
CYBORG HUNTER™

Distributed by

 **ACTIVISION®**

For play on the

SEGA®
Master System

Credits

CYBORG HUNTER was developed by Sega Enterprises, Ltd.

Produced by Tom Sloper.

Product management by John Crompton.

Product testing by Kelly Zmak.

Hunter's Guide by Liz Armstrong. Editorial management by Laura Singer.
Production by GlennHills Graphics Company.

For a recorded message about our newest software, call 415-329-7699. For technical help, call Technical Support between 9:00 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415-329-7699.

For information about our products, write to:

Product Information
Activision
P.O. Box 3048
Menlo Park, CA 94025-3048

For the best service, be sure to *note the subject of your inquiry on the outside of the envelope.*

Copying Prohibited

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

CYBORG HUNTER is a trademark of Sega America, Inc. SEGA is a registered trademark and Power Base is a trademark of Sega Enterprises, Ltd.

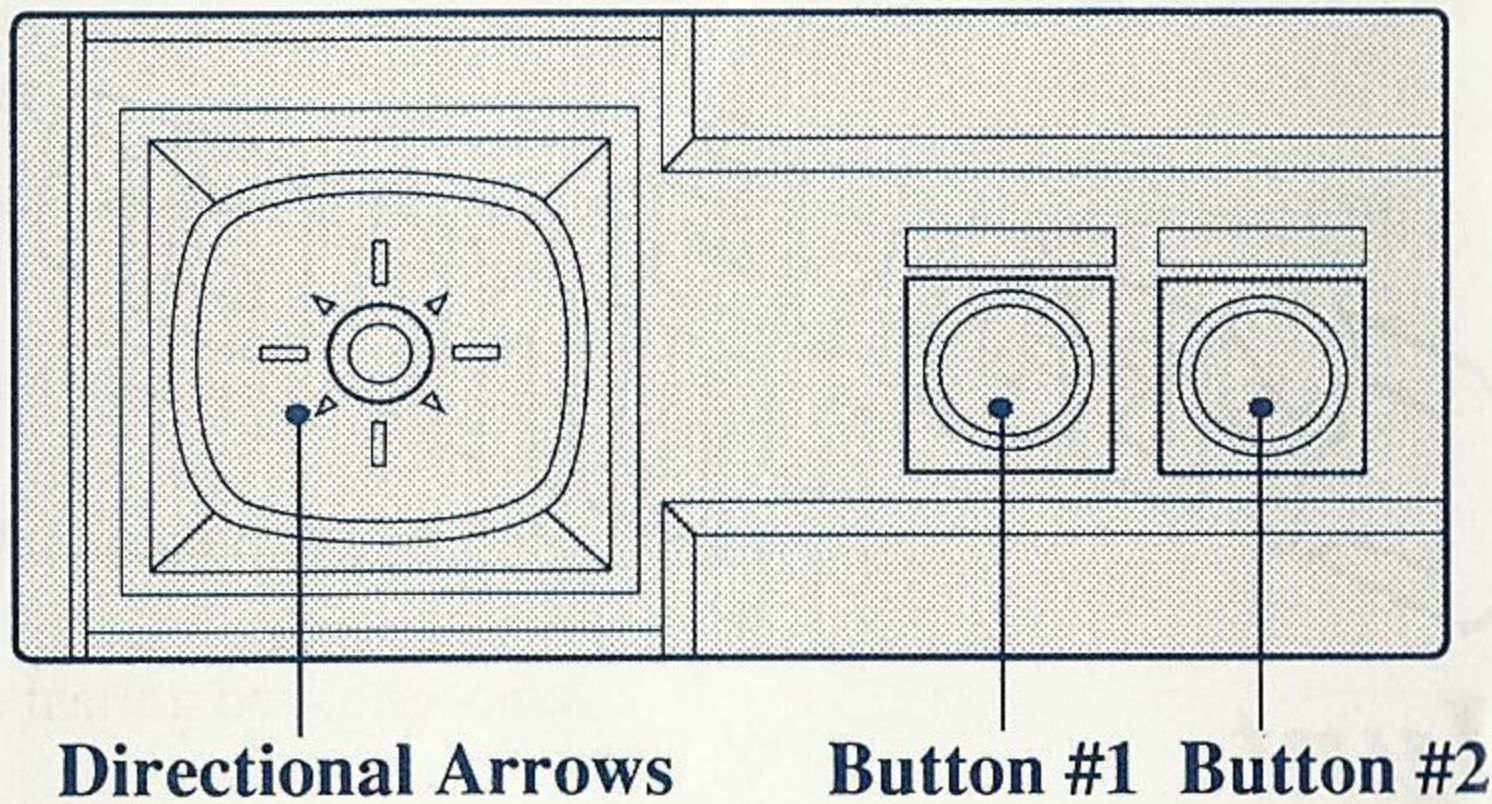
CYBORG HUNTER™

The Hunt

The Year: 2242. You are Paladin, the toughest bounty hunter in the galaxy. Monstrous Cyborgs are threatening to take control of the universe under the direction of their evil leader, Vipron. Your mission is to gain access to Vipron's chambers and destroy him. Sound easy enough? It isn't. Once inside the forbidding Cyborg fortress, you'll have to fight your way through seven separate Cyborg-infested areas, each having five levels. Warp-speed elevators will transport you to each level.

At the beginning of the hunt, your only weapons are your fists, stamina, and your ability to outwit the onslaught of deadly Cyborg guards. You'll have to pick up additional weapons and equipment as you travel through each area. To test your wits even further, you'll need ID Cards to access some areas of the fortress.

Fortunately, you're not alone. Adina, your contact back at headquarters, will provide some vital clues that may save your life. And split-screen technology will alert you to the deadly enemies that lurk ahead.



Preparing for the Hunt

1. Make sure the power switch is off, then insert the *CYBORG HUNTER* cartridge into the Power Base.
2. Plug in *both* Control Pads.
3. Turn on the power switch.
4. Once the title screen appears, press Button #1 to start your quest.
5. Press the Pause Button on your Power Base to pause the game during play; press it again to resume play.

The Cyborg Fortress

The first stop on your quest is the Area Selection Screen. Move to the right by holding down the RIGHT directional arrow. Adina, your contact at headquarters, will appear with vital instructions. To continue reading her instructions, press Button #1. When her message is completed, press Button #1 to return to the Area Selection Screen.

The Cyborg Fortress is divided into four sections:

Section 1 - Areas A, B, C

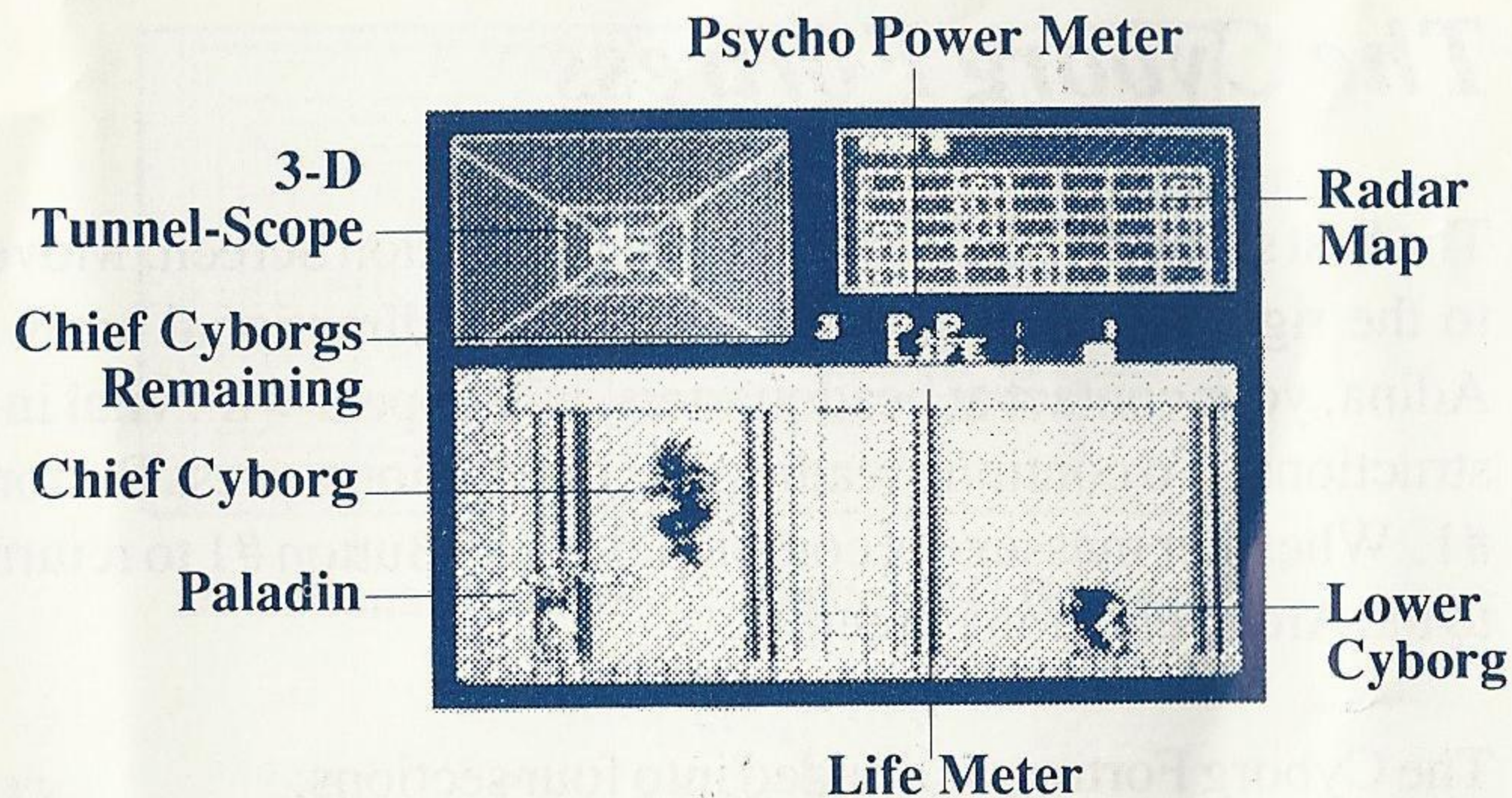
Section 2 - Areas D, E

Section 3 - Area F

Section 4 - Area G (Vipron is here.)

Each section contains Lower Cyborgs, Chief Cyborgs, and a Cyborg boss. You must defeat the Cyborg boss to gain an ID Card for access to the next section.

To enter an area, move to the marked door using the LEFT or RIGHT directional arrows. Once in front of the door, push the UP directional arrow. You'll be automatically transported to the area you have selected. (At the beginning of the game, you may only enter Areas A, B, and C. As Adina will tell you, it's best to enter Area A first.)



Life Meter - Displays your remaining life strength. Contact with enemies and other obstacles will reduce your life strength.

Psycho Power Meter - Shows your remaining Psycho Power. When you use certain weapons, you'll drain your Psycho Power.

Time for Battle

Once inside an area, your goal is to destroy all the Chief Cyborgs in that area. The Chief Cyborgs are displayed in white on your 3-D Tunnel-Scope. The Lower Cyborgs are displayed in red. You must defeat all the Chief Cyborgs to be able to leave the area you are in. The number of Chief Cyborgs remaining in an area is displayed above the Battle Screen.

To Run - Press the RIGHT or LEFT directional arrows.

To Jump - Press Button #2.

To Punch or Fire a Weapon - Press Button #1.

To Set a Bomb - Press the UP directional arrow

The Elevator

Each area has five floors. Use the elevator to travel from floor to floor. Consult your Radar Map to determine which floors are accessible from your current position.

To enter the elevator, stand in front of the elevator door and press the UP directional arrow.

Once inside the elevator, press the RIGHT directional arrow to move to the exit door on the right-hand side. While facing the door, select a floor number with the UP or DOWN directional arrows. To start the elevator, press Button #1 or Button #2. When you reach the selected floor, the door will open automatically. To exit the elevator, press the RIGHT directional arrow while facing the exit door. (While remaining on the same floor, you can open the door by pressing Button #1 or Button #2. To close the door, press the DOWN directional arrow.)

Your Arsenal of Weapons

You begin the game with Normal Punch and Psycho Punch. You can also pick up other weapons and equipment as you explore the levels in each area. You can change your current arsenal by going to the Item Selection Screen. To access the Item Selection Screen, press Button #1 or Button #2 on the second player Control Pad. Your current weapons are displayed in the left-hand column. Your current equipment is displayed in the right-hand column. You can only select one item from each column.

Weapons

Normal Punch - You'll start the game with your bare fists.

Psycho Punch - Each explosive punch will reduce your Psycho Power.

Psycho Gun - The most powerful weapon available. It will drain your Psycho Power.

Ray Gun - Unlimited bullets. It will not reduce your Psycho Power.

Light Gun - Each shot lights up the total darkness found on some levels. Your Psycho Power is not affected.

Bomb - Use it against your toughest opponents.

Equipment

Shield - Use it to break through the force field in Area B.

ID Cards - To win one, defeat the Cyborg boss in each section. Slide the ID Card into the computer terminal located in the Area Selection Screen to access the next section.

Jet Engine - Wear it to fly over obstacles and enemies.

To select a weapon, press the LEFT directional arrow on the first player Control Pad to move to the left column, then move the red icon next to the weapon you want using the UP and DOWN directional arrows. To select your equipment, press the RIGHT directional arrow to move to the right-hand column, and move the blue icon next to the item you want. Press Button #1 or Button #2 to return to the fortress.

The End of the Hunt

Your mission is over when you defeat Vipron in Area G or if your Life Meter runs out of juice.

If you die, you can continue your quest by selecting the CONTINUE option on the GAME OVER Screen. If you choose to continue, you'll start at the bottom level of the area where you lost your life. The RETRY option will take you back to the beginning of the game.

Hunting Tips

- Try to avoid the flashing blocks on some of the floors. If touched, they'll drain your Life Meter.
- Always be on the lookout for new weapons and equipment lying on the area floors. (You can also pick up Psycho Power and Life Blocks.)
- Pay close attention to the clues provided by Adina. She may save your life!
- Different weapons work best against different Cyborgs. Consult your Item Selection Screen often.

**CYBORG
HUNTER™**

ACTIVISION LIMITED 90-DAY WARRANTY

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

RETURNS

Registered mail is recommended for returns. For the best service, please be sure to—

1. Send the cartridge and sales receipt.
2. **Write the name of the product and the type of game system you have on the front of the package.**
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS

Activision

P.O. Box 3047

Menlo Park, CA 94025-3047

Distributed by

 **ACTIVISION**[®]

For play on the

SEGA[®]
Master System