CYBERPUNK

3776

30
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CREDITS

Dev & Art
Peter Hann

Voice Acting
Nico Uusitalo

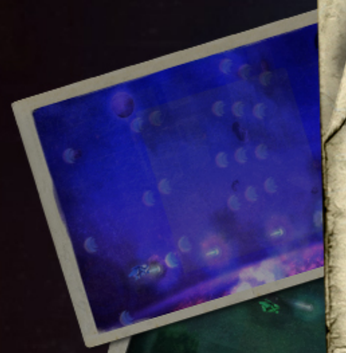
Music
Gabe Castro
Calbert Warner
Kevin MacLeod

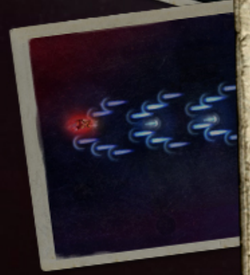
Tester
Alessandro Ituarte
Edward del Villar
Coy W. Yonce
Federico Figueredo
James Hostetler
Jens Peter Schulz

Special thanks
Hutong Games
Daniel Steegmüller

PILOT INSTRUCTIONS

CYBERCORP
BERIDASTREET 123
LUNARCITY - DESTRICT 3776








manual

1) Pilot Controls

2) HUD Systems

3) Shipsystems

4) Enemy Encounters

5) Personal Notes

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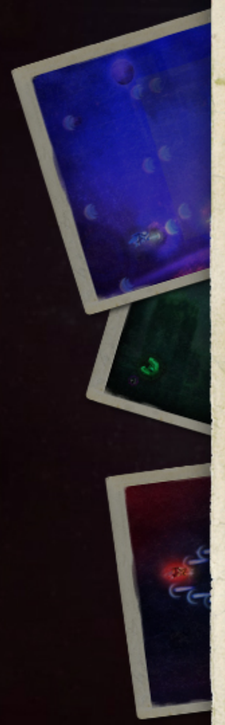
Greetings Pilot,

this manual contains confidential Information. Keep this manual always close and destroy it in danger of being captured by enemy encounters immediately.

Good luck out there.

E. Saigut





Note

Some features like Overload charges might need to be upgraded before use (consult chapter ship systems on this topic)



A = fire
B = shield
X = charge



LMB = fire
RMB = shield
MMB = charge



STRG = fire
ALT = shield
SHIFT = charge

Personal Steering Preferences can be changed in the Options, Keybindings can be accessed at the Game Starter.

Additional Keys

F9	= show FPS
F12	= Screenshot
Pause	= Pause (Controller)
Backspace	= Pause

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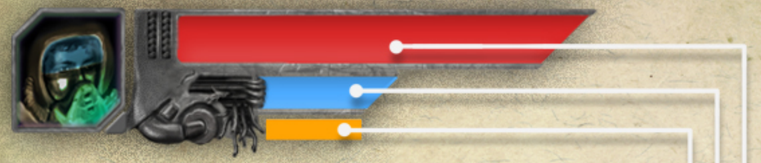
Note

Listen to the warning sound change as your weapon is near overheating.



- weapon overheat statusbar
- shieldbar shows shield fill status
- healthbar shows ship integrity status

OVERHEATING

overheating your weapon causes your weaponsystems to reboot which takes a few seconds - try to avoid it and consider upgrading your franzing™ cooling systems.



Upgradepoint Collectible



Shieldrefill Collectible

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Note

Fireate upgrades increase weapon system overheating - combine them with cooling upgrades.

Agility Prozessor upgrades affect projectile and ship speed resulting in better aiming and dodge.

Overload may cause some ship system damage.

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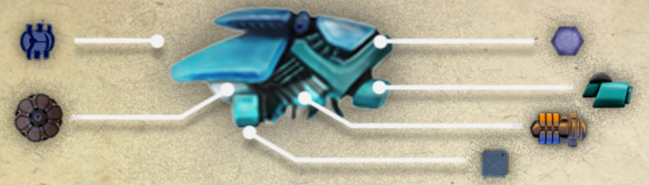

Agility Prozessor: improves responsivity and increases projectile speed by overclocking.

Hull Upgrade: inproves damage resistance.

Shield Generator: improves shields and energie effectivness resulting in faster refills.

Detonator Gun: weaponsystem upgradable with improved damage projectiles and additional modified firerate cartridge modules.

Franzing™ System: provides weapon cooling.

Overload Generator: hacking module allowing to overload the ship systems for a charge blast.

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Note

Floating healthpot stations can be used to gain ship hull repairs.

The ship shield system can prevent damage on collissions with smaller enemys and mines, but avoid colliding with bigger ones at any costs.

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During battle you mind encounter a varity of deadly enemy types. Hunters, Bomber, Spiralors, Mines and others. Try to observe theyre behavoirs, find weekspots and gather as much intel on the battlefield as possible. Report directly to headquaters if you make it back. This could be critical to win this war so take this seriouse pilot.

There are huge Warships out there that play on theyre own rules. Observe and learn fast to stay alive.

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Battle Statistics

Seconds: how long did it take to complete the stage.

Collected: How many upgradepoints where collected / dropped.

Erased: Which percentage of spawned Enemys where destroid.

MaxMulti: Maximal Multiplier archived at the current stage.

Attemps: How many stageruns in total did you start.

PERSONAL NOTES

20.5 Uncle Brad died last week, Ant Selma last Fall, they are all gone now and I'm the only one left.

31.6 My sanity is fading, cant find any more meds since two weeks now and the acid poisening will kill me sooner or later. Cant go outside due the Riots.

05.7 Last night I saw a TV Show from the nineties about dying trees and global warming. Made my day.

20.11 Found this Ship today, not sure if I gonna make it, but it seems a better choice to at least try getting out of here instead of sitting and waiting for the inevitable.

21.11 Caren, I will always remember you.

-Pilot-