

adventure game in the cyberpunk genre. It featured comedy elements and was developed by Revolution Software and published by Virgin Interactive Entertainment. It was initially released for DOS and Amiga. Underworld was its working title.

The game was the second to use Revolution Software's Virtual Theatre engine, the first being Lure of the Temptress.

The game's backgrounds and introduction sequence were designed by Dave Gibbons. The introduction sequence was also included as a separate promotional comic book in some releases of the game.

The game is considered to be among the true classics in the early era of graphic adventure games for the early 1990s. This, in part, is related to the mature science fiction theme that was chosen for this game as compared to other games of the same era where fantasy themes (a la King's Quest) had been dominant. Some critics have attributed this difference to the different visions of the adventure game genre between American and European developers.