

FREEVERSE SOFTWARE



Minx Cartel

Sea of Blood

Free Cities

Solace



Ginda Empire

Fortune

WELCOME TO SOLACE

Solace is centered in a world divided by six kingdoms that have split in twain. Although peace has held firm so far, the turmoil and unrest are slowly wearing away at the attempts for diplomacy. Many countries have already bolstered their armies in fear of the inevitable. Without notice the world powers may be thrown into a war so brutal and bloody that only the ruler who outthinks his opponents shall live to tell the tale...

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Historical Introduction

Solace is a world that has recently been crushed under the unbearable weight of war. And as in any war, various countries of differing persuasions are involved.

For fifty years the Clan Lords of the Ligion Mountains have suffered under the self-imposed direction of the Brotherhood of Sorrows. For fifty years the proud and battle-ready Clans have been forced to lay aside their weapons and handle only a shepherd's staff. For fifty long years peace has been forced upon the volatile Clans... but no more.

Now the blood feuds of the past have been put aside, and the Clans have banded together to overthrow their peace-loving oppressors. To this end the Clan Lords have made appeals and bribes to the Minx Cartel, allying themselves with the notorious pirate band in hope that their naval might will help them defeat the legendary Kilarly Stronghold.

Ever ready to reap the spoils of war, the Minx Cartel joins with the Clan Lords. The Free Cities, bound to the Minx Cartel by treaties of their own, also join the offensive. Thus is the Red Mountain Onslaught formed. The Jinda Empire, longtime friends and business associates with the Brotherhood of Sorrows, promise their aid in the defense and retribution of the Kilarly Stronghold. The People of Tarth, who have close ties with the Jinda Empire, also promise the aid of their warriors to the cause. Thus is the Jintar Alliance formed.

The war for Solace has begun...

Ligionire Clan Lords

The various clans of the Ligionire are nestled in the majestic Ligion Mountains just south of the Sea of Sorrows. Historically these bands of shepherds were plagued with constant warfare and vicious blood feuds that lasted for generations.

All of this chaos came to a head fifty years ago when the Clan Lords gathered their respective armies and began a long and bloody battle that lasted two weeks without rest. In the end three of the eleven Clan Lords were dead, five were captives, and the last three forces were incredibly decimated. With the harsh mountain winter fast approaching and hardly enough men to tend to the flocks, the final three Clan Lords appealed to the Kilarly Stronghold for assistance. The Kilarly sent a diplomatic envoy to each of the victorious Clan Lords with enough supplies to last them through the winter. In return for their generosity, the Clan Lords agreed to keep the Kilarly diplomat on as the Principal Advisor to the Clan Lords, and the Kilarly Stronghold must sanction any and all military actions. However, after fifty years of forced peace the Clans are once again getting restless. They have now allied with the Minx Cartel to overthrow the burden of the Brotherhood of Sorrows.

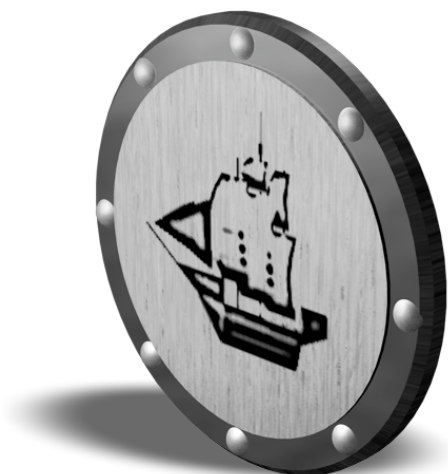


Minx Cartel

What started out as the gathering and participation of a few pirates over a century ago has evolved into a elaborate network of thieves and cutthroats who inhabit the chilly hills of the far north. Over time various leaders, or Dons, have risen and fallen from power in the Cartel. General government policy is handled jointly by the Dons, all looking to further both their personal interests and the interests of the Cartel in general. Due to the thief's natural tendency toward laziness and surviving off of the work of others, the Cartel insured the cooperation of the Free Cities by protecting them from any aggressive neighbors or stuffy foreign diplomats so long as they receive a healthy stock of supplies. The Minx Cartel, which still maintains its business of piracy, has large collection of nasty, battle ready warships.

Free Cities

Located off the coast of the Sea of Blood, the Free Cities are really a collection of settlements with no strong, centralized government. Populated mostly by fishermen, hunters, and simple tradesmen, the Free Cities managed to survive in Solace due to the protection of the Minx Cartel off of their northern border. In return the Free Cities provide the various Dons of the Minx Cartel with food, furs, and other simple services that the Dons do not wish to provide for themselves. The Free Cities do not have many economic resources or a strong centralized army, but they are numerous and fiercely loyal to their neighbors.



Kilary Stronghold

Isolated among the green fields of Kilar is a monastery of such beauty that bards from all over the world of Solace have devoted countless days to the pursuit of sonnets to describe its magnificence. Dwelling in this majestic monastery are the leaders of Brotherhood of Sorrow, a group of monks who believe that through political manipulation a people can achieve true peace. Most recently their acts of political manipulation can be seen in their recent efforts to enforce peace upon the Ligionire Clan Lords. Through tireless effort and severe personal risk the heroic monks were able to stop the Clan Lords' inner turmoil and bind the two countries in a mutually beneficial agreement. Now the ever-fickle Clan Lords have turned against the Brotherhood and begun a war that shall be remembered for ages to come.

Jinda Empire

The Jinda Empire resides in a rich and fertile marshland off the coast of the Sea of Fortune. The Jinda Empire is a cultured and wealthy society that relies on a vast sea merchant network that spans all of Solace's waters. They deal primarily with exotic and intoxicating herbs that they harvest from the surrounding marshlands. Being so far removed from other nations, the Jinda have never developed a large army. Their true power lies in their vast financial resources and their fleet of merchant-class vessels. The Jinda secured the friendship of the People of Tarth early on with a profitable trade agreement of exotic incense for quality horses. In the past when troubles of military nature reared their ugly head, the People of Tarth have always been willing to help out their cultured friends.



People of Tarth

Known for their excellent horsemanship, these wild and free nomadic tribesmen inhabit the Tarhathi Plains. Most of the Tarth army is comprised of their renowned cavalry and archers, but despite their military might their nomadic lifestyle causes them to suffer economically. They live off the land, which means that Tarth does not produce mass goods of any kind for trade, although their ability to raise exquisite mounts is legendary among the peoples of Solace. This fame is the envy of all, however, since early on the Jinda Empire secured an exclusive trade agreement with the Tarth for their prized horses. This trade agreement has evolved over the last century into the Jintar Alliance.



Solace - Gameplay Manual

The Gameboard

The gameboard represents the world of Solace at the start of the war. The six countries are identified on the map by their national shields.

Land Counties

Land counties are colored to represent the country that owns them. On each land county is a white circle with a number representing its credit value. A solid black line marks the boundary between land counties. A land county may hold as many land units as a player wants to put on it.

Islands: There are several islands dotting the world of Solace. Each of the smaller single-county islands is contained in its own sea zone. Each island may hold as many land units as a player wants to put on it.

Country Capitals: There are six land counties that contain the capital cities of the six nations. The national shields mark each country's capital.

Sea Zones

A dotted black line separates each sea zone. A country's units may inhabit a sea zone, but it may never be owned in the sense the land counties are owned. Sea zones do not have a credit value. A sea zone may hold as many naval units as a player wants to put in it.

Credit Values and National Treasuries

Each land county earns your country credits at the end of your turn. Your country's income is determined by the combined income of all of the land counties in your possession. Each

country's national treasury is kept in its country's capital.

Starting Income

At the beginning of the game, each country collects the following income:

Clan Lords	30
Minx Cartel	27
Free Cities	20
People of Tarth	21
Jinda Empire	39
Kilary Stronghold	32

The Combat Units

There are two types of units in Solace.

- Land Units: infantry, archers, cavalry, catapults, and balistae
- Naval Units: transports, sloops, frigates, and galleons

(More detailed information on each combat unit is provided in the Combat Units section on page 15.)

Unit Representation

Each group of units is represented on the gameboard by the actual unit piece and a series of blue, red, and white chips. This is referred to as a stack of units. Each blue chip represents twenty-five units, each red chip represents five units, and each white chip represents a single unit.

Example: To represent eight archery units on a land county, the game will stack one red chip, two white chips, and a single archery unit.



Solace - Gameplay Manual

Playing the Game

Each game of Solace is separated into six distinct turns (one turn for each country) and each set of six turns is classified as a single round. During each round, the players will take their turns in a predefined order.

Order of Play

The following list displays which nation takes its turn in what order.

1. The Ligionire Clan Lords
2. The Kilarly Stronghold
3. The Minx Cartel
4. The Jinda Empire
5. The People of TARTH
6. The Free Cities

On your nation's turn you will perform the six phases below. When you've completed the final phase your turn is then over. Play continues to the next player, who then completes all six phases of his or her turn. When every player has completed his or her turn, the round of play is over and the process starts over again.

Game Types

Solace supports four different game types, with each one varying in the winning conditions as well as what alliances there may be (if any).

Traditional: A traditional game is where the Clan Lords, the Minx Cartel, and the Free Cities are allied against the Kilarly Stronghold, the People of TARTH, and the Jinda Empire. To win, you and your allies must control five of the six capitals for one round.

Free for All: A free for all game is just that, every country for itself. To win, you must control three of the six capitals for one round.

Economic Victory: A economic game is also a non-allied match where you win if you are currently earning twice the number of credits your country started out with.

Total Conquest: A total conquest game is a "last country standing" game where you win only if you control all six of the capitals for one round.

Turn Phases

During a turn the player performs some or all of the following six phases:

- Phase 1: Purchase Units
- Phase 2: Perform Combat Moves
- Phase 3: Resolve Combat Moves
- Phase 4: Perform Non-Combat Moves
- Phase 5: Unload Transports
- Phase 6: Place Purchased Units

Phase One: Purchase Units

During this stage you can purchase as many or as few units as your money and will allow for. However, keep in mind that none of these units will be put into play until after your turn is over. Therefore, you need to plan for the future when you decide which units to purchase. When you actually place your new units, you will only be able to place them in a capital that you have owned for the entire round. Ships can be placed in a sea zone adjacent to a capital that you own which does not contain any hostile forces. If the enemy controls all of the sea zones surrounding your capitol, then you forfeit any naval units you may have purchased.

The purchase units dialog displays all of the units available for purchase and their prices, as well as which country is purchasing the units and how many credits it has to spend. To choose a unit for purchasing, simply click on a unit in the window. To purchase five of the same unit, hold down the shift key as you click. To remove a unit, hold down the option(alt) key as you click. To remove five of the same unit, hold down both the option(alt) and shift keys. If you would like to read information about a unit, hold down the control key and click on the unit.

You also have the option to gift some of your credits to another nation. You are allowed to gift up to fifteen of your credits to other nations. Transporting credits has a cost, however, and 15% of the credits you are gifting will go to pay the wagon teams and pack mules that deliver the goods.

When you're done purchasing your units, click the done button.

Phase Two: Perform Combat Moves

During the combat movement phase, you'll decide which of your units attack where. This is done by dragging a stack of units to the territory you wish to invade. If you would like to move a single unit from the stack, hold shift and drag the unit. Remember that you can control-click on any unit to get information about it.

When you drag a unit to an enemy county, an arrow will appear signifying the combat movement. Any units that attack the same enemy county from the same friendly county will become part of this combat movement. To view the units in this combat movement, control-click the combat movement arrow. A dialog will appear displaying the units included in the combat movement. To remove a stack of units from the combat movement, simply click on the unit stack. To remove a single unit from a unit stack, shift-click on the unit stack.

Land Combat

Your land units can attack counties directly adjacent to the county they're in. Cavalry have the option of traveling one space and then attacking an adjacent county. There are two kinds of combat movements, the primary combat moves and the supportive combat moves. Primary and supportive combat moves are explained in the *primary and secondary combat movements* section below.

Naval Combat

Your naval units may attack sea zones that contain enemy ships. Your ships have the option of traveling one space and then attacking an adjacent sea zone. Just like land combat, naval combat movements have both primary and supportive combat movements. Primary and supportive combat movements are explained in the *primary and secondary combat movements* section below.

Primary and Supportive Combat Movements

Primary combat movements are signified by the lighter colored arrow, and are usually set to the first combat movement you specify to a county. Darker colored arrows represent the secondary combat movements. The choice of the primary combat movement affects which county your units will retreat to if you flee from battle. All units that attack a given county retreat together (the only exception being unsupported amphibious assaults that do not have the ability to retreat).

Amphibious Assaults

It is possible and sometimes necessary in Solace to load land troops onto a ship for transport across sea zones. Troops being ferried by your transports can disembark and attack enemy land counties in what is known as an amphibious assault. To perform an amphibious assault, simply drag your loaded transports to an enemy county (which is adjacent to a sea zone within reach of your transports). Please note that it is not possible to perform an amphibious assault through a sea zone that is occupied by the enemy. When enemy ships are in a sea zone, they are said to be blockading adjacent land

territories. To load troops onto an allied transport, simply drag and drop the units into the transport.

It is possible, although risky, to try and run the enemy blockade. This is done by sending other naval units in to attack the enemy fleet. Once you have your ships attacking the enemy, you may then drag your loaded transports in for the amphibious assault. When the time comes to resolve your combat movements, the sea battle with the blockading fleet will be resolved first. If that battle is won by your troops, the enemy blockade is removed and your amphibious assault will proceed accordingly. If you lose the naval battle, the amphibious assault will be called off and your transports will lose the ability to do anything else this turn.

Two naval units, the galleon and the frigate, have special abilities that allow them to join in an amphibious assault. Their longer-range weaponry allows them to commence shore bombardment on the enemy troops, giving support to your land troops as they disembark from their transports. This support comes in the form of each of your supporting ships getting a single roll on the battleboard without fear of retaliation. Once their roll is complete, they are removed from the battleboard. To have your frigates or galleons commence shore bombardment, drag them onto an enemy land county which you have at least one loaded transport going to. Please note that naval units supporting an amphibious assault may not be used for any other combat movement that turn.

Multiplayer Forces

It is possible under certain circumstances to both attack and defend in concert with your ally's forces. Using allied forces in defense of your counties is simple: all they have to do is be present in the county in order to defend it. Attacking with mixed forces is slightly more advanced, since normally the other nations frown upon you directing their troops into battle. However, if your ally voluntarily loads some of his or her land troops onto your transports, those troops are said to be "temporarily under your control." As such, you may decide where to unload the troops, even if that unloading is part of an amphibious assault. To accomplish this, your ally must load his or her troops unto your transports during his turn, and then on your turn you may do with them as you please.

Phase Three: Resolve Combat Movements

During phase three of your turn you'll watch as your combat movements are resolved in glorious battle. During each of the various battles, you'll have the option to perform two actions. If you are attacking with sloops, you have the possibility to perform a hit and fade tactic. If you notice that the battle is not going your way, you'll also have the opportunity to retreat.

The Battleboard

The battleboard is where all combat movements are resolved. When you are attacking an area that is devoid of enemy units, then no actions will take place on the battleboard (since this conquest was uncontested, your victory is assured). However, when you do attack enemy

units, the game will transition to the battle resolution screen.

The screen is divided into four columns and three rows. The columns signify the various attack and defense strengths of the units involved. The attacker places his or her units in the top row of four columns, and the defender places his or her units in the middle row of four columns (the bottom row is designated for defender casualties, which are explained below).

Example: Suppose we have attacked an enemy land county that contains two infantry, one archer, and one balista. During our combat movement phase we dragged a stack of three infantry, a stack of two archers, and one cavalry to said county. When the time comes to resolve this combat movement, our units are placed on the battleboard. Since we are the attacker, our three infantry (which have an offensive strength of one) are placed in the one column. The two archers are placed in the two column (normally archers have an offensive strength of one, but when coupled with an infantry unit they attack at two). Finally, our single cavalry unit is placed in the three column. The defender places his two infantry and one archer in the two column, and the balista in the four column (please refer to the Combat Units section for complete details on each of the combat units).

Battle Resolution

Once the battleboard is set up, combat resolution is performed by following these five steps.

1. Sloops Perform a Hit and Fade

If the attacker is attacking with sloops, he or she has the option to use the sloops' special ability to perform a hit and fade maneuver. The hit and fade allows the attacking sloops a single shot each at the enemy fleet, after which they retreat. The enemy fleet also receives a single chance to return fire, but any given unit must roll a one or below, regardless of their normal defensive strength. This tactic is particularly useful against an enemy fleet of frigates and sloops, but is ineffectual against enemy galleons (since galleons take two hits to kill, unless you greatly outnumber the enemy, the galleons will absorb all of the damage without any sinking).

2. Invaders Attack

Here is where the invading units get to attack the defending army. Attacks are performed by rolling a six-sided die, and if the roll of the die is less than or equal to the value of the column that unit is in, then that unit scores a hit on an enemy unit. When an enemy unit is hit, the computer will automatically remove or damage one of the defender's units (please see Automatic Unit Removal System section below for more details). Defending units that are hit are placed onto the Casualties section of the battleboard.

Attacking cavalry are good shock troops and have the special ability on their very first attack to kill enemy units completely, giving them no chance to

retaliate. However, balistae require two hits to destroy, so it is possible to absorb the brunt of the cavalry's initial attack without having to remove defending units (see example below).

Example: To continue from the previous example, it is our turn to attack the enemy units. The computer will roll one die for each attacking unit on the battleboard, starting at the most powerful units (the ones in the four column) and working its way down. Current attacking units will glow and animate to indicate that they are the ones who are being rolled for. The computer rolls one die for our cavalry unit, and the result is a two; a hit! The computer will automatically remove one hit point from the enemy's balista (since balistae require two hits in order to be destroyed completely). Normally units hit by an attacking cavalry's initial charge are removed from the battleboard right away, but the defending balista is still alive, so it is not removed. Next the computer will roll two dice for our attacking archers, and the results are a two and a five; one archer hit! The automatic removal system will remove one of the enemy's infantry and place it upon the casualties area. Finally, the computer rolls three dice for our infantry, resulting in two ones and a three; two hits. The removal system places the defender's remaining infantry and archer onto the casualties area.

3. Defenders Retaliate

Once the invader has finished attacking, all of our defending units (including any casualties) get the chance to return fire. This is done in a method similar to the attacker's: the computer will roll dice for each of the defending units, starting at the most powerful and working its way down. When any attacking unit is killed by defender fire, it is removed from the battleboard (the attacker does not have a "casualties" area, since this is a convention that allows the simulation of simultaneous combat).

Example: The computer rolls one die for the defending balista, resulting in a three; a hit! The unit removal system removes a single attacking infantry. The computer then rolls three dice for the two infantry and single archer casualties, resulting in three twos; three hits! The removal system removes one infantry, then one archer, and then a final infantry (please refer to the Automatic Unit Removal System below for more details).

4. Invaders May Retreat

Once all the units have attacked and retaliated, the invading forces have the option to retreat. The dialog that is presented gives you three options, "Yes," "No," or "Never!" Clicking "Never!" will cause your units to fight to the death, without considering retreat again. It is normally only wise to do this if you have an overwhelming force. If the attacker chooses to retreat, then all units are removed from the battleboard. The defending units are placed back into the contested county, and the invading units retreat back to the county from which the primary combat move originated (please note that if the primary combat

movement county is not adjacent to the contested county, then your units will retreat to the county through which they traveled to get to the contest county, not back two spaces to the originating county).

5. Repeat Steps 2-4

So long as there are defending and invading units left, then play continues until either the attacker retreats or one side is annihilated. Defenders are never allowed to retreat under any circumstances.

The Infamous 12-Dice Rule

Battle is chaotic, and the more units you throw into the mix, the harder it is to for them to attack in a coordinated fashion. In order to take this into account, Solace has what is known as the 12-Dice Rule. What this means is that for each stack of units on the battleboard, the maximum number of dice they may roll is twelve. For instance, if you are attacking the enemy with a stack of thirty-two cavalry, during the Invader's Attack step the computer will only roll twelve dice for your cavalry. This rule helps discourage the tactic of attacking with an army of a single massed unit; it is normally a good idea to have armies with a good mixture of units.

Automatic Unit Removal System

When units need to be removed from the battleboard during combat resolution, Solace automatically selects which units to remove for you. This system is a necessity, since during network and play-by-email games your opponents will not be available to choose their casualties for themselves. Hence, Solace implements a single, easy to understand

system for unit removal. Once you understand how the system works, you can begin creating your strategies with it in mind and perform better during battles.

Defender Unit Removal

Solace will first damage any units that have two hit points left (such as balistae and galleons). Once the time comes to actually send a unit to the casualties area, Solace selects them in the following order:

- 1) Infantry
- 2) Archers
- 3) Catapults
- 4) Cavalry
- 5) Balistae
- 6) Transports
- 7) Sloops
- 8) Frigates
- 9) Galleons

Attacker Unit Removal

Solace will first damage any units that have two hit points left (such as balistae and galleons). Once the time comes to actually remove a unit from the battleboard, Solace selects them in the following order:

- 1) Archers in the 1 Column
- 2) Infantry
- 3) Balistae
- 4) Cavalry
- 5) Catapults
- 6) Transports
- 7) Sloops
- 8) Frigates
- 9) Galleons

Phase Four: Perform Non-Combat Moves

During the non-combat movement phase you have the opportunity to move any units that did not participate in the Combat Movement phase. Units moved during the non-combat movement phase may be moved to any land county under your control, or to any sea zone that is not occupied by enemy ships. This is your chance to move troops towards the front line, or to reposition troops for better defensive capabilities. It is also possible to load units onto transports during this phase.

Phase Five: Unload Transports

This phase is optional and will only occur if you have loaded transports somewhere on the map. During this phase you have the option to unload troops from your transports onto friendly land counties. To do this, simply drag and drop the loaded transports onto an adjacent friendly land county, and select the units from the resulting dialog.

Phase Six: Place Purchased Units

There are actually two small parts to this final phase. First, any balistae or catapults which are in one of your nation's capitals and have not moved this turn will automatically fire upon enemy ships that are in one of your sea ports. This event occurs automatically with the dice rolls hidden, but each unit utilizes its defense value to harass enemy ships. Therefore balistae are much more suited to this task than catapults.

The second part of this phase is the placement of the units you purchased during Phase One of your turn. Purchased units may be placed in nation

capitals and sea ports that you have controlled since the beginning of the round. If you have only a single national capital in your possession, then the computer will place your purchased land units automatically. You will have to place any ships you may have purchased manually. This is done when the cursor is replaced with the ships to be placed. You may then click on the appropriate sea port to place the purchased ship. When all units have been placed upon the board, your treasury is reinforced with the total value of credits the counties you control are worth. Once this is completed, your turn will end, and play will be passed along to the next player.

Combat Units

Understanding the various military units is one of the keys to success in playing Solace.

Infantry



Movement: 1
Offense: 1
Defense: 2
Cost: 3 credits

Armed with a variety of weapons, these footmen form the bulk of any army. Infantry have a very low attack value, but they defend slightly better due to their ability to build defenses.

Cavalry



Movement: 2
Offense: 3
Defense: 2
Cost: 8 credits

Fierce warriors on fleet mounts are the most elite soldiers available. The charge of a unit of cavalry is so fearsome that in the beginning of the battle they are able to attack their enemies without fear of retribution.

Archer



Movement: 1
Offense: 1*
Defense: 2
Cost: 4 credits

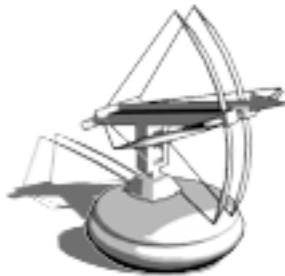
A strong band of tough yeomen who prove to be very formidable opponents in combat. While vulnerable when attacking alone, bowmen receive a bonus to their attack rating for every infantry unit that they fight with.

Catapult



Movement: 1
Offense: 4
Defense: 1
Cost: 15 credits

A large device that hurls stone, flaming pitch, caltrops, and other nasty surprises at massed defending troops. The machine of war can take out a large number of defending troops, but has trouble targeting troops that are attacking. With each successful die role, a catapult hits two enemy units.



Balista

Movement: 1
Offense: 1
Defense: 4
Cost: 15 credits

A giant crossbow that hurls long spears with devastating accuracy. Balistae are the ultimate defensive weapons, able to take out charging troops with ease. Balistae take two hits before they are removed from battle.



Sloop

Movement: 2
Offense: 2
Defense: 2
Cost: 8 credits

Swift two-masted vessels armed with ranks of archers, these ships are primarily used for hit and fade maneuvers against fleets of large vessels.



Transport

Movement: 2
Offense: 0
Defense: 1
Cost: 8 credits

Former merchant vessels converted in order to carry troops. Transports may carry two units of infantry or archers, but only one of cavalry, catapult, or balista.



Frigate

Movement: 2
Offense: 3
Defense: 3
Cost: 12 credits

Three-masted vessels armed with a stripped-down catapult and banks of archers, these ships form the backbone of any successful navy. Frigates may participate in shore bombardments.



Galleon

Movement: 2

Offense: 4

Defense: 4

Cost: 22 credits

Four-masted giants of the sea, galleons are the ultimate in naval warfare. Galleons are equipped with a stripped-down catapult, a balista, and banks of archers. Galleons take two hits to destroy and may participate in shore bombardment.

Technical Issues

Solace is complex software supporting three major platforms. There are innumerable things that can go wrong; some of the more common issues are listed here.

If you encounter any problems, please submit a bug report for Solace at the official Freeverse support page:

<http://dev.freeverse.com/bugs/>

General Troubleshooting

Solace runs unbearably slowly

Solace requires OpenGL hardware acceleration to run, which depends on the video processor in your computer. Please open the **Log File.txt** file and search for the **Video Card Information** section. For Mac OS, if the last line says "Software Renderer," then your video card does not support OpenGL. For Windows, if the video information is "Microsoft Generic Renderer," then your video card does not support OpenGL.

I am having problems with GameSmith, Freeverse's online game-matching service

Please visit the Official GameSmith Support page for further technical assistance:

<http://www.gamesmith.biz/support.html>

I am unable to connect to a Solace network game using TCP/IP

With the popularity of home networks and personal firewalls it is quite likely that your Internet security equipment is blocking the ports Solace needs to

communicate on. Please ask the person who administers your Firewalls to allow traffic on TCP ports 24575, 24576, 24577, 24578, and 24579 if you would like to be able to play Solace.

Solace crashed unexpectedly

Please submit a bug report. Please keep a copy of the **Log File.txt** file and the saved game file in case we need to gather this information from you to help fix the problem.

Sound effects skip or are nonexistent (Mac OS 9 only)

This may happen as a result of using Mac OS 9's virtual memory. Go to the Memory Control Panel and turn it off, restart the computer, and try again. If the problem continues, please submit a bug report.

Solace is having visual problems and I have an OpenGL compatible video card (Windows only)

This could be a video driver problem. Please download the latest drivers for your video card from the manufacturer's website. You should also download the latest version of DirectX from Microsoft. If you're still experiencing the same problem, please submit a bug report.

I do not see an option to connect to GameSmith, Freeverse's online game-matching service (Windows only)

Currently the Windows version of Solace does not support GameSmith. We are looking into the problem, however, and will add GameSmith support in a future update.

I get an error when attempting to play a play-by-email game... something about incompatible versions?

In order to play with other players, you all must have compatible versions of Solace. If you receive this error, please download the latest update of Solace and try again.

Solace doesn't place the Play-By-Email game file in the email message it creates in my default mail client (Mac OS 9, Mac OS X only)

Solace is tightly integrated with three email clients: Microsoft Outlook Express (Mac OS 9), Microsoft Entourage (Mac OS X), and Mail (Mac OS X). It offers this support by utilizing AppleScripts (a Mac OS only feature) to create the play-by-email message.

(Are you an AppleScript guru who wants to add support for another mail client? Look at the scripts in the Data/AppleScripts directory for more information how!)