

Cyber Kain

Game Manual



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Programmed by Alfredo Arias

Cover Art: Gustavo Miller

Cyber Kain is compatible with your Atari 2600 (original) systems and Atari 2600+ console.



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Game Controls

Joystick ← → Move the Runner left/right

Joystick ↑ Jump (limited time active)

Fire Button Start game (on title screen)

KAI "CORREDOR" VECTOR

Age: 24 years old

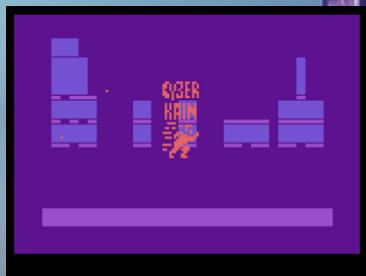
Height: 1.75m

Weight: 72kg

Special ability: Enhanced reflexes due to exposure to cybernetic glitches (can jump over obstacles in slow motion!)

Objective: Complete 3 rounds (30, 60, and 90 fences) and activate the Phoenix Protocol — a virus that will bring down the central system.

Game History



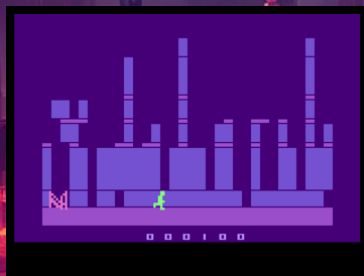
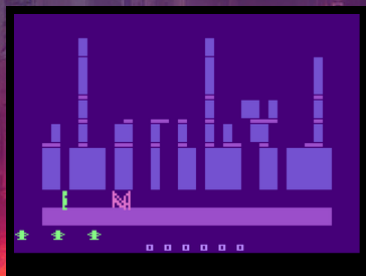
YEAR 2084. The megaconglomerate CYBERDYNE SYSTEMS controls everything. Cities are digital labyrinths of fluid data, where information is worth more than blood. You are KAI "RUNNER" VECTOR, a former resistance programmer, condemned to race in the Cyber Spheres — high-speed virtual arenas where the only chance of freedom is to beat the system.

The goal? To cross 90 energy fences in three rounds, proving that the human mind is still faster than any algorithm. But the system won't let you escape so easily...

CYBERDYNE has developed a Matrix within the Matrix: the Cyber Spheres. There, "runners" are forced to participate in a brutal reality show broadcast to the masses. Each fence jumped is worth 100 points. Each obstacle overcome shows the world that you are more than just a number.

People call you "The Spectre"—an urban legend no one knows for sure. You don't just run for your freedom; you run to inspire a revolution.

OBSTACLES



POWER GRID (OBSTACLE 1)

Appearance: Pulsating purple grid

Consequence: Touching it = losing a life (or game over after losing all lives)

SHOCK BALL (OBSTACLE 2)

Appearance: Unstable metallic sphere

Behavior: Appears randomly, traveling faster than the net

Successful jump: Gains 50 extra points and the ball disappears instantly (success sound!)

Failed jump: Loses a life (same effect as the net)

ARRIVAL STICKS (MISSILES)

Appearance: Two silver columns

Behavior: Replace the nets when you complete a round (30, 60, or 90 fences)

Objective: Cross both to advance to the next level.

LIFE SYSTEM

You start with 4 life blocks (represented in the lower left corner)

- Each unsuccessful collision reduces one bar
- When all 4 life blocks are depleted: **GAME OVER** — total restart

POWER-UPS & BONUSES

Perfect jump over the shock ball: +50 points
(the ball disappears)

Each net cleared: +100 points

Completing a round: 500-point bonus when
crossing the poles

"Matrix" effect: During the jump, time slows
down — everything goes into slow motion!

ROUNDS & PROGRESSION

Round	Fences to overcome	Base speed	Completion bonus
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1	30	3	+500 points

2	60	4	+500 points
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3	90	5	+500 points + **Victory Screen**
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At the end of the third round, you activate the
Phoenix Protocol: a shower of colorful
streamers falls from the sky while your
character celebrates in the middle of the
screen, proving that no system is invincible.

TIPS AND STRATEGIES

1. **Use slow motion to your advantage:** Hold your jump longer? No. The jump is unique and limited, but during it the speed of the environment drops drastically — get close to the net, jump at the right moment, and take advantage of the Matrix effect to plan your landing.
2. **Watch out for the BALL:** It appears out of nowhere and moves fast. If you can't jump, dodge horizontally — your character can move while running.
3. **Manage your lives:** Losing a life doesn't reset your score or level. Use this to learn the net patterns in each round.
4. **Get the rhythm of your steps right:** The footsteps sound only plays when you're running — use it as a metronome to synchronize your jumps.

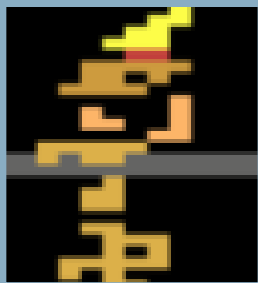
5. Avoid unnecessary swerving: Constantly changing lanes increases the risk of collision. Maintain a center line and only swerve when necessary.

VICTORY SCREEN

If you manage to complete all 90 fences and cross the final finish line, you will witness the End of the System:

- Your character raises their arms in celebration**
- A colorful rain of particles (Serpentine) fills the screen**
- Glorious music plays for 150 frames**
- The message "VICTORY" appears (implied by the scenery)**
- The game restarts automatically, proving that the cycle of oppression never ends — or that you are ready for another round.**

Credits



Programmed by Alfredo Arias
Designed by Alfredo Arias
Distributed by Olioni Games
Cover Art: Gustavo Miller

A programmer passionate about retro games, an Atari 2600 programmer in his spare time, his hobby caught the attention of Olioni Games, now he is one of the developer's five game programmers, gaining the opportunity to have his work recognized by many people.

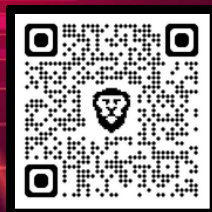
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