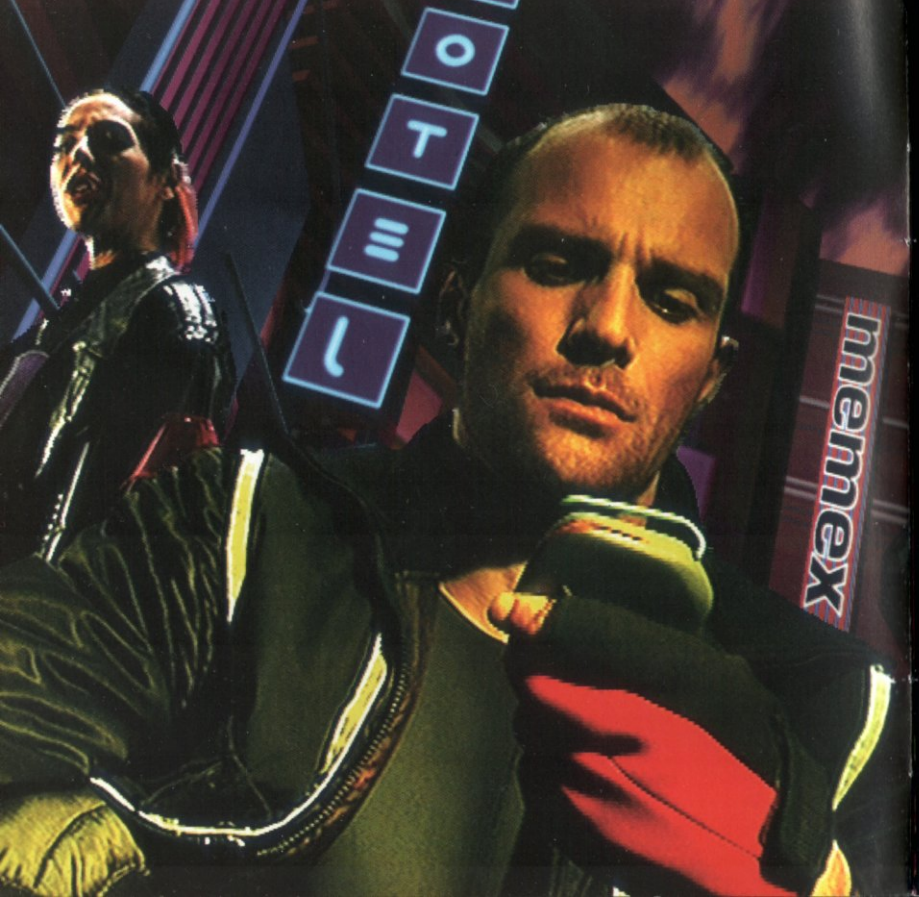

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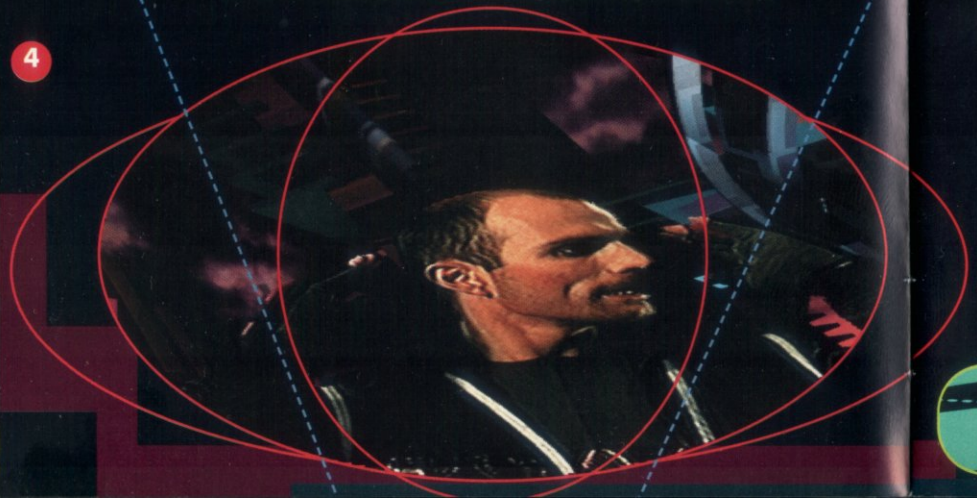
WELCOME

TO THE MIND OF SOL CUTTER

You thought you were just a small-time data thief. You were wrong. Figure out just what went wrong on your last job, or the Burn:Cycle virus will eat through your brain like battery acid in two short hours.

YOU'D BETTER HIT THE GROUND RUNNING.



BURN:CYCLE

[ACTIVATED]

Your time begins from the second you hit **NEW GAME** on the Main Menu Screen. If you want to resume a saved game, choose **RESTORE**. Get a taste of life in Urban Central by hitting **DEMO**, or click **CREDITS/EXIT** to see the credits and leave the game.

NAVIGATING CUTTER'S WORLD

Once you begin a game, you're seeing through Cutter's eyes. Whenever any action is possible, you see a cursor. Move the cursor around the screen to see what you can do. The cursor changes shape in order to indicate your options:

When you see one of these, click either action button to move in the direction indicated.

This usually means that there's a button you can press or an object to select.

If a crosshair cursor appears, you've got a weapon and are ready to shoot. Hit either action button to start blasting.

When this appears, it's telling you that you should try dragging and dropping an object over a particular area.

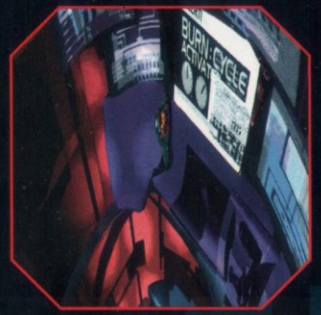
This cursor means that there is no action possible in the area over which it rests.

Besides these, there are also a few special cursors to find. These can serve as hints in the game.

MOVING AND DROPPING ITEMS

If you're going to get rid of the virus, you'll need tools to use and items to barter. You can see what you're carrying at almost any point in the game by moving the cursor to the bottom of the screen. This brings up your inventory strip.

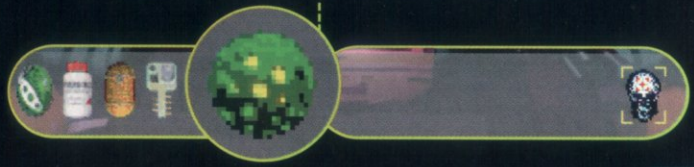
If you come across something that you'd like to take, move the cursor over it. If the item is movable, a grabber hand will appear.



Click and hold down either action button, then move the joystick. The item begins moving around the screen. Now drag it to the bottom of the screen into your inventory strip, and it's yours.

GET A CLOSER LOOK

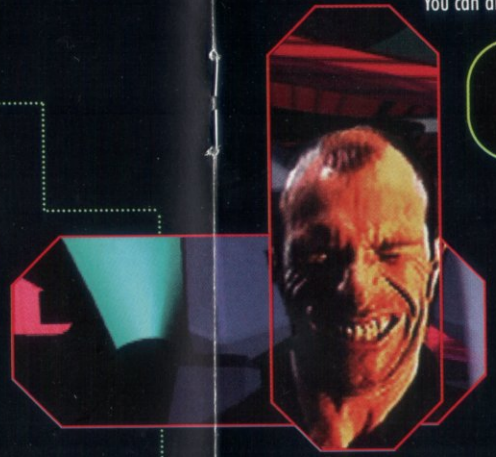
Once you have an item in your inventory, you can take a close look at it. Bring up the inventory strip, then click on the object once to examine it. Usually, you'll see the object in close-up. Look at all items carefully; sometimes there's more to them than meets the eye.

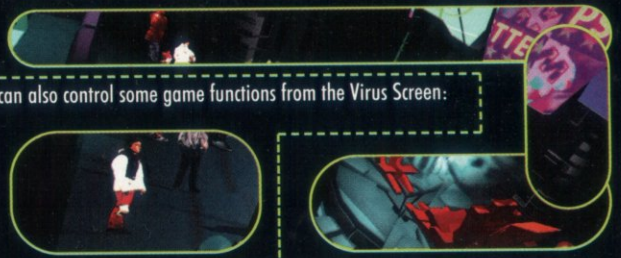


KEEP TRACK OF THE VIRUS

One object that you always carry with you is the virus. Its skull icon can be found on the extreme right of your inventory strip. Clicking on it brings up the Virus Screen.

Here's your way of knowing how much time stands between you and oblivion. Once you've started the game, there's no way of stopping the clock. If you need to take a break, you must save the game and restore it when you come back.





You can also control some game functions from the Virus Screen:

RECAP replays the last movie you viewed.

RESTART returns you to the Main Menu. Any progress you've made since the last time you saved is lost when you choose this, so use it wisely.

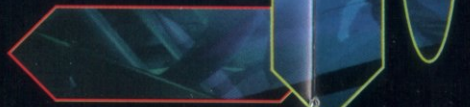
SAVE allows you to name and save your current game.

RESTORE takes you back to a previously saved game of your choice.

The Virus Screen will occasionally appear on its own to remind you of the time remaining and to give you a chance to save your game. You can be sure that it will pop up when your two hours have been exhausted, followed immediately by a painful death for Cutter.

LISTEN TO YOUR INNERMOST THOUGHTS

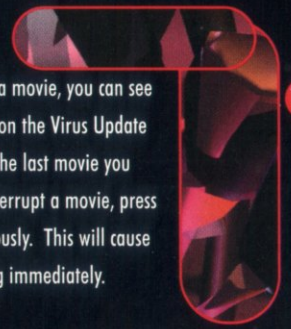
When the Virus Screen appears, you'll often hear Cutter's voice. Most of the time, the voice is just commentary on your current situation. Occasionally, though, it offers hints. Should you get stuck, listen closely to this inner voice. It also comes to you once in a while when you're just wandering. If you'd like to interrupt this voice-over at any time, press either action button.



WATCH YOUR LIFE PASS BEFORE YOUR EYES

Short live-action movies play throughout the game, showing your interaction with others and with your world. Through these, you can discover who put the virus in your head, and how to get it out.

If you missed any details from a movie, you can see it again by hitting **RECAP** on the Virus Update Screen. This will play only the last movie you viewed. Should you want to interrupt a movie, press both action buttons simultaneously. This will cause the movie to quit playing immediately.



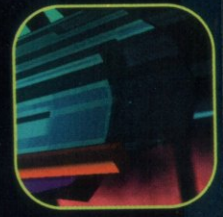
CAN YOU MAKE IT TO THE TELEVERSE?

If Sol Cutter is going to survive the next few hours, he'll have to take a trip to the Televerse. Getting around this world inside a computer is a lot like moving around in Cutter's real world,

WITH ONE EXCEPTION: THE PULSE.

This is the Pulse. From here, you can get to any other place in the Televerse. If you're in the Televerse and want to get back to the Pulse, move your cursor down to the bottom of the screen, and the pulse jump cursor appears.

Click when you see this cursor, and you return to the Pulse immediately. This is important to remember, since lots of places in the Televerse have no formal exits.



ACT FAST, OR DIE FAST

Sol Cutter's first job is to get out of the heart of Softech, where a shockburst of data has flattened him. Someone's messing with Cutter's mind, and not even paying for the privilege.

GET GOING, OR DIE IN TWO HOURS WITHOUT EVER KNOWING WHO KILLED YOU — OR WHY.

HOTEL

SOUND TRACK CD

1) BURN:CYCLE THEME 9.27

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4) SYSTEM SOFTWARE* 6.49

5) BUDDHA'S VOICE 4.46

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8) ZIP 7.55

9) KRIS VR 4.29

10) A BEAUTIFUL 4.21
RELATIONSHIP

11) MELTDOWN** 6.04

Produced and recorded by Simon Boswell at Chateau Hambalt Studios, London.

Instruments programmed and performed by Simon Boswell and Chris Whitten.

All titles composed by Simon Boswell except* composed by Chris Whitten and ** Boswell/Whitten

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