

GENESIS™



SHADOWRUN



INSTRUCTION
MANUAL

Rated by ESRB

MA-13

Parental Guidance
Suggested
Some Material



F959
SHADOWRUN

SEGA™

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INTO THE SHADOWS

It's 2050. The blending of technology and human flesh is commonplace. Direct interfacing with computers and cybernetic replacements were the first step. Later, a huge computer network called the Matrix® came on-line, and along with it, the ability to jack into cyberspace directly.

Then came the Awakening, when magic returned to the world. Elves, dwarves, orks and trolls threw off their human guise, and mystical enchantments became possible once again. Mages and shamans, each with his own special magic, began to learn how to make the astral plane bend to their will.

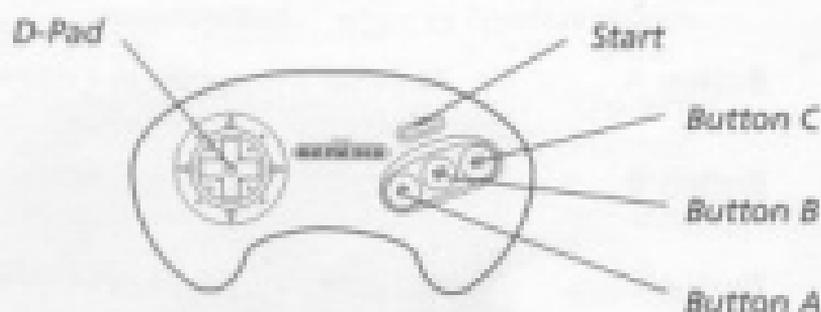
A SHADOWRUN PAYS THE BILLS

A shadowrunner lives in the cracks of this strange new world. He has no name, no identity, just the skills and guts to get dangerous jobs done.

But this job involves tracking down your brother's murderer. It will lead you from the streets of Seattle to the caves of the Salish Shadhe wilderness. You and your team will do everything from street fighting to corporate computer hacking to find out how and why your brother died.

Even if it takes every last bit of magic and technology you can buy . . .

GRAB YOUR GUN, CHUMMER!



OVERHEAD COMBAT

D-Pad	Move your character.
Button A	Fire your gun.
Button B	Target an enemy.
Button C	Change to another character when more than one is in the team.
Start	Go to the Inventory screen. Pause/resume game.

CHARACTER INFO & PURCHASE MENU

D-Pad	Move the cursor around the menu.
Button A or B	Select a button, item or choice.
Button C	Change to another character when more than one is in the team.
Start	Exit choice; return to play.

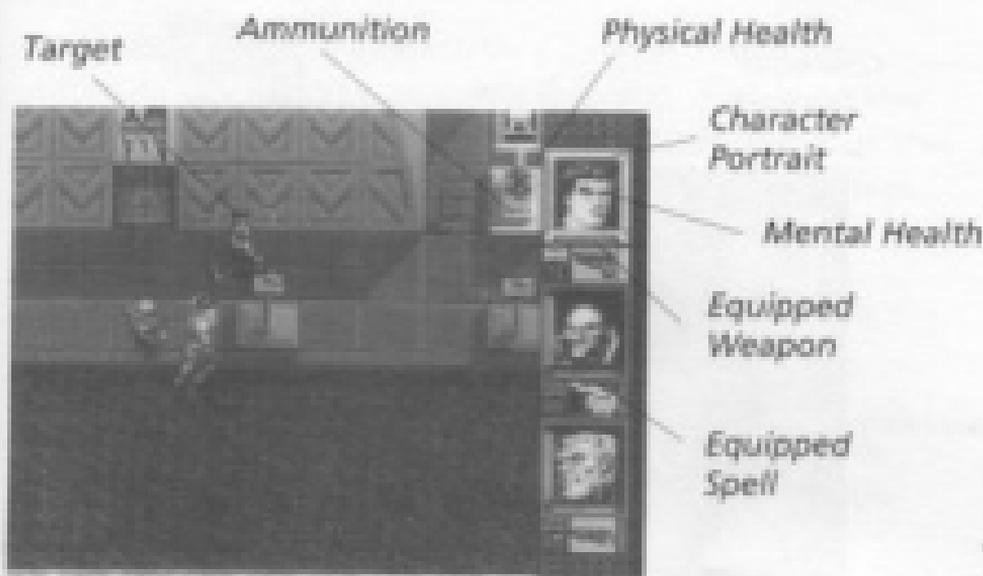
CYBERCOMBAT

D-Pad	Move the program selector left or right.
Button A	Activate a program in OFFENSIVE posture.
Button B	Activate a program in NEUTRAL posture.
Button C	Activate a program in DEFENSIVE posture.
Start	Go to the Cyberdeck Inventory screen.

CYBERDECK INVENTORY

D-Pad	Move the cursor around the screen.
Button A, B or C	Select a button, item or choice.
Start	Exit choice; return to play.

CONTROLLING YOUR CHARACTER

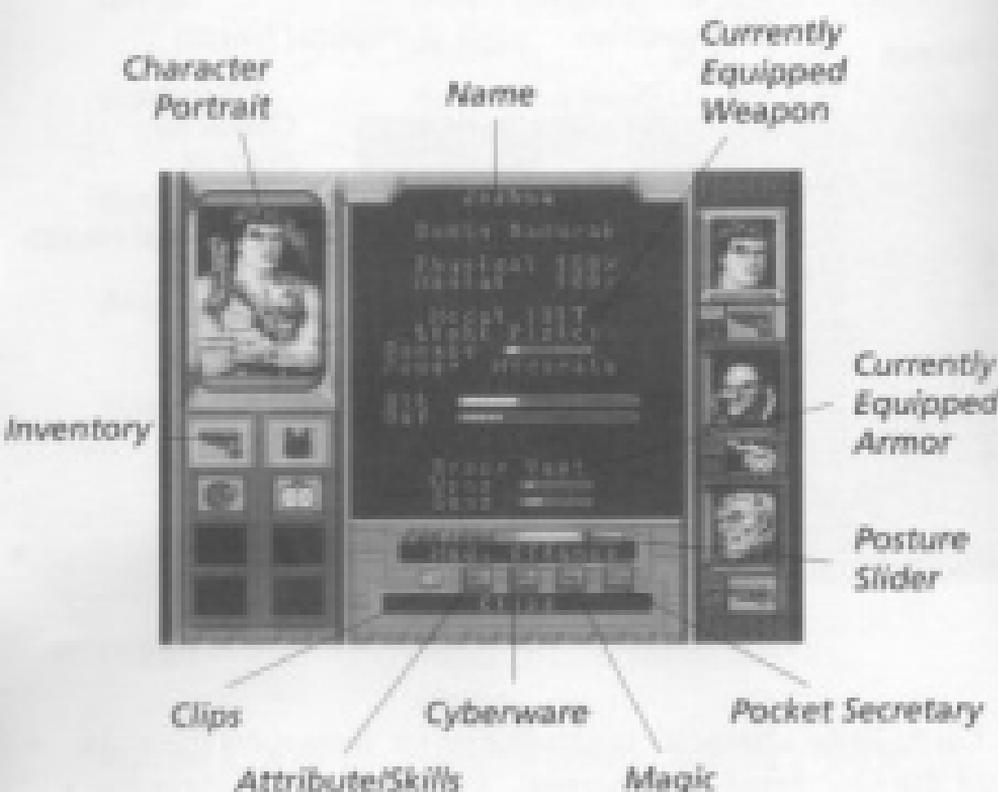


Up to three character portraits can be shown on the right of the Overhead View screen. Each portrait displays the face of a character in your team. Under the portrait is the name of that character's equipped firearm or spell. If the character is holding a weapon, the number of rounds remaining is shown in the AMMO box. Two bar graphs show the character's current PHYSICAL and MENTAL health. If either of these bars is reduced to zero, the character will go unconscious.

Button B will target an enemy by placing a colored TARGET icon over him. The color represents the enemy's health: green is undamaged, yellow is slightly damaged, orange is heavily damaged and red is critical condition. After targeting, the character will automatically turn to face the enemy to attack.

Note: Targeting is critical when punching.

CHARACTER INFO



Pressing **Start** while in Overhead View displays the Character Info screen. Here you can view your characters and make changes to their **EQUIPMENT** and **POSTURE**. You also use this screen to access additional information via the **POCKET SECRETARY**.

ATTACK AND DEFENSE BARS

The **ATTACK** and **DEFENSE** bars gauge a character's success in combat. The longer the bar, the higher the character's chances of success:

- A long **ATTACK** (Atk) bar shows skill in hitting and causing extra damage to an opponent.
- A long **DEFENSE** (Def) bar indicates that a character can absorb large amounts of damage, thus losing less health when hit.

OPTION BUTTONS

CLIPS

This button controls a character's ammo. Characters automatically reload weapons in combat. However, this option lets you reload guns manually. Characters can also trade or distribute ammo clips evenly among themselves.

ATTRIBUTE/SKILLS

This button displays the character's ratings. Each item is explained at the bottom, along with the character's KARMA. Attributes and skills can be increased in hotels when enough karma is accumulated. Each race has its own maximum attributes: for example, for humans, the maximum is 6 in all attributes and 12 in all skills.

CYBERWARE

This brings up a list of a character's cyber-enhancements.

MAGIC

This button displays the Magic Selection screen when you have selected a mage or shaman. Otherwise, it displays the PHYSICAL and MENTAL defenses against magic for that character. (See page 16.)

POCKET SECRETARY

This button opens up your personal pocket computer. Many extra features of the game are stored here:

- The **NOTEBOOK** tracks important plot points and contacts and keeps them in logical order. It also deletes items that are no longer useful. Opening the notebook displays a list of events that have occurred, including your current shadowrun and any tips and clues about what you have to do to progress further in the game.
- **GROUP ITEMS** lists the items you have, such as a visa into the wilderness or a package for delivery.

- **CYBERDECK** lets you examine your cyberdeck, once you've found one. (See page 27.)
- **DISMISS RUNNER** gets rid of a hired shadowrunner prematurely. Runners won't be happy with this, but they'd rather be dismissed than dead!
- **SAVE/LOAD** is only active when the character is outside, and not in combat.

POSTURE

The character's **POSTURE** determines the amount of extra effort he will expend to hit a target or defend from damage. As the postures change, you can see the **ATTACK** and **DEFENSE** bars changing. If you are casting magic, the **SPELL DRAIN** bar may also change.

The higher the offensive successes are, the better your chances are of hitting the target and doing more damage. The higher the defensive successes are, the better your chances are of taking less damage when hit.

These bonus successes are generated from high attributes. Characters are limited in the number of bonus successes they can add to combat by the skill level of the weapon they are using. For example, if your throwing skill is 2, you can have only two bonus successes added when throwing grenades. Increase the skill to increase the amount of bonus you can add to offensive successes.

When characters are under computer control, **POSTURE** determines how they will react in combat. Characters set on **DEFENSE** will hang back, and may try to heal other members in combat. Characters on **OFFENSE** will charge forward, trying to do the most damage they can.

CHARACTER INVENTORY

Each character can carry up to eight items in Inventory. When highlighted, the inventory item will display a picture of the item and additional information. If a weapon is selected, the ATTACK bar will change to reflect that character's skill with the weapon. When an item is selected, the option buttons change to a second set: EQUIP/UNEQUIP, TRADE, DISCARD and CANCEL.

FIREARMS

In 2050, gun control laws are lax. Almost everyone carries a gun, so people get handy with them. Guns come in many shapes and sizes. The key factors to consider when choosing a gun are its damage, power and ammo:

- **DAMAGE** is increased by the skill of the attacker, and reduced by the body size and armor of the defender.
- **POWER** is the weapon's ability to punch through defenses. It is more difficult for a target to reduce damage from weapons with high power ratings.
- **AMMO** is the number of shots a gun can fire before it needs a new clip. Since it takes time to reload a gun, the more bullets you can fire without reloading, the better. Also, guns with low ammo counts use clips faster, costing more to keep loaded.

Shooting while moving, shooting at a moving target, shooting at long range and attempting to hit invisible targets all make missing more likely. While highly skilled attackers will hit more often in these situations, it is best to avoid these situations when conserving ammo. On the other hand, if a character does not move and takes less shots, he will begin to aim at the enemy, increasing accuracy with each shot. Also, some gun accessories can increase the accuracy of the weapon.

LEGAL WEAPONS

- Semi-auto LIGHT PISTOLS have a high fire rate. Their range is poor, making long range targets difficult to hit.
- Semi-auto HEAVY PISTOLS have a bigger bang. Their range is better than light pistols, though not by much. The Super Warhawk, so it takes longer to reload.

ILLEGAL WEAPONS

Some firearms are illegal. Anyone carrying an illegal weapon may be arrested on sight by Lone Star.

- SHOTGUNS cause large amounts of damage. Most have a long range, but the Roomsweeper is a short-barreled weapon with the shorter range of a heavy pistol. Shotguns have a slow fire rate due to the manual pump, and take longer to reload. They cannot be accessorized.
- Full-auto SMGs can fire three round bursts, all at one target at close range, or hitting a group of targets at long range. Due to a high fire rate, SMGs are highly inaccurate, and many are mounted with gas vents to offset the recoil. They have a long range, making a stocked SMG a deadly weapon at any distance.

GRENADES

Grenades are area effect weapons. They must be thrown, and thus are slower to arrive at their destination. Grenades may not always land where the thrower intended. High strength and good throwing skill will increase the accuracy of the throw.

Scatter and concussion grenades are legal. However, the frag grenade is illegal, due to its ability to blow down security doors.

HAND-TO-HAND COMBAT

If no weapon is equipped, a HAND icon appears beneath a portrait, showing that the character can now punch. Punching is more accurate than shooting, since only your movement affects your aim. Strength is also important, as it is difficult for weak warriors to damage enemies using only their hands.

If characters are not equipped with cyberware (hand razors or spurs), they will do MENTAL damage, stunning enemies with their fists. Otherwise, they will do PHYSICAL damage.

If an enemy attacks you with hand-to-hand combat, you cannot defend well unless you also use hand-to-hand. It is strongly advised that you meet unarmed enemies on equal terms, or eliminate them fast!

CYBERWARE

Human limbs can be replaced easily. Replaced limbs tend to act better than before, giving the recipient abilities not previously possessed. The drawback is a reduced ESSENCE, which limits the amount of cyberware a character can have. This in turn may reduce the MAGIC attribute of a mage. A lowered essence also makes magical healing more difficult. Once installed, cyberware cannot be removed.

ARMOR

BODY ARMOR

Many types of basic body armor are available. All stop damage, and some are more effective against firearms than hand-to-hand weapons.

The LINED COAT is a favorite of street gangs and others who want to hide illegal weapons. While it does not guarantee total concealment, it reduces the chance of Lone Star detecting such weapons on your person.

COMBAT ARMOR

Military combat armor is not standard issue for citizens. It is usually reserved for Lone Star and corporate security teams. While combat armor is not illegal per se, Lone Star will arrest anyone wearing it who shouldn't be.

EXTRA EQUIPMENT

AMMO CLIPS

All weapons use the same ammo.

MEDKIT

This is a complex first-aid device. It quickly administers medical care to the recipient, but is only as useful as its owner's BIOTECH skill. Character DAMAGE and BODY attribute can make using it more or less difficult. Each Medkit has six uses total.

SLAP PATCHES

Each patch can be used six times, and will automatically heal 20% damage.

- TRAUMA patches heal PHYSICAL damage.
- STIM patches heal MENTAL damage.

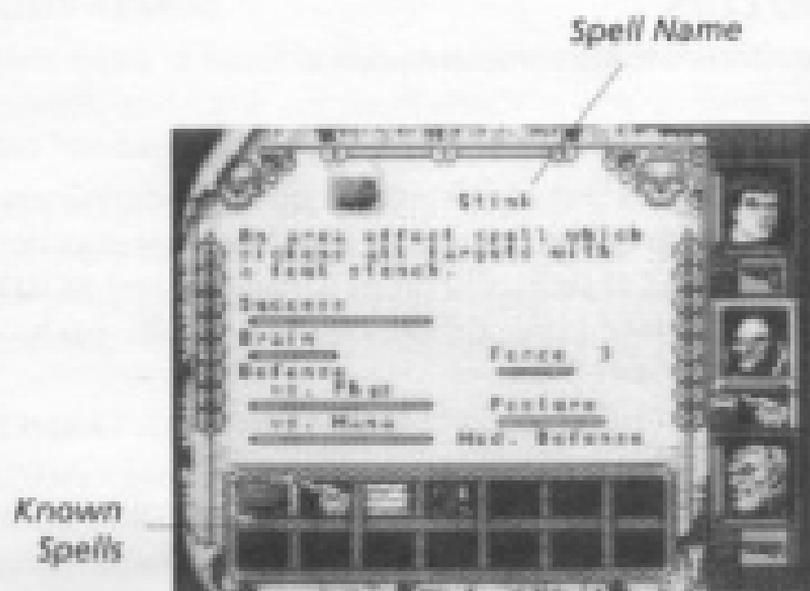
MAGLOCK PASSKEYS

These are illegal, as they allow anyone to open a maglock of the same rating or less. Corporations use maglocked doors as their primary security measure. Because these passkeys are so costly, most corps do not worry about them . . . much.

ELECTRONICS KIT

An electronics kit is quite useful when attempting to open a maglocked door without a passkey. The degree of difficulty increases with the rating of the door, and a failure can trip the building alarm. Having an electronics kit reduces the difficulty, but does not guarantee success.

MAGIC



Some characters are endowed with the ability to cast magic. Mages are humans who have studied books and have begun to master the forces by knowledge. Shamans embrace nature, and let it guide them in their magical endeavors. Either way, magic users can be very powerful when they have enough experience.

Magic users can call up a special Magic Selection screen in the Character Info screen. This screen lists all their spells, and lets them equip them as if they were weapons.

1. Use the **D-Pad** to control the cursor and highlight any spell. Information on the spell will be displayed.
2. To equip the spell, press **Button A, B or C**.
3. The cursor moves to the **FORCE** and **POSTURE** bars. Use the **D-Pad** to adjust these.
4. Press **Button A, B or C** again, and the spell is equipped and ready for use.

MAGIC SPELLS

Magic spells have many different uses, allowing a knowledgeable magician a range of strategies. Generally, the higher the FORCE of the spell, the more powerful it can be. Bonus offensive successes can be added, but are limited by the character's MAGIC attribute.

As spells become more powerful, they start to cause DRAIN. This saps MENTAL health, forcing the magic user to stop casting spells or go unconscious. Characters with high WILLPOWER can resist drain better. Fetishes will absorb the drain, but then disintegrate. Adjusting a character's FORCE or POSTURE may help reduce the drain cost.

Note: The target must be in line of sight when the magic user casts, or the spell will not work.

COMBAT SPELLS

Combat spells attack the enemy directly, ignoring armor. The damage of these spells can only be reduced by the enemy's MAGIC defense, which becomes more difficult as the spell's FORCE increases.

- Damage from FLAME spells is reduced by the target's BODY attribute
- Damage from MANA and SLEEP spells are reduced by WILLPOWER.
- HELLBLAST, MANA STORM and SLEEP are area effect spells. Use them wisely!

HEALING SPELLS

HEAL WOUNDS is the only spell that treats wounds. This spell only heals PHYSICAL damage. The more success the spell has when cast, the more it can heal. The higher the damage and the lower the character's ESSENCE, the more difficult it is for the spell to work.

ILLUSION SPELLS

These spells use illusions that confound the senses of the enemy. All illusion spells have a limited duration during which they work, and then stop. The higher the FORCE of the spell, the longer the duration.

- **CONFUSION** and **STINK** attempt to distract enemies, causing them to miss more often when attacking. The more success the spells have, the more they cripple the enemy.
- **INVISIBILITY** hides the character from corporate guards, but in a limited fashion. If combat occurs, this spell will make characters much harder to hit when being attacked by those who cannot see them. Characters with cybereyes can see an invisible character, as can dwarves, trolls and various paranormal creatures.

MANIPULATION SPELLS

These spells cause some form of physical manipulation to the real world. They have a limited duration.

- **ARMOR** increases the character's ability to reduce damage.
- **BARRIER** spells place magical walls between characters and their enemies.

MAGIC STORES

Magic stores offer to teach magicians new spells or raise their FORCE with an existing spell. They also sell magical items. These items are only for sale to mages and shamans, as they are the only ones who can use them.

FETISHES

In order to reduce the mental drain from high-powered spells, magicians carry FETISHES. These absorb the drain, and crumble to dust after being used.

SPELL FOCUS

Spell success can be increased by any magician carrying the correct SPELL FOCUS. Whatever the success rating was before, the magician now casts at the higher rating, but without the extra drain of higher-powered spells.

POWER FOCUS

More powerful still is a POWER FOCUS, which increases a magician's spellcasting force for all spells. This device is quite rare, and usually **not** found in Magic stores.

SPELL LOCK

This magical device that has a certain spell cast on it forever. SPELL LOCKS include items such as a PROTECTION TALISMAN, which permanently increases the magician's defenses, and COMBAT SENSE, which decreases the magician's difficulty when attacking.

SEATTLE BUSINESSES

As you roam the areas of Seattle, you will find many businesses. Each type has a sign outside to help you identify it. Once you enter, you'll learn its name.

Note: See pages 38-44 for maps and descriptions of the Seattle areas.

BARS/CLUBS

Bars are seedy areas where fights may break out at any time. They do not require a cover charge. Clubs are more civilized, but demand either a cover charge or a high reputation (or both!) to enter. Shadowrunners for hire can be found in both bars and clubs, as well as Mr. Johnsons (see page 23).

SHOPS

There are three types of shops: Weapon, Magic and Cyberdeck. Many different items are available in each store, and stores have different stock and prices. Most sell only legal items, such as guns and armor. Illegal items can be found in the more shadowy areas of Seattle.

HOTELS/MOTELS

You can rest for one night in a hotel for a small fee. When resting, characters may gain back some of their physical and all of their mental health. Characters with high BODY attributes heal faster.

After resting, you can increase your character's attributes and skills if you have enough KARMA. When you highlight an attribute or skill, you'll see the amount of karma needed to bring it to the next level. Use **Button C** to change between characters in your team. Press **Start** to leave the screen.

HOSPITALS

When visiting a hospital, characters can heal their wounds. This tends to be expensive, but may be the only way to heal if the wounds are serious enough. Cyberware is also available for purchase here, but shop carefully. Professional hospitals tend to be more expensive than the chop shops that specialize in installing cyberware.

If the entire team should go unconscious during combat, you will be transported to a hospital. There your wounds will be treated for a price. Any hired shadowrunners in your team will also be healed and returned to their favorite nightspot. Be advised that shadowrunners will remember what happened, and may not be too friendly if you attempt to hire them again.

CORPORATIONS

Fuchi, Mitsuhamma, Lone Star, Ares, Renraku and Hollywood Correctional

The impressive buildings with these logos are CORPORATIONS. Corporations are well-guarded, so you must have some reason to enter one. Usually it's to find a package or an employee to fulfill a shadowrun requirement, but other reasons may come up.

ABANDONED BUILDINGS

Rundown buildings without icons are usually abandoned. Some have ghouls living in the basement; others house the local gang.

CYBERTERMINALS

Cyberterminals look like ATMs in the walls of buildings. Bump into them and a menu will appear:

- **CALL TAXI** allows travel to any location in the Seattle area. The cab driver will charge you a fee, and then deliver you to your location. You cannot travel to the wilderness unless you have a day-long visa, which can be purchased on Council Island.
- **USE VID-PHONE** lets you get in touch with contacts you make throughout the game. These contacts offer information, services or items for sale.
- **CYBERSPACE** brings you into cyberspace, if you have a cyberdeck, datajack and functioning MPCP. (See page 27.)

RUNNING THE SHADOWS

"MR. JOHNSON"

Because shadowrunning is not exactly legal work, a shadowrunner has to find sources to give him things to do. These sources are called MR. JOHNSONS. They are usually corporate liaisons whose bosses want something done quick, and do not want to dirty their hands.

Mr. Johnsons usually set themselves up in a bar or restaurant, and in the privacy of the backroom booths conduct their business. When talking to a Johnson, tell him you are "looking for a shadowrun."

When a Johnson offers you a run, he tells you what he expects, and how much he's willing to pay in NUYEN. Depending on your character's NEGOTIATION skill, you may be able to jack up the price a bit.

Finally, the Johnson will ask if you agree to the terms. If you do, then the run will be recorded in your notebook's pocket secretary for future reference.

You cannot take on another shadowrun until you accomplish one of the following:

- complete the run you have contracted,
- cancel the contract,
- lose what you had in your possession before completing the run.

If you choose not to take the run, no sweat. The Mr. Johnsons of Seattle have plenty of other jobs. Just walk up and ask again.

CONTACTS

Johnsons can also point you to CONTACTS, individuals who can provide services, equipment and other contacts to you. These usually cost NUYEN, but in general any contact you make will be worth it in the long run.

HIRING A SHADOWRUNNER

Fortunately for you, Seattle is filled with other shadowrunners looking to make a buck. They have skills, equipment and attributes you may not have. Regardless of that, in combat, the more guns on your side, the better.

Shadowrunners can be found in bars and restaurants when they are not engaged in a run. Walking up to one will prompt a conversation. Generally, they will tell you something about themselves, their experiences and the area they live in.

When asked to hire on, they will offer their price for hire. The prices shadowrunners quote you are based on their experience, your charisma, and their previous missions with you. A SHORT TIME HIRE will end after a major shadowrun or some other large effort on his part. A LIFER is in for the long haul. However, both types will end their employment if you leave them behind somewhere without healing them.

Shadowrunners can have three different attitudes about you: good, bad or neutral. If you leave shadowrunners behind without healing them, if a major shadowrun fails, or if shadowrunners are dismissed, they will not think highly of you the next time you meet. If a shadowrun is successful, their attitude may change for the better, when they will offer to work for lower wages.

SHADOWRUNNING A CORPORATION

Upon entering a corporation, you'll see an office interior. Each corporation building has between three and six floors, each with its own unique layout. Various items are scattered throughout in safes, and cyberterminals are available to infiltrate the corporation's computer system.

Corporations have a number of defense systems. Guards patrol the halls, security cameras watch for unwanted intruders, maglocked doors keep secrets locked away from prying eyes, and other treacherous traps can spring from anywhere. You must find ways to deal with these obstacles, by using skills, items or the Matrix.

If you are not careful, you can cause a building alert. When an alert is raised, the front doors lock, more guards are deployed, elevators shut down, and cyberspace goes into active alert. When an alarm is raised, you must either wait for it to end, find a security terminal, or enter cyberspace to turn it off.

When you're trying to locate an item for a shadowrun, the employees may have some information if you can coax it from them. If personal skills are not your forte, you may try to use the security terminals for information. Or, you can just search room by room, level by level.

CYBERSPACE

THE MATRIX

In 2053, civilization has come to depend on the MATRIX, a worldwide network that all computer systems around the globe are wired into. It is in the Matrix that the concept of CYBERSPACE begins.

Anyone with a DATAJACK and a CYBERDECK can enter the Matrix, and thus enter cyberspace. While the technology is complex, it can be reduced to basic concepts. A DECKER connects a cyberdeck to his brain via a datajack, and then connects the cyberdeck to any CYBERTERMINAL with a fiber-optic cable. By either dialing a direct connect number, or randomly searching the Matrix, the decker can then make a connection to a system.

Once that happens, the decker's brain perceives the computerized "world" as reality. The decker becomes a PERSONA, a chromed person inside this strange new world. DATALINES become visible as corridors that lead to NODES, large geometrical rooms that allow various operations of the computer system. From a node, a decker can attempt to retrieve private datafiles, turn off security cameras or crash the entire system!

Since the systems are open to anyone with a cyberdeck, programmers have installed electronic guards to block passage into the nodes. These guards are called ICs, for intrusion countermeasures. The IC's main function is to keep deckers out! Some simply block access and alert the system, others attack the decker's programs, and the worst type can attack the decker himself!

CYBERDECK INVENTORY

When a program is highlighted, information about it appears to the right. Selecting a program loads it into the cyberdeck, if enough memory is free. Selecting a previously loaded program gives you the option to delete it, freeing the memory for another program.

The program's SUCCESS and DEFENSE bars are also shown when the program is highlighted. The buttons select various postures, and different postures change the bars, just as in the Overhead View screen.

CYBERINFO

This shows the stats of the cyberdeck you own, and lets you see your current MATRIX RUN requirements.

STORAGE

This shows files you have picked up, and gives you the opportunity to delete some if storage is too tight.

SYSMAP

This shows you an overhead view of where you are, and allows you to retreat to the last node if things look too difficult. You cannot retreat once combat has begun.

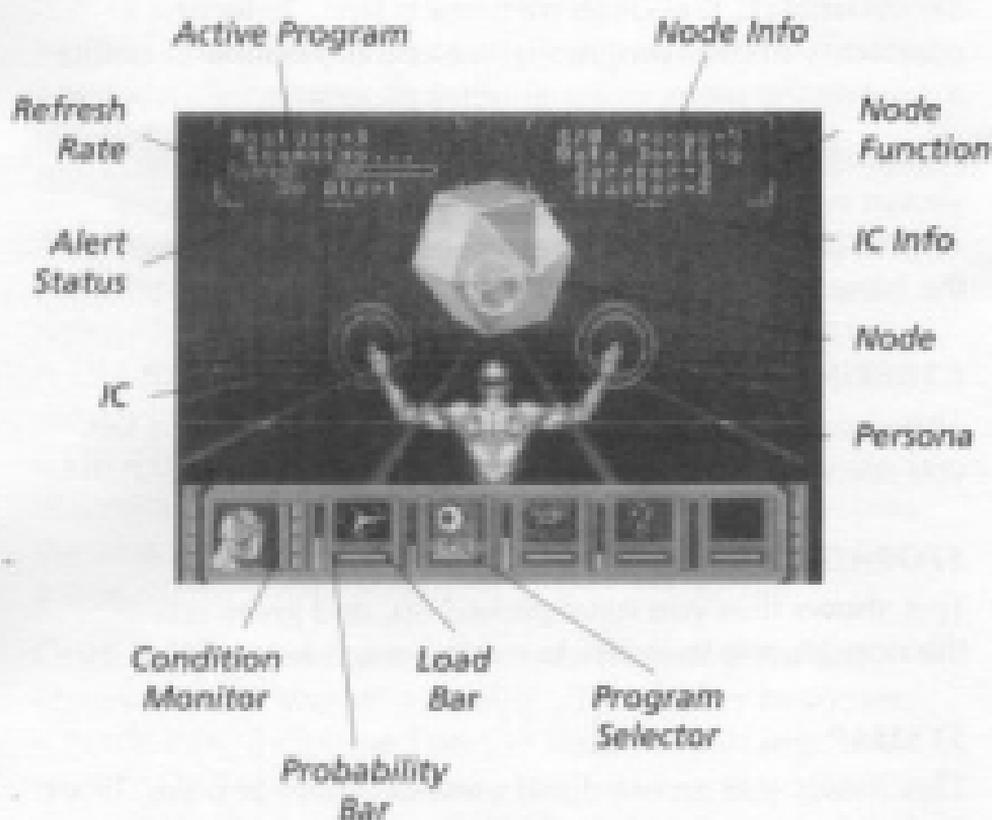
JACK OUT

This lets you leave the system. Black IC may block your attempt to jack out during combat.

GETTING INTO THE MATRIX

Press **Start** to enter the Matrix.

CYBERSPACE MAIN VIEW

**LEFT HUD**

The left HEADS UP DISPLAY (HUD) shows the currently selected program, its last result, rate of refresh (delay before next attack), and alert status (None, Passive or Active).

RIGHT HUD

The right HUD displays the node type you are about to enter. The other fields will be question marks until the node is fully analyzed:

- If the node is analyzed completely, the HUD will display the node's security color and rating, the type and strength of the IC defending it, and any ICs that may be hiding.
- If the node is not completely analyzed, only some of this information may appear.

NODE

The large geometrical object that scrolls close is the current node you can attempt to enter. If it is unguarded, you can enter instantly. However, most nodes are guarded by IC. Unknown IC looks like a spinning diamond until alerted or successfully analyzed; then it changes to its true form.

PERSONA

The chromed man is your computer PERSONA. Its profile will also be shown at the right of the deck panel, along with your current cybercondition. If the persona's cybercondition drops to zero, the decker will be dumped from the system.

When under attack by Black IC, the profile will change to the character profile, and the condition monitor will represent the character's PHYSICAL health. If this depletes, the character will go unconscious.

DEALING WITH IC

Unless the node is unguarded, you will see a spinning diamond in front of it. This is an un-analyzed IC, and it stops you from entering. By using your programs against it, you may be able to enter the node and continue exploring the Matrix.

Note: When properly analyzed or alerted, the spinning diamond will change into its proper image.

When a program is loaded in the deck, it appears as an icon at the bottom of the screen. The bar below the icon begins to fill as the program loads from storage into active memory. The bigger the program, the longer the load time. A program must finish loading before the next program can begin. If you operate one program while another is loading, the loading process will pause until the program is completed.

- Use the **D-Pad** to select the program you want to run.
- Press **Button A**, **B** or **C** to launch the program. Each button has a posture attached to it:
 - **Button A** = Offensive posture
 - **Button B** = Neutral posture
 - **Button C** = Defensive posture.

The postures work much like the overhead combat postures, moving your bonus successes to where you want them. The maximum bonus you can place in offense is equal to the rating of the program you are using. The maximum in defense is equal to the MPCP rating of the deck (the technology is holding back whatever skill you may have).

Note: When starting out, it is highly recommended that you use **Button B**, neutral posture, only.

IC TYPES

This section lists the different types of IC and describes what they do and any special ways to defeat them. All IC except the two TAR ICs can be defeated by ATTACK and SLOW or bypassed by SLEAZE.

ACCESS/BARRIER

ACCESS acts as a locked door, waiting for the correct passcode before it opens. BARRIER acts as a security door, locked tight. DECEIVE does not work against BARRIER, as passcodes are not accepted. Both ICs send alert signals when activated.

If the alert signal gets to the end of the screen, the ALERT status may upgrade. Depending on the length of the DEFENSE bar (determined by your button press), you may jam the alert packet when it finally goes off screen. If this occurs, the alert status will not change.

KILLER/BLASTER

KILLER and BLASTER attack when activated, doing damage to the persona. If BLASTER destroys a persona, it may send an electrical blast to the cyberdeck, burning the persona and his MPCP chips and making it impossible to connect to cyberspace until repaired.

TRACE AND DUMP/TRACE AND BURN

When activated, a TRACE IC sends its "head" out to trace the origin of the decker. If the head gets off screen before the decker defeats the IC, the decker is dumped from the system. TRACE AND BURN will attempt to burn the deck just like BLASTER when the decker is dumped. RELOCATE can be run on either TRACE IC in an attempt to cancel the trace instantly.

TAR PAPER/TAR PIT

If a program fails to run on an IC with a TAR IC behind it, the TAR IC instantly activates, sending an active alert to the system. TAR PAPER only destroys the failed program in active memory, while TAR PIT destroys the program in both active memory and storage. There is no way to disable a TAR IC once it has been triggered.

BLACK IC

BLACK IC is greatly feared. It attacks the decker, not the persona. A decker may go unconscious if the BLACK IC is successful. DECEIVE does not work against it, ARMOR does not protect against it, and MEDIC does not heal damage from it.

If you attempt to jack out while under attack, the BLACK IC may stop you. If it is successful, you will take PHYSICAL damage. If the attack is unsuccessful, you may still take MENTAL damage from the encounter.

ALERTS

When the system moves to PASSIVE ALERT, all ICs become more powerful, with their strengths increased by one. When the system moves to ACTIVE ALERT, all IC strength increases by one more. If an IC is hiding, it will appear.

If you are inside a corporation, the BUILDING ALERT will also activate. If the building alert is active when the you enter cyberspace, it will change to an active alert.

NODES

Nodes have four security colors: blue, green, orange and red. Blue nodes are the weakest, so weak they cannot have IC defend them. Red nodes are the most secure, and thus are usually only found in corporation and top government systems.

Nodes are rated from 1 to 6. The higher the rating, the more difficult it is to run programs against it and its IC. An Access 4 IC in a Rating 6 node is tougher than an Access 4 IC in a Rating 4 node.

ENTERING A NODE

Once you enter a node, you can choose from a list of options based on the node type. Choosing LEAVE NODE displays a system map. Use the **D-Pad** to select your next destination. As you penetrate deeper into the system, you will see more of it on the map. A map of an explored system will remain in the cyberdeck's memory until a new system is entered.

Operating a node is based on your COMPUTER skill and affected by the node's color and security rating. If you fail to operate the node, the system will inform you so.

The longer you remain inside a node, the higher the chances are of your being detected. Once you are detected, the system upgrades the ALERT status. If already at ACTIVE ALERT, the system overloads and shuts down briefly, dumping you from the system.

SYSTEM ACCESS NODE (SAN)

You must enter this node when entering the system from a street cyberterminal.

DATASTORES (DS)

These hold data which you can use to complete shadow-runs or sell for money to a fixer. Some datastores hold clues and information which may be useful to you in completing the game.

SLAVE NODES (SN)

When running a corp, use these nodes to turn off hazards such as security cameras and maglocked doors. These items will remain off until another alert is tripped, when they may come back on line.

I/O PORTS (IOP)

These can be entrance points to the system from inside a corporation, or openings to short cuts through the system. Locking these when running a corp may reduce the likelihood of the corp activating any slave nodes you have turned off.

SUB-PROCESSOR UNIT (SPU)

These allow access to other nodes. SPU's also give information about the nodes that directly connect to them.

CENTRAL PROCESSOR UNIT (CPU)

Once inside a CPU, you can cancel alerts, teleport to any node in the system or crash the entire system in one fell swoop. If the system crashes when you're inside a corp, any alerts end, all cameras stop and all maglocked doors become unlocked.

BUYING UPGRADES

Certain stores sell items that deckers can use to beef up their decks. These items include programs, mods, deck add-ons and improved cyberdecks.

PROGRAMS

The higher the level of a program, the more bonuses you can use with it. This is extremely important against high-level systems. Of course, the higher the program level, the higher its cost and the size of the program.

COMBAT

Generally, two types of programs are used to blast through IC. One is **ATTACK**, which can damage any IC and cancel any alert packets on screen. The other is **SLOW**, which slows the IC's reactions. If slowed enough, the IC will crash.

Experimental combat programs are rumored to exist.

DEFENSIVE

These programs are usually used in combat, and help you heal or avoid damage. Defensive programs degrade after they are used, which means they have to be reloaded. This makes healing in combat difficult, all the more so if the deck has a slow load rate.

MASKING/SENSE

These programs let you deceive the IC instantly, as opposed to hitting it again and again in combat. The downside is that, if unsuccessful, they can alert the IC, causing trouble later. These programs often have drawbacks, such being useful only against certain types of IC.

ANALYZE lets you see what you are up against in the node, before you run any other programs. If it succeeds, information will appear on the right HUD. Depending on how successful the program was, some of all of the info may be revealed.

Once a node is analyzed, the **PROBABILITY BARS** on the side of the program will activate. These show the basic success a program has against IC. The larger the bar, the better the chances are of running the program successfully.

DECK PERSONA CHIPS

Inside the deck are five **PERSONA CHIPS**. Each one has a certain function, usually something that increases programs of a certain type. While high-rated programs are important for quick success, high-rated persona chips stop the enemy from resisting your efforts, allowing ever swifter victories.

Four of these chips can be upgraded, but the **MPCP** can only be repaired. In order to get a higher MPCP, you must purchase a better cyberdeck.

DECK ADD-ONS

DECK ADD-ONS increase the attributes of your deck . . . up to a certain point. Memory, storage and load speed increases are all limited by the MPCP. Buying a better deck with a higher MPCP will increase these limits.

RESPONSE has a limit of three increases.

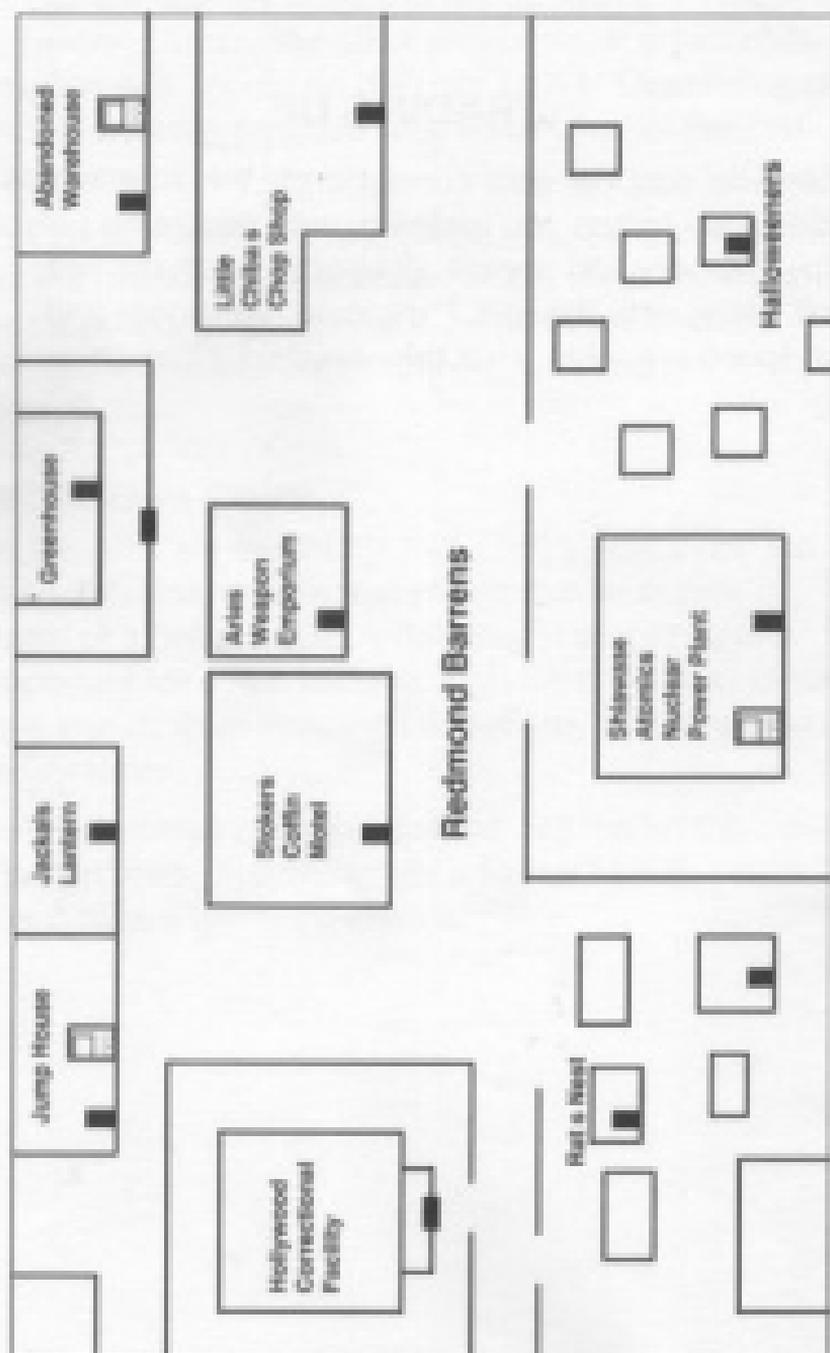
TRADING UP

When you outgrow your current deck, there are others to trade up to. When you trade up, your programs, persona chips, memory and storage all upgrade with the new deck, along with the MPCP increase. Response and load speed are set to what the new deck offers.

SEATTLE AREA MAPS

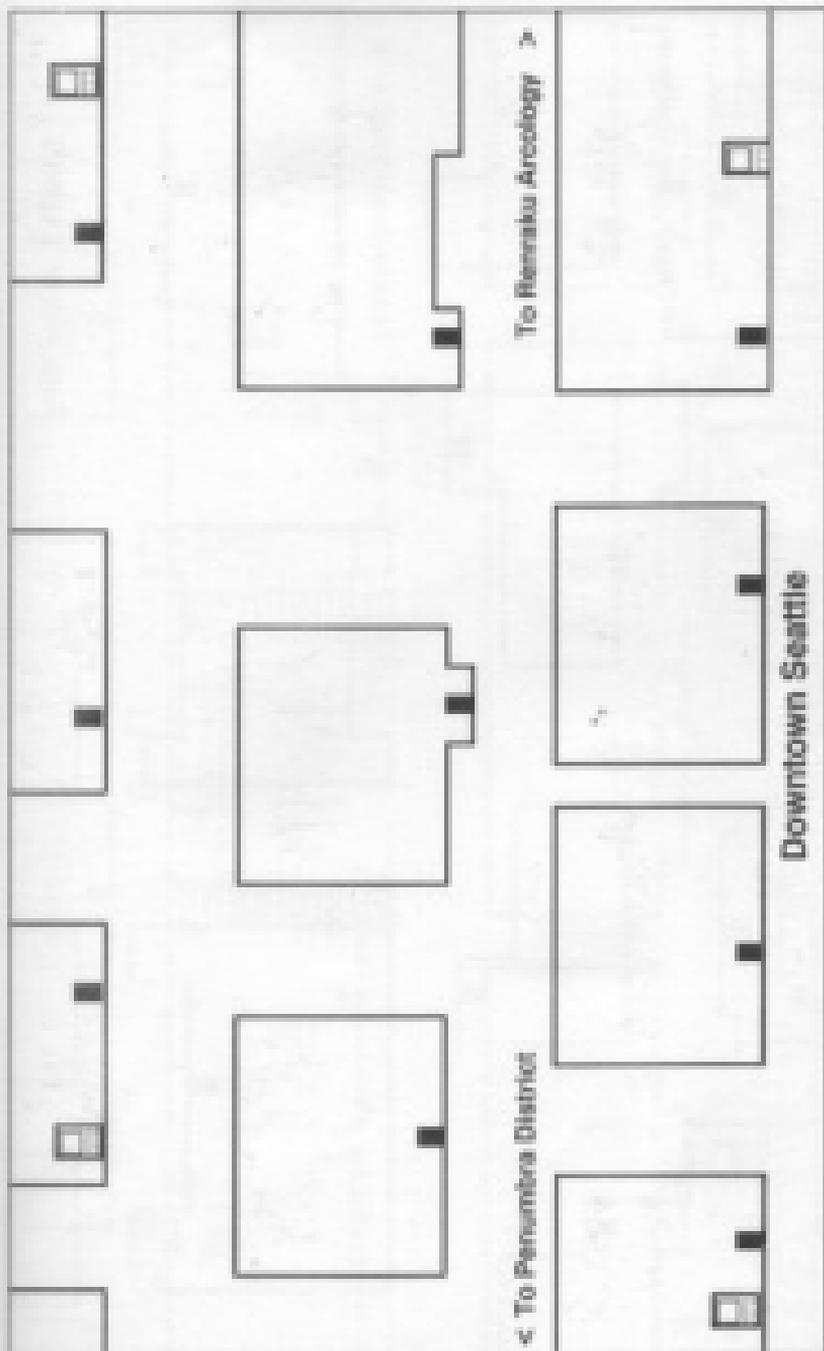
REDMOND BARRENS

Desperate slums and foreboding dark alleys. A street gang of humans known as the Halloweeners hangs out here.



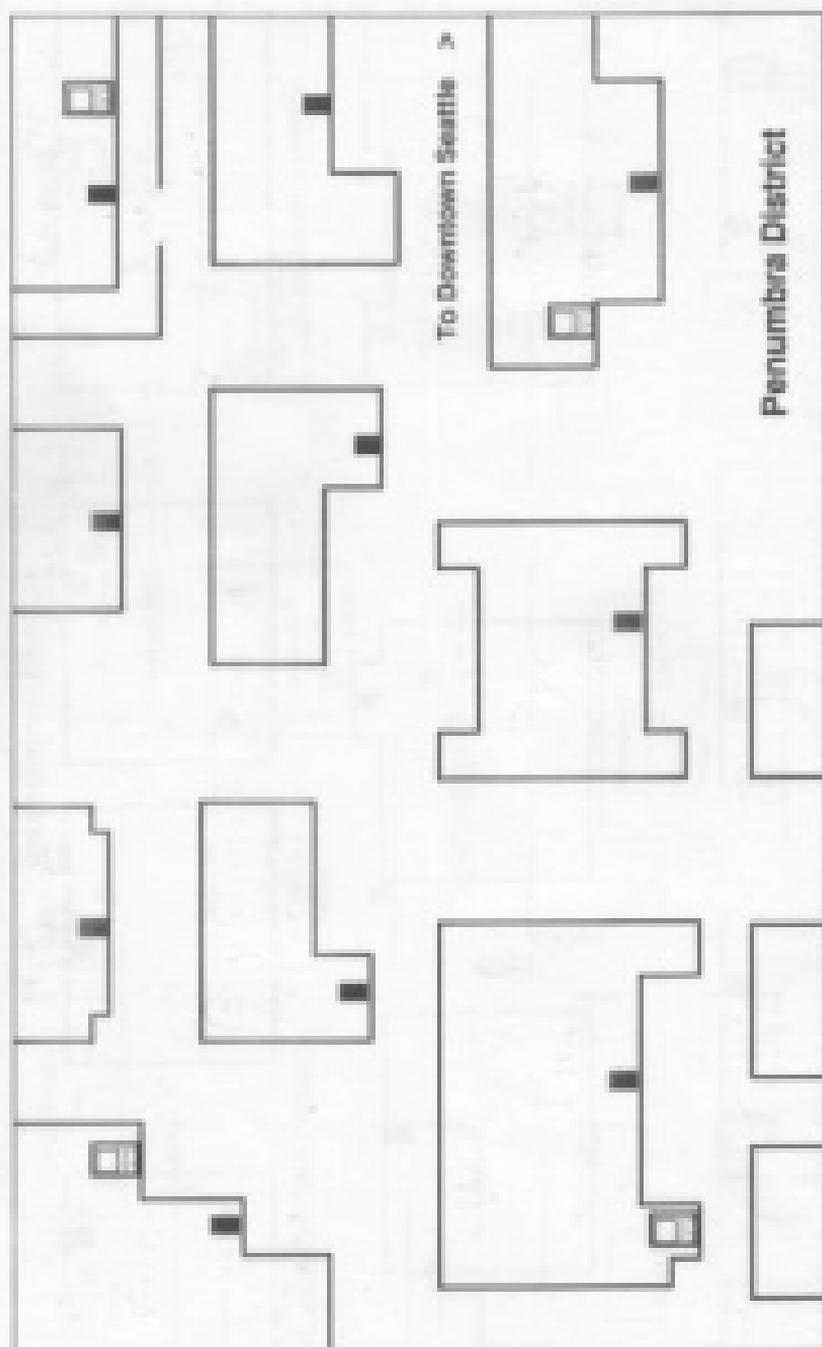
DOWNTOWN SEATTLE

Mainly elves and dwarves frequent this area. The corps have a few buildings here. Things are generally peaceful, with regular Lone Star patrols occurring every hour.



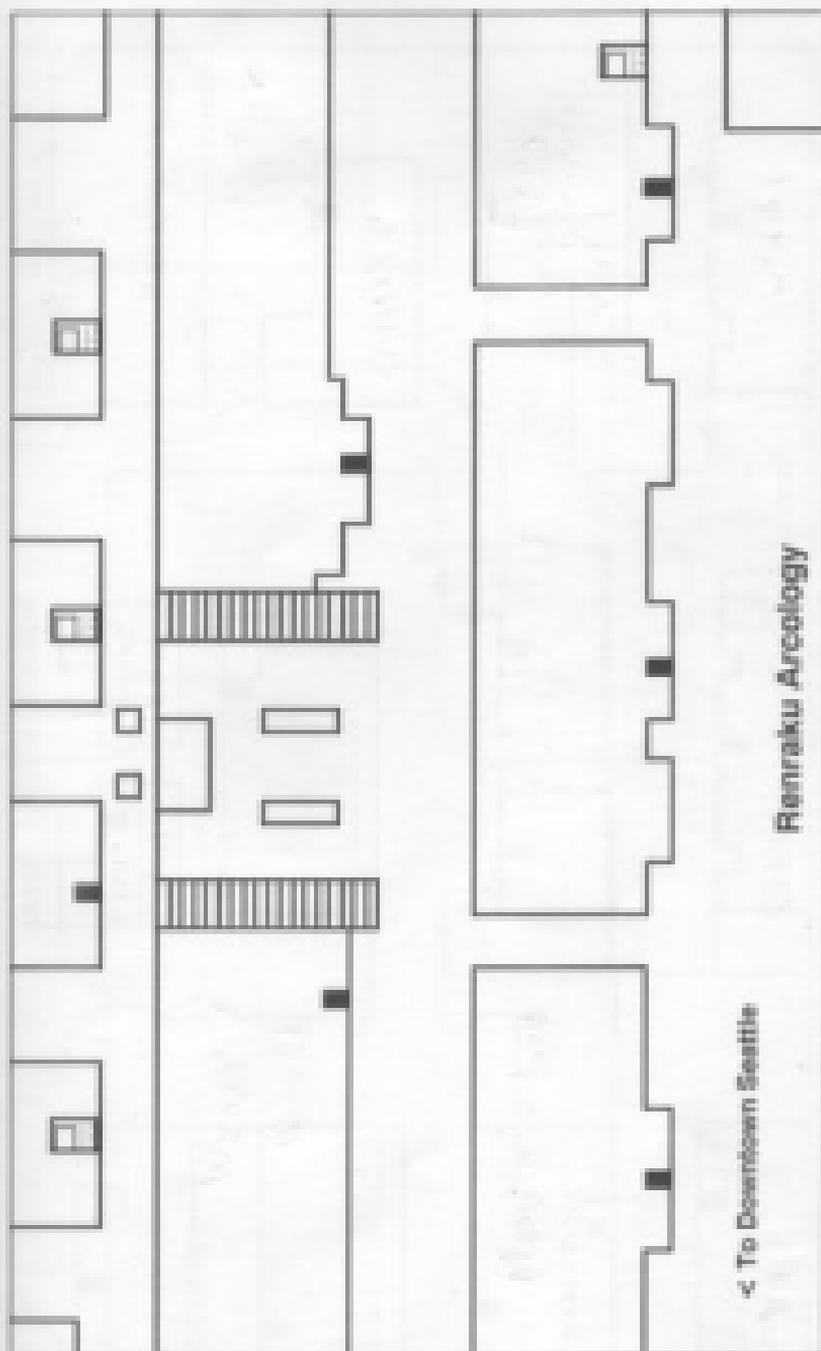
PENUMBRA DISTRICT

High class area, where corporate structures rise above the haze. Lone Star peace officers cruise the area, but the Eye Fiver street gangs still cause trouble.



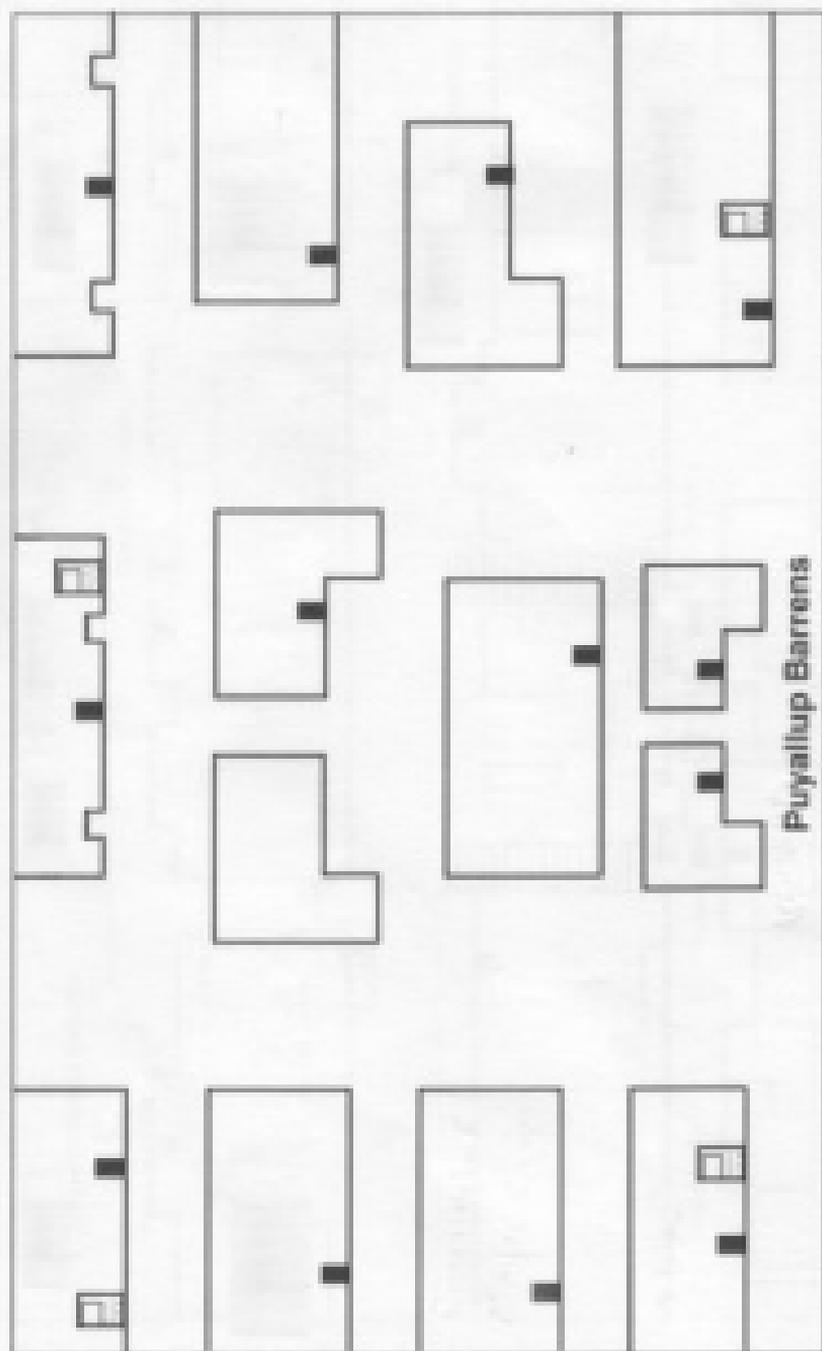
RENRAKU ARCOLOGY

An enclosed city built in a truncated pyramid. Mostly mall shopping, but also the home of Renraku Corporation, which employs its own security to keep things calm.



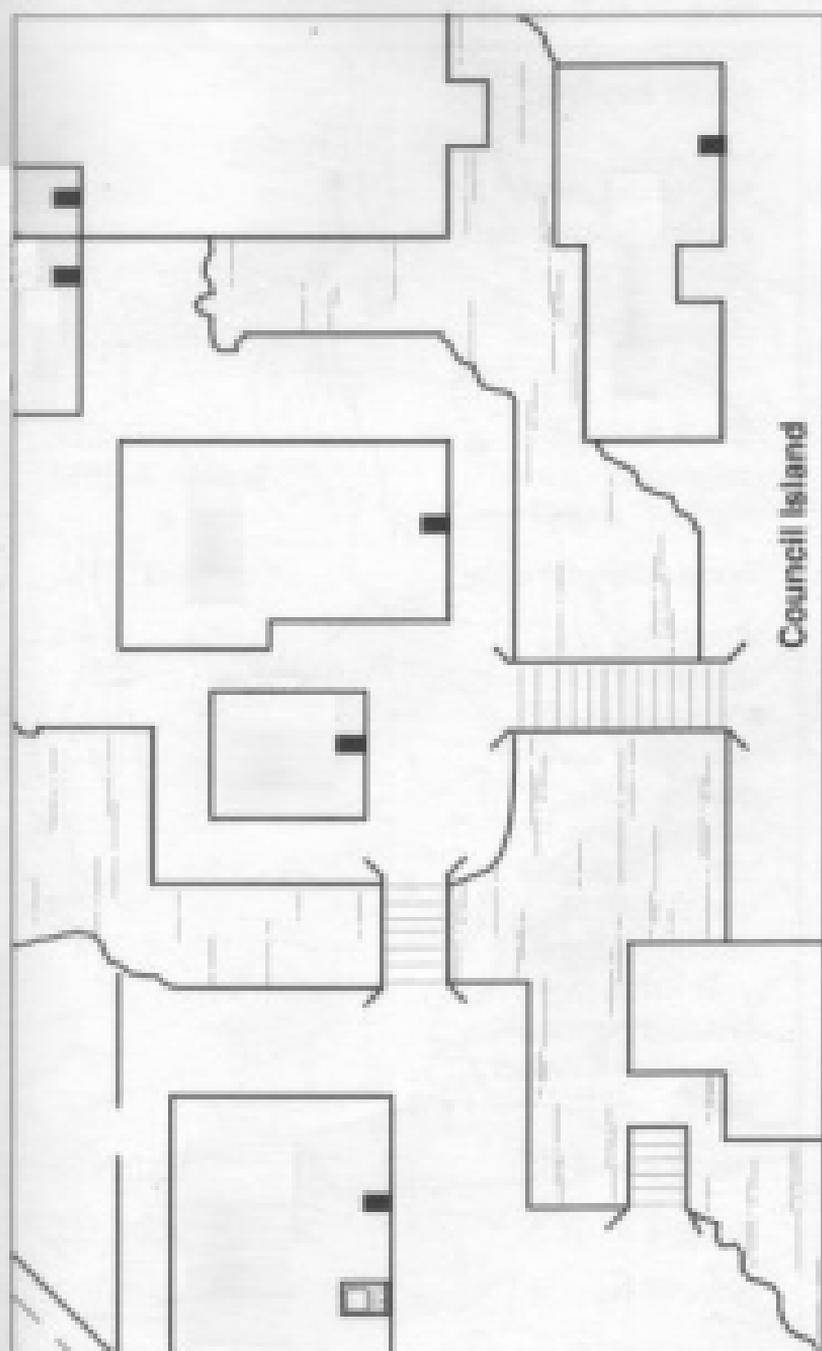
PUYALLUP BARRENS

A factory-ridden slum. Rundown or abandoned buildings amid a few functioning businesses. Metahumans and humans have a balanced hatred, and the orks have formed their own street gang.



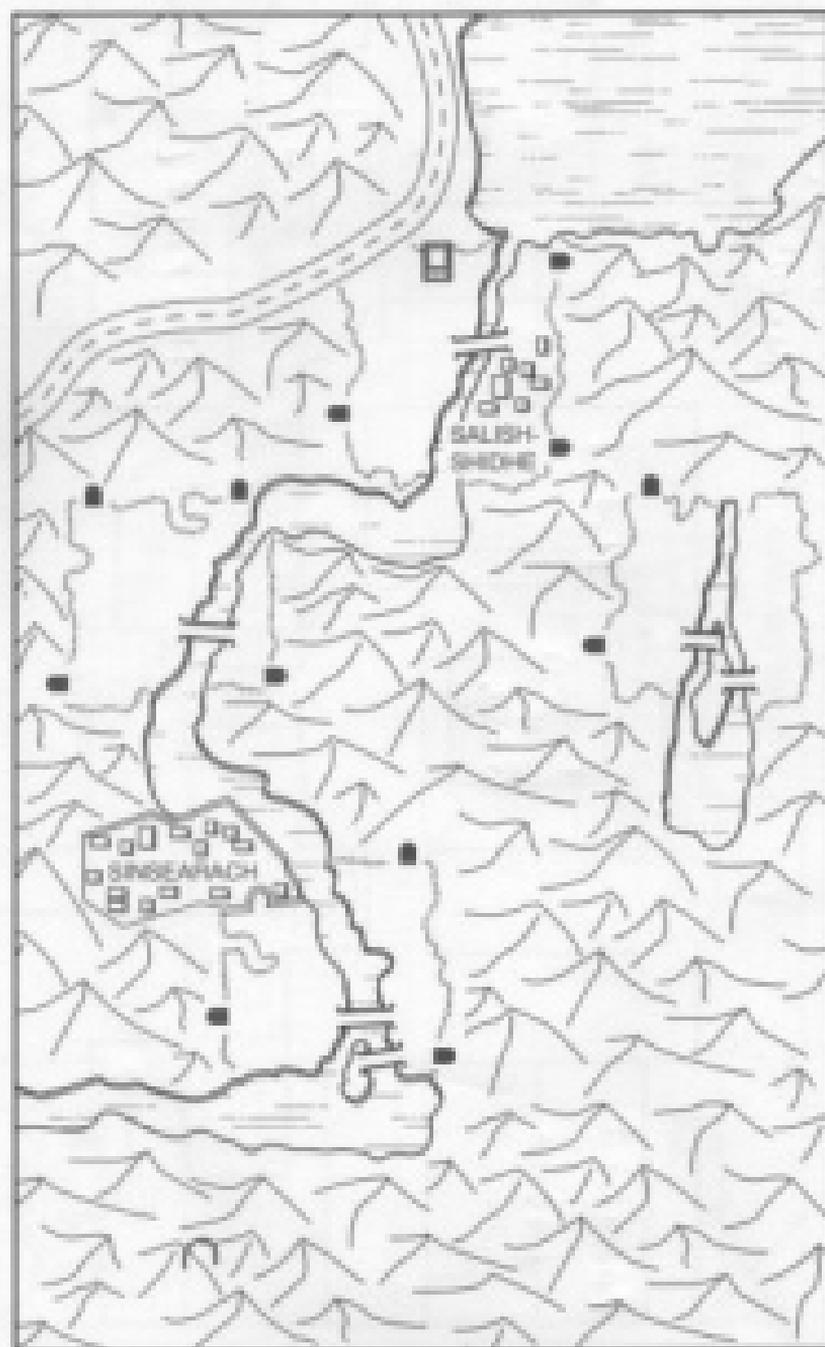
COUNCIL ISLAND

A waypoint between the sprawl and the wilderness.
A small community lives here in harmony with nature.
Because of its seclusion, Council Island sees little trouble,
except for the occasional creature that wanders in.



SALISH SHADHE INDIAN LANDS/ ELVEN LANDS OF SINSEARACH

A visa is needed to enter the wilderness. A network of caves separates the people of Salish Shadhe from the elves of Sinsearach, and that's the way they like it. Paranormal creatures run wild, making this a very dangerous place.



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NOTES

NOTES

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To receive warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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LANDSTALKER

Stalk a King's Ransom!

Eons ago, evil King Nole tyrannized the mythical island of Melcatle and crushed the people with heavy taxes. At last, in fury, the enslaved citizens stormed the palace. But King Nole was gone, and with him the vast treasure.



Now Nigel, the Landstalker, journeys in search of the legendary fortune.



Action, adventure and mystery in a fabulous land of strange beasts and stranger characters!



Intricate mazes and puzzles lead you deep into towns, forests and caverns, and closer to the secret of King Nole's treasure!



Unique elevated 3/4 overview of the mysterious surroundings!



Incredible 3-D graphics created by all new Diamond Dimensions system!



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