

DESIGN YOUR OWN
CYBERWORLD!

VRchitect™
GAME EDITOR

INSIDE!

THE

CYBERSPACE

BATTLE

GAME

INDIVIDUAL

OR

NETWORK

PLAY

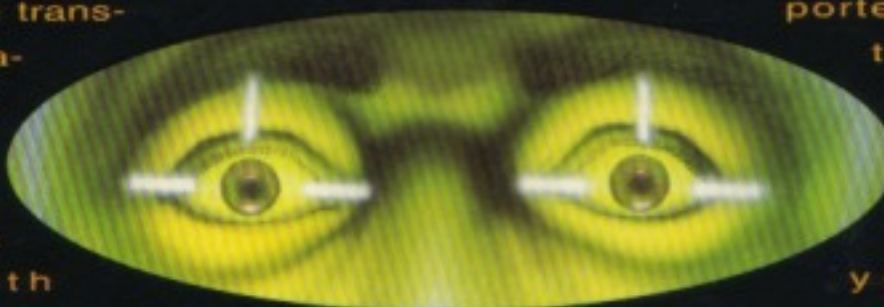
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SPECTRUM

VR

SPECTRE VR

There is just no other way into Cyberspace

Go ahead, jack into a brave new world: That is, if, you feel you're ready to handle nanosecond pressure from treacherous enemies that learn your every move then strike from any direction. Now, in this sequel to the best-selling smash hit, you can soar above the action in your advanced, transforming cybercraft. The Cyberworld has never been so frighteningly real. And you have a whole new group of enemies to deal with, like slicers and smart acid pools. Fortunately, you now have smart weapons, like pulse bursts, spinners, smart missiles proximity mines, cyberblasts and scattershots! Escape through transporter gates! Submerge into negative cyberspace! And finally, by using our virtual reality editor, you can even design new Virtual Worlds to play in later and share with your friends!



THIS IS NOT JUST ANOTHER GAME. IT'S ANOTHER REALITY.

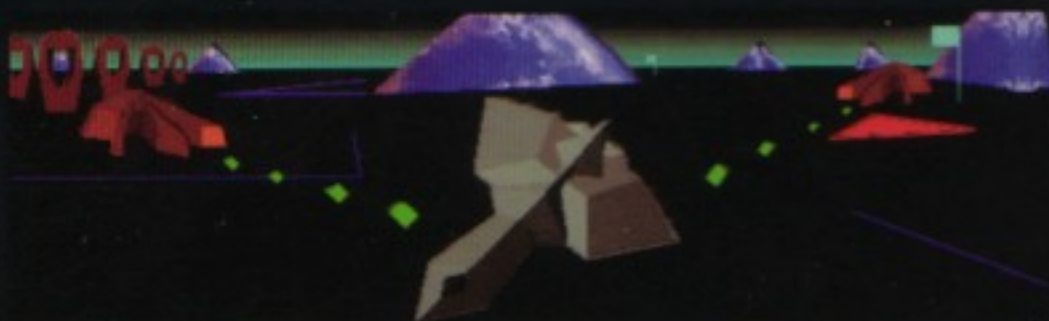
UNSURPASSED RANGE OF FEATURES

- All new graphics and texture mapped VR realism
- Live action video throughout the entire world
- Build your own virtual world with our VRchitect™ cyberspace editor
- Hover, soar and glide over the virtual world of your own design
- Network games have been enhanced! Now you can play with eight participants in over a dozen enhanced network scenarios - Cyber Dogfight, Strafe City, Maze Rally, Bitball, SuperArena and CyberSoccer
- Battle slicers, bubbling pools of smart acid, cloaked robots, flying hunter-killers and gauntlets of orbiters
- Use cyber-blasts, electro-magnetic pulse bursts, smart missiles, seekers, grenades, proximity mines, scatter shots and spinners to win the battle
- Transporter gates, cyber mud, intelligent acid pool guardians, ICE, moving walls, maze levels and submergence devices that let you explore negative cyberspace

Lives: 3 Score: 5501
Damage: 100 Level: 32
Armor: 40 Bonus: 416
F H WEAPON



Fly through a world with full motion video walls!



Soar through cyberspace and terminate a multitude of newly enhanced enemies!



Play up to 8 players in over a dozen high energy network scenarios!

Actual screens may vary.

VELOCITY

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MACINTOSH
REQUIRES:

- Macintosh Classic or later
- Macintosh II or later recommended
- System 6.0.7 or later
- 2 Mb RAM required with System 6.0.7
- 4 Mb RAM required with System 7.0/7.1
- Hard-disk (2MB RAM available)

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NETWORK PLAY

- Contains one node for network play (LAN packs contain 2 nodes, all are network compatible)
- Mac version supports Multi-zone AppleTalk
- PC version supports NETBIOS, Novell IPX, Modem/Direct serial connect
- Mac version designed by Green Dragon Productions, Inc.
- PC version designed by Game Systems
- Network developed by Northwest Productions



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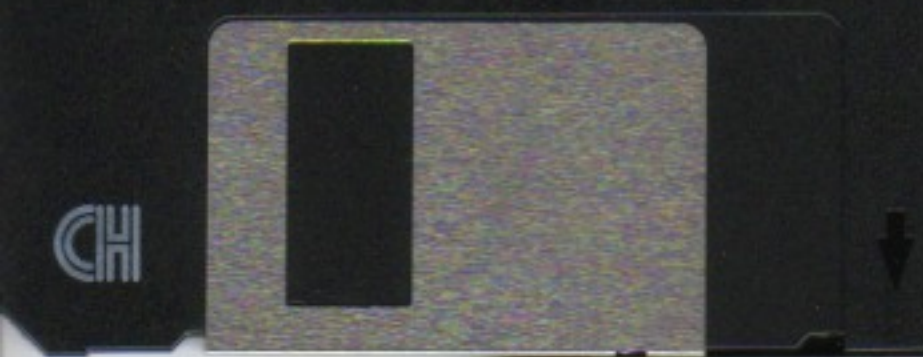
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By the way, if you believe you have the vision, clarity and tenacity to write a best-selling computer game or educational software program, ask for our free product submission package. We're always looking for fun and smart people to work with. Write to us at Velocity Development, P.O. Box 2749, San Francisco, CA, 94126. Or call us at (415) 776-8000.

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