
UNREAL

UBI SOFT

Entertainment Software

UNREAL REFERENCE CARD FOR PC and ST

1 - CONFIGURATION REQUIRED

PC : UNREAL runs on IBM-PC and COMPATIBLE

MS-DOS version : 3.2 or higher
Memory : 640 Kb minimum
Graphic card : VGA or EGA

You can play using the keyboard or the joystick.

ST : UNREAL runs on Atari 520 and 1040 STF Double Faces, 520 and 1040 STE.

Use only the joystick.

2 - LOADING INSTRUCTIONS

IBM PC : WARNING ! The 3.5 inches version 720 Ko consists of 2 disks. The first one is numbered 1 and 2 and the second one is numbered 3, 4 and 5. When the message "DISK 3" appears, insert the second disk (numbered 3, 4 and 5).

IBM PC : 5^{1/4} : When you loose and the screen is black, insert disk 1

a) Loading from your usual boot

Once the DOS is loaded, insert disk 1 in the A: drive and type:

A : <ENTER <UNREAL

The game will load automatically.

If you have problems loading the game, make a bootable disk. For this, refer to chapter 2, paragraph D.

b) Installation and loading on a hard disk

To install UNREAL on a hard disk proceed as follows :

- Boot as usual from your hard disk.
- Insert disk 1 in one of your drives type:
A: <ENTER>
or B: <ENTER> (depending on where is disk 1).
- Type INSTALL C: <ENTER> (if you want to install the game on the C partition).
- Follow the instructions on the screen.
- The game will be installed in a directory called UNREAL.

To load the game type in the following instructions :

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C: <ENTER>  
CD UNREAL : <ENTER>  
UNREAL : <ENTER>
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If you have problems loading the game, make a bootable disk. For this, refer to chapter 2, paragraph D.

c) Loading UNREAL from disk 1

You can insert directly disk 1 in your A drive and switch on your computer. The game will load automatically.

d) Warning :

IBM PC : 5th : When you loose and the screen is black, insert disk 1

You may encounter a problem while the game is loading. This problem will be certainly due to drivers resident in memory.

To load the game correctly, follow these instructions :

- Boot your PC as usual.
- Insert a blank disk in the A drive
- Type A : <ENTER> FORMAT/S <ENTER>

- Boot your computer from this disk, then insert UNREAL disk 1 and type : UNREAL <ENTER> the game will load automatically.

Atari ST :

Switch off your computer. Insert disk 1 of UNREAL and boot your computer again. The game will load automatically.

3 THE GAME

*** Bonus stage**

You will start with a "3D" scene. Actually, this BONUS STAGE which means you won't lose any lives. The aim of this stage is to gain more than 9000 points (4000 on ST) to win an extra life.

Only for PC

Keys

D :	Left
F :	Right
O :	Up
K :	Down
<SPACE> :	Fire
P :	Pause
F9 :	Slow down the game
F10 :	Speed up the game

*** Game**

The game consists of several "2D" scenes. You will control a character which moves from left to right. You will have to avoid or kill any obstacle or enemy in your way.

IBM PC

Keys

D :	Left
F :	Right
O :	Up

K: Down
<SPACE> : Fire
P: Pause

ATARI ST

Keys

Use the joystick on the following keys :

P: PAUSE
<SPACE> : Changing armement

2D PART

☛ CONTROLLING THE CHARACTER

IBM PC : To control the character use the above keys or the joystick.

ATARI ST : Use only the joystick.

To jump an obstacle, press the O key or move the joystick upwards.

To jump from a liana press the SPACE bar or press the joystick fires button.

You can increase the power of the sword by striking the fires on your way. This increased power doesn't last for ever. Just before returning to normal, the sword on the top of the screen will flash.

☛ INFORMATION ON THE HERO

This information is placed on the top of the screen :

Top left : Sword.

Information on the sword status : Magic or not.

Top center left : Score.

Top center right : Lives remaining.

Top right : Medallion.

This medallion shows the actual hero's health condition : If the

medallion spins fast, it means he's very healthy. On the other hand, if it's nearly stopped, the hero will die during the next combat.

Note : To gain life points, pick up the crystals placed along the game.

3D PART

Crystals give you more armement power and invincibility for a few seconds.

Information on the dragon you control :

Top left : Weapon power (number of shots and fire rate).

Top center : Score.

Top right : Damage sustained by the dragon. At zero, it loses an armement power.

Bottom left : Speed of the "3D" game.

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. He actually spoke to us and said that his name was Dracus.

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.

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 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.

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 bizarre 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.

"But 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 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...

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".

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...

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