
UNREAL

UBI SOFT

Entertainment Software

UNREAL COMMAND CAR

This card tells you how to use UNREAL on your Amiga.

I. TO PLAY UNREAL, YOU NEED :

- Amiga 500, Amiga 1000 (kickstart 1.2 or 1.3) or the Amiga 2000.
- 512 K memory.
- 1 color monitor.
- 1 joystick connected to port 2 of the Amiga.
- If your Amiga is equipped with a 68020 or 68030, you must return to the 68000 mode to play.

II. LOADING INSTRUCTIONS :

- 1) Switch off your computer.
 - 2) Check that disks 1 and 3 are write protected.
 - 3) Insert disk 1 in disk drive DFO : (if you have one or two other disk drives, insert disk 2 in disk drive DF1 : and eventually disk 3 in disk drive DF2).
 - 4) Switch on your computer (Amiga 1000 owners, insert kickstart disk first).
 - 5) The game will load automatically. When the message "PRESS FIRE TO GO" appears at the top of the screen, press the fire button on the joystick to continue loading.
- If bands of color appear on the screen during the loading process, you must start the procedure from the beginning.

The silent rumble of the forces of evil seem to be more apparent than before, and the anxiety can be read on the wrinkled faces of the old sages. They wait silently, but for what, they are not sure...

Close to the peaceful valley, where I live with Isolde and our people, is the Great Lake which forms the boundary of the free territory from the Land of Nothingness. In spite of the incertitude of the land, nothing has disturbed the beautiful love shared by Isolde and myself.

We were walking in our tiny garden one lovely day, when we noticed a large, shiny object gliding through the sky. After we realized that this was a huge, copper dragon, we were terribly frightened. The beast was larger than the tallest tree in our land and his wing span was wider than the Blighen River, which emptied into the Great Lake. The dragon seemed to float down from the sky, and when he calmly landed, he slowly approached us. He actually spoke to us and said that his name was Dracus and that he would like to drink water from the river and rest a while on the cool, green grass.



Isolde was extremely enchanted with the dragon and we both spoke with him for the entire afternoon. Dracus promised to return in two days time. He kept his promise and even visited our peaceful valley almost every day.

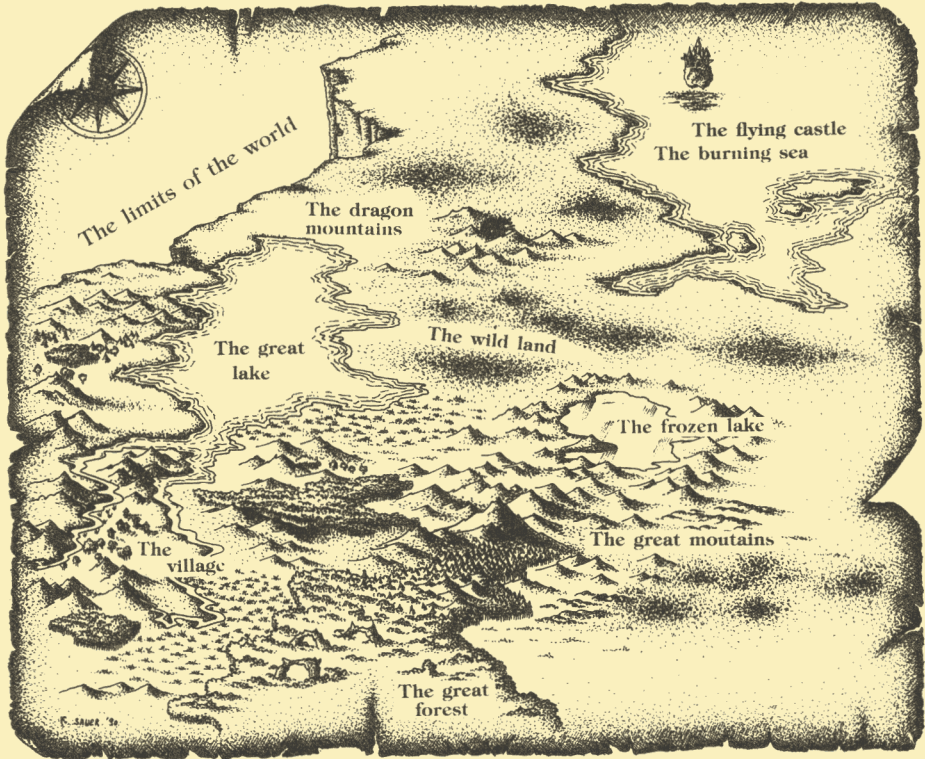
It was three days before the changing of our second moon Unaris. Isolde was gathering flowers in our garden, while waiting for Dracus to come for his visit. She sat in the valley all day long, and when Dracus had not appeared by nightfall, she climbed to the top of the highest hillside and called out to the dragon. For three days and nights she called unceasingly. On the third night, a servant of the powerful Master of Darkness heard her cries. He quickly whisked her away to his master.

Isolde found herself locked in a dark, eery cell, fearing for her life. As this lovely, young girl sat quietly shaking, barely able to breathe, she heard the strong roar of fire. Pushing herself as far as possible into the cold, damp corner of the cell, she watched in horror as the cell door flung open. Standing before her was the most ghastly creature she had ever seen. He was dressed completely in black and seemed to be floating on air, but the most horrible thing was his face. It was burning with fire! Isolde screamed with terror. When Polymorphe saw the incredible beauty of this woman, he decided that he would marry her, and if she refused, he said that he was going to kill all of the people in her valley. Polymorphe told Isolde that he was going to marry her on Mortenis Day, which was only twenty-one days away. After this proclamation, he turned swiftly and left Isolde's cell, confident that she would choose to marry him.

News of a wedding spread quickly throughout the land and finally reached Dracus. He was terribly upset and rushed to the valley to tell me of Isolde's misfortune.

After speaking with Dracus, we decided to leave immediately to rescue my love. My loyal friends gave me a map of the land so that I would know the dangerous areas and so that I would not lose my way. I waved goodbye to the humble people of my village and flew on the back of Dracus to the eastern border of our territory, where we decided to rest a moment because the journey would be very long...

Do you think that we can get there by travelling north?" I asked. "It's very dangerous, Artaban, and I don't know if I have enough energy to fly across the Wild Land", he replied. Scanning the horizon, I took out the map and pointed in the direction of east.



Dracus looked east and said, "In that direction is the Great Forest. We must cross the desert and then go north over the immense Ice Lake." Looking at Dracus, I said, "It's the longest way. Do you realize that?"

Dracus looked directly at me and replied, "I would travel to the ends of the earth to save Isolde!"

Suddenly there was a strong gust of wind. An old man, carrying a flaming sword, appeared near a tree. "Who are you old man?" I demanded with a harsh voice. The old man laughed strangely and showed me his brilliant, flaming sword. He did not give me a chance to speak, but came closer and said,

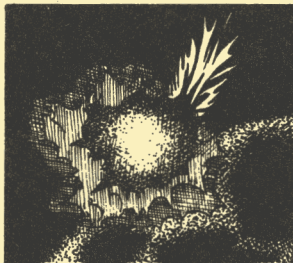


"Artaban, before you leave to search for your princess, remember that everything began a long time ago. Your race of people did not exist until the Sleeper dreamed of you. You are about to face dangers that no human could possibly imagine. Let me tell you of the history of your world.

The Sleeper, creator of all life on UNREAL, awoke and sent his servant Fragor to the planet to create new life. Fragor took with him life-giving eggs and the four elements in order to create a balance between good and evil on the planet.



After flying for many years, Fragor finally saw the planet in the distance. All of a sudden a huge comet crashed into him and he fell to UNREAL. The impact of his crash caused an explosion, releasing uncontrollable forces on the planet.



What was supposed to be a dream world, was transformed into a nightmare because the elements stayed seperated or they were mixed in a bizzare way in the atmosphere of UNREAL. Like always, the eggs permitted life to form on the planet. But without the control of Fragor, the eggs developed into different forms of life.

Therefore, chaos installed itself on the planet for thousands of years. One single egg fell into a peaceful valley. The race of beings that formed, the Barbares, remained hidden for many centuries in the valley of the Great Lake. During this time, the forces of evil came to dominate the four elements, and the great Polymorphe became the absolute master. They ignored, however, the existence of the valley of the Barbares.

B ut know this, Artaban, in order to beat the great Polymorphe, you must not only kill his evil servants, but you must fill your heart and soul with all of the love that you possess so that you may guard yourself against the follies of these beings.

Also, you must have an ally that is capable of flying over the dangers of UNREAL, combatting the guardians of the flying castle, and destroying a powerful fire, while being resistant to all of the incredible elements that you must endure.

The only thing that I can do is to give you this sword. It contains great powers which are nourished by the fires of the comet which formerly destroyed Fragor.”

I gazed in amazement at the old man, and tried to speak, “I would like to thank you, sir, but...”

At this time, a violent gust of wind came and the old man disappeared without a trace. In silence, I climbed onto Dracus while clutching my flaming sword, and the two of us departed, gliding between the branches of the huge trees of the Great Forest.

After having landed, I descended and decided to make my way by foot through the thick undergrowth of the humid swamp of the forest. Pausing just for a moment, I took out the map that my friends gave me to search for the right direction. I thought that if I crossed the swamp by going east, I could quickly get to the hidden river. Then I could meet Dracus on the other side. Hearing the distant howling of a creature, I grabbed my sword. A cloud of smoke appeared, and suddenly a swarm of menacing creatures attacked me.



Grabbing onto the neck of Dracus, I pulled myself into the saddle, and breathed a sigh of relief. With a wave of my hand, I indicated to the dragon the path to follow. A little later, the sun began its journey beyond the horizon, and the humidity of the marsh was replaced by a soft, cool breeze. “Artaban, we don’t have much time!” cried Dracus. “The night is approaching.” In the distance, we noticed strange, imposing rocks protruding from the river.



Pointing in the direction of the massive mountains of rocks, I remained silent in front of this fabulous spectacle. My feet were just a few feet from the trees which were covered with a thick layer of fresh snow.



The cold blasts of wind and snow made it impossible for Dracus to progress. I had to continue alone, crossing the pastel glow of this winter atmosphere...



After my incredible adventure in the winter wonderland, I joined Dracus, and we continued our journey together. Suddenly, the temperature changed dramatically and the sky had a curious appearance. We knew at that moment that we were approaching the legendary Sea of Fire. “Artaban, cover your face well because the flames can easily burn your skin”, Dracus screamed over the roar of the fire.

As I took a quick glance in front of us, I was in awe of the sight that lay before us.

“We’re just in front of the castle”, I yelled, and ducked my head just in time to avoid the rush of the flames and the demon birds that began their attack on us.

Finally we made it to the gates of the castle. Dracus gently landed, wished me well, and I set out to endure the most difficult test of my life.



Although looming before me was an amazing, horrible castle, I was not afraid. I had no doubt that I would find Isolde. The image of my beautiful princess was clear in my mind. She was here, so close...



UNREAL is a fantasy arcade game composed of 8 levels, with 5 in 3D and 3 in 2D. You must save Isolde from the evil hands of Polymorphe. To accomplish this feat, you will be faced with diverse tests of strength and logic while trying to get the high score.

You fail in your mission once your energy level reaches zero. To help compensate for the loss of energy, you will receive a 50 point energy bonus as you pass from one level to the next.

I. KEYBOARD FUNCTIONS

One you have followed the loading instructions, you access the main menu.

1) PRINCIPAL MENU

F1 : SOUND EFFECTS OR MUSIC.

Note : You must have at least 1MB of memory for sound effects and music. 512 K systems only play music.

F2 : LOADING MENU.

This option allows you to access the sub-menu which contains parts of games that you have already saved.

F3 : Direct loading of the saved game NUMBER 1.

F4 : Direct loading of the saved game NUMBER 2.

F5 : Direct loading of the saved game NUMBER 3.

- When you enter a game which has already been saved, you will be in the TRAINING MODE, therefore there will be no score.

2) LOADING MENU

You can have access to this menu by pressing the key F2 of the principal menu. You can then load one of the parts of the game which you have saved.

F1 : LOADS SAVED PART N° 1
F2 : LOADS SAVED PART N° 2
F3 : LOADS SAVED PART N° 3

3) SAVING MENU

You can save a part of the game at the end of the 2D or 3D screens. UNREAL gives you 3 saves.

F1 : SAVES PART NUMBER 1
F2 : SAVES PART NUMBER 2
F3 : SAVES PART NUMBER 3

4) OTHER KEYS USED

“P” or “SPACE BAR” : pauses the game. Press the fire button on the joystick or any key to continue this part of the game.

“ESC” : Abandons this part of the game.

II. 3D SCREENS

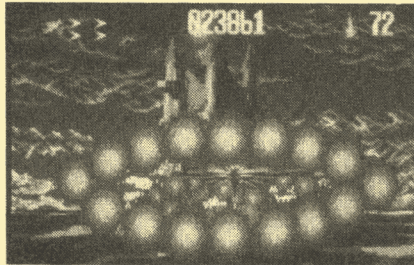
When the screen appears in 3D, you are flying on the back of a copper dragon.

1) SCREEN PRESENTATION

Icon at top left
(force of weapon)

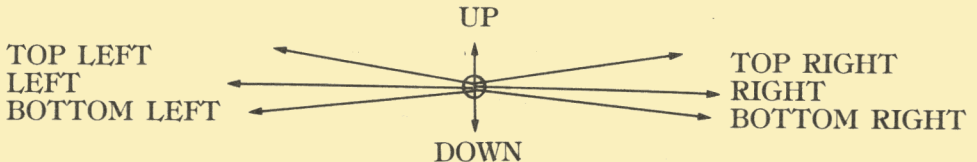
Number at top
center
(score)

Number at top right
(energy of dragon)



2) CONTROLLING THE DRAGON

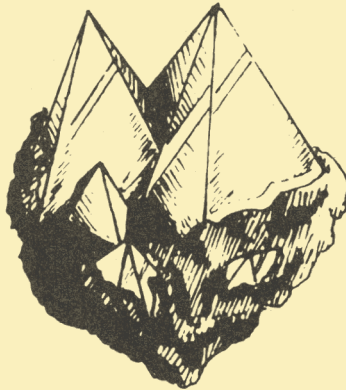
- You can move the dragon in 8 different directions.



- You can destroy your enemies by pressing the fire button of the joystick.
- You must avoid all obstacles (trees, bridges, etc...), because your dragon will lose energy. Collision with these objects causes a loss of energy.

3) BONUS

From time to time, you will see yellow crystals on the ground. If you gather them, you receive bonus points. A bonus message will appear on the screen.



EXTRA WEAPON

This bonus increases the force of your weapon by 1 degree (there are 12 degrees of force of the weapon in the 3D part of the game). If you hit an obstacle violently, you will lose a degree of force.

EXTRA SHIELD

This bonus revives the energy of your dragon when necessary.

YOU ARE UNTOUCHABLE

This bonus gives you invulnerability for a few seconds while the dragon is flashing. During this bonus, if you hit an obstacle, you do not lose energy.

EXTRA SCORE

Your score increases by 5000 points.

4) DANGER SIGNALS

In addition to bonus messages there are a certain number of danger indicators.

LOW SHIELD	Your energy is weak, be careful!
CATCH BONUS	A crystal will soon appear, catch it!
YOU HIT SOMETHING	You have bumped into something.
YOU CRASHED	You have violently hit an obstacle and you lose a degree of force.
GO LEFT	Advice to move left.
GO RIGHT	Advice to move right.

III. 2D SCREENS

This time the hero is alone, without the dragon. To complete the level, you must move from left to right, but you have the option of moving from right to left. You must destroy or avoid your enemies, because they will destroy your energy. Be careful not to fall from a cliff, because you will use up a lot of force (jump at just the right moment).

1) PRESENTATION OF THE SCREEN

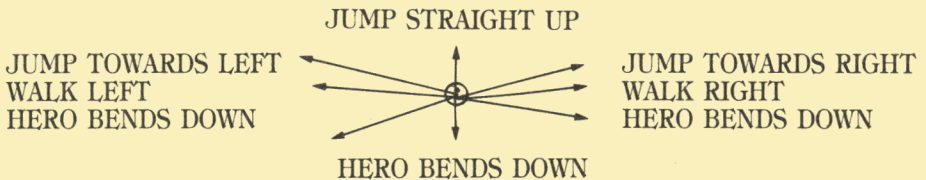
The screen is presented in the same manner as the 3D part:

- Icon at top left : represents the weapon that you have in your hand. When it flashes, the magic sword is about to disappear and you will have a normal sword.
- Number at to center : indicates your actual score.
- Number at to right : indicates the energy that you are using.



2) MOVEMENT

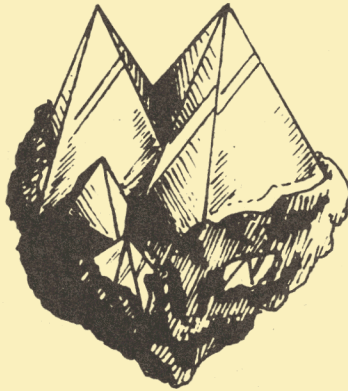
You can move the hero in 8 directions :



When you press the joystick button, the hero uses his sword.

3) BONUS

Like the 3D part, pick up the crystals from the ground when you kill one of your enemies. These crystals increase your energy, if needed. Certain actions will give you a magic sword.



IV. END OF A LEVEL

- 1) When you have finished a level, the message "CONGRATULATIONS" will appear. When you move to the next level, you will receive 50 energy points.
- 2) At the end of each level is a SAVE MENU which gives you the possibility to have 3 different saves on disk 2.
- 3) When you lose a screen, you will see the message "PRESS FIRE TO TRAIN". You may begin again, but the game will not register your score.

UNREAL is a registered trademark of UBI SOFT



UBI SOFT

Entertainment Software