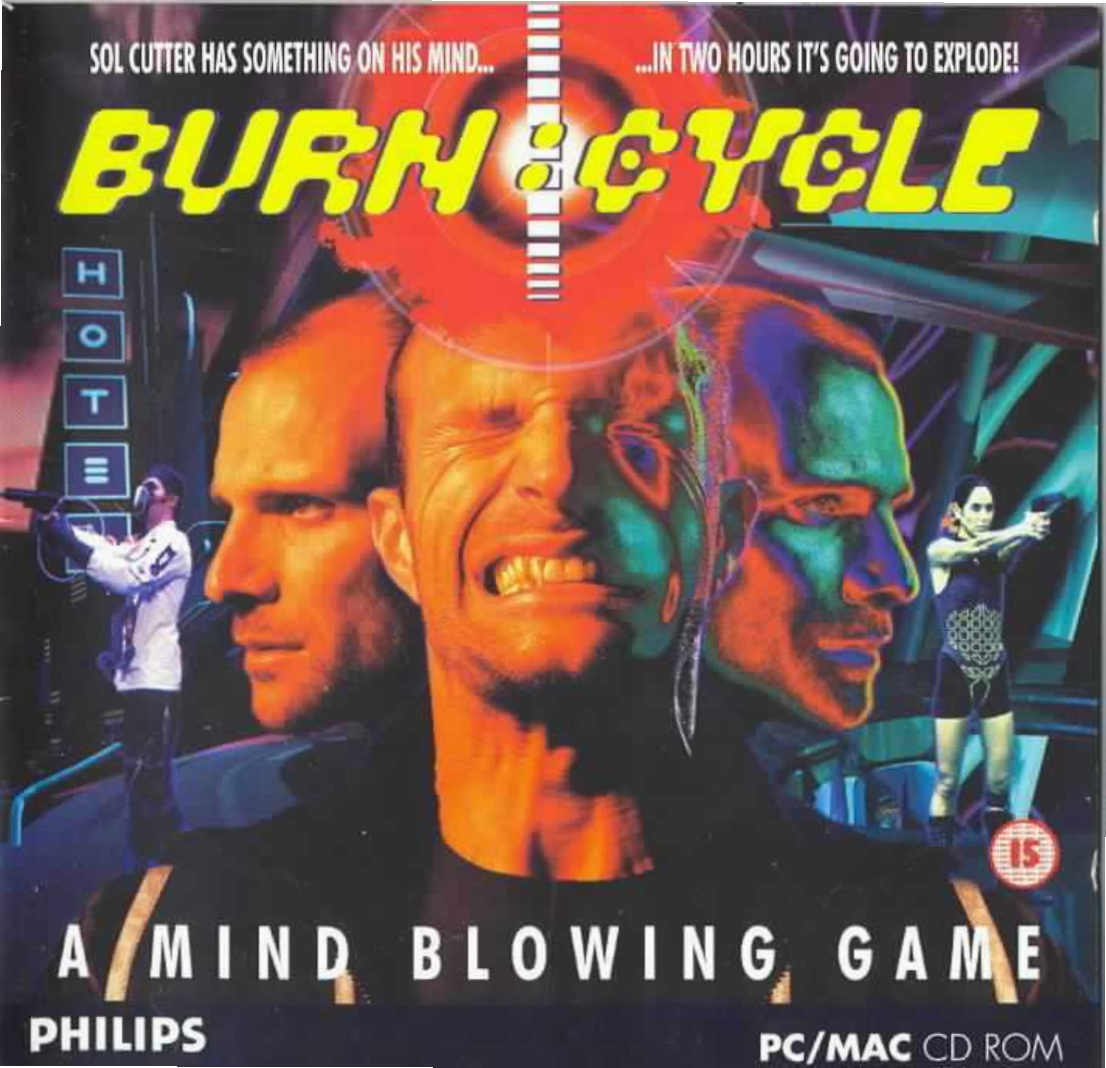


SOL CUTTER HAS SOMETHING ON HIS MIND...

...IN TWO HOURS IT'S GOING TO EXPLODE!

# BURN: CYCLE



A MIND BLOWING GAME

PHILIPS

PC/MAC CD ROM

15

## BURN-CYCLE CD-ROM INSTALLATION INSTRUCTIONS

### MINIMUM SYSTEM REQUIREMENTS

#### FOR PCS (WITH WINDOWS)

MPC compatible system including:  
33 MHz 486 or higher CPU  
8MB of RAM  
Windows 3.1  
VGA Video Adapter  
Windows-compatible sound card  
Double Speed CD-ROM Drive  
256 Colour VGA display  
Mouse  
(Joystick is not supported)

#### FOR MACINTOSH COMPUTERS

68040 processor  
Colour Macintosh with 256 colour display  
Double Speed CD-ROM drive  
5MB of RAM  
System 7.0

### HOW TO RUN BURN-CYCLE

Windows Version

Insert the Burn-Cycle disc into your CD-ROM drive. From the Windows Program Manager, select RUN from the File Menu.

Type the following command at the prompt: `d:\make-icon`. Then click OK. (If necessary, replace 'd' with the letter of your CD-ROM drive).

A Burn-Cycle icon will be created in a program group named "Philips." From now on, you can run the disc by double-clicking on the Burn-Cycle icon.



The programme can also be run directly from the CD-ROM drive. From the Windows Programme Manager, select RUN from the File menu. Type the following command at the prompt: d:\tc. Then click OK. (If necessary, replace 'd' with the letter of your CD-ROM drive).

#### MACINTOSH VERSION

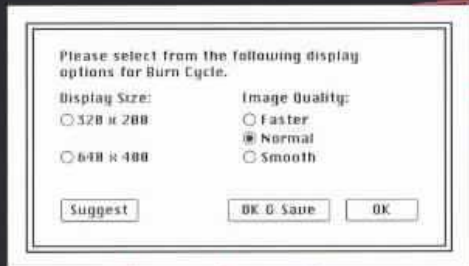
Insert the Burn:Cycle disc into your CD-ROM drive. A window called "BC" will appear on your desktop. (If it does not appear, or is obscured by another window, double-click the "BC" disc icon to make it appear).

Double-click the Burn:Cycle icon in this window to start the programme.

Burn:Cycle requires that your monitor be set to 256 colours. If it is not, a prompt asks you for permission to change your monitor to 256 colours. It will also

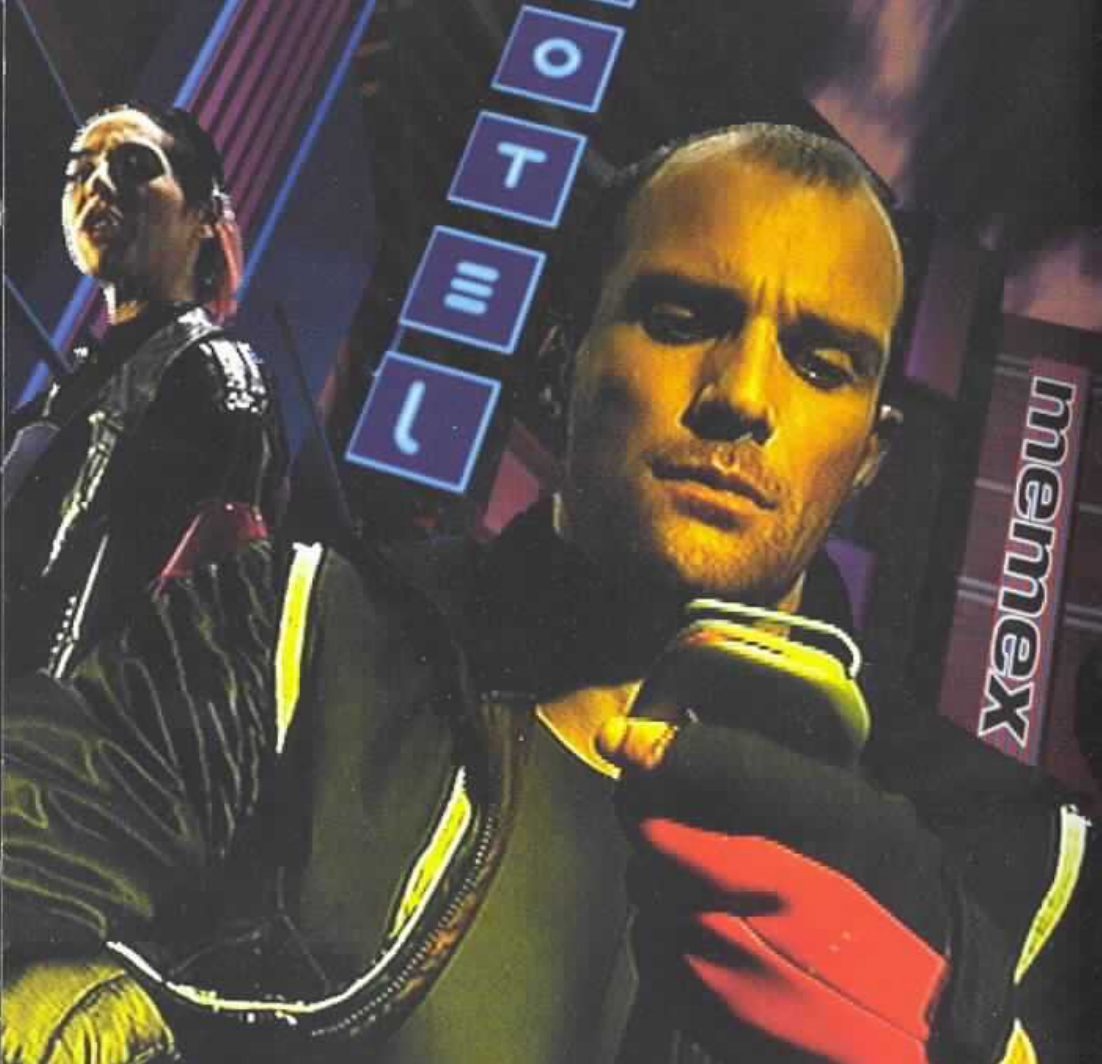
ask if you want to reset it to its previous setting upon quitting Burn:Cycle.

Burn:Cycle automatically selects the proper display size for your Macintosh screen. However, if you own an older or slower Macintosh, you may wish to choose a different setting. To do so, hold down the Command (⌘) key while starting Burn:Cycle until a menu appears on screen, similar to the one shown below:



This menu offers you several choices for picture size and quality. Select the style you prefer or click SUGGEST in order to use the recommended choices. Then click either OK or OK AND SAVE, which remembers your choices the next time you use Burn:Cycle. To change your choices, simply restart Burn:Cycle while holding down the Command (⌘) key.

Burn:Cycle may be quit at any time by pressing the F2 key during gameplay.



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# WELCOME 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.**

6





NEW GAME  
RESTORE  
DEMO  
CREDITS/EXIT

7

**BURN:CYCLE**

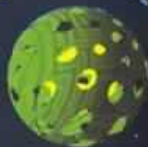
**[ ACTIVATED ]**

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:



8

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.

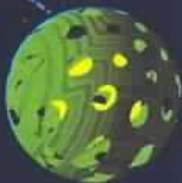


If a crosshair cursor appears, you've got a weapon and are ready to shoot. Hit either action button to start blasting.





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.



10 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.





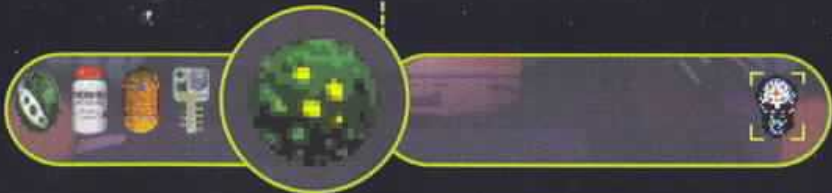
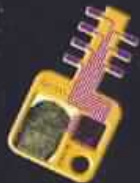
Click and hold down either action button, then move the mouse. The item begins moving around the screen. Now drag it to the bottom of the screen into your inventory strip, and it's yours.



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## 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.

12



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**  
**RESTART**



replays the last movie you viewed.  
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 mouse buttons.





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## 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 mouse buttons simultaneously. This will cause the movie to quit playing immediately.



15



## CAN YOU MAKE IT TO THE TELEVERSE?

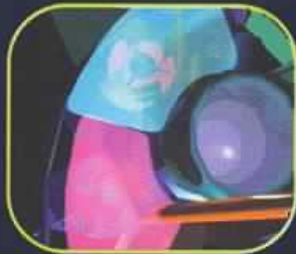
If Sol Cutter is going to survive the next few hours, he'll have to take a trip to the Televance. Getting around this world inside a computer is a lot like moving around in Cutter's real world,

**WITH ONE EXCEPTION: THE PULSE.**

This is the Pulse. From here, you can get to any other place in the Televance. If you're in the Televance 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.

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



HOTEL MANAGERS ADVISORY

Do not deliver until CUTTER  
has settled last weeks RENT.  
We are not running a  
charity here

EXCENSORED

**PERSONAL AND CONFIDENTIAL**

HAND DELIVER ONLY  
SOL CUTTER,  
C/O HOTEL FREELove,  
14 CHEAPJACK STREET  
URBAN CENTRAL WC1 2AB

**SENDER WISHES TO REMAIN ANONYMOUS**

**Sol Cutter**  
**c/o Hotel Freelove**  
**14 Cheapjack Street**  
**Urban Central WC1 2AB**

25 JUL 2063 / 21:25 HOURS

By the time you get this, you will have realized that there is a virus in your head. Unless you find a way to eliminate it, your life will end in something less than two hours.

This all comes as a bit of a shock to you, I'm sure. The scope of the matter in which you have unwittingly involved yourself eclipses the size of your limited imagination. **Be warned:** your primary appeal for some is your expendability. Surely you're aware that no one would mourn your death. You've ruined more lives than your own.

I have access to a vast amount of electronically-stored information. I'm hoping that the enclosed hardcopies will help you weave together the threads of your current dilemma and aid you in your effort to remain among the living. I cannot offer any more at this point in time, since there is a high probability that this message will be intercepted.

Suspicious of my intentions? Cutter, I would be disappointed in you if you weren't. Suffice it to say that I can profit by your survival. Consider this an investment. I expect a return.

**DO TRY TO STAY ALIVE.**

**INCOMING TRANSMISSION  
INCOMING TRANSMISSION**

>ROUTING CODE: INTERNAL  
>MSG: <0325237CONF>  
>STAT: OK

△ △ △ △ △      **EYES ONLY**      △ △ △ △ △

**DATE:** 13 DEC 2062 / 18:45 HOURS  
**TO:** XXXENSOREDXX  
**FROM:** CORPORATE INTELLIGENCE  
**RE:** COMPETITION STATUS REPORT: **CURRENT CORTEX  
DEVELOPMENTS**

OPERATIVES INSIDE CORTEX REPORT THAT OUR CONCERN ABOUT THEIR RECENT SOFTWARE ADVANCES IS JUSTIFIED. NATURE OF NEW PRODUCT REMAINS CONFIDENTIAL TO EVEN OUR MOLES, BUT COMMENTS OVERHEARD IN WASHROOM INDICATE THAT IT HAS THE POTENTIAL TO SERIOUSLY DAMAGE OUR CORPORATE WORTH.

DEPARTMENTAL RECOMMENDATION: AUTHORIZE COVERT ACTION. OBJECTIVE: SEIZURE OF NEW PRODUCT SPECS FROM CORTEX. A BROAD-DAYLIGHT SNATCH IS NOT FEASIBLE; PROBABILITY OF EXPOSURE TOO HIGH.

SIDE NOTE: RUMORS FLYING ON STOCK MARKET THAT VIELLI, HEAD OF DEVELOPMENT AT CORTEX, IS SERIOUSLY ILL.

**END OF TRANSMISSION**

**INCOMING TRANSMISSION  
INCOMING TRANSMISSION**

>ROUTING CODE: TV.NET \ COUNT=1965 \ ANON  
>DATA ENCRYPT EPF LEVEL 5, CLAS.MIL \ CLPR DECOY=YES  
>MSG: <1849164340XXCENXX>

△ △ △ △ △    **EYES ONLY**    △ △ △ △ △

DATE: 25 JUL 2063 / 20:53 HOURS  
TO: XXCENSOREDXX  
FROM: COVERT OPERATIONS  
RE: OPERATION HOMING PIGEON: UPDATE

**MISSION STATUS: GREEN**

SUBJECT CUTTER HAS INFILTRATED HEART OF SOFTECH. AS EXPECTED, SUBJECT HAS DOWNLOADED DECOY DATA. RIDER SOFTWARE INJECTED; VIRUS NOTIFICATION TRIGGERED SUCCESSFULLY. BURN:CYCLE ESTABLISHED IN CUTTER'S BRAIN. COUNTDOWN TO TERMINATION: T-120 MINUTES.

PROBABILITY OF SUBJECT'S ESCAPE FROM SOFTECH: 72.57%. WITNESS CONTROL IN PLACE AT LIFTER PAD. SUBJECT IGNORANCE INTACT.

PERSONAL ASSESSMENT: SMOOTH START. ESTIMATED PROBABILITY OF SUCCESSFUL COMPLETION OF ENTIRE MISSION BY SUBJECT CUTTER: 3.23%. COVERT OPERATIONS HAS ARRANGED ALTERNATE SUBJECTS IN CASE OF PREMATURE TERMINATION.

**END OF TRANSMISSION**

**INCOMING...TRANSMISSION.**

**I>ROUTING CODE: INTER-CORP**

**>MSG: <9257027>**

**>ENCRYPT = NONE**

**>STAT: OK**

**FROM: DC@INNOV.COM**

**TO: SOLC@STCH.COR**

**RE: LITTLE DYNAMO NEURAL IMPLANT ASMDA  
PART NUMBER 987584**

.....  
.....  
**DEAR MR CUTTER:**

**THANK YOU FOR PURCHASING THE LITTLE DYNAMO NEURAL IMPLANT. WE HOPE THAT THE  
INSTALLATION SURGERY IS A SUCCESS IN EVERY WAY.**

.....  
**REMEMBER THAT YOUR LITTLE DYNAMO SHOULD ONLY BE INSTALLED BY A QUALIFIED NEU-  
ROSURGEON. YOUR NEW PRODUCT WILL GIVE YOU YEARS OF ENJOYMENT IF YOU  
OBSERVE THE FOLLOWING RECOMMENDATIONS:**

**INCOMING...TRANSMISSION.**

# INCOMING... TRANSMISSION

- 11** LITTLE DYNAMO PROVIDES A DIRECT DATA LINE TO YOUR OWN BRAIN. BE SURE WHAT YOU'RE HOOKED INTO, OR YOU MAY EXPERIENCE A LAPSE IN MENTAL FUNCTIONALITY.
- 21** MAKE SURE YOU ALWAYS HAVE THE LATEST ANTI-VIRAL SOFTWARE. MOST VIRUSES WILL ONLY AFFECT THE DATA YOU CARRY.
- 31** THE MAKERS OF LITTLE DYNAMO ARE NOT LIABLE FOR ANY DAMAGE YOU MAY INCUR DUE TO THE INTRUSION OF WETWARE VIRUSES. IT IS RUMORED THAT THESE VIRUSES CAN LEAK INTO YOUR BRAIN AND CAUSE ACTUAL NEURAL DAMAGE. AVOIDANCE OF ALL FORMS OF MILITARY SOFTWARE SHOULD KEEP YOU FREE OF THESE PESTS.

PLEASE LINK TO OUR CUSTOMER SERVICE DEPARTMENT IF YOU HAVE ANY QUESTIONS. AND REMEMBER, FILL OUT YOUR WARRANTY CARD WITHIN 30 DAYS TO QUALIFY FOR OUR 256 GIGABYTE UPGRADE PACKAGE SWEEPSTAKES!

.....  
YOURS TRULY,  
.....  
.....

**YOUR FRIENDS AT INNOVATIVE NEUROTRONICS**

# INCOMING... TRANSMISSION

# INCOMING TRANSMISSION

>ROUTING CODE: STCH.INTERNAL \ COUNT=3214 \ CLAS

>DATA ENCRYPT ROT13 LEVEL 23

>MSG: <5342634XXCLASXX>

EYES ONLY YJNO 23YE EYES ONLY YJNO 23YE  
YJNO 23YE EYES ONLY YJNO 23YE EYES ONLY

DATE: 14 OCT 2055 / 08:43 HOURS

TO: BOARD OF ADVISORS / COVERT

FROM: OPERATIVE 6521

RE: MISSION MADE IN TAIWAN: DEBRIEF

MISSION STATUS:

**COMPLETE**

## OBJECTIVES:

EXECUTION OF TAIWANESE SOFTWARE PIRATES: ACCOMPLISHED

RETRIEVAL OF STOLEN PRODUCT: ACCOMPLISHED

DESTRUCTION OF REPLICATION HARDWARE: ACCOMPLISHED

EYES ONLY YJNO 83Y3 EYES ONLY YJNO 83Y3  
YJNO 83Y3 EYES ONLY YJNO 83Y3 EYES ONLY

**ASSESSMENT:**


STOLEN PRODUCT RETRIEVED BEFORE MASS ELECTRONIC DISTRIBUTION  
COULD OCCUR. LOSSES TO CORPORATION MINIMAL. BODIES OF TWO  
TAIWANESE MALE PIRATES DUMPED ON DOORSTEP OF PIRACY RING-  
LEADER. MESSAGE DELIVERED: WE WILL PROTECT OUR ASSETS  
AGGRESSIVELY. THESE GUYS WON'T GIVE US ANY MORE TROUBLE.

AS I PREDICTED, ADJUSTER CUTTER IS NOT CAPABLE OF PLAYING IN BIG  
LEAGUES. THREATENED TO KILL ME AFTER WITNESSING EXECUTION,  
THEN EXITED SCENE. TRACED HIM LATER TO A BAR, WHERE HE DRANK  
HIMSELF UNCONSCIOUS. SMALL MAN; NO REAL THREAT. TERMINATION  
NOT RECOMMENDED; HE MAY BE USEFUL TO US IN THE FUTURE.

**ADDENDUM:**

LARGE TATTOO NOTED ON BACK OF ONE OF THE TAIWANESE. MADE  
HOLOBALL IMAGE OF DESIGN. PATTERN DID NOT BELONG TO ANY KNOWN  
GANG; WAS PROBABLY JUST DECORATIVE. SUGGEST YOU SUBMIT IT TO  
INTELLIGENCE TO CHECK FOR POSSIBLE GANG LINKS AND THREATS OF  
RETALIATION. REQUEST RETURN OF HOLOBALL TO ME ON COMPLETION  
OF RESEARCH.

**END OF TRANSMISSION**



**SOUND TRACK CD**

- 11 BURN:CYCLE THEME 9.27**
- 21 KARMIC CHURCH 4.07**
- 31 FLYING 4.59**
- 41 SYSTEM SOFTWARE° 6.49**
- 51 BUDDHA'S VOICE 4.46**
- 61 INTO THE TELEVERSE 7.08**
- 71 PSYCHIC ROULETTE° 5.11**
- 81 ZIP 7.55**
- 91 KRIS VR 4.29**
- 101 A BEAUTIFUL 4.21  
RELATIONSHIP**
- 111 MELTDOWN°° 6.04**

Produced and recorded by Simon Boswell  
at Chateau Hamball 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



Music supervisor: Ian Hierons  
Music copyright: SUNFUN LTD.



**MAP**

**BURN:CYCLE IS NOW ACTIVE**

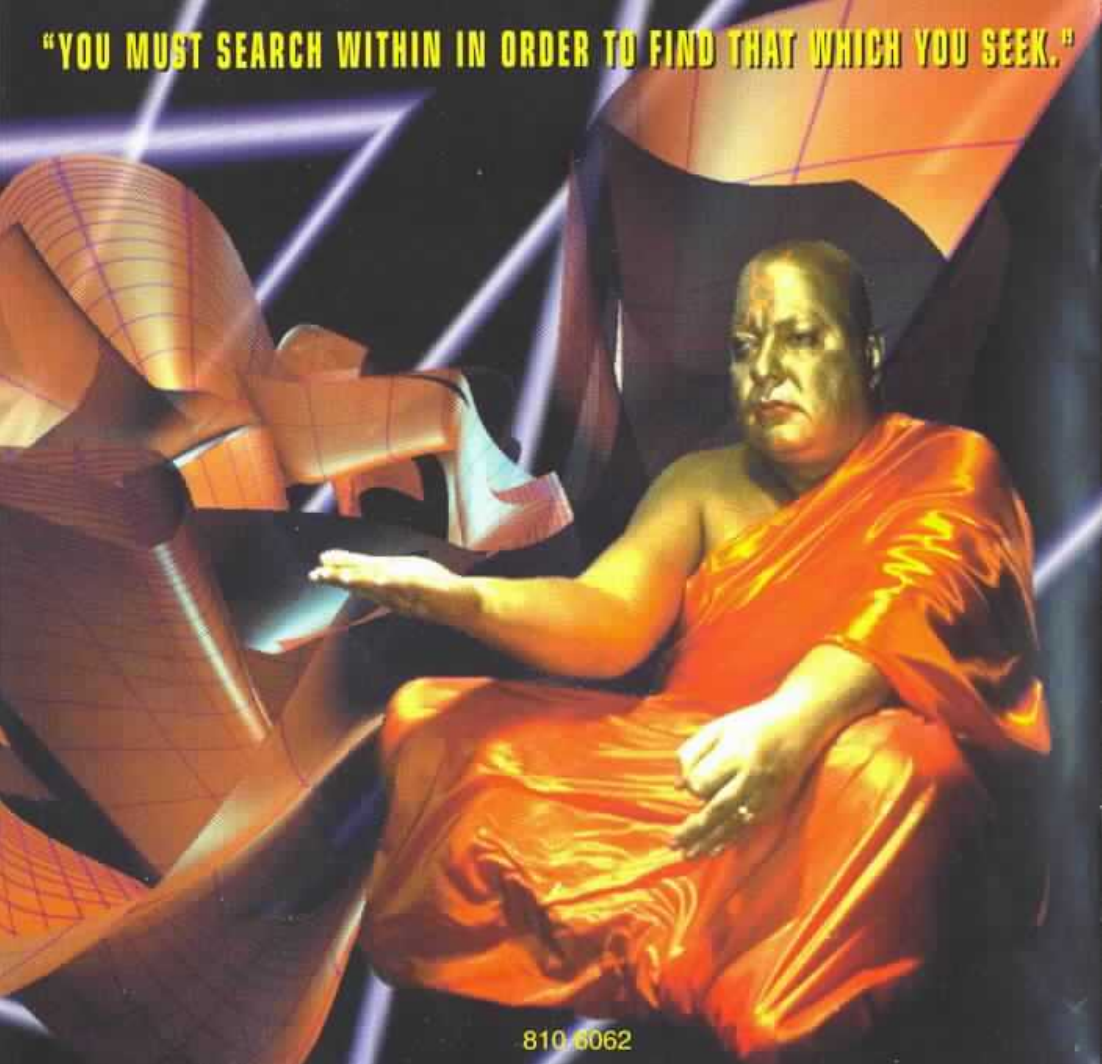
**VIDEO T**





**ED - YOU HAVE 2 HOURS**

**"YOU MUST SEARCH WITHIN IN ORDER TO FIND THAT WHICH YOU SEEK."**



810 6062