It's worse than you ever imagined—someone has somehow infected the 5 most critical areas of the CM processing center with a new vicious strain of computer virus. Once it revives all of the powerful protection subroutines, it then hatches all of the possible input sources so that no one can get in to try to deactivate it and restore normal operations. There have been no messages or demands from anyone, so the "who" and the "why" remain a mystery and the "what to do" doesn't look too inviting.

Since no one can get at the virus from the outside, the only hope is in fighting it on its own ground. That means getting inside CM itself and going against the virus one-on-one.

Miniaturization has been around in the experimental stage for a few years, but hasn't been tested on anything as large as a person before. Now's the time to worry, thought. You're the Earth's only chance... put on your JetSuit and go.

Although recently there have been great strides in advancing the miniaturization process, it's still not powerful enough to shrink a whole ship or even a small vehicle. Its limits are one or two people and their armored JetSuits with some limited reasons.

The Suit has a very limited shield that can only last for a few seconds when you first enter a sector, so use it wisely. It also has a Vaccine Blaster that can deliver 3 types of charges:

- Automatic or AI: This one sends out a stream of vaccine code that will travel for a short distance and then arm itself to detonate when it contacts either a wall or vaccine cell, or a wall. It is a good all-purpose charge, but not much help for getting the virus if it's behind some vaccinated cells.

- Short Fuse or SF: Use this one for getting in closer than you can get with the AI setting. It will travel for a short distance and then detonate. This one is great for shorter distance work or shots in tight spaces.

- Long Fuse or LF: Good for getting a pocket of virus that is hiding behind an already deactivated area. It will travel for quite a while before detonating.
After successfully completing miniaturization, you will find yourself inside the Communication or COMM section of CP. In this section, the Processor Support Hardware is green and the highly visible Access Grid is gray. The virus has gone straight for the grid and every cell it infected has changed color. This virus is actually one of 5 slightly different strains of the same code, each one specifically matched to the section of the computer it has invaded. Besides the COMM section that you're in now, there's also Security or SEC, Power or POW, Memory or MEM and the Central Processing Unit or CPU, the "brains" of CP. In the COMM section, the infected cells will always be magenta, while in the SEC section they will be bright green, light purple in POW, dark green in MEM and pink in the CPU. On the other hand, the vaccine that you shoot will always turn the cells blue.

The active virus and active vaccine are the clusters of small black spheres you see in the infected and deactivated cells. Some of the clusters are moving and seem to be rinsing, although resting virus clusters can suddenly become very active without warning, so be very careful around them.

The controls to your jetpack are simple.

You've gotta be very careful when flying over virus-infected areas. If you happen to pass over any active virus, it will turn your suit's power faster than the PowerPack can replace it. The longer you pass over the virus, the faster and greater the drain. There is a audible warning that sounds like a Geiger counter if you're losing power. If your power level is deemed to zero, the PowerPack will be destroyed and you will have to use one of your backups. That's why it is very important to use the HyperThrust and SpeedBrake functions when maneuvering in tight situations. HyperThrust will allow you to fly quickly over the virus if you need to conserve the least amount of energy, and the SpeedBrake will allow you to stop exactly where you want without drifting into hostile areas. (When releasing the SpeedBrake, make sure that you release the A button first, and then the Down arrow on the control pad arrows. If you do it the other way, you'll end up moving against it.)
What You Can See

The control panel provides some very important information. The gauge on your left shows both your PowerPack energy level and score. To the right is number of PowerPack backups remaining. Next is a map showing the layout of the current level: the sector that you are currently in is highlighted. It will tell you which areas are cleared and which are starting a new outbreak of sinu. It the message window below will also inform you of any special problems in any of the other sectors, especially at Higher levels. On the right is the window that shows which type of vaccine your blaster is set to deliver, and the window below shows whether you have picked up any CMI's or CM's (we'll talk about those later).

Next Stop, Level 2

After clearing the COMM level, you'll be miniaturized for a brief rest and a chance to recharge your suit's PowerPack as well as get some advice. Then, all too quickly, you'll be reinserted into the Security level or SEC. Since you've cleared the COMM level and freed up some input sources, the Programming Team that's monitoring your progress from the outside can start to try to assist by feeding small bits of code, called macros, to help you out. At this point, the only macros they can insert are called Counter Measures or CM's.

CM's are special bits of code that automatically spread vaccinated cells from wherever they've dropped. CM's are very powerful, and they will continue to pump out vaccinated cells until all of the virus is destroyed—even if you leave the sector and come back later. There are 4 different types that differ only in the direction that they spread the vaccine. Although all of them are blue, they have different colored number fields and different numbers so you can tell them apart.
Before you can use one, you've got to stick it up. All you've got to do is fly over one and you've got it. Because of the JetSu's limited power supply and memory capacity, you can only carry one string of CM code at one time. If you are already carrying one and you fly over another one, your suit will automatically exchange them.

Oh yes, there's one more thing. Starting with the SEC level, the designers added an anti-virus defense called System Security Vectors, or SSV's. They were designed to recognize unauthorized programs, such as computer viruses and deactivating them. Unfortunately, they only have a minor effect on this virus—you can see that they leave a trail of clear grid cells behind them as they pass, but this virus is just too powerful for even this sophisticated defense. Even worse, the SSV's think that you don't belong in these sectors either, so they will drain your PowerPack if you let them touch you. Their movements are fairly predictable, so they should be easy enough to avoid.

You've gotten through two tough levels, but the best is yet to come! Because of their increased importance and vulnerability, the higher levels were given stronger and smarter SSU's to screen out all the nastiest bugs. Unfortunately, this virus is The Nastier. The SSU's in these higher levels can't do much against it, but they can sure make it a lot harder on you.

Luckily, the Programming Team can start inserting some additional bits of software for you called Enhancement Subroutines or ESs. There are two types of ESs, one you'll be able to access now and one that'll be available only in the CPU section.

The first type of ESs that you'll see is the SuperGun. It supplies an additional power boost to your Vaccine Hunter. It will fire a charge that aims itself immediately but will only denten on enemy virus, not on vaccinated cells. The charge will also bounce...
off walk, making it a very powerful weapon. There's just one thing—because they're tied into your PowerFob, if you lose a PowerFob, you lose the SuperGun until you find another one. ES's look like CM's, but they have their own color and they're also numbered.

**This is Getting Nasty!**

By the time you've reached the Memory or MEM level, the virus has had a chance to "zip it", and is starting to mutate. It has gotten into the SW's and is using them to spread the virus also. The only way to stop them is that they are hiding in certain conduits in the walls.

By now, it is also probably getting its tendrils into the Core—the most important and fragile section of all of CNI. If the Core is destroyed, then the world as we know it will come to an end. Humanity will be plunged back almost to the Stone Age. Whatever you do, don't let it happen! Your control panel will warn you if (when) the virus has started to do its deadly work. When notified, you must stop whatever you're doing and make your way to that sector, even if you haven't cleared the sector you're in. If you delay, the results could be disastrous.

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Here in the CPU, the last sector to be cleared of virus, the virus is at its deadliest. This is where it's had the longest to work and this is where it'll be hardest to defeat. The Programming Team will be able to help you a little—they'll be able to invent the second type of ES, the PowerShield. If you pick it up, it'll give you immunity from any type of SW's, and you'll be unaffected by direct exposure to enemy viruses for a full 8 seconds! This is an invaluable tool, and should be used wisely. Don't waste it!

So what are you waiting for? The world is in jeopardy and you're just sitting around reading this book! Finish the virus off now, before it's too late!
Compliance with F.C.C. Regulations

The equipment generates and uses radio frequency energy which, if not installed and used in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device pursuant to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may also find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems.

Accessories 90-Day Limited Warranty

A.R.C. SOFTWARE CORPORATION ("AARC") warrants to the original consumer purchaser of this software product that the module on which the computer program is recorded will be free from defects in materials and workmanship for a period of 90 days from the date of purchase under normal use. The computer program is sold "as is" without express or implied warranty of any kind and AARC will not be liable for any damages or any internal or external component of the module or the software. If a defect occurs during the Warranty period, AARC will repair or replace the device at its option. Fee is charged.

To obtain this Warranty service:

1. DO NOT return your defective product to the retailer.
2. Notify AARC Consumer Service Department of the problem, either by telephone: 212-674-4051 or 212-874-0149, or mail: AARC Consumer Service Department, 256 East 45th Street, New York, NY 10017.
3. Provide a return Authorization Number by telephone or mail. AARC will return the module on the exclusive packaging of your defective product and return the repaired module and charge your credit card.

4. Warranty Exclusions:
- Software or equipment (including accessories) of AARC or of third parties for any particular purpose, and limited to the extent used or modified from the nature, form or use as a result of any modification to the software or equipment.
- Warranty liability is limited to the replacement of the defective module, and no other liability, legal or otherwise, will arise from the sale of the defective module.

The warranty is void if the United States, but no state or territory, and all states and territories outside the United States, have any fee or other requirements which vary from state to state. This warranty will not apply if the product has been damaged by fire, water, or other similar acts.

The warranties set forth in this Agreement are in addition to any warranty rights you may have under federal or state consumer laws, and nothing in this Agreement affects such rights.