

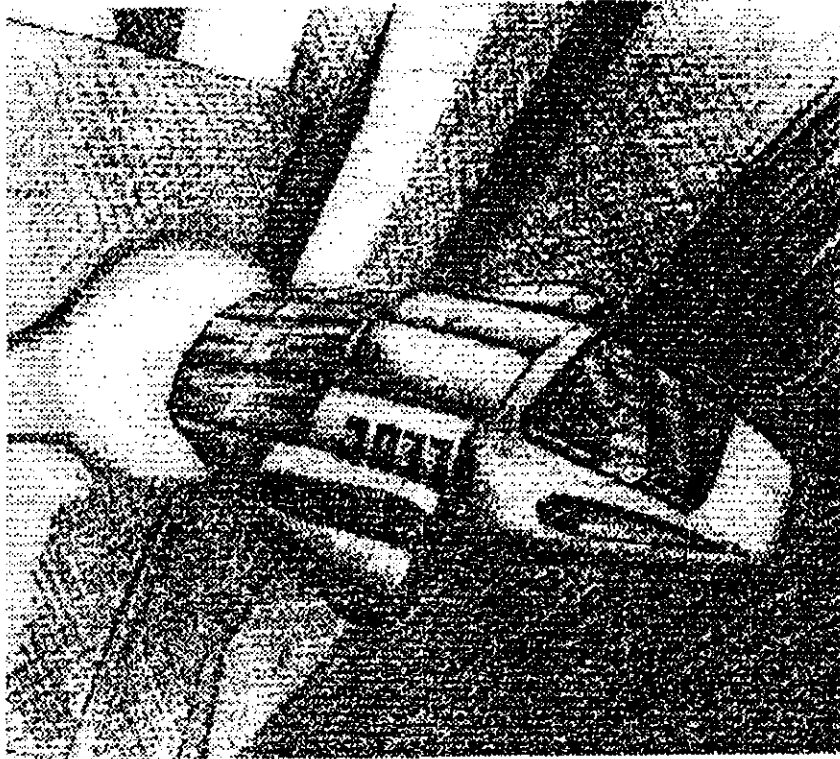
Cyber Punk City

(c)1992 Chris Kingsley

Presented by Rebellion Software Limited

Warfare in the not too distant future...

A city is under attack from the enemy... an enemy within.



The game

- The City is constructed on a complex grid pattern. Huge skyscrapers are clustered in the central district, with smaller and more thinly distributed buildings out in the suburbs. All the constructions are lit with warning lights and have many illuminated windows. in the downtown area the buildings have vast neon

advertising hoardings that flicker with company slogans and exhort the population to consume more goods.

• ~~_____ street level, and also _____ from leading _____~~
~~_____ The roofs of the tallest buildings are hidden in the~~
ever present smog that hangs over the city and couples with the satellite defence systems of the military, flight this high is close to lethal.

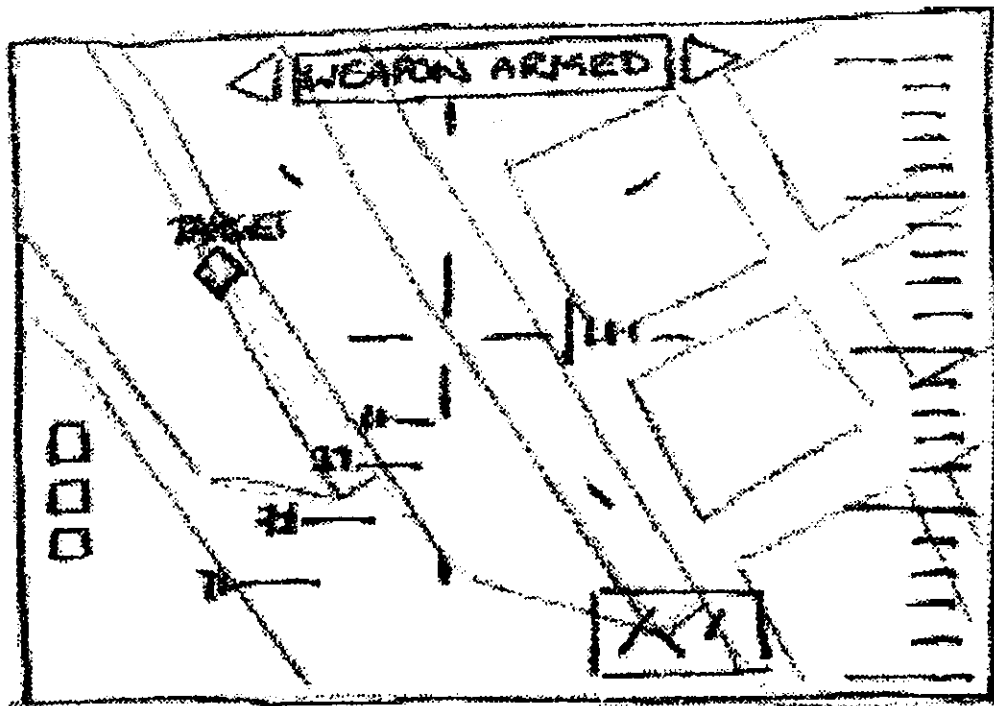
- To catch some especially elusive targets it will be necessary to explore some complexes on foot, exploring maze like corridors of an office block or warehouse.

- A few heavily armoured vehicles drive the streets, but most pedestrians either stay in their own skyscraper. They use the well defended underground pedlinks that criss cross the city below street level, occasionally risking the aerial walkways to take a short cut.

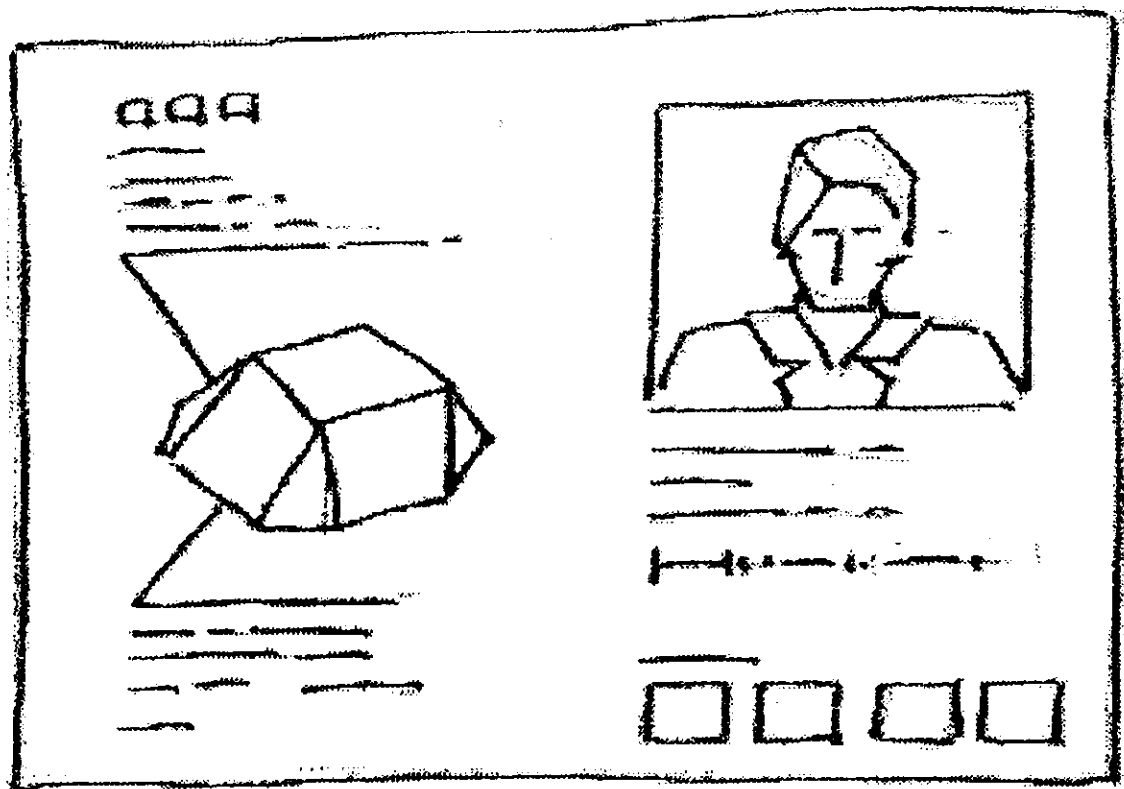
- There is an illuminated underground network of vehicle tunnels, connecting major city locations. Flight along these is possible but difficult. Heavy blast doors protect sections of its network, and passage through them costs the pilot money.

- Armoured stations allow the pilot to purchase new equipment, repair damage, and stock up on ammunition. For certain missions it will be possible to rent equipment by the hour or day. Failure to return the equipment will mean the pilot getting a fugitive status, and being hounded by the robot police.

- The flight around the Cyber Punk City will be created in full 3D using a series of special optimisations to our existing 3D engine for the Jaguar. These optimisations will allow a large number of illuminated windows and lights on the buildings, to create an interactive environment that could not be done on any other consumer based machine. Rebellion also wish to produce Cyber Punk City so that it can work with the projected Head Mounted Display.



- The player's craft is a highly manoeverable helicopter-like flying vehicle with extreme speed and heavy armament and defensive capabilities. It can be improved by adding weaponry and Electronic gadgetry purchased from the armoured stations. A series of plug in modules will expand the vehicle's capability.
- All equipment must be purchased by the player. Money is obtained by performing missions. The missions can be selected. At an armoured station the player will be able to look through a series of tasks that need to be performed. The legal tasks will involve a bounty on a known criminal, the player being supplied with all the details necessary to carry out the mission, plus the value of the bounty. The harder missions having the highest bounty.



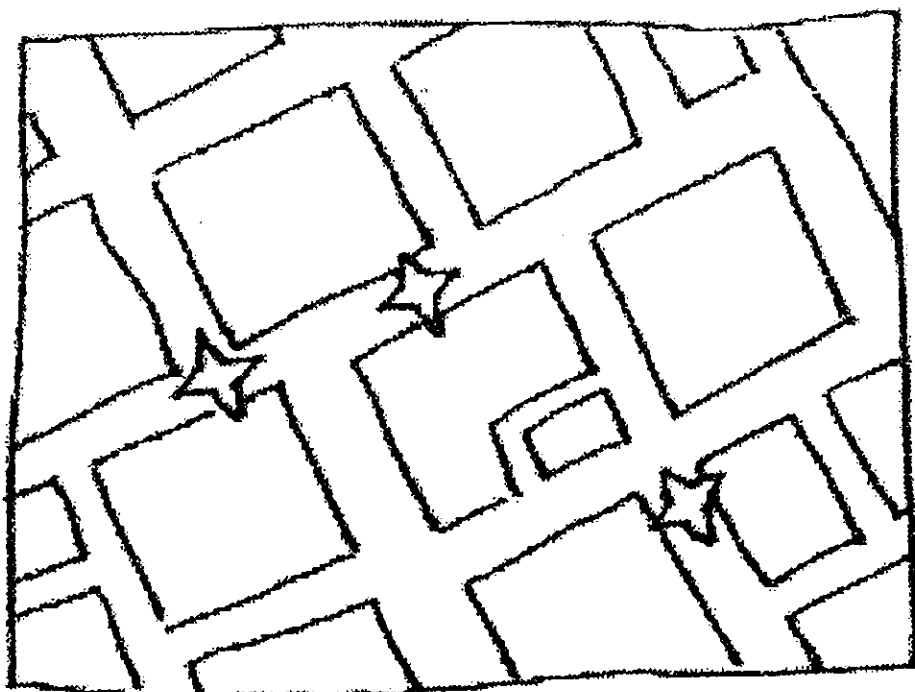
- Illegal missions, which often pay better than the legal ones, involve assassination of personnel in the city. Performing one of these missions will make the player a fugitive, and a legitimate target for other Operatives in the city. If the player is a fugitive, legal status can be regained by performing a very difficult legal mission for a lower fee.

- A third way to play the game is the alien attack scenario, in which the player must defend the city itself from attack by wave upon wave of alien invaders. In this mode all weapons will be supplied by the city authorities free of charge and the slaughter can begin.

- The pilot has a variety of weapons mounted on the vehicle - Gattling guns, mini missiles, aerial mines, ground attack bomblets, expensive video guided missiles that the player can fly onto the target. Other more exotic weapons systems will use electronic jamming devices and engine wrecking rays.

- Electronic equipment needs to be purchased for the more difficult missions, since fugitives will use homing missiles and attack drones to defend themselves.

- A schematic map of the city from smog penetrating guidance satellite will also be available, at a price, to the pilot. This will show all vehicles in the area of the pilot's vehicle and is of great tactical value.



- Police vehicles are robotically controlled. They will ignore a pilot without a fugitive status, but will remorselessly chase a player who is a known fugitive. Attacking a police vehicle is one quick way to become a fugitive.
- There are many different types of potential target. The Pilot's HUD will display all targets that are legitimate with a red diamond and a print out describing the target's details. Targets of opportunity will also earn the player valuable credits.
- Opponents may be in ground cars, aerial vehicles, or inside buildings, warehouses and other structures.

Technical Details

- Using our fast 3D system, only the Jaguar will be able to cope with the large number of depth shaded polygons and maintain a respectable frame rate.
- We need the 16 million colours of the Jaguar to make the game work, and to suspend disbelief.
- Cyber Punk City will be the first game to use depth cuing and fog effects to add atmosphere.