CYBERIA

PROJECT DESCRIPTION

Interplay

Xatrix

CINEMATIC MULTIMEDIA

CD ROM

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SYSTEM REQUIREMENTS

Cyberia requires DOS version 3.3 or later running on a 386, 486, or Pentium processor. A CD-ROM drive is required. Cyberia also requires a VGA or SVGA video card and monitor. You must have at least 4MB of RAM to play Cyberia. A joystick or mouse is also required. Cyberia will run without a sound card, but some of the game clues are audio, so your chances of successfully completing your mission without one are not very good. For the full Cyberia experience, we highly recommend a sound card.

We recommend a 486/66 DX2 VESA Local Bus computer with a Diamond Viper or Tseng Labs video card and a double-speed CD-ROM drive.

Support files for Cyberia will take up about 3MB of disk space on your hard drive. Support files include saved games, sound card preferences, and user option settings.

SETUP

Cyberia is a CD-ROM game, but you will need to install some files to your hard drive. Run the SETUP.EXE program on the CD to copy the files to your hard drive. To run the setup program, change to your CD-ROM drive by typing the letter of the drive and a colon. For example, if your CD-ROM drive is drive D, type:

D:<RETURN> Then type: SETUP<RETURN>

The setup program will ask you where you want to install the Cyberia files. The default location for the files is C:\CYBERIA. Hit <RETURN> to accept this, or press backspace and type a new path if you want Cyberia installed elsewhere. Saved Cyberia games will also be stored in this directory. If the directory does not exist, the program will create it.

Cyberia does not need to be configured to your system. The video is MCGA 320x200x256, which is supported by all VGA cards. Sound support is for Sound Blaster compatible cards only, see the Sound Card section for more information. During flight if you move the joystick, the program will accept input from the joystick, if you move the mouse first, the program will take input from the mouse.

STARTING CYBERIA

To start Cyberia, put the Cyberia CD in your CD-ROM drive, change to the CYBERIA directory on your hard drive, and type CYBERIA.

Note: Run Cyberia from your hard drive, not from the CD-ROM drive. The CD must be in the CD-ROM drive, but run the game from the installed directory on your hard drive.

BACKGROUND

Earth, 2027, five years after the global economic collapse. The fracturing of the world economy brings about swift changes in the global power structure. Now the Criminal Cartels struggle against the Free World Alliance (FWA) for control of the planet.

You control ZAK, an outlaw computer hacker with some very useful skills. Unfortunately, they do you little good while sitting in an FWA confinement cell, awaiting trial and sentencing for treason and espionage.

William Devlin, head of the FWA, gives you a choice. Work for the FWA on a covert mission, or sweat out whatever time you have left in your cell. Some choice...

THE MISSION

Devlin and the FWA have your mission planned. After being released from your confinement cell at the Pentagon, you are taken to a waiting hovercraft. From there you will be transported to the North Atlantic, where you will rendezvous with the Rig. The Rig is a mercenary operations base run by a man known only as Santos. The FWA has contracted with Santos to provide a jumping off point for your trip to the Cyberia Complex.

Once on the Rig, your orders are straightforward; meet with Santos and take possession of a waiting TF-22 aircraft. The TF-22 has its autopilot set for the optimum route to the Cyberia Complex, as well as an onboard tactical computer for combat.

Once the TF-22 delivers you to the Cyberia Complex your orders are to infiltrate the base and find out just what the hell is going on...

DIFFICULTY

There are two difficulty parameters for a game of Cyberia. You can individually set the difficulty for the arcade portions of the game and the puzzle parts of the game (*BLADES*) as shown below:
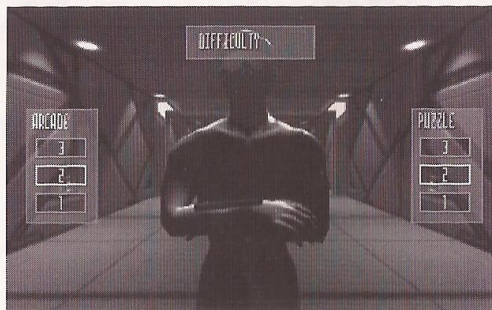
Difficulty can be set to Easy, Medium, or Difficult. Easy arcade and easy puzzle cannot be chosen together, because then the game would be too easy.

We highly encourage experienced gamers to choose the difficult levels, the medium and easy levels being especially designed for people who are not used to video games.

Difficulty cannot be changed once a game has been started.

WALKING

To control ZAK, use the arrow keys on your keyboard. Cyberia uses a nodal system for ZAK's movement. A node is a decision point, a place where you can change direction or perform an action. ZAK walks (and sometimes runs depending on the situation) from node to node. To move ZAK to the next node in the direction he is facing, press the up (think of it as forward) arrow key. Pressing the left and right arrow keys will rotate ZAK while he is at a node, if any other paths are currently available to him.

Once you move ahead, ZAK will walk in that direction until he reaches the next node. However, while walking you can turn around 180 degrees and head back to the node you started at by pressing the down (backwards) arrow key. ZAK will automatically stop at the next node unless you hold down the up arrow key, in which case he will continue to walk forward.

Tip: Once you know your way around, you can walk and turn without interruption by keeping the up (forward) arrow key pressed and simultaneously holding down either the left or right direction key. Remember, this only works if there is a pathway available in the direction you wish to turn.

NOTE: Whenever ZAK stops at a node, it is highly recommended that you use your direction keys to discover all of the possible directions that ZAK can move.

TAKING ACTION

In some instances there will be an object or item of interest directly in front of ZAK. If you wish to explore/examine further, press the up (forward) direction key.

If a character confronts you with a verbal request, you have two options. You can comply with their request, or try to blast them with your arm-gun. The Spacebar fires your weapon. Remember, you can only fire your weapon if there is someone to fire at.

While in combat, you aim your weapon by moving the direction keys toward your enemy and then pressing the Spacebar to fire. In most cases, ZAK will be able to duck behind a wall or an object to avoid being hit. ZAK cannot fire while ducking for cover.

BLADES

ZAK wears BLADES; Bi-optic Low Amplitude Displayed Energy System. These special cybershades allow ZAK to perform three distinct functions that will help him complete his mission.

InfraRed/Thermal Scan - This scan will detect any emissions in the InfraRed spectrum, as well as traces of heat. This is a very sensitive scan, and the BLADES on-board computer will determine very accurate levels for any areas of InfraRed or Thermal energy it finds. This scan will also cause minor heat flux in the area being scanned. To activate this scan, press the F1 key.

Magnetic Resonance Imaging - This function allows you to "look through" an object, and can reveal important clues about how an item works. Activate by pressing the F2 key.

BioScan - This will scan the immediate area for traces of BioMass (organic matter). The BioScan has a very limited range. Press the F3 key to use the BioScan.

Each time you use one of the BLADES functions, it will begin to drain the built-in battery system. However, the system recharges quickly, so if you find yourself out of power and wanting to use the BLADES again, walk around to give time for the system to recharge. To exit BLADES press F10.

MANIPULATION

In some instances you will need to press buttons, or perform similar tasks. It will be clear when this is the case. You will see ZAK's hand in front of you on the screen. Use the arrow keys to position ZAK's hand, and press the space bar to perform an action, such as pressing a button.
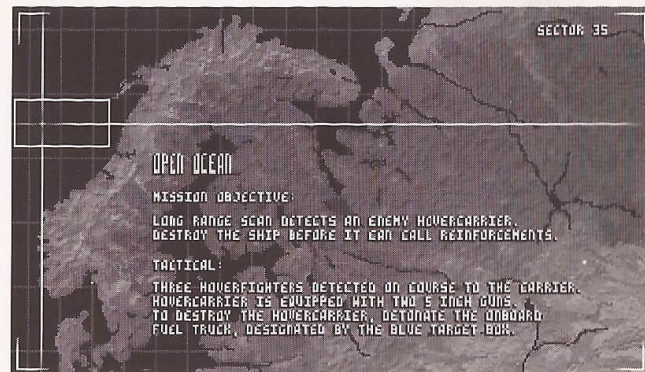
AIRBORNE

In order to reach the Cyberia Complex, ZAK will have to cruise the skies in the TF-22 TransFighter.

The TF-22 is equipped with AutoNav, a computer controlled piloting and navigation system. However, this particular TF-22 has a weapons system glitch. You will have to fire the weapons manually.

The route to Cyberia will take you through seven hostile enemy sectors. Before entering a sector you will be shown a mission briefing, along with current tactical data essential to completing the mission.

SECTOR 35

OPEN OCEAN

MISSION OBJECTIVE:
LONG RANGE SCAN DETECTS AN ENEMY HOVERCARRIER.
DESTROY THE SHIP BEFORE IT CAN CALL REINFORCEMENTS.

TACTICAL:
THREE HOVERFIGHTERS DETECTED ON COURSE TO THE CARRIER.
HOVERCARRIER IS EQUIPPED WITH TWO 5 INCH GUNS.
TO DESTROY THE HOVERCARRIER, DETONATE THE ONBOARD
FUEL TRUCK, DESIGNATED BY THE BLUE TARGET BOX.

Each mission has a specific goal that must be accomplished, and the mission is not over until that goal is fulfilled. If you fail a mission, you will start over at the beginning.

You get a cockpit view of the approaching terrain and bogies. The computer will often verbally inform you when a target is acquired. You control the targeting crosshair with your mouse or joystick. Press F to switch between standard mode and aircraft mode. In aircraft mode, moving the joystick forward will move the crosshair down, moving the joystick backward will make the crosshair go up. In standard mode, moving the joystick forward will cause the cursor to move up and pulling back on the joystick will move the cursor down. In both modes, left is left and right is right.

Fire the TransFighter's weapons by pressing the joystick or mouse button. The computer will box targets with horizontal brackets. It will often take more than one hit to destroy enemy targets. Enemy targets are bracketed with yellow brackets. Some targets require multiple hits to destroy. When you score a hit on such a target, the yellow box will change to a dark red. If you hit an enemy and the targeting box disappears, then the enemy has sustained critical damage and is no longer a threat.

During some missions there may be blue target boxes. Check the Mission Orders for specific information regarding blue target boxes.
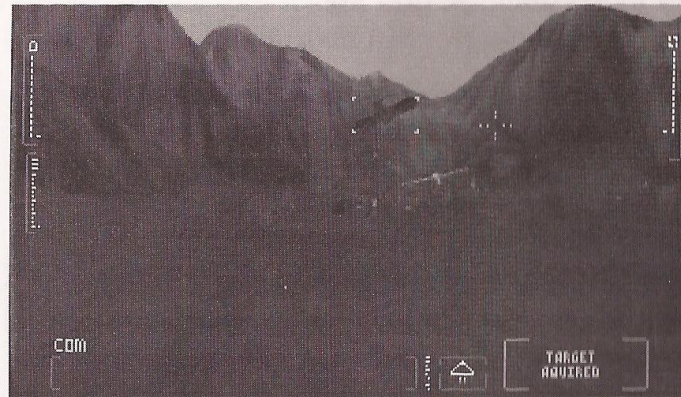
Your heads-up-display, or HUD, contains information about the status of your ship. The gauge at the top right displays your Shield Levels. This gauge will fluctuate depending on the amount of enemy hits your ship takes. The gauge at top left shows the energy available to your firing control system. Shield and Weapon Systems automatically recharge when not in use. The gauge at middle left displays hull damage, and is not rechargable during flight.

After each mission you will see a mission ratings screen informing you of how well you performed on the mission. The information also includes how much damage you sustained, as well as an overall mission performance rating.
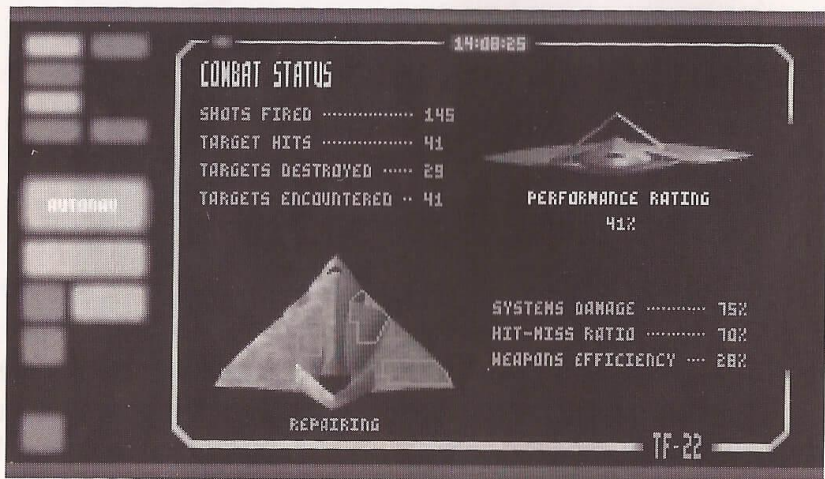

NOTE: The TF-22 is equipped with internal repair capabilities, so after each mission your TransFighter will be restored to full operational capability for the next mission.

MILESTONES

As you progress through Cyberia, you will reach different milestones.

To load a game, press ESC to enter the menu system and choose Load Game, or simply press L.

You can resume the game from any milestone that you have passed. Milestones are graphically represented as shown below.
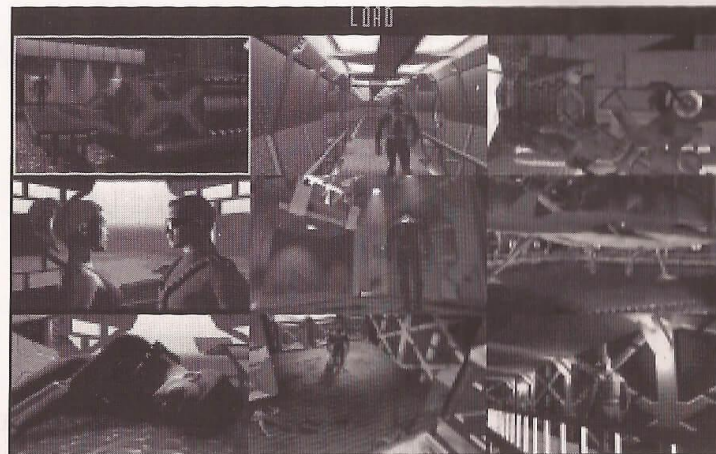
Milestones are shown in the order reached. The highlighted milestone will be in color. The last milestone that you passed will be at the bottom right. Move the highlight with the arrow keys.

Press return to resume a game from that point. If all of the milestones will not fit on one screen, the screen will automatically scroll when you press the arrow keys.

MENU SYSTEM

Press ESC to enter the menu system. The menu system allows you to change the game parameters.

The main menu contains the following items:

Continue	Esc	Exits the menu and returns you to Cyberia.
Load	L	Load game (start at a milestone)
Caljoy	C	Calibrates joystick
Quit	Q	Exit Cyberia.

At the top of the menu is the volume control box. You can set the volume at five different levels from 0 (off) to 4. If you are using a

SoundBlaster 1.0 card, you can only set the volume to 0 (off) or 4 (max). For finer volume control on a SoundBlaster 1.0, use the knob on the back of your computer.

KEYBOARD CONTROLS

F	Switch between standard and aircraft joystick mode
ESC	Cyberia menu
L	Load new game
P	Pause Game

JOYSTICK

If you are going to use a joystick to play Cyberia, you will need to calibrate your joystick for the game. In the menu you can select Caljoy to calibrate your joystick. You will only need to do this once unless you change joysticks. In aircraft mode, left and right go left and right, while forward moves the crosshair down and back moves the crosshair up. In standard mode, left is left, right is right, forward is up, and back is down. We recommend standard mode for a mouse, while aircraft mode enhances the reality of the simulation. Press F to switch between standard mode and aircraft mode.

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Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites.

CYBERIA ™

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Interplay 17922 Fitch Ave., Irvine, CA 92714

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