

C Y B O R G™

TL 99



HAND
CYB

EYE
02

CYBERNETIC
ADCAM
2100

MAC
XT 95
TCJ 1076

ORGANIC
ADCAM
02

HUM
TU 77
CJ 940

O L S E N

INSTRUCTIONS

For the Macintosh

YOU ARE CYBORG

When you opened your transformed eyes in the recovery room, the rest of the world may not have changed, but you definitely had. Before, you had just been an adventurous volunteer who dared to become something new and untested, something that had never existed before.

Now, you are a cyborg.

Top-secret bionic surgery made it possible. The operation removed half your natural body and sent it to the organ bank for those in need of transplants. The remaining half was merged with a mechanical construct of incredible complexity and sophistication. Moreover, these new additions did more than just mirror your body; your designers also implanted an electronic brain within your skull.

So it wasn't just you anymore — a voice kept resounding in your skull, offering opinions without invitation, telling you what to do and when to do it. The voice was friendly and had your interests at heart, but it was two minds in one body. Carbon and silicon. Organic joined with machine in a new creation that didn't come with a user manual.

Then your government sponsors put you through months of training, of schooling, of learning to share your existence with the alien but sympathetic internal "partner." When it ended, you and the cyborg personality had accepted one another and managed to cooperate after a fashion.

But for what? That was where the real puzzle began. There had always been rumors and hints as to the reason, but nothing specific until they described a mission that was literally out of this world. Of course you accepted the challenge; it was the mandate of your transformation. Unfortunately, even your ingenious designers could not anticipate all the experiment's variables — or malfunctions.

And now, no matter where, why, or what your makers had in mind, it's just up to you. Both of you, that is ...

GETTING STARTED

What You Will Need

Macintosh with 128K (or 512K) of memory and a mouse

or

Lisa with 512K of memory and a mouse

Loading Cyborg

1. Turn on your computer.
2. Insert your Cyborg disk into the drive slot. The game will load automatically.
3. After it loads, you will see the Cyborg title screen and instrument panel. Click over the blinking MORE icon when you are ready to advance to the introductory text screen.

HOW TO INTERACT WITH YOUR CYBERNETIC HALF

The Instrument Panel

Much of the necessary cyborg communication and control will take place through a high-resolution instrument panel on your screen's left side. Your instrument panel and the text window at the lower right side of the screen are designed to take full advantage of the mouse interface. Click the mouse over the desired command icon. The commands are:



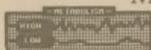
Body Scan: presents you with a list of all the objects you are wearing or carrying. Click your mouse over the icon or type "body scan".



Area Scan: describes your location in detail. Click your mouse over the icon or type "area scan".



Bio Scan: reports on the status of your physical and mechanical condition. Click over the icon or type "bio scan".



Metabolism: allows you to set your energy expenditure and consequently your ability to perform in certain situations.



Compass Points: controls movement up and down and in all points of the compass. Click over direction or type in NORTH, SOUTH, EAST, WEST, NORTHEAST, SOUTHEAST, NORTHWEST, SOUTHWEST, UP and DOWN, or their abbreviations: N, S, E, W, NE, SE, NW, SW, U, and D. Note that the first time you enter a location, you receive a detailed description, whereas when you return to that same location, you receive only a brief description.



Question Mark: accesses cyborg opinion on either a location or an object. Click over the "?" or type in "opinion" or "o".



MORE: an audiovisual signal that indicates there is another screen of information to look at.

The remaining instruments signal your attention audiovisually as the need arises.

The Keyboard

Your cyborg half understands plain English. Use the keyboard to type in the instructions that will appear in the window at the screen's lower right. Then press RETURN.

To correct spelling errors, press BACK SPACE or use the CUT, COPY or PASTE features in the EDIT menu.

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

ASK LIZARD. PICK UP THE BEAKER.

Instructions may also contain phrases modifying a command. For example:

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

Separate a series of a verb's direct objects 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. Always place a space between a period and the next sentence. Your last command need not end with a period. For example:

GET THE PACK THEN GO WEST. HEAD SOUTH

The Menus

Apple menu: ABOUT CYBORG provides information on the writer, programmer, graphics and other credits.

Options menu: accesses the HELP command which can provide you with special assistance during the game play. You can also turn the sound on or off through this menu.

Edit menu: the Macintosh EDIT menu is functional during the program.

File menu: 1. SAVE: allows you to save a game in progress. You may save and index as many as 40 game positions onto your Cyborg disk. Simply follow the prompts after entering the command. If you assign a number that you have used previously, it will clear the previous game and replace it with the new game.

2. RESTORE: allows you to resume playing a game you have previously saved.

3. RESTART: allows you to start at the beginning of the game without having to reboot.

4. QUIT: allows you to quit playing and returns you to the Macintosh finder.

One Last Thing

Draw a map to chart your travels, and be bold and innovative with the cyborg's directions. Because you and the cyborg are utterly alone in this enigma, your participation and success are totally subjective. There is no score. But remember, success is measured only as it relates to orienting yourself, survival, and completion of the mission.

CREDITS

Program by Harry Wilker

Story by Michael Berlyn

Graphics design by Terry Rose

Programming support by Larry Gottlieb and Kevin Hass

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