



X-KALIBER™
2097

The title "X-KALIBER™" is written in large, bold, yellow-to-orange gradient letters. Below it, the year "2097" is written in similar style. A golden dagger with a spring-like hilt is positioned vertically, passing through the center of the "X" and the "0". The background features a glowing blue "X" shape with a lightning bolt pattern, set against a dark blue sky. Below the title is a colorful, illuminated city skyline at night.

INSTRUCTION BOOKLET

ACTIVISION®

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ENTERTAINMENT SYSTEM

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PSYKOSONIK



ACTIVISION®



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X-KALIBER 2097

The year is 2097 A.D. Life has ground to a standstill. No jobs to go to. No parks to walk in. Countries and cities have been swallowed by warlords, dividing the globe.

Raptor rules Neo New York with an army of bloodthirsty Morphs – mutant shapeshifters created by Dr. Blast, one of the scientists in his employ. But one man stands between Raptor and absolute power – Slash!



Slash is one of two surviving members of Neo New York's Special Forces, one of two agents Raptor can't get rid of – or corrupt. Armed with X-Kaliber, a mythical, bolt-shooting blade, Slash can single-handedly slice Raptor's Morphs into pieces. So if Raptor can't get Slash, he'll get his blade. At all costs.



Alix is Slash's partner, the world-renowned female agent and the only other remaining Special Forces agent leading a revolution against Raptor's rule. Raptor's henchman, Kane, has kidnapped her, knowing Slash will soon come after her – with X-Kaliber.



Then Raptor will have the three things he's always wanted: control of Neo New York a sword more powerful than his own and Slash's head on a plate.

But that may not be easy. Slash is slicing his way through Raptor's outer defenses, shredding each Morph in his path. Every time he defeats one, he gains information, and discovers a mystery. These Morphs are too sophisticated to be genetically engineered by Raptor and Blast – there must be another explanation. But what?

Slash confronts Raptor in the final showdown – or is it? Slash learns the first in a series of shocking truths: Raptor is his own twin brother, separated from him as a boy. It happened during that fateful explosion when the two were exploring New York's underground sewer system... When Slash came to, Raptor was gone. And there, gleaming from beneath the rubble, was X-Kaliber.

Finally Raptor lies in defeat, his lust for evil broken, as if a spell had been lifted. But Slash's work isn't done: he encounters Spuke, yet another strange Morph henchman. Spuke leads him to a bigger, shocking truth – Krux.

Krux is the power behind the throne – a hideous, inter-dimensional monster, the boss of bosses! He oversees earth for an intergalactic mob; Raptor was simply carrying out Krux's orders.

Krux's own homeland was already crowded, polluted and ruined. He needed new territory to muscle into. With the help of Dr. Blast's out-of-control experiments, Krux was able to pierce the dimensional veil, and further his quest for world-wide corruption.

The sewer explosion was the first time Krux was able to burst through the dimensional wall; it was then he took Raptor and converted him to evil.



But with all the confusion of the explosion, Krux left something behind: a weapon. His prized sword. And, because it's from Krux's homeworld, it's the one thing that can possibly hurt him, the one thing he's afraid of: X-Kaliber.

Meanwhile, Krux has Alix in his clutches. He's using her to lure Slash into his trap. Once the Special Forces agents are out of his way, his race of Morphs will permanently control not just New York, but the whole earth. The only thing stopping him is X-Kaliber.

But X-Kaliber is in the hands of Slash. And he's not letting go.

THE NNYSF MISSION

As a member of the Neo New York Special Forces you, must rescue your partner Alix from the clutches of the evil warlord Krux. To get to Alix you must battle the evil members of a powerful intergalactic mob that will stop at nothing to re-claim X-Kaliber for their relentless power-hungry leader.

GETTING STARTED

STARTING THE GAME

Insert the Game Pak and turn your system ON. The X-Kaliber preview will appear on your screen.

Note: You can interrupt the game preview at any time by pressing **START** on your Control Pad to bring up the title screen.

For One-Player

Quest:

Since a 1-player game is the default setting, just press any button to begin.



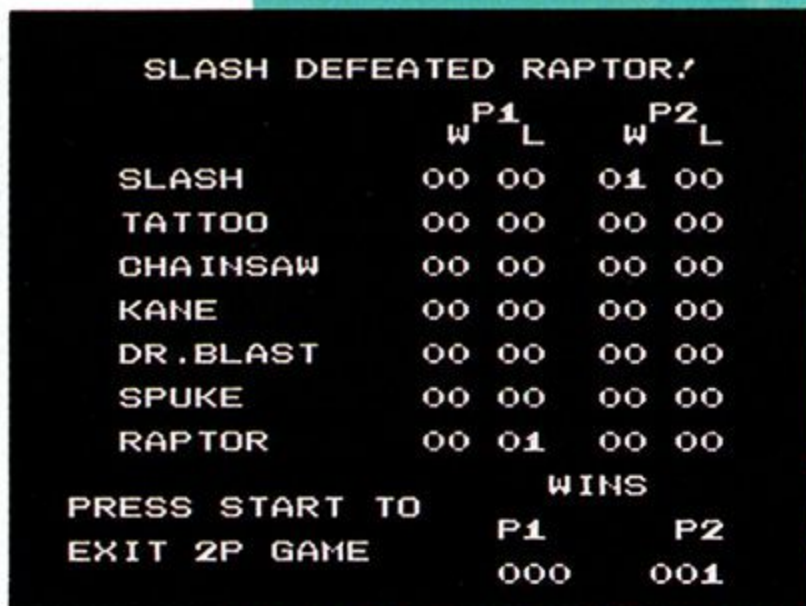
For Two-Player Duel:

a) Use the **SELECT** button or the  Control Pad to move the cursor next to **2 Player Duel** and press any button to bring up the Player Select screen.

b) Use the  Control Pad to highlight the character you want and then press any button (except **START**). The duel begins as soon as both players select their characters.




After each duel, a record of each character's winning statistics is displayed on the **RESULT** screen. You can press **START** to exit the Two-Player mode and begin a One-Player game; or press any other button to return to the **CHARACTER SELECT** screen to begin a new Two-Player game.

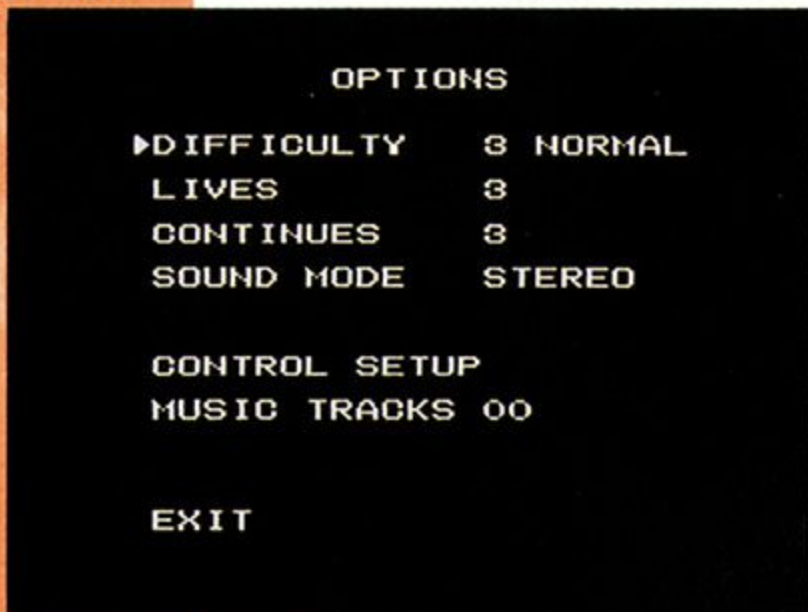


	P1		P2	
	W	L	W	L
SLASH	00	00	01	00
TATTOO	00	00	00	00
CHAINSAW	00	00	00	00
KANE	00	00	00	00
DR. BLAST	00	00	00	00
SUKE	00	00	00	00
RAPTOR	00	01	00	00
PRESS START TO EXIT 2P GAME				
WINS				
	P1		P2	
	000		001	

CHANGING THE GAME OPTIONS

To change the game settings before playing, use the **SELECT** button or the  Control Pad to move the cursor down to **OPTIONS** on the title screen, and then press any button. The Options Menu will then appear

on the screen. Use the  Control Pad to select your new settings.



DIFFICULTY Choose one of eight levels ranging from easiest to hardest. Use the  Control Pad to move left or right to scroll through your setting options.

LIVES Select from one to five lives per game.

CONTINUES Select from zero to five continues.

SOUND MODE **STEREO** is the normal default sound setting. If your Super Nintendo Entertainment System is connected to a Mono television, or through a single audio channel VCR, select **MONAURAL**.

CONTROL SETUP You can assign your sword moves to any button on your controller.

Select the sword move you want to assign, and then press the button you'd like to use on the corresponding controller. Press the **START** button to exit the control setup mode.



MUSIC TRACKS Allows you to listen to all the Neo-Techno tracks before playing the game. Just use the  Control Pad to select the number of the track to which you want to listen and press the **B** button. Select Track 00 to stop the current song from playing.

EXIT Lets you return to the title screen.

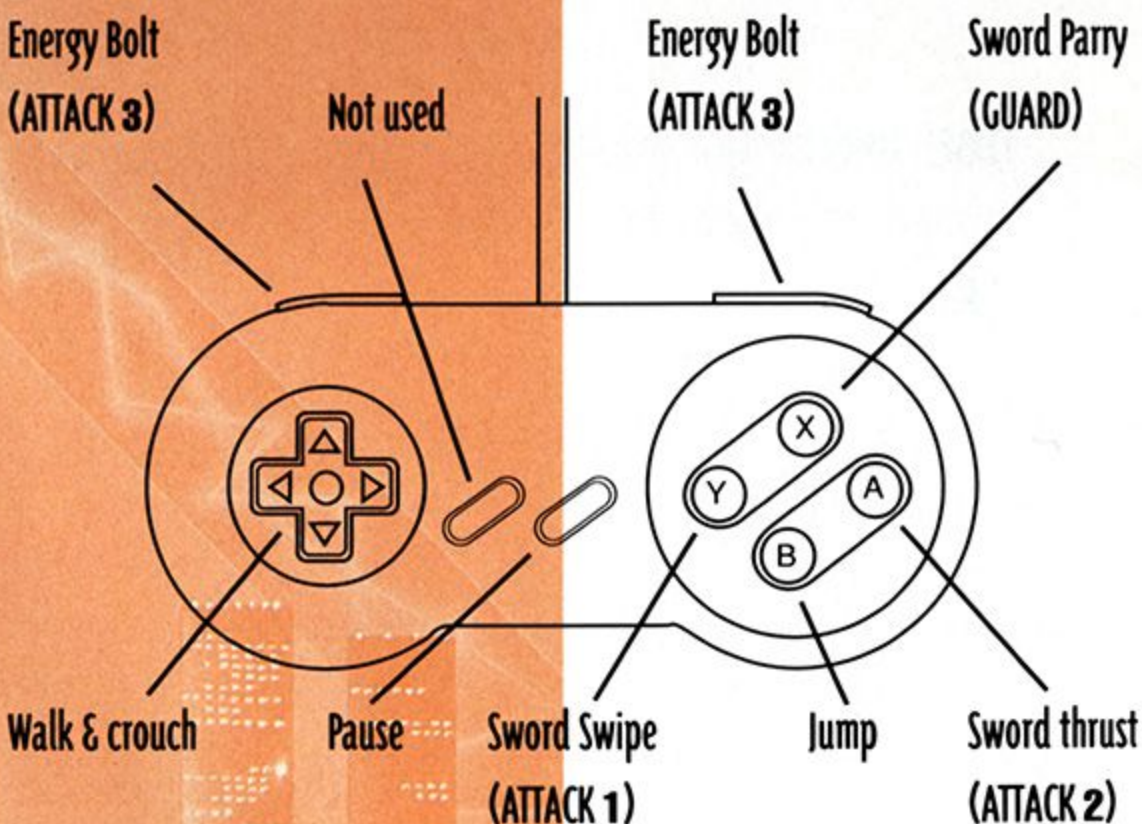
Note: To return to the original settings, turn your Super Nintendo Entertainment System OFF, and then ON again. Press RESET to restart the game without altering your new option settings.

X-KALIBER CONTROLS

Master the use of your sword X-Kaliber to free Neo New York from Krux's reign of terror. The basic moves are thrust (**A** button), parry (**X** button), swipe (**Y** button), and slice (**A** plus **+** **UP**).

X-Kaliber's inter-dimensional powers give it unique abilities unknown to this world. By pressing the **L** or **R** button, X-Kaliber releases a bolt of energy powerful enough to slice a mutant Morph in half.

Note: The following controller operations refer to the default button settings. See **CONTROL SETUP** in the Options Menu to change your controller settings.



CHECKING YOUR STATUS

SCORE – Shows your score

TOP SCORE – Highest score since starting play



THE ENERGY LEVEL –
Measures Slash's life force or, in
Duel mode, Player 1's life force

OPPONENT'S ENERGY LEVEL –
Measures the life force of Slash's
opponent or, in Duel mode, Player
2's life force

TIME – Check the top of your screen
to see how much time you have left in
the current level.

LIVES – At the beginning of each new life, the number of Slash's remaining lives is displayed in the center of the screen.

Note: Turning your Super Nintendo Entertainment System ON and OFF will reset the high score.

THE ENEMY

The Army – Raptor's mob of robotic foot-soldiers enforce evil through every stage of your mission. They are Krux's weakest but largest force.

Cyberdynes



Hovering pods monitor the activities of the region.

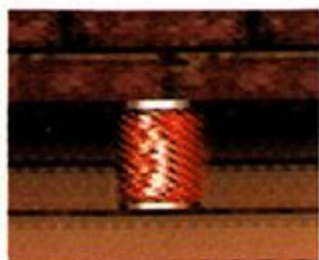


Laser pods patrol certain stages to keep you out.

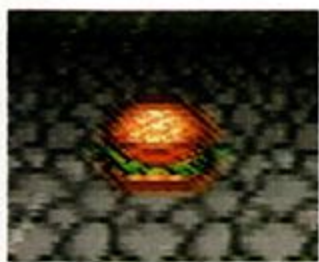


Energy storage devices contain special life force items to replenish your energy. Look for hidden Cyberdynes with a special item that gives you an extra life.

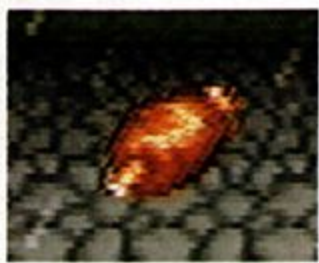
Special Life Force items:



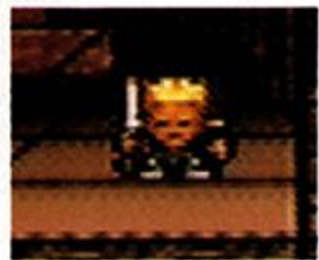
Beverage gives you a small amount of extra energy.



Hamburger gives you moderate energy.



Meat gives you maximum energy.



I-UP gives you extra life.

The Mutant Morphs – Dr. Blast's experimental creations gain a variety of special attack capabilities through metamorphosis.

KRUX'S MOB



Tattoo – Uses a long-range sword and his rose tattoo for special attacks.



Chainsaw – A mutant machine in human form reduces to a robotic skeleton with a chainsaw-arm.



Kane – Wears a hat and carries a cane, which double as deadly weapons.



Dr. Blast – The creator of the mutant Morphs, and a victim of his own experiment, morphs into a dangerous flying scorpion.



Raptor – Slash's long-lost brother holds another one of Krux's powerful swords, to make for a fierce dueling challenge.



Spuke – When defeated, this acrobatic, gas-breathing mutant will lead you to Alix and the evil being that plagues Neo New York.

THE FINAL NNYSF BRIEFING

You are about to take on the deadliest NNYSF mission ever assigned. Krux's forces will stop at nothing. Your thrust, parry, slice and swipe moves can only buy enough time to hold back your furious evil opponents for so long. You must master X-Kaliber's inter-dimensional abilities to conquer the deadly force of this intergalactic mob.

Remember, each alien henchmen has information that can help you further your quest. You must defeat each enemy and gather all the necessary information before you can rescue Alix and restore Neo New York to peace.

STRATEGY HINTS

- Use the Parry maneuver to ward off blows from your relentless opponents.
- Watch your life force gauge, and try to collect as many energy replenishing items as possible.
- Time your movements to avoid the predictable mechanical attacks of Krux's defenses.
- Each sword maneuver has its advantages, depending on the situation.

PSYKOSONIK

X-KALIBER 2097 brings the cutting-edge grooves of Psykasonik to video game excitement. In November 1991 Paul Sebastien and Theopolis joined with Daniel Lenz, a Minneapolis club DJ who provided the duo with a dance groove that had been missing from earlier collaborations. A week later, drummer Michael Minerik was selected to complete the square and Psykasonik was formed.



Psykasonik's music combines elements of pop, tekno and heavy metal with melodic vocals in an intelligent lyrical approach not often found in dance music. With a mindset influenced by the literary work of authors such as William Gibson, Bruce Sterling and Robert Anton Wilson, Psykasonik drives home a steady message of technophile libertarianism at 130 BPM. Psykasonik's dark vision of the future captures science fiction's new edge in the perfect music mix for X-Kaliber 2097.

Discography

Psykasonik (album)	TVT 7198
Silicon I (single).....	TVT 8696
Welcome to My Mind (single)	TVT 8697

CREDITS

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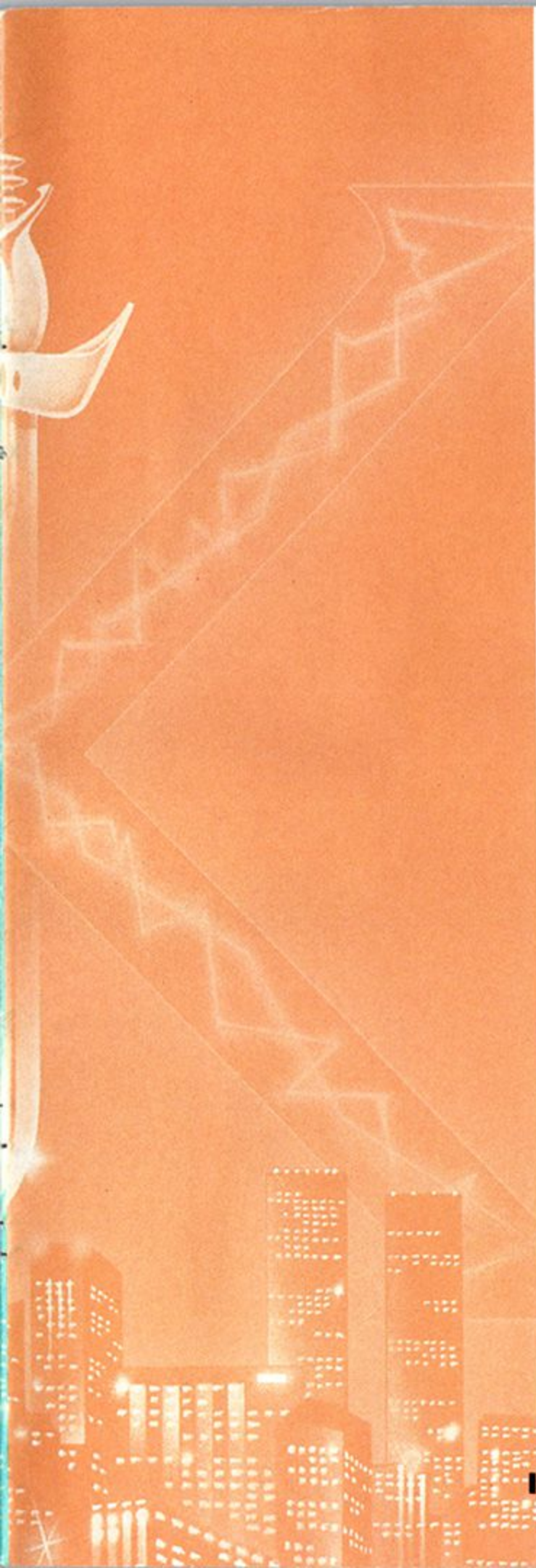
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