

Manual for Netcrawl 1

1. Getting started

In Netcrawl 1, you play through a simpler take on the Netcrawl Protocol. If you have not read that document, it contains additional info on the game. To begin playing, you should try and locate yourself:

The “show” commands will reveal the following:

“show world” will tell you the names of each node in the world, and show which one you are in

“show node” will enumerate the nodes in your world cell, display their entity count and display the items (if any) in your node cell.

“show ent” will reveal the names and allegiances of entities in your node cell. To know about your entity, you will want to change its name with the “set name” command.

“show res” will display your current port status. You can use the “set” command to edit those.

2. Choosing actions

The basic actions that will elapse time (and cause other entities to act) are:

“trade x”, which initiates x trading rounds and turns between every entity

“show item”, which will draw an item into your node cell if there is room for it.

Any entity may grab it.

“move [name]”, which will allow you to move to neighbouring node cells, or other world cells if lockdown is lifted.

3. Trading

Trading in Netcrawl 1 is fairly similar to the method described in The Netcrawl Protocol. To summarize, “send” configurations are risk-taking, and “receive” configurations are more passive.

When a port is destroyed, its owner will lose one allegiance token.

When a port comes back online, its owner’s allegiance will mutate.

4. Items

A key element of Netcrawl 1 is items and their use. Most items' effect remains undescribed here, but do note the following: most items will affect statistics such as "immunity cycles", "resource points", "disfavor buffs", "allegiance tokens" and "entity class", for starters.

The "use" command can take as argument a target (eg. "use sword bob") after the name of the item you wish to use.

When an entity is destroyed (all ports are destroyed), its remaining items will be left on its node cell.

5. Entity classes

Entities are created with a random class. Most classes are easy to tell apart by default name: note those while you can. To keep track of entities, you can query their unique ID through their nickname.

Here are a few classes in Netcrawl 1:
"shapeshifter" will often change names and allegiances.
"flash" will often move between cells.
"hoarder" will often search and pick up items
"trader" will often initiate trading rounds

6. Winning

The win condition to a Netcrawl game is to dominate each World cell. In Netcrawl 1, this condition is calculated from allegiance values. If your exact allegiance profile becomes a majority (in resource points) in any cell, that cell is occupied. Dominating every node cell in a world dominates that world. Dominating every world marks a victory in Netcrawl.

7. Special abilities

Every class, as well as some items grant abilities. Those will sometimes come with additional conditions such as resource point costs.