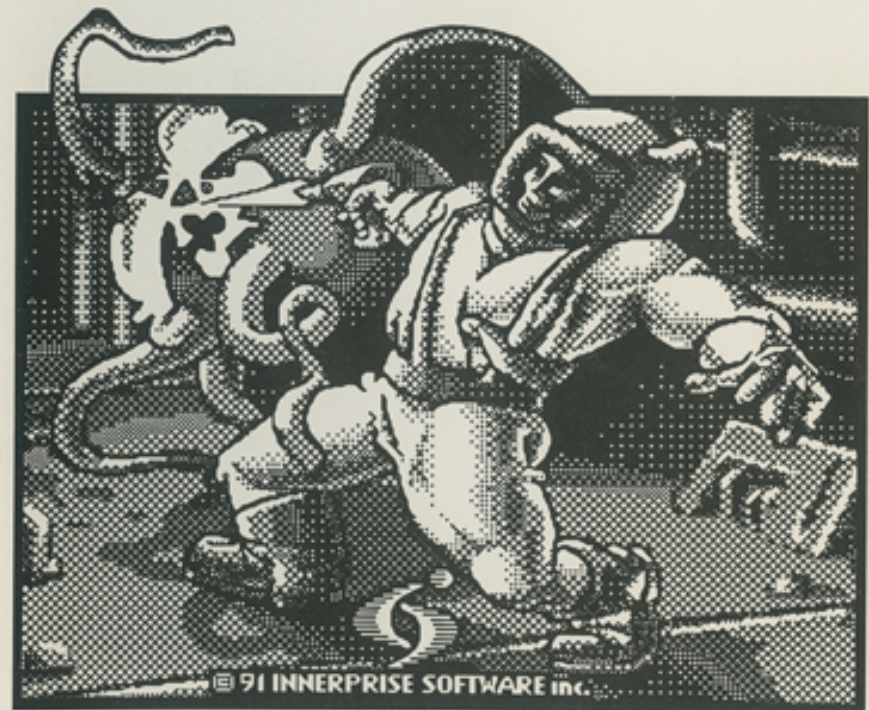




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CYBERBLAST

"Mission at Fastrax Lab"



<http://www.grenier-du-mac.net>

Weapons



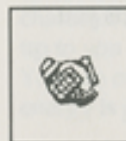
Zapper

You collect zappers by grabbing this icon, or when you're lucky, by grabbing the mystery icon. The number of zappers collected, is displayed under in the character window on the left or right side of the screen. Zappers are your most potent weapon, and at full power, destroy all enemies displayed on the screen when you fire them. Zappower is affected by your energy. Press the "Z" key to use one of your zappers.



Bombs

You collect bombs by grabbing this icon. Bombs destroy enemies, and also allow you to destroy some of the walls and blocks that keep you from entering a specific area. The number of bombs collected is displayed under the character window on the left or right side of the screen. When you use a bomb, there is a few second delay before it explodes. Move away before it goes off to avoid losing energy points when the blast hits your character. Press the "B" key to use one of your bombs.



Grenades

You collect grenades by grabbing this icon. Grenades destroy multiple enemies, and also allow you to destroy some of the blocks that keep you from entering a specific area. The number of grenades collected is displayed under the character window on the left or right side of the screen. Press the "G" key to use one of your bombs.



Magnets

Just walk over one of these icons and enemies will be repelled for a few seconds. Don't employ one of these at random, but remember where they are, and use them when enemy resistance is at its toughest. Magnets are always employed automatically.



Dynamite

You don't collect dynamite, but when you see this icon a well-placed shot from your laser will set it off. The power of this explosive destroys multiple enemies and sometimes removes blocks from your path. Be careful though, dynamite also destroys some of the helpful objects on the screen.

Weapons (cont.)



Powershots

Many of the enemies you discover can only be destroyed when you shoot them more than once. If you find one of these icons however, you receive 10 powershots which obliterate most enemies with a single shot. After grabbing this icon, your next 10 shots are powershots.



Stunners

Find this icon and your enemies will be stunned into submission for a limited period of time. They won't move or fire any weapons in your direction.

Alien Enemies



Drone

You receive 100 points when you destroy one of these whirling creatures. A single shot usually destroys them and they are one of the least harmful of your enemies.



Seeker

You can't destroy a seeker or walk by one. They drain energy the longer they touch you, so make sure you leave yourself an avenue of escape when these deadly threats are in sight.



Bubbler

They follow you around and shoot bullets in eight directions. They can be destroyed with a few shots from your laser for a bonus of 175 points.



Guardian

These whirling dervishes are worth 75 points when you destroy them, but they take more than one shot to finish off. They have to touch you to do any damage.



Launcher

These devastating enemies fire grenades which are much more deadly than the bullets of the bubbler. Destroy one with some well-aimed shots and you receive an extra 150 points.



Plasmatic

These bouncing spires of crystal can't be shot, but they follow your progress and try to chase you into corners where they can reach you and take away energy.



Gyro

Quick and nimble, these small beasts are more a pest than a real threat. They have to touch you to hurt you, and you get 100 points for shooting one.



Super Launcher

This might be the toughest enemy you'll face. They fire lots of bullets in many directions and can't be destroyed with a simple shot from your laser. Try a zapper or bomb when you encounter one and you'll get 200 points for a successful effort.

Alien Enemies



Incubator

Incubators can't harm you, but enemies will keep pouring from these openings unless you destroy them with your lasers, bombs, grenades or zappers. You can't walk over or through an incubator, you have to destroy it first. Incubators are worth 125



Poison

The skull and crossbones should be avoided at all costs, although an antidote is available if you can find it.

Special Items and Objects

Just pick up the following items to either use them or place them in your inventory for later use when needed.



Stuns You



Extra Map



Weakens You



Extra Bomb



Extra Points



Teleports You to Another Corridor or Room



Extra Energy



One Way Movement



Makes Walls Disappear



ID Card - Open Force Fields



Slows Your Speed



Lose All Inventory Items



Antidote - Cures Poison



Double Score



Mystery - Can Help or Hurt You



10 Extra Seconds



Extra Grenade



Extra Zapper

WE HOPE YOU ENJOY PLAYING CYBERBLAST. PLEASE CONTACT US IF YOU HAVE PROBLEMS, COMMENTS OR COMPLIMENTS OF ANY KIND.

"KEEP THE DEVELOPERS DEVELOPING - SPREAD THE WORD, NOT THE DISK!"

Piracy hurts everyone.

Attention all Programmers and Computer Artists...

Innerprise Software has one simple goal: to produce the highest quality entertainment software in the world. To accomplish this, we are always looking to work with the best programmers and artists. If you have the talent, enthusiasm and desire to be the best, or a software product that reflects these traits, please contact us.

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Playing the Game

The Goal of the Game

Your goal is to make your way through the 64 levels of Fastrax Labs until you find the missing control chip. Locating the control chip closes the portal that allows the deadly aliens to enter our universe.

To complete a level, you must find and grab the five crystals and then locate and enter the exit within a specific time limit. The time limit changes depending upon the complexity of the level. Of course, your journey is hampered by walls, enemies and many other threats to your life. Your quest ends when your energy units have been depleted.

Selecting Characters

After loading, the character selection screen is displayed. You select the character you want to control by moving your mouse to the left or right and highlighting the desired character window.

The two characters in the game have unique powers. Character B's cybernetic armaments include a laser pistol that shoots reflecting energy and the power settings for each character are different.

At the successful completion of a level, you can select the character you wish to control in the next sequence. You will find that the powers of each character are especially suited to the challenges found in specific levels. It's up to you to discover which character is best to select at any particular time. You can continue your journey through the labs until both characters' energy is gone.

Moving around the lab

Movement is controlled by the mouse. You can move your character through the corridors in the lab in eight different directions. You cannot leap over or walk through walls, although some can be destroyed by your laser.

Your speed is dependent upon your energy level and some of the objects and enemies you encounter along the way. Some enemies you can destroy with your laser, while others must be dodged before you can get by them. In addition, if you run across some objects, your speed is automatically slowed until your energy increases.

Picking up objects

You can pick up extra energy, points, weapons and shields as you race through Fastrax Laboratories. To grab an object, just move your character over the icon that represents one of the options. The objects found in the labs aren't always helpful to your cause, and caution must be exercised to make sure you pick up only those that will help you reach your goal.

Playing the Game (cont.)

Shooting/Firing

Your cybernetic armaments include a built in laser pistol. The relative firepower and shot speed are affected by your energy and objects you find in the corridors. Press the left mouse button to fire your weapon.

You can use your weapon to destroy some of the walls and many of the enemies you encounter. Not all weapons and enemies are affected by your pistol. If you search the corridors carefully, you'll find a pistol that gives you 10 powershots which destroy most enemies with a single shot.

Exercise care when using your laser. Some of the helpful objects you can find are destroyed if an errant shot hits them. Don't fire haphazardly.

Other Objects and Weapons

You can pick up bombs, grenades, zappers, magnets, ID cards and maps. Some are collected until you press a specific key to use them, while others are employed automatically. See the sections in the manual on weapons, objects and special options for detailed information.

Controls

The following lists the keystrokes you'll need to employ objects you find and control the game options.

Game Option Keys

"S" key — toggles the sound on and off.

"T" key — toggles the scroll mode.

"Q" key — forfeits the current game and returns to beginning

"P" key — pauses the game.

Apple +Q keys — exits the game

Special Keys

"Z" key — fires a zapper

"M" key — displays a map of the level (if you have one)

"B" key — sets a time bomb - it explodes in a few seconds

"G" key — throws a grenade