



Introduction

A.R.E.S.: Extinction Agenda is the first chapter in a full featured episodic hardcore action packed side scrolling platformer, in the traditions of retro classics, where you play as Ares, the first zytron-immune robot. A symbol of how far human technology has come, you are the most advanced robot in existence; built to run faster, jump higher, and fire quicker. In addition to these core attributes, your design includes a system for converting spare parts and resources into valuable items, armor, and weaponry. You will need to use everything at your disposal in order to reach and rescue the survivors aboard the zytron-infected space station.

Story

In the late 21st century, pollution has contaminated the Earth. Once flourishing species have become extinct, natural waters stained black, and humanity faced catastrophe at a scale unheard of even in biblical tales. Renowned scientists from across the globe formed an organization, United Earth (UE), to pool their efforts toward saving the planet from destruction. Governments from around the world collectively contributed trillions to UE, funding its expensive and highly experimental research.

After a myriad of failed projects, UE invested its resources in an innovative concept devised by Dr. Julia Carson, known as Deep Space Reprocessing (DSR). DSR required the creation of a highly advanced space station that could stockpile waste and, over time, convert it into organic materials through abiogenesis - a process that would essentially recycle the planet and transform it into a more habitable state. After numerous prototypes, the first DSR station launched and was set to orbit the Earth in a satellite cluster aptly named the Junk Sector.

In years subsequent to the station's launch, large portions of the Earth's surface had successfully begun the rejuvenation process – water was no longer tinted black, grass began to grow, and animal population counts were on the rise. Estimates of the project's development, as calculated by the Chairman of UE, projected that within two generations, water would be clean enough to consume directly from springs and rivers, and the number of pollution related deaths would decrease by nearly 75%. After years of facing extinction, humans finally had their first glimpse of a brighter future.

Days following the Chairman's announcement, the station's equipment detected a mysterious crystalline structure, traveling toward the Junk Sector at high speed. Calculations of the structure's trajectory indicated that it would most likely collide with the station and that there was not enough time

to move out of its path. Those aboard the station were advised to brace for impact and prepare for the worst. Tensions on the station ran high, but those on Earth ran higher. The station had become a beacon of hope for humanity; humanity's fate tied to its success.

As the structure approached the station, it emitted a highly fluorescent gas. As the two objects collided, the station filled with the luminous gas and within a matter of seconds its systems were offline. Minutes seemed like hours to UE HQ, which was frantically trying to regain contact with the station. Nearly half an hour after colliding with the crystalline structure, the station's systems began to come back online. Damage reports sent to UE HQ showed little more than cosmetic damage, yet communication operators were unable to establish contact with ship's crew.

After giving up on reestablishing contact with the station, the Chairman called for the creation of a Special Astronaut Squadron (SAS) tasked with investigating the strange occurrences involving the space station and reporting back to HQ. The SAS leader was to be none other than Dr. Julia Carson, herself – Chief Planetary Engineer and Designer behind the DSR project. The SAS acquired their objectives and departed a mere 48 hours after HQ lost contact with the station.

When Dr. Carson and her team reached the station, it was clear the damage reports sent to HQ were inaccurate. Although the damage done to the station was not enough to render it inoperable, it needed more than its fair share of repairs. As the SAS toured the ship, collecting samples of the fluorescent gas and debris left behind by the crystalline structure, a robot, created to recycle the waste aboard the ship, attacked an unsuspecting SAS member, fatally wounding him. Horrified, Dr. Carson and the remaining members of the team made their way to the station's armory and sent out a distress call to UE HQ, along with data from the gas samples they collected.

Days later, UE HQ received the SAS transmission and began analyzing the data. The research teams worked day and night trying to figure out how the gas affected the robots, but the closest they came was stumbling across a few materials immune to the gas. Although it did not seem like finding the materials mattered much, as time passed, an immediate solution was needed to combat the luminous gas researchers coined "zytron". The answer to their problem was to create a zytron-immune robot more technically advanced than any robot UE had ever created. The robot would need to excel at combat and have a name akin to its strength and brutal efficiency – Ares.

Playing the game

Getting Started

Selecting the **New Game** option on the main menu will take you to the difficulty selection screen, where you'll have the choice between one of two difficulties:

- **Normal**
 - Boss difficulty is significantly reduced
 - You will receive no score from boss fights
 - The highest rank you can achieve on a stage is A

- **Hard**
 - Bosses are significantly harder
 - You receive score from boss fights
 - The highest rank you can achieve on a stage is SS
 - You are able to unlock all of the secrets!

Note: You can change the difficulty setting at any time, in the game options menu, which is accessible in-game via the pause menu. Keep this in mind if you find a stage too easy or frustrating.

Once you select a difficulty level, the intro cutscene will be played, and you will begin the first level, which is designed to introduce you to the core gameplay mechanics and controls. It's really important to understand what all of the controls do, because in-game, it's a matter of life and death!

User Interface



Screenshot of the in-game user interface

One of the most important user interface elements in A.R.E.S.: Extinction Agenda is the reticle, which shows where you are aiming. Use this to align your shots perfectly!

Outside of aiming, the majority of the information you'll need is neatly tucked away in the upper-left corner of the screen:

- **Energy bar** – Represents the amount of life A.R.E.S. has left.
- **Valkyl bar** – Represents how charged Valkyl's cannon is. When this bar is full, you can call on Valkyl to use her cannon, which will significantly damage all enemies on screen.
- **Repair kit count** – Displays the number of repair kits A.R.E.S. has. Repair kits are used to replenish A.R.E.S.'s energy bar.
- **Weapon** – Displays the weapon A.R.E.S. currently has equipped
- **Grenade counts** – Displays the currently selected grenade, as well as how many of each grenade A.R.E.S. has.

In boss fights, a **boss energy bar** will appear at the bottom of the screen. This bar represents the amount of life the boss has left. If there is any energy in this bar, remember to keep shooting!



Screenshot of the Recycle Menu

The recycle menu plays a very important role in A.R.E.S.: Extinction Agenda. In this menu, you can turn the recyclable pieces you collect from fallen enemies into items (such as repair kits and grenades) and

upgrades (better item/weapon stats). In addition, you can select the weapon you wish to equip, and view the list of moves A.R.E.S. has available.

In the upper-right corner of the recycle menu, you can choose to go to either the stage select or database menus, which allow you to change levels and view character bios, respectively.

Troubleshooting

What are the system requirements?

Minimum System Requirements:

Operating system:	Microsoft Windows XP, Windows Vista or Windows 7
Processor:	Intel Core™2 Duo Processor, AMD Athlon x2 Processor
Memory:	Windows XP : 1GB, Windows Vista, Windows 7 : 2GB
Hard disk space:	300 MB
Video:	NVIDIA GeForce 7600 series, ATI Radeon HD 2400 series
Sound:	DirectSound compatible (DirectX 9.0c or higher)
DirectX®:	DirectX 9.0c

The camera zooms out really far and I die for no reason!

Currently, we are having problems parsing the configuration files on Windows machines set to a non-English setting. To get around this, Windows's default language format will need to be set to "English (United States)", by following the steps below:

1. Start Menu > Control Panel > Regional and Language Options
2. Select the "Regional Options" tab, then select "English (United States)" from the first drop-down box.

We apologize for the inconvenience. We are working on figuring out a way to parse configuration files, regardless of Windows's default language settings.

My issue is not on this list, what should I do?

If you have an issue that is not listed in the FAQ, we would appreciate it if you took the following steps:

Step 1: Make sure you have the latest service pack for your operation system.

You can check your Windows version by: Start Menu > right click My Computer > Properties

Step 2: Make sure Microsoft .NET Framework 3.5 (or later) and Microsoft XNA Redistribution Framework 3.0 (or later) installed properly.

If you are using Windows XP

Start Menu > Control Panel > Add or Remove Programs

If you are using Windows Vista/7

Start Menu > Control Panel > Programs and Features Make sure Microsoft .NET Framework 3.5 and Microsoft XNA Redistribution Framework 3.0 are both on the list. If one or both are missing, you can either try installing A.R.E.S. again, or downloading and installing the missing program(s) from the list below:

- [Microsoft .NET Framework 3.5](#)
- [Microsoft XNA Redistribution Framework 3.0](#)

Step 3: Contact us.

If the previous steps did not fix your issue, please email us, support@x10studio.com, and we will be more than happy to help you.

Credits

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