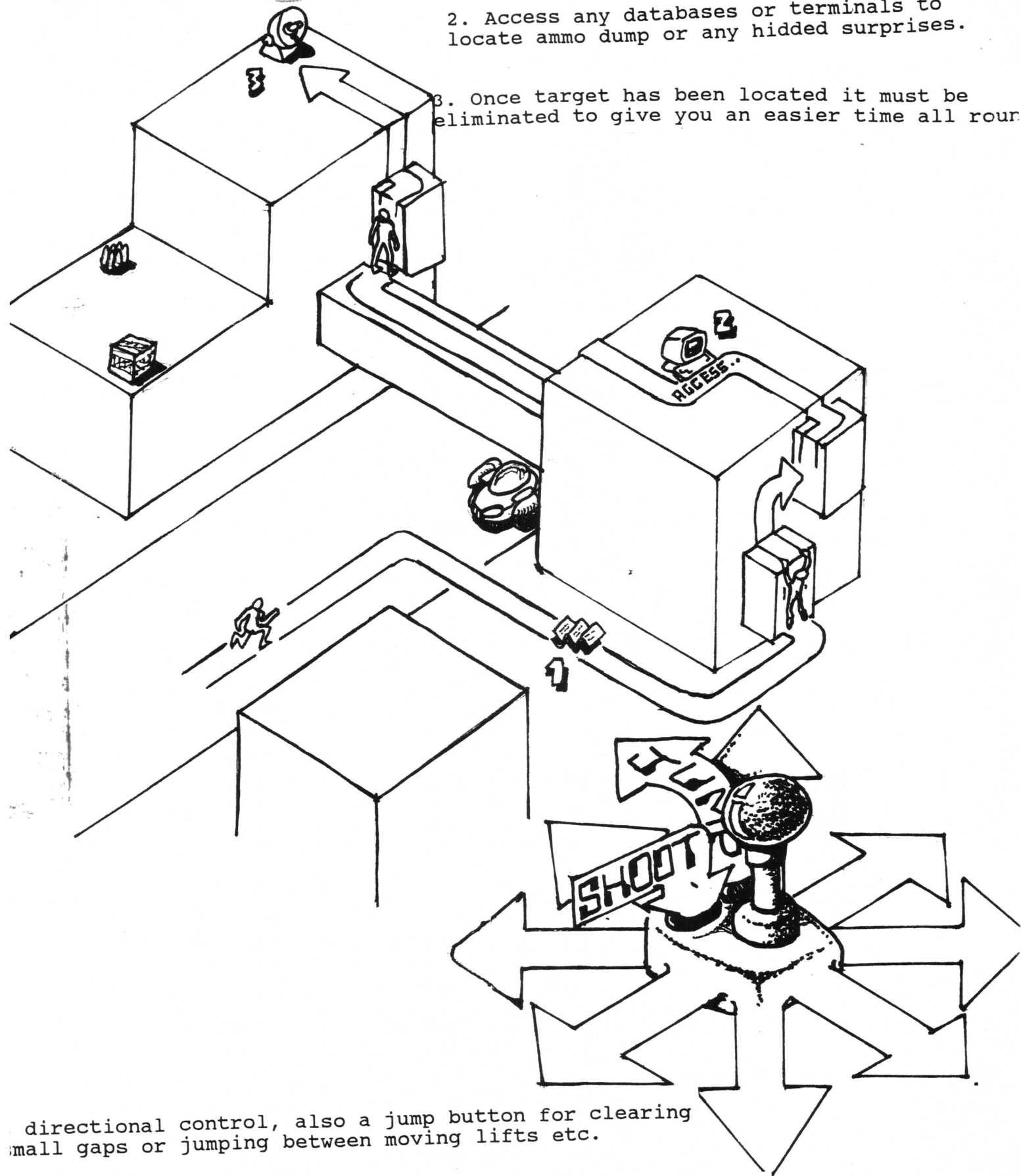


## Examples of Gameplay

1. Use any info / fax or Map to further your knowledge of terrain - Locate target.

2. Access any databases or terminals to locate ammo dump or any hidded surprises.

3. Once target has been located it must be eliminated to give you an easier time all roun

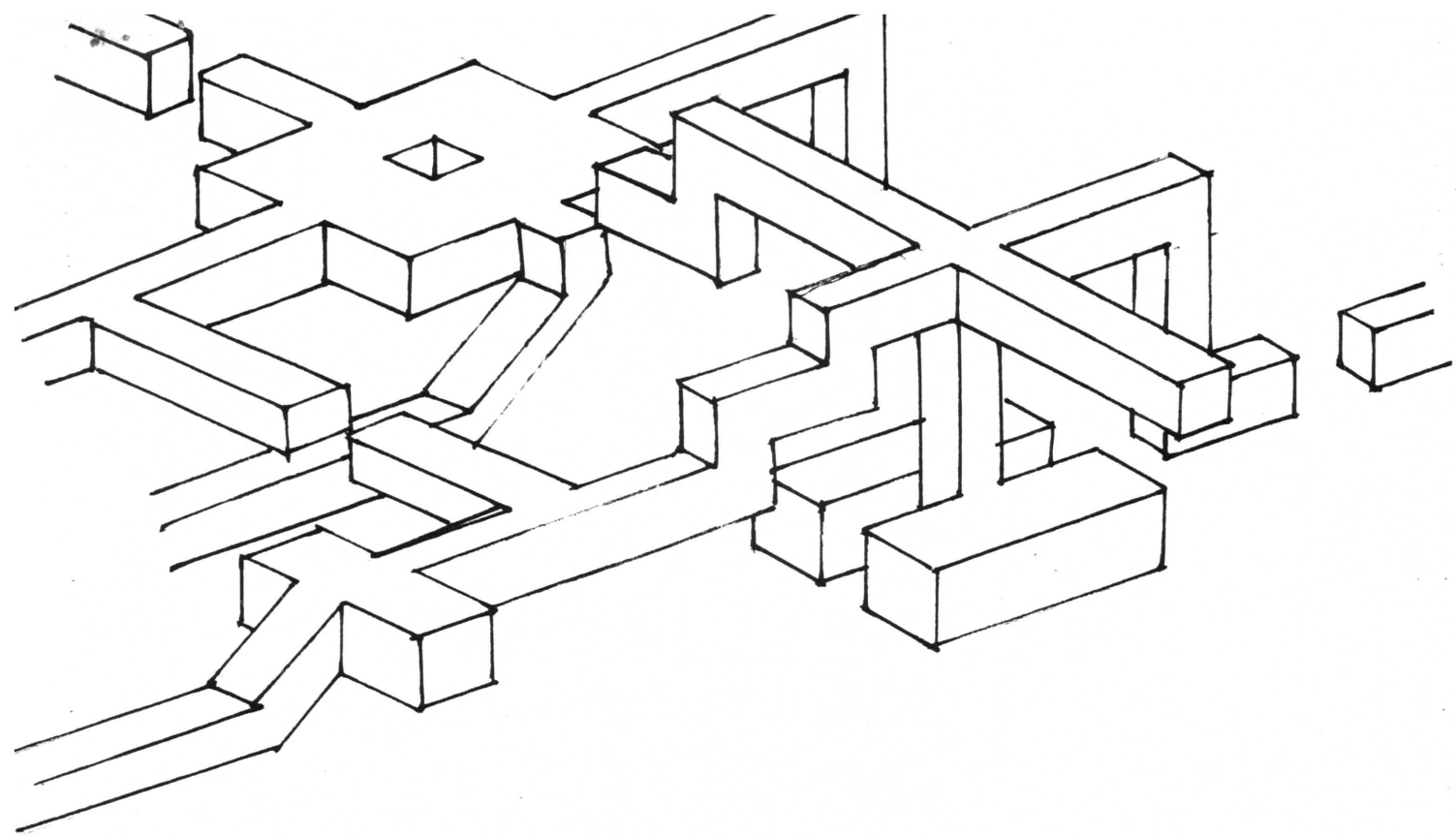


directional control, also a jump button for clearing small gaps or jumping between moving lifts etc.

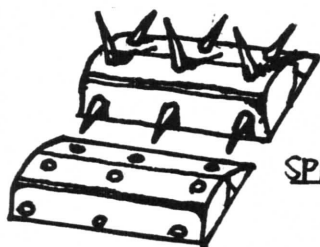
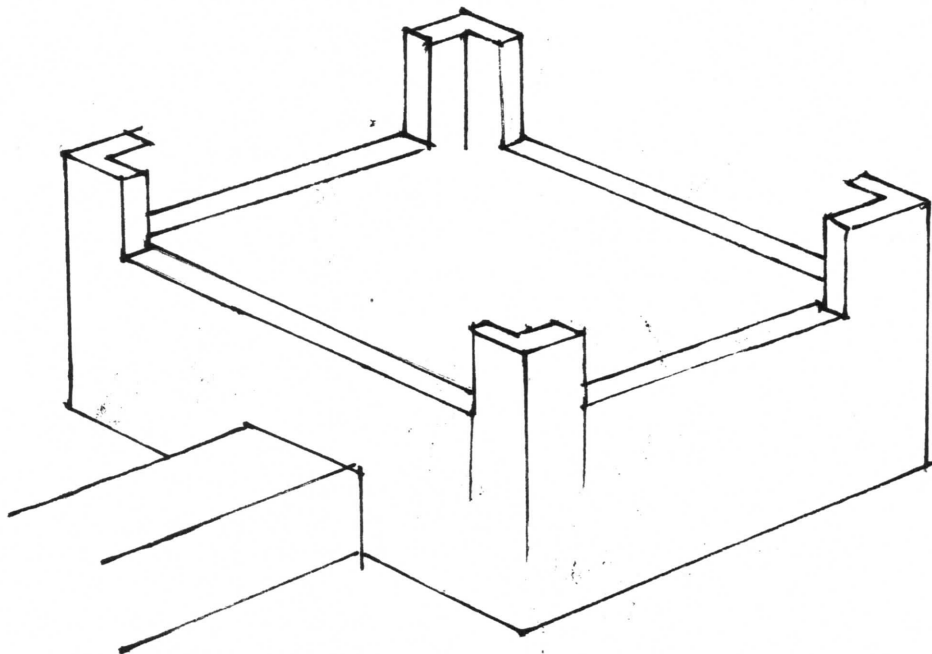
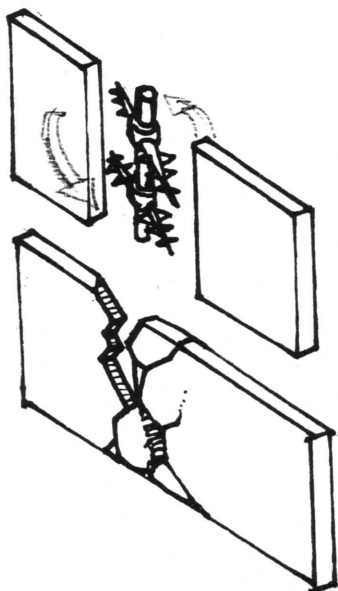
Shoot (or action button) will perform action with characters chosen weapon or whatever action is appropriate.

If joystick is held down in a direction, the sprite will move at pace or run.

Similar control feel to Prince of Persia or flashback - deliberate moves ?



OBSTACLES.



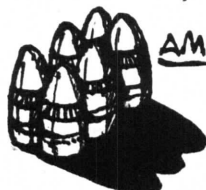
SPIKE TRAP 1.



SPIKE TRAP 2



EXTRA WEAPONS



AMMO.



ACCESS KEY.



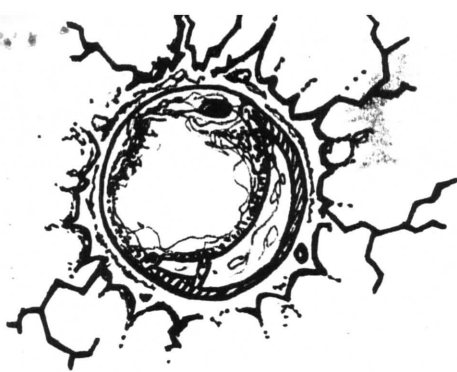
MINES



INFO/FAX



DATABASE



## MORPHEUS.

NEW-WORLD TECHNOLOGY IN THE SHAPE OF A MORPHABLE LIQUID METAL SHELL CAN ALSO TAKE DROID FORM FOR DIFFICULT HUMAN TASKS.

WEAPON. USES A HARNESSSED ELECTRICAL FORCE AS A FORMIDABLE WEAPON - MUST RAID POWER POINTS TO MAINTAIN WEAPON.



## NAILS

MILITARY CYBORG - FINELY TUNED GENETIC MASTERPIECE WITH FULL SPECIAL FORCES KNOWLEDGE.

WEAPON. AUTO. MACHINE GUN FUELLED WITH AMMO SIMILAR TO DUM-DUM BULLETS NEEDS REGULAR PICK-UPS OF AMMO IF USED HASTILY.

NIKUYA-SAN (MEATMAN/BUTCHER) PRO MERCENARY, INTERNATIONAL PENALTY ENFORCER

## WEAPON.

TWIN SET OF LASER PISTOLS. WHEN THEY RUN OUT HE CAN COPE WITH FISTS ALONE - BUT LOOK OUT FOR PICK UPS.



## VISCO.

FEMALE ASSASSIN WITH SUPERIOR SPEED & AGILITY, LINKED WITH HER APPETITE FOR DESTRUCTION SHE IS A WORTHY OPPONENT.

## WEAPON.

FIGHTING STARS.