## Developed by

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CyberSpeed is the televised motorsport of the future. A high-tech, high velocity racing game that makes Formula One racing look like a leisurely Sunday afternoon drive. It is watched by millions all over the globe on the popular WorldScape TV channel.





Each racing craft in CyberSpeed is attached to the course by a guidance beam. High velocity is maintained by keeping the tension on the beam low as you turn fiendishly tight corners, dodge obstacles and blast other racers out of your way.





CyberSpeed is a real-time fully texture-mapped 3D racer, offering a choice of 1st and 3rd person viewpoints during races.





There are two levels of difficulty in CyberSpeed, the harder requiring you to play the tracks in the opposite direction. It is also faster and your opponents are more aggressive.





You can choose to fly any one of eight different ships, each of which handle differently. There are also hidden ships to be found. Temporary powerups can also be collected on the tracks.









Each ship has its own pilot, with their own individual style. These pilots have travelled from all over the world for the CyberSpeed races.



There are 10 tracks (plus 5 bonus tracks) to choose from, with a wide range of scenic themes including water and an asteroid belt. Claustrophobia-inducing tunnels feature prominently in many of the tracks.

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Between races, advertisements appear from the CyberSpeed sponsors. These were created using SoftImage Creative Environment and feature original and amusing products.





CyberSpeed boasts a spectacular introduction sequence which emphasises the aggression and skill needed to be a successful pilot in the races.  Windows '95 version available from all good retailers in November '95

Also available for Sony Playstation.

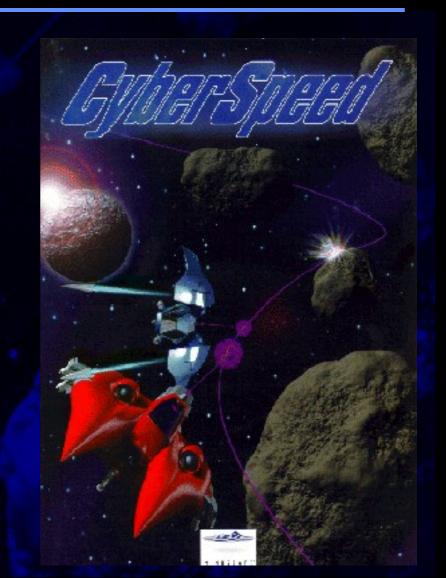
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