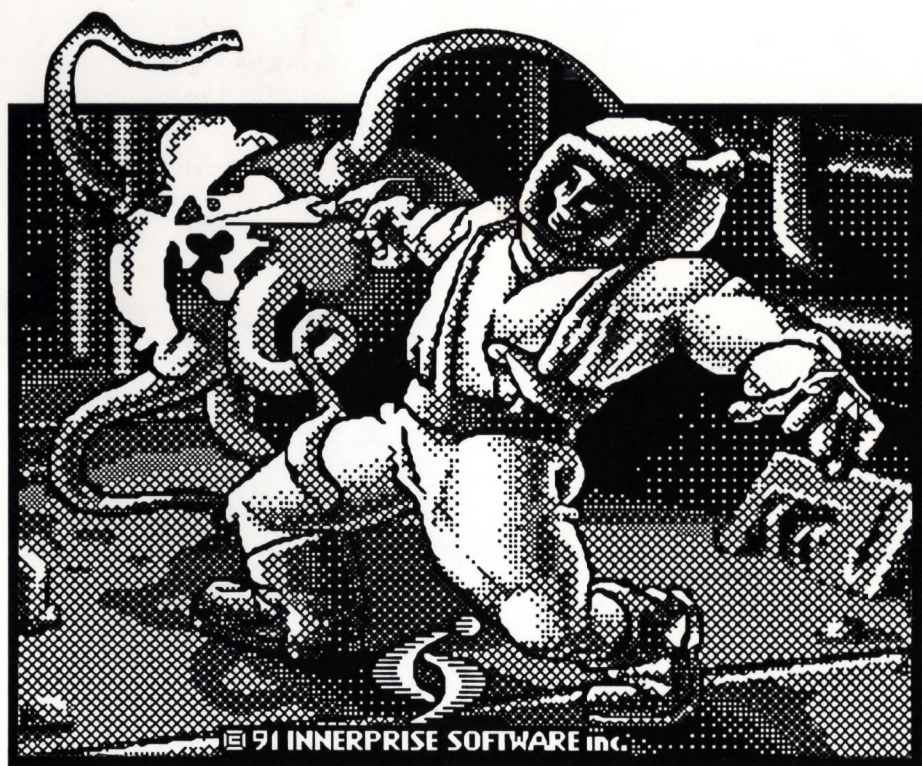


# CYBERBLAST

*"Mission at Fastrax Lab"*



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# CYBERBLAST

## *"Mission at Fastrax Lab"*

**Personal A10000 pocket-log recordings of Darik Starr**

**Stellar Time: 5635907541.12.5**

**Earth Time: Monday, 5 P.M.**

...On route to planetoid Fastrax

"Our region had been calm until two days ago, when an unmanned, deep-space probe transmitted hundreds of alarming vid-stills of Fastrax. The Coalition's Galactic Council referred to them as showing an "incomprehensible phenomenon" that required immediate action. That's when my vacation ended. The long-anticipated trip to Saturn's rings would have to wait. It had better, or it's the last time I'll save the universe."

"The digital photos indicate big trouble at Fastrax Laboratories, and as usual, they called me in to solve the problem. I'm to observe the area, deliver a report and, if needed, terminate the threat. It must be a Class 10 emergency, because they've decked me out in the latest B120 cybernetic gyro gear. I've never seen anything like it."

"Being the Coalition's top troubleshooter has some perks, but I'm never prepared for the feeling that comes when the implant beeper sounds an alarm. I know it means danger, but I guess you have to accept the responsibility when you work so hard to become the best."

"They said it would be a simple survey of the region, but that's what they always say. I know better."

**Stellar Time: 5635907541.12.6**

**Earth Time: Tuesday, 8 A.M.**

...On route to planetoid Fastrax

"At my present velocity of 2 times the speed of light, in just 1.25 sublight hours I'll reach the point where slowdown begins. I'd better catch up on some background reports from the computer."

The Federated Alliance for Space Travel Research and Experiments (Fastrax Labs) was created on Ceres, the largest of 19 planetoid-sized asteroids in the uninhabited belt between Mars and Jupiter. More than 1000 kilometers in diameter, Fastrax provides a safe base for research and development. The experiments conducted there are far too dangerous to the human or alien populations inhabiting coalition planets.

The area is uninhabited because of the constant danger from asteroid collisions. Normally, any man-made construction in the belt would be obliterated, but Fastrax employs \$15 billion worth of plasmo-shields

that protect the artificial atmosphere while disintegrating threatening objects before they reach the planet. Fastrax Labs is considered one of the man-made wonders of the universe.

Glowing tyronite-crystal towers sprout from the surface, and to many the sunlight is hypnotic as it pierces the translucent spires. Amazingly, these crystals became the source of the lab's creation and the very soul of its existence.

Once the shield system was installed, an enormous Tyronite bulb, containing a superconductor computer core, was implanted 3 kilometers into the surface of the planetoid. The bulb's roots grew until they reached a size that triggered the computer program.

A chain reaction reordered the atomic structure throughout the planetoid. A large, controlled area became pure Tyronite, and ominous, sparkling spires reached up from the surface. Powerful positive and negative charges, controlled by the computer, surged through the strata. Fastrax Labs actually grew into existence as new crystals formed.

After five weeks of growth...

"Computer, stop!"

workers had to subscopically cease the...

"Shut-up and let me sleep!"

**Stellar Time: 5635907541.12.7:015**

**Earth Time: 9:15 A.M.**

Darik. Wake up. We've left lightspace and I've maneuvered the asteroid belt. We're approaching Fastrax Shield Port 1.

"(Yawn) ... Thanks computer. I don't know what I'd do without you."

You would have burned, been crushed and then blown up sir. We are now clearing the port and entering low orbit of the planetoid.

"Good. This view is as spectacular as I remember it — if not more. Oh man! I can't believe what I see. Computer, what is that?"

It's a gaping hole in the fabric of reality. Those torn edges are a doorway to our neighboring universe.

"This is just too weird. I'm looking through it, but have no idea what it is. It's like nothing I've seen before and I have the strangest feeling that something is staring back."

**Stellar Time: 5635907541.12.7:016**



**Earth Time: 9:30 A.M.**

"I'm approaching the lab's docking bay and it doesn't take an expert to see that Fastrax Labs has really messed up this time. They had opened this door and it has just hit me that it's up to me to close it. I'm going to orbit the building once to check... WOW! The laboratory looks like someone has sawed it in half."

"I'm almost to the far side of the structure and nearing another docking bay. A SHUTTLE!? ... I see a shuttle docked next to one of the main towers. Damn, it's one of the new K15-D models. I've been beaten to the punch by someone from the opposition. Harris! ... Somehow I know in my gut that's who it is. Harris is their top operative and our paths have crossed many times. Now that's one deadly shooter, and I owe him one from our last encounter on Rigel Kentaurus 5.

"So it's going to be a race. Computer, start the docking sequence. This time I'm going to come out on top."

**Stellar Time: 5635907541.12.7:0185**

**Earth Time: 9:50 A.M.**

"I have docked and interfaced my onboard computer with the central mainframe buried beneath the planetoid's surface. There was a lot of interference, but after a few minutes I got the information I was looking for. Sensors show only one humanoid life form and it's probably Harris. Luckily, he's only on level 1. There is no sign of the laboratory's staff, but the readings indicate considerable movement through the complex by unclassified life forms. That means ALIENS!"

"That sent a cold shiver down my spine. Ever since the Tornotheid encounter in '43, most people have been spooked by the idea of another extra terrestrial meeting. I'm no exception. According to the computer, their numbers are increasing every minute. They seem to be coming out of nowhere. I'm moving across the bay to the equipment locker to get some weapons and supplies."

**Stellar Time: 5635907541.12.7:5**

**Earth Time: 1:07 P.M.**

"Several hours have passed. A quick scan of the project records have led me to the discovery that a control chip containing crucial computer programs is missing. That program is the key to shutting down the C.T.P. (Controlled Transuniversal Portal) generator. I have fought my way through level after level looking for the chip but I still haven't found it. What I've seen is unspeakable. The creatures look like something from the latest Steven Spielberg, Jr. laser-vid, but this time they're real!"

**Stellar Time: 5635907541.12.7:517**

**Earth Time: 1:58 A.M.**

"I just caught myself tightening my grip on the laser pistol. It's red warning light was blinking, and I know that if I don't find another energy pack soon the gun will be useless. I've rechecked my supplies... no energy pack left. I'm down to my last med pack and I've used up everything I found on the lower levels. I have to find that chip soon or I'm a goner..."

"The lights just went out and I'm not sure how long the life support systems will remain functional. I'm hiding behind a work station and I think I saw some energy packs in the far corner before everything went black. It's really difficult to see, but I think there are some creatures slithering toward me. It's time to make my move. I'm setting the laser pistol on high and catching my breath before I make a dash across the room. Here goes nothing..."

Now the CYBERBLAST is up to you. Can you survive Fastrax Labs, find the control chip and seal the portal before it's too late. You'd better.

# Loading Instructions

## Amiga

1. Insert your Cyberblast disk in the drive and turn on your computer.  
Note: If your computer is already running, insert the disk and press Ctrl-Amiga-Amiga.
2. Once the program loads, let the opening sequence run until the first information screen appears. Press the "P" key to pause the game and take note of the layout and data that is displayed on the main screen.
3. Press Space/Fire to continue. Press "P" key for each information screen and study the objects, enemies and point options before proceeding.  
Note: Once you have played the game a few times, you can click on the left mouse button when the title screen appears and skip the introductory screens.

## Macintosh - Playing from Floppies

1. Start your computer and insert the Cyberblast disk in your drive.
2. Double click on the Cyberblast disk icon.
3. Double click on the Cyberblast icon that appears in the new window.
4. Once the program loads, let the opening sequence run until the first information screen appears. Press the "P" key to pause the game and take note of the layout and data displayed on the main play screen.
5. Press Apple-C to continue. Press the "P" key for each information screen and study the different objects, enemies and point options.  
Note: Once you have played the game a few times, click on the left mouse button when the title screen appears and skip the introduction.

## Macintosh - Hard Disk Install

1. With your computer running, insert the Cyberblast disk in your drive.
2. Double click on the Cyberblast disk icon.
3. Drag the Cyberblast game icon into any of the windows/folders on your hard drive.
4. Double click on the Cyberblast game icon you installed on the hard drive to begin the game.

## Macintosh Plus, SE or Classic Owners!!!

When using one of the above computers, you might encounter this message when booting the game:

**Important:** To make the game run faster, you may have to create a minimal system disk using the installer on your Mac system disk. Then boot the game with the new system disk you created. (See your owner's manual for details.)

Note: The second screen buffer cannot be allocated. The program will run slightly slower. Try using a minimal system without multifinder or remove inits, monitors, file servers, etc. to get optimal performance



# 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*

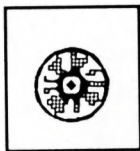
"Z" key — fires a zapper

"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

# 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 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  
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COMPLIMENTS OF ANY KIND.

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THE WORD, NOT THE DISK!"  
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