ANCIENT GLORY

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Credits

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Ancient Glory

Ancient Glory brings to life the days of mythological Greece in the desperate adventures of Hercules.

Hercules was the son of the god, Zeus, and a mortal woman. He was blessed with both strength and a keen mind. He has always been a hero and has accomplished much in his life. But will he be able to accomplish these labors? He has a chance, but only with your help.

You will travel the Greek countryside with Hercules, through cities, ruins, and lairs. You will battle many fierce beasts and horrible monsters. Along the way you will need to collect magical devices and many weapons. Always seek the advice from the great Oracle to help you complete your journey.

You are the stuff that legends are made of. With your help, Hercules is the one hero that can save Ancient Greece from the Medusa! Remember though, even the greatest of heroes are not invulnerable, and the gods only look favorably upon those who use their brains as well as their brawn.

It is the time of the Ancients, when Glory was for the taking. It is now your time for Ancient Glory.

System Requirements:

Apple IIGS with 1.25 Megabytes of memory
One 3.5" disk drive
GSOS System 5.0.4 or later.

Making A Backup:

Ancient Glory comes on two 3.5 inch disks, named "/AG1" and "/AG2." It is important to make copies of these disks for your personal use. Keep the original disks somewhere safe and play with the backup copies. If anything should happen with the game disks, you will be able make new copies from the originals.

When copying the disks use the Finder or a Finder-friendly copy program to copy the disks. Since Ancient Glory uses resources, certain older copy programs like Copy II Plus will not make playable copies of the disks.

Running the game on a 3.5" disk drive only system:

Insert the disk labeled /AG1 into your drive and turn your computer on. After the first disk is loaded the dialog box will ask you to insert disk /AG2. This disk must be named /AG2.

Launching from the Finder:

You may also launch Ancient Glory from the Finder. To load from the finder, first boot your computer using the system disk. When the system has loaded, insert the disk /AG1. Open the disk in the Finder and double-click on the file "Ancient.Sys16". You will be prompted to insert the disk /AG2.

Installing Ancient Glory on a Hard Drive:

Ancient Glory can be installed on a hard drive provided you have more than 1.25 megs of memory and system 5.0.4 or later, installed. From the Finder, make a new folder using any name you wish. From the /AG1 disk, copy the file "Ancient.Sys16" into the new folder. From the /AG2 disk, copy the files "AGResources" and "AGSounds" to your folder. To play Ancient Glory, open your folder in the Finder and double-click the "Ancient.Sys16" file.

Playing Ancient Glory:

When Ancient Glory is loaded it defaults to keyboard control. The numeric keypad controls Hercules' movements according to the following:

1 - duck down to the left
2 - duck straight down
3 - duck down to the right
4 - walk left
6 - walk right
7 - jump to the left
8 - jump straight up
9 - jump to the right

To control the action, hold dow the **Open-apple** key and press the numeric keys as listed to make Hercules attack in the described directions.

Additional Keyboard Commands:

W - change weapons
J - turn the joystick option on
K - turn the joystick option off
S - toggles sound on/off
P, Esc - pause game
Q - quit game
H - help

Pause Mode Option

You can pause the game by pressing the mouse button, the **ESC** key or the "**P**" key. During Pause Mode, the arrow cursor appears, and a standard menu bar appears at the top of the screen. While in Pause Mode, you may access desk accessories from the Apple menu, and control various options in Ancient Glory using the pull-down menus.

To return to the game, press the **ESC** or "**P**" key again, or select "Return to Game" from the File menu. You can also return to the game by clicking the mouse button anywhere on the Ancient Glory screen. *(If you have any desk accessory windows on the screen, you may have to click once to bring the Ancient Glory screen to the front, and again to re-join the game.)*

Playing Ancient Glory with a Joystick

From the Pause Mode, pull down the "Joystick" menu and select "Joystick On" to toggle the joystick on or off. The "Joystick On" menu item will be checked to reflect whether the joystick is currently on or off. You can also turn the joystick on by pressing the "**J**" key and off by pressing the "**K**" key.

When you exit the pause mode the joystick will now control Hercules' movements. Holding down the 0 button of the joystick will make Hercules attack in the direction you move the joystick. The 1 button will change weapons.

NOTE: All of the keyboard controls still work when the joystick option is on.

Controlling the Sound

From the Pause Mode, pull down the "Sound" menu and select "Sound On" to toggle the sound on or off. The "Sound On" menu item will be checked to reflect whether the sound is currently on or off. You can also toggle the sound on and off by pressing the "S" key.

Moving Around on the Map

When Hercules leaves a location, a map of ancient Greece appears. Select Hercules' destination by using the numeric keypad keys, then press the **open-apple** key to select. If you are using a joystick, move the joystick and then press the joystick button.

Clearing Messages and Answering Questions

At various places in Ancient Glory you will receive messages to direct you in your quest. When finished reading a message, press the **open-apple** key or press return. If you are using a joystick, press the joystick button.

Under certain circumstances, a message will appear at the top of the screen giving you a Yes or No option. Highlight Yes or No with the arrow keys or the joystick. After your selection is highlighted press **Return**, the **open-apple** or press the joystick button. You can also press the keys "**Y**" or "**N**".

Quiting The Game

To quit the game, press "Q" and answer Yes or No. While in Pause Mode, select "Quit" from the File menu.

Appendix

For faster play

If you have 4 Megs of memory, you might create an 800K RAM disk and copy the files AGResources and AGSounds to the RAM disk. (If you are not sure of this procedure refer to your GS's operator manual.) Ancient Glory will access these files off of the RAM disk, as long as it is named /RAM5. This will result in faster disk access and less time spent waiting between levels, as compared to running off a 3.5" disk drive.

Note of memory requirements

If you have only 1.25 Megs of memory, you will need to be certain you do not have a RAM disk set up in the Control Panel. A RAM disk may take up too much of the needed memory and you will receive an "out of memory" error while playing Ancient Glory. Make sure your RAM disk size is set to 0. Remember, if you change your RAM disk size, you may have to turn off your computer and reboot before the change goes into effect.

If you are experiencing any problems with memory, we suggest you insert the first disk, /AG1, into the disk drive and turn your computer on.