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About This Game

In a future where global terrorists rule and mankind lives on the brink of destruction, the the ultimate doomsday device has just been discovered beneath the frozen wasteland of northern Russia. Code-named Cyberia, it was designed in an era of long forgotten peace by the most brilliant minds in nano technology. In an ancient world of hope, it was to be the ultimate protector of a new order. In the year 2027, it stands as the instrument of humanity's destruction.

- 11 incredible action sequences featuring realistic character interaction and challenging puzzle solving
- Take control of outlaw computer hacker Zak as you infiltrate a secret terrorist base to steal the ultimate doomsday device
- Pilot several different vehicles, including a stealth fighter jet and a nanotech virus cleaner

Title: Cyberia
Genre: Action, Adventure, Simulation
Developer:
Xatrix Entertainment
Publisher:
Interplay Entertainment Corp.
Release Date: 1 Jan, 1994

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Minimum:

OS: Windows XP / Vista / 7 / 8 / 10

Processor: 1.8 GHz

Memory: 512 MB RAM

Graphics: 3D graphics card compatible with DirectX 9.0c

DirectX: Version 9.0c

Storage: 445 MB available space

English





SECTOR 42

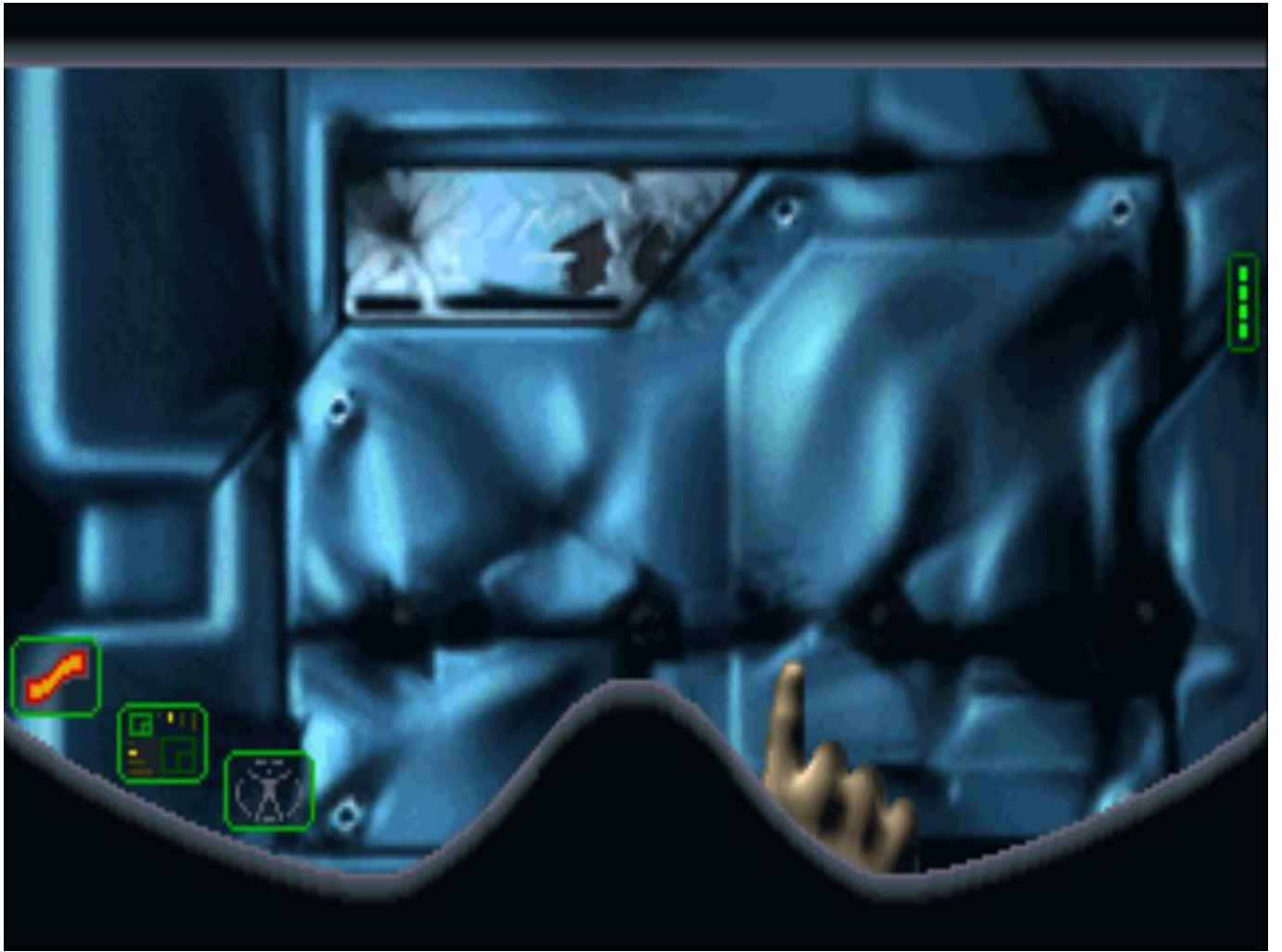
MILITARY ISLANDS

MISSION OBJECTIVE:

THE ISLAND IS CURRENTLY USED AS A MUNITIONS DUMP BY THE ENEMY. THE MUNITIONS ARE STORED IN WELL-ARMED BUILDINGS ALONG THE COASTLINE. DESTROY AS MANY MUNITIONS DUMPS AS POSSIBLE.

TACTICAL:

LONG RANGE SCAN SHOWS MEDIUM AIR DEFENSES AND THE PRESENCE OF MANY ARMORED GUNBOATS. AN ENEMY SUBMARINE HAS ALSO BEEN DETECTED.



I originally played this on the Sega Saturn when it first came out. I remember how hilarious some of the dialogue and death scenes were. I didn't even know they made a second one until I found it on Steam. Also favorite death is between PissingOff the guy in the plane Hangar and blowing your foot off while powering up Charlie.. Toggle F to reverse mouse vertical aim.. This game is single-handedly responsible for my need to forever invert y axis in every game. Even after almost 15 years, I still have muscle memory for the Charlie level... and have just discovered that you can press enter if you miss one of the nanites... hundreds of hours of attempts as a kid without this knoweldge, but damnit, beating that level straight was an incredibly thrilling moment and the beginning of my love for gaming. Great atmosphere, wonderful sound design; this was a revolutionary game in 1994, and it's a welcome trip down memory lane. My sincere thanks to the developers for releasing this gem on Steam for everyone to enjoy once again.

5V5. A masterpiece, but second part is still better: they got rid of different scanners(biomass scanner is not used even once in part 1, infrared is used one time), they converted western-style guard shootings into another railshooting sequences, and second one is longer, has more railshooting parts and i think has better graphics. Well, and more character interaction.

Still first one has pretty cool plot.

Please bring Cyberia 2 to Steam for insta-purchase.. Some may call this junk, me, I call it classic!

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