INSTRUCTION
MANUAL

BENEATH A
STEEL
SKY

REVOLUTION

Virgin

PC CD-ROM

CONTENTS

FOREWORD BY THE CHAIRMAN OF THE UNION SECURITY COUNCIL

The council is proud of the achievement of the security forces in promoting the interests of the Union Group. It is your fight against subversion that has allowed continued recovery.
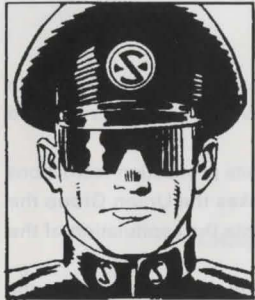
Over the last year market share has again increased despite production restrictions due to mineral shortages. The acquisition of Asio-City makes the Union Group the second largest of the six remaining city states and represents the capitulation of the last non corporate city.

The quality of the air being re-cycled within the protection dome that encases the city continues to improve. The predictions made last century about deteriorating public health due to ecological poisoning has been proved to be untrue. Even the toxic air outside the dome in 'the Gap' has not deteriorated beyond the point of supporting human life.

Security in the Gap has been a top priority. After pre-emptive strikes against random Gap villages, there has been a marked increase in community taxation receipts and a reduction in economically damaging 'scavenging' raids.

The Hobart corporation continues the abhorrent market policies eradicated decades ago in the Union Group. Their discredited policies of labour representation and social benefits for the 'needy' contradicts the basic neo democratic principles agreed on cessation of hostilities of the Great Euro-American war. Since the LINC computer system was assigned control of all city functions twenty years ago, a determined economic war has been waged, and is being won, against Hobart which has consistently sought to undermine the foundations of our success.

We can congratulate ourselves on another successful year. And, as always, be vigilant, be alert.

NAME:
REICH S. COMMANDER

ADDRESS:
BELLE VUE GARDENS, EYRIE 2291

AGE:
36 YEARS

LINC STATUS:
5

SPECIAL OPERATIVE NO:
UO88 / H2

This Security Manual is to be carried by you at all times. It provides you with rules and guidelines to which you should adhere. Areas and suspects currently under surveillance are listed. Additions to the lists will be made via the special code files in your LINC directory. Ensure that you check your files daily using your Special Operative card for new information and special mission orders. You will report to Chief Blazer through LINC communiqués.

You will be based at Security Headquarters in Granville Heights Room 1030.

BRIEFING NOTES

As Senior LINC Security Officer you are responsible for the protection of all Union City personnel from external espionage. It is known that Hobart personnel have attempted to infiltrate Union City and their identification and elimination is a top priority. This manual includes a list of blocks, with their reference number, in which Hobart activities are suspected. You should liaise closely with your counterparts in these blocks.

You have security clearance in the Industrial sector of Eyrie Tower and the suburban sector, Belle Vue. Special status clearance may be requested for operations outside immediate jurisdiction.

Briefing documents for your orders are included. Further details and updates are available from your LINC directory.

The Security Services Welfare Fund is sponsored by the companies advertised throughout this security manual. Their generosity should be remembered and borne in mind in the course of your duties.

PRIORITY

BRIEFING NOTES REF: O2/OSS

LINC status: High - to be executed immediately.

Reconnaissance mission to gap to return Robert Overmann to Union City. Suspect to be returned alive. Repeat alive.

Read the following background information carefully. Subject Robert Overmann known to have been taken by mother Ref: VP06/N9 Pierro in bid to defect to Hobart. Engine sabotaged and flight terminated in Gap Ref: F9/367, S23/820. Initial inspection at crash site revealed a shallow grave containing the remains of Pierro. Presume subject Pierro buried by Gap people. No infant remains found in or around the crash site. Robert Overmann survival assumed. Crash site at location 01312 north 23100 west. Take a squadron to the grave site and carry out a full inspection. Proceed to search surrounding area for possible leads to Robert Overmann.

On return to Union City report to Chief Blazer using your LINC card for further instruction.

GOOD LUCK !

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 (it will be attached to the pointer). If you now move the pointer (with the item) over an object like the door 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 (over person)	Give item to person	Give item to person
Cross with item (over object)	Use item on object	Use item on object

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

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 and sliders on the control panel enable you to Quit the game and exit to DOS, Restart the game, Change between 'Speech Only', 'Text and Speech' or 'Text Only', adjust music volume and the speed of the game.

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 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'.

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.

NOTES

Operation 'Steel Sky'

1.26pm - Reached grid location 01312 N, 23100 W. Temperature 109°C. Radiation levels high. Craft debris identified. Full inspection of grave site Ref: OP06/NP. Pierro. Exhumed body identified as Pierro. Confirm no infant remains found.

4.03pm - Investigated rock outcrop in which heat source was revealed. Discovered group of twenty subhuman dwellers who appeared to be suffering from Gap plague. No physical contact made for fear of contamination. Dwellers were unable to provide any information.

8.44pm - Encountered a small encampment after many hours of searching. Tribe leader indicated knowledge of someone resembling Robert Overmann's description living with a group of migrants located due west. Despite further interrogation he was unable to provide any details.

10.23pm - Located tribal camp. Positive identification of subject achieved using DNA scanners.

10.45pm - Subject taken into custody and began return flight to Union City.

11.00pm - Carried out final mission orders. Prisoner showed signs of aggression and had to be temporarily restrained.

05.32am - Passed first guidance beacon. Automatic landing sequence initiated.

REVOLUTION SOFTWARE LIMITED

The following information was extracted under considerable duress from a reluctant subversive. This group should be identified and kept under close surveillance.

Revolution Software started life three years ago above a fruit shop in Kingston upon Hull. Born into the harsh world of entertainment software development, the fledgling company devised a system called 'Virtual Theatre'. The system created a real world with real characters allowing unique features to be designed into graphic adventures. 'Virtual Theatre' would change the face of graphic adventures forever. Impressed by the system, Mirrorsoft - the publisher owned by Robert Maxwell - signed their first product, 'Lure of the Temptress'.

A yachting accident put paid to Mirrorsoft - but not to Revolution or Virtual Theatre. Revolution jumped ship and then re-licensed 'Temptress' to Virgin games.

The success of their first project convinced Revolution to further expand their ambitions. Working with top comic book artist Dave Gibbons, it was decided to embark on designing a new generation of graphic adventure. The blueprint for 'Beneath a Steel Sky' was thus conceived. Two years later they are proud to present their work - a significantly enhanced Virtual Theatre system, driving a game that is six times larger than 'Lure of the Temptress'.

Revolution is again planning what the next generation of computer gamers can expect. State-of-the-art graphics technology is being used to produce images to be displayed using advanced cinematic techniques. With support from the British Department of Trade and Industry, leading edge Artificial Intelligence is being written to be incorporated into future games.

BE VIGILANT! THE REVOLUTION HAS ONLY JUST BEGUN

You should be aware that the following Hobart Agents are believed to have written software that casts Union City and her Security Services in an unfavourable light.

THEY ARE:

Game Design - Charles Cecil,
Dave Cummins, Dan Marchant & Dave Gibbons
Script - Dave Cummins

V T System Concept - Charles Cecil,
Tony Warriner, Dave Sykes and Dan Marchant
V T System Design - Tony Warriner
V T System 2.0 Implementation - Dave Sykes & Tony Warriner

Programming - David Sykes, Tony Warriner & James Long

Comic - Dave Gibbons
Backgrounds Screens - Dave Gibbons
Background paintings - Les Pace and Steve Ince
Computer graphics & animation - Stephen Oades,
Adam Tween,,Paul Humphreys & Steve Ince

Music - Dave Cummins
Music conversion & sound effects - Tony Williams

Quality Assurance - D. Marchant, J. Wright,
P. Coppins, R. Hewison, A. Phelan, J. Martin

Assistant Producers - Aron Phelan, Peter Hickman

Manual - Noirin Carmody, Dave Cummins and Charles Cecil

Produced - Daniel Marchant
Directed - Charles Cecil

Packaging Design - Root Associates

Logistics - Catherine Spratt, Robert Mc Grath,
Rosemarie Dalton, Riz Khan, Matthew Walker

TERMINATE ANY SUSPECT ON SIGHT.