Cyborg™

Cyborg is a unique approach to gaming, with no treasures and no score! Cyborg is a science fiction adventure!

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe, or Franklin Ace™ 1000
48K • One Disk Drive • DOS 3.3

PACKAGE CONTENTS

Cyborg Program Disk
Instruction Booklet
Warranty Card

OVERVIEW

NASA II convinced you to participate in an experiment. They said it would be "painless." When you woke up, half your body had been merged with sophisticated electronic circuitry. You hear a voice resounding in your skull, offering opinions without being asked, telling you what to do and when to do it. NASA II implanted an electronic brain alongside your own brain. Your mission is to journey in search of energy to sustain your Cyborg life!

INTRODUCING CYBORG

Cyborg is not an ordinary game. It's a quest for survival. You have donated your body and mind for an experiment directed by NASA II, a respected scientific organization. You believed your life would change only slightly. . .insignificantly. That was your first mistake. You awake from a painless operation, wondering out loud, "What has happened?" From inside, another voice says "Unable to comply. Vocabulary chip scan reveals word 'what' unknown." Horrified, you realize what has happened. That echo is an electronic brain with ideas and opinions all its own—and it's implanted in you!

Time passes. Society labels you as a "freak." Even your family cannot live with you. You learn that you need a permanent energy source to keep yourself alive. Fear and desperation force you to accept a mission offered by NASA II. What else can you do? You embark on your mission in a dense forest hoping to secure a permanent power-pack. Cyborg's energy level is continually weakening. If you do not locate the power-pack and install it in time, Cyborg will die (and you too). The mission is not a simple task, as you will soon see. Medical scanners frequently report on your Cyborg and Bio energy levels, should they become critically low (500 means death).

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Make sure the shift lock is on if running this program on the Franklin Ace and that the ⌈ CAPS LOCK ⌉ key is down on the Apple IIe. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your disk and render it unusable.

Do not press ⌈ CTRL-C ⌉ while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not press ⌈ BREAK ⌉ while the program is running.

Do not try to make a copy of this disk. If during normal use something goes wrong with your disk, please refer to the Warranty section of this manual.

Handle your disks carefully and hold them with your fingers on the labeled edge only. Always keep them in their special sleeves while not in use.

GETTING STARTED

To get started with Cyborg simply follow these steps. (This is called "booting.")

1. Turn off the computer to clear the memory. Turn on your TV or monitor.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program disk into drive #1 with the labeled edge being last to enter the drive.

3. When the disk is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. (Apple II users skip to 4a below.) You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

4a. After the] prompt appears, type 6 , press CTRL-P (the CTRL and P keys simultaneously), and then press RETURN .

You will now see the Softsmith logo and Cyborg title appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

DEBRIEFING

After you boot Cyborg, a screen of instructions appears. Find energy quickly, or cease to exist, is the message. If you cannot find energy sources that will revitalize you, you will die. The second screen indicates some of Cyborg's commands (explained in detail later in this booklet). These commands help you in your quest to find power. This screen also informs you of your starting point in the forest. Before you finish, you'll know this forest quite well. . .it can either trap you or free you.

Communication is the key to your survival. The two halves of your mind must fuse in order to be in complete agreement, e.g., where to travel, what to examine, with whom to communicate, what to take. This can only be accomplished by trial and error.

Begin play by typing instructions to the Cyborg half. Cyborg will recognize some instructions; others will be rejected. Cyborg can interpret and understand only English words, and a limited number at that. Whenever you see a greater-than sign (>), your Cyborg brain is waiting for you to enter an instruction. Cyborg's response is represented by an asterisk (∗). Until you can figure out how to work with your Cyborg half, gaining ground is a challenge. Remember, this is a puzzle that requires persistence.

Your instructions must contain a verb and a noun. For example:

PICK UP THE BEAKER. DROP THE BEAKER.

Instructions may also be more complicated. For example:

**FEED THE APPLE TO THE LIZARD.
DROP THE BOTTLE ON THE SCALE.**

Separate multiple objects of a verb with the word "and" or a comma (,). For example:

PICK UP THE SCALES, THE CRYSTAL, AND THE LASER.

Several sentences may be placed on the same instruction line. Separate them with the word "then" or a period (.). For example:

GET THE PACK THEN GO WEST. HEAD EAST. BIO SCAN.

When you have finished typing your instructions, press ⌐RETURN¬. Since your Cyborg brain is not entirely interactive, certain adjustments must be made by you, the more intelligent half of the partnership. When conversing with animate creatures in the forest, you must ask for an answer to a specific question. Do this by typing in a message such as ASK LIZARD ABOUT FOOD.

CYBORG COMMANDS

There are nine commands to help you in your survival game. You may use these commands at any time in the game by typing them in and pressing ⌐RETURN¬.

Scan Commands

1. **Area Scan:** Pinpoints your location on the screen.

2. **Bio Scan:** Gives you a status report on your physical and mechanical body halves.

3. **Body Scan:** Presents you with a list of objects you are wearing or carrying.

4. **Full Scan:** Gives you a complete scan (area, bio, and body scans) with a single command.

Note: You can also type in the word SCAN and name of an object to access additional information about something you may encounter in your quest.

System Commands

5. Help: Provides you with three screens of general information. (The third screen repeats all of the scan and system commands listed in this section.)

6. Opinion: Provides information about an object or location. Opinions help the strategist! (If your energy levels plummet, it is sometimes physically impossible for Cyborg to render opinions; therefore, use this command sparingly.)

7. Save: Saves your adventures on a data disk. Follow the screen's messages to complete the save operation. You must have a formatted blank disk. (Refer to the ''Preparing Blank Disks'' section in this manual.) Each data disk can hold 79 saved games.

8. Quit: Ends the program. The program asks you to confirm that you are ready to quit. You may save a game at this time by inserting a formatted blank disk in your disk drive, and following the save instructions.

9. Restore: Resumes a game position right where you left off.

TRAVEL COMMANDS

Your quest for survival requires you to travel constantly. To help your roving ways, use the directional commands below:

North	Southeast
South	Northwest
East	Southwest
West	Up
Northeast	Down

These commands can be abbreviated; for example, N for North, NE for Northeast, etc. Each time you enter a new position for the first time, a complete description of the area is given. If you later reenter that same area, you only receive a brief description. Hint: an area scan will reproduce a detailed explanation. Often you'll discover that the direction you may want to travel in is impossible. Keep trying!

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged disks.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

<div align="center">1 (800) 341-4000</div>

Given normal use, it should not be possible to damage this disk. However, should the disk or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild will replace your disk promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

> The Software Guild, Inc.
> Customer Service
> 2935 Whipple Road
> Union City, CA 94587

PREPARING BLANK DISKS

To initialize blank disks for storing data, you will need the DOS 3.3 System Master supplied with your Apple computer or the DOS Master supplied with your Franklin Ace 1000. Although you may use use old disks containing data you no longer need, we strongly recommend that you use new blank disks.

To initialize a blank disk on the Apple.

The instructions below may be used with a single or dual drive system. It is strongly recommended that you put a write-protect tab on your System Master disk to prevent its accidental erasure.

1. Insert your DOS 3.3 System Master disk into drive #1 and turn on the computer.

2. When the disk drive's "in-use" light goes out, remove the System Master and replace it with a new blank disk.

3. From the keyboard, type the following:

<div align="center">

NEW followed by [RETURN]

INIT HELLO followed by [RETURN]

</div>

You now have a newly initialized disk. Don't forget to label it so you can find it later.

To initialize a blank disk on the Franklin Ace 1000.

1. Insert the DOS Master disk into drive #1 and turn on the computer. It is recommended that you put a write-protect tab on the Master disk to prevent its accidental erasure.

2. When the] prompt appears, type:

BRUN FUD

3. When the FUD menu appears, press F . Next, enter the number that corresponds to your number of working drives.

If you have a single drive system, enter 1 as the drive number to make the formatted blank disk. Remove the DOS Master disk and insert the blank disk. Finally, press RETURN .

If you have a dual drive system, enter 2 as the drive number to format the blank disk and press RETURN .

You now have a newly initialized disk. Don't forget to label it so you can find it again later.

Softsmith™

Cyborg

APPLE II
FRANKLIN

G0013

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

A PRODUCT OF
The Software Guild™

Softsmith

Protect
Protéger
Proteger
Schützen
Proteggere
保護

Never
Jamais
Nunca
Nie
Giammai
絶対禁止

No
Non
No
Falsch
No
注意

10°C→52°C
50°F→125°F

Insert Carefully
Inserer avec soin
Insertar con cuidado
Sorgfältig Einsetzen
Inserire con cura
挿入注意

Never
Jamais
Nunca
Nie
Giammai
絶対禁止

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