

Hack Attack

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A Commodore 64 game presented by Zaadii-Games

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Introduction

Welcome to Hack Attack, a game for the Commodore 64, dealing with the topic secret networks on earth. In this game you will take over the roll of a secret organization that is triing to take over the control of the whole network on earth, by highjacking one network of a secret service after the other. The objective of the game is to take over the contol og the whole network or (in 2 player mode) to take over the home net of your opponent.

System requirements

The game was developed for the real Commodore 64 excluding any extensions or modification. In addition the game was tested on the emulator CCS 64 (V3.7).

For using the game on a real Commodore 64 the prg-File needs to be copied (as only file) to the floppy disk. Then load the game by typing „LOAD“*“,8“ and run the game by typing „RUN“.

In addition you will need a Joystick for the solo game mode or for playing against the computer. For playing agianst another palyer you will need a second Joystick.

Options

After loading the game you will see the start screen, where you can choose the options for the game. By movin the Joystick up and down you can move the highlighted option. By pressing the fire button the setting of the highlighted option will change. By pushing the fire button several time you can loop throught all possible setting for that option. Once you are fine with the options, move the higelighning to „Start the Duell“ and press the fire button to start the game.

Before we'll talk about the game, here some more informations about the options:

Mode

Solo: You will play alone and your only opponent is the time (Ticks – this is an option described later). If the setup for the time was high the game will be very easy and is more like a tutorial. However, with a low time setting even the solo game can be challenging.

Duell: You will play against a second human player. You will need a second Joystick for him/her. Be careful you will start both in parallel with choosing the HomeNet - Fist come first serve!

Play against the Computer (easy / medium / hard): You will play against the Computer. Depending on the choice the game will be...well...easy, medium or hard.

Start Setting

Standard: Income and resources at the begin are always the same. The are set acording to the entrys in the table „description of the Networks“ (later in this manual).

Random: Income and resources at the begin are set at random at the begin of the game.

Domination

Allowed: The game also ends if a player owns $\frac{3}{4}$ of all networks.

Not allowed: The game will not end before a player destroys the home network of its opponent.

Events

No Events: There will be no event at all, during the game.

Only with no effect: There will be events, but only events that will not effect the gameplay.

Only with Effekt: There will be events, but only events that will effect the gameplay. Take into account that this will have the effect that more events will effect the gameplay as is both kind of effects are choosen, since the rate of the occurence of an event is always the same in the game.

All events: All kind of events are possible.

GameTime

The game time can be set from 1000 Ticks up to 8000 Ticks, this is more or less the time in seconds. This means that you have the choise of a gametime from about 15 minutes up to 2 hours. But be careful – there are some rumours about the developement of a time machine. This could lead to a end of the game more early.

The Game

After setting the options and starting the fight you are direty in the main screen of the game. This is where the whole game takes place:



Elements of the mainscreen:

1. Actual position of the player. (a player 1, b player 2)

2. New Windows: Here is the latest Event and its effect listed.
3. Net: One of 16 nets to conquer. The colour of the area shows indicates the actual owner.
4. Actual SWP of the net: Actual number of Software Points (SWP) of the net. If the SWP of a net is going below 0 the one who is causing this is taking over the net.
5. Link: Connection between two networks. Players can move along that connections and SWP can be sent along them. If SWP are sent along a connection that connection is pulsing in the colour of the sender. This pulsing also indicates the direction in which the SWP are sent.
6. Information for the Players (a Player 1, b Player 2). Gives some detail information about the network that is the actual position of the player.
7. Status of the player: Indicates if the actual commandos of the players are interpreted as movement (MOVE) or as SWP-send command (HACK). By pushing the fire button a player switches between those modes.
8. Ticks: Actual number of passed ticks. If the number of ticks is reached that was entered at the beginning of the game in the options screen, the game ends.

Choosing the Home Net

The game will start in a special mode in which you will have to choose your home net. In this mode you can only move and in addition push the fire button once. If you push the fire button the first time your actual position will become your home net.

In the solo mode, the game directly starts.

In a two player game, the player who chose first his network, can continue to move and observe the world, but cannot do anything else. The player who was not that fast and chooses as second, cannot choose a network that is a direct neighbour of the other home net. After both player have chosen their home net, the main game starts immediately.

When playing against the computer, the situation is the same as if you would play a solo. Immediately after you have chosen your home net the computer will choose and the game begins.

Main Game

Each player has a pulsing marker in his colour (red/green) showing his actual position. In the information area the player sees if he is in the hack or move mode (HACK/MOVE). When in move mode you can move between network also the connections (Links), by moving the joystick into the position of the link that you want to use to leave your actual network. Please take into account that you can move over the border of the screen and enter a network on the opposite side of the screen.

By holding the fire button pressed you switch to HACK mode. However, you can only change to HACK mode if your actual position is a network you own.

In HACK mode you can configure your actual network. If you move the joystick in the direction of a link that link is set to send SWP out. Now with every tick SWP will be sent along that link. If on the end of that link there is another network of yours, the SWP will add there. If there is a network of someone else the SWP will be subtracted from the SWP of that network. If the SWP go below 0 you will take over the network. If you move your joystick in HACK mode into the direction of a Link that is already sending SWP, the sending will be stopped.

By releasing the fire button you will switch to MOVE mode again. You will also automatically be in move mode again if you have been in HACK mode and you are losing your actual network.

To win take over the whole network or (if not in solo mode) take over the home network of your opponent.

Some helpful informations

With the informations given above you can start playing. For those who want to know more, here are some details:

- Each net produces SWP in the height of the networks income per tick. This is added to the actual SWPs to the net.
- A net below 30 SWP will not send SWP, it collects until it has 30 SWP.
- A net cannot collect more than 222 SWP.
- The SWP borders (30 and 222) are not violated by events.
- A player cannot send SWP along a link in both directions at the same time. The second command will overwrite the first one.
- Two players can send SWP along the same link against each other at the same time. The connection will no longer pulse, but become violet, in such a case.
- If a net is attacked from several forces it is completely random who will get the net.
- If one takes over a net that net immediately gains some SWP. The number of gained SWP is depending on the mode:
 - Human player will get 20 SWP, except for the solo mode – in the solo mode you will not get any SWP for take overs.
 - The computer gains SWP depending on the difficulty:
 - easy: 20 SWP-Startpunkte
 - normal: 40 SWP-Startpunkte
 - hard: 60 SWP-Startpunkte
- The income of Homenetworks are set to:
 - 1 SWP/Tick in solo mode if you own 3 or more networks
 - 2 SWP/Tick in solo mode if you own 2 networks only
 - 3 SWP/Tick for human player in non-solo mode, in solo mode if you only own your home network and computer in easy mode
 - 4 SWP/Tick for the computer in normal mode
 - 5 SWP/Tick for the computer in hard mode
- The income of non-home networks are between 0 and 2 SWP/TICK. Events will not violate this border.
- Events have different message colors:
 - Standard event without effect: yellow
 - Rare event without effect: white
 - Standard event with effect: orange
 - Rare event effect: light blue
 - Time anomaly: blue
 - Aliens: turquoise (also used for alien-teretoris)

- Special event for Spieler 1/2: green/red
- Virus attacks: purple

The Networks

Description of the game setting. This is the setting if the game setup is not set up in random.

Net	Abk	Start SWP	SWP inc
Canadian Security Intelligence	CSI	40	2
National Security Agency	NSA	50	2
Ice Cold Service	ICE	20	1
Mafia Net	MAF	30	2
Falkland Net	FAL	60	1
Federalnaja Sluschba Bezopasno.	FSB	50	1
Joint Situation Centre	JSC	50	2
Desert Encryption Service	DES	20	1

Net	Abk	Start SWP	SWP inc
Mossad	MOS	50	2
National Intelligence Service	NIS	30	1
Komitet Gosudarst. Bezopasno.	KGB	40	1
Madagaskar Security	MAD	20	1
Research Analysis Wing	RAW	30	1
Ministry of State Security	MSI	60	1
Ministry of Foreign Affairs	MAI	40	2
Australian Secret Int. Service	ASI	40	2

The Game and the real world

Hack Attack fictive game around internet secret services. The design is not influenced by any political or other attitude. The networks were chosen based on the publicity of known secret services, and based on the need of an even distribution over the world. The restriction to 16 networks is based on software technical and mathematical reasons. The connection between the networks have – after several redesigns due to playability and visualizability – no correlation to the reality any more.