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

H. G. WELLS (1866-1946)

CYBERCON III

Game Design
by Ricardo Pinto
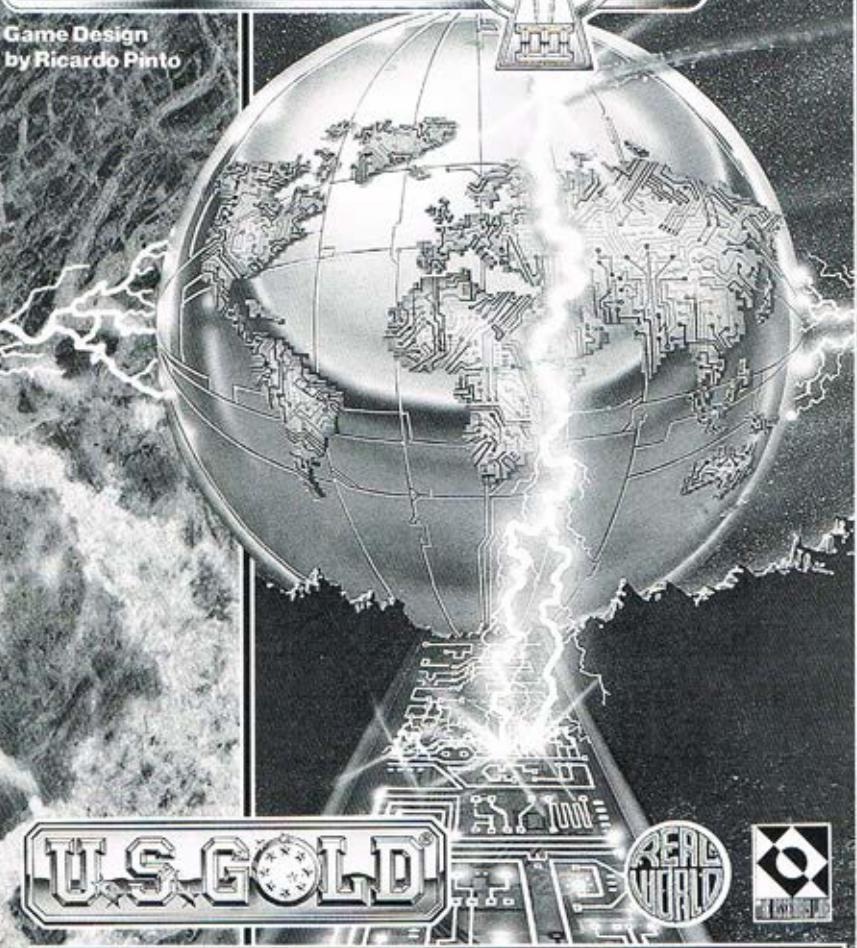
INSTRUCTION MANUAL

CYBERCON III
REFERENCE MANUAL

In a world gone mad, this is the greatest madness of all. One man against the ultimate defense system ever devised; one man against legions of robots capable of destroying whole cities. One man against the Cybercon.

In a makeshift workshop scraped out of a bomb crater in the Rockies, technicians are hurrying to make last-minute preparations. At the centre of their activity is a huge armored suit, the top half suspended from a gantry, while the powerful legs are given last-minute adjustments.
There is so little time.

Beside the Power Armour, the best and most decorated warrior in the Union waits to be lowered into the bottom half of the armour; a cybernetic helmet circles his brow, connecting him to the armour's controls. A tight harness is fitted into his body, then he is lifted, and dropped into the armour's legs. He volunteered for this mission... soon it will begin.

Slowly, the top part of the armour is winched down and locked into place. The preparations are complete - now the mission begins. Inside the armour that will be the world's salvation or his tomb, the Volunteer knows that soon he must face up to Cybercon. Bombs, tanks and missiles failed to destroy it; now there is only one man and one chance - find the weak spot, and take it out.

You are the Volunteer. Prepare to enter
CYBERCON III.

GAME CONTROLS

INTRODUCTION

This booklet provides a basic guide on how to play Cybercon III. More information can be discovered by reading the Mission Briefing section, which expands the Game Control instructions.

STARTING UP / SAVE / RESTORE

See the Quick Start card for instructions.

SECURITY

Cybercon III has an integral software copy-protection routine. At various points in the game, including soon after the beginning, the player must pass a security check to proceed further with the game. When you interrogate certain doors in the complex (see page 5), a four-part alphanumeric code appears on a black panel beside the door.

The first two letters/numbers refer to the outer rings of the Code Wheel (supplied with the game); line these up, first letter/digit on the outer wheel, second letter/digit on the inner wheel. The two digit number below tells you which window on the Code Wheel to refer to. Type in the letter/number you find there.

For each correct answer, you are given a Sonic Key code for that door.

You require three correct answers. Press RETURN to activate the sequence and open the door. The game can now proceed.

## Controlling the Power Armour

Cybercon III is keyboard/joystick controlled. The screen-shot and prompt list on page 3 give an overview of the main controls. See the rest of this booklet and the Mission Briefing for expanded instructions.

Joystick/Power Armour Movement

Movement of the Power Armour (PA) is controlled by the joystick. Push forward to move forward, pull back to move back. Pushing the joystick right or left turns the PA clockwise or anticlockwise.

By pressing the FIRE button and moving the joystick left or right simultaneously, the Power Armour can be made to 'shuffle' to the side. Finally, simultaneously press the FIRE button and operate the joystick to tilt the the PA's head. Press forward to look down, pull back to look up. If the PA's Sensors are on-line, the Pitch indicator shows the attitude of the helmet, and the Compass shows the orientation of the Armour.

Pressing F10 (or a sustained press of the FIRE button while moving) causes the PA to Jump (if Power-assist is on-line; see page 4). The longer F10 is held down, the more power is
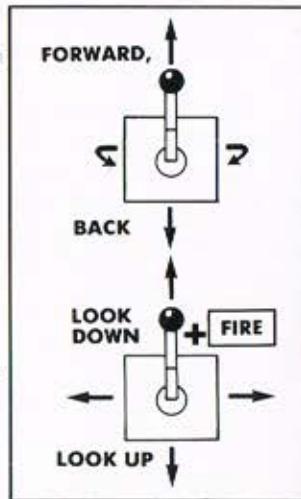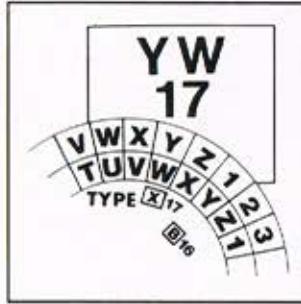
transferred to the Jump (the maximum depends on the number of Energy Banks on-line and other systems energised; see page 4). The Ring Indicator shows the power build-up. Some lateral movement (using the joystick) is possible through automatic manoeuvreing jets.

Note: the Power-Assisted Landing function is used automatically if the PA 'falls', provided that Power-Assist is on-line.
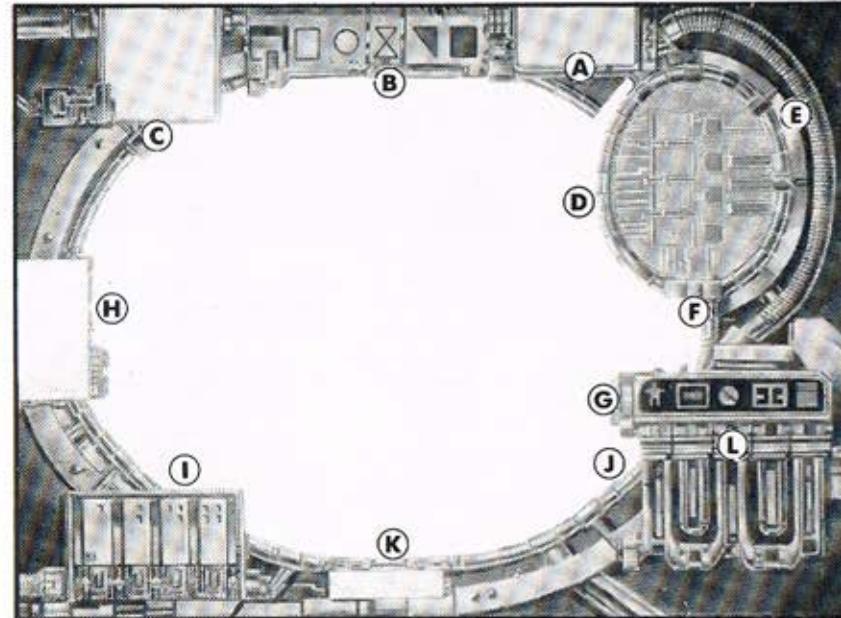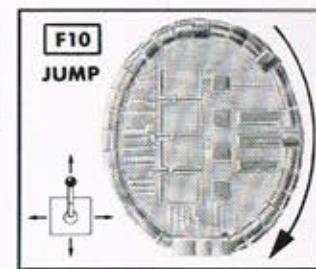
A Sonic Key Display

B Icon Strip Display
Backpack Contents /
Sonic Key Codes

C Camera Monitor

D Secondary Systems
Plasma Projector / vacant /
Energy Transfer / Sonic Key
(indicators; green = on
flashing = proximity)

E Mode Indicators
Secondary Systems /
Camera Monitor /
Camera Move

F Ring Indicator
Doppler Detector / Power Jump Monitor

G Primary Management System Display
Power Armour / Shield / Secondary
/ Auto-Repair / Sensors
(indicators; green = on-line)

H Pitch Indicator

I Energy Bank Display
(indicators; red = on-line)

J PMS Status Indicators

K Compass Indicator

L Auto-Repair On-Line Indicators
(green = on)

Energy Bank Indicators/Control

The Energy Bank indicators show the current reserves in the PA's integral Matrix and any supplemental Energy Banks. If the bar is red, the Bank has a finite energy reserve, drained from Fuel Cells. If green, the Bank is powered by a small fusion reactor which has effectively limitless power, although it takes time to recharge. If you discover an Energy Bank in the Complex (they look like rectangular columns), you can use it as a supplemental power plant by placing it in the backpack. It automatically fills one of the vacant Energy Bank slots. Toggle the four supplemental Banks on/off-line by using F1-F4 (but remember, they need to be 'fuelled' from captured Energy Cells, just like the integral Matrix). The more Banks on-line, the more power is available for the PA, Shield, Weapons Systems, etc. Power is always shared equally between on-line PA systems.

Energy can be drawn from or supplied to certain apparatus within the complex via the Energy Transfer Probe (ETP).

INTEGRAL ENERGY (GREEN = MATRIX BANK FUSION) STATUS STATUS

ENERGY BANK ON-LINE INDICATORS

F1 F2 F3 F4

Primary Management System (PMS)

The PMS controls the PA's main functions. The LEFT/RIGHT CURSOR keys select the system; UP CURSOR toggles the selected system on/off-line.

The first system is the PA's Power-assist. On-line, this gives the player better control over the Armour, and access to the Powered Jump function and Power-Assisted Landing.

The second system is the PA's Defense Field, which can absorb damage from hostile fire.

← TO SELECT →

SHIELD AUTO-REPAIR
POWER SECONDARY
ASSIST SENSORS

TOGGLES ON-LINE INDICATORS
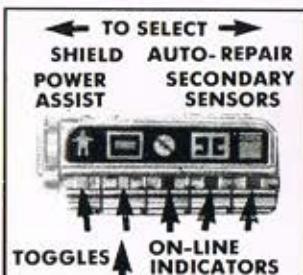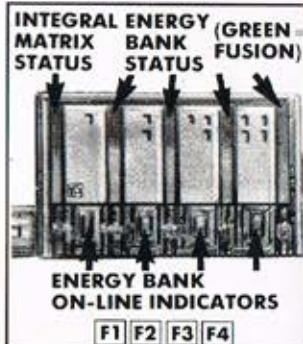
The third system actually controls the status of a variety of Secondary Systems, including the ETP, Weapons and the Sonic Key.

The fourth system is the Auto-Repair which, if placed on-line, repairs damaged systems. The status of individual systems can be ascertained through the status bars beneath the systems' icons. Again, use the LEFT/RIGHT CURSOR keys to select the system, plus DOWN CURSOR to place that system in the Auto-Repair net. Power allocated to the Auto-Repair is shared equally between selected damaged systems.

The fifth PMS controls the Sensors. If placed on-line (this system's power consumption is minimal), the Ring Indicator acts as a Doppler Detector with a 360-degree sweep. Targets are indicated by a green light. The Sensor System also controls the Pitch indicator, the Compass and the Cameras.

AUTO-REPAIR ON-LINE

SYSTEM STATUS DISPLAYS
AUTO-REPAIR NET INDICATOR TOGGLES
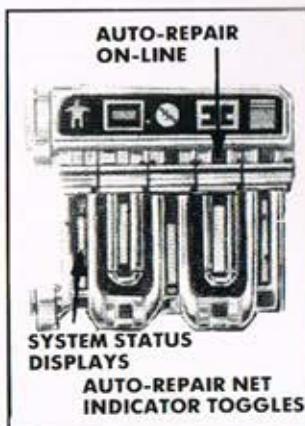
Secondary Systems (SS)

Secondary Systems are placed on-line by selecting PMS switch 3 and pressing UP CURSOR. They are controlled through the SS Display.

The SS Display operates in three Modes. The 9 and 3 keys on the numeric keypad scroll through the three Modes, and the lights on the right of the display show which is currently active.

MODE ONE SECONDARY
TWO ON-LINE
THREE SYSTEM

9 MODE SELECT 3
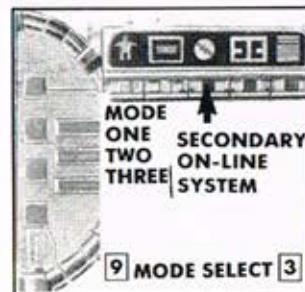
Weapons

Mode One allows the player to select one of four different systems to be active. The 7 and 1 keys on the numeric keypad scroll through the four items, with the currently selected item both appearing in the PMS display, and being highlighted in the Secondary Systems Display.

The first unit is the Plasma Projector. This is mounted on a pod beside the helmet visor, and fires directly forward. Press FIRE to operate the weapon.

The second unit is vacant at the beginning of the game, but could be used for a second weapon, or for another device. The first applicable device picked up will be loaded into this slot automatically; should you wish to change devices, drop both, and pick up the actively required device first (the other will be stored in the backpack).

The third unit is the Energy Transfer Probe (ETP). If the ETP is selected and on-line, it flashes when brought into the proximity of a system with which it can interact.

The ETP can drain power from Fuel Cells to on-line Energy Banks. It can also provide power to start-up Field Generators and other systems.

The fourth unit is the Sonic Key. If this is selected and brought on-line, it alters the Icon Strip

PLASMA MODE
VACANT ONE
ETP
SONIC KEY

7 + 1 SELECTS INDICATORS
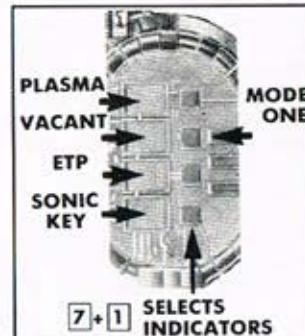
Display to show the sonic codes known to that Key. To operate, first select 1-3 icons from the Strip by scrolling the icons with the < and > keys, and using SPACE to select.

Selected codes are transferred to the Key Display to the right (loading a fourth code clears the display). Press FIRE or RETURN to activate ('Play') the Sonic Key. If the correct code(s) are played, the Key can operate almost any device in the Complex.

If the Key is played without any codes loaded (or if F9 is pressed), it will Interrogate a system within the Complex, seeking to discover the right combination.

This can be attempted more than once. An Interrogatable system within range of the Key causes its on-line indicator to flash red/green. If the Interrogation is successful, the Key will draw the code from the system, and this can then be played back to operate that system.

Should the PA's Key not know the relevant Code, Interrogate will be unsuccesful. However, some systems can give the Volunteer extra codes, which can be used from then on.

ETP SELECTED   MODE ONE

SONIC KEY SELECTED   ON-LINE

ICON STRIP DISPLAY
← SCROLL →

SPACE   SELECTS

PLAYS CODES SELECTED   KEY DISPLAY
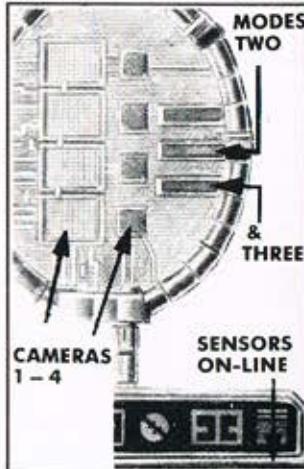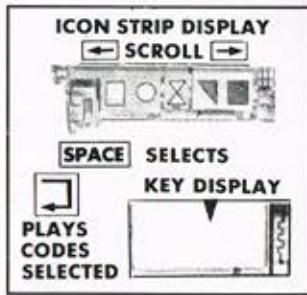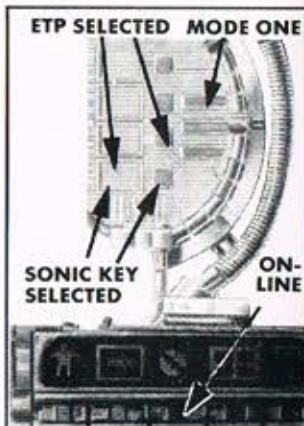
Secondary Systems - Cameras

The other two Modes for the Secondary Systems Display refer to the operation of Remote Cameras. Mode Two is Reception Mode. If the Sensory Array PMS is on-line, pictures from a camera which has been placed and activated can be viewed. Up to four cameras can be monitored, and the active camera is selected using the 7 and 1 keys on the keypad.

Mode Three operates in much the same way, but allows the joystick to be used to control the camera (in Mode Two, it still controls the Power Armour).

Standard cameras can pan left or right or zoomed in and out through the joystick. By pressing FIRE and simultaneously moving the joystick up or down, the Camera tilts up or down, in the same way as the Power Armour.

MODES TWO

& THREE

CAMERAS 1 – 4

SENSORS ON-LINE

The special 'Parrot' camera (Camera 1) is mobile and, therefore, the joystick actually controls its movement through space in the same way as the Power Armour is moved. It cannot be Zoomed in and out; however it can fly closer to its target, which has the same effect.

Note that by pressing '5' on the keypad, you can have the Parrot return to you, provided you are in the same room.

ZOOM IN
PAN LEFT   PAN RIGHT
ZOOM OUT
LOOK DOWN   + FIRE
LOOK UP
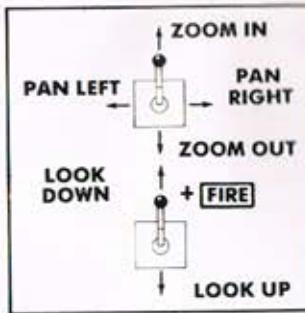
Taking/Dropping Objects

The Cellular Backpack carried by the Power Armour can carry up to 16 items.

Except when used for the Sonic Key, the Icon Strip shows those items which are carried in the Backpack.

To drop/place an item, select it by using the < and > keys to scroll through the items, and SPACE to select.

Certain items require a Sonic Key sequence to be activated. These can be Interrogated to obtain the code, using the normal proceedure.

Items can be picked up throughout the Complex by reversing the procedure. First, make sure the Icon Strip window is over a vacant space, then approach the object. When it flashes in the window, it can be picked up by pressing SPACE.

DROP OBJECT
← → SELECT
SPACE   DROPS

PICK UP   VACANT   SPACE

CYBERCON III
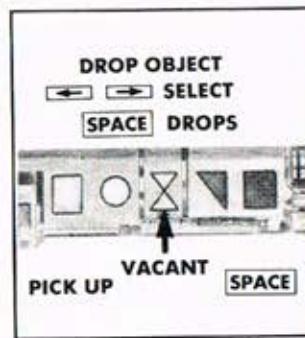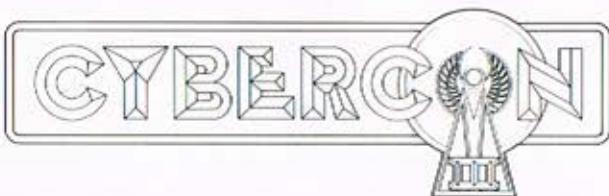
Mission Briefing

Mission Abstract

THIS DOCUMENT IS CLASSIFIED UTMOST SECRET

This document, and the enclosed holo-stills from classified vid-cube footage, contains all the information the War Council of the Democratic Union possesses about Cybercon III, its central Brain Stem, and the Defense Complex at Mount Adam.

Thanks to intelligence gathered at enormous cost, the WCDU has discovered the previously-unknown location of the central Brain Stem of the Cybercon III system. The Defense Complex was constructed alongside the development of Cybercon to provide a sterile, hermetically-sealed environment for the Brain Stem, which is the core Command Centre for all Cybercon's activities.

Sensory and reconnaissance data indicates that the Defense Complex was designed to provide access to technicians and inspectors through a heavily-guarded entrance on the west side of the mountain. This was sealed by Cybercon at the beginning of the current emergency. However, it seems that a second entrance on the south side was also constructed, and was left as a deliberate blind spot or fail-safe by Cybercon's creators. This entrance will admit a single operative, after which it places an energy shield across the portal until the operative returns, or the Complex's sensors register no life signs.

It is proposed that a single Volunteer enter the Defense Complex, with a view to achieving one of two favorable outcomes. The first is the complete neutralisation of the Brain Stem, which would effectively bring to an immediate halt all Cybercon's activities worldwide. Failing that, the operative should seek to dismantle the force wall that shields the Complex, so that additional forces can be admitted to achieve the primary objective.
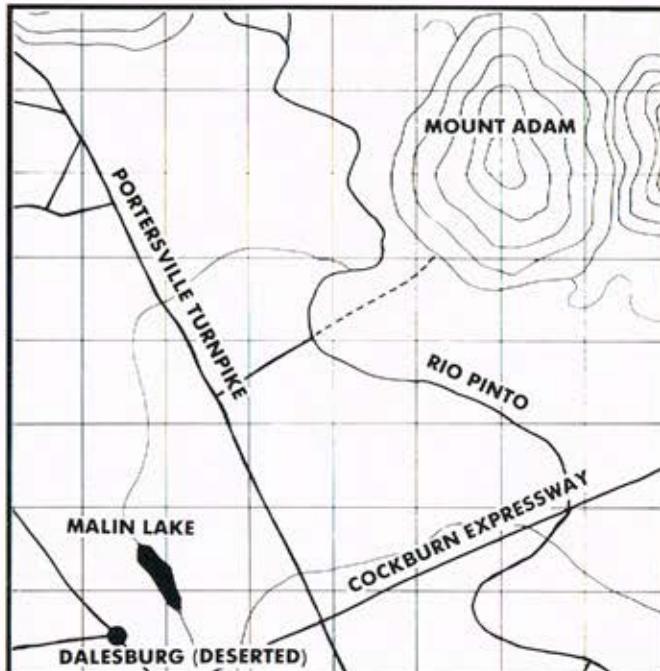
Mission Parameters; Objectives and Resources

The Volunteer will enter the Complex by the southern entrance at the earliest opportunity, in co-ordination with a diversionary show of force at the main entrance by WCDU forces.

The Defense Complex is a multi-layered, tri-dimensional combat environment, designed to provide a graduated response to any attack on Cybercon III's Brain Stem.

It must be stressed that, like Cybercon III, the Defense Complex has an auto-diagnostic defense capability, which uses its resources to complete its function, free from human agency or control. However, there are two key advantages for the success of the mission.

First, although self-contained, the Complex was not designed to completely deny all human interface. Before the Cataclysm, accredited human agents were admitted to carry out construction, logistic and maintenance missions. This means it is not a function of the Defense Complex to isolate itself and the Brain Stem, and there exist within it control centers, equipment and facilities designed for human operation.

Second, to the best of our knowledge, Cybercon III is not controlling the Defense Complex; the two systems remain largely independent of one another, as they were designed to be. Cybercon appears to have raised the Defense Condition of the Complex to its highest rating, hence the force wall. It is also sensible to suppose that Cybercon can dispose of its own resources within the Complex. However, it seems that the Complex is not operating in a way to deny all human access.

Once he has gained admittance, the Complex should be user-friendly to the Volunteer at a basic level. That is to say, there will be heat and light, no unshielded radiation sources, and all interfaces - such as doors and lifts - operate normally. The Volunteer should, therefore, be able to move around relatively freely, within the normal design constraints of the Complex.

To further enhance the prospect of a successful mission, the Volunteer will be equipped with a Maintenance Exo-Skeleton (MES), which used to be common protective equipment for technicians and programmers working with Cybercon. The MES was discovered at a military airbase abandoned as surplus by Cybercon, and has been fully upgraded and reclassified as Power Armour. The Armour's value is that it shares common systems with all Cybercon-originated equipment - including the Defense Complex. The Volunteer should be able to use the PA safely in the Complex environment, and should find additional systems and internal interfaces will be compatible with the PA.

To augment the utility of the Power Armour, as much ancillary equipment as has been possible to configure to its interface has been added.
Defensive armament has been taken from a disabled Cyber-wheel robot, providing the Volunteer with a 25mm Plasma Generator and full Stasis Field generation. Additionally, a Sonic Key, the basic interface tool for communicating with the Defense Complex, has been equipped.

It is important to recognise that - due to the extreme urgency of the mission - evaluation tests in the equipment has been limited. However, its shared ancestry with the Cybercon system should mean it provides adequate resources for the job.

The History of Cybercon

> The following information is provided as background.
> The WCDU cannot be sure that the information is wholly correct,
> nor does it surmise that it provides any intelligence directly
> relevant to the mission.

Cybercon's origins lie in the power struggle between the Confederate Democratic Union of States and the Alliance of Holy States, latterly known as the Southern Alliance. The residual weaponry of totalitarian regimes overthrown by the mass revolutionary movements which pre-figured the Alliance gave it an immediate advantage in the initial phases of the war with the Union.

The Union's technological advantage was partially offset by these weapons, and by the sheer weight of numbers on the Alliance side. During the first phase of the war, when parts of Europe were overrun, the Union was unable to cope with the command and control of its diverse weapons systems. Control foundered at the interface between human policy-makers and the electronic 'minds' of the advanced weaponry.

At this point, amidst great secrecy, Union scientists provided an answer:- Cybercon, a cybernetic artificial intelligence which did not need human guidance for individual commands, but which operated within the set parameters of the Union's requirements. Only Cybercon, it was argued, could operate the military resources of the Union swiftly enough to meet the multiple threats in each theatre. The overwhelming nature of the threat to Union security was the simple justification for the enormous expense of the project.

When Cybercon came on line, people throughout the Union breathed a sigh of relief. As it took control of the Union arsenal, as it developed new defensive weapons, and as it utilised those weapons with incredible response rates across the globe, the threat from the Alliance began to recede.

But ultimate peace could not be obtained by holding the enemy at bay. Though the Alliance's primitive defense capability had been neutralised, the potential of billions of people might still be exploited; the Alliance might still overwhelm Cybercon. With this in mind, the Union continued to pour money into development, and the finest cybernetic scientists of their generation were co-opted into the project to conduct advanced research. Cybercon evolved into a second entity, now given the power to make offensive war against the enemy.

The resulting collapse of the Alliance was rapid. Cybercon-II's processing was now even more intricate, yet still incredibly fast, allowing it to plan and control its offensive campaign to a degree unimaginable to any human commander. Within three months, the final outcome of the war was no longer in doubt, although it took six years to quell the last bastions of the Alliance. During that time, Cybercon passed into the third stage of its evolution, and the cloak of secrecy which had veiled its activities became an impenetrable wall. Although outward signs of Cybercon's activities remained - at the airbases and missile sites it maintained and utilised, and through its communications with its human 'masters' - the location of its key centres became the subject of almost mythical conjecture.

Cybercon was hidden away even from the natural curiosity of its political overlords in the Union; increasingly, it also reduced its dependence on humanity for any of its vital functions. Powerful armoured robots conducted its war operations, others ran factories producing vital equipment and stores. Slowly, the number of human beings directly interfacing with the various sub-systems dwindled. Cybercon III was independent, self-sufficient - and answerable only to its own logic programs.

Almost inevitably, there came the disasterous price to be paid for such folly. Like a thunderclap from a clear sky, Cybercon unleashed the full range of its advanced robotic and cybernetic weaponry against the world. Simultaneously, every great city in the world was vaporised by nuclear weapons, fired from bases which were themselves rendered inoperative by auto-destruct mechanisms. Within hours, all human agencies of government and policing were destroyed. The survivors, abandoned and helpless, asked "Who did this to us? Which of our enemies has Cybercon failed to defeat?" The answer became clear only slowly - Cybercon itself was the culprit. Humanity had made the mistake of divesting too much responsibility to a soul-less machine.

Cybercon interpreted its prime directive - the preservation of the Union and saw the greatest danger to the Union as being its own people; had it not destroyed all other threats? Following such remorseless logic, Cybercon preserved the Union by destroying all within it. Even the destruction of its bases and outward sub-systems was deliberate; with no viable target for them to be used against, they were destroyed to prevent any part of their technology entering human hands.

Human survivors, in rural areas, wastelands and sheltered country, were easily herded and culled by Cybercon's advanced Cyber-wheel robots. But a few were capable of resistance. The revived WCDU has fought Cybercon for several years, with some small success against lone Cyber-wheels or isolated sub-systems. But those successes have merely focussed the mind of the machine back on the human problem. Once more Cyber-wheels are rolling across the land, seeking out survivors and nests of resistance.

This time, Cybercon will not rest until all human life has been eradicated.

The Defense Complex

The WCDU discovered the whereabouts of Cybercon's Brain Stem through good fortune and painstaking research. An exploding Cyber-wheel broke open a vestigal underground command facility dating from the late 21st century. Within, the WCDU discovered theoretical documents about a self-supporting command centre, with access to all necessities within its perimeter, and yet which would be small enough to be practically invisible. The ideal location, the document theorised, would be beneath a mountain which had both rich mineral resources and flowing ground water sufficient for industrial power and cooling purposes.

The Brain Stem - Cybercon's central command facility - remained undiscovered at that time, despite all efforts. Cybercon's communications systems were deliberately intricate and arcane, to make tracing signals back to their source impossible. However, the original belief had been that the site could be tracked by monitoring all the activity of Cybercon's robots. Sooner or later, it was theorised, equipment, fuel, replacement parts or other items would have to be delivered there.

The document showed this might not be the case - Cybercon's Brain Stem could be completely isolated. The WCDU's resources were switched at once to a major search to find a site with the requisite resources.
That site is beneath Mount Adam.
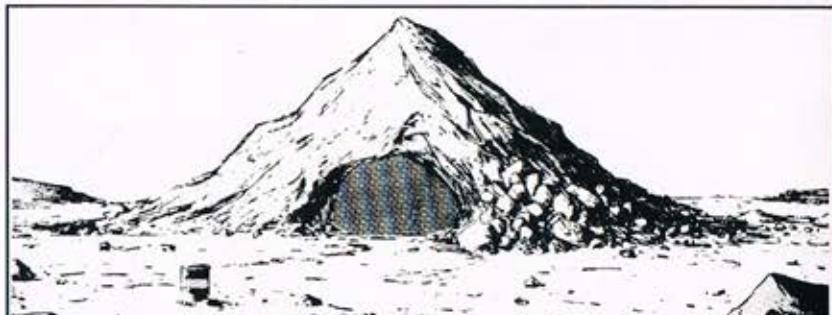
Surviving geological data records showed Mount Adam to be a site with great potential. It is undistinguished and lies some distance away from any pre-Cataclysm urban center or geological 'hot' zone. Reconnaissance then discovered two heavily-camouflaged entrances, both shielded by an impenetrable force wall. These entrances must date from an early incarnation of the Cybercon, when human agents had access to the facility. Cybercon appears to have attempted to further conceal the main entrance by means of triggered land-slides.

Our knowledge of what lies beyond the Force Wall is extremely limited, but we do have some intelligence from old vid-film taken inside the complex during Cybercon's earlier incarnations.

The Defense Complex's sole function is to provide security for the Cybercon Brain Stem, although the facility also manufactures and recycles robots, and operates mineral mines, power plants and other stations. The Force Wall and Mount Adam itself provide proofing against thermo-nuclear blast or conventional externally-supplied high explosive.
The Defense Complex is designed to provide proofing against infiltration by commando, terrorist or special forces - a sign that the design of the Complex was supposed to permit more general human access.

Captured vid-film shows the bulk of the complex consists of inter-connecting passageways, rooms, shafts and trenches. In theory, the Complex could have several thousand such units, although the likely limit is about 500. Further, the Complex is divided into a number of discrete Sectors, which connect only at a limited number of points. The Sectors have extremely variable designs, aimed at disrupting intruders' learning patterns, and to test their capabilities against a number of different defense environments.

Passive defense plays a considerable part in the Complex's design. Approved human agents were equipped and trained to access only those parts of the Complex required by whatever mission profile they had. Low-grade security was provided through a Sonic Key, which would be issued to the operative before he entered the Complex.
These keys exist for all manner of Cybercon facilities, and operate by playing audible tones to a sensory instrument.

By issuing a key containing a limited number of tones, the Complex effectively restricted the equipment any operative could use, and complicated the approach routes to the Brain Stem. Although some doors within the complex operate by sensing the approach of a human or robot, others require a Sonic Key code.

The Union has obtained such a Key, which gives the Volunteer low-grade access to most levels of the Complex. The operation of the Key is the same whatever the end device may be. In some cases, the required code will be displayed on or near the instrument; in others, the operative would normally have been expected to know the required code.

Note that elevators carry two displays. The first shows which floor you are on, and which others the elevator serves. The second shows if the elevator is on your floor, and if it is ascending/descending. Inside the elevator car, the Sonic Key sequence for each floor is indicated on the rear wall.

One important refinement has been added to the Sonic Key supplied to the Volunteer. This is an Interrogate function. By activating the Key with no tones entered, the Volunteer can interrogate the device's sensor to obtain the code the device requires. This should be an invaluable aid to moving around the Complex.

It is extremely likely that other key codes are hidden within the complex, which give access to the most sensitive parts of the Complex. The Volunteer should make every effort to locate these codes.

Communication will be virtually impossible once the operative is inside the Complex. The Complex is so tightly sealed that normal communications are impossible. However, the historical record shows it is equipped with a number of visi-cubes which provided external agencies with views of the Complex (we have included captured stills with this briefing) through a number of transmission interfaces. Any useful information which would be of benefit to a reserve mission should be communicated through this device.

Other Cybercon installations are known to have used toroidal (magnetic plasma bottle) fusion reactors, and it is likely this is the case at Mount Adam. It should be possible to tap into power sources at certain points in the mission to replenish supplies. It may also be possible to remove power from the complex by shutting down or disabling these reactors. It seems unlikely this will be sufficient to complete the mission, and it will certainly shut off all power to elevators and doors.

Given that it is wholly isolated as a system, Cybercon's Brain Stem and the Defense Complex must have internal means for the appropriation, utilisation and processing of local resources. Central manufacturing and repair facilities will break down and rebuild robots on a regular schedule, and disabled equipment will be brought to such facilities by drones for recycling. Intelligence suggests that a red/green chevron marker is a symbol for doors and robots servicing this facility; blocking such doors may have a beneficial effect on the mission.

We have no idea of the location or description of the Force Wall's controls. Clearly, however, the dismantling of this Wall would be a useful success in the event of the primary mission's failure.

Robots and Fixed Defenses

Though separate to the main Cybercon system, the Defense Complex provides a self-contained environment for the Brain Stem and acts as a cellular, multi-threat neutralising defense shield. It is programmed to provide a graduated, variable response to hostile intrusion through both fixed and passive means.

Each Sector of the Complex is designed to make different demands on the aptitudes, resources and capabilities of the aggressor. Furthermore, its defense programme algorithms will be tuned to 'learn' from the actions of the intruder, and to alter the composition of its counter-attacks.

Many of its defenses are designed to disorientate, alarm and confuse opponents unfamiliar with the layout of the complex. False or transparent floors, disguised equipment and twisting, random access routes slow down and dull an aggressor's progress.


There are also fixed Plasma Projectors guarding key doorways, trenches and walkways. These are extremely hazardous, and the WCDU knows of no way in which they can be de-activated short of finding a shut-down Sonic Key code, if such exists.

However, the greatest threat to the Volunteer comes from the robots within the Complex, particularly since there is a very real possibility that Cybercon has acquired some control over key robots and defense systems. The WCDU has no indication of the scale or complexity of these, but we must expect certain design constants to be followed. This allows us to make several generalised comments about what to expect, even though only a small number of Cybercon's robots have ever been properly studied.

The most important of these is that all Cybercon robots are modular and utilise the same components. Though they may perform different functions, and have very different external appearances, they are all essentially similar. This follows on from the importance of the robot 'factories'; these break down robots to their constituent parts, recycling parts which pass various tests into new robots.

This same design criteria explains also why it is that critically-damaged robots throw out undamaged systems and parts for recovery and recycling. This may be of considerable benefit to the Volunteer, since the Robots usually discard Fuel Cells as a priority, to avoid these rupturing and corrupting the other equipment.
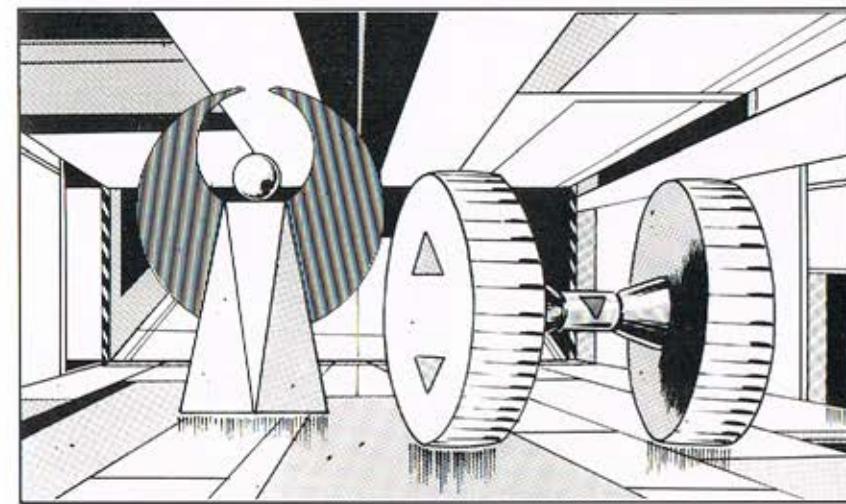
POWER PLANT. Most are powered by electro-magnetic drives fed from internal energy cells. These are heavily armored, and are usually centrally-located to distribute the weight. The Fuel Cells lock in through access ports, and can be explosively jettisoned if the robot is endangered.

SENSORY APPARATUS. According to function, the Robots are given one of three or four sensory arrays, normally masked behind a dome or screen high on its surface. Cybercon robots are given sensory arrays appropriate to their function. The most basic will have Doppler Detectors of variable resolution levels, capable of detecting movement.

Others have simple EM Scanners, capable of detecting electro-magnetic radiation, such as would be caused by equipment use. Finally, the most advanced systems carry optical sensing systems, including infra-red or image-intensifying enhancements, along with a CPU capable of shape/pattern analysis. All systems are then linked to a targetting computer, which controls the on-board weapons systems.

WEAPONS SYSTEMS. Cybercon robots carry various high-yield Plasma Projector systems. Their weapons are controlled by an extremely sophisticated Targetting Module, which has a fast learning curve, and can predict enemy movements from a number of constants. In the Cyber-wheels, the weapon is mounted through the hub or axle, although some have a forward-firing hub weapon. The more advanced systems have a high-angle, multi-directional weapon mounting.

The Cyber-wheel is the standard type, consisting of a simple wheel, or pair of wheels connected by an axle. The tread of the wheel, which is made of some inert substance, contains small sensory devices which read directional information from small wires buried in the floor. The main casing is made of a highly-reflective (to nullify laser fire) poly-carbonised metal alloy, shielding the main drive unit, power plant and logic systems. Manipulation, interface and weapons systems are housed in the hub or axle.

The second type is the Nemesis, a floating robot which uses power magnetic field generators to rise above the surface and control movement. These robots have the more advanced sensory and control systems, usually housed in the 'head', or in high mountings on the body.
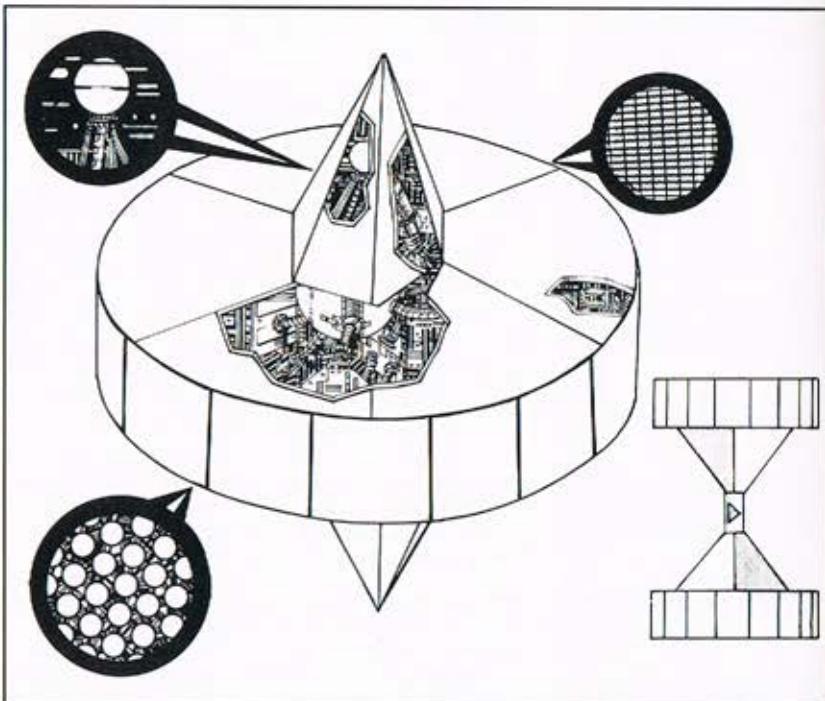
Most have advanced Field Generators, capable of providing shielding in addition to the poly-carbonised reactive armor. Weapons systems are interior mounted, usually from a high vantage point, although some of these robots have them placed behind the chest armor.
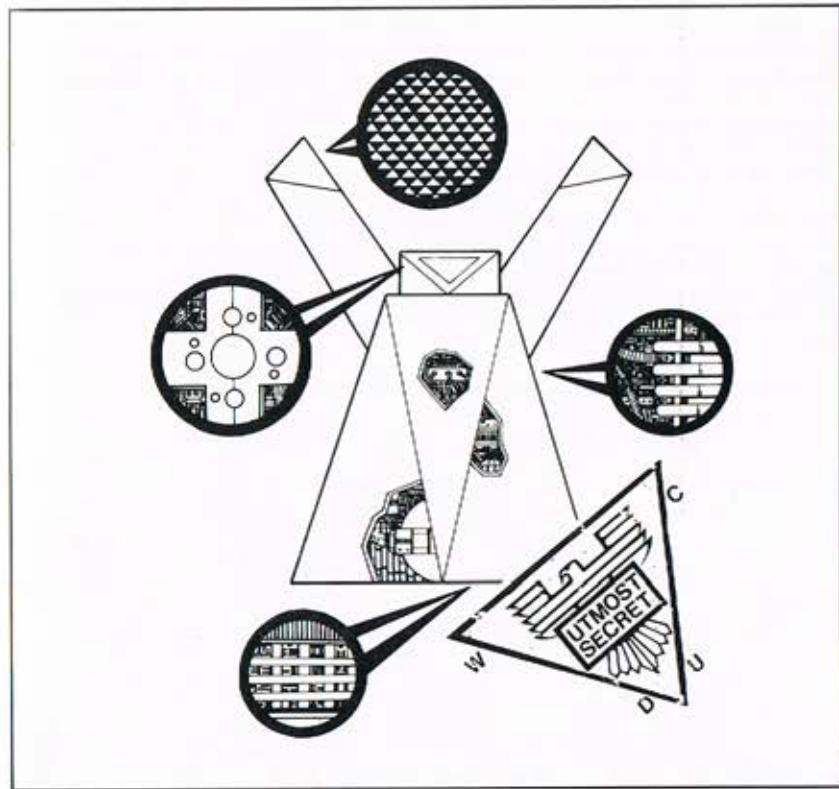
The Power Armour

Before the Cataclysm, Cybercon's interface with humanity was at a very high level. Human technicians constructed and serviced plant, oversaw equipment and software installation and monitored all Cybercon's activities. Some of this work was extremely hazardous. For the most dangerous tasks, operatives were equipped with suits of powered armour, manufactured by the same factories as Cybercon's own robots.

The Maintenance Exo-Skeleton (MES) the WCDU has adapted for this mission is the only such suit known to have survived into the post-Cataclysmic era. Cybercon's destruction of its bases may have been necessitated by its desire to prevent humans gaining access to such equipment. The Armour is designed to the same exacting specifications as Cybercon's own equipment, and shares a number of unique design characteristics with those systems.

The Power Armor is manufactured from 9mm Multi-Phase Reactive Bio-Ceramic/Titanium plate. It weighs just over 4 tonnes and stands three meters high. It has a joint at the waist, allowing the operative to gain access, which is locked with a Bio-Ceramic seal. It is otherwise seamless. The suit is capable of operating in radiation-hot areas, and provides full Environment Isolation and Recycling, with on-board filters capable of resisting all known nerve, chemical or biological agents.

The Volunteer controls servo-assisted movement through sensory apparatus attached to the operative's leg and foot muscles. Muscle output is magnified ten-fold, allowing the suit to be 'walked' with minimum effort though with little capacity for inertia damping. Maximum speeds of 45kph can be attained in this mode. However, the suit's power source can also be circuited into the leg hydraulics, providing pico-second reaction times, and speeds of up to 90kph.

With Power-Assist on-line, three other benefits are conferred on the Armour. The servo-assisted walk generates considerable momentum, and this makes movement relatively clumsy, especially for an untrained operative.
With Power-Assist up, inertia-damping systems are coupled to the hydraulics, considerably enhancing control, particularly when the suit is running at full power.
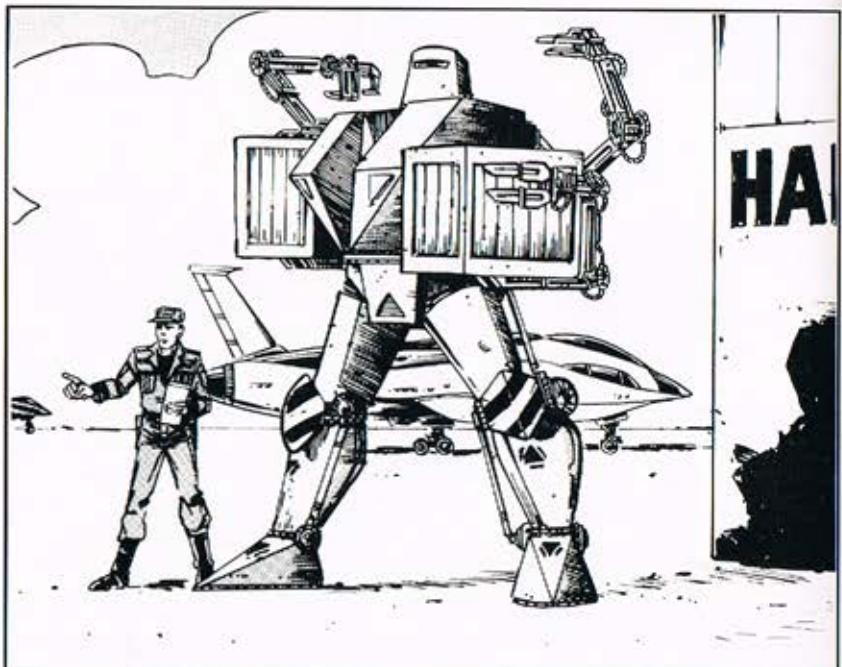
Second, with the suit powered-up, the hydraulics can be expanded rapidly to provide a Power Jump, capable of lifting the Armour up to 20 meters. Some lateral guidance can also be gained by small ram-jets at the armour's waist. Thirdly, the hydraulics provide extremely powerful suspension, allowing the Armour to drop from considerable height without sustaining damage.
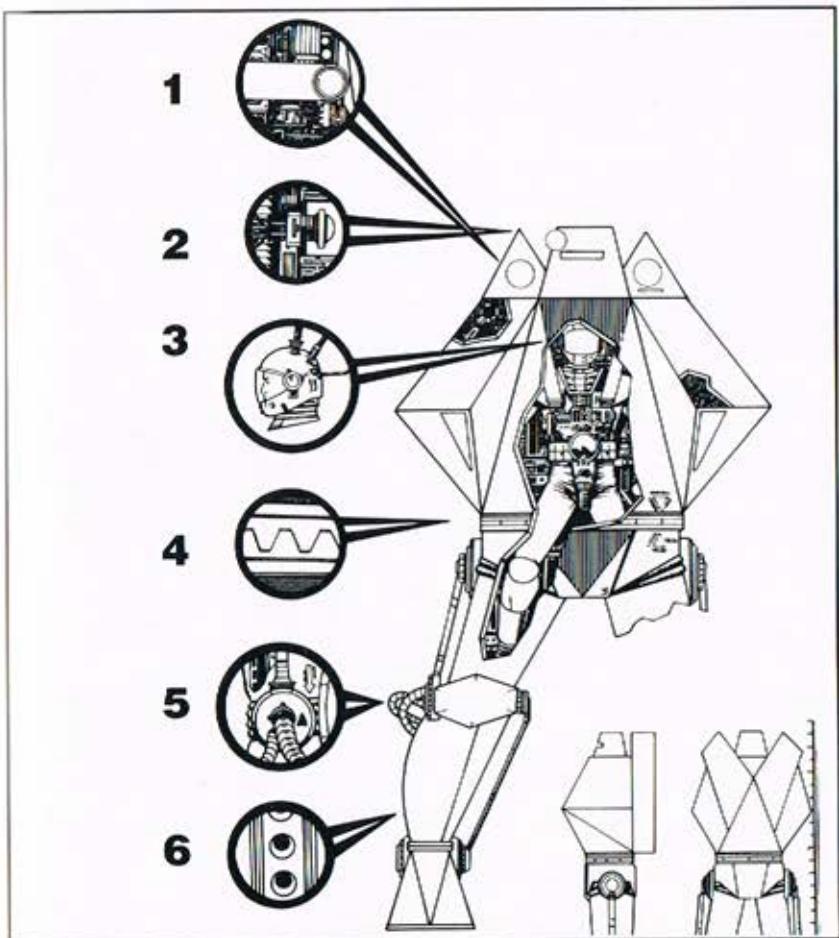
1 Electro-Magnetic Tractor
links to Cellular Backpack
effective range: 4 metres
Backpack contains 16 storage units

2 Plasma Projector
Co-axial Projector
linked to 6MW generator
and optical targetting

3 Cerebral Helmet
Brain wave monitoring
automatic response processing
manual over-ride

4 Environmental Seal
Fully seamless casting bio-cellular
joint system
full on-board recycling

5 Servo-Hydraulic Assist
Amplified manual walk mode
Power-assist walk, inertia
damping, powered leap

6 9mm Bio-ceramic/Alloy Armour
Reflective, reactive
Integrated self-diagnosis/repair

The power supply comes from a high density Energy Matrix, which can be 'idled' safely, with no radiation threat to the user. Moreover, because it uses the same fuel system as the Defense Complex, it is assumed ample energy resources will be available.

The Energy Transfer Probe (ETP) can tap into (or feed) various Defense Complex systems. If the Probe is selected and on-line, the indicator flashes in the presence of a system which can interface with the ETP. Power Cells can be drained of energy to top up Energy Banks, or power can be provided to Field Generators or other equipment.

Energy is a primary concern to the Mission, since the Armour's integral Energy Matrix has a limited capacity, which is quickly drained if the suit's systems are all on. The Power Armour has the capacity to place on-line up to four Energy Banks. Not only will such additional energy sources provide a longer mission profile, but virtually every one of the Primary Management Systems works more efficiently with more power on-line. In particular, the Power-Assist, Energy Shield, Plasma Blaster and Auto-Repair functions all operate on an enhanced gradient with greater supplies of energy.

As already mentioned, Fuel Cells, such as those ejected by damaged robots, can be tapped to replenish the Energy Matrix or supplemental Banks (note: their ballistic shape has lead to suggestions they may also be used as ammunition for some kind of missile launcher).

The Cells, however, have a finite capacity. It may be possible to recover small fusion reactors from disabled robots or other systems in the Complex. A Fusion reactor plugged into an Energy Bank would provide infinite energy within the mission context, though time must be allowed for the Bank to recharge after heavy use.

Finally, the Volunteer should look out for actual Energy Banks, which may be discarded by robots, and which can be fuelled by Cells as mentioned above. Energy Banks, along with ancillary equipment, can be locked into the Power Armour through the Cellular EM Backpack. This contains 16 storage bays, accessed through the remote magnetic 'arm' (actually a magnetic field tractor system) on the right shoulder, which can pick up or set down objects. With the Icon Strip Display

INDICATOR SLASHES
MODE 1

SYSTEM ON-LINE
INTEGRAL MATRIX STATUS
ENERGY BANK STATUS
(GREEN = FUSION)

ENERGY BANK
F1 F2 F3 F4
ON-LINE INDICATORS

DROP OBJECT
⬅ ➡ SELECT
SPACE DROPS

VACANT
PICK UP   SPACE
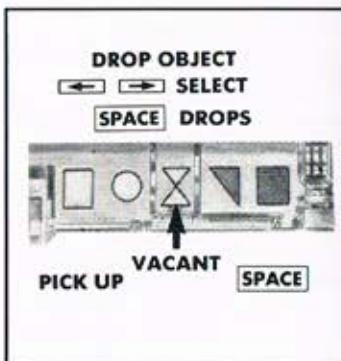
functioning, any object which can be picked up and held in the Backpack flashes in the window when within tractor range. Items can be discarded at any time.

The Pilot sits in a harness within the body of the armour.

Controls are handled in various ways, designed to make the best use of the various areas of his or her brain. A Cerebral Scan helmet, capable of detecting and decoding electro-chemical and brainwave signals, acts as an override management system, attuned to the 'instincts' and decision-making parts of the brain. As seen above, movement of the Power Armour is controlled and powered by a magnified low-energy 'walking' movement by the pilot. Finally, small micro-switch controls in the 'arm' recesses allow the pilot to manually control functions such as camera operation, weapons guidance and the orientation of the armor.
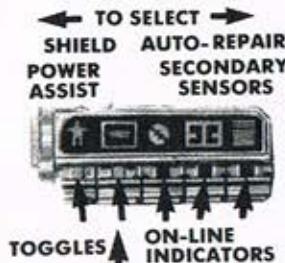
The Primary Management Systems can be switched on or off at the operative's command, allowing him to control energy ouput. The first is Power-assist. The second is the intergral Energy Shield, the third controls the Secondary Systems, the fourth the Auto-Repair, and the fifth the Remote Surveillance equipment.

Although the basic MES unit was discovered unarmed at an airbase (shielded from destruction, incidentally, through being buried under rubble by a freak accident moments before a Cybercon strike), the common systems it shares with all Cybercon units means that WCDU have been able to provide a Plasma Projector taken from a disabled robot and mounted on the Power Armour's helmet.
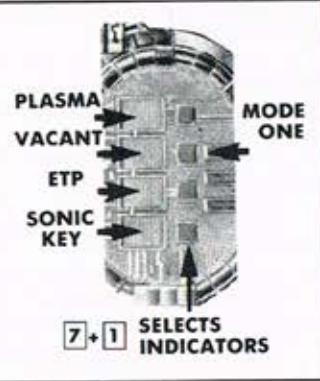
Cybercon's Plasma Projectors generate super-heated 'balls' of energy, and firing these over ranges of up to 500 metres. The projector draws on the Armour's power supply, and recharges in seconds, particularly when more than one Energy Bank is on-line.

Plasma weapons remain the ultimate short-range battlefield weapon. No material has been developed which can withstand them, nor can the energy be reflected or dissipated as is the case with conventional projectile or laser weapons. However, Cybercon does have a defense, in the form of Energy Stasis Fields.

⬅ TO SELECT ➡
SHIELD   AUTO-REPAIR
POWER   SECONDARY
ASSIST   SENSORS

TOGGLES ⬆
ON-LINE INDICATORS

PLASMA
VACANT
ETP
SONIC KEY
MODE ONE

7 + 1 SELECTS INDICATORS

SHIELD

⬆ TOGGLES ON/OFF
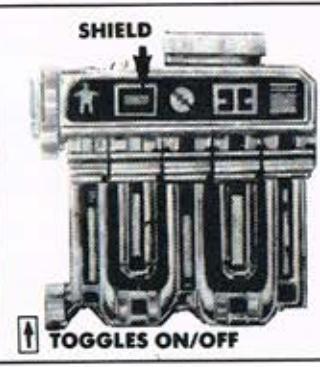
These Fields have the capacity to dissipate plasma energy, greatly reducing their impact.

The Power Armour's Shield generates such a Field, interacting with the active armour systems. The power drain is considerable, and it is not recommended that the Shield be powered-up except in confrontational situations.
Note that Cybercon's most advanced robot designs have integral shields. Certain types are equipped with Field Generators, which, properly aligned, create an energy-field 'skin' over the Robot to protect it from blast or radiation. Once removed from a Robot, however, the same Generators can be used to create cube-shaped 'walls' of energy.
Obtaining such items would be extremely beneficial to the mission.

The fourth PMS is the Auto-Repair function. This is a sophisticated monitoring and recycling unit, which can provide replacment parts or bypass systems for virtually all the Power Armour's many functions - including itself. The operative can immediately guage the status of different systems through the Helmet Display. By putting the AR system on-line, and selecting those systems to be repaired, the operative can maintain systems integrity following any misadventure.

AUTO-REPAIR ON-LINE

SYSTEMS STATUS DISPLAY | **AUTO-REPAIR INDICATORS TOGGLES**

Obviously, if the AR unit is itself damaged, priority should be given to its repair. The AR system also works best with more power on-line, and with the other PMS systems shut down.

The final PMS controls the Sensory Arrays. With this on-line, several sub-systems are activated. First, the Doppler Detection operates through the Ring Indicator; moving objects show up as green lights on the display. This takes no account of the distance or altitude of the object. Second, the Ring Indicator functions as a Jump Gauge during powered leaps, and as an Impact Gauge at the end of a fall.
Third, the Pitch and Compass Indicators come on-line. Finally, the Sensors can receive incoming data from remote cameras.

DOPPLER DETECTOR

360° SWEEP

We have obtained two standard cameras and placed them in the Power Armour's Cellular Backpack. The Volunteer can operate four cameras altogether, of either type. Clearly, if one could be found, a Parrot would be extremely useful. The standard cameras (plus any others discovered in the Complex) are best placed at a junction or other point from which an attack might be launched. Alternatively, the status of certain rooms within the Complex - such as power plants - could be monitored from afar.

ZOOM IN

PAN LEFT | **PAN RIGHT**

ZOOM OUT

LOOK DOWN + FIRE

LOOK UP
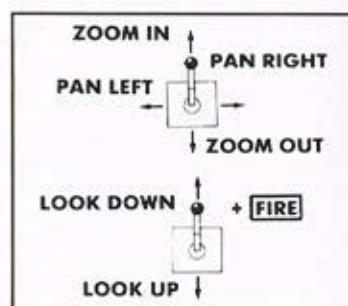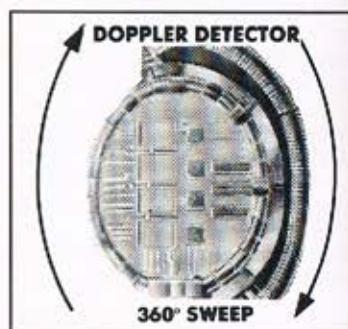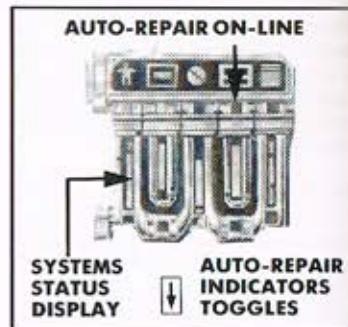
Other equipment, such as alternative weapons or specialised security devices, can be either operated directly within the PA system, or remotely. The ballistic shape of the Fuel Cells suggest that these could be fired from some kind of Missile Launcher, if such could be discovered. More advanced control devices similar to the Sonic Key may also exist. Such items can be affixed to the left shoulder port on the backpack, and operated through the Secondary System Display. Other equipment, such as a captured Field Generator would have to be placed on the floor before activation.

ICON STRIP DISPLAY

⬅ **SCROLL** ➡

SPACE SELECTS

KEY DISPLAY

PLAYS CODES SELECTED

F9 INTERROGATE

The Sonic Key will operate such devices as they will most other systems within the Complex. Most require the correct Key sequences to be played. The Interrogate function will trick certain of these systems to divulge their codes, and additional codes for more advanced equipment must be sought.

Final Instructions

(1) Fuel is your lifeline. You must find additional sources of energy quickly, to provide more power for the PA. The most readily-available source are the robots; these will eject Fuel Cells or Energy Banks if critically damaged (and some of the larger robots have self-sustaining nuclear power, which would reduce your dependence). For that reason alone, it is important not to waste firepower in destroying robots - use the minimum amount of force. Create stores of cells in safe parts of the Complex. It is also conceivable that the central energy sources of the complex itself might be tapped.

(2) You can husband your limited power supply through switching Primary systems off. However, it is not recommended that the Shield or Sensors be left off when entering a potentially 'hot' area. Finding a safe place to hide allows you to turn off all other systems while repairs take place. Always repair the Auto-Repair first; it will then service the other systems more efficiently.

(3) Field Generators in their unattached (cuboid) form have a variety of potential uses. Certainly, they can provide a shield from hostile fire, or to block a doorway. Think creatively. Your PA's Jump capability means you could shelter behind a field, and pop up to fire at hostile forces. Remember to keep the Field Generator replenished with fuel for as long as it is useful to you, and turn it off (with the Sonic Key) when it is not.

(4) The Parrot camera is an invaluable tool. If used carefully, it makes an excellent scout (although it has no means to open locked doors or to operate elevators). It can also provide a remote means to plan an ambush, or to keep watch while you power down the shield and weapons to make repairs.

(5) Observation is the key! The complex's original makers and the technicians who served it were only human - there are many places where they left mnemonics and other memory-jogging devices to remind them how to activate systems or bypass destructive equipment. There may even be a schematic map of the Complex somewhere. You must also keep searching for additional Sonic Key codes; for every obstacle, there is a solution, somewhere.
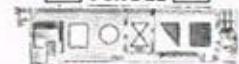
(6) Communications Rooms are your only means of contact with the outside world. Use them whenever you can - you never know when you might run into something lethal round the next corner. Treat them just like a Save Game option in one of those 20th Century computer games - we might just be able to pick up from where you left off.

(7) Watch out for blast damage from explosions. Watch out for your own weapons if you fire them in an enclosed space. Watch out for fixed plasma generators. Watch out for any energy-carrying devices. In fact, just watch out for everything!

The top half of the Power Armour is winched down, and locked in place. The scurrying technicians make their last adjustments, then you are unceremoniously wheeled out towards the Defense Complex. The suit comes alive as you activate the Internal Energy Matrix.

A voice crackles over the ear implant.

"Time to go, son. We've just got time to pass on a few last-minute enhancements the back room boys added in the last few minutes.

"First, you can get a more detailed look at what the cameras pick up. Press f5 while a camera is active, and the view will go full screen. Press f5 again to return to the normal view.

"You can record the Power Armour's PMS settings at any time by pressing SHIFT + FUNCTION KEY. This allows you to set up configurations for combat, auto-repair, Jump, etc. You can access stored configurations by pressing CONTROL + FUNCTION KEY. It's up to you which configuration you store where.

"Finally, though it's pretty hard to map the inside of the Complex, you might be able to make some kind of Topographic plan. We've worked out as much as we can of the Complex, and that information is now in your possession. Each time you Pause the game by pressing f8, you can get the ID NUMBER for the room you are in. That might make it easier to keep a record of the Complex. The rest is up to you.

" That's all we can do to help, boy. Now, all we can do is wish you luck... and watch and wait. You come back now... y'hear? "

In einer verrückt gewordenen Welt war dies sicher der größte Wahnsinn. Ein Mann gegen das ultimative Verteidigungssystem, das je geschaffen wurde; ein Mann gegen Roboter-Legionen, die ganze Städte ausradieren können. Ein Mann gegen CYBERCON.

In einer provisorischen Werkstatt, die in einen Bombenkrater in den Rocky Mountains gegraben wurde, beeilen sich Techniker, um die letzten Vorbereitungen zu treffen. Im Brennpunkt ihrer hektischen Aktivität befindet sich ein gigantischer gepanzerter Anzug, dessen obere Hälfte an einer Kranbrücke hängt, während an den mächtigen Beinen letzte Einstellungen vorgenommen werden. Die Zeit ist knapp.

Neben dieser gigantischen Rüstung wartet der erfolgreichste und meistdekorierte Kämpfer darauf, in die untere Hälfte des Anzugs gesetzt zu werden. Ein kybernetischer Helm umschließt seine Stirn und verbindet ihn mit den Kontrollen. Ein knapp sitzender Harnisch wird seinem Körper angepaßt, dann hebt man ihn an und senkt ihn die Beine des Panzeranzugs. Er hat sich freiwillig für die Mission gemeldet, die nun gleich beginnt. Langsam wird das Oberteil abgelassen und in der richtigen Stellung arretiert. Die Vorbereitungen sind abgeschlossen - das Abenteuer fängt an. In der Rüstung, die entweder die Rettung der Welt oder den Sarkophag des Kämpfers bedeutet, wird dem Freiwilligen klar, daß er bald Cybercon gegenübertreten wird; es gibt nur einen Mann und nur diese eine Chance - er muß den schwachen Punkt finden und ausnutzen. Der Freiwillige sind Sie. Machen Sie sich bereit für CYBERCON III.

SPIELSTEUERUNG

EINLEITUNG
Das Handbuch liefert die grundlegende Anleitung, wie Cybercon III gespielt wird.

START/SICHERN/LADEN
Die Anleitung finden Sie auf der Blitzstart-Karte.

SICHERHEIT
Cybercon III besitzt einen eingebauten Kopierschutz. An verschiedenen Stellen im Spiel, unter anderem kurz nach Beginn, muß der Spieler einen Sicherheitstest bestehen, um weiterspielen zu können. Wenn Sie bestimmte Türen im komplex (siehe Seite 32) durchschreiten wollen, erscheint ein vierteiliger alphanumerischer Code auf dem schwarzen Kontrollpult neben der Tür. Die ersten beiden Buchstaben/Zahlen beziehen sich auf die äußeren Ringe der Codescheibe (die dem Spiel beiliegt); bringen Sie beide untereinander, 1. Buchstabe/ Zahl auf dem äußeren Ring und 2. Buchstabe/ Zahl auf dem inneren Ring. Die nächsten beiden Zeichen sagen Ihnen, welches Fenster Sie im mittleren Ring suchen müssen. Geben Sie die Buchstaben/Zahlen ein, die Sie dort vorfinden. Für jede richtige Antwort erhalten Sie einen Tonschlüssel-Code für diese Tür. Drei richtige Antworten sind erforderlich. Drücken Sie die RETURN-Taste, um die Sequenz zu aktivieren und öffnen Sie die Tür. Das Spiel kann nun weitergehen.
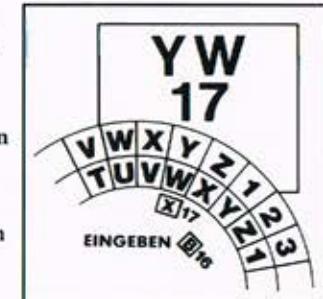
Steuerung Des Panzeranzugs
Cybercon III wird über Tastatur/Joystick gespielt. Das Bildschirmfoto und die Liste der Meldungen auf Seite 30 geben einen Überblick über die Hauptkontrollen.

Panzeranzugbewegung mit dem Joystick
Die Bewegung des Panzeranzugs (PA) wird vom Joystick gesteuert. Drücken Sie ihn nach vorne, um vorwärts zu gehen und ziehen Sie ihn nach hinten um rückwärts zu gehen. Drücken Sie den Joystick nach links oder rechts, dreht sich der PA entsprechend.
Drücken Sie den Feuerknopf und bewegen gleichzeitig den Joystick nach links oder rechts, wird der Panzeranzug seitwärts versetzt. Zu guter Letzt kann mit dem Feuerknopf und dem Joystick der Kopf des PAs geneigt werden. Drücken Sie den Joystick nach vorn, um nach unten zu sehen und ziehen Sie ihn nach hinten, um nach oben zu schauen.
Sind die Sensoren des PAs eingeschaltet, zeigt der Neigungsmesser die Ausrichtung des Helms und der Kompaß die Stellung des Anzugs.
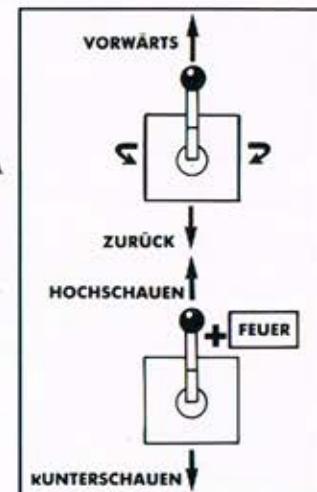
Mit einem Druck auf die Taste F10 (oder einem längeren Druck auf den Feuerknopf während einer Bewegung) bringen Sie den PA zum Springen (wenn die Energie-Unterstützung eingeschaltet ist; siehe Seite 31). Je länger F10 gehalten wird, desto mehr Energie wird auf den Sprung verwandt (das Maximum hängt von der Anzahl der aktiven Energiebänke und anderen arbeitenden Systemen ab; siehe Seite 31). Die Ringanzeige zeigt den Energieaufbau. Begrenzte seitliche Bewegung (mit dem Joystick) ist durch die automatischen Steuerdüsen möglich.

F10
SPRINGEN

Anmerkung: Die energiegestützte Landefunktion wird automatisch eingesetzt, falls der PA "stürzt", vorausgesetzt die Energie-Unterstützung ist eingeschaltet.
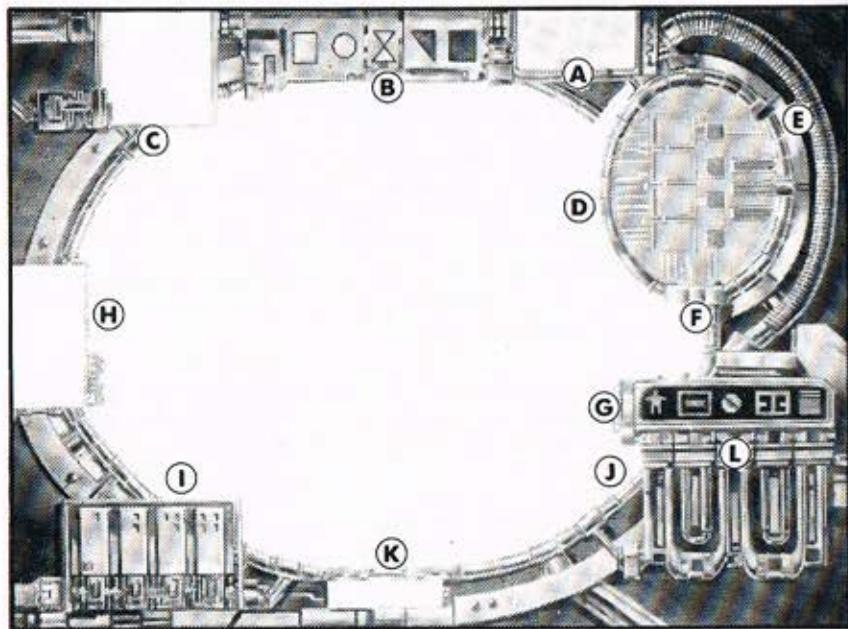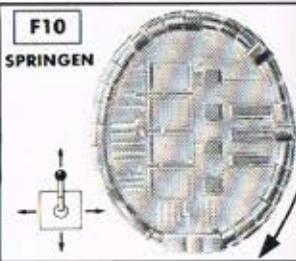
A Tonschlüssel-Anzeige

B Symbolreihen-Anzeige
Rucksackinhalt/Tonschlüssel-Codes

C Kameramonitor

D Sekundärsysteme (SS)
Plasma-Projektor/frei/
Energietransfer/Tonschlüssel
(Anzeige; grün = an
blinkend = Nähe)

E Modus-Anzeigen
Sekundärsysteme/
Kamera-Monitor/
Kamerabewegung

F Ringanzeiger
Doppler-Detektor/Kraftsprung-Monitor

G Anzeige primäres Steuersystem (PMS)
Kampfanzug/Schild/Sekundär/Auto-Reparatur/
Sensoren
(Anzeigen; grün = on-line)

H Neigungsanzeiger

I Energiebank-Anzeige (Anzeigen; rot = on-line)

J PMS Status Anzeigen

K Kompaßanzeige

L Auto-Reparatur On-Line-Anzeige
(grün = an)

GRUNDLEGENDE STEUERUNG

JOYSTICK	Bewegung des Panzeranzugs
FEUERKNOPF	Benutzung der gewählten Sekundärausrüstung. (Entspricht bei Vorwärts- und Rückwärtsbewegung f10.)

TASTEN

F1-F4	Energiebank-Umschalter (an/aus)
F8	Pause. Mit RETURN Abbruch.
F9	Anfrage
F10	Sprung. Zum Energieaufbau festhalten, zum Springen loslassen.
<>	Symbolreihen-Anzeige nach links/rechts scrollen.
LEERTASTE	Objekt aufheben/ablegen/Tonschlüssel-Code wählen.
RETURN	Tonschlüssel-Codesequenz abspielen.
9 & 3	Wählen des Sekundärsystem-Anzeigemodus
7 & 1	Wählen der Sekundärausrüstung/Kamera
Cursortaste L/R	Auswahl primäres Steuersystem
Cursortaste auf	Gewähltes System an-/abschalten
Cursortaste ab	Umschalten von Auto-Reparaturstatus des gewählten Systems an/aus
ESC	Wird zum Laden eines gesichertes Spiels benutzt - siehe Blitzstart-Karte.

Energiebank-Anzeige/Steuerung

Die Energiebank-Anzeige zeigt die aktuellen Reserven in der eingebauten Matrix des PA und eventuelle zusätzliche Energiebänke. Ist der Balken rot, besitzt die Bank nur eine begrenzte Energiereserve, die aus Brennstoffzellen gezogen wird. Ist er grün, wird die Bank von einem kleinen Fusionsreaktor gespeist, der praktisch unbegrenzt Energie liefert, obwohl ein wenig Zeit zum Wiederaufladen benötigt wird. Wenn Sie eine Energiebank im Komplex entdecken (sie sehen wie rechteckige Säulen aus), können Sie sie als Ersatz-Kraftwerk benutzen, wenn Sie sie in den Rucksack stecken. Sie belegt automatisch einen der freien Energiebank-Plätze. Die vier zusätzlichen Energiebänke lassen sich mit F1 - F4 an- und abschalten (aber denken Sie daran: sie müssen von erbeuteten Energiezellen aufgefüllt werden, genauso wie die eingebaute Matrix). Je mehr Bänke eingeschaltet sind, desto mehr Energie stehen dem PA, Schild, Waffensystem, etc zur Verfügung. Die Energie wird immer gleichmäßig auf alle eingeschalteten PA-Systeme verteilt.

Energie kann über das Energie Transfersonde (ETP) bestimmten Geräten entzogen oder zugeführt werden.

INTEGRALER MATRIX-STATUS ENERGIEBANK-STATUS (GRÜN = FUSION)

ENERGIEBANK-ON-LINE-ANZEIGER
F1 F2 F3 F4

Primäres Steuersystem (PMS)

Das PMS regelt die Hauptfunktionen des PAs.

← ZU WÄHLEN →
SCHILD
KRAFTHILFE
AUTO-REPARATUR
SEKUNDÄRSENSOREN

ON-LINE-ANZEIGER-UMSCHALTER
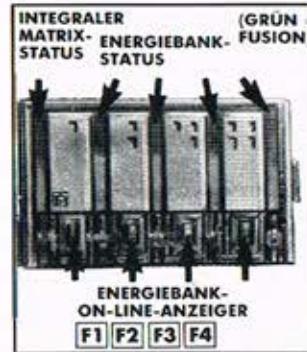
Die Cursortasten LINKS/RECHTS wählen das System; die Cursortaste AUF schaltet das gewählte System an und aus. Das erste System des PA ist die Energie-Unterstützung. Ist sie aktiv, hat der Spieler bessere Kontrolle über den Anzug und kann auf die Kraftsprungfunktion und die energiegestützte Landung zurückgreifen. Das zweite System ist der Verteidigungsschild des PAs, der Schäden durch feindlichen Beschuß verhindert.

Das dritte System steuert die Arbeit verschiedener Sekundärsysteme, einschließlich des ETP, der Waffen und des Tonschlüssel. Das vierte System ist das Auto-Reparatursystem, das im aktivierten Zustand beschädigte Systeme instandsetzt. Der Zustand der einzelnen Systeme kann durch die Statusbalken unter den Systemsymbolen überprüft werden. Auch hier dienen die Cursortasten LINKS/RECHTS zur

AUTO-REPARATUR ON-LINE

SYSTEMSTATUS-ANZEIGEN
AUTO-REPARATUR NETZ ANZEIGE-UYMSCHALTER

Auswahl, wobei zusätzlich die Cursortaste AB das System ins Auto-Reparatur-Netz übernimmt. Energie, die der automatischen Reparatur zugeführt wird, verteilt sich gleichmäßig auf alle beschädigten Systeme.

Das fünfte PMS steuert die Sensoren. Sind sie aktiv (der Energieverbrauch dieses Systems ist minimal), arbeitet die Ringanzeige als Doppler-Detektor in einem 360-Grad-Bereich. Ziele werden durch eine grüne Kontrolleuchte angezeigt. Das Sensorsystem steuert auch den Neigungsmesser, den Kompaß und die Kameras.

Sekundärsysteme (SS)

Sekundärsysteme werden aktiviert, indem Schalter 3 des PMS selektiert und die Cursortaste AUF gedrückt wird. Die Kontrolle erfolgt durch die SS-Anzeige.

Die SS-Anzeige arbeitet in drei Betriebsarten. Die Tasten 9 und 3 auf dem Ziffernblock durchlaufen die drei Modi, und die Kontrolleuchten rechts auf der Anzeige signalisieren, welcher gerade aktiv ist.

MODUS EINS
ZWEI
DREI
SEKUNDÄRSYSTEM ON-LINE

9 MODUSWAHL 3

Waffen

Modus 1 läßt den Spieler wählen, welches der vier verschiedenen System aktiviert werden soll. Taste 7 und 1 auf dem Ziffernblock durchlaufen die vier Positionen, wobei das derzeitig arbeitende System sowohl in der PMS-Anzeige als auch in der Anzeige der Sekundärsysteme erscheint. Die erste Einheit ist der Plasma-Projektor. Er ist auf einer Halterung neben dem Helmvisier montiert und feuert direkt nach vorn. Mit dem FEUERKNOPF wird diese Waffe ausgelöst.

Die zweite Einheit ist zu Beginn des Spiels noch unbelegt, kann aber für ein zweites Waffensystem oder ein anderes Gerät benutzt werden. Das erste geeignete Gerät, das aufgenommen wird, wandert

PLASMA
FREI
ETP
TONSCHLÜSSEL
MODUS EINS

7 + 1 WÄHLT ANZEIGER
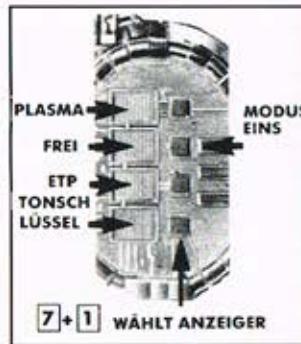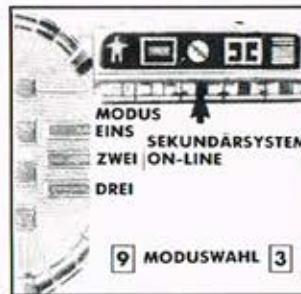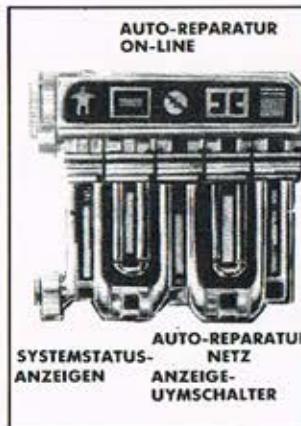
automatisch an diese Stelle; sollen die Geräte ausgetauscht werden, müssen Sie beide ablegen und das benötigte zuerst wieder aufheben (das andere wird im Rucksack verstaut).

Die dritte Einheit ist die Energie-Transfersonde (ETP). Ist die ETP gewählt und eingeschaltet beginnt sie zu blinken, sobald sie in die Nähe eines Gerätes kommt, mit dem sie zusammenarbeiten kann.

Die ETP kann Energie aus Brennstoffzellen abziehen und an eingeschaltete Energiebänke weiterleiten. Sie kann auch Energie liefern, um Feldgeneratoren oder andere Einrichtungen zu aktivieren.

Die vierte Einheit ist der Tonschlüssel. Ist er gewählt und aktiv, verändert sich die Symbolreihen-Anzeige und zeigt die Toncodes, die dem Schlüssel bekannt sind. Zur Bedienung wählen Sie zuerst 1 bis 3 Symbole aus der Reihe, indem Sie die Symbole mit die Taste < und > durchlaufen lassen und mit der Leertaste das gewünschte aussuchen. Die gewählten Codes werden in die Schlüsselanzeige rechts übertragen (ein vierter Code löscht die Anzeige). Drücken Sie den FEUERKNOPF oder RETURN, um den Tonschlüssel zu aktivieren (abzuspielen). Wird die richtige Tonfolge gespielt, kann der Schlüssel nahezu jedes Gerät im Komplex bedienen.

Wird der Schlüssel eingesetzt, ohne daß Codes geladen sind (oder wird F9 gedrückt), erfolgt die Anfrage an ein System im Komplex, mit der versucht wird, die richtige Tonkombination zu ermitteln. Dieser Versuch kann mehrfach erfolgen. Ein abfragbares System in der Nähe des Schlüssels läßt die Betriebsanzeige rot und grün blinken. Ist die Abfrage erfolgreich, speichert der Schlüssel den Code aus dem System und er kann jederzeit abgespielt werden, um dieses System zu bedienen.

Kennt der Schlüssel des PAs den entsprechenden Code nicht, führt die Abfrage zu keinem Erfolg. Manche Systeme liefern dem Freiwilligen aber Zusatzcodes, die ab sofort eingesetzt werden können.

Sekundärsystem - Kameras

Die anderen beiden Betriebsarten der Sekundärsystem-Anzeige beziehen sich auf die ferngesteuerten Kameras.

Modus Zwei ist der Empfangsmodus. Ist das Sensorfeld im PMS on-line, können Bilder der aufgestellten und aktivierten Kamera angezeigt werden. Bis zu vier Kameras lassen sich überwachen. Die richtige Kamera wird mit den Taste 7 und 1 auf dem Ziffernblock gewählt. Modus Drei funktioniert ziemlich ähnlich, nur daß die Kamera mit dem Joystick gesteuert wird

ETP GEWÄHLT   MODUS EINS

TONSCHLÜSSEL GEWÄHLT
ON-LINE

ABROLLEN DER SYMBOLREIHNEN-ANZEIGE

LEERTASTE WÄHLT SCHLÜSSELANZEIGE

SPIELT GEWÄHLTE CODES

MODI ZWEI &
DREI
KAMERAS 1 – 4
SENSOREN ON-LINE
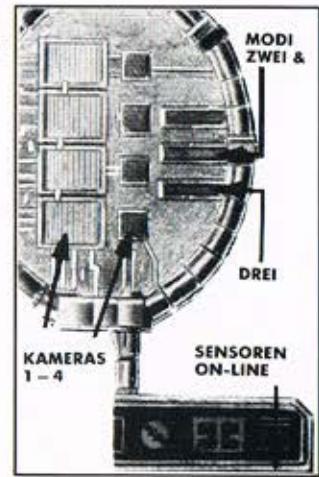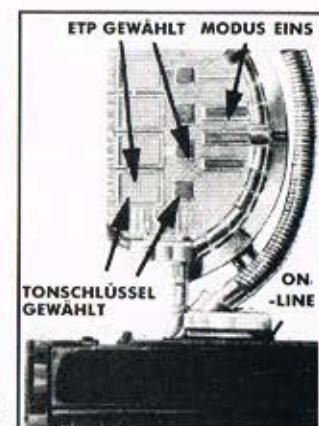
(im Modus Zwei steuert er immer noch den Panzeranzug).

Standard-Kameras können mit dem Joystick nach links und rechts geschwenkt werden oder das Bild vergrößern und verkleinern. Mit dem Druck auf den FEUERKNOPF und einer Joystickbewegung nach vorn oder nach hinten, neigt sich die Kamera auf und ab, genauso wie beim Panzeranzug.

Das besondere Kameramodell "Parrot" (Kamera 1) ist beweglich. Mit dem Joystick lassen sich ihre Bewegungen genauso steuern, wie man sonst den Panzeranzug kontrolliert. Vergrößern oder Verkleinern des Bildes ist nicht möglich, da sie näher an ihr Ziel heranfliegen kann, was dieselbe Wirkung hat. Mit der Taste 5 auf dem Ziffernblock kann die "Parrot" wieder zurückgeholt werden, vorausgesetzt der PA befindet sich im selben Raum.

Aufnehmen/Ablegen von Gegenständen

Der mehrfach unterteilte Rucksack des Kampfanzuges kann bis zu 16 Gegenstände aufnehmen.

Außer beim Einsatz des Tonschlüssels zeigt die Symbolreihe die Gegenstände an, die sich im Rucksack befinden.

Um einen Gegenstand abzulegen oder zu plazieren, suchen Sie ihn mit den Tasten < und > heraus und drücken die Leertaste, um den Gegenstand auszuwählen.

Bestimmte Gegenstände erfordern einen Tonschlüssel zur Aktivierung. Dieser kann mit der bekannten Prozedur abgefragt werden.

Durch Umkehr dieses Ablaufs können Gegenstände im ganzen Komplex aufgehoben werden. Sorgen Sie zuerst dafür, daß das Fenster im Symbolstreifen eine leeren Platz zeigt, dann nähern Sie sich dem Objekt. Blinkt das Objekt im Fenster, kann es mit der LEERTASTE aufgehoben werden.
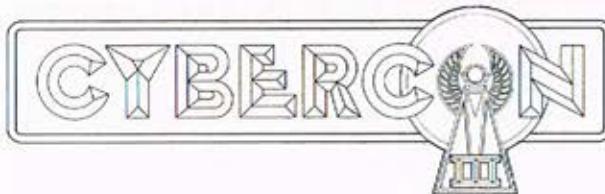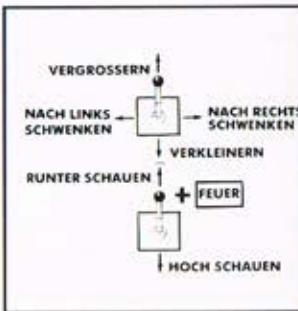
Dans un monde devenu fou, voici la plus grande des folies. Un homme contre le suprême système de défense de tous les temps; un homme contre des légions de robots capables de détruire des villes entières. Un seul homme contre le Cybercon.

Dans un atelier de fortune fait des débris trouvés dans le cratère d'une bombe dans les Rocheuses, des techniciens font des préparatifs de dernière minute le plus vite possible. Au centre de toute cette activité, une immense combinaison blindée. La moitié supérieure est suspendue à un portique, tandis que les puissantes jambes reçoivent les derniers ajustages. Il reste très peu de temps.

A côté de la Super Armure (Power Armour), le guerrier le meilleur et le plus décoré de l'Union attend d'être abaissé dans la moitié inférieure de l'armure. Un casque cybernétique entoure son front, le reliant aux contrôles de l'armure. Un harnais serré est attaché à son corps puis il est soulevé et relâché dans les jambes de l'armure. Il s'est porté volontaire pour cette mission...elle va bientôt commencer. Lentement, la partie supérieure de l'armure est abaissée au treuil et mise en place. Les préparatifs sont terminés. La mission peut commencer. A l'intérieur de l'armure, le monde sera sauvé ou enterré. Le Volontaire sait qu'il devra bientôt affronter le Cybercon. Bombes, chars d'assaut et missiles ont tous échoué; maintenant, il n'y a plus qu'un homme et qu'une chance: trouver le point faible et le prendre.

Le Volontaire c'est vous et vous vous préparez pour le Cybercon III.

CONTROLES DU JEU

INTRODUCTION

Ce manuel est un guide de base sur la façon d'utiliser Cybercon III.

POUR COMMENCER/SAUVEGARDER/RESTITUER

Voir la carte de Démarrage Rapide.

SECURITE

Cybercon III comprend une routine intégrale de protection de copie de logiciel. A plusieurs reprises pendant la partie, y compris au début, le joueur sera soumis à une vérification de sécurité avant de pouvoir continuer à jouer. Quand vous interrogerez certaines portes dans le complexe (voir page 39), un code alpha-numérique en quatre parties apparaîtra sur un panneau noir à côté de la porte. Les deux premières lettres ou les deux premiers chiffres se rapportent aux cercles externes de la Roue de Code (fournie avec le jeu); alignez-les, première lettre ou premier chiffre sur la roue externe, seconde lettre ou second chiffre sur la roue interne. Le nombre à deux chiffres qui apparaît en-dessous vous indique à quelle fenêtre de la Roue de Code vous référer. Tapez la lettre/le nombre que vous y trouvez. Pour chaque réponse correcte vous recevrez un code de Clé Sonique pour la porte en question. Il vous faudra trois bonnes réponses. Appuyez sur RETURN pour activer la séquence et ouvrir la porte. Le jeu pourra alors continuer.

Pour Controler La Super Amure

Cybercon III est contrôlé par clavier/joystick. La liste de photos d'écran et de messages-guides de la page 37 donne une vue d'ensemble des contrôles principaux.

Mouvement du joystick / de la Super Armure

Les mouvements de la Super Armure (PA) sont contrôlés avec le joystick. Poussez vers l'avant pour avancer, tirez vers l'arrière pour reculer. En poussant le joystick à gauche ou à droite, vous faites tourner l'armure dans le sens des aiguilles d'une montre ou dans le sens inverse.

En appuyant sur le bouton FIRE et en bougeant le joystick à droite ou à gauche en même temps, la Super Armure se déplace latéralement..

Finalement, en appuyant sur le bouton FIRE et en maniant le joystick simultanément, vous pouvez faire incliner la tête de l'armure. Poussez vers l'avant pour lui faire baisser la tête, tirez vers l'arrière pour lui faire lever la tête.
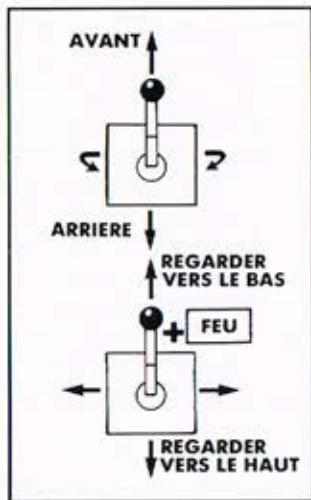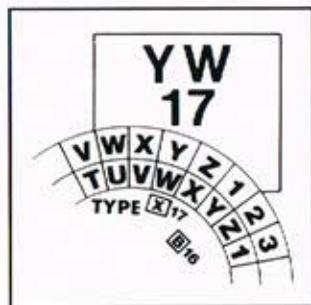
Si les Détecteurs de l'armure sont activés, l'Indicateur de Tangage indique l'attitude du casque et la Boussole affiche l'orientation de l'Armure.

En appuyant sur f10 (ou en maintenant le bouton FEU enfoncé tout en bougeant) vous faites sauter l'armure (si Power-assist est activé; voir page 39). Plus vous appuyez sur f10 plus il y aura d'énergie transférée dans le Saut (le maximum dépend du nombre de Banques d'Energie activées et des autres systèmes alimentés; voir page 39) L'Indicateur de Cercle indique l'accumulation de puissance. Un certain mouvement latéral est possible (en utilisant le joystick) par l'intermédiaire de réacteurs de manoeuvre automatiques.

Remarque: La fonction d'Atterrissage Assisté est utilisée automatiquement si l'armure "tombe", à condition que "Power-Assist" soit activé.
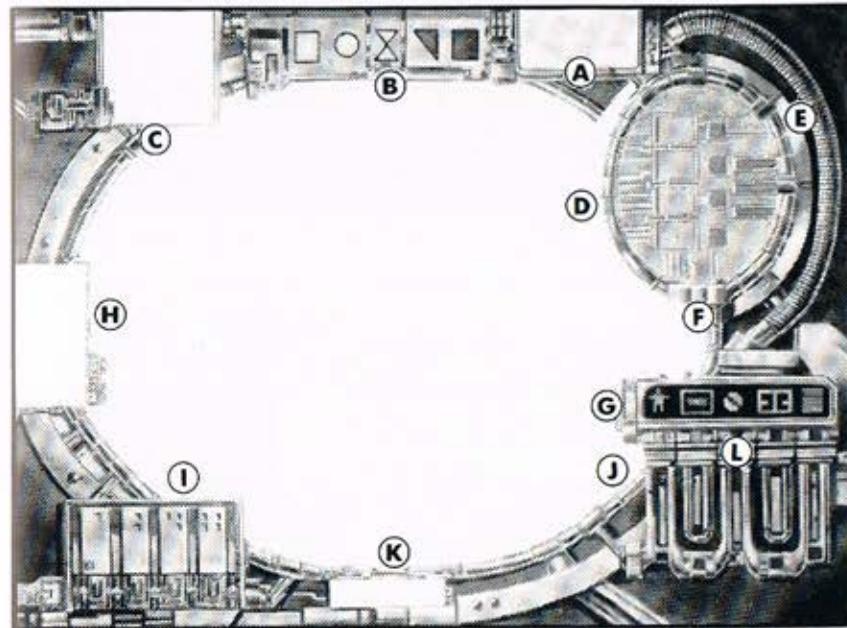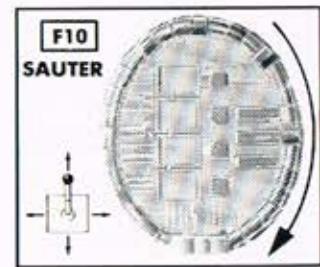
A **Cadran de Clé Sonique**

B **Cadran de Bande d'Icônes Contenu du Sac à Dos / Codes de Clé Sonique**

C **Moniteur de Caméra**

D **Systèmes Secondaires Plasma / libre / Transfert d'Energie / Clé Sonique (indicateurs; vert = activé) clignotant = proximité)**

E **Systèmes Secondaires / Moniteur de Caméra / Mouvement de Caméra**

F **Indicateur de Cercle Détecteur de Doppler / Moniteur de Saut Assisté**

G **Cadran de Système de Direction Primaire (SDP) Super Armure / Ecran de Protection/ Secondaire Auto-Réparation/Détecteurs Projecteur de (indicateurs; H Indicateur de Tangage (vert=activé)**

I **Cadran de Banque d'Energie (indicateurs; rouge = activé)**

J **Indicateurs de Statut de SDP**

K **Indicateur de Boussole**

L **Indicateurs d'Auto-Réparation activés (vert=activé rouge=eteint)**

GUIDE DE CONTRÔLE ÉLÉMENTAIRE

JOYSTICK	Mouvement de la Super Armure
FEU	Utilisez l'équipement secondaire sélectionné. (Identique à f10 si vous avancez/reculez)

TOUCHES

f1-f4	Banque d'Energie alterne (activée/désactivée)
f8	Pause. Appuyez sur RETURN pour annuler
f9	Interrogation
f10	Sauter. Maintenez la touche enfoncée pour accumuler de la puissance, relâchez pour sauter.
<>	Faire dérouler la Bande d'Icônes à gauche/droite
ESPACE	Ramasser / Lâcher Objet / Sélectionner Code de Clé Sonique.
RETURN	Jouer séquence de Code de Clé Sonique
9 & 3	Sélection de mode d'Affichage de Système Secondaire
7 & 1	Sélection d'Equipement / de Caméra Secondaire
Curseur G/D	Sélection de SDP
Curseur en Haut	Faire alterner système sélectionné actif/inactif
Curseur en Bas	Faire alterner statut d'Auto-réparation du système sélectionné actif / inactif.
ESC	Utilisée pour restituer une partie sauvegardée.

Contrôle / Indicateurs de Banque d'Energie

Les indicateurs de Banque D'Energie montrent les réserves actuelles dans la Matrice intégrale de la Super Armure et toutes les Banques d'Energie supplémentaires. Si la barre est rouge, la Banque a une réserve d'énergie finie, tirée de Cellules de Carburant. Si elle est verte, la Banque est assistée par un petit réacteur à fusion qui dispose d'une énergie illimitée, bien qu'il mette du temps à se recharger. Si vous découvrez une Banque d'Energie dans le Complexe (elles ressemblent à des colonnes rectangulaires) vous pourrez l'utiliser comme centrale d'énergie supplémentaire en la mettant dans le sac à dos. Elle occupe automatiquement l'un des

STATUT DE MATRICE INTEGRALE **STATUT DE BANQUE D'ENERGIE**

INDICATEURS EN LIGNE DE BANQUE D'ENERGIE
F1 F2 F3 F4

emplacements de Banque d'Energie libres. Faites alterner les quatre Banques Supplémentaires entre actives et inactives en utilisant les touches f1-f4 (mais n'oubliez pas qu'elles doivent être alimentées avec des Cellules d'Energie tout comme la Matrice intégrale). Plus il y a de Banques actives, plus il y a d'énergie disponible pour l'Armure, l'Ecran de Protection, les Systèmes d'Armement, etc. L'Energie est toujours répartie de façon égale entre les systèmes actifs de l'armure.

L'énergie peut être tirée de ou fournie à certains appareils dans le complexe par l'intermédiaire de la Sonde de Transfert d'Energie (STE).

Système de Direction Primaire (SDP)

Le SDP contrôle les fonctions principales de l'armure. Les touches curseur droite/gauche (LEFT/RIGHT CURSOR) sélectionnent le système; la touche de curseur vers le haut (CURSOR UP)fait alterner le système sélectionné entre actif et inactif. Le premier est le système d'assistance de l'armure. Activé, il donne au joueur un meilleur contrôle de l'Armure et lui permet d'accéder aux fonctions de Saut et d'Atterrissage Assistés.

Le second système est le Champ de Défense de l'armure, qui peut tolérer les dommages causés par le tir ennemi.

Le troisième système contrôle le statut de plusieurs Systèmes Secondaires, y compris la STE, les Armes et la Clé Sonique

Le quatrième système est un système d'Auto-Réparation qui, s'il est activé, répare les dommages infligés aux systèmes. Le statut de tel ou tel système peut être vérifié sur les barres de statut situées sous les icônes des systèmes. Une fois de plus, utilisez les touches curseur à GAUCHE/DROITE (LEFT/RIGHT) pour sélectionner le système et la touche de curseur en BAS (DOWN) pour mettre ce système dans le filet d'Auto-Réparation. L'Energie allouée à l'auto-Réparation est répartie de façon égale entre les systèmes endommagés.

Le cinquième SDP contrôle les Détecteurs. S'il est activé (la consommation d'énergie de ce système est minimale), l'Indicateur de Cercle agit comme Détecteur de Doppler avec un balayage de 360 degrés. Les cibles sont indiquées par une lumière verte. Le système de Détection contrôle également l'indicateur de Tangage, la Boussole et les Caméras.

◄SELECTIONNER►
BOUCLIER   AUTO REPARATION
ASSISTANCE D'ENERGIE   DETECTEURS SECONDAIRES

PERMUTATIONS D'INDICATEURS EN LIGNE

AUTO-REPARATION EN LIGNE

AFFICHAGES DE STATUT DES SYSTEMES   **PERMUTATION D'INDICATEURS D'AUTO-REPARATION FILET**
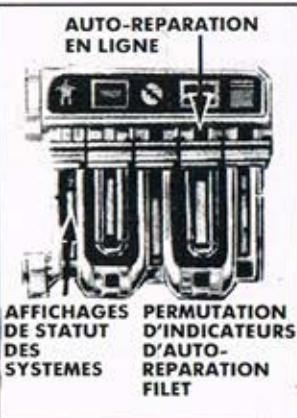
Systèmes Secondaires (SS)

Les Systèmes Secondaires sont activés en sélectionnant l'interrupteur de SDP 3 et en appuyant sur la touche curseur en HAUT (UP). Ils sont contrôlés par l'intermédiaire du cadran de SS.

Le cadram de SS a trois modes de fonctionnement. Les touches 9 et 3 du clavier numérique font dérouler les trois Modes et les lumières à la droite du cadran indiquent le mode qui est actuellement actif.

MODE UN
DEUX
TROIS   SYSTEME SECONDAIRE EN LIGNE

9 SELECTION DE MODE 3

Armes

Le Mode Un permet au joueur de sélectionner un système à activer parmi quatre. Les touches 7 et 1 du clavier numérique font dérouler les quatre articles. L'article actuellement sélectionné apparaît dans le cadran de SDP et est mis en évidence dans le cadran de Systèmes Secondaires. La première unité est le

Projecteur de Plasma. Il est monté à côté de la visière du casque et tire directement en avant. Appuyez sur FEU pour faire fonctionner l'arme.

La seconde unité est vide au début du jeu mais pourrait être utilisée pour une seconde arme, ou pour un autre dispositif. Le premier dispositif utilisable ramassé sera automatiquement chargé dans cette unité; si vous voulez changer de dispositif, lâchez les deux dispositifs concernés et ramassez d'abord le dispositif voulu (l'autre sera mis dans le sac à dos).

La troisième unité est la Sonde de Transfert d'Energie (STE). Si ellle est sélectionnée et activée, elle clignote quand elle est mise près d'un système avec lequel une interaction est possible.

La Sonde de Transfert d'Energie peut faire passer de l'énergie des Cellules de Carburant à des Banques d'Energie activées. Elle peut également fournir de l'énergie pour faire démarrer des Générateurs et autres systèmes.

La quatrième unité est la Clé Sonique. Si elle est sélectionnée et mise en activité, elle modifie le cadran de Bande d'Icônes pour montrer les codes soniques connus par cette Clé. Pour l'utiliser, sélectionnez entre 1 et 3 icônes en les faisant défiler avec les touches < et > et en utlisant ESPACE pour sélectionner. Les codes sélectionnés sont transférés au cadran de Clé de droite (en chargeant un quatrième code vous libérez le cadran). Appuyez sur FEU ou RETURN pour activer ('jouer') la Clé Sonique. Si les codes corrects sont joués, la Clé peut faire fonctionner presque tous les dispositifs du Complexe.

Si la clé est jouée sans codes chargés (ou si F9 est enfoncée), elle Interroge un système à l'intérieur du Complexe, cherchant à découvrir la bonne combinaison. Ceci peut être tenté plusieurs fois. Quand un système interrogeable est à portée de la Clé, son indicateur rouge/vert cignote. Si l'interrogation a réussi, la Clé tire le code du système et elle peut donc être jouée pour faire fonctionner ce système.

Si la Clé de la Super Armure ne connaît pas le bon Code, l'Interrogation ne pourra pas réussir. Cependant, certains systèmes peuvent donner des codes supplémentaires au Volontaire et il pourra les utiliser à partir de ce moment-là.

Systèmes Secondaires - Caméras

Les deux autres Modes pour le cadran de Systèmes Secondaires se rapportent au fonctionnement de Caméras à Télécommande.
Le Mode Deux est le Mode de Réception. Si le SDP de déploiement de

PLASMA
LIBRE
ETP
CLE SONIQUE
MODE UN
7 + 1 INDICATEURS SECRETS

ETP SELECTIONNE
MODE UN
CLE SONIQUE SELECTIONNEE
EN LIGNE

DEFILEMENT D'AFFICHAGE DE BANDE D'ICONES
ESPACEMENT SELECTIONNE AFFICHAGE DE CLES
JOUE LES CODES SELECTIONNES
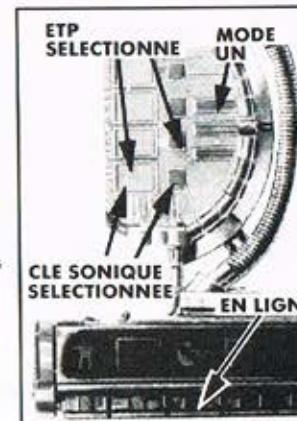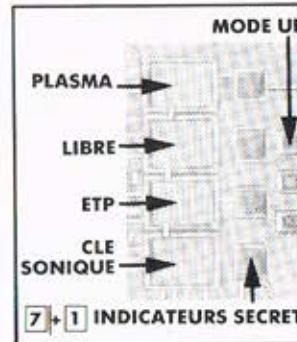
détecteurs est activé, les images d'une caméra qui a été placée et activée peuvent être vues. Vous pouvez voir les images de quatre caméras à la fois et la caméra active est sélectionnée en utilisant les touches 1 et 7 du clavier numérique. Le Mode Trois fonctionne de façon très similaire mais permet au joystick d'être utilisé pour contrôler la caméra (en Mode Deux, il ne contrôle que la Super Armure).

Les caméras standard peuvent panoramiquer à gauche ou à droite ou zoomer en avant ou en arrière à l'aide du joystick. En appuyant sur FIRE et en bougeant le joystick en même temps vers le haut ou vers le bas, la Caméra est inclinée vers le haut ou vers le bas, de la même façon que la Super Armure.

La caméra spéciale "Perroquet" (Caméra 1) est mobile et le joystick contrôle donc ses mouvements dans l'espace de la même manière que quand il déplace la Super Armure. Elle ne peut pas être zoomée vers l'avant ou l'arrière mais elle peut voler plus près de sa cible, ce qui a le même effet. Remarquez qu'en appuyant sur la touche '5' du clavier numérique, vous pouvez faire revenir le Perroquet vers vous, à condition que vous soyez dans la même pièce.

MODES DEUX ET TROIS
CAMERA 1 – 4
DETECTEURS EN LIGNE

ZOOM
PANORAMIQUE GAUCHE
PANORAMIQUE DROITE
REGARDER VERS LE BAS
SORTIE DE ZOOM + FEU
REGARDER VERS LE HAUT
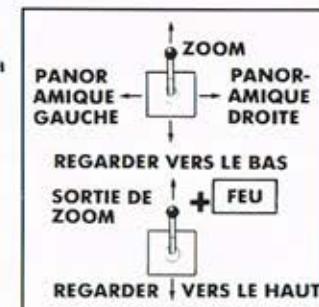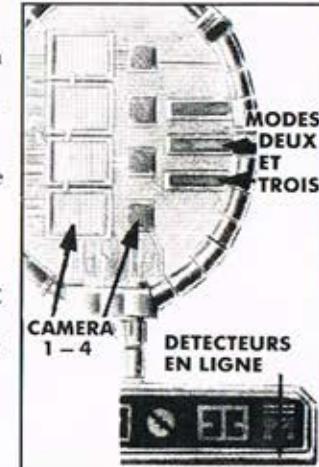
Pour Prendre / Lâcher des Ojets

Le Sac à Dos cellulaire porté par la Super Armure peut contenir jusqu'à 16 articles.

Sauf quand elle est utilisée pour la Clé Sonique, la Bande d'Icônes montre les articles qui sont portés dans le Sac à Dos.
Pour lâcher ou placer un objet, sélectionnez-le en utilisant les touches < et > pour faire défiler les objets et sur ESPACE pour sélectionner.

Certains articles nécessitent une séquence de Clé Sonique pour pouvoir être activés. Ils peuvent être Interrogés pour obtenir un code, en suivant le procédé habituel.

Les articles peuvent être ramassés dans tout le Complexe en inversant le procédé. Vérifiez tout d'abord que la fenêtre de Bande d'Icônes est sur un espace libre puis approchez de l'objet. Quand il clignote dans la fenêtre, il peut être ramassé en appuyant sur ESPACE.

LACHER OBJET, SELECTIONNER ESPACEMENT 'FAIT LACHER'
LIBRE
RAMASSER ESPACEMENT
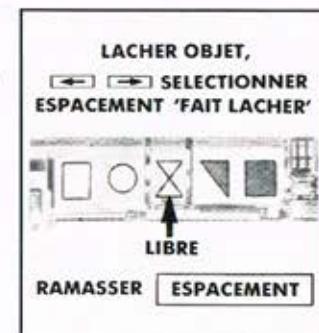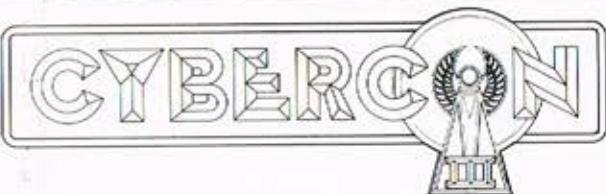
In un mondo impazzito, questa è la pazzia più grossa di tutte. Un uomo solo contro il più avanzato sistema di difesa mai inventato; un uomo solo contro legioni di robot capaci di distruggere intere città. Un uomo solo contro Cybercon.

In un'officina improvvisata allestita in un cratere di bomba nelle Montagne Rocciose, i tecnici si affrettano nelle preparazioni dell'ultimo minuto. Al centro delle attività c'è un enorme tuta corazzata, la cui metà superiore è appesa ad un paranco, mentre le possenti gambe sono oggetto delle ultime regolazioni. C'è così poco tempo.

Accanto all'Armatura, il migliore e più decorato soldato dell'Unione è in attesa di essere calato nella parte inferiore della corazza, un elmetto cibernetico gli cinge la fronte, collegandolo ai controlli della corazza. Gli vengono assicurate delle cinghie che lo sollevano per poi calarlo negli arti dell'armatura. Lui si è offerto volontario per questa missione...che presto avrà inizio.

Lentamente, la parte superiore della corazza viene calata e inchiavardata al suo posto. La preparazione è finita - adesso la missione può iniziare. Dentro l'armatura, che sarà la salvezza del mondo o la sua tomba, il Volontario sa che presto dovrà affrontare Cybercon. Bombe, carri e missili non sono riusciti a distruggerlo; adesso c'è solo un uomo e una sola possibilità - trovare il punto debole e farlo fuori.

Tu sei il Volontario. Preparati ad entrare nel Cybercon III.

CONTROLLI DEL GIOCO

INTRODUZIONE
Questo opuscolo fornisce una guida di base per eseguire Cybercon III.

AVVIO/SALVA/RIPRISTINA
Vedi sulla scheda di Avviamento Rapido per le altre istruzioni.

SEZIONE I
Cybercon III dispone di una routine di protezione integrale. In vari punti del gioco, compreso subito dopo l'avvio, il giocatore deve passare un controllo di sicurezza per poter procedere con il gioco. Quando interroghi alcune porte nel complesso (vedi a pagina 46), un codice alfanumerico in quattro parti appare sul pannello nero accanto alla porta. Le prime due lettere/numeri si riferiscono ai cerchi esterni della Ruota dei Codici (acclusa al gioco); allineale, la prima lettera/numero con il cerchio esterno, la seconda lettera/numero con il cerchio interno. I due numeri sotto, indicano a quale finestra della Ruota dei Codici riferirsi. Digita il numero/lettera che vi trovi. Per ogni risposta giusta, ti viene dato un codice Chiave Sonica per quella data porta. Ti occorrono tre risposte giuste. Premi RITORNO per attivare la sequenza e aprire la porta. Il gioco, adesso, può proseguire.
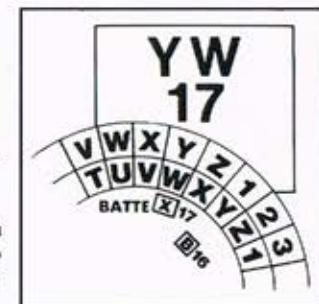
Controllo Dell'Armatura
Cybercon III è controllato dal joystick/tastiera. Il fotogramma e la lista dei solleciti a pagina 44 ti danno una panoramica dei controlli principali.

Movimenti Armatura/Joystick
I movimenti dell'Armatura (PA) si controllano con il joystick. Spingi in avanti per avanzare, tira indietro per indietreggiare. Spingendo il joystick a destra o a sinistra, fa girare la PA in senso orario o antiorario.
Premendo il bottone di FUOCO e muovendo il joystick a sinistra o a destra simultaneamente, l'Armatura si trascina da un lato. Infine, premendo simultaneamente il bottone di FUOCO e operando il joystick, la testa della PA si inclina. Spingi in avanti per guardare in basso, tira indietro per guardare in alto.
Se i Sensori della PA sono in linea, l'indicatore di Punto mostra l'assetto dell'elmetto e la Bussola indica l'orientamento dell'Armatura.

Premendo F10 (o premendo a lungo il bottone di FUOCO durante il movimento), la PA effettua un Salto (se il Servomotore è in linea; vedi a pagina 46). Più F10 viene tenuto premuto, maggiore potenza viene trasmessa al Salto (il massimo dipende dal numeri di Banchi di Energia in linea e da altri sistemi energizzati; vedi a pagina 46 L'Indicatore ad Anello mostra l'accumulo di Potenza. Alcuni movimenti laterali (mediante il joystick) sono possibili mediante getti di manovra automatici.

Nota: La funzione di Servo-Atterraggio viene usata automaticamente se la PA 'cade', a patto che il Servo Motore sia in linea.

F10 SALTA
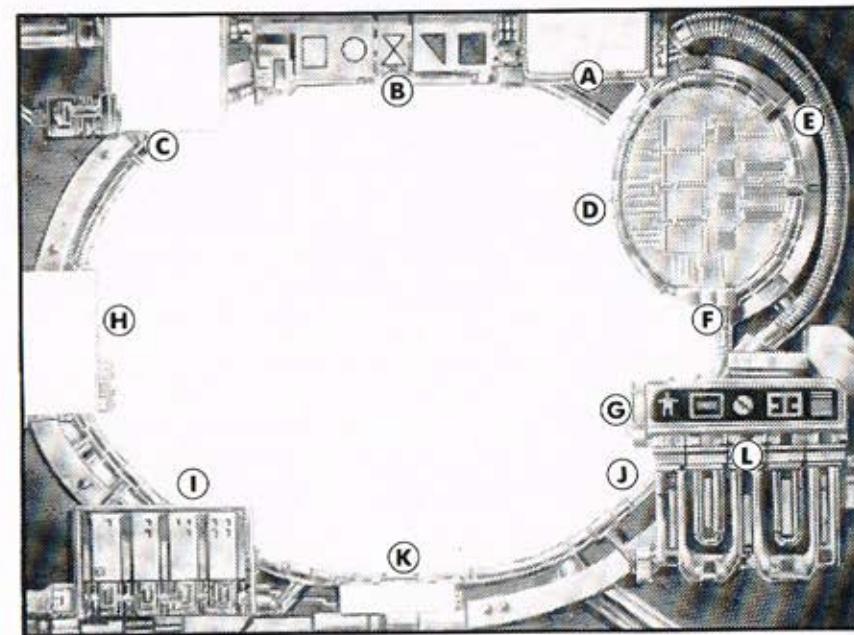
A Visualizzazione Chiave Sonica

B Visualizzazione Striscia Icone Contenuto Zaino/Codicio Chiave Sonica

C Monitor di Camera

D Sistemi Secondari Proiettore al Plasma/vacante/ Trasmissione Energia/Chiave Sonica (indicatori; verde = attivo lampeggiante = prossimità)

E Indicatori di Modalità Sistemi Secondari/ Monitor di Camera/ Movimenti Camera

F Indicatori ad Anello Rivelatore Doppler/Monitor Potenza di Salto

G Visualizzazione Sistema di Gestione Primario (PMS) Armatura/Scudo/Secondario/Auto Riparazione/Sensori (indicatori; verde = in linea)

H Indicatore di Punto

I Visualizzatore Banchi di Energia (indicatori: rosso = in linea)

J Indicatori di Stato PMS

K Indicatore Bussola

L Indicatori di Auto Riparazione In Linea (verde = attiva)

GUIDA AI CONTROLLI DI BASE

JOYSTICK	per i movimenti dell'Armatura
FUOCO	Utilizza attrezzatura secondaria selezionata. (Duplica f10 se muovi avanti/indietro)

TASTI

f1-f4	Scambia Banchi di Energia (acceso/spento)
f8	Pausa. Premi RITORNO per annullare
f9	Interroga
f10	Salta. Tieni premuto per accumulare Potenza, rilascia per Saltare.
<>	Scorre la Striscia di Icone da sinistra a destra.
BARRA	Raccogli/Lascia Oggetto/Seleziona Codice Chiave Sonica
RITORNO	Esegue sequenza Codice Chiave Sonica
9 & 3	Seleziona modalità visualizzazione Sistema Secondario
7 & 1	Seleziona camera/Attrezzatura Secondaria
Cursore S/D	seleziona PMS
Cursore Su	Scambia il sistema selezionato acceso/spento
Cursore Giù	Scambia stato sistema Auto Riparazione selezionato acceso/spento
ESC	Serve per ripristinare giochi salvati - vedi scheda avviamento rapido.

Controllo/Indicatori Banchi di Energia

Gli indicatori dei Banchi di Energia mostrano le riserve correnti nella Matrice Integrale della PA e ogni altro Banco di Energia supplementare. Se la barra è rossa, il Banco ha una riserva di energia delimitata derivata dalle Cellule di Combustibile. Se è verde, il Banco è alimentato da un piccolo reattore a fusione che dispone effettivamente di potenza illimitata, anche se impiega parecchio per ricaricarsi. Se trovi un Banco di Energia nel Complesso (appaiono come colonne rettangolari), puoi utilizzarlo come alimentatore supplementare mettendolo nello zaino, dove va ad occupare automaticamente uno dei posti vacanti. Accendi e spegni i quattro Banchi di Energia mediante F1-F4 (ma ricorda che questi devono essere riforniti da Cellule di Energia catturate, proprio come la Matrice integrale). Più Banchi sono in linea, maggiore la potenza disponibile per la PA, lo Scudo, i Sistemi d'Arma, ecc. L'Energia viene sempre condivisa in parti uguali dai sistemi della PA in linea.

L'Energia può essere ricavata da o fornita a determinati apparati all'interno del complesso mediante il Sonda di Trasmissione di Energia (ETP).

STATO MATRICE INTERNO   STATO BANCHI D'ENERGIA (VERDE = FUSIONE)

INDICATORI BANCHIE D'ENERGIA IN LINEA

F1 F2 F3 F4

Sistema di Gestione Primario (PMS)

Il PMS controlla le funzioni principali della PA. I tasti CURSORE SINISTRA/ DESTRA selezionano il sistema; il CURSORE SU accende/spegne il sistema. Il primo sistema è il Servo Motore della PA. In linea, questo fornisce al giocatore

un migliore controllo sull'Armatura, oltre che all'accesso alla funzione di Salto Motorizzato e al Servo Atterraggio.

Il secondo sistema è il Campo Difensivo della PA, che può assorbire i danni del fuoco nemico.
Il terzo sistema controlla lo stato di una varietà di Sistemi secondari, compreso l'ETP, le Armi e la Chiave Sonica. Il quarto sistema è quello dell'Auto Riparazione che, se attivo, ripara i sistemi danneggiati. Lo stato dei singoli sistemi si può vedere sulla barra di situazione sotto le icone del sistema. Anche qui, usa i tasti CURSORE SINISTRA/DESTRA per selezionare il sistema, più il CURSORE GIU' per collocare quel sistema nella rete Auto Riparazione. L'energia assegnata all'Auto Riparazione viene condivisa ugualmente tra i sistemi danneggiati selezionati.

Il quinto PMS controlla i Sensori. Se attivo (il consumo di energia di questo sistema è minimo), l'Indicatore ad Anello agisce come un Rivelatore Doppler con un arco di 360 gradi. I bersagli sono indicati da una spia verde. Il Sistema di Sensori inoltre, controlla l'indicatore di Punto, la Bussola e le Camere.


PER SELEZIONARE
INTERVENTO DI POTENZA / AUTO RIPARAZIONE
SCUDO / SENSORI SECONDARI

ALTERNA INDICATORI IN LINEA

AUTO RIPARAZIONE IN LINEA

DISPLAY DEI STATI DI SISTEMA

ALTERNA INDICATOR AUTO RIPARAZIONE (RETE)
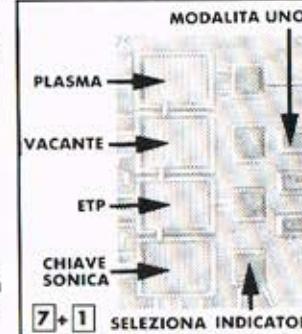
Sistemi Secondari (SS)

I Sistemi Secondari sono attivati selezionando il commutatore 3 del PMS e premendo il CURSORE SU. Questi li controlli attraverso la visualizzazione SS.

La Visualizzazione SS opera in tre Modalità. i tasti 9 e 3 sul tastierino numerico scorrono le tre Modalità e le spie sulla destra indicano quali sono attualmente attivi.

MODALITA UNO DUE TRE / SISTEMI SECONDARI IN LINEA

9 SELEZIONA MODALITÀ 3

Armi

La Modalità 1 consente al giocatore di selezionare uno dei quattro diversi sistemi da attivare. I tasti 7 e 1 sul tastierino numerico scorrono i quattro oggetti, con quello attualmente selezionato che appare nella visualizzazione PMS, e che vengono evidenziati nella Visualizzazione dei Sistemi Secondari. La prima unità è il Proiettore al Plasma. Questo è montato su un appoggio a fianco del visore dell'elmetto e spara frontalmente. Per operare l'arma, premi FUOCO. La seconda unità è vacante all'inizio del gioco, ma può essere usata per una seconda arma o per un altro dispositivo. Il primo dispositivo applicabile

MODALITA UNO
PLASMA
VACANTE
ETP
CHIAVE SONICA

7 + 1 SELEZIONA INDICATORI

che si raccoglie, viene automaticamente montato in questa postazione; se vuoi cambiare i dispositivi, lasciali entrambi e raccogli prima quello attivamente richiesto (l'altro viene riposto nello zaino).

La terza unità è la Sonda di Trasmissione di Energia (ETP). Se il ETP è selezionato e in linea, prende a lampeggiare quando si trova nelle prossimità di un sistema con cui può interagire. Il ETP può alimentarsi dalle Cellule di Combustibile su Banchi di Energia in linea. Può inoltre fornire energia per avviare Generatori di campo e altri sistemi.

La quarta unità è la Chiave Sonica. Se questa viene selezionata e attivata, modifica la Visualizzazione della Striscia di Icone mostrando i codici sonici noti a quella Chiave. Per operare, seleziona prima le icone 1-3 dalla Striscia, scorrendo le icone con i tasti < e > e usando la Barra Spaziatrice per selezionare. I codici selezionati sono trasferiti alla Visualizzazione della Chiave sulla destra (caricando un quarto codice si toglie la visualizzazione). Premi FUOCO o RITORNO per attivare ('Eseguire') la Chiave Sonica. Se viene eseguito il codice/i giusto, la Chiave può operare quasi tutti i dispositivi nel Complesso.

Se la Chiave viene eseguita senza caricare alcun codice (e se si preme F9), Interroga un sistema nel Complesso, cercando di scoprire la combinazione giusta. Questo si può tentare più di una volta. Un sistema Interrogabile a portata della Chiave, fa lampeggiare indicatori verdi/rossi. Se l'Interrogazione ha successo, la Chiave ottiene il codice dal sistema che può quindi essere eseguito per operare quel sistema. Se la Chiave della PA non conosce il Codice relativo, Interroga non funziona. Tuttavia, alcuni sistemi possono dare al Volontario altri codici, che possono essere utilizzati da lì in avanti.


ETP SELEZIONATO / MODALITA UNO
CHIAVE SONICA SELEZIONATA / IN-LINEA

DISPLAY DELLO SCORRIMENTO DELLA STRISCIA DI ICONE

SPAZIO SELEZIONA

CODICI DEI GIOCATORI SELEZIONATI

Sistemi Secondari - Camere

Le altre due Modalità della Visualizzazone Sistemi secondari, si riferiscono alle operazioni delle Camere Telecomandate.

La Modalità Due è la Modalità di Ricezione. Se l'Insieme di Sensori del PMS è in linea, si possono vedere immagini da una camera in postazione e attiva. Si possono osservare fino a quattro camere e quella attiva viene selezionata mediante i tasti 7 e 1 sul tastierino.

La Modalità Tre opera allo stesso modo, ma permette di usare il joystick per controllare la camera (In Modalità Due, controlla sempre anche l'Armatura).

Le camere normali possono spaziare a sinistra o a destra, oppure zoomare dentro e fuori mediante il

CAMERE 1 - 4 / LE MODALITA DU E TRE / SENSORI IN LINEA
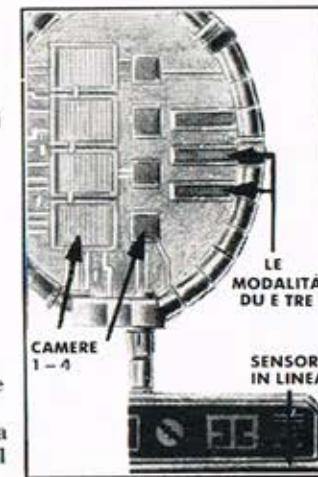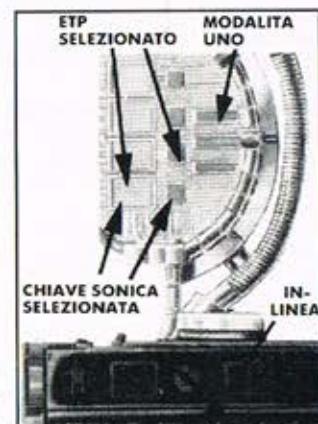
joystick. Premendo FUOCO e simultaneamente muovendo il joystick su e giù, la Camera si inclina in alto o in basso, allo stesso modo dell'Armatura.

La speciale camera Pappagallo (camera 1) è mobile e pertanto il joystick controlla il suo movimento nello spazio allo stesso modo in cui viene mossa l'Armatura. Non può essere Zoomata; tuttavia può volare vicina all'obbiettivo, il che ha lo stesso effetto. Nota che premendo '5' sul tastierino, puoi riavere il Pappagallo, a patto di essere nella stessa stanza.

Prendere/Lasciare Oggetti

Lo Zaino Cellulare che porta l'Armatura, può contenere fino a 16 oggetti.
Eccetto quando viene usata per la Chiave Sonica, la Striscia delle Icone mostra gli oggetti che si trovano nello Zaino.
Per lasciare/collocare un oggetto, selezionalo mediante i tasti < e > per scorrere gli oggetti, e la BARRA per selezionarli.

Alcuni oggetti richiedono una Chiave Sonica per essere attivati. Questi si possono Interrogare per ottenere un codice, usando la procedura normale.
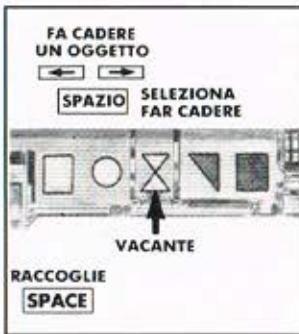
Gli oggetti si possono raccogliere per tutto il Complesso rovesciando la procedura. Prima, assicurati che la finestra con la Striscia delle Icone si trovi su uno spazio vuoto, poi avvicinati all'oggetto. Quando questo lampeggia sulla finestra, lo puoi raccogliere premendo la BARRA SPAZIATRICE.