Futuria™

MANUAL

UNICORN™ SOFTWARE

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FUTURIA™
MacIntosh®

Loading Instructions

1. Turn on your Macintosh
2. Insert the Futuria disk
3. The program will "boot up" and you will see the Futuria title screen.
4. Just wait a few seconds and the game will automatically boot.

Object of the Game

During your travels in space, you are mysteriously caught in a timewarp and find yourself transported to the outskirts of the deserted steel city of FUTURIA in the year 2190.

FUTURIA is indeed a strange place and has a fully-developed underground. Its only inhabitants are a security force of intelligent Robot patrollers who have hidden your ship.

In order to survive you must successfully deactivate all Futurian Robots, find your spaceship, refuel it and escape.

Screen Layout

The screen's divided into three separate windows and a menu bar on top. The largest window on the left half of the screen is the one used for entering commands. All user interaction with Futuria will appear here.

The window on the top right is used for pictures, while the one below it is the location description window that shows where you are, the things you see and available exits.

Menu Descriptions

The menu bar appearing on the top of the screen has the following options as detailed below:

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1. Apple—This box contains the program credits (about Futuria) and the remaining standard Mac Desk Accessories. Any number of the accessories can be active at once, but the game cannot be continued until all Desk Accessories are closed.
2. File—Load Game—Allows the player to restart a previously saved game.
   Save Game—Saves the current state of the game for replay at a later time.
   Quit—Allows the player to terminate the game. Selecting this option will result in a dialog box appearing in the lower right of the screen, allowing the player to confirm or cancel. To restart the game after quitting, simply open up the Unicorn Icon named Futuria.
3. Edit—Contains the standard undo, cut, copy, paste and clear entries. This menu is active only for the Desk Accessories and cannot be accessed from Futuria.
4. Shortcuts—Contains many of the more popular commands used in the adventure, so that you may use your mouse instead of typing, if you wish.

The above menu selections have keyboard equivalents, so the adventure can be played with or without the mouse.

How to Play

You can explore Futuria by typing in commands that will appear on the bottom line of the left-hand window. To enter a command, type a verb followed by an optional noun and press the Return key. For example, TAKE INVENTORY, LOOK, GO NORTH, INVENTORY, etc. The computer will interpret your command and respond accordingly. For quick play you can abbreviate your commands by typing in the first four letters of longer words.

The complete Futuria vocabulary is listed in the enclosed hint booklet. Using any verb or verb/noun combinations that are not included in the vocabulary will result in an appropriate message.

Playing Tips

The picture window is there to stimulate your imagination. Be sure to always check the window below the picture for a complete detailed description of your location and sur-

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rounding objects.

Always watch the command window on the left for informative messages that may appear during your adventure.

If you have made significant headway, and face a potentially dangerous situation, it is a good idea to save the game before going any further. It is recommended that games be saved on a separate disk, as detailed in the SAVE GAME OPTION following.

It is recommended that you make a map as you travel through Futuria. If you are really stumped, as a last resort, you can refer to the enclosed hint booklet.

Saving the Game

Pull down the File Menu and select the Save game option or use the corresponding keyboard command. A dialog box will appear. Type in the name you wish to give to the saved game and click save and your game will be saved on the Futuria game disk. Note, that due to disk limitations on the Futuria game disk, it is recommended that you eject the Futuria disk and save the game on another disk. When using another disk, simply follow the on-screen instructions.

Loading in a Previously Saved Game

Pull down the File Menu and select the Load option with your mouse or use the corresponding keyboard command. Select the game you wish to load and click open if your games have been saved on the Futuria disk. Otherwise, eject the Futuria disk and insert your separate saved game disk, select the desired file name and click open. The saved game disk will automatically be ejected and you will be prompted to reinsert the Futuria game disk.

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HINT BOOKLET

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VOCABULARY

Nouns

any	north	south	east	west	up	down
door	inventory	opening	hole	building	light	beam
tunnel	robot	device	chemicals	beaker	repository	rod
plastic	token	coin	crystal	cube	button	ground
floor	oil	monorail	lever	slot	keyhole	card
canister	stone	structure	reactor	key	laser	pistol
box	waste	one (1)	two (2)	three (3)	green	red
yellow	platform	screwdriver	vent	cartridge	force	field
window	panel	control	sign	lake	water	speaker
game	part	cosmic	knob	room	computer	ship
you	me	myself	bridge	city	escalator	

Verbs

get	take	grab	hold	carry	fetch
drop	put	go	walk	ride	step
enter	exit	run	cross	swim	jump
touch	feel	kill	destroy	wreck	ruin
smash	break	attack	examine	look	inspect
search	view	see	read	mix	blend
stir	fill	use	with	bend	flex
twist	push	press	shove	pull	quit
help	hint	save	insert	shoot	blast
turn	open	unlock	uncover	close	shut
seal	cover	say	scream	yell	holler
oil	lubricate	empty	pour	spill	crawl
unscrew	remove	inventory	at	on	in
throw	toss	heave	drink	swallow	eat
taste	smell	count	wait	lord	version
macintosh	score	magic			

There are 2 groups of hints. Group 1 gives minimal hints while group 2 further details the corresponding hint in group 1.

All group 1 hints are expressed as anagrams. This means the letters in each word are rearranged. To decode the hint, solve the anagram.

In group 2 hints, the words are written backwards. Group 2 hints should be used only as a last resort because they are quite detailed and will enable you to journey through Futuria and find your lost ship with relative ease.

Group 1 Hints

1) Can't Get Into the City?	ERDA HET GINS
2) Lost in the Long Metal Tunnel?	ADHE ETWS
3) Can't Get Into Buildings?	NTIH AEBM FO ILHFT
4) Robot Won't Let You in Building?	SDRETYO IT
5) Can't Get Monorail Started?	KOLO TA TEH VRLEE
6) Still Can't Get Monorail Started?	KETON
7) Lost in the Dark?	LCITASP ORD
8) Robots Follow You and Kill You?	ELSAR SLOTPI
9) Die of Radiation Poisoning?	MALSL GNDIUILB
10) Too Dark Underground?	DRE EKY
11) Can't Get in Lead Room?	TNORLCO ECENTR
12) Can't Go Anywhere on Metal Platform?	LPSAITC RDCA
13) Die During Transport?	RODP NISETRAC
14) Can't Deactivate Robots?	DINF CESRUYTI POUTSOT
15) Can't Get Into the Vent?	PONE TI HWTI TSCHIMNEG
16) Still Can't Deactivate Robots?	UES ERENG YKE
17) Plastic Card Disappears?	BOORT KOOT TI
18) Can't Transport Canister?	SUE DELA MORO
19) Can't Get in Door on 3rd Level?	ARLES SIOTPL
20) Can't Activate Robot on 1st Level?	TACRDIREG
21) Robot Follows You?	EH TSAWN OT PLEH NO RIDHT ELVEL
22) Robot Won't Follow You Into Control Center on 3rd Level?	LOWEYL EKY
23) Can't Enter Force Field?	TOLRONC APENL NO TIHDR LVLEE
24) Activate Something Out of Sequence?	RTY NATOERH ECNEUQES
25) Sucked Out Into Space?	OD OTN PNEO EHT OORD TYE
26) Can't Close Hangar Doors?	LASML OBX
27) Space Ship Closed?	HAUNLC TONCORL TTSAOIN
28) Space Ship Won't Go Anywhere?	EESDN WORPE
29) Can't Find the Canister?	DDI OYU PRATSNTOR TI?
30) Can't Fuel Ship?	BORTO NO TEH HSPI
31) Can't Activate Robot on Ship?	MOETER TOLRNOC NIUT
32) Still Stuck on Ship?	NEGRE TTBOUN

Group 2 Hints

1) EHT SREBMUN NI EHT DROWSSAP TNESERPER SRETTEL NI EHT TEBAHPLA.
2) DNIF EHT GNINEPO. DAEH TSEW TSAP EHT NGIS.
3) HCUOT EHT MAEB FO THGIL.
4) ESU EHT EBUC. SSERP EHT NOTTUB DNA WORHT TI TA TOBOR.
5) LIO REVEL. ENIMAXE TOBOR STRAP. LLIF REKAEB.
6) TRESNI NEKOT.
7) DNEB EHT DOR.
8) RESAL SI NI EHT MOOREROTS TA EHT DNOCES LIARONOM STOP.
9) NOITANIMATNOCED REBMAHC. SSERP EHT DER NOTTUB.
10) LORTNOC LENAP NI OTTORG. ESU DER YEK DNA SSERP WOLLEY NOTTUB.
11) SSERP NEERG NOTTUB.
12) TRESNI CITSALP DRAC DNA SSERP A NOTTUB.
13) UOY TSUM TROPSNART EHT RETSINAC REHTONA YAW. ESU EHT DAEL MOOR.
14) KOOL.
15) ESU REVIRDWERCS.
16) LWARC HGUORHT TNEV. ESU NEERG YEK DNA SSERP EHT DER NOTTUB.
17) SYAWLA EVOMER DRAC RETFA GNITROPSNART OT EHT DNOCES LEVEL LITNU EHT STOBOR ERA DETAVITCAED.
18) LORTNOC RETNEC. HSUP REVEL OT TROPSNART DAEL MOOR STNETNOC.
19) NRUT BONK, PORD TI, DNA NURI
20) TRESNI EGDIRTRAC.
21) EH LLIW PLEH UOY TEG OTNI EHT ROOD NO EHT DRIHT LEVEL.
22) YTIRUCES LORTNOC NOITATS NO DNOCES LEVEL. ESU WOLLEY YEK DNA LLUP REVEL.
23) ETALUPINAM NOTTUB DNA REVEL NO EHT LORTNOC LENAP.
24) SSERP EHT WOLLEY NOTTUB DNA NEHT HSUP EHT REVEL.
25) TSUM ESOLC RAGNAH SROOD. DNIF EHT HCNUAL LORTNOC NOITATS DNA KOOL HGUORHT EHT WODNIW.
26) SSERP EHT DER NOTTUB. UOY TSUM EB TA EHT HCNUAL LORTNOC NOITATS.
27) SSERP EHT WOLLEY NOTTUB.
28) EHT RETSINAC SNIATNOC EHT SPIHS LEUF.
29) UOY TSUM TROPSNART TI MORF EHT DAEL MOOR NO EHT TSRIF LEVEL OT EHT DAEL MOOR NO EHT DRIHT LEVEL.
30) EVAEL EHT RETSINAC HTIW EHT TOBOR NO EHT PIHS.
31) SSERP EHT DER NOTTUB NO EHT ETOMER LORTNOC TINU. UOY TSUM EB TA EHT HCNUAL LORTNOC NOITATS.
32) SSERP EHT NEERG NOTTUB NO EHT PIHS.