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INSTRUCTION MANUAL

CYBER-COP™



SEGA GENESIS 16-BIT CARTRIDGE

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CYBER COP

Starting Up

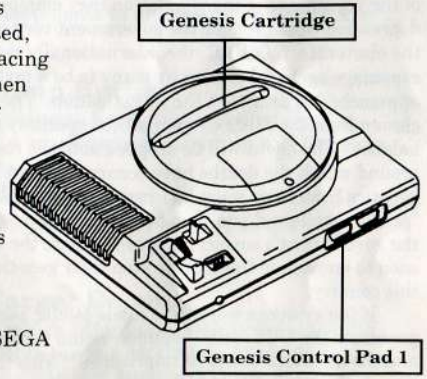
1. Set up your Genesis System as described in it's instruction manual. Plug in control Pad 1. (***CYBER COP*** *is for one player only.*)

2. Make sure the power switch is OFF. Insert the ***CYBER COP*** cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few moments, the Sega screen will appear.

4. Press **Start** when the title screen appears.

Important: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



Classified Zodiac Agent Information

Mission Background:

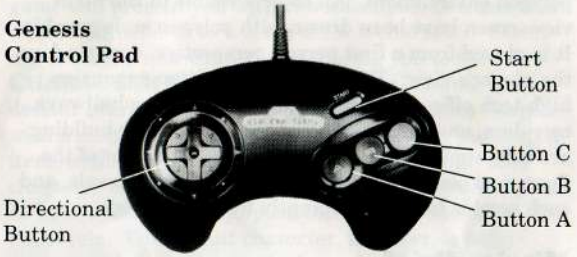
One of their newest products, a genetically-mutated creature, has escaped from the UCC - the Universal Cybernetics Corporation - factory in London. No one knows how it got out but it managed to evade capture and survived on a diet of pedestrians who walked past the factory. The press began to speculate on the nature of the unseen killer which struck around the factory and it was quickly nicknamed "The Ripper." What aroused the most concern was the nature of the corpses as they appeared to have been eaten!

Over a period of time, the government became concerned that the UCC was breaking international law and genetically manufacturing sentient beings. If this was the case and it was discovered, it would adversely affect the government's popularity and could lead to the UCC closing their operations in this country.

The government has now decided to mount an investigation in order to ascertain the validity of their suspicions. This action must be covert and undertaken with no backup. If the investigating agent is apprehended, then he or she is on his or her own. Any link with a national security organization will be sufficient for the UCC to make a connection with the government. If the UCC suspects that anything unfavorable could be found, they might close their operation by choice and move it abroad. This would be undesirable for the government because of the percentage of the population they employ. The resulting depression would render the government very unpopular with the electorate. ZODIAC, the internationally renowned espionage agency, believed by many to be a myth, has been approached to deal with the investigation. The agent is to be chosen from the Libra chapter whose specialty is restoring balance. The agent will be dropped onto the roof of the factory around which the deaths have occurred. From here, the genetics laboratory must be located and an embryo of the new "product" collected and then be brought out at ground level. If the government's suspicions prove correct, the evidence can be used to encourage the UCC to stop their genetic experiments in this country.

If the evidence were to be made public, every nation would prosecute the UCC, public opinion would turn against them and the directors would be imprisoned. With the weight of this threat, the UCC should be keen to cooperate.

Take Control!



Directional Button (D-Button)

- Press left or right to rotate player character left or right.
- Press up to move player character forward.
- Press down to move player character backward.
- Press left or right to move cursor arrow across the icon bar.

Start Button

- During the game, press to access player control panel.
- Press again to exit player control panel.
- Press during sleep mode to end Pause and return to gameplay.

A Button (Jump Button)

- Press while walking to jump. If pressed while standing still, a small jump straight up will be made.

B Button (Fire Button)

- Press to fire gun and to select icons from the player control panel.

C Button (Target Button)

- Press to select which target you wish to fire at when there are multiple targets on screen. Pressing C repeatedly will cycle gun crosshair through all available targets.

Gameplay

CYBER COP is an action game played in a true 3-D polygon environment. All objects visible in the main viewscreen have been drawn with polygon style graphics. It is played from a first person perspective, directly from the player's view. The UCC highrise is an expansive high-tech office building with numerous long hallways, corridors, and rooms. Most of the floors of the building are very similar in their look; however the color of the floors and ceilings is different for most of the levels, and each level is laid out differently from the others.

Mission Brief:

You play the role of the Zodiac Agent Cybercop enlisted to penetrate the UCC's - Universal Cybernetics Corporation - heavily protected factory. The building is littered with high technology alarm systems. The guards on duty are both human and robot and possibly the suspected artificial lifeforms, nicknamed "Freddy". Your objective is simple: once inside the building, you must locate the genetic laboratory, recover an embryo from the lab and escape. Before commencing your mission, you will be given the opportunity to purchase equipment and undergo training in specific skills.

You will make your way through the building, evading the guards, alarms and video cameras. You will constantly have to be on guard to beat the defense systems which include alarm pressure pads and infra-red beams. As well as the security guards, some droids are programmed to repair any damage to the building. These robots will normally ignore you unless you interfere with their tasks or impede their movement. Once the system is alerted to your presence, doors will automatically lock and sleeping gas will be pumped into the area. The central computer will send security guards to apprehend intruders trapped by the defense systems. If you are caught and fail to escape, the UCC will dispose of your body, leaving no evidence that you were ever there.

Title Screen

From the title screen, you may choose to start your game or to enter the **OPTIONS** screen. Selecting to start your game will present you with two selections, to either start a new character or to use the default character. Selecting to start a new character will bring you to the **CHARACTER SELECTION** screen. Choosing the default character will immediately put you into the game with a quick start character who has already purchased items and undergone any pre-mission training. This character is quite useful in getting to the know the game as he is trained and equipped ideally for playing the first few levels. The default character, however, is not recommended for play in the lower levels of the building. It is recommended rather that the player start with a new character once he has become familiar with the game.

Options

From this screen, you may choose to enter the game with the default character or to start the game with a new character, to resume an old game by entering your password from a previously played-game, or to toggle the sound effects and the music on or off. Selecting to start a new character will bring you to the **CHARACTER SELECTION** screen.

Character Selection:

At the beginning of the game you choose which **CYBER COP** you wish to commission from a selection of six: 2 men, 2 women and 2 androids. Your computer displays information about each character to aid your choice. Using the **B Fire Button**, select the button labeled **"PASS"** to cycle through the available operatives and select the button labeled **"ACCEPT"** to choose the character you wish to use. *(See Figure A)*



Figure A

As seen in Figure A, the screen at the top left of your display shows a polygonal computer representation of the agent's face. Next to this is a retina scan presented for security purposes. The top right of the display shows the rating of the agent's skills (detailed below). The bottom left of the screen shows a photograph of the agent and gives a physical description and a rating of the agent's physical abilities (detailed below). The image to the bottom right of your screen is a full-figure picture of the agent. This allows you to compare relative heights and weights by sight as well as by using the supplied numbers.

Abilities

Strength

This is a measure of the individual's physical strength. It is used to determine how much damage can be inflicted in hand-to-hand combat and to calculate how much equipment the agent can carry before becoming too burdened.

Dexterity

This describes the individual's hand-eye coordination. In the game it affects the damage done to an enemy in missile combat and the chances of successfully repairing damaged equipment.

Endurance

Endurance is used with strength to calculate how much equipment the agent can carry before becoming too burdened.

Intelligence

The intelligence rating is a guide as to how the role should be played. It is only used to determine how successful the agent has been in pre-mission training to improve a selected skill.

Movement

Each agent moves at a slightly different rate. This value does not relate to any distance or time. The greater the number, the greater the top (running) speed. If an agent becomes too burdened from carrying too much equipment, this value is temporarily reduced.

Skills

Combat

The combat skill is used in both hand-to-hand and missile combat to determine how hard a successful hit was.

Weapons

This skill relates to missile combat and the agent's ability to repair a gun.

Computers

Repairing the backpack computer requires this skill. It also determines how successful the android agents are in attempting to heal themselves.

Electronic
Used in the repair of electrical equipment.

Mechanical
Used in the repair of mechanical equipment.

Medical
This determines how successful a human agent is when attempting to heal him/herself.

Equipment Purchase



Figure B

Once an agent has been selected, the display clears and is replaced by details of the equipment available for purchase. As shown in Figure B, the large screen now shows a picture of the item. Using the **B Fire Button**, select the button labeled with an arrow pointing up or the button with an arrow pointing down to cycle through the available items and select the button labeled "BUY" to purchase the item which is currently displayed. You will not be offered equipment you cannot afford or cannot carry. The text at the bottom left of the screen details the weight, the bulk, the cost of the item and your available funds. *(See Fig. B)*

Equipment List

The following is a comprehensive list of the items available for purchase at the beginning of the game. Some of these items can also be found in various rooms of the building.

Guns 
There are five different types of handguns available. Each has a different weight, bulk and price. The greater the price, the more powerful the weapon. The guards in the building use the cheapest gun available. All of the guns are energy weapons and not projectile weapons.

Power Pack 
This is a battery pack which recharges your suit's energy level. To use it, find which pocket the power pack is in and **Manipulate** it. Then locate the power lead in your suit's belt pocket, **Manipulate** it and your suit's energy level will be recharged.

Disruptor 
This is a flexible, non-conductive sheet woven from ceramic fibers. Several hundred microbatteries are built in and a circuit is printed onto the material with several contact points at the surface. Manipulating this sheet lays it on the floor at your feet. This material is invisible to the robots' vision systems. If a robot is lured over this sheet, it will complete the circuit and burn out. Only the largest of robots can survive this treatment. This equipment is perfectly harmless to organic creatures and cannot be used by androids.

Grenade 
Grenade explosions will destroy lights, doors and other objects but not walls. It will also damage or kill both creatures and robots.

Stun Bomb 
The purpose of this explosive device is not to damage but to stun. The effect is temporary. It projects a very bright light in all directions on impact. Only robots are immune to its effect. Use of the Vision-Enhancing Visor will allow the player to see properly when the stun bomb is in effect. (See page 13 for info on the Vision-Enhancing Visor.)

Bomb 

A bomb is similar in effect to a grenade but it will also destroy walls. To use this item, **Look** at it and **Manipulate** it. You will see a full screen image of the timer control. Click on the fuse time and then select the yellow button marked "enter." The maximum time delay you can prepare is 99 game minutes. When the time has been entered, the light comes on. To start the countdown, select the red button. The full screen image will disappear and you should quickly move away from the bomb!

Lock Pick (Electronic) 

This item is to be used on the control pad of a locked door or airlock. It overrides the keypad and gradually works out the combination by trial and error. When it has successfully decoded the number, it will be displayed for a short time before the door is opened. Take the opportunity to write this number down. Using the lock pick is slow but it is probably quicker than if you attempt to decode the combination yourself. Typing in a known code is always the quickest way.

Jetpack 

This piece of equipment is fairly heavy and uses up a great deal of power. **Look** at it and **Manipulate** it (while wearing it) to turn it on. Use the jump and crouch buttons to fly and land. This item consumes power only while in flight. Remember that doors which open automatically rely on a pressure pad to trigger them and should be approached on foot or they will remain firmly closed.

Backpack Computer 

This portable computer is not as portable as the name suggests. It is a heavy item which provides only one service; it can produce a head-up display map. **Look** at the computer and **Manipulate** it to turn it on. The map appears in the bottom left of your view window and scrolls as you move. You are shown on the map as a white dot. When the map is displayed, the computer is

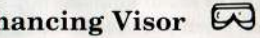
drawing power from your suit. Use this map in conjunction with the wrist compass to plan your movements. The red dots which appear on the map display are Terminals. (See page 27 for info on Terminals.)

Gas Mask 

This is a full face mask which offers total protection against gas attacks, including the tranquilizer gas in the building. This mask can be used indefinitely but the Vision Enhancing Visor cannot be worn at the same time.

Face Mask 

This is a small mask which offers partial protection against gas attacks. This mask can be worn with the Vision-Enhancing Visor.

Vision-Enhancing Visor 

This equipment allows several enhancements to the character's normal vision. Use the **Manipulate** key while wearing the goggles to select your chosen vision system.

Infra-red Vision - lets you detect the infra-red alarm beams which are spread throughout the building. It also allows you to see properly while a stun bomb is in effect. Remember, however, that while using this facility, it will constantly use more power than normal vision.

Image-Intensified Vision - will enhance your ability to pick out features not normally visible to the naked eye.

Thermal Vision - For use when you have cut the power supply to an entire floor or the whole building. It affords you the ability to locate the exact whereabouts of droids, robots and other features indistinguishable in the dark.

Drink 

Use of this item gives characters an energy boost. This is not as effective as the medi-kit stimulant but it has no harmful side-effects.

Refill 

The drink dispenser requires small refill packs of glucose-rich fluid. These are too concentrated to drink, but come with a measure quantity of water which is mixed correctly in the dispenser.

Medi-Kit 

This is a small item which will automatically administer the antidote to most poisons or drugs. It will also administer a stimulant if it senses exhaustion. Use of this piece of equipment several times in a row can permanently reduce the endurance rating by one point. Remember that your endurance rating affects the level at which you become overburdened.

Chemicals 

The medi-kit requires small ampules of chemicals to function. It is full when purchased and replacement chemicals can also be found in the building.

First Aid Kit 

This kit repairs physical damage to human characters. It can be used only once. The quantity of damage restored depends on the character's medical skill.

Electronics Kit 

This kit repairs physical damage to android characters. It can only be used once. The quantity of damage restored depends on the character's electronic skills. Human characters with bionic limbs need this kit to repair damage to their mechanical limbs.

Bionic Arm 

The bionic arm increases the damage you may inflict with a punch in hand-to-hand combat. It also makes the arm less vulnerable to damage.

Bionic Leg 

The bionic leg increases the player's movement speed and jumping ability. It also makes the leg less vulnerable to damage.

Exoskeleton 

This item is used as a type of body armor but it is far less protective than any of the suits of armor which can be purchased. It does not absorb or reflect any damage directed at it.

Implant 

This brain implant improves the player's ratings in the medical and repair skills.

Course 

This pre-mission training course improves the player's ratings in weapons, electronic and mechanical skills. It also speeds up interfacing with the computer terminals in the game. (Only human characters can purchase this item.)

Program 

The program is the droids' equivalent to the pre-mission training course. (Only droids can purchase this item.)

Note: The items below are standard equipment given to all Zodiac agents prior to each mission. You will find that most of these items have a designated pocket in your power suit and cannot be dropped.

Compass 

A small compass is carried on your wrist throughout the game. Cycle through your inventory until it is displayed in your **Look Window**. The compass uses no energy. Use it in conjunction with the map (see Backpack) to plan your movements.

Wrist Watch 

A digital watch is carried on your wrist throughout the game. Cycle through your inventory until it is displayed in your **Look Window**. The watch uses no energy. Note that time within the game runs faster than real time.

Power Lead 

This item, which looks like a hose, is fixed to the belt pocket of your power suit and is used to recharge the energy of your equipment and your suit.

Smart Card

Everyone carries an I.D. smart card. Your card carries information about you such as your name, appearance and security clearance. Use the computer terminals to increase your security clearance level. The character smart card is found at the bottom left of the display. The numbers represent strength, dexterity, endurance, intelligence and movement (in that order).

Note: The items listed below can only be found on the various levels of the building.

Scanman

This item is used to view and examine holograms (see under holograms). It may need to be recharged before use. To use this item, **Look** at it and **Manipulate** it to generate a full screen image. Now locate a hologram and **Manipulate** that. If the scanman is powered up, the hologram will be displayed in the large central window.

Select the two buttons below the viewing window to tilt your view left or right. The green button re-centers your viewpoint. The rocker switch at the right of the window controls the image brightness. Some holograms may be over or under exposed and adjusting this control could reveal something which was previously hidden!

Holograms

These items are of no use individually. Used in conjunction with a scanman, holograms give you a 3-dimensional view of part of the building. Examine these pictures carefully because they could hold useful information.

Armor

One item of equipment you can purchase is a suit of armor. There are four types of armor and all offer different degrees of protection against damage. Androids, being humanoid, can take advantage of armor too.

Ablative 

This form of armor is relatively inexpensive. It is made of a compressed carbon compound and protects against all damage while it lasts. This armor's weakness is that each hit endured will destroy part of it.

Reflective 

This armor is excellent against attacks from energy weapons. It is formed from a highly reflective plastic material, which simply deflects the missile. The plastic is soft, however, and offers no protection against hand-to-hand combat.

Standard 

This is the standard issue armor worn by most military personnel. It offers a general protection which is not as good against energy attacks as Reflective armor but does absorb some hand-to-hand combat damage.

Supreme 

This armor is the ultimate in combat protection. It offers almost complete protection from energy attacks by diverting the charge to earth. In fact, this armor is so tough that only a large explosive is likely to injure the occupant. The suit does have disadvantages in that it continually uses power, its bulk slows the wearer down and it reduces the wearer's endurance. As a consequence, the wearer can carry less equipment before becoming overburdened. If the suit runs out of power, the occupant is trapped and will be captured.

Action Commands

Look Window

There are two of these located at the bottom of the screen below the Player Control Panel. Items which are found on the floor are displayed in the left **Look Window**. Items which are being carried by the player are displayed in the right **Look Window**.

Look At

To look at an object, press the **Start Button** to access the Player Control Panel. Selecting the icon marked with an arrow pointing left or an arrow pointing right will cycle through all available items in the respective look window.

Manipulate

Used for interaction with an object. In general, selecting this icon will cause an item to perform its task. (i.e. **Manipulate** the lock pick and it unlocks the door, **Manipulate** the medi-kit and it injects an antidote.)

Attack

Moving the pointer into the **View Window** changes it into a cross-hair. Pressing the B Button now attacks. If you are holding a working gun it will fire, if not you will punch.

Screen Layout

Damage

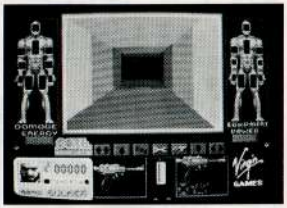


Figure C

As shown in Figure C, the figure displayed to the left of the playing area is used to indicate the damage you have sustained during the game. If the box over your head or the box over your chest is filled, then your game is over and your character is dead. If a box becomes more than half filled, the use of that area becomes restricted. For example, if your leg is injured by more than half of its capacity, your movement rate is reduced. If your head is more than half injured, your sight is affected. *(See Fig. C)*

The horizontal bar beneath this figure represents your energy level. This starts off full and gradually depletes. You can raise your energy level by drinking the refills from the drink bottle.

Equipment

Also shown in Figure C, the figure to the right of the playing area is used to indicate what equipment is carried where. Each box on the figure represents a pocket. This figure shows you which pockets of your suit contain items or equipment. The small boxes on either wrist are always full. They contain your compass and wristwatch. The small box on your belt always contains the power lead from your suit, which is used to recharge energy weapons and equipment. *(See Fig. C)*

The horizontal bar beneath this figure represents your suit's power level. This starts off full and depletes as you use it. You can recharge your suit at any of the terminals or by using a power pack.

Player Control Panel

Press the **Start Button** during normal gameplay to access the bar of icons at the bottom of the **Main Play** screen. *(See Fig. D)* Press left and right on the D-Button to move the cursor arrow left and right across the icon bar. The **Player Control Panel** allows you to interact with the weapons and objects found in the game. Beginning from left to right:

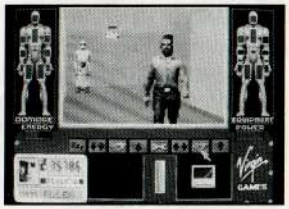


Figure D

Pause/Sleep Button

This button is labelled with 3 Z's. Selecting this will cause a black picture with stars on it to appear over the **Main Play** screen. This pauses the game by allowing the player character to rest and sleep.

Cycle Buttons

These buttons are labelled with 2 arrows, one pointing left and the other pointing right. One of these buttons is located above each of the **Look Windows**. Selecting either arrow on this button will cycle through what is available in the appropriate window. You may use either arrow to cycle in the desired direction as all of the objects are ordered specifically.

Manipulate Buttons

These buttons are labelled with a hand. There is one of these buttons located above each of the **Look Windows**. The Manipulate button over the **Left Look Window** allows you to use all objects which appear in a room and which the player cannot pick-up and place in his suit pockets, such as terminals, elevators, and electronic doors. The Manipulate button over the **Right Look Window** allows you to use all objects which the player

possesses in his suit pockets. Simply use the cycle button to place the desired object in the **Right Look Window**, and select the **Manipulate** button to use it or perform its function.

Pick-Up Button

This button is marked with an up arrow and is located over the **Left Look Window**. Use this button to pick-up any objects which appear on the floor of a room. The desired object must appear in the **Left Look Window** in order to be picked-up.

Drop Button

This button is marked with a down arrow and is located over the **Right Look Window**. Use this button to drop any objects which the player is carrying in his suit pockets. Use the cycle button to place the desired object in the **Right Look Window** and press the drop button to drop it onto the floor of a room. You will be able to pick up any objects which are dropped onto the floor.

Repair Button

This button is marked with a wrench. Use this button to repair any damaged items which the player may find in the building. A damaged item is shown by a red cross next to it. To repair an item, place the desired object into the **Right Look Window** and press and hold down the repair button. The mercury meter, the vertical bar in between the **Look Windows**, will rise until it reaches the top. One complete rise of the meter represents one attempt at fixing an object. Some objects require more extensive repairs than others.

Smart Card

The card shown at the bottom left of the screen is your security pass. It contains a photograph of your character, his/her name and ability scores (0-9). These are shown in the following order: strength, dexterity, endurance, intelligence and movement. These values are normally static throughout the game although the use of some objects may affect one or more of your attributes!

Look Windows

There are two of these located at the left and right bottom of the screen below the **Player Control** panel. Items which are found on the floor are displayed in the **Left Look Window**. This represents what you are looking at. This will show anything in the room which is within reach. Items which the player possesses in his suit pockets are displayed in the **Right Look Window**. The item which is currently readied by the player is displayed in the **Right Look Window**.

The button on the **Player Control** panel marked with two arrows, one pointing to the left and the other pointing to the right, cycles through all of the items that are currently being carried by the player. To drop an item, select the button marked with the down arrow on the **Player Control** panel. If it is damaged, a red cross is shown next to the object. The vertical column in the center of this area is used to show how much of the repair process has been completed.

DAMAGE

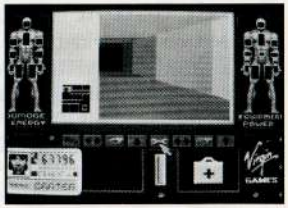


Figure E

Both you and your equipment are susceptible to damage. As shown in Figure E, damage to your body is displayed in the boxes shown on the figure at the left of the screen. Damage to an object is shown only when you **Look** at that object. The red cross signifies that the item is faulty. *(See Fig. E)* All damage can be repaired with the right equipment, skills and time.

Physical damage to flesh is repaired by using the first-aid kit. Robots and bionic limbs require the electronics kit to repair damage. Simply find the necessary equipment and press the **Manipulate** button (the one with the hand). These kits can be used once only and are

then used up. You can, however, find another one and use that. The amount of damage you can repair depends on your skill in that field. Using a first-aid kit in conjunction with a high medical skill and a high dexterity, for example, will result in a good repair.

Damaged equipment can malfunction when used. With a damaged hologram this is not a problem but a damaged grenade may just blow up in your hand! To repair an item of equipment, **Look at** it and then hold down the repair button (the one with the wrench). While the button is down, the mercury in the indicator tube is rising. Hold the button until the mercury reaches the top. At this point, your character thinks the repair is complete. If you are interrupted during a repair, you will have to start the whole repair over again. When the repair is thought to be complete, the computer has used your character's skills to determine success. If the repair was a failure, it could be obvious and the damage cross would still be visible or it may only become obvious when the object is next used.

Guns are complex objects and can malfunction in a variety of ways. These include losing all of their charge, exploding when damaged, exploding when next used and firing reduced power missiles. Repairing a gun is a complicated procedure and success is determined by your weapons, electronic and mechanical skills and your dexterity rating.

COMBAT

A character can indulge in two forms of combat: long and short range. When you point into the game window you will see that the small arrow becomes a cross-hair. Use this to aim and press the B Button to attack.

Missile

Missile combat covers the use of guns or grenades. To use a gun, simply hold it in your hand (either hand), and when you attack you will fire a missile. If the gun runs out of charge, instead of shooting, you will punch (see POWER for details on recharging equipment). To throw a grenade, **Look** at it and **Manipulate** it. The grenade will be thrown straight ahead and will explode on impact. Remember not to stand too close to the target!

Hand-to-Hand

If you attack without holding a gun, you will "punch." You will also punch if your gun has run out of charge. Punching does very little damage. Remember that you can only punch at arms length!

Combat can be dangerous. It is worth remembering that everyone in the game is wearing armor.

OBJECTS

Manipulation

This is an important ability and is really quite simple although it may at first seem complicated.

Every object in the game has a function and this is normally activated by clicking on the **Manipulate** button. If the item cannot perform its usual function, you are presented with the opportunity to recharge it. For the button to work, you must be **Looking** at the item you wish to **Manipulate**.

For example, to use the medi-kit you should select the pocket it is in and then select the **Manipulate** button. The machine will administer either a stimulant or an antidote or both. If the medi-kit has no chemicals, clicking on **Manipulate** will, instead, produce a full screen image of it. You are now in a position to refill it. Search your pockets to see if you have the vial of chemicals necessary to refill the medi-kit. If you find them, **Look** at them and **Manipulate** them to refill the medi-kit.

The same procedure is used for a gun. If you **Look** at the gun and **Manipulate** it, you will see a full screen image of it. Now select the power lead which comes from the belt of your suit and **Manipulate** that. The gun will now be "burst charged."

Anything which can be picked up will appear in the **Left Look Window**. To pick the object up, press the Start Button. Then move the arrow pointer to the Up Arrow Icon. Select this icon and the object will be placed in one of the pockets of your suit. If you do not have any empty pockets or room in a pocket, the object will remain on the floor, and you will not be allowed to pick it up until you have room. You must be standing still to pick something up.

Doors

Locked doors are manipulated in a similar manner to guns. There are two types of doors: one that can be opened by walking on pressure pads and the second type which is locked by an electronic system. The locked door is depicted by a gray square on its surface. To open it, approach the door until a keypad appears in the **Left Look Window**. Next, select the **Manipulate** button and the control panel will be shown as a full screen image. In order to enter the four-figure code which is required to open locked doors, point at and select the buttons on the panel. As you locate a correct number, the green light on the top left of the panel will flash. Note the number and then try to establish the three other figures necessary to complete the code. Once you have established all four figures, press the enter key on the control panel. If you have entered the numbers in their correct sequence, the door will open. If not, you will have to try entering the numbers in different combinations until entered correctly.

The alternative to opening doors "manually" is to use an electronic lock pick. These can be either purchased at the start or collected as you progress through the game. To use it, select the pocket it is stored in. It will now appear in the **Right Look Window**. Click on **Manipulate** and the lock pick will start to decode the combination. It will eliminate wrong numbers by learning from its mistakes. Once it has completed its decoding, you will have approximately five seconds to note the number for future reference. You will now be able to advance through the door. You can only use the electronic lock pick when you have a full screen image of the control panel.

Elevators

Elevators are the only way to move between levels. There are two control panels which relate to elevators. As shown in Figure F, the small panel outside an elevator shows which floor it is on. Press the **Manipulate** button and a full screen image of the call button for

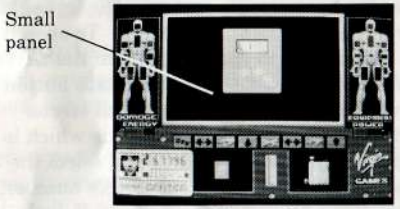


Figure F

the elevator will be displayed. *(See Fig. F)* Then select either the Up arrow or the Down arrow just as you would a real elevator. When it arrives you have five seconds to enter the open door. Inside is a control column. Walk up to it until a picture of a keypad is displayed in the left **Look Window**. **Manipulate** the resulting keypad to see a full screen picture of the control pad. *(See Fig. G)* Key presses will not be accepted until you have inserted your Smart Card. To do this, find which pocket it is in, **Look** at it and select the **Manipulate** button. The card will now appear in the slot. The arrangement of buttons on the **Control** panel allows you to go to any floor in the

building. To select a floor, just point at its number and select. If you have security clearance for that level, the green light will come on and the lift will start to move. If you don't have clearance, nothing will happen and you will have to press another number. The panel displays the level you are on at the top right and the level you are going to in the top left. When the elevator has reached its destination, the control pad will disappear and your Smart Card will automatically be returned to you.

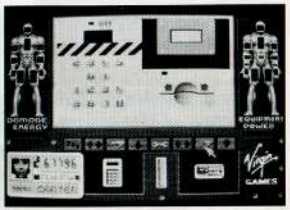


Figure G

Airlocks

The warehouse, car park, and ground floor are separated by security doors called "airlocks." The control pads for these are similar to the locked door control pad. First insert your Smart Card and then enter the four-figure code in the same way as you would with a normal door. When the code has been correctly entered, the small light will come on. Now press the yellow button to open the door. Your Smart Card will automatically be returned to you.

Terminals

Computer terminals are an important find. They look similar to the **Elevator Control** column. *(See Fig. H)* Walk up to this column until a picture of a monitor screen appears in the left **Look Window**. Select the **Manipulate** button. As shown in Figure I, computer terminals offer a variety of facilities including increasing your security clearance to allow you access to more levels of the building. *(See Fig. I)* Terminals can also be used to recharge your power suit.

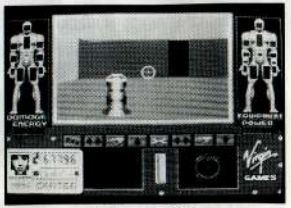


Figure H

(See section regarding POWER below)

Note: If you decide not to use any of the above items while they are displayed full screen, just press the **Start** button to go back to the **Gameplay** screen.



Figure I

POWER

Personal Energy Level

Your personal energy level is displayed as a horizontal bar beneath the damage figure. This energy is constantly being depleted. If you become burdened down through carrying too much equipment, you will use power twice as fast as you normally do. Energy is replenished by drinking the glucose compound in the drinking bottle and by sleeping. In an emergency, manipulating the medi-kit will administer a stimulant which will raise your energy to half of its normal level. Too frequent use of this stimulant could permanently reduce your endurance rating and this in turn will reduce your encumbrance rating.

Recharging Your Suit

Many items of equipment require power to function. Your suit can carry a charge for just this purpose. The level of charge remaining in your suit is displayed as a horizontal bar beneath the equipment figure. To recharge your suit, find a terminal (a monitor screen - found on most levels). When you find one, **Manipulate** it and it will become a full screen image. Find your smart card and **Manipulate** it to put it in the slot. Now find your power lead and **Manipulate** that. This plugs it into the power socket on the terminal. The suit is then "burst charged" in a fraction of a second. You can also use the powerpack, which can be purchased at the beginning of the game or found during gameplay, to recharge the suit. Simply locate the powerpack in one of

your pockets, **Manipulate** it so that it appears full screen, select your power lead from the belt pocket of your suit, and **Manipulate** it to recharge your suit. Some equipment will constantly drain your suit's power. This includes the backpack computer, the most powerful armor, the jetpack (when in use), and the vision-enhancing visor (when in use).

Recharging An Object

To charge an object, **Look** at it and then **Manipulate** it, and it will become a full screen image. Now locate and **Manipulate** your power lead. This plugs it into the power socket on the object which is then "burst charged." If you charge up a damaged gun, it may explode!

Fuse Box

The building's power can be interrupted at the fuse box. Each fuse relates to a level of the building including the Warehouse. There is no fuse for the car park. By looking at the fuse box and **Manipulating** it, it becomes a full screen image. Select the button under a fuse to cut the power to that level. The fuses are not marked but they are laid out in a logical manner and a little experimentation should reveal which is which. A fuse which has been removed in this way can be replaced by the player or a guard. Use the bomb or a grenade to permanently cut the power to the whole building. When the power is cut to a level, all of the lights go out. Robot guards can still see because of their enhanced vision systems. The other creatures are effectively blinded until the power is restored. The player can use enhanced vision if the visor is worn (androids are fitted with this visor as standard).

SECURITY

Cameras

Security cameras are mounted on the ceiling and rotate at regular intervals. If the player is detected by one, the alarms are triggered. The cameras have a limited range though, and can be shot from a distance. Destruction of an alarm trigger does not set off the alarms.

Infra-red beams

Beam projectors are small metal objects which stand on the floor. They are easily recognized by their single large lens. Walking in front of this lens will break the beam and trigger the alarm. Like the camera, these can be shot from a distance. The projectors are normally difficult to see because they are hidden in alcoves, but the infra-red mode on the vision-enhancing visor will allow you to detect the beam itself. It is possible, although by no means easy, to jump over the infra-red beam and avoid triggering the alarm. To do this, back as far away from the projector as possible, run towards it at top speed and select the up/jump button. This takes practice!

Pressure pads

Pressure pads appear as slightly discolored tiles on the floor. They cannot be shot. The alarm will be activated if you step on one of these pressure pads so avoid contact with them at all costs.

Alarms

When the alarm is set off, the orange lights on the ceiling start to flash, a siren starts to wail and the guards on your level start to hunt you down. Shooting the alarm lights is a waste of time and energy.

Gas

The bad news is that tranquilizer gas is pumped into the air. If you have a gas mask, use it by putting it into your head pocket. A small face mask is the next best protection. Note that the gas mask cannot be worn with the vision-enhancing visor. If you have no gas mask, move as far away from the sound of the gas as possible. This could minimize the effect. If the gas does start to affect you, you will slow down and your vision will become dark. Using the medi-kit will inject a fast-acting antidote.

Doors

When the alarm goes off, all doors with a keypad are locked and cannot be opened, even by entering the proper code. Automatic doors still function. When the alarm is reset and turned off, all doors with a keypad may be entered with the proper code.

Capture

If you faint from exhaustion, run out of power (android or supreme armor), are overcome by gas, or are damaged to such an extent that you black out, you will be captured and placed in a secure cell. Once you have recovered, survey the surroundings as there is always an escape route. All of your equipment will be intact. If you do not have enough energy or equipment to escape, UCC will dispose of you in such a way as to leave no evidence that you were ever there!

Escape

When you wake up in the cell, there is always a way to escape. Check what equipment you have left. When you do escape, you will have to find out where you are.

Loading And Saving Games

Saving a Game

A password will be given to you each time you enter a lift and insert your Security Pass Card into the lift computer. This will save the items in your inventory, your security access level, and your location. It will also reset all of the items on all of the floors.

Loading a Saved Game

To load a saved game, enter the **Options** screen from the **Title** screen. Select **Resume Old Game**, and enter your password in the space provided. When you have completed entering your password, select **Enter**.

Tips

Don't rush around. It is better not to trigger alarms, and this is achieved more easily if you are careful. Shoot cameras and beam projectors from a distance. If you are getting low on energy or power, don't wait until the last minute before recharging; something might attack you and you may not have the opportunity to recharge.. Use the jetpack, visor, and backpack computer sparingly. They use power the whole time they are functioning. Make effective use of your explosives. Examine holograms very carefully. Fight with your back to a wall. Try to keep an escape route clear. You never know when you'll need to run like crazy!

Handling the Sega Genesis Cartridge

- The Sega Genesis Cartrdige is intended exclusively for the Sega Genesis System.
- Do not bend, crush, or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

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