

SEGA
GENESIS
16 BIT GAMING



CYBERBALL

INSTRUCTION MANUAL

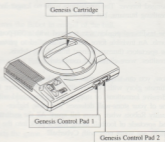
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Cyberball cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 or 2 Players:

Press Start Button on Genesis Control Pad 1.



The History of Cyberball

Football began as a sport contested by human beings. However, in the year 2006, the first instance of illegal bionic surgery was uncovered. An All-Pro player was found to have had his left knee rebuilt with robotic parts, and was subsequently banned from the league. Two years later, amidst numerous complaints from opposing teams, two more players who were found to have undergone the illegal surgery were tossed out of the league.

In an effort to save his beloved game, the Football Commissioner instituted a random bionic testing program. As expected, the testing exposed many violations. Unfortunately, though, the Commissioner's efforts would prove to be for naught. Due to increasingly ridiculous salary demands, and increasingly serious injuries to the players, the league gradually made the change to complete robotics. By the year 2022, the game of football, adored by millions, had changed forever. The combatants were no longer living, breathing humans, but Robots!

The traditional pigskin was replaced with a 350-pound bomb. An invisible force field was installed to protect the spectators (human beings) from flying debris. Penalties were eliminated completely.

Now, you can take the reins and guide your team to ultimate glory with "Cyberball!" Choose from over 100 offensive formations, or stop the other team cold with one of your stone-wall defenses! Buy new, higher-quality Robots when yours fall apart! All the excitement and spectacle of football, along with a peek into the future, are yours now with Cyberball!

Take Control!

Learn the functions of each button on your Control Pad before you start playing.



D-Button

- Moves arrow during Mode Selection.
- Moves arrow during selection of plays and formations.
- Moves the Robot in control of the ball.

NOTE: The Robot carrying the ball is a different color than the other Robots.

- Moves the Robot you control on defense.
- Moves selection window in Workshop mode.
- Directs pass or pick attempts.

Start Button

- Starts the game.

- Advances through the selection screens.

Buttons A, B and C

- Select options, plays and formations.
- Pass and pitch the ball.
- Apply Turbo Boost to any defensive player.
- Change the controllable Robot on the defensive team.

NOTE: You may not take control of the Linemen on offense or defense.

Rules and Regulations

Cyberball is derived from American football, but the rules have been simplified for play by Cyborgs.

FIELD: 53 yards wide, 100 yards long.

PLAYERS: 7 Robots per team.

PERIODS: 6 periods per game (barring overtime- see page 23).

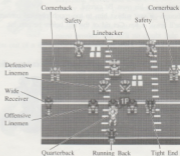
TIME: 3 minutes per period.

TIME OUTS: 6 per team per game.

DOWN: The offense normally has 4 plays to either move the ball over the Ball Defuse Line (50-yard line), or to cross the opponent's Goal Line. If they can do neither, the ball explodes and the other team takes over. When the ball explodes while in the possession of a Robot, he'll go up with it and be cleaned up by a special custodial machine.

SCORING: If the offense crosses the opponent's Goal Line and enters the End Zone with the ball, they score a Touchdown (6 points). They can then attempt the Conversion, or Point After Touchdown (2 points if run in, or 1 point if passed for). If the defense can tackle the ball carrier in his own End Zone, a Safety is assessed and the defense gets 2 points and possession of the ball at its own 20-yard line. Pretty harsh, isn't it?

BALL STATUS: The ball, consisting of a variety of explosive materials, gradually heats up during play. As a result, it can- and will- detonate (see Ball Status, page 13).



Offensive Personnel

Before you get started, you should understand the function of each member of your team.

Quarterback

He's in charge of the offense on the field. His primary responsibility is to get the ball to a player at one of the so-called "skill positions": Running Back, Wide Receiver, or Tight End. If all players are well covered, however, he may take off and scramble for yardage on his own. Be careful, though— if you subject him to too much physical contact, he'll break down. Get rid of the ball before he gets hit.



Running Back

He is mainly used on Running plays. He does have other functions as well— he may be the lead blocker on a Quarterback sneak, or catch a pass if all the other receivers are covered. Always keep an eye on him, as he'll often move behind the Line of Scrimmage before the ball is snapped.



Wide Receiver



Naturally, he gets most of the work as far as the passing game is concerned. He has good speed, and just a couple of fakes may be enough for him to take it all the way for a score. He's got a soft touch, but is not as strong as the other players. Rely on the height advantage he enjoys over most of the defensive players!

Tight End



He's a short-range receiver who has surprising speed, and is kind of sneaky. He runs patterns underneath the Wide Receivers that help to spread the defense out. He's not a game breaker, but he'll no doubt help you out of a tight spot during the game!

Linemen



Your Quarterback's health and well-being depend on these 3 behemoths. They guard the Line of Scrimmage and attempt to keep the defensive rushers out of the backfield. You can't control them, and they aren't very quick, so always beware of the Blitz!

Defensive Personnel

As on offense, each member of the team has certain responsibilities on defense.

Linemen

These monsters must either put pressure on the opposing Quarterback on a Pass play, or hold steady and fill gaps in the line on a Running play. They can't be controlled, but you shouldn't worry about that too much. They always show up ready to play!



Linebacker

He's the captain of the defensive unit. He has to help the Linemen stifle the other team's running attack, as well as fade back and play pass defense. He's got a good combination of size, speed and strength—use him well, and you won't give up too many points.



Cornerback

He's the quickest of the defenders, and is responsible for pass defense on every down. If you want to cross up the offense, try blitzing him occasionally. Don't do it when they're near your goal line, though—it's too risky.



Safety

A very suitable name for this position, as he's the last of your players between the offense and your End Zone— the last line of defense!



Team Introductions

The International Cyberball League is comprised of 28 teams representing different cities or areas of the United States. They are divided into 2 Conferences: The American Cyberball Conference (ACBC), and the National Cyberball Conference (NCBC). Each Conference contains 14 teams grouped into 3 divisions: ATLANTIC, CENTRAL, and PACIFIC.

Chalk Talk

Offense

Let's take a look at a few sample plays from the Cyberball playbook. There are a total of 103 offensive formations, and before each play, there will be 4 Running, Pass or Option formations available to you. The ones that appear have been found to be the most effective given your present situation (field position, ball status, etc.).

Running Plays

The Running play we'll look at is called "SHAKEDOWN." As you can see, there are 2 Running Backs positioned behind and to either side of the Quarterback. The offensive right side is loaded up.



The Quarterback will execute a little fake to the Running Back to his right, and then turn and pitch to the other runner. He should have plenty of running room if the Quarterback got the pitch off quickly enough. A good call if Ball Status is "Cool" and

you're still far from the Ball Defuse Line or the End Zone.

To pitch the ball to the Running Back, use the D-Button to point the Quarterback in that direction, and then press Button A, B or C. As soon as the Running Back has the ball, you should begin using the D-Button to maneuver him upfield.

Pass Plays

This play is called "LONG SHOT." There is no Tight End in this formation. The Wide Receiver positioned off the left side of the line will run a long pattern taking him across the field. The receiver on the right will run a short



hooking pattern, and the Running Back will sneak out into the open area on the left side of the field. This play is good because it spreads the defense out— that means that they must cover a lot of ground in order to stop you from being successful.

Deep patterns, if not well timed, often result in Interceptions, so curb the urge to go deep on every play and make good use of your short-range receivers.

If you're using Pass Marks (see Options, page 16), use the D-Button to point the Quarterback in the direction of the Pass Mark where your intended receiver is headed, and then press Button A, B or C to let it fly. If the pass

attempt is successful, the receiver who catches the ball will turn a different color. Use the D-Button to move him around. If you can't connect, the message "INCOMPLETE PASS" will appear on the screen.

Option Plays

These are a mixture of running and passing opportunities. This particular formation is known as



"JET." There are 2 Tight Ends employed in this situation. Both of them are stationed on the left side of the line. They will run patterns, but their main function on this play is to make blocks for the Wide Receiver. He'll come in motion from the other side of the line, and take a pitch from the Quarterback. It resembles a Flanker Reverse play, and if well executed, is a lethal weapon!

Defense

There are 12 formations available to you on defense, and each one is designed to be effective against many different offensive sets. Before each play, the 4 formations for the category you selected will appear.

Short

These formations are designed to stop short passes and runs. This formation is called "BASIC RUN." There are 2 Linebackers and 2 Cornerbacks in this set. The Cornerbacks play on either end of the line (like defensive ends), and



their responsibility is to laterally pursue the runner on a Running play in order to keep him from breaking away. The Linebackers play behind the Linemen in such a manner as to fill the holes in the line. This set is extremely effective against Running plays, but very dangerous against the pass.

Medium



The formation you see here is the "3-4." The Cornerbacks play a few yards off the line on either end, the Linebacker plays behind the middle Lineman, and the Safety is brought in. This is a very versatile formation.

The Linebacker is keying on the

Running Back, but he doesn't have to worry if the ball carrier gets by him—one of the other defenders can help out. It's a safe formation to call in almost any situation.

Long

Here's a formation called "NICKEL," which is specifically designed to stop the pass. Its name comes from the number of pass defenders on the field (five).

The Linebacker plays slightly behind the middle Lineman, the

Cornerbacks play a few yards off the line, and the 2 Safeties are stationed deep. The Linebacker is the only controllable player that can help out if the other team decides to run the

ball against this formation. If you're leading late in the game, and you don't mind them moving the ball and eating up the clock as long as they don't score, this is a good set to use.



Ball Status



The ball is made of explosive materials that gradually heat up during play. The offense must either cross the Ball Defuse Line or enter the opponent's End Zone with the ball before it detonates.

There are 4 conditions—Cool, Warm, Hot and Critical.

The Ball Status Indicator at the top of the Play/Formation selection screens will keep you posted. If Ball Status is Critical and you are miles away from your goal, try to pick up as much yardage as you can. Even if you can't reach the goal, you'll make it just a little harder for the other team to score.

Getting Started

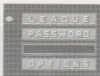
Mode Selection

Cyberball can be played by 1 player against the computer, or by 2 players against each other. The "LEAGUE" Mode is for 1 player only, and consists of a 16-week season followed by playoffs and, of course, the Cyber Bowl. The "VERSUS" Mode is for 2 players to play 1 game only. To continue in this mode after 1 game, you must reselect teams.

The "OPTIONS" Mode gives you the opportunity to choose certain game conditions before beginning play. The "PASSWORD" Mode is selected when you want to

enter a Password and continue play from where you stopped earlier. There are no Passwords in the 2-player mode.

To select a Mode, move the Selection box up or down using the D-Button, and then press Button A, B or C to select.



League Play (1 Player)

By choosing this mode, you've taken the first step on the road to the Cyberball championship! You can choose any of the 28 teams in the International Cyberball League, and the computer will face you with a different team for each game. After every game, win or lose, the league standings will appear, along with the Password. If you finish the regular 16-week season with the best win/loss record in your Division, or one of the top 5 records in your Conference, you earn the right to continue on into the playoffs. The computer, naturally, makes the schedule. The Division winners must win 2 games to get to the Cyber Bowl, while the 2 "wild-card" teams must win a total of 3 games to make it to the final. The winner of the Cyber Bowl becomes the champion of the International Cyberball League!

Versus Play (2 Players)

In this mode, 2 players can knock heads for 1 game only. The only thing at stake is the pride of the players!

The formation diagrams are different in this mode than in the 1-player mode. They appear in 3 columns, with 4



formations in each column. Player 1's are on the left side of the screen, and Player 2's on the right. Choose a row using the D-Button, and then select a formation using

Button A, B or C. Remember—the formation on the left is selected by pressing Button A, the center formation is chosen by pressing Button B, and the one on the right can be selected by pressing Button C. Don't let your opponent see which button you press!

Password

This mode is used for entering a Password that you wrote down earlier. The purpose of this is to allow you to take a break from playing, and then pick up where you left off.

When you select this mode, a grid full of letters and numbers appears. Using the D-Button, find the desired character, and select it by pressing Button A or C. Be sure to double check what you've entered before you exit this mode. If you enter the wrong characters, the message "PASSWORD ERROR" will come up on the screen. To cancel a selection, move the selection box down to the appropriate arrow symbols, and press Button A or C.



Options

Select this mode to set game conditions. Press the D-Button up or down to find the category, and left or right to set the particular condition. When you're finished, move the selection ball down to the word "EXIT" and press Button A, B or C to leave the Options screen.



LEVEL: Easy, Normal, Hard, Hardest.

SOUND TEST: You may listen to any of the sound effects that are used during a game.

PASS MARK: Marks will appear on the field when you're on offense. They'll help you to pass more accurately. In the Versus mode, you can elect to play without them (press the D-Button to the left).

EXIT: Choose this to leave the Options screen.

Select a Conference



As mentioned earlier, the International Cyberball League consists of 28 teams in 2 Conferences. When this screen comes up, move the arrow left or right using the D-Button, and press Button A, B or C to select either the ACBC (American Cyberball Conference) or the NCBC (National Cyberball Conference).

Select a Team

After you choose a Conference, the names of the teams in that Conference will appear. Again, use the D-Button to find the team you want, and select it by pressing Button A, B or C.



Get Your Robots Here!

If you have sufficient funds, you can buy a new Robot. All positions but Lineman are available. Robots are made from different materials, and some are faster, more durable, and more expensive than others. The Work Shop is especially valuable to you if you're well into the season, or if you're playing in the Versus mode.

The Robots you can buy appear in the left corner of the Work Shop screen, categorized by position. If you want to see another position, move the selection box to "NEXT" and press Button A, B or C. To purchase one of the "bots," move the selection window to the position you want using the D-Button, and press Button A, B or C. When you're done shopping, move the box down to "EXIT" and press Button A, B or C to start the game.



Starting the Game

Kickoff!

To begin the contest, either the Computer or Player 2 kicks off. If playing in the Versus mode, Player 2 doesn't have to do anything as the ball is kicked automatically. Before the kickoff,



you can decide which of your Robots to control. If you don't change anything, the Robot in the center will be under your control. To select another Robot, press Button A, B or C. The Robot you select changes color.

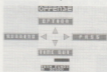
Kickoff Return

The team that receives the kickoff will try to advance it upfield until the other team stops them. Once the play is finished, the receiving team goes on offense from the point where the ball carrier was either tackled or forced out of bounds. Unless, of course, he took it all the way for a Touchdown—this is possible, but not likely!

If the kickoff is caught in the End Zone, there are 2 possibilities. First, if the ball carrier elects to stay in the End Zone until he's touched by anyone on the other team, his team's offense will take over at the 20-yard line. If, however, he steps out of the End Zone and is then forced back in and tackled, a Safety is assessed—the kicking team receives 2 points, and possession of the ball at its own 20-yard line.

Attack!

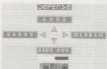
On offense, you have many options at your disposal. The Play Selection screen appears after each play is finished. To select either "RUNNING," "PASS," or "OPTION," move the selection arrow using the D-Button, and then press Button A, B or C. The Formation



Selection screen comes up next, and the 4 most successful formations for your situation appear. To choose one, move the selection window using the D-Button, and then press Button A, B or C. Notice

the Time Gauge at the bottom of the screen. That's how much time you have to select a play or formation. When you're on offense, using all of this time is a good way to maintain possession of the ball and prevent your opponent from doing any damage.

Defend!



On defense, you have 12 different formations available to you. First, the Play Selection screen appears. To choose a "SHORT," "MEDIUM" or "LONG" play, move

the selection arrow using the D-Button, and then press Button A, B or C. To select 1 of the 4 formations that will automatically appear, move the selection window using

the D-Button, and then press Button A, B or C. When you're on defense, you won't be able to run so much time off the clock.

Turbo Boost

You can give your defensive players a little kick in their bionic behinds with the Turbo Boost feature.

To boost a player, press Button A, B or C during a play (when chasing down a breakaway runner, for example).

NOTE: You can boost your controllable player only once per down. Other defensive players may receive multiple boosts independently.



Time Out!

While deciding on your next offensive or defensive strategy, or drying the sweat off your hands, you can take a short breather. To do so, move the selection arrow down (using the D-Button) so that it's pointing to "TIME OUT" and then press Button A, B or C. The Time Gauge will fill up, and your Time Out will last until the gauge is empty. You have only 6 Time Outs per game, so use them sparingly!

Smoking Robots

The Robots at the offensive skill positions (Quarterback, Running Back, Wide Receiver and Tight End) are vulnerable to explosion if subjected to too much contact. A warning of the impending disintegration is smoke, billowing from the head of the afflicted



Robot. After one of these Robots has taken an especially nasty hit, the opportunity to buy a new one will be afforded to you in the Formation selection screen. You should buy the advertised Robot as soon as possible, because the smoking player will certainly drop the ball if he's clobbered again!

NOTE: If the smoking player does indeed drop the ball when hit, it's called a Fumble and the recovering team may advance the ball. The team that recovers will go on offense.

Turnovers

There are 3 ways for the offensive team to lose possession of the ball (not including scoring a Touchdown, or having a Safety assessed against them). An Interception occurs when a defensive player catches a passed ball that was intended for an offensive receiver. The intercepting player may advance the ball.



A Fumble happens when the ball carrier is the victim of such a vicious hit that he can't maintain control of the ball. Either team may recover and advance the ball.



The third type of turnover is, of course, Ball Explosion! This is the most common means of losing the ball, so don't feel bad the first time it happens to you- or the second, or the third..

Scoring

If one of your Robots crosses the opponent's Goal Line with the ball, he scores a Touchdown. The same is true if your Quarterback passes the ball to a teammate standing in the End Zone. A

Touchdown is worth 6 points, and a Conversion attempt follows. You may attempt to score by running the ball (2 points), or by passing it (1 point). Another method of scoring, although not so common, is the Safety (2 points) described on page 18.



The score of the game is shown in both the Play and Formation Selection screens, as well as on the scoreboard which appears after each period.

Team Funds

Before the game starts, your team kitty totals \$50,000 if you're playing a full season. In the Versus mode, each player is given \$900,000. You may improve on this by scoring points, and making timely plays during the game. The more monetary prizes you earn, the higher your purchasing power becomes. If playing in the Versus mode, you can purchase any of the more expensive Robots when the Workshop screen comes up before the game. The League player will really benefit from this feature as the season wears on, as his kitty becomes larger and larger. He'll have it tough, though, at the beginning.

Offensive Prizes

TOUCHDOWN	\$15,000
CONVERSION (PASS)	\$5,000
CONVERSION (RUN)	\$5,000
BALL DEFUSE	\$7,500

Defensive Prizes

INTERCEPTION	\$10,000
SAFETY	\$12,500
CONVERSION BLOCK	\$2,500
FORCING BALL EXPLOSION	\$5,000
FUMBLE RECOVERY	\$10,000

Overtime

If regulation play ends with the score tied, the game will enter sudden-death overtime. The first team to score wins the game. Since there's no coin toss, Player 1 is automatically awarded the first shot at ending the contest!

Cyberball Jargon

Ball Defuse Line: The 50-yard line. The offense must cross this line before the ball explodes, or they'll lose possession.

Down: The period of time between the beginning and end of one play, whatever the result.

Recover: To pick up a ball that's been fumbled. The team that recovers automatically goes on offense.

Interception: When a defensive player catches a pass that was intended for an offensive receiver.

Turnover: To lose the ball by way of Fumble, Interception, Safety or Ball Explosion.

Lead Blocker: The player who's trying to clear the way for the ball carrier by running in front of him.

Line of Scrimmage: The point from which an offensive down begins.

Formation: The overall positioning of the players before the ball is snapped.

End Zone: The area behind the Goal Line.

Goal Line: The line the offense must cross with the ball in order to score points.

Kickoff: The method by which the game is started, or by which it's continued after one team or the other has scored a Touchdown.

Pitche: An underhanded toss by the Quarterback to another player.

Hand Off: When the Quarterback gives the ball to another player (usually a Running Back).

Scramble: When the Quarterback, unable to find an open receiver, runs with the ball in order to avoid getting demolished.

In Motion: When a player moves on his own side of the Line of Scrimmage before the ball is snapped.

Blitz: When a defensive player, other than the 3 Linemen, attempts to get to the Quarterback and clobber him.

Backfield: The area behind the offensive Linemen where the Quarterback is always positioned.

Pattern: The planned route that a Wide Receiver, Tight End or Running Back intends to run from the Line of Scrimmage. At the end of the pattern, he hopes to catch the ball.



Cybertips

- Don't use the same play over and over because it was successful once. Give the defense a little credit!
- A good Running Back is your most dangerous offensive threat. He performs on offense, and is also a lethal weapon as a kickoff returner. Buy a good, solid, fast Running Back once you've saved enough money, and use him wisely!
- Watch out for the Blitz! The computer doesn't blitz often, but when it does, it's awesome. Don't get caught behind the line for a big loss. If any of the defensive players move toward the Line of Scrimmage before the ball is snapped, that means that they're going to come after you. Be ready!
- Do some blitzing of your own, but don't overdo it. If the Quarterback gets a pass off over your crushing monsters, it could go all the way!
- When on defense, change the Robot under your control several times before the ball is snapped. This will confuse the offense a bit.
- Don't let the ball carrier get behind you. If he does, chances are you won't be able to catch him!
- Disguise your intentions. For example, call a formation where no one is supposed to blitz, and then go ahead and blitz the Robot under your control. If he doesn't move before the snap, the Quarterback probably won't worry about him!

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
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Score			

Date			
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Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 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 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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