



TECHNICAL MANUAL

TECHNICAL NOTES AND INSTRUCTIONS - AMIGA VERSIONS

SYSTEM REQUIREMENTS

Amiga A500, A500+, A600, A1200 with 1 Meg memory, mouse.

Supports: Hard disk (1.5 meg required)

BACKING UP YOUR DISKS

If playing from floppy disk you are advised to make back up copies of all game disks and store the originals safely. Follow the instructions on backing up floppy disks in your computer manual.

PLAYING FROM FLOPPY

Switch off your machine for at least 30 seconds, insert the BOOT disk into the drive and then switch on the computer.

INSTALLING TO HARD DRIVE

Boot workbench. Insert the Boot disk into the drive. A disk icon should appear on the workbench. Double click on this disk icon. You will be given the option to INSTALL the game or play the GAME. Click on INSTALL. Note that you may need to specify the name of the hard drive in the path.

PLAYING FROM HARD DRIVE (AFTER INSTALLATION)

Load workbench. Double click on the hard drive icon and the Revolution folder should be displayed. Double click on the Revolution folder and the Steel Sky file should be displayed. Double click on this icon to load the game.

WHAT IS GOING ON IN UNION CITY?

In Beneath a Steel Sky you take the role of Robert Foster, abducted by brutal Security forces and brought to Union City. Foster's fate is in your hands as he talks to people and explores the area around him in an attempt to discover why he was brought to the City. At the start of the game Foster has escaped from the wreck of the helicopter in which he was kidnapped. Now it is up to you to ensure that he eludes Security in order to discover his past and his destiny.

CONTROLLING THE GAME

Beneath a Steel Sky is played using the mouse to move a cursor about the game screen. Clicking on objects or characters will cause Foster to interact with them. A full description of how to use the mouse to tell the computer what you want to do is shown below in Game Control Summary.

MOVING ABOUT IN UNION CITY...

Normally, Foster can be moved by pointing the cursor at certain areas on the screen

and clicking either of the mouse buttons. Obviously, Foster will not walk up walls or to areas to which he has no access. If he is blocked by another character while moving he will attempt to find an alternative route.

The cursor will change to a large arrow when positioned over a possible exit. Occasionally, Foster may be able to look through windows to adjoining rooms. This is done by clicking the RIGHT button while the cursor is over a window.

EXPLORING AND MANIPULATING ITEMS...

Certain objects in the game may be examined or used by Foster. These objects will be identified by their name and the cursor will change to a cross when over them. Pressing the LEFT button will cause Foster to examine the object. Pressing the RIGHT button will prompt Foster to pick up an object, or to attempt to use or operate the selected object. Virtual Theatre has a feature which automatically selects the most logical manner in which an object can be used or manipulated. For instance, if you click on a closed door the program assumes that you wish to OPEN it (or CLOSE an open door), or in the case of a button, that you want to PUSH it.

Objects which are picked up and carried will appear in Foster's inventory. To display the inventory move the cursor to the top of the screen. Select an item by pointing at it and clicking the RIGHT button. The selected object will be highlighted and you are now able to use that item on any other visible object on screen, including other objects in the inventory. The selected object can also be offered to other characters.

PUTTING WORDS INTO FOSTER'S MOUTH...

Foster will meet many strange characters in the game, and from them he can find out more about the City. Not all of them will be friendly, but with perseverance and luck he may find allies who will help him.

When the cursor is moved over another character in the game, his or her name will be displayed (if known by the player). Clicking either mouse button will prompt Foster to talk to the selected character. Usually, you will have a choice of text which is displayed at the top of the screen. Select a question or remark by pointing the cursor at the line of text and click either mouse button.

GAME CONTROL SUMMARY

Don't panic, it's easy! The Virtual Theatre interface has been designed to be easy to use. You can interact with the backgrounds and people you meet easily and simply using your mouse. Follow the example shown below and you are on your way.

GAME SCREEN

When the game starts your mouse pointer will be a SMALL ARROW. Move the pointer over the door on the right hand side of the screen and it will change into a CROSS with the word DOOR next to it. Press the LEFT BUTTON and Foster will look at the door. Press the RIGHT BUTTON and Foster will use the door (try to open it). Unfortunately it's locked so you will have to find something to open it with.

CURSOR SHAPE	LEFT MOUSE	RIGHT MOUSE
Small arrow	Walk to pointer	Walk to pointer
Cross (over an object)	Look at object	Use/pick up object
Large Arrow (over doorway)	Exit the location	Exit the location
Cross (over a person)	Talk to person	Talk to person

INVENTORY MODE

Move the pointer to the top of the screen and a bar will drop down showing the items Foster is carrying. The mouse works in the same way with the items in the inventory. Pointing at them will reveal what they are. Press the **LEFT BUTTON** and you will get a description. Press the **RIGHT BUTTON** and you will pick up the item. If you now move the pointer onto the game screen it will turn into a pointing hand to show that you can use it. Move the hand over an object like the door (it will change to an open hand) and then click either button Foster will attempt to **USE** the inventory object on the background object/person.

CURSOR SHAPE	LEFT MOUSE	RIGHT MOUSE
Cross (over an item)	Look at item	Pick up item
Cross with item selected	Look at item	Deselect item
Pointing hand (over object)	Use item on object	Use item on object
Pointing hand (over person)	Give item to person	Give item to person

If you direct Foster to attempt something impossible or pointless (using a Spanner on a Sandwich) he will turn and shrug his shoulders.

SAVE AND RESTORE

To save a game press F5. There are ten possible save game positions. Click the mouse on one of the positions and type the name of your save game. Press enter to save the game. If playing from floppy you will need to have previously formatted an Amiga disk. Refer to your manual for full instructions.

To restore a previously saved game press F6. A menu of previously saved games will be displayed. Click the mouse on the save game that you wish to restore. Follow the on-screen prompts if you are playing from floppy. Remember when restoring a game that the current game in progress will be lost.

PLAYING TIPS

Talking to the inhabitants of Union City will often provide clues which will help your progress. Examining objects may also provide clues - and Joey's analytical skills may prove of use.

If you are totally stuck, it may prove useful to return to areas of the City which you've already visited.

WARNING!!

**THE FOLLOWING HINTS ARE SPECIFIC TO SECTION ONE.
THEY ARE INTENDED TO AID PLAYERS WHO ARE NEW TO THIS TYPE OF GAME.**

To escape the first guard, get the rung from the left hand side of the ledge and use it to open the door on the right.

To obtain a spanner, stand on the lift to distract Hobbins. As soon as you can, walk through to his workshop and open the small cupboard on the left of the back wall. The spanner will be a very useful item later in the game, so grab it quick before Hobbins returns!

To get Joey up and running you must insert his character board into the discarded robot shell below the lift.

To start the transporter robot in the lift room, examine it then talk to Hobbins until he tells you what is wrong with the robot. You will then be able to tell Joey to mend the robot. This in turn will cause the lift to start running when the robot returns with a canister. As the lift descends you will be able to climb into the lift shaft.

To escape from the furnace, examine the slot beside the door. You will then be able to instruct Joey to open the door.

GOOD LUCK.....

TROUBLE SHOOTING

Beneath a Steel Sky requires a full 1 Meg of memory. If you experience problems running the game please ensure that there are no other programs resident in memory (screen savers etc).

If running the game from a machine with a hard drive 1.5 Meg of memory is required due to the extra system memory used by the hard drive.

CUSTOMER SERVICES

In the case of faulty disks you should return ONLY the disks to Customer Services Department, Virgin Interactive Entertainment, 338A Ladbroke Grove, London, W10 5AH with a covering letter containing your name, address and details of the fault.

If you encounter technical problems with Beneath A Steel Sky you should write to the above address or call the technical support line on 081-964 9361 between the hours of 10.00am to 1.00pm and 2.00pm until 5.00pm. Please have full details of your machine configuration and the problem you are encountering with you when you call.

TECHNICAL NOTES AND INSTRUCTIONS - MS DOS VERSIONS

SYSTEM REQUIREMENTS

IBM PC or 100% compatible with 386 processor or better, 2 Meg RAM, (550k free base memory) of which 256 colour VGA graphics, Hard drive (10 Meg free), Mouse, (supports AdLib™, Roland™ and Soundblaster™).

INSTALLING THE GAME

To install the game to your hard disk turn your computer on and insert disk 1 in drive A (if you are using drive B then substitute B for A in the following instructions).

Type A: and press RETURN.

At the A> prompt, type install and press RETURN.

Follow the on-screen instructions to complete the installation procedure.

The game will be installed in a directory named SKY on your hard disk.

RUNNING THE GAME

To run the game from your hard disk first switch to the correct drive (type c: and press RETURN). Type cd sky and press RETURN to switch to the game directory, then type sky and press RETURN to run the game.

PAUSING THE GAME

To pause the game press P; all action will freeze and the screen will be dimmed. Press P again to restart.

SCREEN SAVER

If you leave the game without moving the mouse for approximately 5 minutes, an automatic screen saver will be enabled and the game will freeze. To resume play simply move the mouse or press a key.

SCROLLING

In some parts of the game, screens will scroll. This feature can be disabled by pressing the SCROLL LOCK key.

SOUND CARD SUPPORT

Beneath a Steel Sky supports the Roland™, Sound Blaster™ and Ad Lib™ sound cards. The program will automatically detect which board you are using.

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CURSOR SHAPE	LEFT MOUSE	RIGHT MOUSE
Cross (over an item)	Look at item	Pick up item
Cross with item (over person)	Give item to person	Give item to person
Cross with item (over object)	Use item on object	Use item on object

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CONTROL PANEL

Press F5 to access the control panel. From this screen you can save and restore your position in the game, and change the game settings to your preference. To return to a game in progress, click on the PLAY button.

SAVING GAMES

As you play *Beneath a Steel Sky* you are advised to save your game at regular intervals. That way, if you want to backtrack to a certain section and choose a different path, or if you have been careless enough to get Foster into a "negative existence situation", you need not play the whole game from the beginning.

Clicking on the **SAVE** button will display a list of slots in which you can save your position. This list can be scrolled by clicking on the up or down arrows to the right of the list. Click on one of the slots in order to select it, then use the keyboard to describe the current save (maximum of 18 characters). You may also use **BACKSPACE** to erase or rename a slot description. Click again on the **SAVE** button or press **RETURN** to save the game. If you change your mind and do not wish to save, click on the **CANCEL** button.

RESTORING SAVED GAMES

Click on the **RESTORE** button to display the current list of saved games, then click on one of the occupied slots to select it. Press **RETURN** or click on **RESTORE** to load a game. If you change your mind and do not wish to restore a game, click on the **CANCEL** button.

Remember when restoring a game that the current game in progress will be lost.

OTHER OPTIONS

The remaining buttons on the control panel enable you to quit the game and exit to DOS, restart the game from the beginning and turn both the music and the sound effects on or off. The slider control controls the speed at which the game runs.

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TROUBLE SHOOTING

Beneath a Steel Sky uses a custom memory manager which should enable you to run the game without having to alter your machine set up or free up base memory. The memory manager will scan your memory set up and use any Base/Extended/Expanded memory it finds. If there is insufficient memory, because you have other programs running in memory, it will even use your hard drive as 'Virtual Memory'.

If the game gives an error message 'Out of Memory', then the memory manager has tried its best but you will need to do one of the following:

- 1: Free memory by removing any memory resident programs.
- 2: Free space on your hard drive by deleting old UNWANTED files.
- 3: Create a DOS boot disk. (Insert a blank floppy disk into your drive and type `FORMAT A:\S (RETURN)`). Once formatting is complete, switch off your machine and switch on with the boot disk in the drive. The machine will start with a 'clean' system that has maximum free memory. You should now be able to play 'Steel Sky' without problems. Note: Remember to run your mouse driver before loading 'Steel Sky'.

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NOTES



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