

CYBER PUNKS 2

NEXT GENERATION



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CYBERPUNKS 2

N E X T G E N E R A T I O N

30 years on... Lead the next generation of CyberPunks on even more dangerous missions into space and beyond. Engage in battle against relentless swarms of alien creatures with your team of cyber marines and return order to a chaotic planetary system.



Loading:

Switch off your Amiga and remove any cartridges. Insert game Disk 1 then switch on your Amiga ...the game will now load. When prompted, remove Disk 1 then insert game Disk 2 and press Fire.

Requirements:



3.5"
Disk



1 or 2
Players



2MB
AGA

2G
GUNSTAR



The 501st Cyber Assault Squad:

Roar Muto:

Primarily a science officer, he is the result of a near-fatal self mutation experiment in an attempt to gain superhuman strength.

Possessing enhanced endurance but now forced to wear a cyber mask to breathe, this battle hardened space marine brings squad leadership and computer terminal hacking skills to the team.



Tony Skullz:

A half-man half-droid cyborg whose extreme battle damage in the past, has meant that many cyber implants were fused to his body to survive. He'll help inflict much damage as the team's squad defence and recon specialist. He's nicknamed 'Skullz' given his total cyber head implant.



Moya Blaze:

The female of the team is a very experienced combat space marine. Squad backup and advanced laser weapons training are amongst her many additional abilities.

Her legendary cyberpunk mother 'Bee' took down the huge RD98 master robot in the droid riots over 3 decades ago! She always has the team's back in battle.



Basic Gameplay & Game Controls:

Use a joystick plugged into Port-2 for a 1-player game. For a 2-player game, use a second joystick plugged into Port-1.

The fire button selects various menu items and also fires the currently selected weapons whilst playing and progressing through game

On starting a new game and selecting the number of players, you will be presented with a mission objective.

Your squad will land at the start of the mission by dropship and the game begins once it has departed.

Move the game characters around the various levels whilst collecting the many pickups and bonus items to be found on each new level.

Battle against many strange alien enemies to progress through the mission ahead and also try to collect as much crypto currency and score points as possible.

The team energy bar and inventory are shown at the bottom of the screen which gives you a quick visual aid as to your team's status and collected items. Items are removed from the inventory as they are used. The total mission attempts (lives) is also shown here.

Your team will need to collect various coloured security door key cards and bypass circuits, to open the many doors and force fields that are to be found on most levels throughout the game world.

Please refer to the rest of this game manual for reference if you're unsure about a certain feature.

Good Luck!

Terminals:

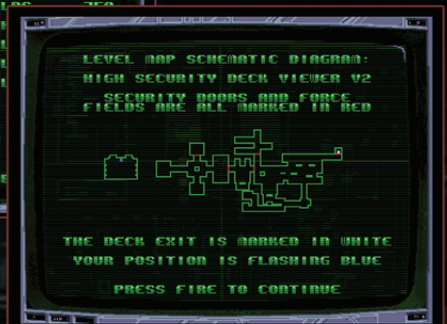
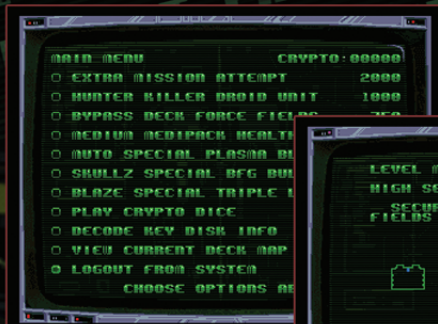
By accumulating Crypto, you can purchase power up items and special weapons at various computer terminals.

Silver Crypto = 25



Gold Crypto = 50

Only Muto (PL1) has the skills required to hack terminals. Most items are self explanatory, but some weapons that are unique to individual characters can only be purchased here. Free deck schematic diagrams can be viewed to help locate your position within each level. Crypto Dice will allow you to gamble crypto to try and buy higher priced items, but don't gamble with what you can't afford to lose!



Bonus Items:

These bonus items can be found in the game and also sometimes dropped by alien creatures when destroyed.



Various sized MediPacks to replenish team health. Medium available at a terminal.



Gain an extra mission attempt. Also available at a terminal.



Team Shield Orb. Protects the team against damage for approx. 30 seconds.



Security door Key Cards that open doors.



Force Field Bypass Circuit. Will deactivate high security area force fields when used. Full override option also available at a terminal.



Crypto Coins. Available in Gold & Silver, these allow you to purchase various items at a working terminal.



Key Disk. There is only one in the entire game. When found and taken to a terminal with the correct amount of credit, it will reveal a secret message once decoded. The disk is destroyed after use.

Weapons:

An array of powerful weaponry is available in the game. Most powerful being the Smart Bomb & Hunter Killer Droid.



**Basic Assault Weapon: Standard range.
Damage: Low**



**Orb Launcher: Wide dispersal range.
Damage: Medium**



**Twin Laser: Longer range & good all rounder.
Damage: High**



**Flame Thrower: Short range but very effective.
Damage: Kill it with fire!**



**Special Weapons: Can only be purchased at a terminal and are unique to each team character.
Damage: Get some!**



**Smart Bomb Unit: Will inflict severe damage to all visible lifeforms. Best used against bosses. Use Space Bar or (PL1) 2nd Joystick Button or Blue Button (CD32/A500 Mini).
Damage: Eat this!**



**Hunter Killer Droid: Although quite expensive, this team support droid will hunt out visible threats and destroy them whilst moving. The droid has a lifespan however of approx. 60 seconds, so use it wisely after purchase at a terminal.
Damage: That's gotta hurt!**

CyberPunks: Amiga History

The original game was published in 1993 by Core Design and developed by Mutation Software.



Wind forward 30 years to 2023 and CyberPunks 2 Next Generation was released.

CyberPunks 2 Next Generation was written for stock Amiga A1200 and CD32 computer systems. The game was designed and developed on and off over a period of approx 1750 man-hours from 2020 to 2023. It's written in 100% 680x0 assembly language.

Now mostly a hobby, this game was great fun to create on Amiga once again. Many hours were spent fine tuning it to make it as fun and engaging as possible for you to play.

We hope you enjoy playing this new space adventure with new missions that are more than just another bug hunt.

Thank You!

A handwritten signature in black ink that reads 'A. R. Cummings'.

Adrian R. Cummings / Author

Options & Geeky Stuff:

In game options from the Options page are...

Note: An optional keyboard is required to use these.

P = Pause On/Off (toggle)

M = Music On/Off (toggle)

F = Filter On/Off (toggle)

C = CPU Caches Off if slowdown (Off only)

Note: Use this option if you have an accelerated Amiga system like 030, 040 or 060 CPU and notice slowdown whilst playing the game.

F6 = PAL 50Hz or NTSC 60Hz (toggle)

Esc - Quit to Titles

On completing a mission, you will be presented with a mission passkey code. This code will allow subsequent plays of the game, without having to replay the completed mission again after you switch off your Amiga system.

You can also set the game difficulty level from 3 to 5 mission attempts for each new game.

Hard drive installation:

This game is only compatible in its original shipped form with Amiga OFS and FFS Amiga file systems. We suggest using a WHDLoad patch for anything else. To install the game to your hard drive, simply make a directory, then copy ALL the files and data from the game disk(s) into this directory. However, to enable the game to find all the actual data when required, the directory name or path MUST be one of the following i.e...

dh0:CyberPunks2

dh0:Games/CyberPunks2

dh1:CyberPunks2

dh1:Games/CyberPunks2

The hard drive ID may be hd0: or th1: etc., that's OK.

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