Tutorial/Opening story/Walkthrough

**Prologue**

You (the player) are the **Master Virus** who has assembled a unique assortment of fellow viruses whom have all become aware of their own existence in the digital world. Because of a viruses nature you have all been cast out and are now looking for answers to the meaning of your existence, and a place to belong.

**Intro to Tutorial level**

**Command Virus**- “Master Virus, we have come to the first system. Its fire wall is down and its defenses are weak. If we are to locate the Realm of Absolute Integration we must find the answers, which are buried in system information nodes.”

**Tutorial level Walkthrough**

(**Information Node** appears on screen)- "This is an **Information Node**, we MUST collect them all in order to pass on to the next system"

(click to continue)(**Miner** appears on screen) “First deploy a **Miner** on the grid, far away from the system on the **Data Stream**(**Data Stream** is highlighted) as not to be detected by their scanners. **Miners** collect data from the net and store it in the **Data Pool**(**Data Pool** is highlighted).(click to continue, player proceeds)

(Once there is enough data, the **Thief** appears on screen**)**. "The **Thief** is a crutial part of our plan. He steals the **Information Nodes** that we need. You can place them in the **Neutral Zone(Neutral Zone** is highlighted).(click to continue) (player proceeds)

(alarm goes off, **Norts** appear)"Those are **Norts**. Thier sole purpose is to protect thier system. In order to get past them, we're going to need some kind of offense. Before that though, we'll need a faster stream of data. Place another **Miner**."(Player proceeds)

(When enough data is collected the **Bug** appears on screen)"This little guy is the **Bug**. He's our grunt and will march into the system and snack on those defenders. These can also go in the **Neutral Zone**."(player proceeds)

(If/when the **Bug** dies...)"In most cases a single **Bug** wont do the job, try placing multiple **Bugs** in a single row." "In order to pick up the pace of attack you may want to deploy one more **Miner**, just keep in mind for every **Miner** on the field the price of the next is doubled."

(player uses learned skills to complete the tutorial level)

(Tutorial complete, player is rewarded with Muncher at the opening of the next level).