WEBMASTER

Fantastic Adventures in the World of the Internet

CD·ROM
AGES
10–102
WIN·MAC

DISCUSSIONFORUM
HACKER!!!

CD-ROM with PDF Help!

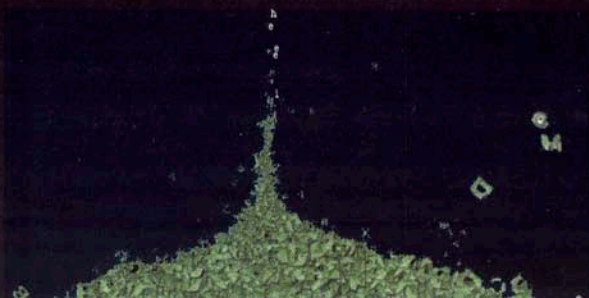# Tivola
QUEST FOR KNOWLEDGE

OFFLINE GAME

STORYLINE AND OBJECT OF THE GAME

Once upon a time, there was a tranquil place within the World Wide Web (WWW): The Dream Wide Web (DWW). The residents of this boundless world lived happily, until the day a villainous Hacker came to threaten their peaceful world.

Since then, the DWW has been under the Hacker's power. His only pleasure is spreading fear and horror. The residents can't fight him alone. They need someone who knows no fear, someone who can move through the internet for them. They need a hero. A Webmaster!

Until now, no-one had the courage to confront the Hacker's might. He won't like you – he already doesn't like you! Your mission is to find his homepage and to neutralise him in his own kingdom. Along the way, you'll find help from the wealth of tools offered by the internet.

THE CARDS

The cards you can find all over the DWW contain the most important and sought-after information. They will inform you about the Hacker's habits and peculiarities. To use them, post them on the discussion forums' message boards and analyse the messages you receive from the Subterraneans.

To get the Hacker, you have to discover the correct card combination for decoding the firewalls.

There are four firewalls which separate the four levels of the game. Only once you've crossed through all four can you find the Hacker and free the DWW from this devil.

But be careful, the Hacker knows many cruel tricks! He'll hit you with all he's got. If you don't act quickly, you'll become infected by the viruses the Hacker develops daily. Only with the help of those cards can you discover how to defend yourself against the viruses.

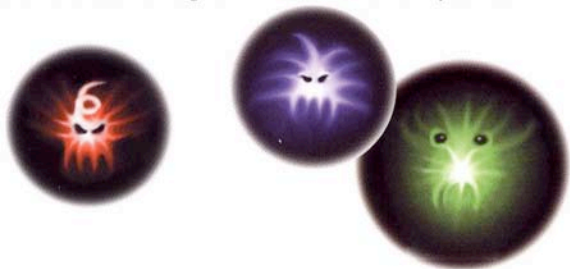Be quick! The race against the Hacker has begun ...

THE CHARACTERS

The Hacker is cruel, evil and dangerous. He has made the Getties his slaves. He brews the most horrible elixirs. If the elixirs go wrong, he tosses them into a swamp, and slowly infects the entire DWW.

Getties love caramel candies with chocolate – and because the Hacker's cellar is full of these, they'll do anything for him. Mind you, they are creatures of artificial intelligence and can become quite vicious.

Enzo is the only Getty not under the Hacker's power. You can trust him, he will be a great help to you. He, too, wants to fight the Hacker. If you need his help or advice, call him by moving your mouse back and forth. He'll be there for you immediately!

The Subterraneans are the former residents of the DWW. They couldn't stand the Hacker's experiments any longer and went underground. Since then, they call themselves the Subterraneans.

The viruses come from the swamp contaminated by the Hacker. There are three kinds of viruses: **the Grey World Virus**, **the Vanishing Virus**, and **the Reverse Virus**. You must fight them quickly by putting the three correct cards into the machine found at the edge of the swamp.
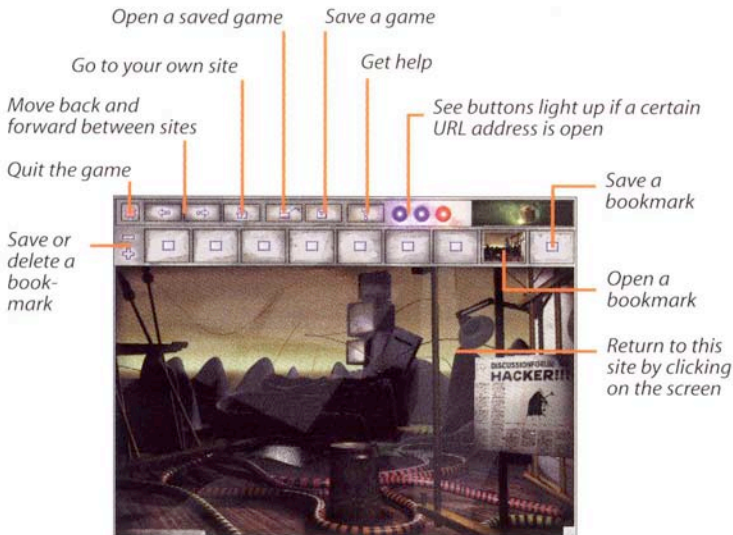
THE NAVIGATOR

The Navigator can be reached from every site. You just need to click on the triangle at the top right to open it.

Here you can ...

Open a saved game

Save a game

Go to your own site

Get help

Move back and forward between sites

See buttons light up if a certain URL address is open

Quit the game

Save a bookmark

Save or delete a bookmark

Open a bookmark

Return to this site by clicking on the screen

DISCUSSIONFORUM
HACKER!!!

INSTALLATION

Windows 95 and 98

Insert the CD-ROM and then double click on **"My Computer"**. Double clicking on the letter for your **CD-ROM** drive opens a panel where you can double click the **"Webmaster.exe"** icon to begin installation. Now just follow the installation instructions.

Macintosh

Insert the CD-ROM. The **"Webmaster"** window will open automatically on your monitor. Double click the "**Webmaster"** icon to begin installation. Now just follow the installation instructions.

You can choose between three levels of difficulty:

👆 **Easy:** Gameplay is slower and there are no viruses.

👆 **Medium:** Gameplay is medium-fast and at least one virus appears in the course of the game.

👆 **Hard:** Gameplay is fast and there are several viruses.

HELP!

Do you have questions about installing **"Webmaster"**, technical problems, or are you stuck? On the CD-ROM in the main directory you'll find a file named **"Webmaster Help.pdf"** with detailed answers to your questions. To open Help, you need **"Adobe Acrobat Reader 4.0"**. If you already have this program on your computer, you can open the **"Webmaster Help.pdf"** file by simply double clicking on it. If you don't already have **"Adobe Acrobat Reader 4.0"** on your computer, all you have to do is install it from the CD-ROM. Here's how:

Windows 95 and 98

Insert the CD-ROM and then double click on **"My Computer"**. Double clicking on the letter for your **CD-ROM** drive opens a panel where you can double click the **"Acrobat Installer.exe"** icon to begin installation. Now just follow the installation instructions. After installation, you can open the **"Webmaster Help.pdf"** file with a double click.

mac

Insert the CD-ROM. The **"Webmaster"** window will open automatically on your monitor. Double click the **"Acrobat Installer"** icon to begin installation. Now just follow the installation instructions. After installation, you can open the **"Webmaster Help.pdf"** file with a double click.

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