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NEW FROM CYBERFLIX
JUMP RAVEN:
a tale of ecocide and salvation

Melting ice caps, drowning cities and genetic counterfeiters are the images that inspired Jump Raven™, CyberFlix's prophetic vision of ecocide and salvation. The new arcade title premiering January 1994 is the latest, fastest, screaming-est CD-ROM arcade game ever. Jump Raven is completely interactive; players can choose from over 24 different weapons systems, 6 copilots and even 12 different sound-tracks -- including hip-hop, techno, death metal and grunge. Each mission is unique as Jump Raven takes the player on a voyage through a world turned terrifyingly upside down.

The time is the not-so-distant future. Failing to correct the earth's environmental problems, humanity now faces catastrophe.

Global warming has flooded cities as diverse as New Orleans, London and Yeltsingrad (formerly St. Petersburg). African savannas and Brazilian rain forests burn out of control. Tsunamis, plagues and starvation have killed millions and have wiped out most animal life.

What is left of earth's biological heritage survives only as genetic samples, frozen in liquid nitrogen "pods" and secured in fortified zoological reserves. Such precautions are needed -- the environmental and economic chaos have turned cities into free-fire zones where all are armed and no one is safe.

Fast Action and Deadly Enemies

Your mission unfolds in a rusting, neo-feudal New York. A Bronx-based Skinhead gang has hijacked the irreplaceable pods and have fenced them throughout the city. As the legendary mercenary pilot Jump Raven, it's up to you to get them back. Your enemies, organized and powerful criminal mafias, are sequestered in three of New York City's most famous boroughs. They are:

- The Skinheads -- The Bronx-based Skinheads are vicious descendants of today's anti-social groups. They have bootleg weaponry and are known for taking no prisoners.

- The Da Kuan -- Chinese for "fat cats," the Da Kuan are a gang of gene counterfeiters and smugglers. Brooklyn, now leased to the wealthy and powerful successor of the People's Republic, the Guangdong Free State, is their base of operations.

•The Cyberpunks -- Dreaded mutants who thrive in an abandoned Wall Street, Cyberpunks are the most powerful foes in Jump Raven. Half human and half machine they are a cross between *Seinfeld's* Kramer and the Terminator.

A Title with a Sense of Humor and Humanity

As the Cyberpunks' nerd-like composition imply, Jump Raven is by no means a typical clanking, ham-handed arcade gang bang. Far from it. The title is filled with an array of colorful personalities. The six copilots, along with the player, are Jump Raven's real stars. Programmed with their own strengths and weaknesses, Jump Raven's squadron is a first for a CD-ROM arcade title. You select, interview and hire from among the following:

•Lark -- a red-headed, no-nonsense pilot who seeks to avenge her father's death. It is Lark who reminds you with no uncertainty that any flirtation whatsoever is a non-starter in an interview.

•Thrash -- skate-boarder extraordinaire and legendary airman, young Thrash from Langley, Virginia, is a defensive weapons whiz when he's not completely out to lunch.

•Dogstar -- A cyborg from South Boston, Dogstar's profane, gruff and impatient. He doesn't mince -- or censor -- his words. He prides himself on putting rookies in their place quickly.

•Nikki -- A home-bred and corn-fed Texan. The Shakespeare scholar from Sarah Lawrence sprinkles her comments with appropriate quotes from the Bard.

• Cheesestick Limbaugh -- Great-grandson of the 20th century pundit, Cheesestick is a top-notch top gun who's full of both himself and God-awful jokes.

• Chablis -- Chablis "like the wine" is one of the last of the mall rats. A just-in-time retailer, Chablis enlisted in the air corps after a tidal wave wiped out L.A.'s Bev Center.

Also found throughout the title is a supporting cast whose function is to help you during play. Some examples:

• Rusty Needle -- lead singer for Deathkiller, a futuristic metal band now stranded in a flooded cornfield and forced to watch the Filipino Nurse Channel.

• The Weapons Lady -- an unflappable British technocrat who stands by her arms company's motto: "Sterling technology for a tarnished world."

• The Perobot -- composed of metallic alloys, the robot is designed to be the player's HELP function as well as twanging political commentator.

Combined with its lightening-fast action, Jump Raven and its novel plotting, its humor and personality establishes a new level of both CD-ROM arcade interactivity and offers the player a unique and rewarding experience.

For additional information, please open on the "Sneak Previews" folder on the CD, or contact CyberFlix at 4 Market Square, Knoxville,

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