SEGA™

Interplay™

CYBERIA™

SEGA SATURN™
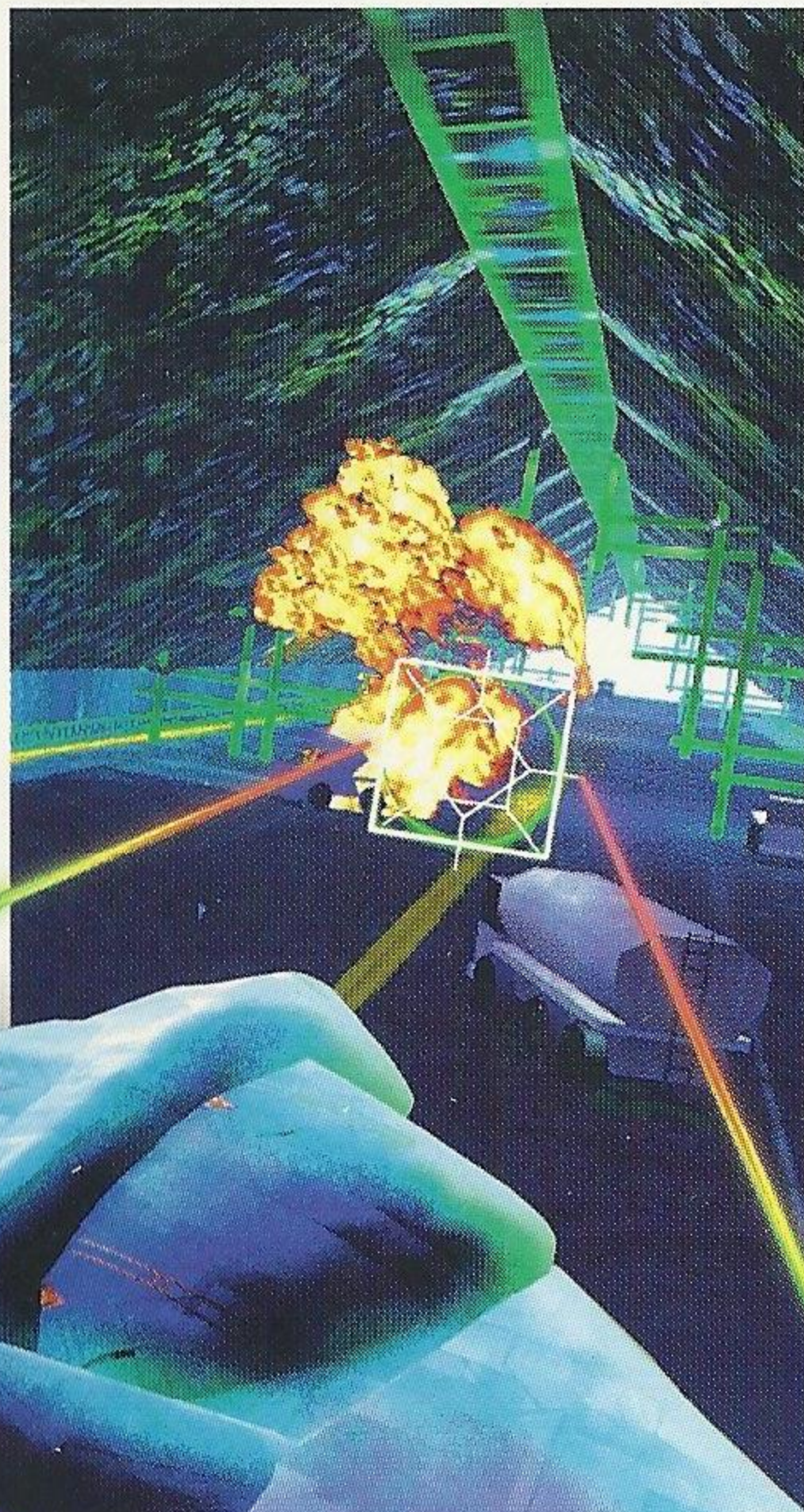
XATRIX™ entertainment

DANGER NEVER LOOKED SO GOOD

TEEN

T
AGES 13+

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SEAL OF QUALITY

T-12508H

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STARTING CYBERIA

You will be asked to "enter identification"—pressing up or down on the control pad changes the letter. Pressing right or left on the control pad moves the next space. Entry names are limited to 3 spaces (letters or numbers). Press "C" when ready. This area is also used for Password entry.

Switches between flight stick and cursor modes in transfighter and rig game sequences. This changes the direction of the Y movement of the pad and virtua stick input devices. Also used to exit the visor puzzles.

Opens the load game menu.

Moves ZAK during walking scenes. Moves targeting cursor during flight scenes. Moves between selections on menus and visor puzzles.

Toggles pause on/off—also starts game when title screen is displayed.

Performs infra-red scan (during visor puzzles).

Performs MRI scan (during visor puzzles).

Activates smart bomb during CHARLIE game sequence. Also performs bio-mass scan (during visor puzzles).

Fire or selection, depending on the situation.

Gamma correction (7 levels of brightness are available).

Opens the main menu or cancels current operation.

IMPORTANT INFORMATION

The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.
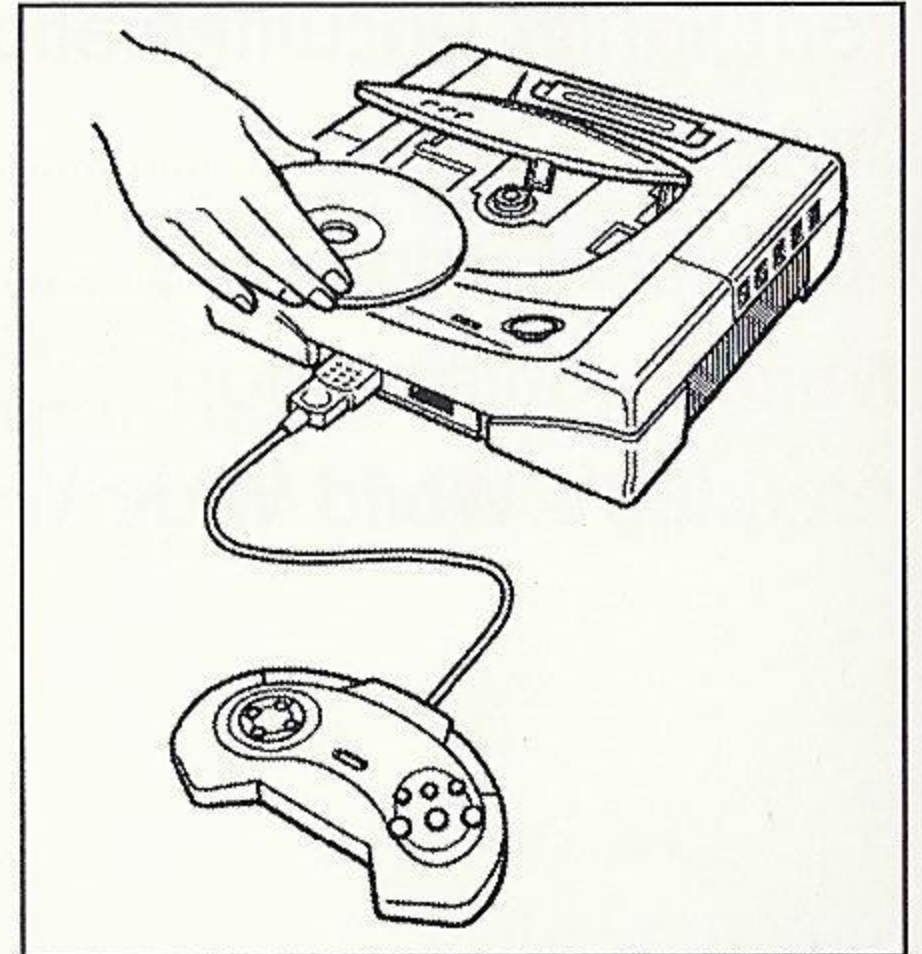
BACKGROUND

Earth, 2027, five years after the global economic collapse. The fracturing of the world economy brings about swift changes in the global power structure. Now the Criminal Cartels struggle against the Free World Alliance (FWA) for control of the planet.

You control ZAK, an outlaw computer hacker with some very useful skills. Unfortunately, they do you little good while sitting in an FWA confinement cell, awaiting trial and sentencing for treason and espionage.

William Devlin, head of the FWA, gives you a choice. Work for the FWA on a covert mission, or sweat out whatever time you have left in your cell. Some choice...

THE MISSION

Devlin and the FWA have your mission planned. After being released from your confinement cell at the Pentagon, you are taken to a waiting hovercraft. From there you will be transported to the North Atlantic, where you will rendezvous with the Rig. The Rig is a mercenary operations base run by a man known only as Santos. The FWA has signed a contract with Santos to provide a jumping-off point for your trip to the Cyberia Complex.

Once on the Rig, your orders are straight-forward: meet with Santos and take possession of a waiting TF-22 aircraft. The TF-22 has its autopilot set for the optimum route to the Cyberia Complex, as well as an onboard tactical computer for combat.

Once the TF-22 delivers you to the Cyberia Complex your orders are to infiltrate the base and find out just what the hell is going on...

DIFFICULTY

There are two difficulty parameters for a game of Cyberia. You can individually set the difficulty for the arcade portions of the game and the puzzle parts of the game (*BLADES*) as shown below:
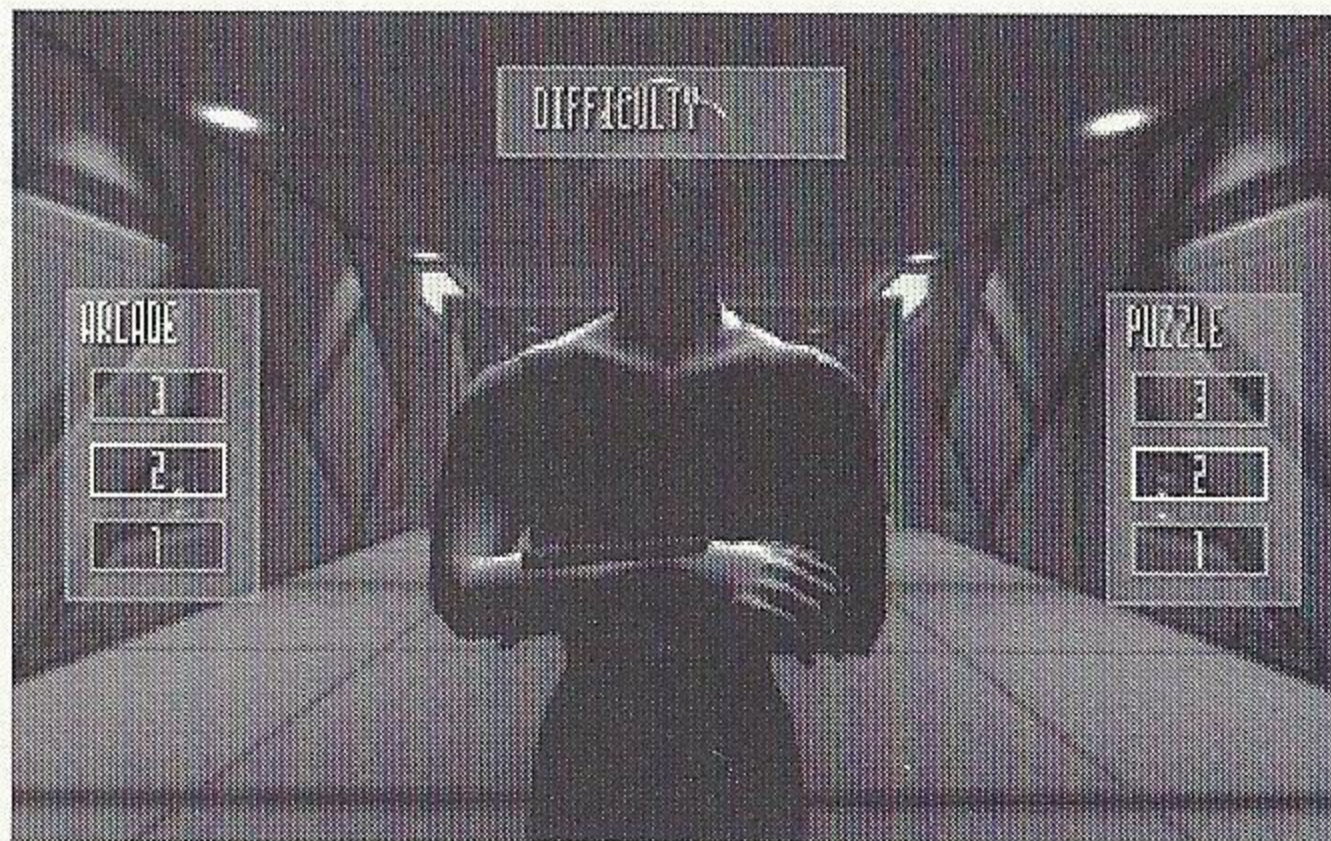
Difficulty can be set to Easy, Medium, or Difficult. Easy arcade and easy puzzle cannot be chosen together; because the game would be too simple.

We highly encourage experienced gamers to choose the difficult levels; the

medium and easy levels were especially designed for people who are not used to video games.

Difficulty cannot be changed once a game has been started.

WALKING

To control ZAK, use the arrow keys on your controller. Cyberia uses a nodal system for ZAK's movement. A node is a decision point, a place where you can change direction or perform an action. ZAK walks (and sometimes runs depending on the situation) from node to node. To move ZAK to the next node in the direction he is facing, press the up (think of it as forward) arrow key. Pressing the left and right arrow keys will rotate ZAK while he is at a node, if any other paths are currently available to him.

Once you move ahead, ZAK will walk in that direction until he reaches the next node. However, while walking you can turn around 180 degrees and head back to the node you started at by pressing the down (backwards) arrow key. ZAK will automatically stop at the next node unless you hold down the up arrow key, in which case he will continue to walk forward.

Tip: Once you know your way around, you can walk and turn without interruption by keeping the up (forward) arrow key pressed and simultaneously holding down either the left or right direction key. Remember, this only works if there is a pathway available in the direction you wish to turn.

Note: Whenever ZAK stops at a node, it is highly recommended that you use your direction keys to discover all of the possible directions that ZAK can move.

TAKING ACTION

In some instances there will be an object or item of interest directly in front of ZAK. If you wish to explore/examine further, press the up (forward) direction key.

If a character confronts you with a verbal request, you have two options. You can comply with their request, or try to blast them with your arm-gun. The "C" button fires your weapon. Remember, you can only fire your weapon if there is someone to fire at.

While in combat, you aim your weapon by moving the direction keys toward your enemy and then pressing the "C" button to fire. In most cases, ZAK will be able to duck behind a wall or an object to avoid being hit. ZAK cannot fire while ducking for cover.

BLADES

ZAK wears BLADES; Bi-optic Low Amplitude Displayed Energy System. These special cybershades allow ZAK to perform three distinct functions that will help him complete his mission.

InfraRed/Thermal Scan - This scan will detect any emissions in the InfraRed spectrum, as well as traces of heat. This is a very sensitive scan, and the BLADES on-board computer will determine very accurate levels for any areas of InfraRed or Thermal energy it finds. This scan will also cause minor heat flux in the area being scanned. To activate this scan, press the "X" button.

Magnetic Resonance Imaging - This function allows you to "look through" an object, and can reveal important clues about how an item works. Activate by pressing the "Y."

BioScan - This will scan the immediate area for traces of BioMass (organic matter). The BioScan has a very limited range. Press the "Z" button to use the BioScan.

Each time you use one of the BLADES functions, it will begin to drain the built-in battery system. However, the system recharges quickly, so if you find yourself out of power and wanting to use the BLADES again, walk around to give the system time to recharge. To exit BLADES, press the "C" button.

MANIPULATION

In some instances you will need to press buttons, or perform similar tasks. It will be clear when this is the case—you will see ZAK's hand in front of you on the screen. Use the arrow keys to position ZAK's hand, and press the "C" button to perform an action, such as pressing a button.

AIRBORNE

In order to reach the Cyberia Complex, ZAK will have to cruise the skies in the TF-22 TransFighter.

The TF-22 is equipped with AutoNav, a computer-controlled piloting and navigation system. However, this particular TF-22 has a weapons system glitch. You will have to fire the weapons manually.

The route to Cyberia will take you through seven hostile enemy sectors. Before entering a sector you will be shown a mission briefing, along with current tactical data essential to completing the mission.

Each mission has a specific goal that must be accomplished, and the mission is not over until that goal is fulfilled. If you fail a mission, you will start over at the beginning.

You get a cockpit view of the approaching terrain and bogies. The computer will often verbally inform you when a target is acquired. You control the targeting crosshair with your control pad. Press R-TRIGGER to switch between standard mode and aircraft mode. In aircraft mode, pushing "up" on the control pad will move the crosshair down, and pushing "down" on control pad will make the crosshair go up. In standard mode, pushing "up" on control pad will cause the cursor to move up and pushing "down" on control pad will move the cursor down. In both modes, left is left and right is right.

Fire the TransFighter's weapons by pressing the "C" button. The computer will box targets with horizontal brackets. It will often take more than one hit to destroy enemy targets. Enemy targets are bracketed with yellow brackets. Some targets require multiple hits to destroy. When you score a hit on such a target, the yellow box will change to a dark red. If you hit an enemy and the targeting box disappears, then the enemy has sustained critical damage and is no longer a threat.
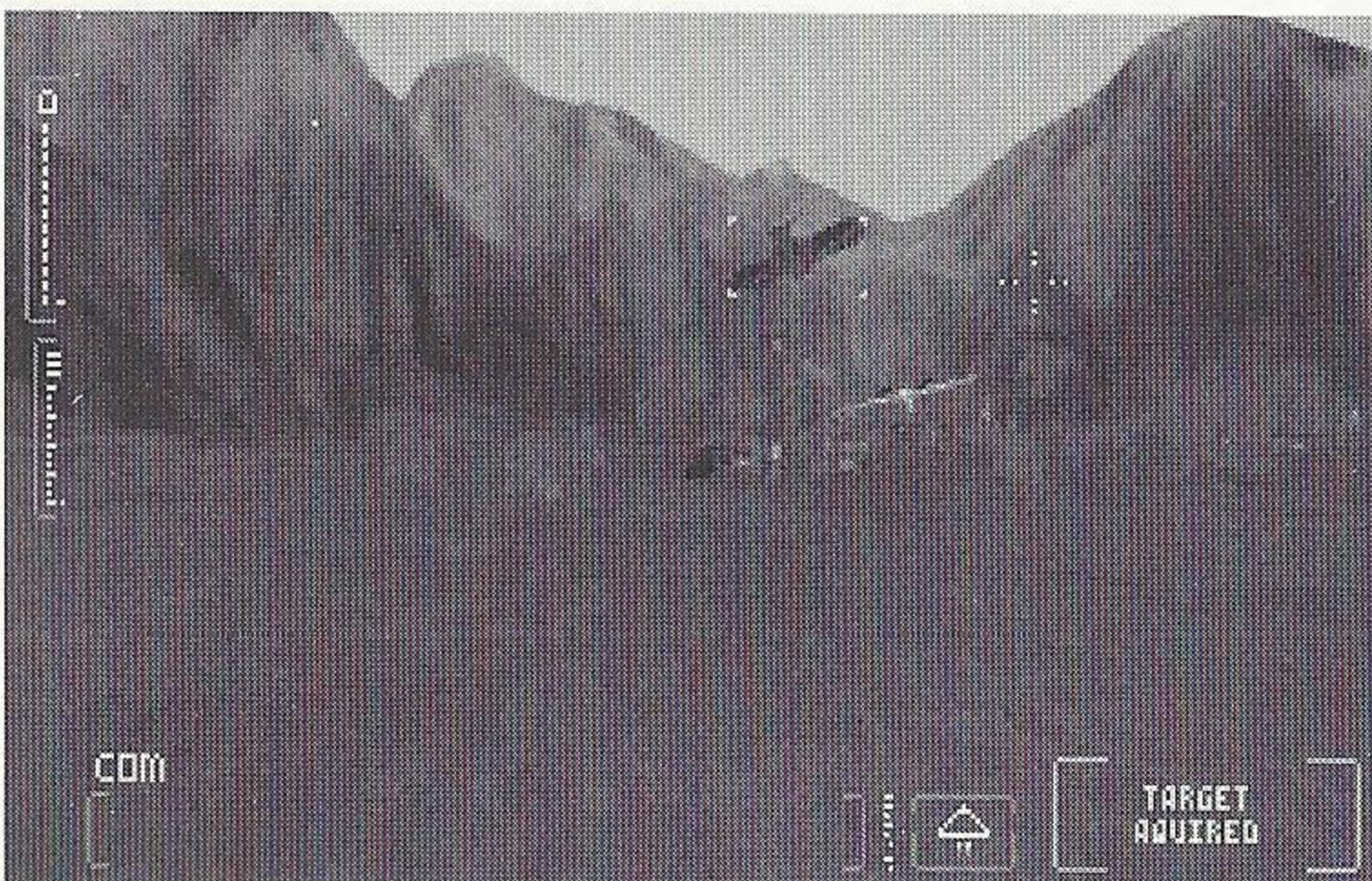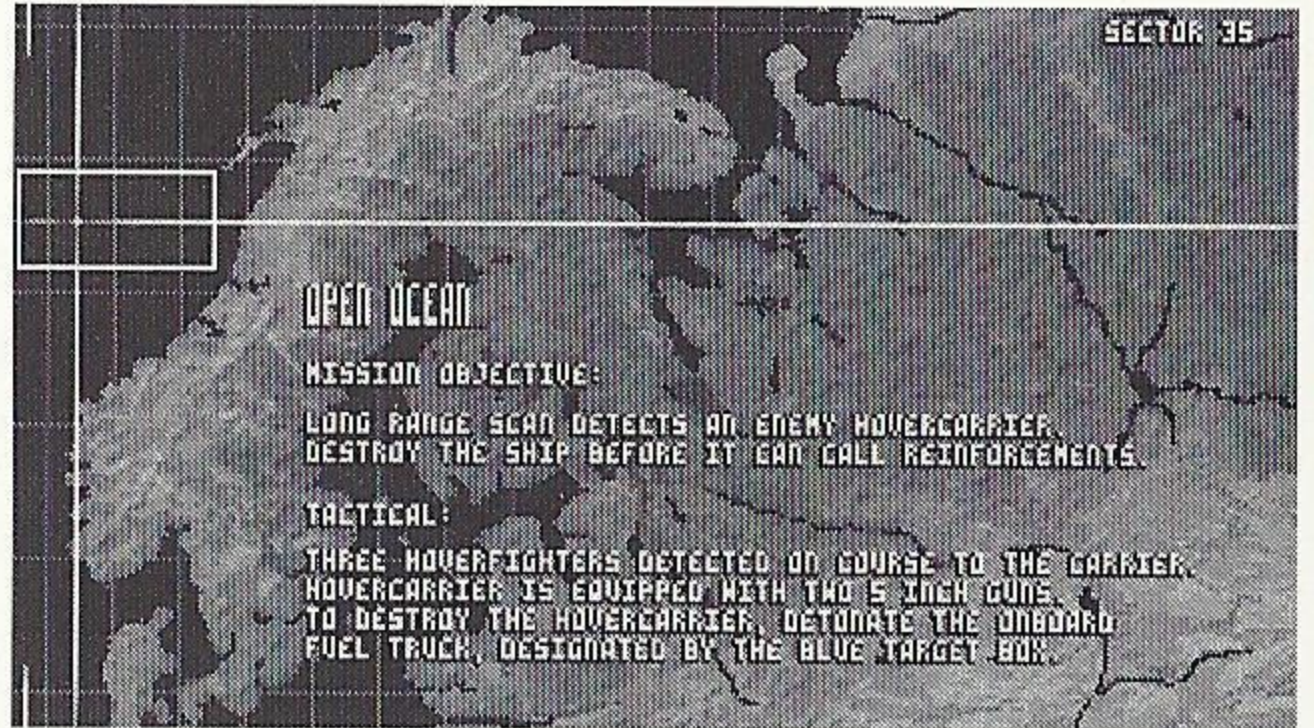

During some missions there may be blue target boxes. Check the Mission Orders for specific information regarding blue target boxes. Your heads-up display, or HUD, contains information about the status of your ship. The gauge at the top right displays your Shield Levels. This gauge will fluc-

tuate depending on the amount of enemy hits your ship takes. The gauge at top left shows the energy available to your firing control system. Shield and Weapon Systems automatically recharge when not in use. The gauge at middle left displays hull damage, and is not rechargeable during flight.

After each mission you will see a mission ratings screen informing you of how well you performed on the mission. The information also includes how much damage you sustained, as well as an overall mission performance rating.
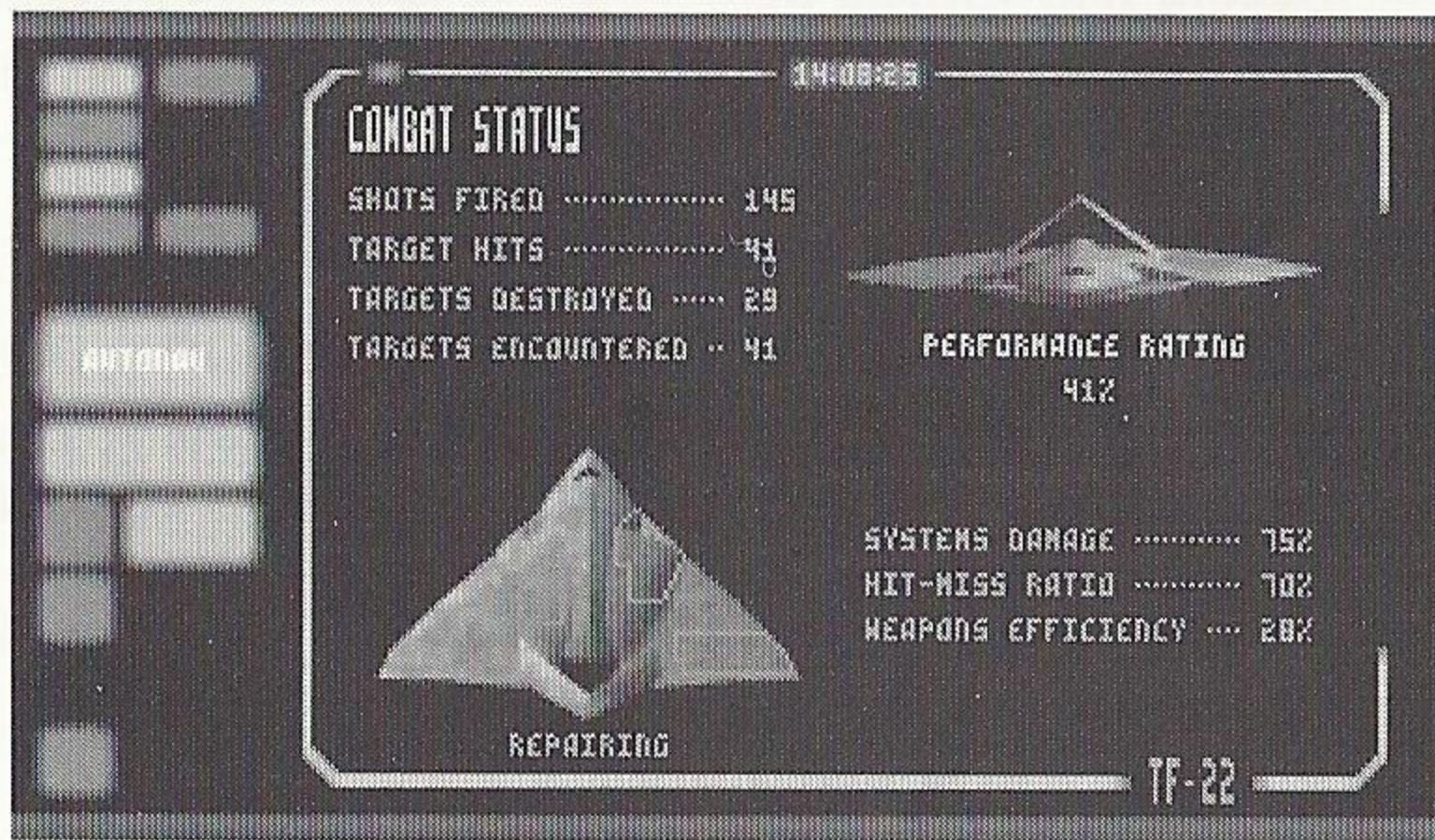
NOTE: The TF-22 is equipped with internal repair capabilities, so after each mission your TransFighter will be restored to full operational capability for the next mission.

MILESTONES

As you progress through Cyberia, you will reach different milestones.

To load a game, press "A" button to enter the menu system and choose Load Game. To go directly to menu, press the "Left Trigger" button.

You can resume the game from any milestone that you have passed. Milestones are graphically repre-
sented as shown below.

Milestones are shown in the order reached. The highlighted milestone will be in color. The last milestone that you passed will be at the bottom right. Move the highlight with the arrow keys.

Press the "C" button to resume a
game from that point. If all of the milestones will not fit on one screen, the screen will automatically scroll when you press the arrow keys.
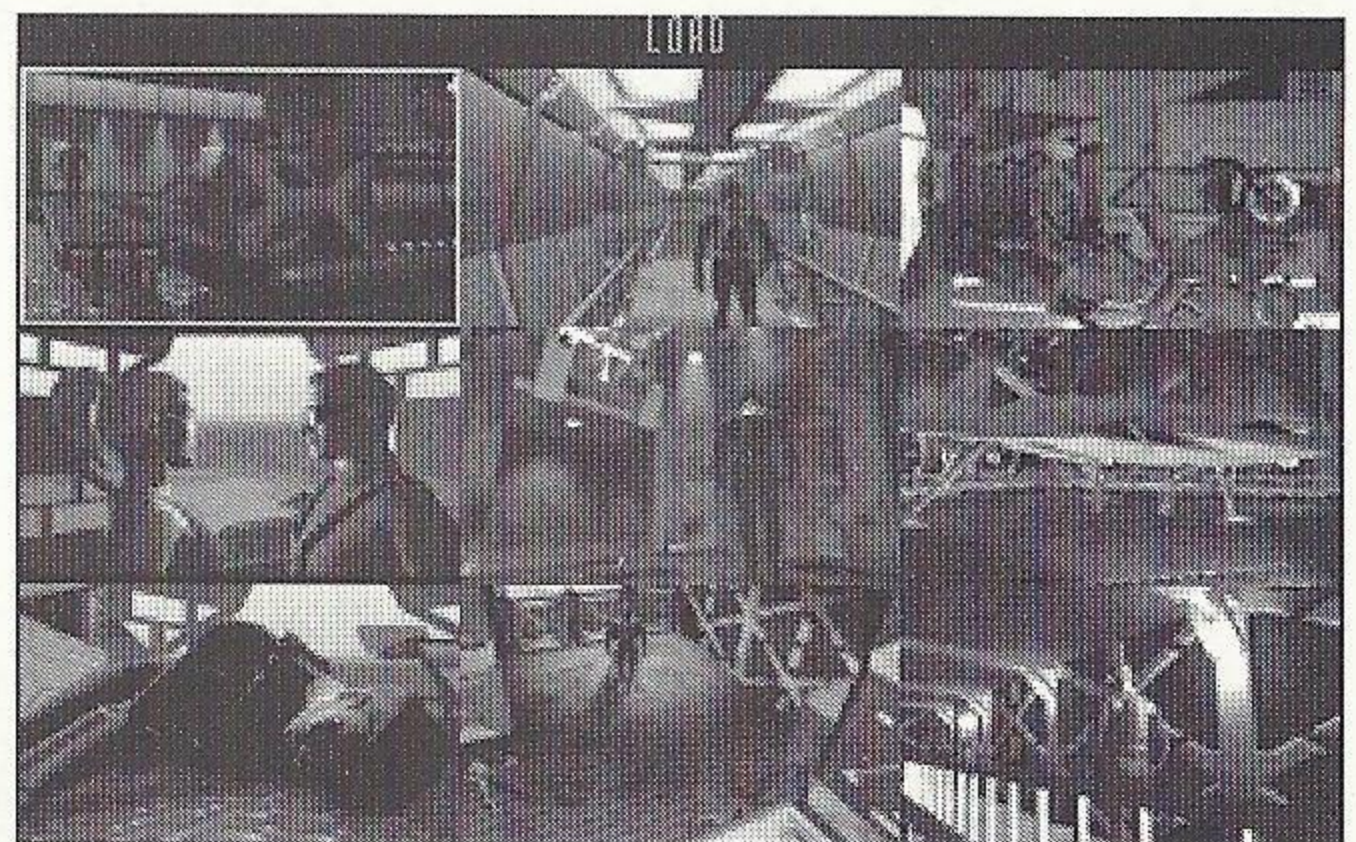
MENU SYSTEM

Press "A" button to enter the menu system. The menu system allows you to change the game parameters.

The main menu contains the following items:

Pad Speed   Controls curser speed 1-4

Continue   Exits the menu and returns you to Cyberia

Load   Load game (start at a milestone)

Restart   Restarts game

Quit   Exit Cyberia

At the top of the menu is the volume control box. You can set the volume at four different levels from 0 (off) to 3.

ADDITIONAL CONTROLS

In "Charlie" Sequence, "Z" activates smart bomb (instead of "Enter").

"B" activates "gamma correction levels" (game brightness).

MOUSE CONTROLS

Right   Opens main menu or cancels current operation, depending on the situation.

Middle   Activates smart bomb.

Left   Fire or selection depending on the situation.

Start   Toggles pause on/off—also starts game when title screen is displayed.

MISSION STICK CONTROLS

All functions are identical except:

"A" button is the action button.

"C" button brings up the menu screen

It is recommended that the Mission Stick be used for shooting sequences while the gamepad is used for exploring and puzzle sequences.

SUPPORTED INPUT DEVICES

Sega Gamepad   Sega Mission Stick
Sega Mouse   Sega Player   Sega Virtua Stick

17/05/27

Start from the beginning. That's the hard way, it's always easier to start from the end and back up, retreat, that's the easy way. But I don't do things the easy way, so I won't tell the story the easy way.

The beginning was about 2010, maybe earlier, I don't remember. I was born, and some people say they remember being born, but I don't. I was brought up, and I should remember more of that than I do now, never mind why, maybe I could explain, maybe later I will. There were apartments, schools, houses, people who called themselves aunts and uncles, people who didn't. There were people who might have been a family. They're the hardest to remember.

Some years back, couldn't be too many, how old am I, after all? I'm probably still a "teen-ager," what they said in the old videocassettes. Anyway, my memory starts to burn about then, scooting through dark alleys into abandoned basements... I can remember from then on. Probably be better if I remembered the first part and forgot the later years. Not my choice, though.

None of it is anything anyone would be glad to remember. I've done old videocassettes, even seen some library books. I'd be very glad for some of those memories, the lemonade under the shade trees, the ruby sunsets: so glad to see red in the west like rubies and not like blood. Nothing's glad any more. But I need to get back to my story.

We were in the basements, crawling the wires, grabbing tubes and boxes, hooking wires to boards, boards to wires, things to things. Some of us knew some things, others knew other things. Things. Grab a bill of lading from Taipei to San Francisco, grab a purchase order from Houston to San Francisco, land out with a wild shipment to our neighborhood. I got my BLADES that way. Grabbing things and landing them out. Grabbing the Third World and the First World. What were we, maybe the Sixth World? It worked for us, we were glad, Worlds One through Five or however many hadn't worked for us, we hadn't worked for them. Finally we had a World that worked.

World Six worked fine for years, maybe three, maybe four. We got

what we wanted, got most of what we needed, didn't hurt anybody who couldn't take the hurt easy, we were sitting on top of the world, like the old songs say.

Strange, you think about it, I don't remember anybody else doing old songs, library books, only me. Course, Karo did wall-hanging things, like frozen videos, called them "oil paintings," we couldn't see any oil on them, so maybe that was like me and the songs and the books. Then there was Arla, she did old music that didn't have songs in it. Zak, she said, you don't always have to sing along, you can let it go by itself. And we were all sitting on top of the world.

Except we weren't on the top, we were on the bottom, in the abandoned basements with the junction boxes, and we were shiny and glad, but the other worlds were big and mean, and the glad didn't last. I miss Arla, I hope she wasn't wrong, I guess I'll never know.

18/05/27

I looked over the words I cut last night, and I said "Zak, you're not blindingly cohesive." Not hard to understand—two days in the Pentagon, nothing to grab, wake up, eat, walk the corridors clockwise, eat, sleep or don't. While you can't sleep, there's the net to cut words into. First night, I wanted to break the net box, I wanted to break it all, but cooler heads prevailed. "Cooler heads prevailed." Where did I hear that? Some 20th century videocassette, probably. There weren't any heads but my own, and that one wasn't so cool, but I must have had enough sense not to break the place I was going to spend the rest of my life.

My life. I cut the words last night, and they're cut and burned, and I can't get them back. So I'm cutting words for the ages, or at least for the FWA, the Free World Alliance, a name that might be made more accurate, and I'll try to make what I say understandable to young and old. "Young and old." Where did that come from? Burt Lancaster and Gina Lolla? Are there any circuses any more? Not in the corridors of the Pentagon.

But I'm cutting words, they used to call it "writing," for the ages. Maybe just for William Devlin, Mr Devlin, Sir, but I pretend the words will last, the story goes pervasive, Century 21 meets Winnie The Pooh. Not Mr Toad, of course, Mr Devlin, perish forbid, oh no, Zak your tame Sixth Worlder is completely absolutely indubitably under your control, nothing will break, everything will be glad again. You know none of this can leak back to the Sixth World, maybe Seventh by now, or you wouldn't let me cut the words. They're for the ages.

19/05/27

Woke up early this morning, signed on, looked at the words I cut last night and the night before, what's happening to me? Try cutting some words before breakfast, might have a half an hour.

My theory.

I feel fine, never better, no problems there, I could do pushups with my left hand while I'm cutting words with my right. Not likely for a net felon locked in the Pentagon to feel so good.

I think bizarro. I'm OK now, but the words I cut the last two nights were clearly not cool-headed. Not clear-headed.

Conclusion.

Dope. Kindly Mr Devlin and the Eff Wubble You A are building my body and breaking my brain. Steroids, hallucinogenics, wish I knew, old Karo could tell.

Karo. Karo would have the sense to say "Zak! You cut your nice theory flat into the net! For half an hour, you couldn't unhook your fingers from the part of your brain you found in the morning light??"

Right, Karo, you're right. Erase today, breakfast's coming.

<Block Begin> <Block End> <Delete>

[[Network Reinstate]]

20/05/27

Nothing tonight or last night. Waiting for more cooler heads to show up, then maybe we can all prevail. Like a tree that stands before the water. Where's Karo? Where's Arla? Daddy said a friend's better than a password. Hard to believe Daddy was right, even one time. But he held some good songs, on those big black vinyl disks. "Stone cold dead in the market." Daddy hit the streets, the market, the bricks, the riot cops. I hit the tunnels, the basements, the cables. Daddy, I still hold the songs. "Delia's gone. One more round." Arla's gone.

It's dope, yeah, it must be dope, but I miss the people, I miss Daddy, he's dead, I miss Karo and Arla, they're probably dead, but that won't keep me from missing them. And I miss my BLADES. Maybe more than the people, and that's a bizarro thought, but I MISS MY BLADES!

24/05/27

Sittin' down here in Pentagon Farm. No cooler heads here yet. Gettin' ready to break things here, boss. Only glad thing is I can still cut words. No no, they can't take that away from me, but they could, and I don't know why they don't. What do they, what does Mr Devlin, have me here for? What do they want me to do? "You got me doing what you wanna, Baby, Baby, what you want me to do?"

The Strange Story of BLADES

Niche Technology: *One of an Occasional Series*

The Bioptic Low Amplitude Displayed Energy System (BLADES) device, one of the first successful nanotechnological applications, is something to wonder at, and something to wonder about.

BLADES look like wrap-around sunglasses, and for most people, that's all they would be. Not the first step into an unimaginable future, but just a high-tech set of sunglasses, sturdy enough to protect against an errant elbow (remember Kareem Abdul-Jabbar's goggles?). For some people, wearing a high-tech look-at-me pair of armored sunshades is worth several thousand dollars. For most of us, we'll settle for over-the-counter nonprescription shades from the local discount mart, and wonder how BladeCo stays in business.

Just barely. BladeCo, the pioneer of commercial nanotechnology, bet its fortune, the capital of its closely-held stockholders, on BLADES. Nobody is working on BLADES 2; the remaining employees are busy on the next product, and the powers that be at BladeCo won't talk about the new project.

One of those powers, however, told your Post-American reporter about BLADES. She was wearing her own BLADES; I could tell that they did more than keep the glare out of her eyes.

P-A: BLADES were the first nanotech product on the market. What went wrong?

BladeCo: Nothing went wrong. Would you care to rephrase your question?

P-A: Were BLADES the success you had hoped for?

BladeCo: How many new companies have ever had the success they hoped for? You could probably name two. If you're smarter than you look, you might name five. BladeCo is making it, we're still successful, and we have great hopes for the future.

P-A: Which we can't talk about now, of course. We're still interested in BLADES. What can you see through them?

BladeCo: More than most people, I admit. Our test audience was skewed. We're going to do better. But everybody in-house could use the BLADES, some of us very well, and we frankly disregarded the possibility that the mass of humanity would see BLADES as no more than decoration and sunscreen.

P-A: Tell me more about what you can use BLADES for.

BladeCo: Infra-red, of course. Anyone who can push a button and turn a dial can see in the dark. It's just sunglasses turned upside down or backwards. You understand? It turns the dark to light and the light to dark. It takes some getting used to, but anyone can do it. And there's communication. The BLADES can receive transmissions, like a fax or modem.

P-A: What else?

BladeCo: Well, now we start getting into the nanotech features. You can flip the BLADES into bioscan mode, which detects living organisms. I can, anyway, but probably you can't, unless you're a BLADES user. Are you?

P-A: No.

BladeCo: Well, that's the thing. It takes time and practice to get used to the BLADES, and it takes the BLADES time to get used to you. Most people don't have the patience, and a lot of people just don't have the talent. It's kind of like a K-9 officer and her dog learning to work together.

P-A: BLADES can sniff out drugs?

BladeCo: Maybe. That brings us to the final mode of the BLADES, the infoscan mode. It doesn't work at all for many people, for many

more than we expected. For the people it does work for, it's always different. Some can ID chairs, doorknobs, things they wouldn't need BLADES for. Others, the ones with the talent and dedication, can ID every part of a complicated machine. Or, as you say, get a chemical analysis of a medicine cabinet, once they and their BLADES have learned to work together.

And this is the story of BLADES. Designed to be an indispensable part of mankind's everyday existence, BLADES turned out to have a market of only the very few with the talent, skill and dedication to make them work.

After all, how many people are K-9 officers?

SUPERCARGO INFORMATION CARD FOR TRANSFIGHTER MODEL TF-22, PG. 1

Welcome aboard!

If this is your first trip aboard the FWA DLM Model TF-22, please take the time to read this card and make yourself familiar with the craft. If not, please refresh your memory. After all, very few people make a trip like this every day!

BEFORE READING FURTHER, YOUR SEAT HARNESS AND PROTECTIVE HELMET SHOULD BE IN PLACE AND SECURE.

The TF-22 craft is the pinnacle of FWA tactical air power. She clears the sky, and gets where she has to go. As a valued passenger, your destination is her destination.

The TF-22 is fully cyberdriven. From takeoff to landing, through climate control and cabin lighting to food service and beverage delivery, every detail has been foreseen by top FWA aero experts!

On normal cargo missions, the TF-22 has achieved an exceptional 92% success rate over the past three years. Even more effort is expended on passenger missions such as yours!

Arrival at your destination may require military activity. Please remain seated until the marked exit doors open. Please examine the diagrams to ascertain your position relative to the features of the craft.

Further information, advice and instructions will appear on your seatscreen (or BLADES, if you are so equipped) when the flight plan is established and the trip is under way.

Sit back, relax, and have a pleasant trip!

TRANSFIGHTER MODEL TF-22,
DO NOT REMOVE FROM AIRCRAFT.

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Project Manager

JOAN WOOD
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SPECIAL THANKS TO
PAUL KELLNER

THE PROGRAMMING
WIZARDS at CELERIS

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY. The charge for this service is $1.25 for the first minute and $.75 for each additional minute. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.inteplay.com.

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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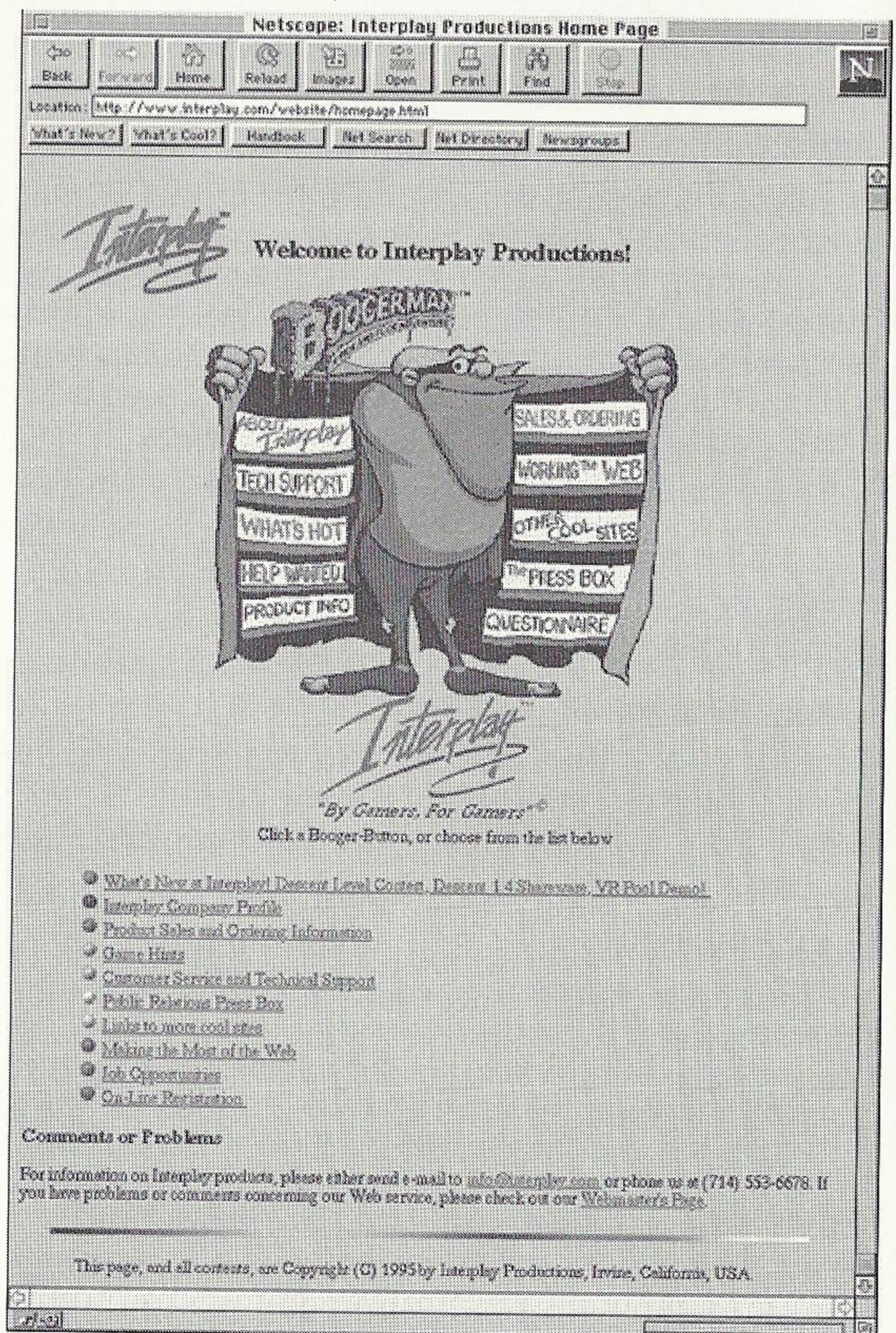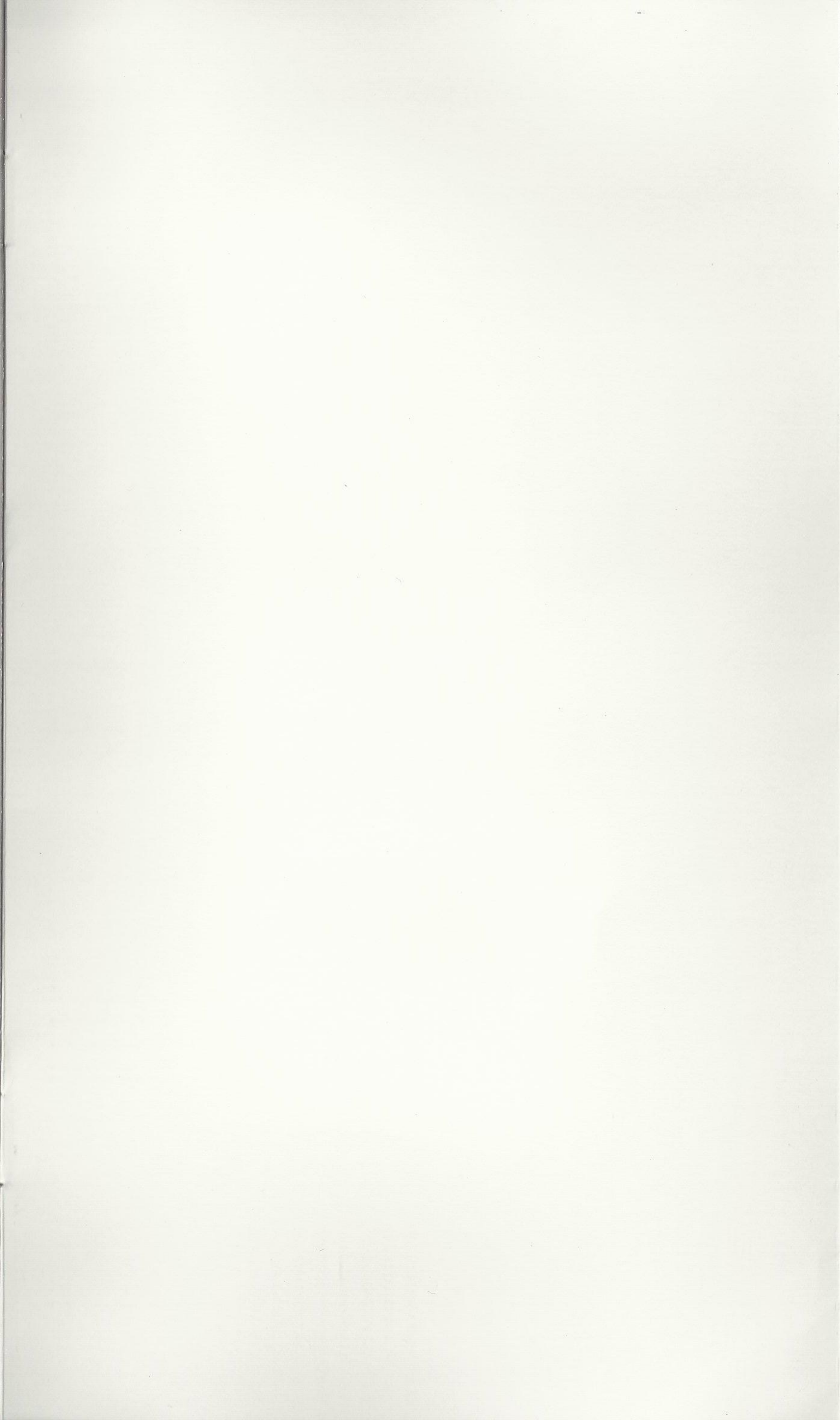
Once again, Welcome!"

Brian Fargo

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