star Map

The star map provides information that will be useful in deciding upon strategies throughout the game. This includes information about the location of your systems, the location of the systems of other species that you know about, and the star lanes that connect these systems. At the beginning of the game you know of only your home system, but as you progress the star map grows and keeps current with all of your exploration.

• You can click on a discovered star to view the planets, ships, and star lane endpoints it contains.

• Stars labeled with four coloured dots are stars that you have discovered but have not colonised.

• Star systems containing colonies are circumscribed by coloured circles indicating which species have colonies in the system. If the system contains the home world of a species, the flag of that species is drawn under the star.

• If a star system contains ships, coloured triangles appear to the right of the star to indicate the species whose ships are present.

• The most recently viewed star system is circumscribed by a white circle.

Rotation, zoom and center

The bottom right of the screen contains buttons which affect the Galactic Display. The top row of four buttons allows you to orient the star map by rotating it left, right, up and down, zooming it in or out, or re-centering it. Clicking with the right mouse button will cause the operation to be performed continuously until the button is clicked again. The rotation speed can be adjusted by using the plus and minus keys (+/-).

Information filters
Star Lanes

So that you may concentrate more easily on specific information when necessary, the Galactic Display has filters used to control the type of information displayed. The main information filters are the second row of four buttons in the lower right of the screen, located just below the controls which rotate and zoom the Galactic Display.

• The first of these toggles star lane display on and off.

• The second toggle button colours star lanes that fall within your empire. When colouring by empire, the territory which you have explored and is unchallenged by alien ships or colonies is coloured with your colour.

other information
(ships, colonies, and species in the star map)

other star information can be toggled using the two buttons to the right of the star lane toggles. The first of these toggles the display of ships, and the second toggles the display of colonies.

The galactic display uses "species filters" to control which species' information is displayed. There is one coloured filter for each species in the game, located at the bottom right of the screen.

Time Advance and Elapsed Time

The Time Advance buttons at the top right of the screen look like arrows. The single arrow allows you to advance one day at a time while the double arrow allows you to fast forward until the next significant event occurs. The number above the Time Advance buttons tells you how many days have passed in the game.

special Ability

The special Ability button, when clicked, tells you what your species' special ability is, and when and how it can be used. Depending on the species you choose, your ability may be in effect constantly, or may require your command.

Interface Navigation @uttons

The other buttons in the galactic Display take you to other game screens that are described elsewhere in this manual, including the Research screen, the species screen, the planet status screen, and the ship status screen.

• From the planet status screen, reached by clicking the planets button, you can go to a planet's planetary screen by clicking that planet in the list, or go to the star system it is a part of by clicking on its star in the list.

• From the ship status screen, reached by clicking the shipsbutton, you can see a detailed information screen on a ship by right clicking on that ship in the list, or go where the ship is—in a star system or orbit around a planet—by left clicking on that ship.
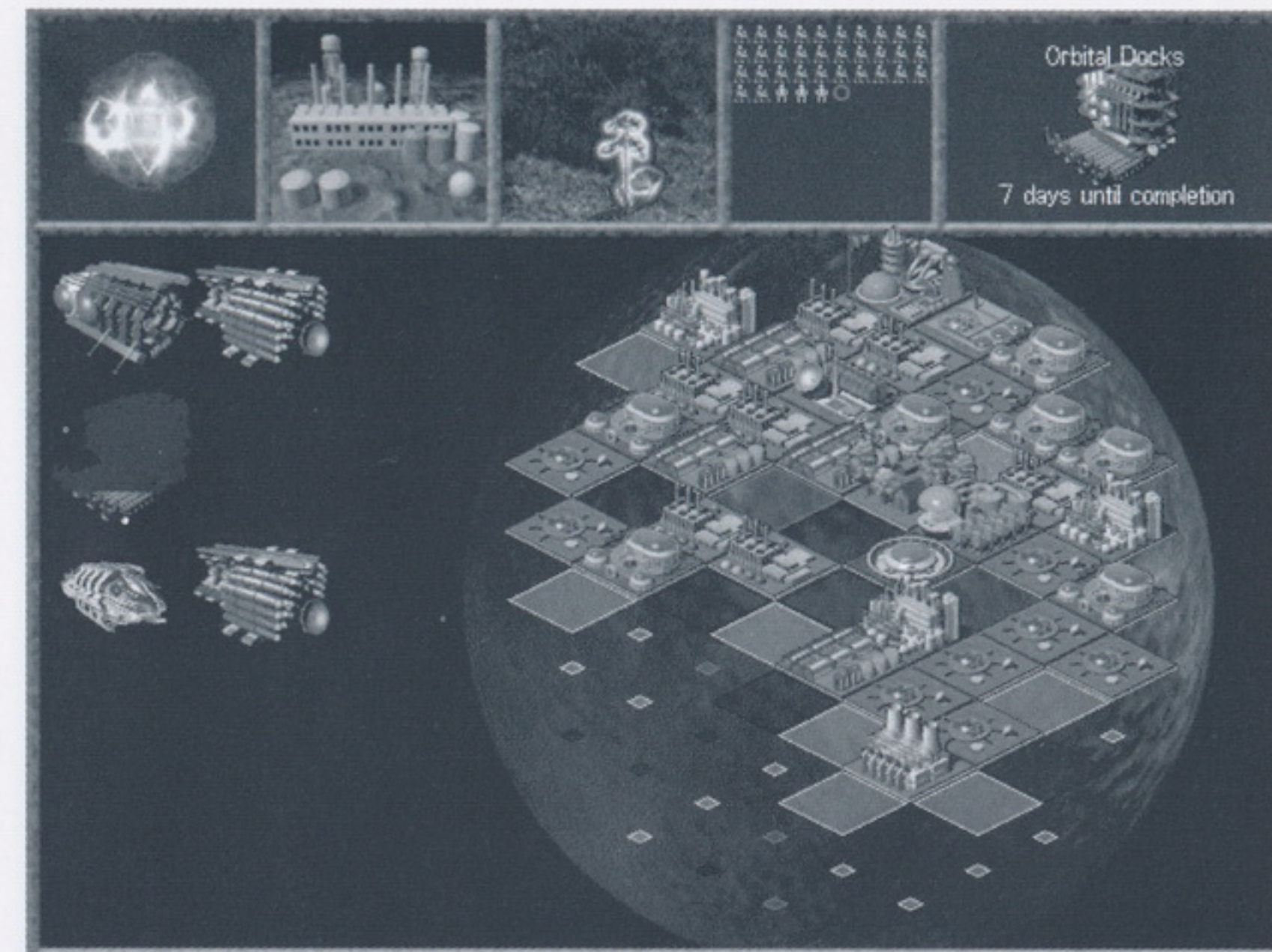
Planetary Screen

The planetary screen is where you manage your colonies and build your resources in **Ascendancy**.

• A planet's surface is divided into individual squares on which structures may be built. squares adjacent to existing structures are larger and indicate valid locations for new construction.

• A planet also provides ten orbital locations, used to build items such as shipyards, ships, and orbital defenses. These squares are located to the far left of the planet, and are visible when the mouse

cursor is placed over them.

. The structures on a planet produce three key resources: Research, Industry, and Prosperity. The sum of the contributions of these resources by all structures approximates the output of the planet.

. Current output of each quantity is illustrated graphically by the three panels at the top left of the screen. Specific information for each quantity is available by clicking on the panel.

. A planet's population is indicated in the fourth panel from the left at the top of the screen. Red working figures represent population that has been put to work building and maintaining structures. Yellow standing figures represent people available for work. Green circles represent room for the population to grow.

. The rightmost panel at the top of the planetary screen is the current project area. It displays the current planetary project or indicates if no project is selected. Clicking on this area displays a list of structures that can be built.

. Clicking on the current project panel is one way of choosing a new project. A list of possible projects will be displayed. To select a project, choose it from the list and then click on the coloured square where the structure should be built.

. You may also click directly on a planet square to bring up a list of items that are buildable at that location.

. Similarly, click on orbital squares to bring up a list of buildable orbital items.

. Red planet squares increase the effectiveness of industry-producing structures, blue squares increase the effectiveness of research-producing structures, and green squares increase the effectiveness of prosperity-producing structures.

. Your colonies can manage themselves. Pressing M will toggle self management. You can view the current setting by clicking in the population area or examining the planet List screen.
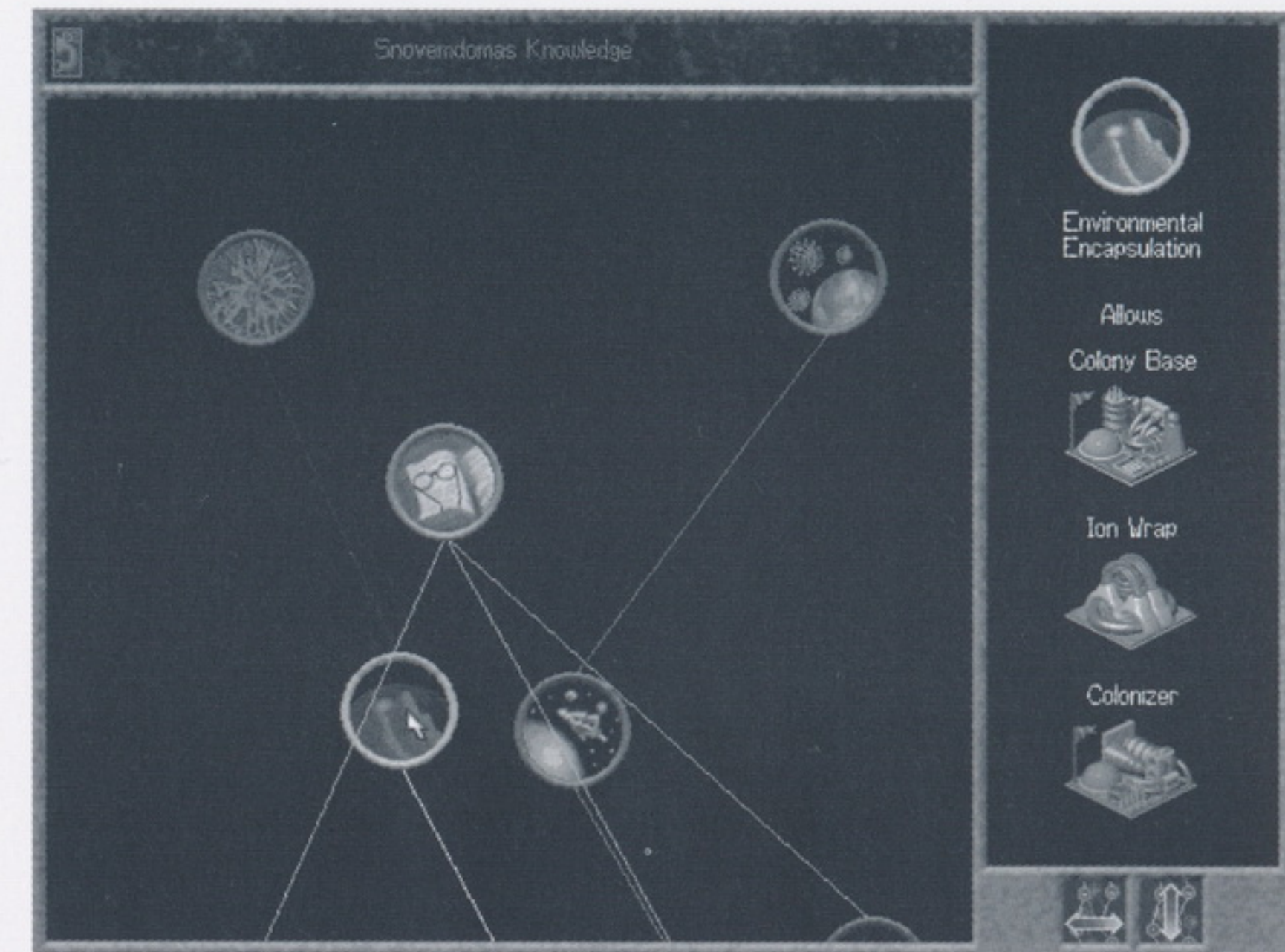
The Research Display

The Research Display

The Research Display is where you will choose your topics of study. Throughout the game you will follow your way down the paths of the research tree. All research information, including what has been discovered, what benefits those discoveries allow, and what could be researched next, is handled by the Research Display.

• After you have built your first laboratory, your species can begin researching new technologies.

• The Research Display is divided into two main areas. The largest area is used to display the Research Tree — a collection of topics for study which are connected to indicate research interdependencies.

• To the right of the Research Tree is the current study area, indicating the topic currently being researched as well as the technologies it will provide. The current study area will also display information for any topic you place your mouse over.

• There are buttons at the lower right of this screen for rotating the Research Tree and sliding it up and down.

• Each time your research produces a discovery, you will want to come back to the Research screen to choose the next topic of study. If you would rather not manage research at some point, you can have your scientists choose new topics for you by pressing <M> when in the Research screen.
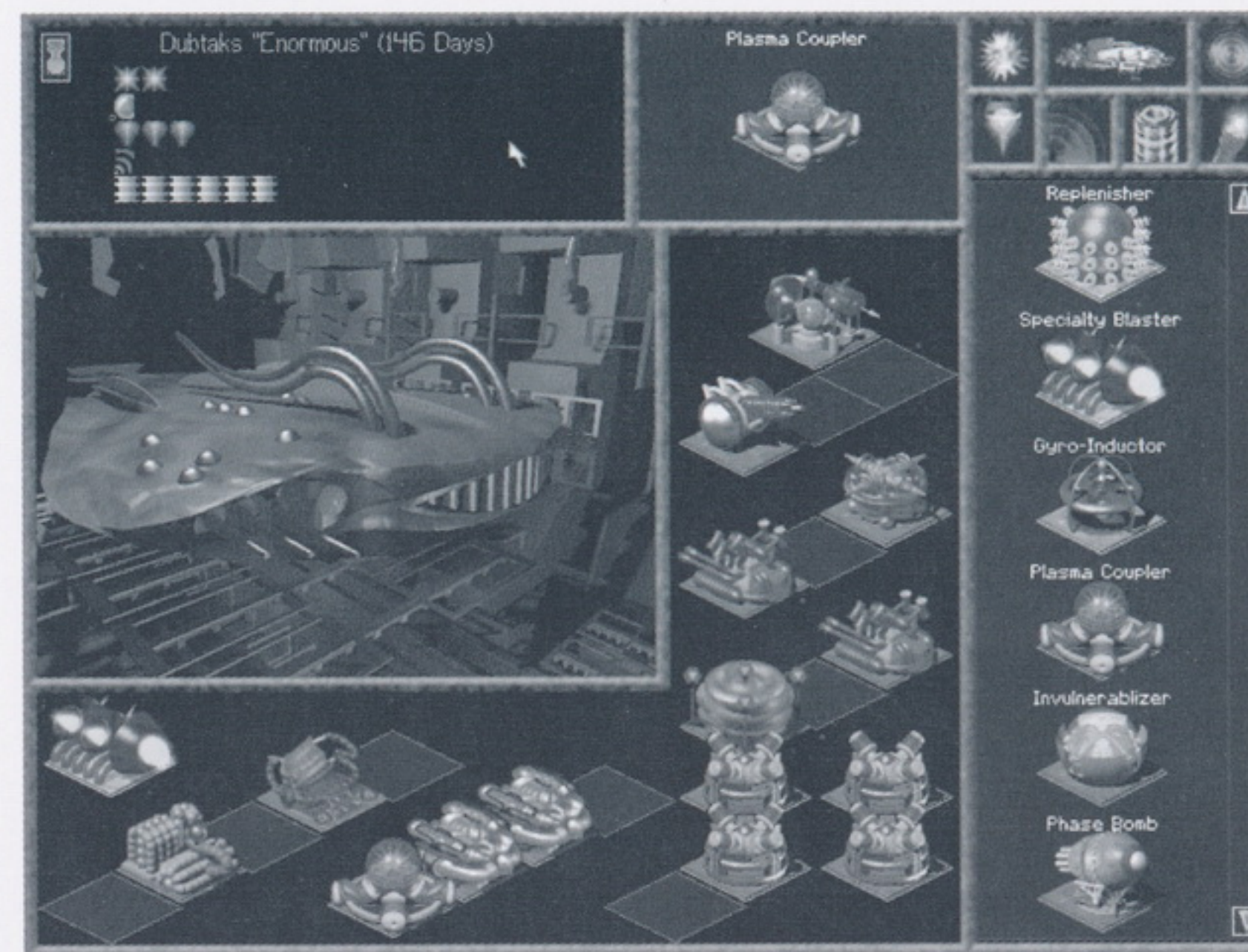
The ship design screen

Building Ships and Exploring

• The shipyard is the orbital structure that makes building ships possible. Once you are able to build a shipyard, further research must be completed which will allow you to build a *useful* ship.

• A species is allowed to build one ship for each star system it controls. Home systems are special in that they allow two ships. If you ever find that you cannot build ships from a planet that otherwise has all the needed resources, it is likely that you do not control enough systems.

• A ship is an orbital structure. To build a ship, click on an orbital square while in a planetary screen, and choose a ship as your next project. This will take you to the ship Design screen, where you will choose the configuration of your first ship to explore other worlds.

• If you change your mind about the design of your ship, you can easily abandon it by clicking on it and selecting **Abandon**.

ship Design screen

The ship Design screen allows you to choose the size of ship to build, as well as the specific components making up the ship.

• A hull's strength and capacity goes up with its size, but so does the cost. Having selected a hull size, you can begin filling it with components. Ship components are divided into categories by type—generators, Engines, weapons, shields, and specials.

• There is a button above the ship component list for each category. Click one of these buttons to display a list of components of a particular category. select components from the list by clicking on them, then place them on the ship by clicking on the desired ship square.

• If you are ever unsure about what a particular component is used for, help-click on the item for a description.

• If you click on top of an already existing component, the item is replaced.

• clicking on an existing component with the right mouse button (right-click) will cause the component to be removed.

• Notice that when you add any component to your ship the indicator for the number of days to build increases. Each item added raises the cost of the ship, causing it to take longer to build.

• Below the cost indicator is an area used to graphically represent the strength of the ship by category.

generators, Engines, and star Lane Drives

• some form of generator is required by all ships, since generators provide power for other components. Additional generators provide additional power, allowing you to perform more actions with a ship in a game day.

• Engines determine how far a ship can move within a star system. Multiple engines allow a ship po move farther. A ship cannot move without engines.
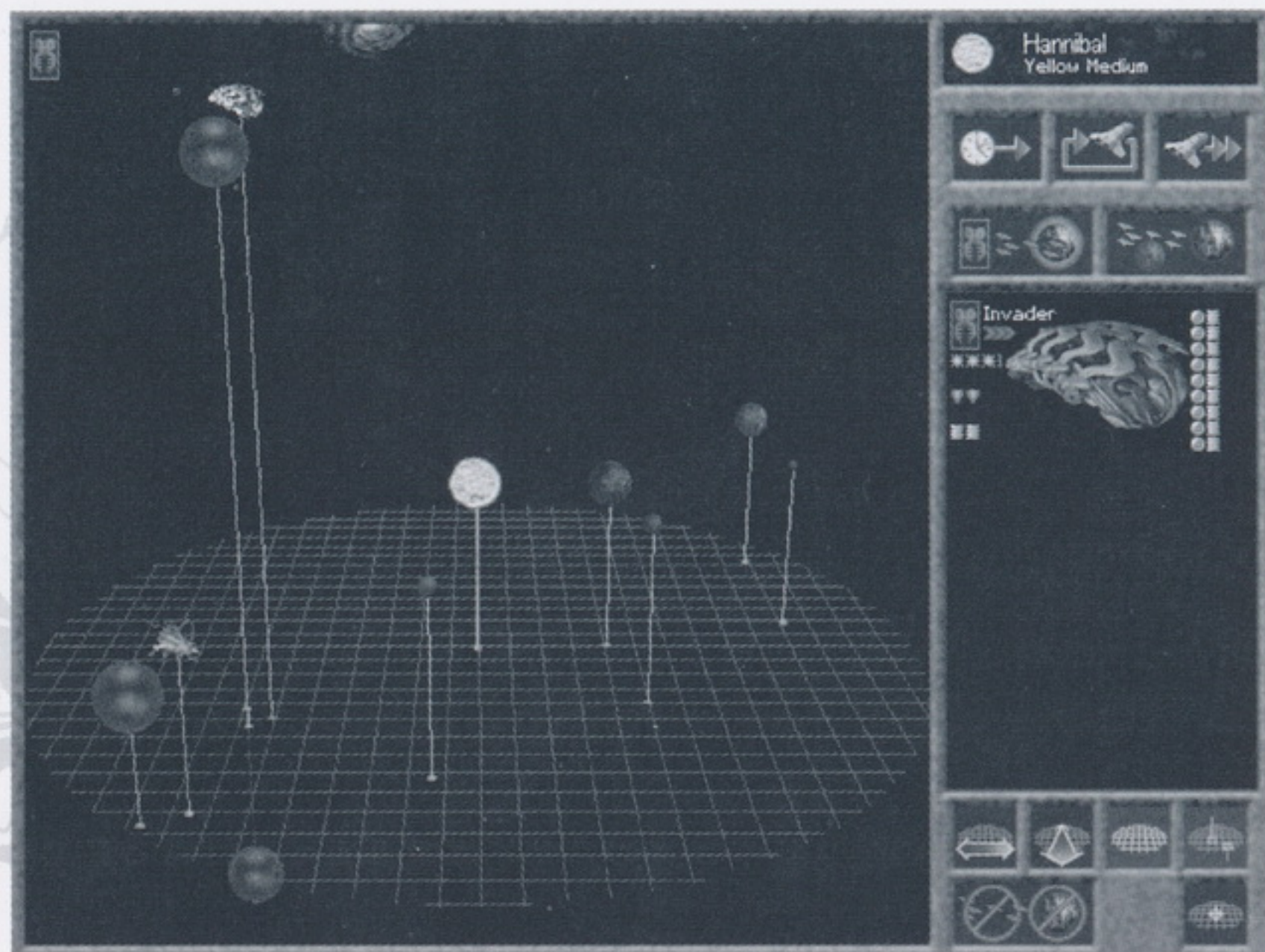
• A star Lane Drive is a special component of great importance. You must add star Lane Drives to a ship to be able to travel between stars through star lanes.

other specials

• colonisers, also special components, allow a ship to colonise uninhabited worlds.

• Each time a world is colonised, a coloniser is used up.
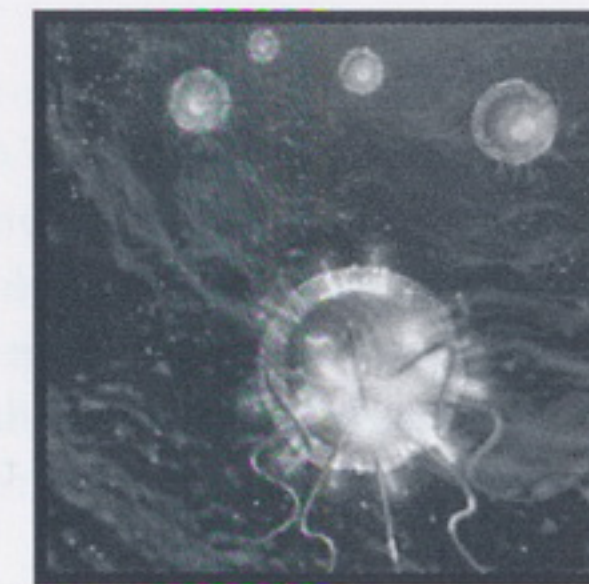
The System Display

The System Display

The system display allows you to view the contents of a star system, including any planets, ships, and star lane endpoints in the system. when commanding your ships to move or fight in battles you will give them orders from the system display.

information panels

At the very upper right of the screen is the system information panel which tells you the name and type of the star system currently being viewed.

• if the star system is controlled by a particular species, the coloured flag for that species will also appear in the panel.

• At the lower right corner of the screen are controls for rotating, zooming, and centering the display. these behave exactly as in the galactic display.

• Right clicking on any item in the display will center the view on that item. this used in conjunction with the zoom button makes it easy to zoom in on any particular item in the star system, which you'll often want to do when battling another ship or planet.

The system itself

• The system display makes use of a grid and elevation lines to make more obvious the position of objects within the system. these lines are coloured yellow for items above the grid, and red for items below.

• The grid and elevation lines can be toggled independently using the two toggle buttons near the rotate and zoom buttons.

• objects in the system display can be selected by clicking on them. A white box appears around the currently selected item.

• planets which have ships or defenses in orbit are protected from invasion by enemy species. these are indicated by a coloured circle surrounding the planet in the system area. foreign ships are prevented from orbiting a planet that has such orbital protection.

• see the next section for information on using ships and planets in systems.

Multiple Species in a System

. When multiple species exist in a system, they take turns. Each turn allows a species to move or otherwise use one ship or planet. Each species other than the player's will move automatically when its turn comes.

. When nothing is moving on the screen, it is your turn. It is always your turn when you enter the system display.

. There will be times when it is your turn to move but you'd rather pass. In this case, click the **pass** button, located just to the left of the **Repeat Move** button (in the group of three buttons with arrows near the top). When you notice alien ships not moving in response to your moves, it is either because they are out of power or are passing their moves.

. Though rare, there may be situations in which you want to abandon a ship or colony. Abandoning a ship will destroy it, and abandoning a colony will destroy all structures except for any ships that may be in orbit. To abandon, select the ship or planet, and click on the **Abandon** button located at the bottom right of the screen.
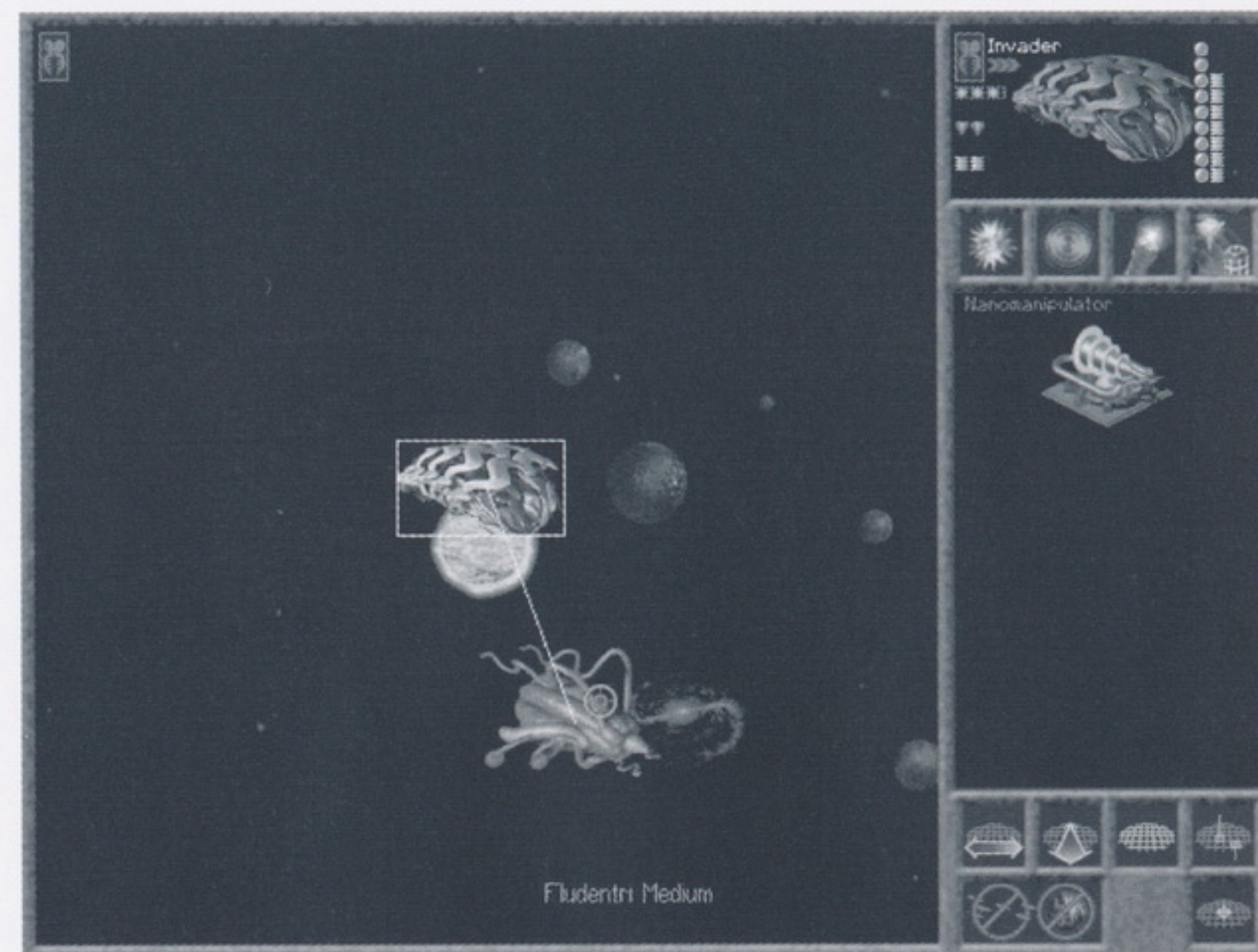
Using Ships and Planets in Systems

Battle and Movement

Ships and planets—the types of objects that can be used in star systems—can either be selected in the system area or from the list on the right side of the screen. The two buttons immediately above the list determine which objects the list contains (these buttons appear in the system display screen shown in the previous section—the screen immediately above shows a ship that has already been selected). The first causes ships and planets owned by you to be displayed. The second causes all other items to be displayed.

• To select one of your ships in a system click on it in the system area or on that ship's icon in the list to the right. You will notice that the ship is now displayed in the upper right corner of the screen, and the list has changed to display the components that this ship contains. Above the list are four buttons that determine which category of ship components is to be displayed. These buttons, from left to right, are used to select weapons, shields, specials, and passive ship components.

• A selected ship can be ordered to move by clicking the mouse at the desired location on the grid.

• This click will anchor an elevation line to the grid, and the elevation may then be set by moving the mouse and clicking again. A right click will cancel the grid anchor, allowing you to reposition.

• If you want to move your ship toward a planet or star lane, you can instruct the ship to do so without any grid positioning by simply choosing the planet or star lane as the destination.

• If your ship reaches a planet, it will enter orbit around the planet, and can be accessed in the planetary display (discussed later).

• If your ship reaches a star lane, it will enter the lane. You will not be able to give your ship further orders until it emerges in the destination system.

• Once you have instructed a ship to move to a planet or star lane, it will proceed to the destination without further intervention unless you give it different orders.

• Placing the mouse cursor over your ship will tell you if it is currently moving to a planet or star lane.

• When a ship's engines are not powerful enough to get to the destination in one move, instead of reissuing the order, you can make use of the Repeat Move button, which is the middle of the three blue buttons at the top right of the screen.

• You can also use the Auto button, which is just to the right of the Repeat Move button, in order to avoid any further repetition of orders.

• Once an effect (such as a ship moving or a projectile firing) starts playing, you can skip it immediately to the end by right-clicking or pressing the space bar. Using the Repeat Move or Auto button in conjunction with the spacebar is a particularly effective way of zipping across a system in your ship.

weapons

Weapons are used to inflict damage upon other ships and orbital planetary items.

• The weapon strength of a ship is indicated by the horizontal row of orange icons in the selected ship display.

• A weapon is used by clicking it and moving your mouse over the desired target. A white line indicates the target is in range. To fire, click on the target.

shields

Shields are used to protect your ship from damage inflicted by weapons.

• The shield strength of a ship is determined by the type and number of shields on board, and is indicated by the horizontal row of blue sphere icons in the selected ship display. The vertical column of the same icon represents the current hull integrity.

• Shields can be toggled on or off. Only shields that are on can protect you from damage. To turn on a shield, select the shield category and click on the shield you want to activate. You will notice that the shield is now boxed to indicate that it is on.

special and passive components
(engines, scanners, generators, and unique items)

ship components which do not belong to a conventional class of devices, but instead provide unique abilities, are called specials. many specials require selecting a target. others activate when clicked upon, and still others are passive. in order to find out what a special does, help-click on it to receive a help definition (this can be done from the system display, or the ship design screen which will be discussed later).

• passive components are those that are used automatically by the ship and allow your ship to perform certain functions.

• passive components include all engines, scanners, and generators, as well as some specials.

• engines are used implicitly by the ship anytime you tell a ship to move. how far a ship can travel in a single move is determined by the engines on board.

• the engine strength of a ship is indicated by the horizontal row of green icons in the selected ship display.

• generators are possibly the most important components a ship has since they provide the power required by most other components.

• the generator strength is indicated by the fifth horizontal row of icons in the selected ship display. the vertical column of the same icon represents the percent power remaining for this day.

• a ship that is out of power cannot be used again until the following day.

planets in the system display
• planets can also be used in the system display, assuming they have planetary structures (usually orbital structures) that can be used against ships.

• you use these structures exactly as you use ship components. select a planet, click on the structure you wish to use, and choose a target as described for ships above.

the diplomacy screen

Other Species in the Galaxy

this section will discuss how you can interact with other species in the game and obtain information on them.

species screen
species you have encountered can be contacted for diplomatic action or knowledge exchange. the species screen displays the species you know about and allows you to contact any of them by clicking on their picture or button.

• each button displays your current diplomatic state with a species by coloured icons that indicate war or alliance. a flag with no icons indicates peaceful coexistence.

• the attitude a particular species has toward you is affected by

their personality, your actions toward them, and their overall standing in the game.

diplomacy screen

The Diplomacy screen allows you to converse with an alien species.

• when you successfully exchange knowledge with a species, the miniature Galactic Display is updated with new star and star lane information. New research learned in an exchange will be indicated by topics with red rings in the Research Display.

• The miniature Galactic Display can be used to ask an ally to help you by sending some of their ships to a particular star system.

• As you click on stars in the display, notice that the name of the system referred to in the diplomacy option changes as well.

• The area just to the left of your diplomacy options is used to display the species that are known to both you and the species you are talking with.

• A third party species can be selected by clicking on the desired portrait. options valid for the selected third party will be added to your list. you will notice that diplomacy options change as you select different species.

• Most options involving third party species are available only between allies. species who are at war have no diplomatic options but to offer peace.

• Intelligence is also available on each of the species you know about.

intelligence screen

The Intelligence screen displays ship strength, colonies, and research discoveries for each of the species. Note that these indicators are relative and thus useful for comparison but not exact numerical information.

• For each alien in the list you can also see which other species they know about and what diplomatic state exists between each of them. This can be useful for planning diplomatic strategies which take advantage of already existing wars and alliances between other species.

CREDITS & CUSTOMER INFORMATION

Credits

THE LOGIC FACTORY

Ascendancy was created by

Thomas Blom

Jason Decker

Arthur DiBianca

John Paul

Jason Templeman

Nenad Vugrinec

Ascendancy was made possible through the efforts of

Jay Templeman

Tamsen Templeman

Todd Templeman

Additional support and content provided by

Richard Mather and Michael White

PACKAGING AND MANUAL

Design & Artwork coordinator - Matthew Walker

Design - Bill Smith Studio, London

Photography - Miles Cort

AIL and VFX libraries by

Miles Design, Inc.

Special Thanks to the Brøderbund Team

David Kessler

Ellen Jacobson

Karen Omholt

Steve Schreck

Customer Support Information

*If you have difficulty loading Ascendancy you should try our **bulletin board** or **fax** for the fastest customer services. If you need further assistance with this product, you may **telephone** our technical support line,*
Monday to Friday, 10am to 1pm & 2pm to 5pm.

Customer services Tel:	0171.368.2266
Customer services BBS:	0171.468.2022
Virgin Interactive Fax:	0171.468.2003
Internet Address:	customer_support@vie.co.uk
World Wide Web site:	http://www.vie.uk./vie

If you do telephone please be sitting in front of your computer (if possible) and with a pen and paper and as much pertinent information as possible about your machine as you can assemble.

ie: make, model, peripherals, RAM & disk size, graphics card, & the information in your CONFIG.SYS and AUTOEXEC.BAT files.

Or you can write to:

Customer Support Department

Virgin Interactive Entertainment (Europe) Ltd

2 Kensington Square, London, W8 5RB

It is also possible to contact the Logic Factory in a number of ways.

If you have access to the Internet:

World Wide Web: http://www.logicfactory.com

Anonymous FTP: ftp.logicfactory.com

(ftp://ftp.logicfactory.com if you are using a web browser)

Email (comments): ascend@logicfactory.com

If you have a modem but no Internet access,

try contacting our 24 hour BBS:

The Logic Factory BBS   (512)328-6945

8 bits, no parity, supporting 28.8k baud and lower.

Notes