

UFO

ENEMY UNKNOWN

TECHNICAL SUPPLEMENT **FOR THE COMMODORE AMIGA 1200**

CONTENTS

Your *UFO Enemy Unknown* package should contain a Player's Handbook, this Technical Supplement, a set of 3.5" game disks and a registration card.

REQUIRED EQUIPMENT

- **Computer**

UFO Enemy Unknown requires a Commodore A1200/A4000 with at least 2 Mb of RAM, AGA chipset and Workbench 3.0 or better

- **Controls**

You can play *UFO Enemy Unknown* entirely from the Keyboard and Mouse.

DISK DRIVES

UFO Enemy Unknown can be played from copies of the 3.5" game disks. However, the game works best if installed onto a hard disk drive.

You are advised not to play from the original *UFO Enemy Unknown* disks. If you attempt to play from the original disks they may become permanently altered.

To make back-up disks, follow the procedure below:-

1. Load Workbench
2. Locate an icon called Shell (in the System drawer of your Workbench disk).
3. Double click on this icon to open an AmigaShell window
4. Type "**DISKCOPY ?**"
5. Place your original game disk into the internal drive
6. At the prompt, type "**DF0: TO DF0:**" and press the Return Key
7. Follow the on-screen instructions and repeat steps 4, 5 and 6 for all the disks.

COPY PROTECTION

UFO Enemy Unknown has no disk copy protection. This means that you can copy the game files onto blank disks or install the files from the original disks to a hard disk. However, the program asks you to enter an eight-digit number from the Player's Handbook. This number can be found in the bottom-left of the requested page. MicroProse regrets that continuing casual and organised software piracy requires that we retain this minimal form of copy protection.

INSTALLATION

UFO Enemy Unknown has been left unprotected for your convenience in making back-up copies and when playing from a hard drive. However, making additional copies to give away or sell is a Copyright Violation. See the Copyright Notice in the Player's Handbook.

INSTALLING ON HARD DISK

Boot up your hard disk as normal and insert *UFO Enemy Unknown* Disk 3. Open this disk and double click on the "INSTALL UFO" icon.

You will be given several options during Installation - select "Proceed" at all times. A drawer will be created on your hard disk, containing all necessary files.

MAKING A BOOT DISK FOR HARD DISK USERS

If you have an A1200 with a Hard Disk and a maximum of 2 Mb of RAM, you will need to use a Boot Disk. You will need a blank floppy disk ready when you install the game.

Follow the on-screen prompts and the Installation Programme will create the Boot Disk for you during the Installation process.

RUNNING UFO ENEMY UNKNOWN

From the Floppy Disks

Put *UFO Enemy Unknown* disk 1 into your internal floppy drive and switch on your Amiga.

Follow any on-screen prompts requesting disk changes.

From the Hard Disk with a Boot Disk

Insert your Boot Disk into your internal floppy drive and switch on your Amiga.

From the Hard Disk

Boot up your hard disk as normal. Open the *UFO Enemy Unknown* drawer and double-click on the "UFO" icon.

SAVING GAMES

Floppy Disk

Games or game configuration files are saved onto a save game disk. You will need a pre-formatted floppy disk called "UFOsaves".

Hard Disk

Games or game configuration files are saved into the "UFO" drawer on your hard drive.

OPERATING PROBLEMS

Memory

IMPORTANT: If you have insufficient graphics memory, you may encounter graphics or sound problems. If this happens you must remove all external peripherals and try again. You may not be able to play from the hard drive if the problems persist after

removing external drives etc. (See Making a Boot Disk)

Virus

Computer viruses can also cause problems with graphics and sound. There are many virus checking utilities available that can be used to check for a virus. Also, pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

UPDATES AND ENHANCEMENTS FOR THE AMIGA VERSION OF UFO ENEMY UNKNOWN

1. THE BATTLESCAPE SOLDIER DATA SCREEN



The Soldier Data screen (section 3.2.3.16 of the Player's Handbook) contains the following information:-

Time Units - the soldier's remaining Time Units. These are required to carry out everything from walking to firing weapons.

Energy - the soldier's current Energy level. This will decrease as the soldier carries out energy-consuming actions such as walking through thick grass. The total energy available will be lowered if the soldier receives fatal wounds to the torso.

Health - the soldier's current Health. If the soldier has received Fatal Wounds, each wound decreases Health by one point per turn. If Health reaches zero, the soldier dies from the wounds incurred.

Fatal Wounds - the number of Fatal Wounds received by the soldier. The Medi-Kit can be used to heal Fatal Wounds.

Bravery - the soldier's Bravery. This determines the likelihood of the soldier's Morale decreasing.

Morale - the soldier's Morale. A soldier will lose Morale if the battle starts to swing in the alien's favour. If the Morale falls below 50, the soldier could panic.

Reactions - the soldier's Reactions. This determines how effective the soldier is at opportunity fire - taking a shot during the alien's turn (see section 3.2.6 of the Player's Handbook for full details).

Firing Accuracy - the soldier's accuracy at firing weapons. This will increase as the soldier gains battle experience.

Throwing Accuracy - the soldier's accuracy at throwing objects. This will increase as the soldier becomes more experienced.

Strength - the soldier's Strength. This affects the distance which the soldier can throw objects.

Psionic Strength - the soldier's Psionic Strength. This is a measure of the soldier's natural ability to defend against an alien psionic attack.

Psionic Skill - the soldier's Psionic Skill. This is the soldier's ability to use the Psi Amp in mental combat.

Armour - the soldier's armour status, divided into sections for Front, Left, Right, Rear and Under. This will rise as the soldier is equipped with armour manufactured by your engineers.

2. THE BASE INFORMATION SCREEN



The Base Information screen (section 4.2.2 of the Player's Handbook) contains some extra features:-

The Base Icons

In the top-right of the screen, there are eight Base Icons which allow you to change the currently selected base. These function in exactly the same way as the Base Icons in the Bases screen.

The Base Name

Click on the base name in the top-right of the Base Information screen to change the base name. A flashing * cursor will appear. Use the Backspace Key to erase the previous name, type in the name of your choice using the Keyboard and press the Return Key.

Short-Range Detection

This is a display of the short-range detection ability of the base. Short range detection systems have a range of 300 nautical miles.

Long-Range Detection

This is a display of the long-range detection ability of the base. Long range detection systems have a range of 450 nautical miles.

Note: XCom radar systems, while very long ranged, rotate very slowly - once every 10 minutes. This means that your base will detect UFOs more effectively if more than one radar system is in place.

The Stores Button

Click on the **Stores** button to view a list of the items currently in the stores.

The Maintenance Button

Click on the **Maintenance** button to view a list of your monthly expenses. These are made up of the following:-

Craft - XCom do not own Skyrangers or Interceptors, they are leased from their owners for a monthly fee.

Personnel - your personnel are paid monthly, according to standard world pay scales.

Base Facilities - base facilities are re-equipped monthly. See the **UFOpaedia** for details of the maintenance cost of each base facility.

3. SOLDIERS

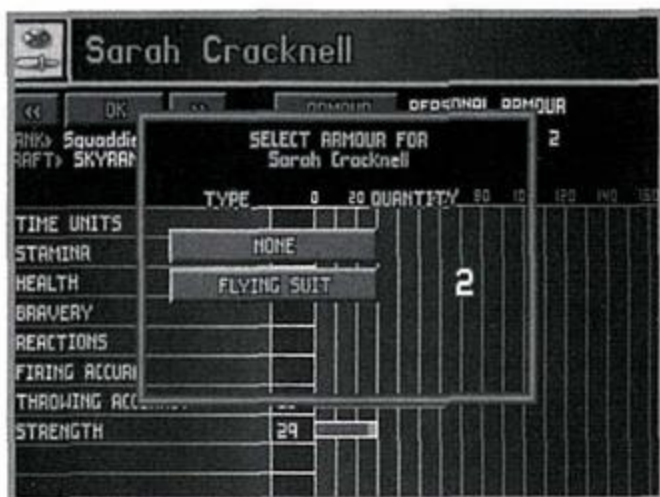


The Soldiers screen (section 4.2.10 of the Player's Handbook) contains some extra features:-

Click on the **Soldiers** button in the Bases screen to access the Soldier List. This displays all the soldiers at the currently selected base, regardless of which craft they are assigned to.

Use the Mouse to highlight and select a soldier. You will be taken to the Soldier Data screen.

The Soldier Data screen



The selected soldier's rank badge is in the top-left of this screen. The soldier's name is next to the rank badge. Click on this to change the soldier's name. A flashing * cursor will appear. Use the Backspace Key to erase the previous name, type in the name of your choice using the Keyboard and press the Return Key.

Click on the **Armour** button to change the armour worn by the soldier. The Select Armour window will appear, listing the types of armour available and the number of each in storage.



Click on an armour button. The soldier will now be equipped with the selected armour - its name appears next to the **Armour** button.

Below the buttons is a display of the following:-

Rank - the soldier's XCom rank.

Missions - the number of missions which the soldier has taken part in.

Kills - the number of aliens the soldier has killed.

Craft - the craft which the soldier is currently assigned to.

Wound Recovery - the number of days before the soldier recovers to full health.

In the bottom two-thirds of the screen, there is a display of the soldier's physical statistics. These are identical to those in the Battlescape Soldier Data screen (see the **Battlescape Soldier Data Screen** section of this Technical Supplement for full details).

Click on the ◀◀ ▶▶ icon buttons to view data for the next/previous soldier at the base.

Click on the **OK** button to return to the Soldier List screen.

Click on the **OK** button in the bottom of the Soldier List screen to return to the Bases screen.

EXPLANATION OF TERMS

AmigaDOS

This is the Operating System used by the Amiga computer.

The operating system tells the respective parts of the computer what to do when it receives a command from programs.

AmigaShell

This is a direct way of issuing commands to the AmigaDOS. It can be a little confusing or daunting as the syntax for commands must be accurate. It is advisable to be familiar with as many Shell commands as possible.

Kickstart

This is the bulk of the Amiga operating system and is stored on a chip in the computer. There are three major versions, 1.3, 2.x, and 3.x.

WorkBench

This is a graphic interface for AmigaDOS. It consists of small icons

(pictures) that replace the sometimes complex commands used in the AmigaShell. WorkBench was designed very much with user-friendliness in mind.

Peripherals

Any external add-on such as a disk drive that plugs into your Amiga.

Technical Assistance

If you have read through the Problems Section of this technical supplement and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

1. The type of computer you are running the game on and details of any peripherals
2. The exact error message reported (if any)
3. The version # of the game

It is also handy to be near your computer when you call.

MicroProse customer services can be contacted by telephone or fax.

Ring us on 0454 329510, Monday to Friday between 2.00 pm and 5.00 pm. Have a pen and paper handy when you call.

Fax us on 0454 329507, Monday to Friday between 9.00 am and 5.00 pm.

Alternatively, you can write to Customer Services at the address shown in this document.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. MicroProse regret that goods cannot be replaced unless bought from the company directly.

The A1200 version of UFO Enemy Unknown

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