

Cyberspc

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Chapter 1

Cyberspc

1.1 Cyberspc.guide

Contents of the guide to the game 'CYBERSPACE'

what type of game ?

what's my job ?

Installation

control

action order

the dealer

the computerdeck

How to earn money ?

programs of the computerdeck

computernet

soft-/hardware

saving the game

SHAREWARE - registration

translations to other languages

the author

what do i need ?

what to do, if it doesn't work ?

thanks to ...

if files are changed, the author isn't accountable for caused damage.

1.2 what type of game ?

C Y B E R S P A C E

[Version 1.0]

this game is a simulation of a life a computerfreak in the year 2103 and later. his only contents in life is the computer. he has a CommLink-Jack, which he need to be connected to a computer and to melt with it to enter one computersystem in the computernet, it's like an own world. it's important to get money. you can do programming jobs for firms or steal and sell information of the computernet. second method has higher risks, but it's the faster way to get money. think of, if you died in the computersystem, you can't get back, you are a unit of energy in the computernet. Life is't easy.

1.3 what's my job ?

first you have to do is getting agood computerdeck. you have to ←
buy the

components, so you should first get some money by doing programming jobs. if he think he has a good computerdeck, he should enter the computernet. he walks through nodes, search in datastores for information, load them and sell it to the dealer. different components are important, here is a list and a description of the elements.

before entering a computersystem

the computerdeck

programs of the computerdeck

How to earn money ?

computernet

1.4 Installation

playing from harddisk:

dopple click the icon of the installationprogram and follow the instructions. then dopple click the program icon.

playing from disk:

you need one diskvolume, which every 'normal' Aniga has. but it would be better, if you have more of it.

dopple click the icon of the installationprogram and follow the instructions. you need 4 diskettes to play. the main disk must be writeable.

1.5 control

you controlling he game with your mouse. you can control the requester also by the number 1..9, j/n and RETURN, depends on the type of requester. if you entered the computersystem, you control the walking with the numberblock. the 5 is a special key. when you killed all SE in a node, you can push the 5 to get a special requester.

action order in the computersystem

1.6 action order in the computersystem

action order in the computersystem :

1. you enter the computersystem in a login-node.
 2. you enter a node, the analysing program will be startet, if its loaded to the memory.
 3. if SE are in the node, a fight will start. now you can use most of the programs.
 4. if all SE are killed, you can push the 5 to get a special menu.
-

if the ndoe is a datastore, you can search for information and evaluate them, if it isn't done while you are fighting. you are able to load the information.

5. with keys on numberblock you can go in this direction.

1.7 before entering a computersystem

before entering a computersystem, you have to load the programs to the harddisk and some important to the memory. only programs loaded to the memory are useable. in the computersystem you can only load programs from the harddisk to the memory.

programs, you have loaded, will be again on your harddisk/memory, when you entering again a computersystem.

you have to load the programs before entering the computersystem. its important to have them loaded to the memory, because when you entering the computersystem, it's possible, that SE are attacking. the minimum to play is a attack- or a slow-program and a browse-program to search for information.

1.8 the dealer

This person is the most important person. he sells to you the hardware and buys from you the information out of the computernet. every day, you didn't sell the information, the value of it will decrease. programs, you can buy, depends on your computerdeck, because you can't run a attack-15 on a computerdeck, which has a persona of 3, cause you can't have enough memory in this computerdeck. you can reach the dealer only once a day.

the dealer is a nice person, but a dealer. if you buy very often hardware or software, it will get cheaper for you. if you visit him and buys nothing, the prices will rise next time, but the price can only be doubled or halved.

1.9 the computerdeck

the computerdeck is a computer, which was especially designed to ←
enter

the computernet. a person needs a CommLink-jack in the head and you gets the level of the computerdeck. the computerdeck consists of some components with different function.

1. persona : the most important part of the computerdeck. the double of its level is the maximal reaction you can install. you can raise it only stepwise, from level 3 to level 4. the level multiplied with 100 is the maximal memory, you can install. programs, the dealer sells, is between $\text{persona}/2$ and $\text{persona} \cdot 2$. it should be high, but not to high.

2. strength : its a characteristic to defend against damage. the higher the strength, the simpler you can defeat damage, but a high level didn't defend dullness. it can raised by program ARMOR.
 3. reaction : it is a value for your number of fighting attacks. the higher the reaction, the higher he number of attacks. it is limited by he persona.
 4. memory : you can only use the programs loaded to the memory. some programs give you the bonus automatically. you can only load programs from the gharddisk to the memory. the maximum is limited by the persona.
 5. harddisk : Medium for all programs. you can load programs to you harddisk and from there to you memory. also information, you find in the net, are stored on the harddisk. it must be as high as possible.
 6. body : it is a threshold for SE to hit you. the higher the body, the harder to be hit.
 7. masking : it is needed to walk around in the net and not to be found by SE. if you attack something in te net, you will be automatically seen.
 8. dodge : it is needed for fighting against a damage.
 9. language : this tool will give you a bonus when programming. the level is the bonus you get. at the beginning only the internal language exists.
- programs

1.10 How to earn money ?

here will the most important question answered. How to earn money ? there are three ways to earn money.

1. you look for commissions of firms, program it and get the money. if you need to much time to program, the firm will cancel the commission and you will get no money. for programming you need the skill software. bonus from programming langauge.
2. enter the computernet and stealth information in datastores. you won't get the whole value, if you sell it to the dealer.
3. for registert users: you send a letter with to me with 10.-DM, your datas, the originaldisk als the money you will get. (< 1.000.000.-). you will get thisdisk and with a new version and the same registration number.

1.11 programs in the computerdeck

think of the situation, that you can only use programs, that are loaded to he memory. programs on the harddisk can be loaded to memory. some programs give the bonus automatically sign with (*). you have to get much harddisk and memory as possible.

1. Analyse - it is used for analysing all thing in the computernet
2. Attack - attackutility, you can attack all SE-types
3. Descramble - attackutility against the ScramleSE

4. Medic - utility to the reduce the damage. damage influences reaction and attacks, but not damageresistence
5. Slow - it reduces the level of Fight-SE or Access-SE
6. Evaluate - it analyse the value of information
7. Armor (*) - increase the strength
8. Repair - repairing program utility
9. Schild (*) - reduces damage
10. Sleaze - to deactivate Access-SE
11. Browse - to look for information in datastores
12. Mirror (*) - increase masking
13. Deception - to deactivate Fight-SE
14. Confusion - to confuse Killer-/Fight-SE

1.12 the computernet

the computernet consists many computersystems, each computersystem belongs to different firms. most firms saves their important data in the computersystem, you can get them and sell it. a computersystem have different nodes. Each computersystem has these nodes:

loginnode, where you login
centralnode, it controlls the whole system

and other nodes are:

datastores : you can find information
subunitnode : no special function
controlnode : control processes out of the computersystem in the real world

if you enter a node in the computersystem, the analyse-program will start automatically, if you have loaded teh program into the memory. if it has success, it will display the information of the node.

a node consists of a color and a number, the color is the typ and the number the level.

colors are:

green - public node
yellow - simple node
orange - standard node
red - security node
brown - super security node

the value of information in a datastore is computed by the color and the level. the higher the bigger the value.

it is clear, that there are different defensetools. they are called securitysystems (SE). the different forms are Protect-,Fight- and Killer-SE. Protect-SE are Access, Barrier-, Check- oder Report-SE. they didn't attack you, they activates other SE and try to start alert. the times alert means, that all people are dropped of the computersystem

to protect information in a datastore Scramble-SE are used. three times are known. Conceal-, Hide- and Scramble-SE. you can'p attack them, but you can kill them with a Descrambleprogram.

the Fight-SE are splitted to Hunter-, Soldier-, Defense-, Attack- and Killer-SE. some of them can better fight, some better defeat.

they are mostly activated by Protect-SE.
types of the Killer-SE are Hitman-, Blaster-, Murderer- and Burn-SE
with different functions. Murderer-SE attacks programs in the memory,
Burn-SE attacks programs in the harddisk.

the number of SE are limited. in a datastore you can find only one
Scramble-SE, in a node only two Protect-SE and three Fight-SE. In every
computersystem are maximal 10 Killer-SE.

in a fight you should kill first the Killer-SE, cause they make
critical damage.

if in a node are some SE, you can't load information to ypur harddisk
of you computerdeck from a datastore.

1.13 soft- und hardware

the skills you need is software and hardware. software is needed for
programming. it can be increased by language. hardware is used for
installing components. if the installation fails, the component is
killed, if the strength of you computerdeck didn't helps.

1.14 saving the game

for all people, who likes to save after every turn, which was ok,
i have included a random-save-routine. you can try to change
the save-file, but first i have to say. there exists three different
saveroutines, which are randomly chosen.

1.15 SHAREWARE - registration

the program is fully funktional, it mean, that you can play with the
sharewareversion two "game"-years, than you can get a registered
version and continue your play.

how to register ?

fill the registerform and send it to me.

1. send a letter with 20.-DM, if you live in germany.
2. if you didn't live in germany, send 25 DM or 20 USDollar.
3. send a letter to the author and say you will make a translation.
you get the datafiles and after you send the translation back and
i checked it, you can get a registered version for 10.-DM

1.16 translations

if you like to make a translation, you will get a cheaper
registration.
please contact the author before trying the translation.

here is a list of the languages i look for.

international	national
- spanish	- Bayrisch
- netherland	- Hessisch
- italic	- Sächsisch
- klingon	

if you can make a translation, please send you knowledgelevel.

existing languages :

- german (Thomas Reinhardt)
- english (Thomas Reinhardt)
- french (Josh)

1.17 the author

thsi program is created by

Cyberzerk DZign System

Thomas Reinhardt
Lehnerzer Str. 31
36039 Fulda-Lehnerz

Idea and gamesystem is especially designed for this game. internal
routines are also especially designed. similarity with existing games
are only logic, like computerdeck, software, hardware, ...

the game is SHAREWARE and please
register
it.

EMAIl-address :

cyber@arnold.mayn.de
cyber@cip.informatik.uni-wuerzburg.de

if you get no reply while using email, try some days later.

1.18 what do i need ?

- 3 disksvolumes
- 2 harddisk >540 MB

- 3 CD-volumes
 - 2 68040-processors
 - 1 C64 to datacheck
 - 74 MB-Memory
 - 21 Zoll-Monitor
 - Graphiccard more than 2560x2048x36
 - 6 Joysticks
 - 2 2-Button-Mouse
 - 1 3-Button-Mouse
 - 1 Amiga Tastatur
 - 1 PC-Tastatur
 - 1 Trackball
 - 1 Soundcard, 32 Bit
 - 1 16GB DAT-Streamer
 - 1 HandyScanner
 - 1 Scanner
 - 12 formatted disks, 3 1/2 Zoll, color yellow-red
 - 5 formatted disks, 5 1/4 Zoll
 - 1 Soundsampler with 8 MB memory
 - 1 Videodigitizer
 - 1 Digitalcamera
 - 2 Videorecorder
 - 1 Genlock
 - AAA-Graphic-Chipset
 - 16 MB Chip-RAM, <=20 ns
- > AND APPLE WINDOWS 2001 <==

 Nun ernst betrachtet:

- 1 Amiga-Computer
- 1 diskvolume
- 1 Mouse
- 1 Tastatur
- 1 harddisk 3 MB frei (or more than one diskvolume)
- 1 MB Chip-RAM
- 1 Monitor
- Workbench: 640x256, 4 colors
- stacksize 32768

1.19 what to do, if it doesn't work ?

1. you have to check the game. is everything installed ?

```

directory : brsh
           gfx
           snd
           text
files      : Cyberspc
           Cyberspc.info (icon for the game)
           standard.dat
           prefs.dat (after you saved a game)
           save.dat (after you saved a game)

```

2. are all files exists, check, if not an other programs are responsible for the crash.
3. if it doesn't work more than one time, send a description of it to me and i will help you.
4. did you changed some files, than install it again.
5. the program didn't start, after you have played a while. get a registert version.

1.20 thanks to ...

thank to all people, who plays rolegames.

thanks to all students.

thanks to my professors.

thanks to my betatesters:

Thomas Hajesch

Joachim Ring

Thomas Reinhardt
