

Cyborg™

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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

Atari® 800 • 48K
One Disk Drive
Monitor or TV

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!

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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 and install the power-pack 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).

HOW TO FORMAT A BLANK DISK

If you wish to save your game, you need to have a blank formatted disk. To format a disk, make sure you have the Atari DOS 2.0S System Master disk that comes with your computer. Then follow these instructions:

1. Make sure that the power switch on the middle right of your computer is in the "off" position and that the BASIC cartridge is NOT in the left-hand slot in your computer.
2. Turn on the power switches on your disk drive and monitor. When the "busy" light goes off, insert the Atari System Master disk (with DOS 2.0S) in drive #1.
3. Now turn on the power switch on your computer. The System Master Menu should appear on your screen after a few seconds. It will ask you to either select an item or press for the menu. Press for Format Disk.
4. Next the screen asks WHICH DRIVE TO FORMAT? Enter the number (1 or 2) of the drive that contains the disk you wish to format. Then press .

5. Make sure that the blank disk is in the correct drive. If you have a single disk drive, be sure to remove the System Master disk and insert the blank disk in its place. When the blank disk is in the correct drive, press **Y** and **RETURN** to confirm your choice of which drive to format. Any other choice will terminate the process.
6. When formatting is complete, you may choose to format another disk or return to the menu.

GETTING STARTED

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

1. Turn your monitor or television on. Turn off your Atari computer and remove the Atari BASIC cartridge.
2. Turn on the disk drive power switch. Both the "on" and "busy" lights will come on.
3. When the "busy" light goes off, open the disk drive door (by pressing the release button below it, if you have an older drive model) and allow the door to rise.
4. Slip the Cyborg program disk into the drive with the label face up and on the last edge to enter the drive.
5. When the disk is fully inserted, close the drive door.
6. Turn on the power to your computer. The screen should be light blue, and the "busy" light on your disk drive will come on. This indicates that the program is loading.

The Cyborg title should now appear on the screen. If the BOOT ERROR message appears instead, you may have inserted the disk incorrectly. Please repeat the above instructions.

IMPORTANT TIPS

Follow these tips to minimize problems in running this program and many others on your microcomputer.

Do not open the disk drive door while the "busy" light is on. Results are unpredictable; damage to your program may result.

Do not press **BREAK** while the program is running.

Do not press **CTRL** and **1** at the same time. This may cause your keyboard to lock.

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

BRIEFING

After you boot Cyborg, the computer will ask you to remove the disk and turn it over. When you re-insert the disk, make sure that the label is face down and on the last edge to enter the drive. Then press any key. A screen of instructions appears and explains your situation: you must find energy quickly or cease to exist. If you cannot find energy sources that will revitalize you, you will die.

The second screen indicates some of Cyborg's commands. 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. Words that Cyborg uses may, in fact, be unintelligible to him, so experiment with vocabulary. 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 . Since your Cyborg brain is not entirely interactive, you, the more intelligent half of the partnership, must make certain adjustments. 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.

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 .

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 the 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 the 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 on which to store games. (Please see "How to Format a Blank Disk" instructions in this manual.) The computer will assign a number to each game you save.

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. Follow the computer's instructions for restoring the game of your choice.

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 want to travel 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.

1 (800) 341-4000

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.

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