

# CyberDunk

est. Apr 2007

Most Innovative, Biggest, Best, Trailblazing

Basketball Manager (MMORPG)

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**Pass It On!**

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# Account Homepage

You've logged in and now you're looking at the various links and wondering what they all are. Well, we're going to go over them one by one so that you understand what each one is starting at the upper left:

**Inbox** – This is where you will receive in-game messages from other users (most often your team manager. You can also send messages to other users, particularly useful once you begin to manage your own team. When you first sign-up, you will see empty ( ). Be sure to click on the inbox link each time you sign in to make sure you don't miss any messages!

**Forum** – This will take you to the forum where you can interact with other users and ask questions and find answers. You will find that the people in the forum are very willing to help new players and this is also the best place to find a manager to take you under his wing and help you advance as a player. In a following chapter, we will discuss more in detail about how to use the forum to your best advantage.

**Transfers** – In the beginning, you may not have much use for this particular tool but it allows you to transfer players between accounts. To send a player to another account, simply select the player you wish to send from the dropdown menu, type in the user account name you wish to send it to and click 'transfer'. If you decide to cancel the transfer before the other user accepts it, you may do that also by simply clicking 'Cancel'. When a player is sent to you, you may either accept or reject that player by clicking the appropriate button.

**Logout** – Pretty sure you got that one figured out already.

**Help** – This link will take you to the FAQ in the CyberDunk forum

**Settings** – Here you can edit your account password and email address. There is also a link to the in-game forum but it is still currently under construction and use is not recommended at this time.

**View Player Dropdown Menu** – From this menu you can select any of the players in your account and be taken to that player's 'crib' page.

**View Team Dropdown Menu** – You can select any of the teams you own from this menu so that you can see the Manage team links, as well as your roster of players.

**Summary Box** – An overview of your account. Here you will see how many players you have and the number of available slots (X/Y), the number of teams you currently own out of a maximum of 7 allowed per account, and your referral link which we will talk about shortly.

**Inbox** – This is where you will receive in-game messages from other players and managers. They are listed in descending order chronologically and those that you have not read yet are highlighted.

**Mini-Manager** – This is probably the box that you will use for most of the things you will need to do in the game:

- **CyberPoints links** – In a following chapter, we will go into more depth about how CDP's work, how you get them, and what you can spend them on.
1. Earn – This will take you to the page where you may see ways to earn CDP's and also for CDP purchases via paypal, DAOPAY, and SMS
  2. Transfer – You may transfer CDP's to other players if you own a team. Simply type in the

username of the person you want to send them to, the amount of CDP's to send, add a message if you desire (a useful tool to keep track of why you are actually sending them and the date the CDP's are to arrive in the other player's account. CDP's take one day to transfer but the other player will be able to see that the transfer has been initiated. You will also be able to see any incoming or outgoing transfers on this page also.

3. Spend – Clicking this link will take you to the page where you may use your CDP's to buy a team, boost your player's skills, create custom equipment, create new players (“buying slots”), purchase inactive players or convert your CDP's into in-game player cash.
- **Account Match Center** – You will be taken to the page that lists the last match for each of your players with clickable links to the game (click on the score), and each of the teams involved in the match.
  - **Account Training Center** – This is a list of your players and what particular training they are currently completing. It's very important to check in here daily to make sure that once a training is completed, you get your player back into his training program.

### Quick Links -

- Forum (TalkDep.com) – Takes you to the forum as mentioned previously.
- Email Support – If you have a question and are unable to find the answer in the forum or if you have a problem with a CDP purchase, you may email our support staff directly. All emails are responded to within 24 hours from the time the email is received.
- Testing Server – This will be where you can test out different builds, team tactics etc. As of this writing, this is still under construction but when it is ready, will be one of the most useful tools available to get the most out of your players and teams.
- Live Chat – Just as the name implies, you may speak to the developers, moderators and other users in our Live Chat. You can ask questions, offer suggestions or just hang out and get to know everyone.
- Manage all my CyberSports – From one user interface (UI), you can train your players, view matches and much more for all the games that you play in our CyberSports family of games.

Next, you will see your stable of players. If you have open slots, the first player listed is one that you can create which we'll talk about shortly. By clicking on the player name, you will be taken to that player's crib. (We'll talk about the different links associated with the dropdown menu in the player box and the links in the player's crib after we've created a player.)

Below this will be the team(s) that you manage.

**Network** – Our Social Bookmarking links which let you join up with others from the game in MySpace, FaceBook, Orkut and HI5.

**News** – Talad and Omnem will post relevant news concerning the game and post any updates that affect the game. Be sure to check it regularly so that you can stay up-to-date with all that's going on in CyberDunk.

**Vote** – Help us increase the popularity of the game by voting for us on the various sites listed there. Thanks in advance!

**Invite More Friends** - Have friends that you think would like to join this free basketball manager

[CyberDunk](#)

[CyberSoccer](#)

[CyberPuck](#)

game? You can use the tools provided to send out an automated email to them inviting them to play also. You can earn CDP's for every one of your friends that joins as they upgrade their players and add teams to their accounts. A percentage of what they spend is credited to your account as an incentive for you to get them to join!

At the bottom of the page you will also find links to our family of CyberSports.org sites as well as the opportunity to franchise CyberDunk in your country!

# Creating a Player

Do you have a favorite player? Want to build a player that resembles you or the player you always wanted to be? This is the place!

(**Note:** Before actually making a player that you will want to keep and train, make a ‘dummy’ player and use it as you go through this guide. Once you have a feel for how the site works and feel confident in the type of player(s) that you want to build, then come back to this point and get serious. Don’t worry about the ‘dummy’ player since you can retire him and start a new player from scratch without losing any of your 6 free slots. Also, for the ‘dummy’ player, use a name that you won’t be using later for your ‘real’ player since once you’ve used that name and then retire the player, you won’t be able to re-use the name again.)

Now, let’s get started:

Click on the 'Create a New Player’ link:

- On this page, use the player creation tool to customize the look of your new player. You can select from the various male and female characters, customizing their uniform, hair and skin tone. Click on the green “create player” in the upper right hand corner of the player box.
- Choose a first and last name for your player.
- Select the nationality of your player from the dropdown menu. Always good to represent your country and if you’re good enough, you’ll be able to do that in the World Cup of CyberDunk (but more about that later).
- Select the type of player you want to create from the five basic positions: Center, Power Forward, Small Forward, Shooting Guard, or Point Guard. In the next step, you will be able to select the skills that will determine whether your player is primarily a defender, attacker or playmaker.

Before you select which skill points to add to your player, we’ll discuss briefly what each skill is and how they affect your player’s abilities.

## Explanation of the various skills

**NOTE: CyberDunk is a MMORPG and these are the definition of the skills as determined by the players as they’ve played the game. Part of the fun of playing the game is figuring out how much of each skill you need to be effective for the type of player you create.**

Note: The following explanations are courtesy of tclass from TalkDep.com (with some editing).

**Floor Shooting** - The "granddaddy" of all shooting skills. Technically this covers all shots in the mid-range area but for all intents and purposes it's all shots that AREN'T 3-pointers or inside shots. This skill also determines how well your player will shoot free throws. A high FS skill will ensure that your player is tough to stop on offense and very unlikely to miss FTs. A skill of 80-100 should make ANY player a good FT shooter.

**Inside Shooting-** This skill covers all inside shots... dunks and shots in the lane mostly. Much the same as Floor shooting but you don't get the added bonus of being a great FT shooter (even great big men with a high IS skill will need to train SOME FS in order to hit FTs). The jury is out right now as to whether or not it's as good as FS, but there ARE players out there who have been VERY successful with this skill.

**3-point Shooting-** This skill is pretty self-explanatory and applies to shots taken beyond the 3-point arc. Back in the early days of CD this was the probably the best skill in the whole game since a player could shoot a ridiculously high number of 3s (and make them!). I'm talking stats like 24/26 from 3-point land! Since then the Admins have made adjustments (increased stamina drain and more of an emphasis on secondary skills) to temper this skill and bring it back to earth. A good 3pt shooter can still be deadly, but it's probably a good idea to use this skill in combination with another primary (like FS or STL or BLK) just to be safe.

**Dribbling-** Once thought to be a useless skill, dribbling is getting it's due this season as more people realize what a benefit it is to have (regardless of the player). Essentially, a high DRB skill will prevent turnovers as it makes it harder for people to steal the ball from you. It also helps YOU steal the ball much better when used in conjunction with SPD and STL skills. It's ALSO very helpful for volume scorers. If you're playing in a high-level league you'd better train this...lol.

**Passing -** Another skill that seems to be emerging this season (finally). In the past putting ANYTHING into this skill was seen as a waste of points... even if you were a PG... but now Passing seems to cut down turnovers as well as giving a bonus to shooting percentages... useful. Still... if you're a young player I wouldn't go crazy with it right off the bat. You may want to wait a bit and train it once your guy has a couple seasons under his belt.

**Stealing-** Probably this season's most popular skill. A few seasons ago BLOCKING (BLK) was all the rage but people have started to realize that a good stealer can be VERY effective in disrupting an offense as well. In case you haven't guessed... yes, this skill determines your player's ability to steal the ball and cause turnovers, which in turn leads to more possessions for YOUR team and LESS possessions for your opponent. A lot of VERY good teams are utilizing this skill with deadly results.

**Rebounding-** This is one skill that the vast majority of CD players haven't figured out yet... myself included. One thing that I DO know though is that a higher REB skill will make your player grab more OFFENSIVE rebounds in particular while JMP + REB will grab defensive rebs. I'm currently running some tests with some young players but it's still a bit early to tell how much you should pay attention to this skill. At any rate, if you're a young player I'd advise against putting a TON of points into this unless you a) have some patience or b) know what you're doing. The Admins have hinted that REB used in combination with another skill could provide impressive results. Give it a go if you like!

**Blocking-** Along with Floor Shooting this is probably THE most popular skill in CD. This skill determines your player's ability not JUST to block shots, but to play defense on the whole. A high BLK skill may not always result in a ton of blocks... but you'll definitely force your opponent into a bad shooting night (if your BLK is higher than his shooting skill and your secondary's are close).

**Strength-** How strong your player is. The first of what we CDers call "the secondary skills" (those skills that deal with your player's body). It's believed that STR is useful for Inside Scorers... blockers and even 3pt shooters... it seems like a natural fit for rebounding as well.

**Speed-** How quick your player is. SPD is an incredibly useful skill on both offense AND defense. On offense it can help you to score more easily. On defense it can help you stay in front of your man

(preventing your player from picking up fouls) and help you to rack up steals (if you have a good STL skill).

**Jumping**- How high your player can jump. Most times this is probably the FIRST secondary skill that most new players should train (unless you're making a pure stealer). JMP helps you score on offense (making your shots harder to block) and helps you block on defense as well. Whether you're an offensive star or a defensive monster.

**Confidence**- Lots of debate about this skill right now.... and out of all of the skills it's probably the most "forgotten" one. I would suppose that this skill has the ability to affect ALL other skills (on offense and defense) and thus is referred to by some as a "floating skill". IMHO no young player should EVER be training this past 20. There's just no point right now... but bear in mind again.. that's just my opinion. Oh yeah.. and it DOESN'T help you hit FTs... that's ALL Floor Shooting.

**Stamina** - Self-explanatory. The higher your stamina, the longer your player can perform at peak efficiency. If your player is a scorer you will want to make SURE that you train this skill up to about 40 or so... and you'll need it to be even higher in premier leagues. If your player has a high shooting skill and good secondary's and STILL missed all of his shots in the 4th quarter and you're wondering why..... you guessed it. He probably had low stamina and was just dead-tired. Keep in mind too that the better defenders you face... the more stamina you'll lose.

OK... that covers the basics. Now let's get a little more advanced.

## Pairing skills

Now that you have an idea of what each skill does, you should also know what skills work best together so that you can get the most out of your player. I'll only list a few examples here, but you can obviously invent all kinds of combinations.

**FS + DRB + SPD + JMP** - The fouler. Players with high skills in these areas will often wreak havoc on opposing teams because they can get by their defenders and into the teeth of the defense so easily. They also enjoy the added benefit of counteracting good stealers due to their good combination of skills.

**FS + JMP + DRB** - The scorer. Players with high skills in these areas will be tough to stop on offense (given that they're facing similarly rated competition). Good dribbling and jumping ensures that defenders (blockers and stealers) will have a hard time slowing this player down.

**BLK + JMP + SPD/STR** - The stopper. Players with high skills in these areas make them a natural fit to be their team's top defender. For bigs, STR may be the 3rd component since they deal mostly with other big, strong players. For guards, SPD may be more important since they'll have to have the ability to stay in front of their man without picking up fouls.

**STL + DRB + SPD + PAS** - The stealer. Players with high skills in these areas will disrupt an opposing

team's offense by forcing turnovers and limiting shot attempts.

I'm sure that you get the idea by now.... making a good player is much more than maxing out ONE specific skill.

### **Player Builds** (examples)

Here's your basic player, randomly generated from scratch:

Floor Shooting: 20

Inside Shooting: 20

3PT Shooting: 15

Dribbling: 15

Passing: 15

Stealing: 15

Rebounding: 20

Blocking: 20

Strength: 15

Speed: 20

Jumping: 15

Confidence: 15

Stamina: 16

Pretty basic... but so well-rounded that he doesn't stand out at all in any one area... and in this game (much like in the NBA) if you want to stay in the league you HAVE to be good at SOMETHING. We all can't be LeBron or MJ lol...

Now here's the same player with his skills re-allocated to make him a scorer:

Floor Shooting: 40

Inside Shooting: 5

3PT Shooting: 5

Dribbling: 30

Passing: 5

Stealing: 5

Rebounding: 5

Blocking: 5  
Strength: 5  
Speed: 40  
Jumping: 40  
Confidence: 6  
Stamina: 30

You can see here that this build is MUCH more effective, because we've chosen an area of discipline for this guy and then gone all out to make him as good as possible in those areas (bear in mind that you cannot have less than 5 or more than 50 in any skill when you're making a player from scratch).

I've given this player a high FS skill to ensure that he'll be able to score and hit FTs AND I've made sure that his supporting physical skills (and DRB) will compliment that and make him harder to stop. He also has enough stamina to play 2 or 3 quarters without dying.

(This ends tclass' post from Talkdep.com for our purposes in this eBook. For more information and further discussion you can go here: <http://talkdep.com/showthread.php?t=133936> )

You'll notice that when you selected your player's position the number of skill points allocated for each position changes to roughly coincide with the player's natural position. However, you may build a big blocking PG or a small speedy C, the choice is yours. The developers have been trending toward more traditional builds as this is what the customer base has asked for.

You may use the randomize button to get the height and weight of your player to your liking and see how this changes the random value assignments each time you do this. The player's height and weight will somewhat affect your player's effectiveness but it is minute compared to the selection of actual skills allocated in the next step.

To begin, click 'Reset' and you will see that all the values are set to 5. There are a total of 221 skill points that you can assign with a minimum of 5 for each skill and a maximum of 50.

It's recommended that you choose one main skill for your player and based on the definitions above, select others to complement the main skill. You may use the up and down arrow to add or subtract skills to the desired levels or you can simply type in the number of skill points you wish to assign to that specific skill. If you exceed the maximum number of skills that you are allowed to use, you will get a pop-up warning window. Make any necessary adjustments after closing that window. (It's important to note that you may emphasize and add to any of the skills as you wish but some skills are less desirable for certain builds and should be kept at the minimum of 5.)

Keep in mind that you will need to train him later and through training, modify his skills even further. Training will be discussed in the next chapter.

Once you're satisfied with the skills you've chosen and have used all the skill points, select 'Give Him Life and Register' (He may in fact be a She but forgive our political incorrectness for the sake of simplicity).

You will now be taken back to your account home and your player will be listed in your 'stable' of players. Click on the player's name and you will be taken to the player's crib.

You will see a message on your players page that says “ NO TEAM YET, PLEASE DRAFT YOURSELF BY CLICKING HERE.”

**Don't do it!**

If you click this, then you will be taken to the draft page where you can select which team you wish to play for. There's time for that later once you have a better feel for the game and have explored what other possibilities exist such as signing with a human manager, getting a team and signing your own player, or drafting to a computer-controlled team.

# My Crib

Now let's have a look at your new creation.

You can see several things at a glance here such as the player's name, country, height and weight, and he's even been given \$10,000 to start out with. This budget won't go very far and that's why it's important to build a good player that has a good chance of signing with a new team that will offer a generous signing bonus and salary, you're going to need it

Here you will also see several new links which we will now go over:

**Account Home** – This will take you back to your main account page which you can also do by clicking the basketball icon.

**My Crib** – This is the page you are now on but by clicking this link, you will be brought back to this page when you are on one of the other pages within your player's functions, i.e. training, equipment, etc.

**Training** – Clicking this link will take you to the Account Training Center. We will go into more depth later on in the eBook about how to effectively train your player.

**Equipment** – This is the equipment store where you may purchase items to enhance your player's abilities further. Browse the items so that you will get an idea of the kind of money you will need to fully equip your player (that is if you decide against getting custom equipment which will be explained later in the CDP chapter).

**Leagues and Tournaments** – The link will take you to an overview of all the leagues available in the world and to the various international tournaments that are taking place also, including the World Cup tournaments.

**Last Match** – Shows you the match scoreboard for the game(s) your player(s) last played in.

**Contracts** – From this page you can see what your player's current contract is, his contract history, and any new offers currently on the table.

**Hall of Fame** – The best of the best in CyberDunk, players, teams and managers!

**Tactics** – The individual tactics you will choose for your player maximize the full use of the skills you've chosen for him

**1 on 1** – Various value-specific tournaments that you can participate in on your Free Days to test yourself against other players from around the world and win in-game cash.

**Bet** – The only way to get enough money to train your player once you reach the higher levels is to risk your wages by betting on the underdogs. (Don't forget to check out the [Jeff the Bookie](#) thread for the latest hot tips.)

**Draft** – It was mentioned before and we'll get to it a little later.

**Fixtures** – This will show you all the league game scores for a particular day for the league your player's team is in.

**Calendar** – Like fixtures but only shows your teams game scores in calendar form and includes any friendly's that have been played..

**Manage Team** – Takes you to the page for the team you own, as opposed to one you may be on. This will also be discussed in detail later on.

**My Cyberpoints** – The link takes you to the page where you can earn, spend or transfer CDP's.

**Forum** – This is the main forum for CyberDunk and where you can interact with fellow players in the game, search for answers to questions you may have and even put your player on the market to find a human manager that could take you under his wing and show you the ropes.

**Help** – This link takes you directly to the help/faq forum in TalkDep.com for quick reference if you get stuck and need an answer.

**News** – By clicking this link, you will be able to see the latest news as well as archived news announcement previously posted by Talad and Omnem.

Looking now at your player's box, you will see many of the same links listed above but these are primarily the ones that pertain to your particular player and are represented by corresponding icons. You will also see the personal information about your player as well as his ranking in the world.

To the right of your player's box, you will see your player's skills with the value of the equipment that your player is currently wearing included in the individual skill levels.

Below that is the Build Share dropdown menu. You have a choice of displaying your skills:

- **Public** – Everyone can see your skills (usually only shown if you are trying to sell your player or showing a potential manager your skills).
- **Manager/Manager and Teammates** – Only your manager and/or your teammates can see your skills (allows your manager to quickly determine where best to utilize your player and can help your teammates improve their build if yours is a good one or they may offer advice if your build isn't working so great).
- **Private** – No one can see your skills (such as when you are on a computer-controlled team and there is no reason to show your skills to anyone else).

One other link/tool that needs to be mentioned is the player's 'Banking' icon. This allows you to transfer equipment and money between players within your account once your player has turned '21' (this refers to his value which is the sum of his skill points divided by the number of skills). This is especially handy when one of your other players needs cash to continue training. Equipment transferred from one player to another takes two days to transfer, so beware of that since you will be without that equipment for either player until the transfer is complete. Cash transfers take place right away so the player can use it immediately for training or making equipment purchases.

# Training Your Player

You've created your player, you know your way around your Crib and now it's time to figure out how to make him even better. Click on the 'training' link from the My Crib page or from the account page select the 'Account Training Center' and select your player.

Welcome to the Account Training Center!

Here you can train each and every skill but you need to plan carefully for the type of player you want to be. With the way the training is set up, it's like a game within the game. Without careful planning, you may find that you can only train your player to a certain point and then in order to continue on the path that you've chosen, you might have to go back and train other skills up higher that maybe you hadn't planned to initially.

Take a look at the higher trainings levels. You'll notice that you can train a single skill to a very high level, however, this will take a long time and may not be the best way to get the most out of your player, but the choice is yours if you wish to do so. There are also combination trainers that have secondary skills that complement each main skill, usually. Whether they do indeed complement the main skill is for you to determine based on your player's performance at the lower levels and the decision on whether to continue on that path or not is your decision. So when coming up with a training plan, our advice is to look at the higher trainers and work back from there, coming up with a training schedule that will get the most out of the days you have to train each season and maximizing your player's skill set.

One other thing that should be mentioned and we'll go into it in more detail when we discuss CDP's (Cyberpoints). You can use CDP's to boost your player 40 skill points per season. This is what separates the good players from the really great players in CyberDunk. In addition to thinking how to train, is the added option of boosting and timing that boost to get the most out of the combination of training and boosting (Remember those upper training limits?).

It's a good idea to write (type out?) your players training schedule so that you have it handy as he completes each training.

A sample training schedule might look like this:

Training shooting +6/8 days ending day 52 at level 82

Training shooting +6/8 days ending day 60 at level 88 and so on.

If you are fortunate enough to get together with an experienced manager then he may help you out with coming up with a training schedule.

# Buying Equipment

Going back to the My Crib page, click on the 'equipment' link. Here you will see that at the moment your player has no equipment and you need to purchase some if you want to enhance your player's best skills. The problem with trying to buy equipment when you are just starting out is that your choices are limited by your budget. That's why we said before not to draft yourself because the salary and bonuses are preset, and not very generous to be honest. Later on, we'll show you how to go about finding a human manager to help fund your equipment purchases but for now we'll go through the store and see what's available.

You may equip 3 different types of equipment: Shoes, Shirt and Underclothing

Each piece of equipment adds a number of skill points to your existing skill set and the effect is instantaneous once the equipment is 'equipped'. For shoes and shirt, the maximum number of skills is capped at 45 (30 for underclothing) and can only be obtained with multiple skills attached to each one. Also, the cost of the maximum in-game equipment is prohibitive for the new player even with an infusion of cash from a human manager. So you will need to look at your budget closely and decide which equipment combination is not only best for your player but also leaves you cash to continue your training schedule.

Another reason for creating a 'dummy' player initially is so that you can look through the equipment and see what combination of skills the developers have put together for the maximum in-game equipment to give you an idea of which skills may be combined when you finally go to make your first player and any others you may wish to create. By looking at the equipment, you'll notice that there are maximum equipment for each basic type of player with accompanying secondary's for the main skill. You can mix and match as you want but it should be mentioned again that you want to maximize your player's main skill with the equipment you choose. One other thing is that you can support skills that are still being trained with equipment that enhances those skills until they are trained to a sufficient level at which time you can sell that equipment and buy equipment that complements your player's specialization.

There is another option that requires the purchase of CDP's in order to make custom equipment. With custom equipment, the maximum number of skill points is 45, 45, and 30 for shoes, shirts and underclothing respectively. The difference with custom equipment is that you may use all the skill points for the main skill or you can split them up in any combination you choose. This allows the most diversity in equipping your player and minimizes the effect of a low budget when starting out as a new player.

# Boosting and Custom Equipment

We touched on using CDP's for boosting your player and building custom equipment earlier but we'll try to expand your understanding of how these are actually used to make your player the best he can be and eventually compete at the highest levels in the game.

CyberDunkPoints (CDP's) are the game's currency outside of the in-game cash your player can earn. It's what gives players that competitive edge to compete at the higher levels of the game more quickly.

**Boosting** – You have the ability to “boost” your player 40 skill points each season. You can spend these points on a single skill (what most people do) or you may use them on different skills (such as to overcome training gaps or to add skill points to secondary's in order to take advantage of the multi-trainers). There are also called retro-boosts and these are only available when a player hasn't been boosted in prior seasons. You are allowed one-half of the unused boosts from previous season and can only use 7 skill points per skill up to the number of retro-boosts available . Being a new player, this will not come into effect until your second season if you choose not to boost or if you buy a player from another player that hadn't previously boosted. It's simply being pointed out so that you are aware that if you miss boosting in a season, you may still retro-boost in the future if you so desire although the retro-boosts will not help your main skill as they would have if used as full boosts in previous seasons. Both boosting and retro-boosting cost 50 CSP's per skill point. So if you were to do the full boost in the current season of 40 points, then you would need to use 2000 CSP's. A retro-boost of 20 skill points would be 1000 CSP's and so forth. The cost per boost point is the same regardless of which skill you choose to use them on.

**Custom Equipment** – As mentioned previously, there are 3 types of equipment that players may use to enhance their skills; Shirt, Shoes, and Underclothing. Shirts and Shoes have a maximum limit of 45 skill points that may be used while Underclothing is limited to 30 points. Creating your own equipment will cost you 300 CSP (which includes 5 skill points). If you wish your equipment to improve by any additional skill points, you will have to purchase them at the rate of 50 CSP/skill point. So the maximum cost of a +45 Shirt or Shoes would be 2300 CSP's and the maximum cost of a +30 Underclothing would be 1550 CSP's. The minimum for each piece of equipment would be 300 CSP's and add +5 to the skill of your choice. You may have as many pieces of in-game and custom equipment as you wish or can afford but may only equip one item per type of equipment. This allows you to set up your player differently for different game situations also.

Boosting and creating custom equipment are not required to enjoy the game since CyberDunk allows for competition among players of all levels. However, to compete in the elite leagues of the game you will no doubt want to invest in making your player the very best he can be by boosting and using custom equipment.

# Finding a Team

Ok, do you think you've got the basic idea of how to build a player and the options you have for equipment and training? If so, it's time to retire that 'dummy' player and go for it! What have you decided to make, a floor shooting SF, a shot-blocking PF, a stealing PG...? We'll wait here until you've made your player.

Keep in mind the training schedule...

Remember the available equipment, unless you're going with custom equipment...

All set? Then let's see about finding you a team.

You have several choices as briefly mentioned before:

- Draft yourself to a computer-controlled team – If you decide to go this way, keep in mind that the CPU manager is just that, a computer. Playing time (PT) is not guaranteed, even if your player has a higher value than the other players at your position. Also, tactics may be somewhat more random when playing for a CPU team and it will be harder to determine whether your build is working as you had hoped or not.
- Draft yourself to a human managed team – Should you decide that you want to play for a human manager and simply draft yourself to a team without prior notice to the manager; he may simply fire you and send you looking for another team. This is especially true if you draft yourself to a top contending team.

To draft yourself to either of the two types of teams, click on the “NO TEAM YET, PLEASE DRAFT YOURSELF BY CLICKING HERE” link in your player profile. This will take you to the draft page. You have two choices here and they are as follows:

- Random Team Based On Country – You may select your top 3 choices of countries to play in and let the game decide in which of the 3 your player is most needed. Click the “Draft to one of these countries” link and see what Lady Luck delivers.
- Team Tryouts – From the dropdown menu, select which country you wish to search. By selecting a country, you will receive a ‘report’ of how many positions are available in that country for each type of player. You may then do a manual search of the teams in that country to find the team that offers you the best chance at PT by selecting, “search for teams in this league”. Once you've selected a team, click the “draft here” button and you're all set.

By far, the best way to find a team where you will get PT and advice about how to train your player and other things about the game is to list your player in the [“Team and Player Transactions”](#) section of the forum. You can not only list your player but you can also contact managers that are advertising looking for players.

You would list your player under the appropriate section with the following information:

- Player's skills – copy and paste from your player profile (make sure your equipment is ‘equipped’ so the prospective manager gets the whole picture.

- What you wish to be offered in way of salary, bonuses, and PT.
- Personal information that may be helpful to a manager trying to decide between two different players with similar builds, i.e. I've been playing basketball for 6 years and am very enthusiastic about learning more about this game. Willing to take advice for my player.

Take a look at other players' posts and see what catches your eye, see how your player compares to what others have posted. Also, be active by looking around the forum and posting where you feel comfortable doing so. There are some great places where you can join in and have some fun. One of those places is the [Pub](#), where people goof around, play games and generally get to know one another.

Once you have found a manager that's willing to sign you, make sure that you are active in any forum that he may have set up for discussing the team, tactics, skills, training or any other topic that he may have available.

# Individual Tactics

You've found a team! Now to go about making sure you're an integral part of it. By clicking tactics from your My Crib page, you will see many options there to choose from. We'll go through them one by one to make sure you understand what each one is and how best to complement your build with the tactics you choose.

You may choose to set tactics for the entire game, by halves, or by quarters.

**Play Intensity:** How hard your player will try in the game. The harder he tries the better he will perform but the more stamina he uses up.

**Shooting Parameters:** You may choose the percentage for each shot type with 5% being the minimum you may have for any one. Typically, for a floor shooter, his settings would be 5% 3pt, 5% Inside Shooting and 90% to Semi-distance. The same rule-of-thumb applies for each different type of shooter. Shooting percentages must equal 100% or you will get an error message.

**Play Style:** Ballhog implies that your player will shoot on most possessions and pass rarely. Normal is a balance between a player that shoots first and passes rarely and the player with a pass-first attitude. Special Team Player (STP) means that your player will still shoot at times but will primarily try to get the ball to the designated shooter(s).

**Play Time:** This determines the amount of time you player will hold on to the ball and also is a factor in how much stamina your player will use during the game.

**Passing Preferences:** Your manager will let you know which players should receive the majority of passes in the game. Typically, you want to avoid passing to poor shooters or ball-handlers (min. 5% setting) and also, minimum passing to the position that your player occupies on the court (Also min. 5%; Note: The position that you created your player as may not always be the position he has been assigned on the court by the manager, i.e. PG playing SG in the game...be sure that you are aware where your player is playing on the court so that you can set the proper passing %'s) Passing percentages must equal 100% or you will get an error message.

**Defensive Bonus:** This is determined by where your player will be defending the opposing player. If you are defending an Inside Shooter, you will want to defend the paint (inside), a Floor Shooter on the perimeter and a 3pt Shooter on the arc. Your manager will also specify this for you generally.

**Off the Ball D:** This determines how tight or loose you play the opposition. Tight will give your player a bonus to make steals while loose will help your player block better. This should be set to your players best defensive skill and if they are equal, then use the setting that your secondary skills most complement.

Once you have set tactics then you may want to save them using the save tactics button so that each time you need to set them, you simply load the tactics that apply for the next game and make any adjustments (most likely the only change will be to the passing parameters).

There is also an auto-accept checkbox that allows your manager to send tactics to your player and have them automatically applied to your player. Check this box if your manager is going to suggest tactics for your player. The link next to this box allows you to auto-accept suggested tactics on all your players without going into each player's individual tactics and checking the box for all of them

individually.

In the box below that, you will see the latest tactics suggestion, with the date it was given, that gives you the option of rejecting the latest suggestion if you so choose (not a good idea generally).

# The Game and Statistics

You're on a team, you've set your tactics, and now you're ready for your first game...woo hoo!

If you'll notice, when looking at your player profile, there's a countdown. That's the number of hours, minutes and seconds until game time. Once the timer reaches 00:00 (actually, it resets to 24:00 for a few seconds until the game actually 'sims'), you will see the game score either by clicking on the league link and then the fixtures link for that league or by refreshing your player profile page which usually takes a few seconds longer. (If you're like the rest of us, you'll be clicking on the fixtures link from the league page to find out sooner how your team did!)

Once you can click on the actual score of the game, you will be taken to the box score page where you can see how you and your teammates did. The stats are initially shown for the whole game including which players had the most points, assists, steals, rebounds and blocks for each team. If you click on the individual quarters, you will also see the stats for each quarter. From there you can click on the Play-by-Play and follow the action as it takes place.

The stats included are as follows:

- PTS – The total number of points scored including all shots plus Free Throws.
- FGM/A – Shows the number of shots made versus the number of shots attempted
- 3PM/A – Shows the number of 3PT shots made versus the number of shots attempted. (If shots were attempted but none made this will be indicated by a single number which represents the number of shots attempted.)
- FTM/A – This is the number of Free Throws (FT's) made versus the number of FT's attempted.
- STL – The number of steals.
- BLK – The number of blocks.
- T – The number of turnovers committed.
- A – The number of assists.
- OR – The number of offensive rebounds.
- DR – The number of defensive rebounds.
- Fouls – The number of Fouls committed.
- MIN – The amount of playing time.

A "Man of the Match award is given each game to the player that had the best performance (meaning the highest compilation of positive stats) for the game, regardless of whether he was on the winning side or the losing side.

One other thing to note is the stadium attendance and revenue generated for the game.

Also, at the top of the boxscore is a link that will take you to the league page so that you can check out how other teams did in your league.

# Buying and Managing Your Own Team

So now you've made a few more players and are getting the itch to be the general manager of your own team. How do you go about that you ask? From time to time we give away free teams to a number of players but the easiest and fastest way to own and manage your own team is to buy it yourself. You can purchase your own team by using CDP's but you also need to ask yourself a couple of questions, such as:

- What level of competition am I ready for?
- How much time am I willing to devote to player recruitment?
- Do I want to be a very hands-on manager or do I want to take it slow at first?
- What time zone best suits my schedule?

After you've answered those questions for yourself then you can begin looking for a team. The lower divisions of the various leagues offer the opportunity to experiment with different things without losing too many games which could lead to discouragement and loss of interest. If you have several players of your own already, then recruiting shouldn't be that difficult. Buying a team that has several players on it already is a big plus and you can ensure that they are active players by sending them an in-game pm prior to you committing to buy the team. If they reply positively then you may want to move ahead with the purchase of that team.

You can currently buy a team for 1000 CDP's. The way that you would do that is to go to the My Cyberpoints page and select spend from the dropdown menu. Click on Buy Your Own Team and a list of countries will now appear. Browse through the countries the most appeal to you based on your time zone and level of difficulty that you've decided on playing at. Once you've found a team you're interested in, simply click on the "Purchase" button on the right and you're in business!

Now what? Select your team from the 'Teams' dropdown menu on the Main Account page. Here you will see several more links that are unique to the Team Management page:

- **Dropdown menu** so that when you own more than one team, you can easily access all of them from one page.
- **CyberDunk Homepage** – This is how your team looks to the rest of the people in the game, providing basic information about your team such as budget, your current standing in the league you are in, the league itself and your roster among other things.
- **Team Tactics** – This is where you will set your lineup and try to squeeze the most out of making sure the right players are in the right positions. We'll talk about this in more detail in just a bit.
- **Suggest Tactics** – When you click this link you will be taken to a page that looks like the individual tactics page for your own players. The main difference is that at the bottom of the tactics box are all the players on your team with a checkbox next to each name. By ticking the box next to a player's name, the tactics you have chosen will be sent to that player and if they have auto-suggest on, then those will be the tactics the player uses in the next game (and subsequent games if you don't change later).

- **Accounting** – On this page you will find out how you are doing monetarily with your team. You must be bringing in more money in stadium revenue than you are spending in player salaries and stadium maintenance in order to keep your team. If your budget goes in the red (negative) for too many days, you will lose your team. Keep a close eye on this!
- **Stadium** – This is where you get to set prices and expand your stadium to increase revenue. Prices are preset when you buy the team but they are probably set too low so you'll have to experiment with them to find the right balance for your stadium size. To change the ticket prices, simply type in the price(s) you want to change and click 'submit'. To add seats to your stadium, you may either use the incremental change button or simply type in the number of seats you want to add per section and click 'submit'. There are limits to each section of your stadium and they are as follows: Zone A = 7500, Middle Zone = 32,500, Higher = 60,000 (Please note that the possibility exists for you to remove seats but a warning will pop up saying that you are attempting to cheat the game if you remove previous seats in order to generate team revenue)
- **Contracts and Bonuses** – With this link you can view, modify, and offer contracts to various players on your team or those that are on other teams or free agents (FA). A more in-depth explanation will follow in further pages.
- **Received Offers** – This is a list of all the offers that other teams have made for players on your team. You may either reject or accept these offers. If you accept the offer it is then the decision of the player offered the contract to then reject or accept the offer at that time.
- **Logo and Banner** – Give your team an identity by adding a logo and/or banner to your team homepage. (Size restrictions apply). There are several people in the game that will make logos and banners for you for a nominal CDP cost, just look in the Pub in the forum.
- **Player Search** – Allows you to search for players by name or by value to see what players are available in order to offer them a contract to join your team. This is an especially useful tool when the player you are hoping to sign is a FA.
- **Rename Club** – When you purchase your team, you may rename them one time and then once each new season.
- **Activity Checker** – Here you may see how long it's been since one of your team members have logged in. After 21 days, that player may be deemed inactive and sold on the inactive list. Any person buying that player off the inactive list is still responsible for honoring the contract signed by the original owner. Of course, use reasonable judgment when dealing with the new owner of the player to save everyone some unnecessary grief (remember, he can still set his own tactics and if they are contrary to what you are trying to accomplish, it will impact your game plan negatively).
- **Marketplace** – Need a specific player to fill a hole in your defense or other part of your team? Look in the Marketplace for who might be available and at what price. You may define your search by value, price and/or position.
- **Friendlies** – If you have a free day and want to test out different tactics, a different line-up or just make some team cash, you can invite another team to play on that day by going to that team's homepage, clicking on the "Arrange Friendly" icon on the lower left of the team box. By clicking on the friendlies link on your team management page, you may also see and either

accept or reject friendlies that have been offered to you. There are options to give one team a handicap and wager on the outcome.

- **My Manager Rating** – This is a score based on your team's performance versus various league, country cup and international tournament teams. While the actual calculation of the Rating is not revealed by the developers, the basic calculation is such that your rating for a given game will be higher against better teams, even if you lose.
- **Coach a National Team** – Would you like to lead your country in the World Cup? This is where you would do that. You are given a choice of what countries you would like to coach and place them in the order in of preference.
- **Team Forum and Team Private Forum** – These refer to the in-game forum which are not recommended for use at this time.
- **Latest Messages** – Here will be listed the Received Offers from other team, recent signings and players that have accepted contracts to leave your team.
- **Week Progress** – This will list the week's game so that you can look at previous games and see what games are coming up. The game and team links are clickable to aid you in scouting. The way to do this would be to click on your next opponent's team link, click on their calendar or fixture link and look at their previous games and how they did against certain opponents.
- **Line-up** – Your team's current roster by position along with the player's value. Also in this box, is the 'compose' button that allows you to send a 'blast' pm to each of your team members as a group. This is very helpful when suggesting tactics for your players for an upcoming match or even just to congratulate them on a big win.
- **Ticket Prices** – This is essentially a shortcut to the Stadium link mentioned earlier and accomplishes the same thing as far as setting ticket prices go.
- **Awards** – A list of awards that have been achieved in previous seasons, even if they were accomplished by a previous owner.

Now let's return to some of those things from the management page to take a closer look at how each one works.

# Team Tactics

The first thing you want to do is click on the 'clear all' at the bottom of the page. This will clear any players that have recently been dropped from the tactics page and will reset each quarter

**A note of caution: You must clear tactics each time you add or drop a player from your team, or you will be prevented from setting each quarter correctly.**

Hopefully, you've done your scouting and taking into your own team's strengths and weaknesses you now must decide which players to play where. Decide where you want to attack and where you want to defend. It can get complicated at the higher competition levels because of quarterly tactics, you can change where your attack/defense will be for each quarter and change up your passing by position accordingly. For now, you may want to stick to 'Entire game' tactics until you get a better feel for your team and are more comfortable with suggesting tactics.

In CyberDunk, you have the option to play any of your players in any position you choose such as playing your PG at C and vice versa. The key is to know where your going to attack the other team and make sure your shooters are placed in those positions. Naturally, for defending certain positions this is true for your defenders also. Players can foul out and it's important to make sure you have a backup in case your primary player for that quarter does indeed foul out or subs out due to lack of stamina.

To move the players from one position to another, simply select the position you want them to move to using the dropdown menu next to the player's name. You can also select whether the player will start for that quarter or act as a substitute or backup for that position.

Set the positions for the 1<sup>st</sup> quarter by clicking the "Set Tactics" button at the bottom of the page once you have your players set.

Click on Team Tactics again in order to set the other quarters now.

Click on the 2 to set tactics for the 2<sup>nd</sup> quarter. (Note: if you haven't cleared your tactics or simply want the 2<sup>nd</sup> or subsequent quarters to be the same as the 1<sup>st</sup> quarter, click either the 'Clear' or 'Clear All Quarters' link. This is handy to alleviate you from having to reset each and every position when you want to maintain your point of attack at a particular position.)

Now switch whatever players you want to start that quarter by selecting 'Starter' next to that player's name and remember to switch the previous starter to 'Sub'. There are check boxes at the bottom of the page so that you can copy these positional settings to other quarters. For instance, you may want to rest your starters by alternating the quarters that they play and so by checking 4<sup>th</sup> quarter, the same players that are starting the 2<sup>nd</sup> quarter will also start the 4<sup>th</sup>.

As you become more familiar with these settings and gain a feel for how your players perform, it will become easier to decide which and how many quarters each of your players plays.

Once you have all your players set for the game it's a good idea to double check each quarter to make sure you haven't missed anything or accidentally have the wrong player in the wrong position which could be disastrous if say you have most of your passing going to a defender that is a poor scorer.

One other thing to note is the stamina setting for each quarter. Scroll down to the bottom of the page and you can set the stamina level that will apply in order to sub in for a tired player. The lower the stamina, the less effective a player will be while on the court.

# Contracts and bonuses

As explained briefly earlier in this chapter, this page allows you to view, offer, and renew contracts for players. One other feature of this page allow you to outright release a player, offer a bonus to that player or set the sale price (the price another manager would have to offer you for you to accept a contract from that manger; the minimum he may offer is ½ of the asking price, everything in between is negotiable).

To select one of these, click 'options' to the right of the player you wish to edit. Select the option you want to edit by typing in the amounts in either the bonus box or the set price tag box. Click the appropriate Set/Send button (Be careful you don't click the release button on accident, it's happened before). If you simply wish to release the player, click Release and any release penalty will be charged against your budget and given to the player.

To send a renewal contract to a current player on your team, click 'Renew' and input the amounts and length of the contract you wish to offer. You may offer a contract from a minimum of 20 days up to any number of seasons, even specifying the day of that season. This is also true of new contracts offered to players not currently on your team.

To offer a contract to a player not on your team, you may search for a player using the player search function, or input the link in the address bar of your browser, if you have one, from a player that you may be recruiting for your team from the forum.

Once you are on that player's page, you will see an 'envelope' in the lower right hand corner of the player profile. Click on that 'envelope', fill in the amounts and length of the contract observing the guidelines above and click 'OFFER'. If the player is currently on a cpu team, the player will be able to sign the contract immediately if they like the offer. If, however, the player is on a human-managed team then the player must wait for his current manager to accept the contract before it is officially offered to him.

Check your Contracts regularly to make sure that a contract for a current player isn't about to expire and the player drops off your team. There is an 8 day restriction that prevents players from re-signing with a former team and so if that player drops off your team he will not be able to re-sign until 8 days from the time of the last game he played for you.

This 8 day restriction was put in place to prevent teams from loading up with mercenaries for a particular game (for instance a big tournament game or cup game) and then letting the player(s) return to their original team in time for the next game.

# League Play and Country Cups

Each team is assigned to a country and within each country there are several divisions. Teams compete with each other by playing each team twice within their division, a home and home series between each of the teams in the division.

The top team in each division at the end of the season is awarded the Gold medal, with second place given the Silver and a Bronze for third. If there is a tie, the tie-breaker is the overall point differential against the entire league.

League champions are also awarded monetarily for finishing in first place.

For the top 4 teams in each division below the 1<sup>st</sup> or Premier division, they promote to the higher league while each of the lowest 4 of each league, save the lowest division of course, relegate to the next lower league. Many new managers choose to start at the lower division levels and work their way up as they gain experience and become more familiar with tactics and getting the most out of their player's skills.

While for most teams the focus is on winning the league, some teams who may have gotten off to a rocky start to the season strive to continue to make their teams better and show the league leaders that they still have what it takes to compete with them by focusing on winning the Country Cup of their respective country. This not only gives these teams a chance to win some hardware but an up-and-coming lower division team also gets the chance to strut their stuff against the "Big Boys".

The Country Cups are a single elimination tournament with the last one standing winning the Gold.

# International Tournaments

There are various International tournaments that offer teams the ability to compete against teams from around the world that they might not ordinarily be able to play against (the possible exception being friendlies but these are not generally a good indicator of who the better team is due to possible experimentation with tactics by both managers).

Currently there are 16 international tournaments in CyberDunk to allow everyone to participate in a tournament. They are:

Challenge Royal

Focusdep Cup

ShareHog Cup

Oscar`s Trophy

Relegation Cup

UpCommers Challenger

Hristo`s Trophy

Legend Wannabees

Moderators Trophy

Varsity Trophy

Ancestorian Cup

CyberPuck Challenger

Cybersports.org Trophy

Continental OmTal Cup

InterCyberdunk Grand Prix

CyberSoccer Trophy

Challenge Royal pits the best of the best for bragging rights as the best team in all of CyberDunk and begins with pool play with the winner of each pool going head to head with the top seed going against the bottom seed, 2<sup>nd</sup> highest seed going against the 2<sup>nd</sup> worst seed and so forth based on pool play.

The other tournaments are single elimination tournaments.

# The World Cup

The World Cup is unique in that it pits players from a specific country to go up against players from other countries to determine the best National Team in CyberDunk. Some players have banded together to create players from a specific country in order to stay together throughout the seasons and compete together to try and win the World Cup.

The World Cup is broken down into 3 tournaments. The first two are age-specific with a Senior WC and a Junior WC. The current age for qualification in the Junior WC is players born in season 5 day 35 and is adjusted each season to allow junior players to move up and younger players to be able to participate.

The 3<sup>rd</sup> tournament is the World Qualification Cup and allows smaller, or less competitive countries to try and qualify to compete with the top national teams in CyberDunk.

Each of the tournaments begins with pool play with the top teams in each pool advancing to the later rounds.

Having a well-built player is essential to qualifying for one of these national teams and another reason to get advice from more experienced players and to continue to train constantly and consistently. Your player, when he qualifies to play on a NT, will be listed on the NT coaches list of available players but if you really want to play for the NT it's a good idea to find out who the coach is and let him know you'd be interested in playing for him.

As mentioned before in the section on managing your team, you may nominate yourself to coach a NT yourself. Once nominated, you can solicit votes from other users that have players from that country since only players with that nationality may vote for the coach of that NT. One way of finding people with player from that country is to click on the flag of the country you want to represent and it will take you to the country page where several of the top players from that country are listed as well as the divisions from that country with the standings for each.

Another way to solicit votes is in the forum where you can post your intentions in the forum of the country that you are nominated for. Get to know the people there and join in whatever discussions that are taking place. That will let people know that you are serious about nominating yourself and will help give others confidence in you as a possible coach.

My Cyberpoints

[CyberDunk](#)

[CyberSoccer](#)

[CyberPuck](#)

We've touched a bit on what Cyberpoints (CDP's) are and what you can do with them and now we'll go into more depth about ways to earn CDP's and the ways you can spend them to get the most out of your experience in CyberDunk.

Click on the 'my cyberpoints' link and we'll go over each of the links on that and subsequent pages.

At the top left of the main box is the dropdown menu that lets you choose from Earn, Spend or Transfer. Straight across from that on the right you can see how many CDP's you currently have.

Under the Disclaimer tab (the page you should now be on) you will see an explanation of different things about CDP's including how to earn them and how to spend them.

## Earning CDP's

The first and easiest way of getting CDP's is to purchase them and even though it says that CDP's can be purchased at the rate of \$1/1000, there are significant discounts for larger purchases.

The developers also have several ways that you can earn CDP's so that the game is free to play and allows you to still compete at a high level in the game.

- **Refer others** – CyberDunk has recently instituted an affiliate program whereby when you refer others to the game, you receive a commission on purchases that your referrals make. Not only that, if they refer someone that also makes purchases, you will receive a somewhat smaller commission for the CDP's that they purchase. The CDP commission that you earn is based on their “best” purchase and is good for as long as you and they play the game. That could result in an extra 12,000 CDP's for you assuming that your referral buys the biggest package of CDP's. (Note: Because this is a recent change in policy for rewarding those that refer others, the explanation given on this page still needs to be updated.)
- **Blogging** – Have a blog? Mention CyberDunk.com, TalkDep.com, and FocusDep.com in your blog and receive 100 CDP's for each entry. There are rules about blogging for CDP's and you should familiarize yourself with them in order to make sure you receive your award. You can find the rules here: <http://www.talkdep.com/showthread.php?t=24206>
- **Complete Tasks for Rewards** - You can complete surveys, polls or other tasks from our advertisers and earn CyberPoints.
- **Make Videos** – Know how to make and post videos on Youtube.com? We'll reward you 500 CDP's per month just by following some simple rules. An example of the rules can be found here: <http://www.talkdep.com/showthread.php?t=162109> (Just make sure that you check the rules for each month since minor adjustments are made to the rules from time to time.) There are also people that will make videos for you for a commission. You can also find these people in the Pub advertising their wares.

## Spending CDP's

Create more players, own your own team, buy inactive players, boost your players' skills and create custom signature equipment. In CyberDunk there is also a secondary market that allows you to buy players, custom equipment, in-game team/player cash and more direct from other users. A word of caution however when buying from other people: There is a list of approved sellers in TalkDep.com and you would do well to only buy from those who are approved by the developers of the game. If a

deal seems too good to be true, it probably is.

Still on the 'Earn' page you will see other tabs as well.

- **Invite** – This is similar to the referral tools that were mentioned before but only the capability to contact those from your email contacts is used.
- **Referrals** – Not sure how many people have taken you up on your offer to join CyberDunk? This is the place to check for those of your friends that have joined. Now you can contact them and see how they like the game, give them the advantage of your experience, and help them get better (and hope they buy lots of CDP's!).
- **Purchase** – As was mentioned above, the larger packages of CDP's are offered at a substantial discount and can be paid for using your credit card, paypal, DAOPAY and Allopass. If you are unable to purchase CDP's from your country with any of the methods listed, please email us at support@cybersports.org and we will see what arrangements can be made.
- **Rewards** - EASY REWARDS WITH CPALEADS lets you earn CDP's by filling out surveys.
- **My Blog** – This page explains most of what you will need to know for blogging but please be sure to click the link mentioned before for additional help in order to get proper credit for your blog.

Now moving on to the Spend page using the dropdown menu....

- **Buy Your Own Team** - If you already own a team, it will be shown on this page along with the date that you own that team until. Example - You already own the Young Dragons until season 9 and day 58. To the right of this you will see the list of all the leagues in CyberDunk. This process may seem tedious but by searching through the various leagues you will find real gems as players come and go in the game. First determine which countries are the most attractive to you. Next, browse through the leagues to see what teams are available. Taking your time with this process will reap rewards as you will find teams with stadiums that are already built up and may also have large budgets to work with. (\$20 million plus would be considered a large budget.)
- **Boost skills** – Here you will see another dropdown menu with the list of your players. Select the player you wish to boost and then that player's skills will appear in the box below. Click on the + button to add points to the skill you wish to boost. When you're certain that you're ready, click Purchase and your player is now boosted. If your player has retroboost, click the Retroboost This Guy link and the next page will show you the amount of retroboost available for that player. You may only retroboost 7 points per skill up to the maximum number of retroboosts available.
- **Create Custom Equipment** – Again, you will see the dropdown menu to select the player that you want to create custom equipment for. **IMPORTANT: Many players have made custom equipment only to find that the equipment is “lost”. What has actually happened and was discovered later, was that the user came to this page from a particular player's crib page and thinking that the equipment was being made for that player, they forgot to select that player from the dropdown menu. The result was that the equipment was in the crib of the first player listed in the dropdown menu.** Now to make your custom equipment after you have selected the appropriate player, select the type of equipment you want to make, shoes, shirt, or underclothing. You also have to name your equipment and then you can add points to

the equipment by using the + next to the skill you want to add. The limit for shoes and shirts is 45 skill points and 30 for underclothing. Once you've completed making the custom then click on purchase. Don't forget to go back to your equipment and equip your new uniform.

- **Create a New Player** – On this page you will see the current number of free players you have, the number of paid players and the paid players retirement date. Below this you can see the menu for creating more players. Simply select the number of players you want to upgrade to and the number of seasons you want to add for all paid players. These added 'players' are called slots by most users in CD since you can make a new player or use the slot to add a player you may have gotten from another user. After you have made your selections, click Upgrade and the slots are added and the CDP's deducted from your account.
- **Buy Inactive Players** – As with all games, players leave from time to time or become inactive. If a user becomes inactive for 21 days, his players are added to the Inactive list where they can be purchased from by other users for the prices listed on the left. The information included for the prospective buyer includes: players nationality, name, value, position, whether he's been boosted this season and how much, the number of retroboost available, the current contract that player is under (which if you buy that player you are expected to honor), cost and as you mouse over each player you will see his skills. To purchase a particular player, click on the buy button.
- **Convert to Cash** – Need quick cash? Buy it! Though you should rarely need to use CDP to buy money (does that sound right?), it is an option in CD.

## **Transfer**

If you wish to transfer CDP's from your account to another player's account you may do so using this page provided you own a team. If you want to transfer CDP and don't own a team you will have to have it done manually by posting in the CDP transfer thread in TalkDep.com.

To transfer the CDP's, type in the username of the person you want to send them to, the amount of CDP's to be transferred, a note if you wish to add it, the day you want the CDP's to transfer (minimum one day, transfers are not immediate) and if it's a surprise gift of CDP's you may check the surprise box.

## **Have Fun!!!**

That pretty much covers the basics and to ensure your continued enjoyment of the game be sure to cruise TalkDep.com for much more information and to make new friends that will add to your enjoyment of the game. There are people from all over the world playing CD and in the forum, if English isn't your native language, there are foreign language forums where you can hang out with and talk to people in your own language!

And if you enjoy CyberDunk, be sure to check out our other **free** MMORPG's, CyberSoccer and CyberPuck!

Make sure you tell your friends and feel free to pass along this eBook so that they can get a preview of the game before signing up for CyberDunk.