GAME OF
CUT THE POWER
Datacomm® ENTERTAINMENT SYSTEM™ ᴹᶜ
™ᴹᶜ

Game Manual

This game is dedicated to the lost packets. Your data will not be forgotten.

Table of Contents

Introduction

It is the year 2628. The Information Age is in its glorious prime: microscopic air-purifying drones maintain the crisp fresh, air, and smog is a troublesome memory; sleek electric cars float in orderly silence, muting once-deafening city bustle to a pleasant hush; glassy-smooth roads and towering buildings give way to climate-controlled arboretums and vibrant gardens, seamlessly woven throughout the urban landscape; and healthy, happy people, protected by computerised immune systems, live fulfilling and successful lives.

Supposedly, anyway. Beneath the surface of this modern utopia lies a dark and dangerous truth: the world government's Information Discovery and Decryption Bureau, known as IDB, has been placing legalised viruses throughout the world. This practice began nearly a millennium ago, on April 4th, 1975. At the beginning, the viruses simply collected and decrypted information, as the Bureau's name implies. Over time, however, they evolved into far more insidious programs. Computers' complete integration into all facets of human life has allowed these viruses to be planted on an unprecedented scale and with nearly limitless control over the computers they infect. Without intervention, the world government, led by the IDB, will achieve complete control over the planet and its inhabitants within the year.

IDB has one weakness: it requires a massive amount of power to operate its virus network. The loss of its constant power supply

would be catastrophic. All communication with the viruses would be lost, resulting in their auto-destruction. While the viruses can receive commands from and transmit information to a central computer, their sheer number makes controlling them all simultaneously infeasible. The viruses are therefore nearly entirely autonomous, managing themselves; that is, when a virus is destroyed, any data it collected, and any control it exerted over a host, is completely eliminated.

The power is supplied by a number of power cores in the central IDB building. Unsurprisingly, these are jealously guarded by fierce robots. Trespassers on the premises are never seen again. Some say that they are stripped of their minds and turned into robots themselves, ironically guarding that which they sought to destroy.

Despite the overwhelming chance of failure, there are whispers of an elite team of hackers who could destroy IDB. A team whose plan, after years of deliberation, is on the verge of fruition. A team whose careful preparation and ingenuity culminates in this final, decisive moment.

Cut the power. Save the world. It's as simple as that.

Controls

Movement

W: Up
A: Left
S: Down
D: Right
Space (Hacker): Capture objective
Space (Guard): Tag Hacker
E: Place a Power-Up

Changing your key-bindings

The default key-bindings can be changed in the key-bindings menu in the options screen. You can change any of the keys to be mapped to another in order to support alternate control schemes.

How to Play

Entering a Game

First, go into the 'Play' menu, and select a player from the list. Next, enter a name - If you do not choose a name, the server will pick from a list of defaults. Finally, enter the server's IP Address and click 'Play' to start the game.

Choosing a Team

Choose a team by going to the room within the lobby with the corresponding image to your team of choice. If the teams are unbalanced, the server will balance the teams at game start.

Playing as a Guard

Capturing Hackers is the key to winning the game, capturing a Hacker will remove them from the game, and once all Hackers are captured, the game is over and the Guards have won!

Playing as a Hacker

In order to win the game, the Hackers must capture 75% of the objectives in the building. Capturing an objective will set it to the captured state, and once an objective is captured, it cannot be uncaptured by the Guards. Once all the objectives are captured, the Hackers win the game and the game is over!

Advanced Strategies

As Hackers

Serpentine Pattern

When a guard is nearly upon you, perform a zigzag maneuver to attempt to evade their dastardly robotic clutches. To add insult to injury, you can purposely allow a Guard to

approach you while near the last objective and then perform this technique to avoid them and win the game.

Loopback Technique

When you encounter a Guard, and you manage to escape his field of vision, simply change direction to confuse the Guard into going the wrong direction. This maneuver is sure to improve your novice skills as a Hacker to make you supremely skilled.

Bait and Switch

This is an elaborate strategy sure to win you games. This requires two Hackers working in unison, the first will move in to an objective that he knows is guarded by a Guard, and once he sees that Guard, he scampers away to lure the Guard away, meanwhile the second Hacker quickly moves in to capture the objective.

As Guards

Cornering

Since the Guards can see the whole map, they know where the dead ends are, they can team up and corner a Hacker in a room, with one Guard blocking the exit, while the other moves in to capture.

Side-by-side formation

Stand with another guard as far away as possible from you while keeping an unbroken field of view between the two of you. This allows you to spot hackers over a much larger area, giving you a distinct advantage.

Character Bios

Aman Abdulla:
By day, he espouses to students the virtues of Linux, the Civilised Operating System. By night, he sheds his daytime facade and wages his lifelong battle against the denizens of the computing world, respiting only for the occasional bottle of wine and the smooth tones of jazz. His passion for privacy brings him to IDB to end their nefarious ways once and for all.

Abhishek Bhardwaj:
Always on the move, Abhishek manages to be near at hand in any situation. He's the first to arrive on-scene, so he's your first choice in a pinch. He is up to the task at any time of the day.

Tim Kim:
A thief that knows no limits he races down the street at breakneck speeds. Be it on his motorcycle or huge hummer he always arrives at the scene of the crime in time for the getaway chase. As long as he has his hacker's key, guaranteed to start up any vehicle, Tim Kim is never without a set of wheels.

Vincent Lau:
Known as the 'the one with the green jacket'. Falls asleep frequently. Invokes magic on computers to do his bidding for him. Occasionally a wizard. Does not have a lightning bolt scar.

German Villarreal Orrantia:
You can be sure to find German Villarreal lost out at sea on an adventure or deep in ancient Mayan temples. Ready to accept a challenge you give him or a mission to complete. He can easily sneak around with his fishing rod grappling hook to avoid any tricky situation. If you're trying to stop him it's already too late.

Damien Sathanielle:
Damien is a part-time ninja, full-time student. He likes to run around, throw blunt metal objects and code in his free time. He also made his acting debut as a movie extra in Nameless Ninja 2 and is ready to Cut the Power!

Ramzi Chennafi:
One day, horrible screams were heard at an IDB fish plant. The details of the incident are uncertain, but what is known is that the accident involved a forklift, a 50lb fish and a latex glove. Of those that saw Ramzi after the incident, some claim they saw his body floating down the river - and some swimming. Some years later, Ramzi reappeared and joined the hackers, hell-bent on getting revenge against those that maimed him. Strangely enough, his appearance had not changed since the day of the incident… or so we thought.

Robin Hsieh:
The patron saint of superhero sidekicks, several young people have taken on the role of Robin, Batman's partner in the battle against crime: Dick Grayson was the first, followed by Jason Todd, Tim Drake, and Stephanie Brown. Damian Wayne was the most recent Robin, using the title until his death. As long as IDB exists, no secret is

safe and nothing is sacred. Now, more than ever, the world needs Robin's bravery and firm resolve.

Sam:
Likes chillin', a lil' bit of illin'. Appears to have the power to shift phase through space and time itself. Though his appearance is a mystery to all, he is both the most feared and the most respected warrior in the history of Datacomm. 'X' is the last thing his enemies see before entering into a catatonic state. Pray we never witness the horrors that lurk beneath his brown paper bag.

Jordan Marling:
Here is a transcript of the last known dialog of Project Marling taken from classified army records. "Jordan; a man barely alive. Gentlemen, we can rebuild him. We have the technology. We have the capability to build the world's first bionic man. Jordan will be that man; better than he was before. Better, stronger, faster.......AHHHHHHHHH"

Mat Siwoski:
As a kid in the grassy fields of his parent's picturesque farm, the Hammer witnessed the slaughter of his beloved pony Princess Kindness by marauding German highwaymen. Blinded by rage and consumed by pure hatred for all mankind he vowed to take vengeance on his new sworn enemies.
Day and night, year after year he trained in the blistering Polish winters never resting, never faltering from his blood soaked path to avenge his best friend. After all the years of training he had gathered an army of monumental proportion ready to destroy the evil that

had taken away his childhood, but the hate had consumed him and he was now more beast than man: in a hell bound fury one night he massacred his entire army of 50,000 men and consumed their souls. Now he wanders the plains looking for a battleground where he can vanquish his enemies and restore justice to his mind…

Andrew Burian:
Andrew has hated IDB ever since he could remember. At the age of 6, IDB operatives marked him as a candidate for robotic enhancement. They killed his family and kidnapped him to this end, but one night, he managed to escape. It was almost too late; the transformation was already half-complete. Andrew hides his robot parts under a thin layer of fake skin, but he sometimes leaves his face exposed to strike terror into his enemy.

Konstantin Boyarinov:
Konstantin is as mysterious as he is passionate for his cause. He keeps his cards close, never revealing any more than necessary about his past. Occasionally, he will wear full Red Army regalia before storming into the virtual battlefield. He uses his formidable computer skills to wreak havoc on IDB in whatever way he can, perhaps to right some wrong; no one will ever know for sure.

Cory Thomas:
Cory is no stranger to futuristic warfare: his time in the top secret IDB-funded MEGA program had him fitted with a powerful body suit that gave him superhuman abilities and a deadly arsenal. When he realised that the

suit had been perfected by experimentation on kidnapped subjects (and that these experiments often left them dead or maimed), Cory turned on his commanders. He vowed to avenge the victims and to fight IDB with everything he had.

Shane Spoor:
A fierce advocate of free software, Shane was disgusted to learn that the IDB has been stealing programs and intimidating their creators into silence. He created an open-source program that would enable users to share software without interference by IDB. This was quickly taken offline, and Shane sat in a dark IDB cell for years, forced to listen to their indoctrination tapes for hours a day. He did not succumb to these, and when he was finally rescued during a raid, Shane was ready to destroy IDB and all that it stood for.

Clark Allenby:
A noble hacker, his achievements are known, but his lesser acknowledged attributes are sometimes overlooked. He enjoys long walks on the beach, and seems to prefer living in the countryside. He also likes knitting and tea parties. Some people ignore these characteristics, but others admire them.

Ian Davidson:
Born from the harsh winters of Canada, Ian is no stranger to brutal weather. Commuting in all weathers via bicycle has turned Ian into the hardiest of warriors. Some say his voice is powerful enough to send even the strongest of men flying, dragons bend to his will and his power comes from the frost. Equipped with a powerful

set of hacking skills, a pure hatred for all things IDB, he's set on bringing down the evil corporation. The last thing Ians' enemies will hear coming from the dark is "FUS RO DAH!".
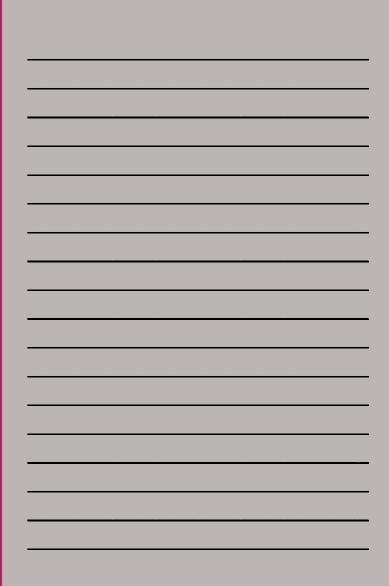
Chris Holisky:
Once having worked for the monolithic IDB, Chris discovered the depths of the evil hidden behind the corporate facade completely by accident. One day, he mistyped a command on his corporate computer and was presented with a plan of their world takeover. Ever since, he has fought their nefarious schemes for the betterment of mankind. Also, they tore down his favourite bar to make a pay parking lot.

Joshua Campbell:
A silent opinionated developer who spends his time dabbling in everything from nuclear physics to human psychology, Josh has a grand vision for what the world should be and IDB is not a part of it. We can either live our lives in bunkers with tin foil hats or do something that matters! May the Triforce of Courage be with you in this epic struggle!

Notes

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

GAMEPLAY QUESTIONS?

Call Data Comm at:
(604) 432 - 8837

Game Counselors are available
Monday - Friday 8:00 AM - 5:00 PM
(Eastern Time)

Datacomm ®

ENTERTAINMENT SYSTEM