

Heroes of CIS: User's Guide

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1 Overview

In Heroes of CIS, you are the intrepid CIS staffer charged with keeping the academic printers running smoothly. In each level, you are assigned to a lab and must keep all the printers' queues from filling up for a specified length of time. When this time expires, you have successfully maintained the printers and are allowed to move on to the next lab. Successive labs present greater and greater challenges until the final *Nightmare Level!* Fight hard, fix printers and you will yet prevail. Remember, the students are counting on you.

2 Controls

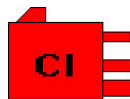
The only player controls are the four arrow keys which allow you to move around each lab. The keyboard keys up, down, left, and right correspond to moving your player up, down, left, or right, respectively.

3 Dramatis Personae

- The Player:



- Working Printer:



- Broken Printer:



- Supply Cabinet:



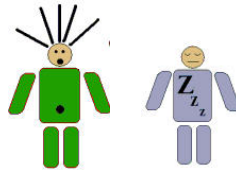
- Wrench Stealing Student:



- Printer Breaking Student:



- Harmless Students:



4 Printers

There are two reasons why a printers might break.

- 1) One of the Printer Breaking Students gets to the printer and loads Tray 3. However, when this happens, the student sees the error of his/her ways and reverts to a Harmless Student.
- 2) Periodically, the printers will break of their own accord.

When the printer breaks, it erupts into a blazing inferno, as evidenced by the flaming graphic above. While the printer remains broken, print job requests start to pile up. This is indicated by the printer's print queue in the right hand window. When this print queue fills up all is lost and the printer explodes. You have failed to maintain the lab and must prove yourself again starting all over again.

Luckily, this need not happen as printers can be fixed with a wrench. To obtain a wrench you must go to the supply cabinet. This will light up your wrench icon.



Once you have obtained the wrench, you must move over to the printer to fix it. Fixing the printer will use up your wrench, meaning that each time you wish to fix another printer you must revisit the supply cabinet.



5 Students

As noted above, there are four kinds of students.

5.1 Wrench Stealing Student

Arguably the most formidable of them all is the Wrench Stealing Student. If you counter a Wrench Stealer when you have a wrench, the wrench stealer will remove that wrench. Thus, be especially wary of these students when on route to a printer or you might find yourself at a broken printer without any means of fixing it! Fortunately, after ten seconds of game play, a wrench stealing student learns the error of his ways and stops bugging you, instead reverting to a Harmless Student.

Usually, avoidance is the best way to deal with wrench stealers. However, they can be combated by bouncing them back into the door from which they came. If a Wrench Stealing Student goes back out the door, he has left the lab and will never return. Potential practitioners should be forewarned of the difficulty of this maneuver and that wrench stealing students still steal your wrench even if you are trying to direct them towards the door.

5.2 Printer Breaking Student

These are normally well-intending students who only wish to help the printers work better. However, the only way they know how to “help” is to load paper into Tray 3. Of course, doing so instantly causes any printer so afflicted to burst into flames. If they ever manage to get to a printer, such will be the unfortunate case.

However, unlike the Wrench Stealing students, these students are willing to learn the error of their ways. Talking to them and informing them about the dangers of loading Tray 3 will cause them to reform their ways and revert to a Harmless Student. This heart to heart talk is modeled in the game by running into the student.

5.3 Harmless Students

As the name suggests, the other two types of students are mostly harmless. The former Printer breakers simply mill around, moving out of the way if you need to get by. They only become a concern when there are large groups of them clogging up hallways.

The reformed wrench stealers continue to bounce around instead of milling like the other harmless students. These type of students are likewise not much of a worry.

6 Scoring

There are several different ways to obtain points during the course of the game.

- 10 - per printer fixed
- 15 - per Printer Breaking Student intercepted and shown the error of his/her ways
- 25 - per Wrench Stealing Student pushed out of the lab
- $50 \cdot lv$ - 50 points for completing level 1, 100 points for level 2, etc...

The game ends either when a printer's queue fills or when you beat the nightmare level. At this point, your score is simply the sum of the categories above.