

CIRCUIT BREAKER

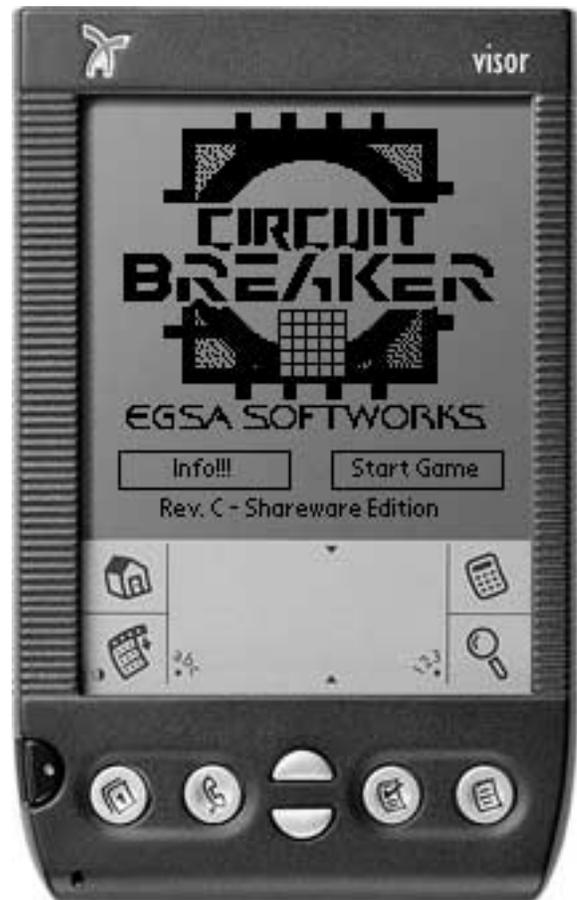
CIRCUIT BREAKER

An addictive
blend of
strategy and
skill for PalmOS
powered PDAs.

How Far Will
You Get?

Operators
Manual

1st Edition - Px-103 - Egsa Softworks - (c) 2001 Egsa Corp.



Observe.
Hypothesize.
Experiment.
Dominate.

C7100UF
9526

EGSA ASCENDANT VLSI

Installing and Launching the Game

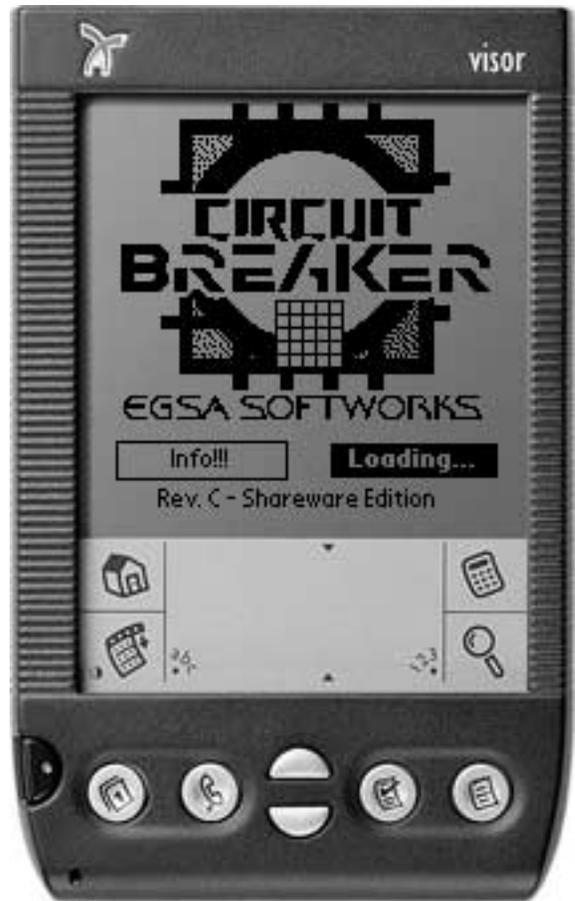
The Circuit Breaker install kit will place 2 icons on your Palm-OS device.

The first icon (shown at the right) is the Circuit Breaker Icon (cbreaker.prc) which is used to start the game. The second icon (booster.prc) is required booster module needed to run the game.



Starting the Game

Once you have Launched the Circuit Breaker Application, you will be given the option to start a new game or to access the online documentation.

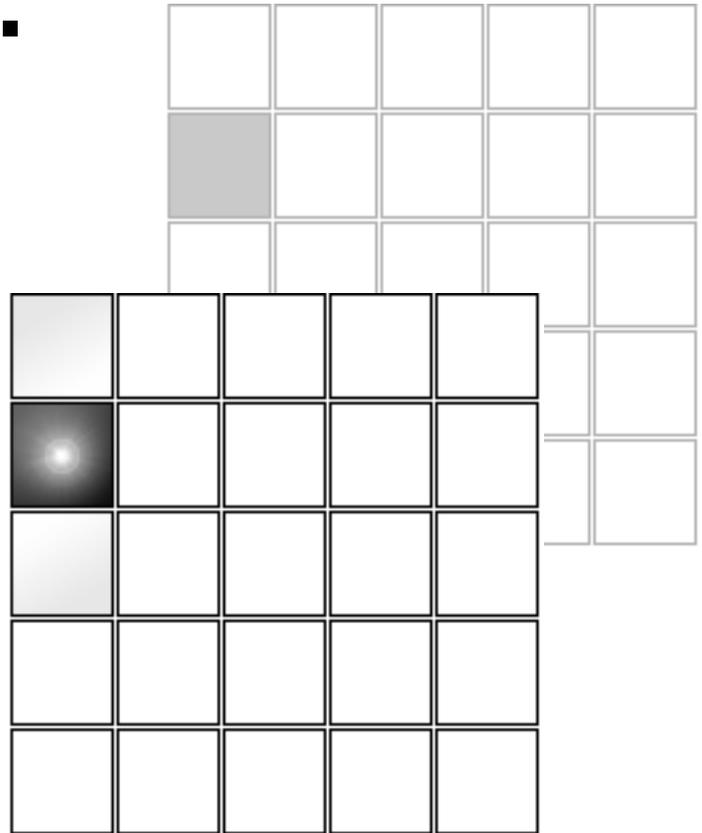


Once you press the Start Game button you will have to wait for a very short time while the game initializes.

And So It Begins...

Prepare for a challenge unlike anything you have tried before.

Your Mission:
Hack a Vast Network of Virtual Circuits using only your wits and powers of observation. You start with only a DSI, Digital Signal Injector (your Palm Stylus) and an access channel into the network. Your Goal: Infiltrate and smash the Master Control Center - the MCC.



Selecting Your Path - Easy Mode

Before you can start your quest, you must choose a mode of play. You have three modes to choose from:

Easy Mode: This is the basic mode of play and the one recommended for beginners. As you will see, in this play mode you have the ability to make as many moves as you need without worrying about time limits. (Other modes will be explored later in this brief).



Mission Objectives

Welcome to the Cellular Switching Interface (CSI). This is where every mission begins.

The large flashing 5x5 Matrix of the CSI shows your TARGET CIRCUIT. It is your goal to use your Stylus to SWITCH the cells into the configuration shown. Tap the "Go" icon to move to the game screen. (This icon has be highlighted in the screen shot above)



Scope it Out

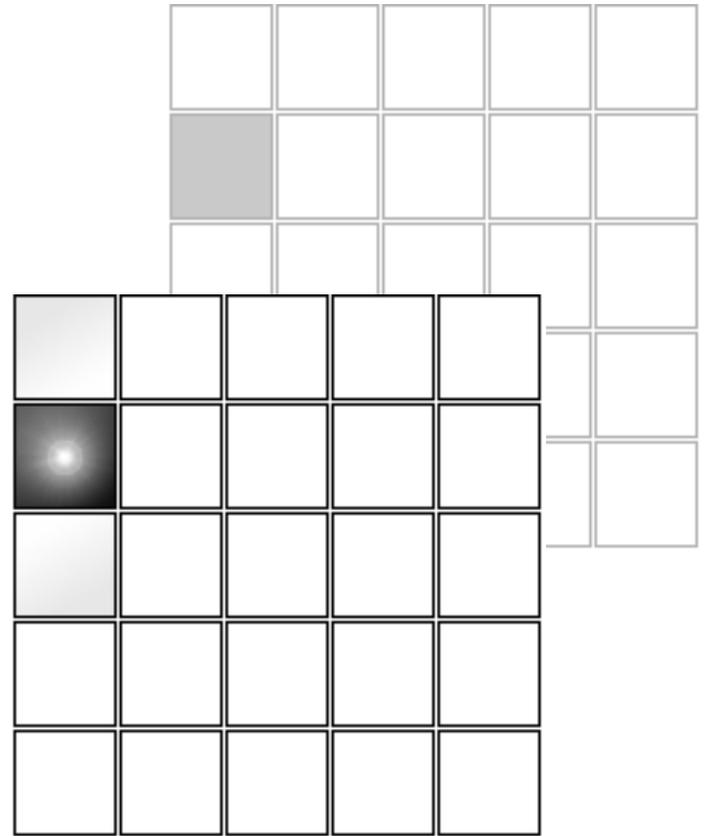
Now that you have begun the game, the Go Button has been replaced by a miniature version of your TARGET CIRCUIT called "The Scope". (Highlighted at the left)



In the large 5x5 Matrix of the CSI you now have the ability to SWITCH cells ON or OFF by tapping them with your Stylus. Darkened Cells are electrically ON while lighter cells are considered OFF.

The Catch...

You won't be able to simply "tap" your way into the MCC. Each cell is an access conduit to a larger switched network.



Each time you tap into a single cell it will effect at least one other cell! To build your target V-Circuit you will need to understand how the network functions as a system. You need to pay careful attention to the patterns created to crack the circuit.

CIRCUIT BREAKER

Win...

Observe.
Hypothesize.
Experiment.
Dominate.

Succeed and
you will move
forward,
advancing from
network to
network as you
crack Virtual
Circuits and
gain access to
the upper layers
of the MCC.



Lose, or Concede. The Choice Is Yours...

Fail Once and it's all over.

You will be caught, questioned and terminated.

No Pressure*.



(*Hint: In the real world, you don't get a "Do Over", but here if you mess up a Circuit beyond repair, you can click your Scope to restart the level.)

Maybe you need more of a Challenge...

As mentioned earlier, there are 2 additional play modes to choose from...

In Intense Mode:
You have the option of playing against the clock.

You will be given a preset amount of time to complete your V-Circuit before your connection is traced and you are terminated. (The highlighted area above shows your in game timer.)



Perhaps your looking for something a little more, Lethal...

The third additional play mode comes with a way to destroy your mind...

In the Insane Mode, you play against the clock AND a preset number of moves. Run out of moves or run out of time and the story is the same: Game Over. (The highlighted area above shows remaining moves.)



CIRCUIT BREAKER

Good Luck and may God have mercy on your tortured soul...

Do you think you have what it takes to be one of the Best of the Best? Are you one of the World's Elite Circuit Breakers? Here is your chance to provide it. Take Circuit Breaker: SE for a spin and be one of the first 3 players to complete all 10 levels of the shareware game and send in your access code...



and we'll put your name in lights... We will make you part of the Circuit Breaker Lore! Stop by our website at www.egsa.com for details.

But Hurry... Time Is NOT on Your side.

The Circuit Breaker Elite Challenge...
Get Into It At www.egsa.com

How Far Can You Go?



Log Sheets For Your Mission

Observe.
Hypothesize.
Experiment.
Dominate.



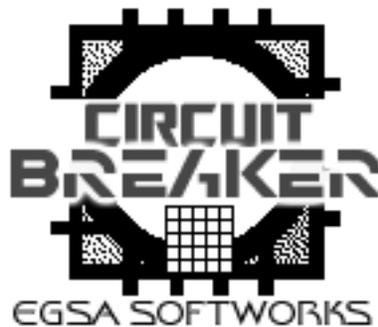
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CIRCUIT BREAKER

Don't Let It End This Way.

Register Today For New Levels & Cool New Features.

- 20 New Levels
- Save Game Feature
- And More!



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Designed and Developed on 3COM Palm IIIe and m100 handhelds. Built on AMD Athlon Based Durocom Quest Computers from Durocom Systems USA. (www.durocomsystems.com). Athlon Rules!

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No Actual Palm OS machines were actually destroyed in the making or debugging of this game.

About EgSA SoftWorks

Born to the age of ruin, we are the last of the old code. Walking through the ashes, holding on to the dream of a promised digital future, yet unfulfilled. In a world where avarice has derailed imagination, just maybe we can make a difference. If you would like to stand with us, join us at EgSA SoftWorks, Post Office Box 490212 Chicago, IL. 60649