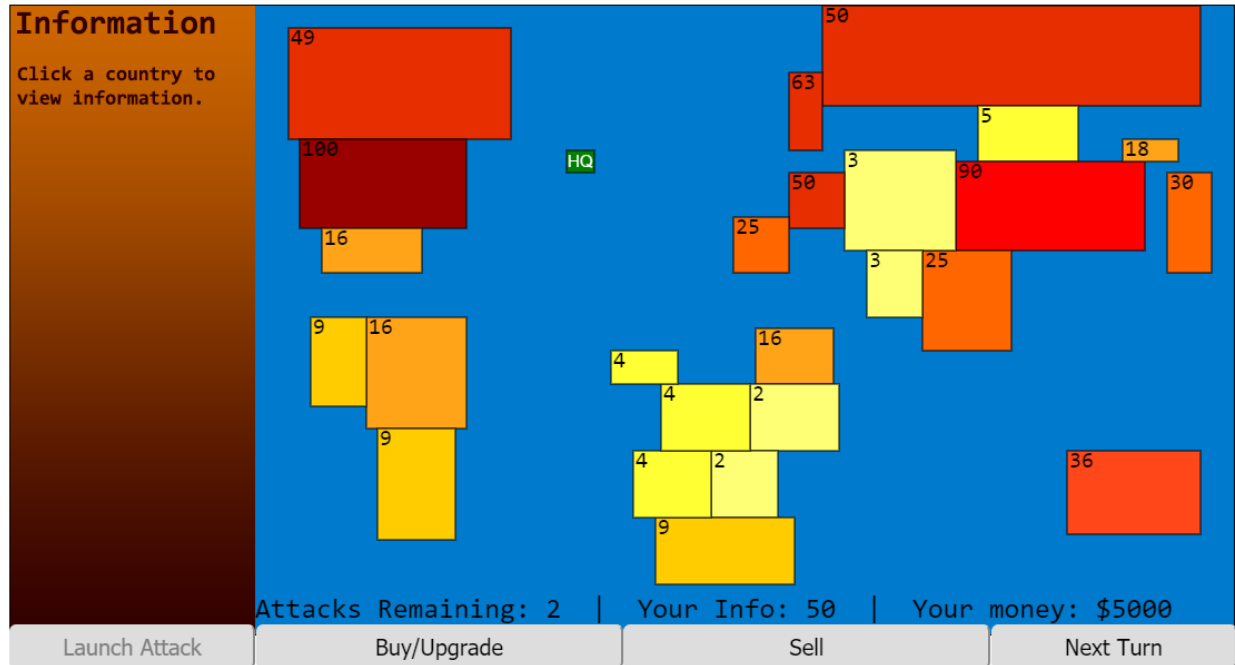


## Data Sharks

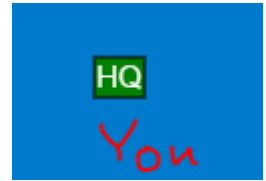


# Data Sharks:

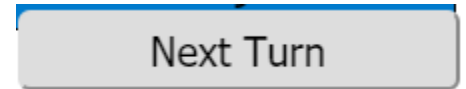
## How to play

Tom, Sam, Jeremy

Data Sharks is a cyber-warfare simulator in which you play as “HQ”, a small country in the Atlantic Ocean. HQ’s hacker has written a deadly computer virus that destroys computer infrastructure. Using this technology, HQ is attempting world domination through launching cyber attacks. Data Sharks is a turn-based strategy game involving cyber attacks, information theft, increasing personal statistics, all while dealing with other countries trying to snuff you out.



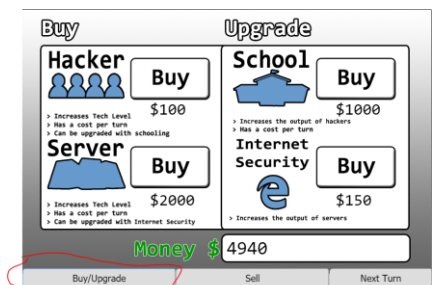
The game is turn-based, meaning you do as many actions as you can, and then allow the computer to retaliate to you. When you're unable to perform any actions, clicking the “Next Turn” button will advance the game and allow you to continue playing.



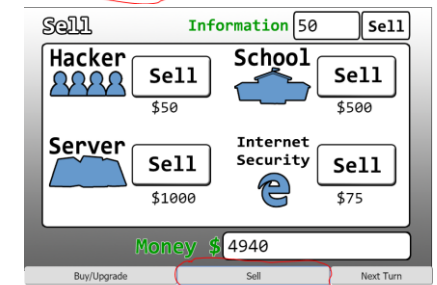
### How to play the game:

A turn can consist of a few different actions.

1. You can buy more power with the Buy/Upgrade menu or upgrade your current stats (see Buying/Upgrading)



2. You can sell some of your power to make some quick cash in the Sell Menu (see Selling)



3. You can select a country and Launch an attack on them (see Launching an Attack)

**Information**

Name:

# Of Hackers:

Education Level:

# Of Servers:

Server Level

Tech Level

Level

Launch Attack

### *Buying/Upgrading* (tl;dr at bottom)

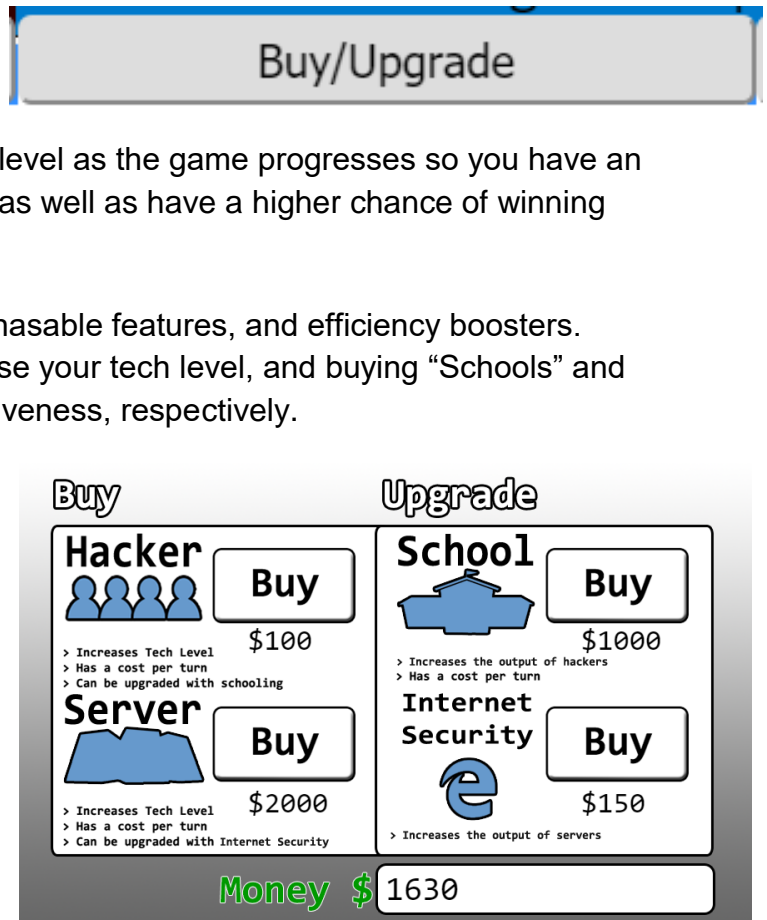
HQ is worthless without its staff of hackers and server infrastructure and integrity. You'll want to increase your tech level as the game progresses so you have an easier time dealing with incoming attacks, as well as have a higher chance of winning your personally-chosen scraps.

The "Buy/Upgrade" menu consists of purchasable features, and efficiency boosters. Buying "Hackers" and "Servers" will increase your tech level, and buying "Schools" and "Internet Security" will increase their effectiveness, respectively.

The left section is where you can buy hackers and servers, and the right section is where you can upgrade them.

Your money is displayed along the bottom, and it's important to note that while there is no harsh penalty for going into negative money, you can't buy anything while you have below \$0.

Some information about each of the purchasable items is displayed under their icons.



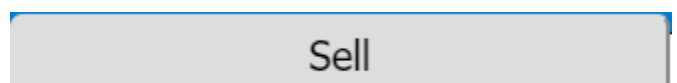
### **Has a cost per turn:**

This means that whenever you end a turn (ie. click the "Next Turn" button), you are charged based on how much you have. Hackers require a wage, servers and schools require attention and maintenance. Internet Security has no price per turn.

### **tl;dr**

- Buy stuff to increase HQ's potency
- You don't lose the game if you have negative money
- Most items have a price per turn and you're automatically charged

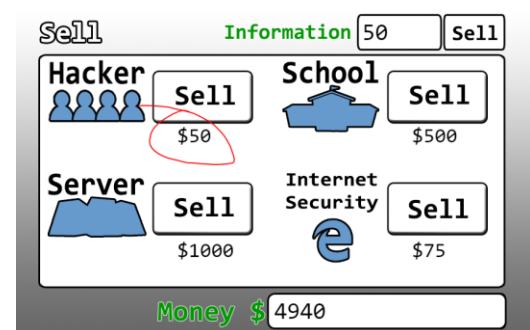
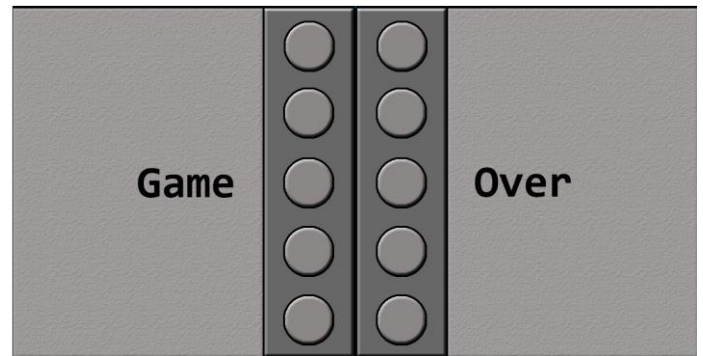
### *Selling* (no tl;dr)



When you've won a battle, you come away with some information points. The primary purpose of the "Sell" menu is to sell your information points for money so that you can buy/upgrade your stats.

The value of information increases as the game goes on, so it might be beneficial to hold off on selling it until later in the game. When clicking to sell information, you'll be prompted to provide an amount to sell. You can't sell more information than you have, and it's not a good idea to sell everything you have because losing an attack and being below 0 information points is the lose-condition.

Other than information sale, you can sell any of your stats to make some quick cash. You'll get 50% of the price back as money if you sell an item.



### *Launching An Attack (tl;dr at bottom)*

The object of the game is to conquer all the other countries, so to accomplish this, you will be attacking multiple times per turn. To do this, select a country on the world map, and click the "Launch Attack" button.



### How an attack works:

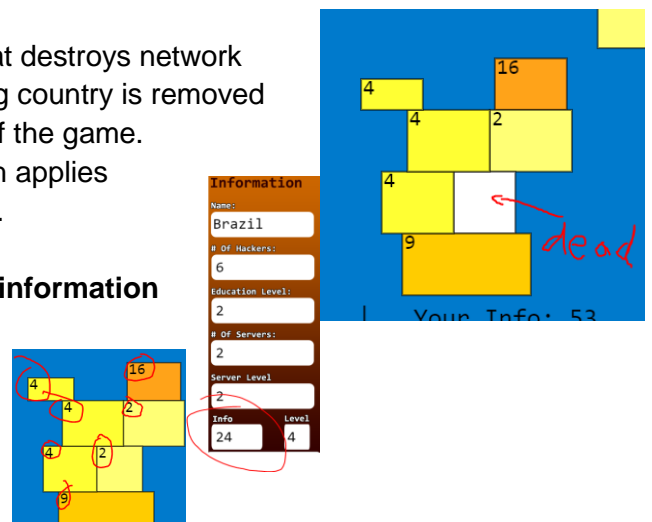
Every country has a set of statistics. One of these stats is called “Tech Level”, which is a function of a country’s number of hackers, number of servers, education level and server level. The higher the tech level, the stronger the country. The tech level of a country is displayed on the map in the top right corner of their region.

When you launch an attack, your tech level is compared to the receiver and a random number is generated based on it. Basically, if your tech level is significantly higher, you’ll probably win the fight. If your tech level is equal to the receiver’s tech level, the odds of winning are 50/50. If your tech level is lower than the receivers, it’s likely that you’ll lose the fight, but not impossible to win.

Since HQ’s programmers have developed a virus that destroys network architecture, whenever you win a battle, the opposing country is removed from play, and is unable to take actions for the rest of the game. Other countries will attack you, and the country death applies even when you are on the receiving end of an attack.

After winning an attack, HQ receives however much **information** a country had to offer when the attack was lost, as well as a little money.

A country’s **tech level** is displayed in the top left corner of their region.



tl;dr

- Attack stuff that has a lower tech level than you
- It's always possible to win a fight
- Countries will attack you after you click the “Next Turn” button
- You lose information when you lose a battle
- You gain information when you win a battle
- You gain some money when you win an attack