SEGA GENESIS
16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

CYBORG JUSTICE

INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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Wir verwenden Recyclingpapier.
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Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
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Käytämme palautettavaa paperia.

Contents

Cyborg Captive!

As a Galactic Unity Agent, you're on a routine patrol mission through deep space. Suddenly, your ship starts rocking like a leaf in a cyclone. You're caught in a massive meteor storm!

Meteors the size of dinosaurs hurtle by your frail patrol craft. You struggle with the controls, desperately twisting the ship through the onrushing boulders. But even your practiced skills aren't enough. With a mighty crash, you're hit!

Your fighter loses control and swerves into the orbit of a nearby asteroid. Once in the atmosphere, it catches fire and plummets toward the surface. With a tremendous crash, everything goes dark. There's nothing more to remember . . .

You spend your days tearing through heavy metal, shoving tons of steel, welding together huge cannon parts. As slave cyborgs, you and hundreds of others are forced to work in the computer-controlled munitions factories of the Cydrek Federation. You are a machine, a body and brain made of steel and electronics. But something in your mental wiring keeps bothering you.

Every hour, unsettling thoughts break through your programming. You're being held against your will . . . you're not really a cyborg . . . the munitions factory and the Cydrek Federation are incredibly evil.

Suddenly it all comes back. You remember the patrol mission, the meteor storm and the crash. You recall the laser surgery that rebuilt the shreds of your body and brain into a mass of metal muscle and electronic skill. And finally, you relive the horror of the memory erase process that kept bleeping "Error" while missing the deepest part of your brain. You're a cyborg with a memory — and a vengeance!

Now you know what's going on. The Cydrek Federation is amassing a huge armory of intraspace ballistic war machines. Their scheme is to launch an overpowering strike against the Galactic Unity. And they're almost ready. Unless you can stop them, they'll soon blaze across space in a surprise global takeover!

You lurch away from the work area. But you're spotted! Cydrek guards sound the alarm. Waves of cyborgs begin moving toward you. Now you've got to decimate an army of deadly cybernetic soldiers — all under orders to "Seek and Destroy!"

Setting Up

Cartridge

Control Pad 2
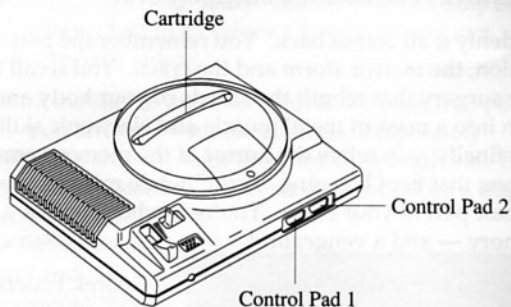
Control Pad 1

1. Set up the Genesis System and plug in 1 or 2 control pads, depending on the number of players.

2. With the power switch **off**, place the *Cyborg Justice* cartridge into the cartridge slot. Press the cartridge down **firmly**.

3. Turn the power switch **on**. The License and Sega screens appear, followed by the game story. Find out how you, a Galactic Unity Agent, became a cyborg slave of the evil Cydrek Federation! (Press the **Start** button on either control pad to skip the story.)

CYBORG JUSTICE

PRESS START

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DESIGNED AND DEVELOPED BY NOVOTRADE
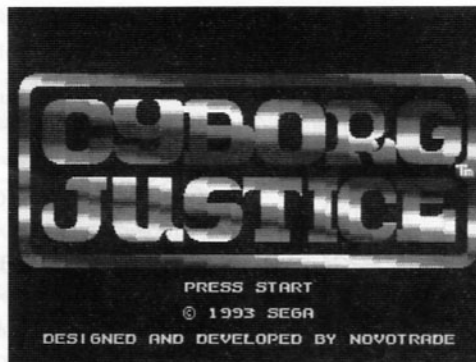
4. Next, the Title screen appears. Press **Start** to get to the Game menu.

— OR —

Do nothing, and in a few moments you'll see a game demo. Watch the cyborgs tear each other apart! When the demo ends, you'll return to the Sega screen. When the Title screen appears, press **Start** to get to the Game menu. (At any time during the demo, you can press **Start** or **Button A**, **B** or **C** to return to the Sega screen.)

Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and then turn the power switch **on** again.

- Always turn the power switch **off** when you're inserting or removing the cartridge.

Take Control!

Directional Button (D-Button) — Start Button, Button C, Button B, Button A
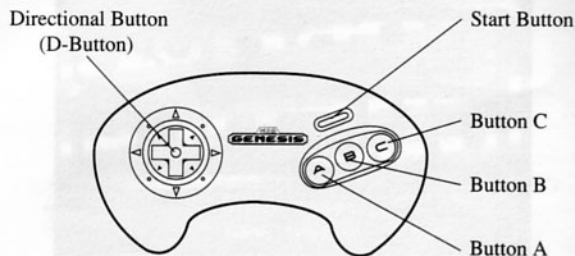
START

- Skips the story screens or game demo.
- Brings up the Game menu on the Title screen. Press again to go to your menu selection. (See page 10.)
- Returns to the Game menu from the Options screen.
- Exits the Test Room during cyborg assembly. Also, exits the Assembly Room and starts combat. (See pages 12-13.)
- Exits any text screen or the Name Entry screen.
- Pauses the game. Press again to resume play.
- Restarts a game from the Continue screen.

D-BUTTON

- Moves the marker on the Game menu and Options screen, and changes the options settings. (See pages 10-11.)
- Moves the selection box in the Assembly Room, and cycles through the cyborg parts. Also, brings up the Test Room. (See pages 12-13.)

- Moves your cyborg in battle. (See pages 16-19.)
- Moves the arrow on the Name Entry screen. (See page 23.)
- Punches rapidly with the Normal hand.

BUTTON A, B OR C

- Skips the game demo.
- Goes to your selection on the Game menu. (See page 10.)
- Plays a Sound FX or Music selection on the Options screen, or views the High Scores. (See page 11.)
- Adds a letter to your name on the Name Entry screen, or deletes a letter. (See page 23.)

BUTTON A

- Does a short forward hop.
- Press twice quickly and hold to activate your special hand.

BUTTON B
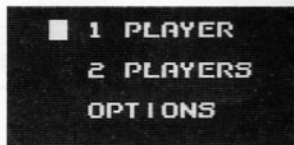
- Jabs with your special hand.

BUTTON C

- Blocks when your cyborg is standing still.
- Jumps when your cyborg is moving forward.

Note: Use button combinations for devastating punches, kicks, jumps and other attack moves. (See pages 16-19.)

8

9

Making Game Choices

Press **Start** at the Title screen to see the Game menu.

```
■  1 PLAYER
   2 PLAYERS
   OPTIONS
```

On the Game menu:

1. Press the **D-Button** DOWN or UP to move the marker to the choice you want.
2. Press **Start** or **Button A**, **B** or **C** to continue.

1 Player

One player can challenge the computer to a 2 out of 3 Duel or slash through the Cydrek Federation army in Arcade battle. Be sure to select your game settings first from the Options menu. (See page 11.)
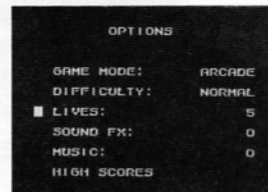
2 Players

Two cyborg soldiers smash it out in a head-to-head Duel, or join fists to bash a trail of metal mayhem through the Cydrek forces. Use the Options menu first to select your game settings. (See page 11.)

Options

Choose this to go to the Options menu.

Setting Options

Choose "Options" on the Game menu to go to the Options screen. Then:

```
          OPTIONS
   GAME MODE:       ARCADE
   DIFFICULTY:      NORMAL
■  LIVES:                5
   SOUND FX:            0
   MUSIC:               0
   HIGH SCORES
```

1. Press the **D-Button** DOWN or UP to move the marker.
2. Press it RIGHT or LEFT to change a setting.
3. Press **Start** at any time to return to the Game menu.

Game Mode

Pick "Duel" for two-man, head-to-head slaughter! In "Arcade," battle murderous Cydrek armies through five brutal combat zones (depending on the Difficulty mode).

Difficulty

Choose a Difficulty mode for Arcade battles. Enemies get tougher and more numerous as you move up from Relaxed to Brutal combat. The first four modes have three Continues each; Brutal mode has no Continues. Relaxed and Easy games have fewer levels and a different ending than Normal, Hard and Brutal combat.

Lives

Choose from 1 to 5 lives for Arcade battles. In 2 Player games, both players start with the same number of lives.

Sound FX and Music

Listen to the game's sounds and tunes by changing the settings, and then pressing **Button A**, **B** or **C**.

High Scores

Press **Button A**, **B** or **C** to see the High Scores for the game. Then press **Start** or **Button A**, **B** or **C** to return to the Options screen. (See page 23 for details on adding your name to the High Scores screen.)

Creating the Ultimate Cyborg

As soon as you choose a "1 Player" or "2 Players" game on the Game menu, you'll enter the Cyborg Assembly Room. In this futuristic laboratory, you can devise the ultimate cybernetic soldier from over 200 combinations of hands, bodies and legs.

Hands — Body — Legs — Cyborg Model — ID Box
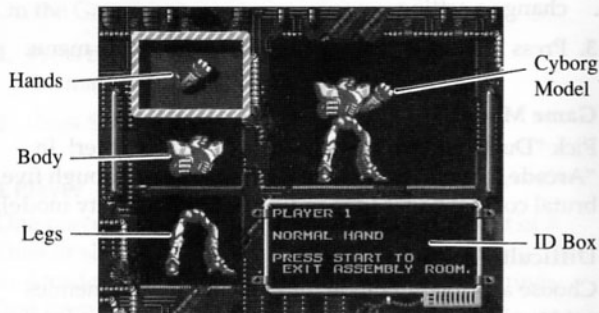
To use the Assembly Room:

1. Press the **D-Button** DOWN or UP to choose hands, body or legs with the selection box.

2. Press the **D-Button** RIGHT or LEFT to cycle through the hi-tech cyborg parts in the selection box. As each part shows up, it appears on the cyborg model at the upper right, and is described in the ID box at the lower right. If the part is moveable or launchable, the cyborg model demonstrates it.

Test Room

3. Press the **D-Button** UP from the hands rack, or DOWN from the legs rack, to enter the Test Room. Here you can try out your cyborg and experiment with kicks, punches, jumps and somersaults. (See pages 16-19 for button controls.)

4. Press **Start** to exit the Test Room.

5. Continue selecting parts until you're satisfied with your cyber-warrior. Then press **Start** again to take on the enemy!

Notes:

- In 2 Player games, Player 1 creates a cyborg first, and then Player 2 takes over. The game begins when Player 2 presses **Start** to exit the Assembly Room.

- After conquering a level, you'll return to the Assembly Room where you can refit your cyborg.

Cyborg Parts

Hands

Normal
Delivers solid, body-crushing blows.

Crusher
Spins three spiked, armor-shredding balls at high speed.

Saw
Slices through metal like butter, with a gratifying rasping whine.

Launch
Hurls itself at the enemy like a mega-ton of concrete.

Laser
Blasts a high-powered, lethal beam clear across the battleground.

Fire Spray
Chars metal at close range for the final meltdown!

Note: Activate hands with a quick double-tap on **Button A** + hold, while pressing the **D-Button** toward your opponent.

Bodies

Normal
Solid armor that withstands plenty of punishment.

Lobster
Armor-spiked shoulders deliver damage at close range.

Insect
Rounded, close-fitting protection.

Frog
Strong, compact armor that can take a beating.

Big Booster
Massive protection.

Quasimodo
The muscled look.

Legs

Jogging
Wiry design for deadly-fast footwork.

Spiked
Light weight for extra speed.

Somersault
Performs head-over-heels forward and backward flips. (Double-tap on **Button C**.)

Tank
Creates a small frontal forcefield as it rams into enemies. (Double-tap on **Button C**.)

Big Foot
Super-heavy legs make you impossible to throw and immune to Death Traps. (The same is true for enemies with Big Foot legs.)

Pneumatic
Takes your high jumps outta sight! (Press the **D-Button** UP LEFT or UP RIGHT + double-tap on **Button C**.)

Power Moves

Getting the power moves down is basically a matter of timing. Practice these button controls in the Test Room and in 2 Player Duel mode (with one cyborg idle). Then turn yourself loose on the Cydrek army or another player for cyborg slice 'n' dice!

Note: For **D-Button** controls, "forward" means press in the direction your cyborg is facing, and "back" means press opposite to the direction he's facing.

General Moves

Move left/right	**D-Button left/right**
Move up/down	**D-Button up/down**
Block	**C**
Activate power hand	**Quick double-tap on A + hold**
Activate Tank or Somersault legs	**Double-tap on C**
Activate Pneumatic legs	**D-Button up left/right + double-tap on C**
Rotate away from your opponent	**Double-tap on D-Button in the direction you want to go**
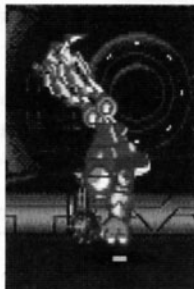
Crouches

Crouch	**D-Button down + C**
Low punch	**Crouch + B**
Low kick	**Crouch + A**
Low block	**Crouch + D-Button back**
Low back flip	**Crouch + C**
Low special attack	**Crouch + quick double-tap on A + hold**
Low shoulder ram	**Crouch + D-Button forward + C**
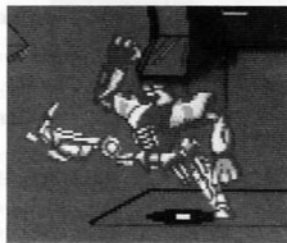
Punches

Jab	**B**
Backhand punch	**B (when opponent is behind you)**
Shoulder bump	**B (when close to opponent)**
Uppercut	**D-Button up + A**
Hammer fist	**D-Button down + A**
Shoulder smash	**A + hold**
Head smash	**D-Button forward + A (when away from opponent)**

Flips

Back flip	**D-Button down + C**

Kicks

Forward kick	**D-Button back + A**
Knee kick	**D-Button forward + A (when right on opponent)**
Face kick	**D-Button back + C + A**
Air kick	**D-Button up left/right + C + B (Use the air kick or Pneumatic legs to broad-jump over Death Chasms)**

Jumps

Regular jump	**D-Button up left/right + C**
Flying jump	**D-Button up + C, then quickly D-Button down + A**
Jump kick from ground	**D-Button forward + tap on B, then quickly D-Button down diagonally toward enemy**

Body Attacks

Waist-latch attack	**D-Button up + C, then quickly D-Button down + C (You'll straddle your opponent and pound him, sapping his strength while increasing your own)**
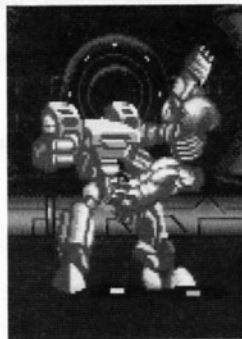
Pick up enemy	**Get close to opponent, then D-Button down + C, then D-Button forward.; then: smash opponent into ground – A; throw him – B; set him down – C**
Rip off arm	**D-Button back + A (when you're right on your opponent); then: replace your arm with his – A; throw it – B; drop it – C**
Rip off torso	**First rip off an enemy's arm; then use the same moves to rip off his torso; then: gain torso's energy – A; throw it – B; drop it – C**
Pick up body parts	**Stand near part, then D-Button down + C, then D-Button forward**

Notes:

- If you saw off an enemy's arm, you can pick it up.
- If you rip off a torso, you can then pick up the enemy's legs (if you can get to them before they self-destruct).
- If all of a cyborg's pieces collapse at once, you can't pick up any of them.

Additional Moves

Destroy a collapsed cyborg	**Forward kick (D-Button back + A) twice**
Assemble a collapsed cyborg	**Forward kick, then pick up the cyborg's torso (great in 2 Player battles for reviving a defeated buddy)**

Clash of the Cyborgs!

Strength Bars   Lives   Strength Bars

Player 1 ———

Player 2 ———

——— Enemy 1

——— Enemy 2
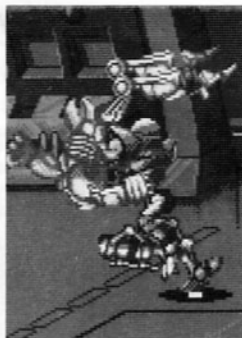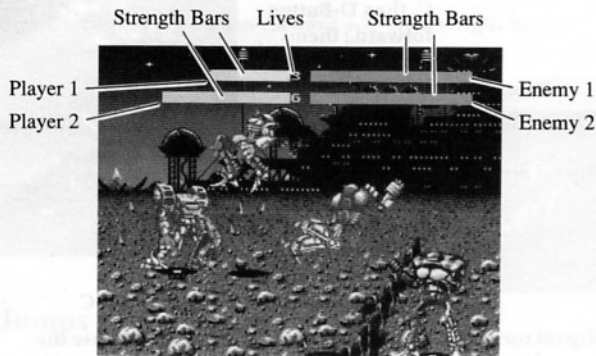
A shredded cyborg drops to the dirt and explodes in a blast of flame! This is it — fitting justice for the metallic killers of the Cydrek Federation!

In Arcade mode, you'll face wave after wave of deadly attackers. Keep these survival facts in mind:

- Strength bars show each combatant's power level. Taking damage shortens the bars. Bash on your opponents, always trying to keep their strength bars shorter than yours.

- In 2 Player battles, Player 1's cyborg is marked with a yellow spot, and Player 2's warrior has an orange spot. Player 1's Strength bar is yellow; Player 2's is blue.

- Remember, you can gain back strength, while sapping your enemy's, with the waist-latch attack or by gaining the enemy's torso. (See pages 18-19.)

- Your remaining number of lives is shown next to your Strength bar. When your strength disappears, you lose one life. If you lose your last life, the cyborg war ends and the Cydrek Federation triumphs. (See page 22 for details on Continues.)

- In 2 Player combat, one player can borrow lives from the other. If you lose all your lives, but your buddy has two or more lives left, you can press **Start** to revive. Watch for the "Press Start" message in your Strength bar.

- If your torso is ripped off, you'll lose all your lives in one blow.

- Watch for the flash in your opponent's eyes. It means you're level with him and in perfect striking range. Give him your best flying kick, tackle or body slam!

- Dodge the random missiles! Or lure an opponent into position, then jump and let the missile hit him!

- Force attackers into Death Traps to drain their strength. Avoid the traps yourself like a bad case of metal fatigue! Hint: Big Foot legs are immune to Death Traps.

- After firing your Launch hand, make sure you pick it up.

- You can move right, left, up, down or stand still. Of these five positions, one of them is **always** fatal. Keep moving!
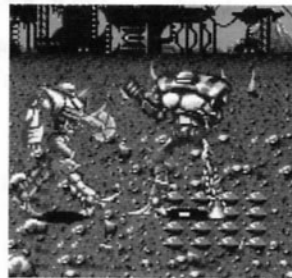
Fighting Sub-System Report

After clearing a level (or when you lose the battle), you'll get a combat report. You'll be scored in four areas: Technical, Defend, Fair Play and Brutality.

If you're going on to the next level, the computer will keep track of your total score. If you've lost the battle but your score is high enough, you'll be able to enter it on the High Scores screen. (See page 23.)

Continues

In Arcade play, you get three Continues per game in all Difficulty levels except Brutal. (The Brutal level has no Continues.)

When you lose your last life, the Continue screen appears. Press **Start** before the countdown reaches zero to return to the Assembly Room. When you exit, you'll resume the game from the beginning of the last level you played.

If you have no Continues left or you're playing in Brutal mode, the game ends when you lose your last life.

Name Entry & High Scores Screens

You earn a total score at the end of every game. You can add it to the High Scores screen as long as there's an opening, or if your score is higher than another one.

First you'll see the Name Entry screen. Use it to enter your initials or a short name (up to four characters).

1. Use the **D-Button** to move the arrow to the letter you want.

2. Press **Button A, B** or **C** to add that letter to your name.

3. Repeat steps 1 and 2 to complete your entry.

4. To erase the last letter entered, move the arrow to "DEL" and press **Button A, B** or **C**.

5. Press **Start** to exit. You'll see the High Scores screen with your name and score entered.

Notes:

- In 2 Player games, Player 1 enters a name first, followed by Player 2.

- You can also see the High Scores screen by selecting "High Scores" from the Options menu. (See page 9.)

Head-to-Head Duel

Two cyborgs brutally clash in an intense duel to the death! Take on a computer opponent, or grapple for domination with another real-live player.
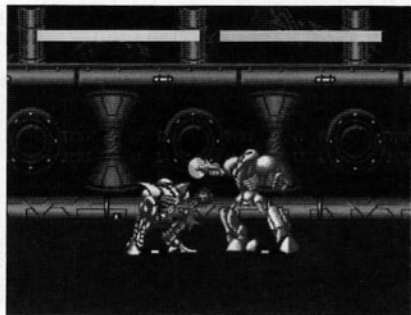
- In both 1 and 2 Player Duels, finish off your opponent in two out of three rounds to win!
- All button controls are the same as for Arcade play. You have only one life, so watch those Strength bars!
- After each round, you'll see your score on the Fighting Sub-System Report. After the Duel, one or both opponents may achieve high-score status. Use the Name Entry screen to enter your name on the High Scores screen. (See page 23.)

The Cydrek Federation
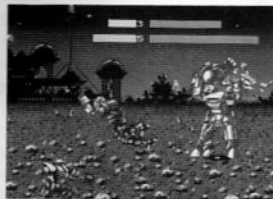
Level 1
Planetscape
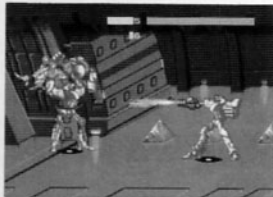
Level 2
Cydrek Command Center
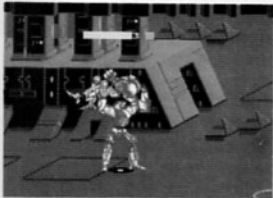
Level 3
The Outer Sanctum
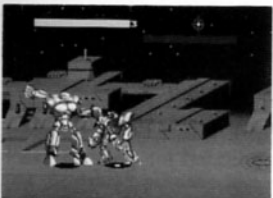
Level 4
Above the Inner Sanctum

Level 5
Future Jungle

Cyber Credits

Producer:	Chris Smith
Programming:	Fox
	Gyozo
Art:	Tohi
Sound and Music:	Magyari Andras
	Brian Coburn
Technical Manager:	Szenttornyai Laszlo
Marketing:	Scott Steinberg
Lead Test:	Jason Kuo
	Julio Martinez
Test:	Chris Cutliff
	Jill Schwartz
	Ben Szymkowiak
	Steve Patterson
	Keith Higashihara
	Vince Nason
	Todd Morgan
	Kurt Tindle
	Heather Meigs
	Eric Rawlins
	Javone Alonzo
	Vy Nong
	Greg Fleming
	Alex Fairchild
Manual:	Carol Ann Hanshaw
Special Thanks:	Ed Annunziata
	Steven Apour

Handling Your Sega Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis 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 break during extended play, to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty