

ONE DAY INTELLIGENT MACHINES WILL TAKE OVER THE WORLD...

H. G. WELLS (1866-1946)

CYBERCON



U.S. GOLD[®]



"I HAVE"

CYBERCON III (2011 - ?)



SCREEN SHOT FROM ATARI ST

You have bravely volunteered to execute 'Operation Nemesis'. To neutralise the merciless Super Defence computer gone mad : Cybercon III.

Equipped with your enhanced power armor salvaged from the wreckage of Cybercon III's onslaught, you must penetrate the defence complex protecting Cybercon III's brain stem and deactivate it.

Cybercon III is a game of epic proportions and features:

- **Real World** – The ultimate 3D environment containing the fastest, smoothest scrolling 3D graphics ever seen.
- **Battle and puzzle your way through a huge complex of over 400 unique locations.**
- **Intelligent defences that react to every move you make.**
- **Sampled sound fx.**
- **Unique 'Picture in Picture' mode. Allows you to monitor enemy movements.**
- **Over 1/3 million lines of code compressed into this program!**

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U.S. GOLD LTD., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021-625 3366.
Y compris instructions Françaises. Mit Deutscher Anleitung. Istruzioni Italiane comprese.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

- A. Sonic Key/Object Manipulator** – Selects sonic keycodes to gain access to restricted areas and allows you to manipulate objects found within the complex.
- B. Camera Monitor** – Position up to 4 cameras around the complex to monitor enemy activity.
- C. Gyrocompass** – Vertical and horizontal directional indicators.
- D. Energy Cells/Power Displays** – Indicates integral power supply level and current status of energy cells (can be recharged using external power transfer systems).
- E. Secondary System Display** – Weapons selection, external power transfer, sonic key selection, special object manipulation system, TV camera selector.
- F. Primary Management System** – Controls the following functions: Power assist (inertia damping and power jump), Shield, Secondary system access, Auto repair systems, Remote sensors.
- G. System Status/Auto Repair** – Indicates current status of system effectiveness and auto repair status.
- H. Gyrocompass** – Vertical and horizontal directional indicators.



Game designed by Ricardo Pinto

