

# Beneath a Steel Sky

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*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 heletransport, 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 heletransport 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 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 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.

-----END PAGE 2-----  
-----START PAGE 3-----



**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.

-----END PAGE 3-----  
-----START PAGE 4-----

**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.

-----END PAGE 4-----  
-----START PAGE 5-----

**PRIORITY**

**BRIEFING NOTES REF: 02/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.

-----END PAGE 5-----  
-----START PAGE 6-----

**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

-----END PAGE 6-----  
-----START PAGE 7-----



**LAMB**

**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**

-----END PAGE 7-----

-----START PAGE 8-----



**ANITA**

**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.**

**-----END PAGE 8-----  
-----START PAGE 9-----**



*COLSTON*

**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.

**-----END PAGE 9-----  
-----START PAGE 10-----**



*HOBBINS*

**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.

-----END PAGE 10-----  
-----START PAGE 11-----



**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.

-----END PAGE 11-----  
-----START PAGE 12-----



**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.**

-----END PAGE 12-----

-----START PAGE 13-----



GODDARD

**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**

-----END PAGE 13-----

-----START PAGE 14-----





**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.

-----END PAGE 14-----  
-----START PAGE 15-----



**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.

-----END PAGE 15-----  
-----START PAGE 16-----



*ERHARD*

**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.**

-----END PAGE 16-----  
-----START PAGE 17-----



*LIFELY*

**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**

-----END PAGE 17-----

-----START PAGE 18-----



WARD

**SUSPECT:**

WARD, HUTCH

**ADDRESS:**

UNION GENERAL 765

Has repeatedly violated the restrictive language laws.

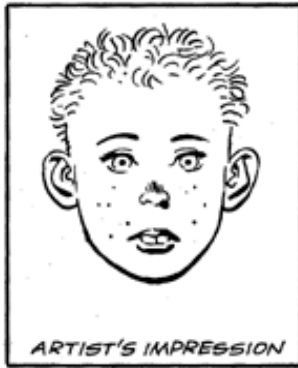
Ward's file contains damning evidence of past anti-Security Service behavior including the removal of the Security symbol from outside two of our branch offices, defacing the memorial to Chief Reilly and, most recently, responsibility for the graffiti on our flag at Security Headquarters.

So far Ward has eluded the Security Trackers.

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

-----END PAGE 18-----

-----START PAGE 19-----



RATGIRL

**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.

-----END PAGE 19-----

-----START PAGE 20-----



DODDS

**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.

-----END PAGE 20-----  
-----START PAGE 21-----



KEARNS

**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.**

-----END PAGE 21-----  
-----START PAGE 22-----



WHIM

**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.

-----END PAGE 22-----  
-----START PAGE 23-----



**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.

-----END PAGE 23-----  
-----START PAGE 24-----



**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.**

-----END PAGE 24-----

-----START PAGE 25-----



*SANTINI*

**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.

-----END PAGE 25-----

-----START PAGE 26-----



EVANS

**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.**

-----END PAGE 26-----

-----START PAGE 27-----

**NOTES**

***Operation 'Steel Sky'***

*1.26pm - Reached grid location 01312 N, 23100 W. Temperature 109C. 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 - 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.*

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-----START PAGE 28-----

## **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 color VGA graphics, Hard drive (10 Meg free), Mouse, (supports AdLib, Roland and Sound Blaster).

### **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.

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### **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.

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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**

Small arrow  
Cross (over an object)  
Large Arrow (over doorway)  
Cross (over a person)

#### **LEFT MOUSE**

Walk to pointer  
Look at object  
Exit the location  
Talk to person

#### **RIGHT MOUSE**

Walk to pointer  
Use/pick up object  
Exit the location  
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**

Cross (over an item)  
Cross with item (over person)  
Cross with item (over object)

##### **LEFT MOUSE**

Look at item  
Give item to person  
Use item on object

##### **RIGHT MOUSE**

Pick up item  
Give item to person  
Use item on object

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-----START PAGE 31-----

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**



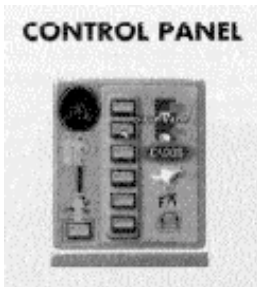
Move the pointer to the top of the screen and a bar will drop down showing the items Foster is carrying. The mouse works in the same way with the items in the inventory. Pointing at them will reveal what they are. Press the left button and you will get a description. Press the right button and you will 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.

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-----START PAGE 32-----

### **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.

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-----START PAGE 33-----

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.....**

**-----END PAGE 33-----**

**-----START PAGE 34-----**

## **GAME WALK-THROUGH**

Beneath a Steel Sky Walkthrough: This section describes how to get past certain sections in the game.

The following information may help you with gameplay strategies/hints for Beneath a Steel Sky. Product Support makes reasonable efforts to ensure that the information contained within this document is accurate. However, we make no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the information contained in this documentation.

We shall not be liable for any special, incidental, consequential, or other damages arising from the use of this or any document.

### **Walk through**

After overhearing the conversation between Hobbs and the security officer, you must move to the left side of the catwalk and get the rung (metal bar) from the wall.. You must then use the bar to open the door on the right wall. After the security officer guard comes outside and then returns inside, reenter and go down the stairs. Exit through the door on the right.

Inside the next room click Joey's circuit board on the junk pile that has the treads. This will bring Joey to life. Click on the transporter robot (will not work at this point).. Walk over and stand on the lift, this will set off the alarm. As soon as Hobbs goes to turn off the alarm, exit to the right.

Quickly open the cupboard door and collect the spanner. You can't do this if Hobbs has returned to this room. Next talk to Hobbs until you find out what's wrong with the transporter robot. Then go back to the robot and ask Joey to fix it. Once the transporter robot places a load on the lift, it will go down leaving a hole. Climb down the hole to the furnace room. (Joey will follow).

Click on the lock, then ask Joey to open the door. Reich will enter and the camera will kill him. Search the body to find the ID card and sunglasses. Leave the furnace room to the right.

Go right and enter the door closest to the LINC terminal. Enter the room and talk to the woman until Lamb comes in. Tell Lamb you are security. After Lamb leaves, walk to the right.

Place the spanner in the Cogs. After the machine stops, collect the spanner. Go back to the room where the welder robot is, one room to the left.

Use the spanner to loosen the shell. Ask Joey if he wants a new shell. Then, go back to the right, where you stopped the machine. Try to exit through the sensors. You will not be able to pass. Ask Joey to check out the storeroom. When Joey comes out ask him if he found anything useful. Ask him to disable the fuse box. Once this is done, you can enter. Click on the grate on the ground and then pick up the putty. Exit the store room.

Go left two screens, back to the LINC terminal. You will see a red cable to the right of the terminal. Get Joey to cut it for you. Next go left as far as you can and enter the power room.

Inside use the spanner on each button. Ask Joey to press the right button. Just as he presses the button you need to press the left button. When this is done the man will leave the room. Now turn the switch OFF, remove the light bulb, and place the putty in the light socket. Turn the switch back on, this will blow the door open. Now move the left switch up and right switch down. This will turn on the power for the lift.

Exit the room and travel two screens to the right, to the lift and use the ID card in the slot. This will let you go down to the next level.. Once you exit the lift, collect the red cable. Go left to the first door and enter it.

You should be in the courtyard area of Reich and Lambs Apts. Use the ID card to open the left door. Inside the apartment, look under the pillow for the biker magazine and grab it. Exit the apartment and then the courtyard. Then to the right two screens.

Talk to the agent and offer to trade the magazine for the tickets. Take the tickets. Go back outside the apartments and wait for Lamb. When you see Lamb, give him the tickets. In return he will give you a tour of the factory. Go back up the lift and enter the door to the right of the LINC terminal..

After the tour you will be able to go into the reactor area. Go to the right and then talk to Anita. Keep talking to Anita until she downloads the jammer to you ID card and tells you where to get surgery. Go back to the apartment level. Make sure that Joey is still with you. Go all the way to the left and enter the door marked Bio Surgery. Inside, talk to the holograph. She will not let you in, so ask Joey to try. Joey will handle her.

When you get to see the good doctor, you will need to make a trade to pay for the surgery to receive a Schribmann Port. Go back up the lift to the LINC terminal and use the keycard to enter it. Enter Security Services; special operations, file adjustment and freeze Lambs assets and the D-Link him. Exit the terminal.

Lamb will not be able to access the lift, talk to him and he will ask you to feed his cat. He will then give you access to his apartment. Go back to the apartments and open the door on the right. Once inside, collect the video tape. No real need to feed the cat.

Go back to the doctor's office. Ask about help to get down. He will tell you of a friend named Willy. At this point visit the insurance office (next to the travel agent). Tell the agent that Dr. Burk sent you. When he goes into the back room, tell Joey to use the welder on the statue. When you get the anchor, place the cable and anchor icons together. This should make one icon.

Go back to the top floor and all the way to the left. Enter the door across from the power room. Go back up the stairs and out the same door that you first opened at the beginning of the game. Use the grappling hook on the security symbol and swing through the locker room window.

Go through the door to the right. Use the key card in the slot and then click on the interface. Once inside the interface collect the ball. Exit right and use the open icon on the bag, collect the items from the bag. Use the magnifying glass on all of the documents found in the interface menu. The "?" should disappear. Keep moving to the right. In the next room use the decompress icon on the

password icons. Use the password icons on the floor symbols to create bridges between the floor panels.

#### PASSWORD PUZZLE:

Place green, then go right, place red, then go left, pickup green, go up, place green, right, down, pickup red, up, place red, left, pickup green, up right, down, green, up, up, and exit..

Collect the bust and the book. Then use the disconnect icon to exit the interface.

Now use the key card to enter the LINC terminal. Inside the terminal select Security Services. Look at all the new documents. Next go to Special Operations and request a status change. You will get a 48-hour access to all areas. Now enter the lift on the right side of the screen.

Go down one level, then to the left. Go down to the pool area. Go to the right and then around the pool to the left. Try to open the door to the storage building. Look at the door. Then use your key card on the lock to open the door. Inside, collect the secateurs.

Go left and talk to the doorman at the St. James Club. He will tell you that you need a sponsor to get into the club. Next go ask Mrs. Piermont about being your sponsor. She will invite you up to her apartment. Go to the lift on the far right and buzz her apartment. Inside, after some conversation, she will agree to sponsor you. Once she gets on the phone, put the video tape in the VCR. This will distract the dog. Now go to the dog's dish and collect the biscuits.

Go back to the pool area. Exit to the upper left and you should see the construction area. Place the biscuits on the plank. Soon the dog will start barking at the plank. Pull the rope and the dog will catapult into the pool. Now the guard is distracted and you can enter the cathedral.

In the cathedral enter the north-most door. In the center locker you will find Anita's body. Once you have found the body go back to her workstation, near the reactor in the factory. Open the center locker to find the overalls. Put on the overalls and go inside the reactor room. Enter the LINC terminal and open the reactor door. Inside, next to the reactor on the floor you will find Anita's card. Get the ID card and exit the reactor. Change clothes and exit the factory. Go left one screen.

Enter the security office and go through the lift on the right. Using Anita's card, go back into the interface. Inside you will need to blind both eyeballs to collect the tuning fork. This must be done with no delay.

#### TUNING FORK PUZZLE:

Use the blind icon to blind the first eye, exit to the right. Walk close to the second eye, blind the second eye. Quickly exit up and then up again. Pick up the tuning fork before the eye comes back. Exit to the left.

Click the playback icon on the well, watch message and then disconnect.

Go back to the pool and talk to the kid playing the video game, then the gardener, then the boy, then talk to the gardener three more times. Next go all the way to the left and enter the court room. Sit through the trial. Go to the St. James Club and play the first song in the jukebox. One of the men will get up from the table, at this point collect the glass on the table. Take the glass back to Dr. Burk. Then return to the St. James Club and go to the door on the right, back wall. Press the plate to enter the wine cellar.

Inside, use the metal bar to pry the top off the large box. Place the large box top on the small box. Climb on top of the box. Use the bar to poke a hole in the grate. Now use the secateurs to cut the grate out. Climb through the hole to the subway tunnel.

Once inside the tunnel, go to the right, right + up, and then to the right. On the wall, next to the hole, put the light bulb in the socket. At the end of the tunnel, you will enter another tunnel. You must hurry through, before it caves in. After you exit the tunnel, use the bar twice on the plaster and a brick on the bar to complete the puncture. Soon the door will open and a droid will enter to repair the wound. Make your escape through the door.

Exit north --inside the room with the pit-go to the control unit and reduce the temperature. Pull the metal bar down and exit the room. Go two rooms to the right and put Joey's circuit board in the robot (slot).. Go back left twice and look through the grill on the wall. Ask Joey to check out the talk room. Then tell him to open the tap.

After Joey returns, it will be safe to enter the talk room. Exit upper right, then through the top right door. Enter the terminal; access restricted areas, open the access door. Exit left. After Gallagher dies, collect his LINC card and grab Joey's circuit board. Enter the next room to the lower right and collect the tongs on the wall next to the door. Go back to the room with the terminal. Use Gallagher's card to enter the interface. Once inside, go to the right and then up (make sure you blind the eye).. Use the Divine Wrath on the Crusader. After he dies, disconnect and re-enter the interface using Anita's LINC card. Go back to where the Crusader was and exit right. Use the tuning fork (oscillator) on the crystal. Then collect the Helix and disconnect. Go back to the room with the Nitrogen tank and use Anita's LINC card to crash the console monitor. Using the tongs, collect a piece of tissue and freeze the tissue in the nitrogen tank. Exit one screen to the right. Open the cabinet, below the console, near the middle android. Insert Joey's card and then click on the console. Choose download character data and then run startup program. Once again travel to the right. Foster and Ken must press the panels at the same time. Ken's hand will then get stuck. Travel to the right until the pipes travel down. Tie your cable to the pipe support and climb down the rungs. Use the tongs on the orifice. After a second or two, an exit will appear on the left wall. Use the cable to get to the exit. Inside the boardroom, you must ask Ken to sit in the chair. The rest is to watch.....