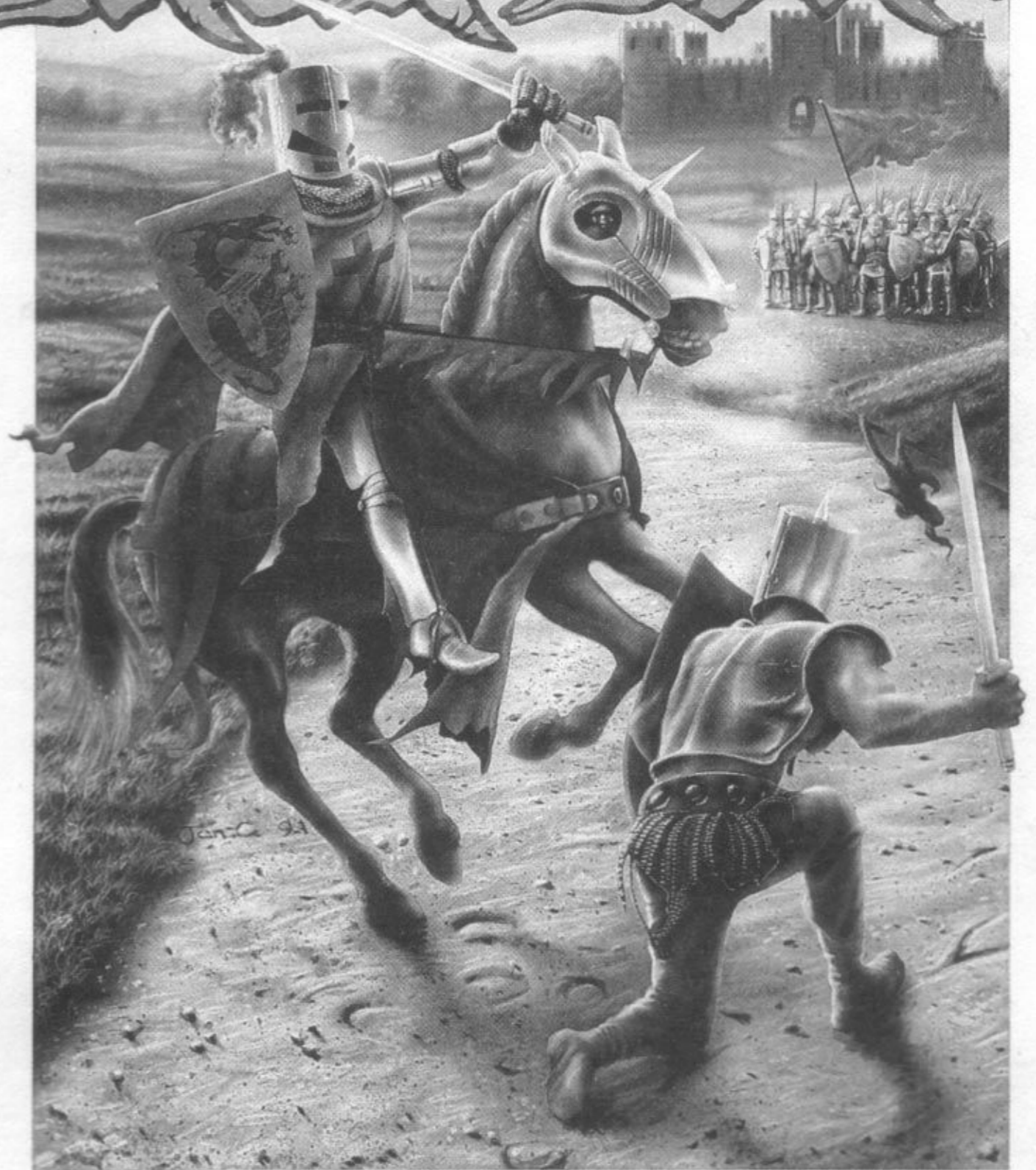


IRON HORSE



IRON LORD

THE STORY:

For 5 years you have been off fighting in the Holy land. Your father the King, has been overthrown by your ruthless uncle, terror and oppression now rule this once serene Kingdom. You are alone...a warrior in a country of traitors, spies and assassins. You are unknown...the forgotten son of the dethroned King: can you recover the throne? You must prove your birthright through strategy and strength. Amaze the town with your superior archery, arm-wrestling, sword-play and dice-throwing skills. Ultimately, you must build a following that not only respects you, but will go to war for you!

IRON LORD on ATARI 520 ST, 1040 and MEGA ST2 and ST4, ATARI STE
Colour monitor and joystick required.

- a) Insert diskette number 1 in the disk drive.
- b) Switch on your computer.
- c) Wait till the desktop appears and click twice on the "IRON LORD.PRG" icon.
- d) Change the diskette when the computer asks you to and press the joystick button.

NB. After the final battle, DON'T press your joystick button during the loading of the labyrinth stage.

IRON LORD on the AMIGA 500, AMIGA 1000 and AMIGA 2000 (1.2 & 1.3)
Joystick and mouse.

Load a kickstart in your AMIGA 1000 before inserting Disk 1 of Iron Lord.

- a) Switch off your computer before loading IRON LORD.
- b) Insert Disk 1 in the disk drive and switch on.

IRON LORD on PC & Compatibles

IRON LORD functions on IBM PC, XT, AT and 100% compatibles in the CGA and EGA modes. It can be used with a joystick, a mouse, or keyboard.

Disk drive: Insert a DOS disk into disk drive A: and turn on your computer. Replace the DOS disk with "IRON LORD DISK 1" in disk drive A: and type: either IRONCGA or IRONEGA followed by RETURN depending on graphic mode required.

Hard disk: Type "INSTALL" to install IRON LORD on your hard disk. This program consists of a rolling menu, windows, and boxes of dialogue.

"UBI SOFT" includes 2 selections:

- "ABOUT" (read before loading on the hard disk)
- "LANGUAGE" readjusts the environment in the chosen language

"CONFIGURATION" also includes 2 selections:

- "GRAPHIC CARDS" (detected during initialization) lets you choose among the different graphic modes used on the IBM PC and compatibles.
- "MUSIC/SOUND" choose one of the proposed sound cards.

"INSTALLATION" includes 3 selections:

- "INSTALL" completely loads the program.
- "INFORMATION" displays a window containing your computer's system.

"EXIT" exits the loading program and returns to DOS.

PLAYING IRON LORD on the PC

Use the command line to begin the program with one of the following peripherals:

/k keyboard /m mouse /j joystick

eg. Type "IRONLORD/M" to play with the mouse.

Function keys: CTRL+ALT+F10 to exit the game and return to DOS.

During the game, use: ALT+K keyboard

ALT+M mouse

ALT+J joystick

The ALT+J command automatically resets the joystick when problems arise (eg. the pointer is unresponsive). Check that the joystick is connected to port 0 of the control card. Leave it in the central position, regulate the vertical and horizontal cursors if necessary, and press ALT+J. These four commands are not accessible in the "WARGAME" or in the "LABY-RINTH".

"VALIDATE" corresponds to :

the space bar on the KEYBOARD

the left button on the MOUSE

button 1 on the JOYSTICK

NOTE: You can use one or the other of these three controls at any moment by validating.

The movements are made: with the mouse, joystick or keyboard

"UPWARDS" (8 on the numeric keypad)

"DOWNWARDS" (2 on the numeric keypad)

"LEFT" (4 on the numeric keypad)

"RIGHT" (6 on the numeric keypad)

With joystick cards, set the speed on Slow because in other modes the cursor may stick.

NOTE: The PC version differs slightly from the Amiga/ST version. During the game refer to the Amiga/ST manual while keeping in mind the following:

(PC) GAME ROOM: DESCRIPTION OF ARM-WRESTLING:

Choose one of the three icons at the bottom of the screen and validate.

The icon in the centre provides information on your present adversary. The STOP icon lets you abandon the challenge. Increase the force indicator by validating or by moving the joystick from right to left.

(PC) SWORD COMBAT:

You can attack in the four directions. There are two indicators, yours is on the right and your adversary's on the left. The energy level diminishes when you touch your enemy. The battle is over when one of the two fighters has no more energy.

(PC) PROGRAMMING YOUR ARMIES:

Select the army that you wish to move and validate. A window will appear, select a direction and validate. You will then see a point symbolizing this direction on the terrain. If you want to conduct any other manoeuvres, choose a direction and validate it. You will see the course that your army will follow during combat. When using the keyboard or joystick choose the movements with the keypad or by moving the joystick. When you have finished, you can proceed to the combat phase by selecting the "NEXT TURN" icon and validating.

PLAYING IRON LORD ON ST & AMIGA

GAME CONTROLS:

MOUSE: move in desired direction, left button to validate.

JOYSTICK: move in the desired direction, fire button to validate.

KEYBOARD: press the arrow keys on keypad, space bar to validate.

MOVING ON THE MAP: AMIGA: mouse / ST: joystick.

You begin the game in your castle. Move the cursor onto the corresponding area and validate it. If the place that you have chosen is not accessible at this point, nothing will happen. You must go through one or several places in the meantime before reaching your desired destination. Each time that the land screen appears, the cursor indicates your location.

MOVING IN THE LOCATIONS: AMIGA: joystick or mouse / ST: joystick.

The left window represents your current position. The upper right window represents the location as seen from above. When you arrive, your character is at the exit of the location beside his mount. To leave, stand beside your horse and validate. To move your character in these locations, move the cursor in the desired direction.

UP=NORTH DOWN=SOUTH LEFT=WEST RIGHT=EAST

The window to the lower right will give you information on the place where you are. If you are lost or don't know what to do, move the cursor to this window and validate.

To enter a building, move as close as possible and validate. If nothing happens, the house is of no interest and you should keep moving.

AMIGA: You can also move your character by clicking on the borders.

MEETING THE CHARACTERS: AMIGA: mouse / ST: joystick.

After you have chosen an option, the "DONE" icon will return you to the main screen.

LIST OF OPTIONS:

INVENTORY: Review the objects in your possession.

(To obtain further information on an object, validate it and keep the button pressed.)

EXAMINE: Give information on the character in front of you. Certain characters are moody and their answers vary depending on your facts and gestures.

DISCUSS: To speak with the character, use the scrolling menu. Choose the sentence which interests you with the upper arrows. When the desired sentence is displayed, position the cursor and validate. The character's answer will appear soon afterwards. You may then review the menu by selecting the "DONE" icon and validating.

BUY: To buy something, choose from the list proposed to you. The price of the object will be deducted from your purse.

GIVE: Barter with another character.

MONEY: Review the number of gold pieces in your possession.

LEAVE: (or QUIT): End your conversation with a character.

THE ARCHERY COMPETITION: AMIGA: mouse / ST: joystick.

Divided in three parts: two qualifying rounds followed by the final decisive round. Each round is composed of seven firing sequences, which in turn comprise four attempts per target. If you leave during the contest, you don't have to start again. A round is complete once you have obtained the required points. Commands are made via the icons at the bottom of the screen. Your character is on the left and target sight on the right.

The first icon (flag) will give you information on the wind's force and direction. The second icon (arm), regulates the force of the shot. You can also click on the archer in the upper left

of the screen. The third icon is the trajectory height. Place the cursor on either end of the arrow and click while keeping the button pressed, to increase or decrease the height of your shot. The fourth icon is the shooting angle in relation to your target. The "STOP" icon lets you leave the contest at any moment. Each arrow in the "1000" range will win you 100 gold pieces.

Firing an arrow:

After choosing the vertical and horizontal angles, position the cursor on the icon which indicates the force of your shot; by keeping the button pressed, the number indicating the force of your shot will increase. Release the button to shoot the arrow. If you hit the target, a close-up display enables you to evaluate your shot and improve it next time. Should your arrow miss the target, an aerial view will reveal your mistake so that you can correct it. Validate to fire another shot.

THE GAMBLING HALL: AMIGA: mouse / ST: joystick.

The gambling hall is a favourite haunt of the local people. To select the arm-wrestling challenge, move the cursor to the left where you see the two challengers. To play dice, choose the character to the right who is rolling them. Choose the servant in the middle of the screen to have a drink. Validate when you have made your choice. To leave the gambling hall, select the text window at the bottom of the screen and validate.

DESCRIPTION OF ARM WRESTLING: joystick.

You must beat nine adversaries. The game screen is divided into several parts:

The main screen in the upper left shows your back as you face your enemy. The left column represents your power level displayed below your coat of arms. The right column concerns your adversary. The icon at the bottom left begins the contest.

To choose one of the three icons at the bottom, move the cursor left or right. A blinking rectangle surrounding the chosen option will appear, validate your choice. The next icon gives you the information on your current adversary. The last icon on the right lets you abandon the contest. You must increase your force indicator by moving your joystick from left to right as quickly as possible. It is advisable to know the weak point of each champion before confronting him.

DESCRIPTION OF THE DICE GAME: AMIGA: mouse / ST: joystick.

The game is played by two players with two dice. To win the amount in the pot, the sum of the two dice must equal seven. If it is less than seven, the amount bet is put into the pot. If it is greater than seven, you keep your bet. If both players roll a seven, the dice must be thrown again. The game screen is composed of different windows:

To the left of the screen is the gaming area where the dice are thrown.

In the upper right, your hand is ready to roll the dice.

At the bottom of the screen, the first icon shows the value of the pot and the amount of money you still possess; the second lets you exit the game at any time. To begin, move the cursor onto the hand and validate. A window will appear where you choose your bet by increasing or diminishing the amount displayed. Position the cursor on either end of the arrow; keep the button pressed until you see the sum that you want to bet. To confirm your choice, place the cursor on the hand situated to the left of the window and validate. Your adversary will always bet the same as you. You will then see the hand of your player shake the dice. Validate to roll them. The dice will fall in the gaming area and you can directly read the results.

ST: A window appears to the upper right indicating your adversary's results.

AMIGA: Validate for your adversary's results, which will appear in the window.

SWORD FIGHTING: joystick.

This occurs only if an assassin attacks as you leave the city. The assassins are your uncle's emissaries and are always ready to get rid of you. The outcome of this combat is victory or death. The view is what you would actually see when wearing a helmet.

The principle of the combat is based on instinct, indispensable to a warrior of your calibre.

ST: Instinct is replaced by briefly appearing icons, react quickly when you see them.

You have 8 attack options available to you which correspond to the 8 joystick directions (eg. move the joystick to the right and you will strike to the right).

ST: Strike when a sword icon is displayed in the upper right. You must also quickly move the joystick in one of the 8 directions. The quicker you react after the icon appears, the greater your chance of striking your adversary. If you wait too long, your adversary will seize the opportunity to strike you. Fortunately, your instinct will let you know the direction of the strike in advance. When an "arrow" icon appears in the upper left of the screen, it is indicating the direction of your adversary's strike. You have 3 defensive manoeuvres. To deflect a strike that is coming from the right, place your sword to the right; follow the same procedure for left, upward and downward strikes. If you react quickly, the strike will be blocked; otherwise, a wound is inevitable. This wound can be fatal if you have already been hurt. Always keep an eye on your remaining energy (left) as well as your adversary's (right). You will know if your opponent is resistant or not. It is a duel to the death.

SAVE/LOAD A GAME: AMIGA: mouse / ST: joystick.

Select the desired option with the cursor. Always keep a formatted blank disk handy. You can only access this option in the castle. To enter the castle tower, move to the west and validate it. When you are above central tower, you can access a menu that will help you to save and load a game. From this menu, you can also regroup your army after judging it strong enough to confront your uncle's.

THE FINAL COMBAT:

The final combat is the result of your mission. You can access it when you have at least one troop of soldiers. The more troops you have, the more chances you have to win. To raise an army, go to the central tower of the castle and choose the menu option which saves a game. Save the "GO TO WAR" option instead. If your troops are available, you will see them later on the battlefield.

1) HOW THE BATTLE DEVELOPS:

Your army is at the bottom, south of the plain. The enemy is to the north. You can recognise the enemy due to its colour: brown (AMIGA) or red (ST). The only possible outcome of the confrontation is victory or death.

ST: The game proceeds in the two stages of movement and combat which are repeated until one army wins. Position the cursor directly on your soldiers to choose. If you position the cursor on the standard of one of your troops and validate, a drawing will appear to the upper left of the screen giving you the force and the moral of the troop. You can access information on the enemy in the same manner.

Movement phase:

If you keep your joystick button pressed during the troop selection, the cursor changes form. When the cursor is in the shape of a red square, you are in the movement phase. You can move your soldiers by keeping the fire button pressed and directing the joystick in one of the 8 directions. Each player is entitled to six movement points, divided up as he so chooses. One troop movement is worth one movement point. One troop could use 3 movement points, another 2, and another 1. It's you who begins. Once your 6 movements are made, the enemy starts his movement phase; then it is your turn again, and so on... Moving the troops tires the soldiers.

Combat phase:

Two adjacent troops are ready to fight. For the confrontation to begin, they must charge one another. If it's your turn to move and you want to attack an enemy unit, have your soldiers charge the enemy. During the combat, a window will appear in the upper right which will display the fighting. The outcome depends on the force and moral of your troops.

2) INFORMATION ABOUT THE TROOPS: AMIGA: joystick.

By selecting a badge and validating, a diagram and a text appear to the upper left of the screen which gives you information concerning the corresponding army.

PLAYER: Indicates a friendly army.

UNCLE: indicates an enemy army.

MEN: Indicates the number of men in the army in question.

ENG: Indicates the actual energy level of this army.

MAX: Indicates the maximum energy that the army can attain.

3) PROGRAMMING YOUR ARMIES: AMIGA.

Program your armies with the joystick. Move the cursor onto the troop you want to move and validate. A square will appear around this army indicating that you can program it.

GO AHEAD

Advance the army in the chosen direction

TURN LEFT

Rotate to the left



TURN RIGHT

Rotate to the right

Delete the last instruction of the program

Keyboard:

J: TURN LEFT

K: TURN RIGHT

R: NO MOVE

The "DELETE" key voids one or several movements.

4) COMBAT PHASE: AMIGA.

When two enemy troops meet, there is a confrontation. Once all the manoeuvres and combats have taken place, the cursor reappears on the screen. If you wish, you can then reprogram your armies.

THE LABYRINTH: Joystick

Another challenge awaits: confront your uncle's evil forces in the labyrinth. The labyrinth is seen from above. Moving your character with the cursor, you must find the exits of 6 levels of the labyrinth represented by arrows:

↓ Return to the preceding labyrinth.

↑ Passage to the following labyrinth.

You must use the keys that you find on the ground (you automatically pick them up by passing over them). They open certain doors. Move in front of the door to open it and validate. The magic sword will reinforce the power of your strikes during the arcade phase.

AMIGA: You must collect the stars appearing on the ground to renew your energy. Your energy level appears as a bar and diminishes regularly with time. If you no longer have energy, you must start over at the first labyrinth.

ARCADE PHASE:

After each level of the labyrinth, you must prove your ability in an arcade scene. Be aware that you should avoid being touched by the drops of acid thrown by the flying monsters; they will make you lose energy. Kill all of the monsters to access the level after the labyrinth.