

# ESCAPE

FROM

# CYBERCITY<sup>®</sup>



**PHILIPS**

**COMPACT DISC INTERACTIVE**



The year is 2016.

Cyborgs from a distant planet  
have enslaved the Earth.  
You are the world's last,  
best hope for freedom.

## TARGET PRACTICE

The rebels have set up a secret Target Range just outside the city. If you're feeling the least bit rusty, you'd be well-advised to get some practice. When you select a skill level, you will see two pathways: Target Practice to the right and CyberCity to the left. If you want Target Practice, select it quickly or you will go directly to CyberCity. Once you're in the city, there is no going back.

## CYBERCITY

You have to pass through several of the following heavily guarded areas: the Highway, Department Store, Manhole Alley and Skateboard Alley. Use your intuition and experience in choosing one path or doorway over another. Cyber Tanks and Kama Kars lurk around every corner. One report has it that flying hovercraft have been dropping Cyber special units directly on top of rebel forces.

Now get to the train and blow the Guardian's lights out!

Your mission: overcome the Cyborg invaders, escape the ravaged CyberCity and take over a train to fly to the Cyborgs' planet. Once there, you must destroy the Evil Guardian, escape through a series of treacherous tunnels and blow the airlock—or you'll never live to see a free Earth. Overall, a pretty busy day!

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## OPENING MENU

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### START GAME

Choose one of three skill levels:  
Rookie, Warrior or Maniac

Click to go directly to CyberCity  
or to the Target Range

### EXIT GAME

Click to view program credits

### CYBERCITY TOUR

Click for an overview of game  
characters and environments

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## GAME CONTROLS

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### BUTTON ONE

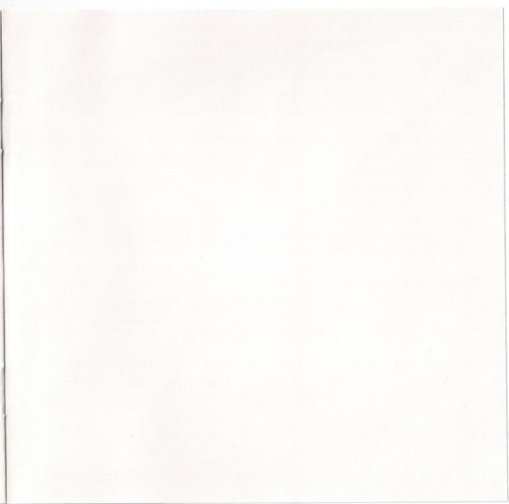
To fire your laser pistol, click for single  
rounds or hold button down for rapid firing

### BUTTON TWO

To interrupt the tour and credit sequences

### JOYSTICK/TRACKBALL

To choose a path, move to the left or right  
(or the choice will be made for you auto-  
matically)





**The Compact Disc Interactive System** brings a new experience to television: interactive programming using digital video and superior sound reproduction that audiences have come to expect from the Compact Disc medium. In using CD-i discs, viewers will operate a remote controller for three basic functions:

- **Cursor movement** Allows the viewer at designated times to position the cursor anywhere on the screen to select a program activity, or in any other way select an active zone or object on the screen.
- **Action Button One** Identified by one dot •, this button is used to initiate a given program activity selected by the cursor.
- **Action Button Two** Identified by two dots • •, this button may either duplicate the functions of Action Button One or offer additional functionality.

To locate the cursor and action buttons on your remote controller, please refer to the Instruction Manual of your CD-i player. Please note: functions may vary according to the title played. For more information, you may select special "Help" programs available on most CD-i titles.

In storing and handling your CD-i program, you should apply the same care as with conventional Compact Discs. No further cleaning is necessary if the Compact Disc is always held by the edges and is replaced in its case directly after playing. Should your CD-i disc display artifacts or playback problems, please remove it from the player and wipe it with a clean and lint-free, soft, dry cloth, always in a straight line from centre to edge. No solvent or abrasive cleaner should ever be used on the disc.

