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## **System Requeriments.**

- PC or compatible.
- 486 or above.
- 4Mb RAM (8Mb Recommended).
- WIN 3.1 or WIN95.
- Mouse.

## The Story.

After divers rash attempts to colonize Mars with different specimens of animals, The Aerospace Agency had resolved to realize the last purpose with a group of humans. *'Now we meet with success, our fault using animals instead of humans was evident, the latter, though less intelligent are more ambitious'* said the Press Secretary at the press conference.

For this hard mission they selected the most qualified men: astronauts, scientist, insurance sellers... And as commander-in-chief of them, the best of all (Here is when you go into action). Unfortunately, when least expected, he had a fit of laughing (It was a very tense situation) and he was replaced by the first fool that they found: YOU!.

## Instructions.

Your goal: colonize Mars! (it's obvious if you have a look at the game, instead of reading this boring instructions).

For this mission you must take into account nine different factors. The first four are primordial, they are:

- Water.
- Food.
- Energy.
- Housing.

*Water* and *Food* are absolutely essentials, *Energy* is necessary for build large part of structures, and *Housing* for the people growth.

The follow four factors have influence in the growth of the population and comfort of the people, they are:

- Health.
- Mental health.
- Sex.
- Communications.

*Health* and *Mental Health*, you must have a healthy population. *Sex*, it have a great influence in the growth with the structure *Birth Control*. And *Communications* must be proportional to the population.

The eight factors mentioned depend on the structures that form part of your colony, you can see the influence of a structure selecting it when the 'information structure selected' menu (Controls & Menus, Construction & information menu) is on. The ninth factor is the *Growth* directly depends on Health, Sex-Birth Control and free people (without occupation).

Summing up, in addition to control the growth you must keep an eye on this factors, they must be inside reasonable limits, for it you can see all nine in the 'Status' menu (Controls & Menus, Construction & information menu)

## How contact with Earth (only in registered version).

You must build the structure 'Earth communications center', in order to do it you need at least 10 free-people. When this structure is finished you can contact with Earth clicking in the construction menu where this structure appears (with the text: 'Offline'). Then you can see a report about your job from the Earth, with the complaints of Martians' Citizens and your score.

The Communication with Earth only is possible with the time stopped. If you select the buttons: Normal time or Accelerate time when you are 'Online' with Earth the window will be closing and the communication return to 'Offline'.

## How you can create a structure.

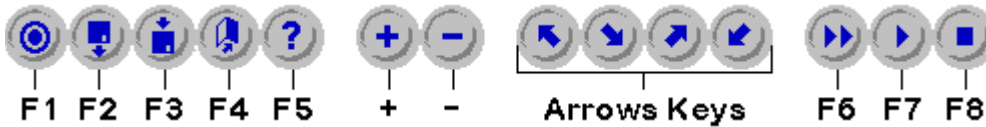
Select the structure that you want create in the respective 'Construction' menu (Controls & Menus, Construction & information menu) and click left-mouse in the terrain where you want to build it.

### **How you can delete a structure.**

Select the structure that you want to knock down in the terrain, when the 'information structure selected' menu (Controls & Menus, Construction & information menu) is on and click in the button that appears at the bottom of this screen (with a land icon).

## Controls & Menus.

### Main Menu. Buttons & Keyboard.



- F1: New Game.
- F2: Load Game (No available in shareware version).
- F3: Save Game (No available in shareware version).
- F4: Quit.
- F5: Help (you are reading it!).
- + : Zoom.
- : Unzoom.
- Arrows Keys: Move.
- F6: Accelerate time.
- F7: Normal time.
- F8: Stop time.

### Info bar.



- A: Population.
- B: Free People (Unemployed).
- C: % free people over total.
- D: Month-Day-Year. Mars-Calendar.

### Construction & information menu.



- A: Status. General info.
- B: Information structure selected.
- C: Construction menu: Water and Power.
- D: Construction menu: Food.
- E: Construction menu: Housing.
- F: Construction menu: 'happy' structures.
- G: Construction menu: 'serious' structures.

H: Construction menu: Communications.

## **Mouse.**

- Left button: Select a structure or menu.
- Right button: Unselect the structure selected.
- Cursor in left, right, top, bottom margins: Move scene.

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