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CYBORG



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presents



Requires Apple II 48K 3.3 DOS with Applesoft in ROM

by Michael Berlyn

When NASA II told you that becoming a cyborg was a painless experience, you believed them, didn't you?—and you volunteered. The operation was painless. Until you woke up.

Half of your body was gone, sent to the organ bank for people who needed transplants. The other half was merged with a mechanical construct of incredible complexity and sophistication. That would have been barely tolerable if NASA II had left it at that, but they also implanted an electronic brain in your skull.

That was when things changed for you.

It wasn't just you anymore—a voice kept resounding in your skull, offering opinions without being asked, telling you what to do and when to do it. The voice was friendly and had your interests in mind, but it was your skull, your body, and sharing it was something totally abhorrent to you.

After months of training, of schooling, of learning how to like your internal "partner," you and the cyborg personality merged and managed to cooperate after a fashion.

It was then your real problems began. You were shunned by society as a freak, alienated from your friends and relatives, a monster in human form. And NASA II took full advantage of the situation, your pain and mental anguish. They offered you a mission and you accepted. What else could you do but accept? There was nothing normal left of your life after the operation, so you figured you'd make the best of a bad situation.

If only you'd known at the time. . . .

DATA ON DEALING WITH A CYBORG

To access the "cyborg" half of your mind, simply type in "HELP" or "OPINION". This will gain you access to additional information that may not be readily apparent. All the cyborg commands are available as Option 3 off the "HELP MENU" which appears after typing in "HELP". These are "scan", "area scan", "body scan", "medical [or "bio"] scan", and "scan [an object]".

Since NASA II is not monitoring and evaluating your actions, your participation and relative success is totally subjective. Score, in this simulation, is a useless, alien concept. All NASA II cares about is the completion of the mission. Complete it and don't worry about score.

Since the cyborg brain is not truly and totally interactive, certain adjustments must be made by you, the more intelligent half of the partnership. When conversing with animate creatures in the simulation, you must ask for an answer to a specific numbered question. Do this by typing in something like "ASK LIZARD", or "ASK 1". NASA II is sorry for this inconvenience and the general attitude of the electronic counterpart to your brain, but they did what they could.

GENERAL INFORMATION

Cyborg requires an Apple II (NASA II's recommended interactive unit) with 48K, Applesoft in ROM and 3.3 DOS. If you do not have the language system, simply "boot" the disk as you would boot any other. If you have a language system, boot with your system master to ensure Applesoft has been loaded, then type in "PR#6".

Please save the status of your participation frequently, using the command "SAVE". It takes only a few seconds and may wind up saving more than the status—it may save your life. Once this has been done, should you find yourself in a difficult situation, you may resume this saved game by typing in "RESTORE".

When you're done and want to return to reality, type in "QUIT". You will be asked if you want to save your game at that time. If you need to save the status, type in a "Y".

NASA II wishes you luck in completing your mission. Be careful, and feel free to utilize the abilities of the cyborg option often—it was designed as an interface between yourself and your other half.

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CYBORG is a unique approach to gaming with no treasures and no score. It contains character development, animals that you can talk to, opinions from the Cyborg and a consistency found in no other adventure.

CYBORG was written by Michael Berlyn, creator of Sentient Software's **OO-TOPOS**. He is the author of two science fiction books published by Bantam Books—**THE INTEGRATED MAN** and **CRYSTAL PHOENIX**. He is an active member of Science Fiction Writers of America.

Also from Sentient Software: **OO-TOPOS (AN EXTRATERRESTRIAL ADVENTURE)**.

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