

BENEATH A
STEEL
SKY

INSTRUCTION MANUAL

Sometime just before dawn.

My name is Robert Foster.

Up until twenty four hours ago I lived in a place called the Gap. I've lived with a peaceful tribe of nomads for as long as I can remember. Today, as our tribal leader predicted, security forces from Union City came to our location. They were only interested in finding one man, me. Why I don't know.

After being forced at gun point into the heli-transport, my peaceful village was destroyed. It was then that I vowed revenge. I must find who was responsible for bringing me here and having so many innocent people killed.

On our voyage in, our heli-transport crash landed somewhere in the city.

Before I fled the transport, I was able to recover the character board from my robotic companion, Joey. I was also able to grab these security manuals and files about this city and its residents. Hopefully, with Joey's help, they can give me the information I need to get through this nightmare.

If you should find this manual I hope you will continue my fight to rid this city of the oppressive forces that crush the inhabitants free will. The revolution must be fought with or without me.

ROBERT FOSTER

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FORWARD 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 Asia-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 proven 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 preemptive 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 labor 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 communication channels.

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.

A list of individuals under investigation has been included. These suspects require continuous surveillance.

PRIORITY

BRIEFING NOTES REF: O2/OSS

LINC Status: HIGH - to be executed immediately.

Linc Mission Category: INVESTIGATE AND DISSOLVE. Infiltrate the Gap to locate Robert Overman. Once DNA match has been confirmed, return Overmann to Union City without delay. Dissolve all trace of Overmann Gap existence.

Linc Mission Summary: 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.

**THE FOLLOWING BLOCKS ARE CURRENTLY
UNDER HIGH SECURITY OBSERVATION**

ASTORIA	293
EYRIE	520
FAIRHAVEN	284
GRANVILLE HEIGHTS	704
HIGH GREEN	113
NORTHBRIDGE TOWER	386
OTOMO JUNCTION	257
PACIFIC	180
TERMINUS TERRACE	492
TURNVALE TOWER	305
UNION GENERAL	815
THE WALKWAYS	127



SUSPECT:
LAMB, GILBERT

ADDRESS:
EYRIE 520

Suspect has turbulent childhood history. Found abandoned at age of 13 in tire factory. Parents not identified but suspected as D-LINC's. Lamb joined the New Youth League and championed the elimination of animal preservation rights and Union City ecology conservation laws. Recently promoted to supervisor without LINC approval. It is suspected that an unsanctioned LINC access has illegally amended LINC records on Lamb's behalf.

LEVEL 3 SURVEILLANCE CURRENTLY IN OPERATION



SUSPECT:
EINBECK, ANITA

ADDRESS:
FAIRHAVEN 666

Admitted to illegally entering LINC network using counterfeit software. On conviction, subject transferred from Social Services to D-LINC position in Keating Pipe Factory.

**POSSIBLE CHANCE OF CONTACT BY HOBART AGENTS.
LEVEL 2 SURVEILLANCE TO BE MAINTAINED.**



SUSPECT:
COLSTON, VIC

ADDRESS:
HIGH GREEN 476

Colston has a history of heavy drinking and gambling and has been taken into custody on several occasions for disorderly behavior.

He is the manager of the St. James Club, which employs "The Hot Club Quartet", a band whose futuristic music is suspected of contributing to the high level of West Block delinquency. Suspected of anti-corporate activities.



SUSPECT:
HOBBINS, HOWARD

ADDRESS:
GRANVILLE HEIGHTS 338

Hobbins shows utter contempt for authority. Numerous complaints have been made against him for attitude maladjustment and anti-social behavior, but they have never been pursued by the City's Personnel Correctional Council. Several ongoing cases pending.

Possible case for social indoctrination bio-lobotomy.
Serious threat not suspected. Maintain surveillance and report any further behavioral abnormalities.



SUSPECT:
BONNEVIALLE, VINCENT

ADDRESS:
OTOMO JUNCTION 509

Bonnevialle is a young man with a highly technical mind. He is known to be in possession of advanced computer technology.

As a prime target for Hobart recruitment, Bonnevialle should be brought into our fold and encouraged to enroll in Union City sponsored Piermont Junior Security Training Course with view to graduating to Security Services.



SUSPECT:
BURKE, SURGEON

ADDRESS:
THE WALKWAYS 222

Despite impeccable record with no evidence of subversion, Burke is under surveillance due to recent reports of organ trading in the city.

Corpses being held for examination should be checked and results reported as a matter of urgency to Chief Blazer.

DO NOT, AT ANY COST, ALERT THE SURGEON TO YOUR ACTIVITIES.



SUSPECT:
GODDARD, KIT

ADDRESS:
NORTHBRIDGE TOWER

Expelled from the Security Services on grounds of corruption.

Known for his neo-deus fundamentalist tendencies, the self-proclaimed 'pastor' concentrates on providing religious instruction to the under-classes in Union City.

An ex-criminal, he now devotes all his efforts to converting the delinquent element loitering on our walkways. It is reported that the juveniles are considerably more disruptive after the conversion, than they had been previously.

KEEP A CLOSE EYE ON ALL HIS ACTIVITIES.



SUSPECT:
GILLATT, JEROME

ADDRESS:
ASTORIA 345

Multiple complaints have been received regarding his smoking habits.

Having been repeatedly cautioned for public air pollution offenses and good neighbor code violations, the council has decreed that further breaches of these laws will result in enforced basbitocite treatment at the Otomo Rehabilitation Unit.



SUSPECT:
PIERMONT, DANIELLE

ADDRESS:
TURNVALE TOWER 642

Widow of the Late Professor Piermont, she now heads the Piermont Foundation, a philanthropic organization founded by her husband.

Despite excellent health, Professor Piermont suffered a chronic coronary while attending a Council meeting. Official cause of his death is listed as Cardiac Arrest as a result of high stress levels experienced as President of Piermont Foundation. Security Service investigations however suggest that external forces may have been responsible.

Mrs. Piermont must be protected as a top priority for the Security Services. Her well-being is of vital importance to us.



SUSPECT:
ERHARD, BEVERLEY

ADDRESS:
NO FIXED ABODE

Travel writer by profession, currently under suspicion of spying. Erhard lived with father until he failed to return from business trip in Hobart. It is suspected that he has defected.

Ms. Erhard makes weekly trip to Hobart City. She is a possible prime contact for Hobart agents.

Her hobbies include virtual globe trotting.

MAINTAIN SURVEILLANCE UNTIL FURTHER NOTICE.



SUSPECT:
LIFELY, PAMELA

ADDRESS:
UNION GENERAL 500

There is very little on file currently regarding this subject .

She has been under suspicion for a series of recent thefts in the Belle Vue Level.

Lifely may be linked to the mobile appliance laundering circle operating in the city.

THIS CASE WILL REQUIRE UNDERCOVER SECURITY WORK



SUSPECT:
WARD, HUTCH

ADDRESS:
UNION GENERAL 765



Has repeatedly violated the restrictive language laws.

Ward's file contains damning evidence of past anti-Security Service behavior including the removal of the Security symbol from outside two of our branch offices, defacing the memorial to Chief Reilly and, most recently, responsibility for the graffiti on our flag at Security Headquarters.

So far Ward has eluded the Security Trackers.

Bring him back to the Interrogation Unit for questioning before termination.



SUSPECT:
RATGIRL

ADDRESS:
UNKNOWN



Ratgirl earned her name after repeatedly escaping from security custody. We are unable as yet to ascertain the girl's real name.

Although a juvenile, she has already earned herself quite a reputation and could prove helpful to the Security Service in the future.

It is imperative that she is closely watched and guarded against any enemy contact.



SUSPECT:
DODDS, DINGO

ADDRESS:
NORTHBRIDGE TOWER 879

Dodds has been campaigning against the introduction of the new pavement and parks litter laws.

Foul play is suspected on his part .

Ensure that all his movements are tracked and reported to the Chief.
Make every effort to collect any solid evidence to convict him.



SUSPECT:
KEARNS, KIPPER

ADDRESS:
NORTHBRIDGE 662

Escaped from custody last month during special leave to visit his late mother's grave. He made off while his guard made an inquiry regarding the location of the grave.

He was serving a twelve month sentence for attempted theft of ancient religious artifacts.

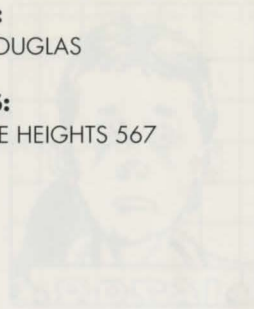
Kearns was last seen limping through Lampton Cemetery wearing his prison uniform and ankle chains. He was carrying a plastic bag containing a relic of Saint Jude and a photograph of his mother.

BELIEVED TO BE STILL AT LARGE IN UNION CITY.



SUSPECT:
WHIM, DOUGLAS

ADDRESS:
GRANVILLE HEIGHTS 567



Renowned as the instigator of the 'Peeping-Tom' phenomenon which led to changes in the laws governing voyeurism.

He operates from a double glazing company in Hurd Heights; which is believed to be a front for the banned Church of Inward Contemplation.

Whim possesses psycho-combat skills and should ON NO ACCOUNT be tackled single-handedly.



SUSPECT:
KOPPISS, HANNAH

ADDRESS:
ASTORIA 332



Hannah is an unemployed journalist and is believed to be responsible for the subversive broadcast, 'It's your life, isn't it?'

An analysis of her literary style indicates a pretension factor of 68%.

Subject considered for post of Romantic Fiction Writer for LINC PR channel.

Determine whereabouts and approach with a view to recruitment.



SUSPECT:
WERNER KAREN

ADDRESS:
THE WALKWAYS 555

Suspected member of the outlawed Social Services.

Wanted on numerous charges of campaigning for the rights of D-LINCS.

TO BE TERMINATED ON SIGHT.



SUSPECT:
SANTINI, JOEL

ADDRESS:
TURNVALE TOWER

Professional pianist, a.k.a. Surreal McCoy. Regular engagement at St. James Club as leader of cult band, 'The Hot Club Quartet.'

Following an accident during a Security raid on the club, Santini made an astounding comeback despite having three fingers bitten off from his right hand .

Granted a life-long appeal for protection, Santini is under constant security scrutiny.



SUSPECT:
EVANS, GINGER

ADDRESS:
TERMINUS TERRACE 223

One of the main instigators of the Great Industrial Riots, he served three years in Cullinagh Prison.

After his release he became involved in the Community Rehabilitation Scheme for ex-criminals.

Evans was last seen by one of our agents in Hobart city.

SUSPECT SHOULD BE ELIMINATED.

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: OPO6/HP. Pierra. Exhumed body identified as Pierra. 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 - Carried out final mission orders. Prisoner exhibited acts of aggression and was forcefully restrained.

11.00pm - Subject taken into custody and began return flight to Union City.

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

TECHNICAL NOTES AND INSTRUCTIONS - MS DOS VERSIONS

SYSTEM REQUIREMENTS

IBM PC or 100% compatible with 386 processor or better, 2 Meg RAM, CD-ROM drive single or double with at least 150KB access time, (550k free base memory) of which 256 colour VGA graphics, Hard drive (10 Meg free), Mouse, (supports AdLib™, Roland™ and Soundblaster™).

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.

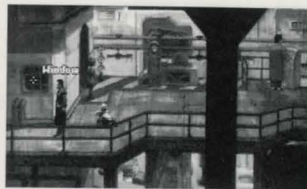
WHAT IS GOING ON IN UNION CITY?

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 insure 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.

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

GAME CONTROL SUMMARY

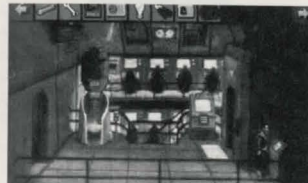
Don't panic, it's easy! The Virtual Theatre interface has been designed to be easy to use. You can interact with the backgrounds and people you meet easily and simply using your mouse. Follow the example shown below and you are on your way.

GAME SCREEN

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

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.

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.

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 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.

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 compact disc you should return ONLY the disc to Customer Services Department, Virgin Interactive Entertainment, 18061 Fitch Avenue, Irvine, CA 92714, with a cover 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 714 833-1999 between the hours 8:00 AM and 5:00 PM Pacific Standard Time. Please have full details of your machine configuration and the problem you are encountering with you when you call.

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.

The success of their first project, "Lure of the Temptress" also published by Virgin Games, 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.

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