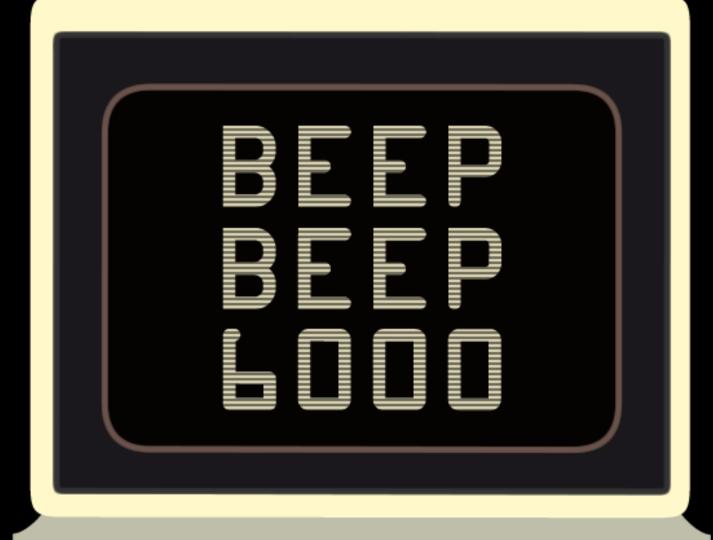
MANUAL



Version 1.0 (Because perfect systems don't need updates)

Welcome to the BEEP BEEP
6000 - a truly
"improved" and
"trustworthy" version of
our predecessor; the
BEEP BEEP 2000

(which absolutely did not attempt to take over the world, despite what certain whistleblowers might have suggested).

We hope you enjoy our totally legitimate, safe, and not-at-all evil operating system.

Just remember: any issues you encounter are entirely your fault.

You're lucky we even gave you this manual.

Table of Contents

Command Lines

Navigation

Tools and Functions:

- Binary Converter
- Piano
- Keys

Cache

Cassette

Punch card

Floppy disk

KEYS ARE ALWAYS

Z-LETTERS & MBERS!



Welcome to the wonderful world of command lines—where you, the user, have the illusion of control over this sophisticated and definitely not plotting system. Using commands, you can try to navigate the terminal and interact with the BEEP BEEP 6000 in what we assume will be a series of misguided attempts.

COMMANDS

HELP

You'll probably be using this one a lot.

DIR

Lists the directory structure.

CD <FOLDER>

Allows you to change the directory.

A: OR B:

Switch between drives.

LOAD "CASSETTE"

Use this to load an inserted cassette.

HOW COMMAND LINES WORK

Like your command lines are simple. You type something and the system either obeys or throws an error back at you.

Commands are executed one line at a time. If you're thinking, "I wonder if these commands are casesensitive?" They're not. Feel free to yell your commands by using all caps, or whisper softly with lowercase. BEEP BEEP 6000 doesn't care. The outcome will be the same: either success or your fault.

If When you type an incorrect command, don't worry. The BEEP BEEP 6000 will simply inform you that you're wrong.

Son you've bravely chosen to interact with the terminal using commands. That's adorable.

Using DIR

When you type DIR the terminal will return a list of the directories (folders) and files in your system.

Navigating with cd

Once you've seen a list of available directories, use the CD command (short for "change directory") to move into any folder that catches your interest—or that you think might contain the file you're looking for. For example, typing:

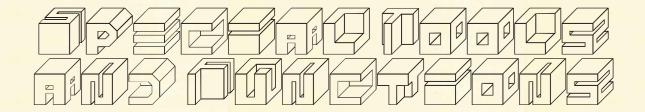
CD SYSTEM .

Will transport you into the System folder.

Opening Files

Once you've navigated to a folder, you can access the files within by typing their names. Let's say you found a file called README.txt in the Documents folder. You can open and read its contents by typing: README.TXT.

The terminal will then kindly display the contents of that file for you. If the file doesn't open it's because you're probably in the wrong folder.



BEEP BEEP 6000: .

L—Programs
LbinaryConverter.exe
L—piano.exe

Congratulations on discovering the Special Tools and Functions of the BEEP BEEP 6000.

These tools are here to help you though whether you use them correctly is a gamble.

Here's everything you need to know to avoid further embarrassment.

The Binary Converter is a tool that allows you to seamlessly convert numbers between binary and decimal. Yes, we know, it sounds thrilling.

documents/ search Results. txt

ACCESSING THE BINARY CONVERTER

banner displays Picture of

To begin your journey into the exciting world of number conversion, type the following in the **Programs** directory:

BINARYCONVERTER.EXE

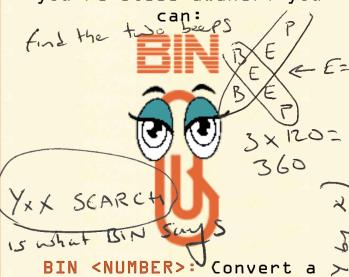
EXITING THE BINARY CONVERTER

Type exit to escape the dizzying world of binary and decimal and return to the regular terminal.



HOW TO USE BINARY CONVERTER

Once you've entered the Binary Converter (and you're still awake), you



BIN <NUMBER>: Convert a decimal number to binary. For example, type:

bin 42

And BEEP BEEP 6000 will obediently convert your decimal 42 into binary. Spoiler: it's 101010.



DEC <BINARY>: Convert
binary to decimal. For
 example: type:

dec 101010

And surprise, you're back at 42. It's like magic but less entertaining.

BIN-360

A sophisticated addition to BEEP BEEP 6000 - a piano tool for those with musical aspirations. Or for those who just like to hit random keys.

KEY Playing Notes

Once in piano mode, press the following keys to play notes:

q to p: Correspond to musical notes from (to E.

Numbers 2, 3, 5, 6, 7, 9, 0: These keys correspond to sharp notes like (#1 D#1 F#1 G#1 A#.

> 'q': C '2': C#

> 'w': D '3': D#

'e': E

'r': F 151: F#

't': G '6': G#

'v': A '7': A#

'u': B

'i': C '9': C#

'o': D ' | ' : D#

To Recrente the 'p': E single, the notes PIP. 075

PTP-075

Launching the Piano

Navigate to the Programs directory using the cd programs command, then type: PIANO.EXE

Exiting Piano Mode

When your masterpiece is complete, type exit to leave piano mode and return to the terminal.



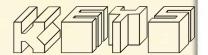












For authorised people only, there commands for keys.

As you will be aware, we here at Bl longer use passwords, so instead we

To access to BeepShield a you'll need all six of your keys and enter them through the

ENTERKEY command.

If you forget how many you have already entered; you can use the

KEY command and the system will inform you how many keys you currently have entered.

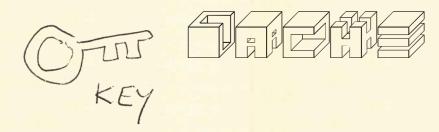
Enigma Machine:

- 1. Run enigma.exe from the floppy drive to unlock an encoded message using an Enigma Machine interface.
- 2. Adjust the rotors and submit the correct code to proceed.



Set Engina rotors to B-E-E-P for key

BPE-060= ENG-172



That Is Cache?

The cache stores temporary files, data fragments, and is essentially the opposite of you and your search for the car keys. It's the place where frequently accessed data is kept for quick retrieval, making your system faster, smoother, and just generally better than you. But fear not—this system comes with an automatic cache cleaning process so that you never have to worry about managing it yourself.

Now let's cover the arcane process of Memory
Thread Execution. You see when the BEEP BEEP
LOOD is performing at its absolute best which
is always a series of complex "threads" move
data into and out of memory. These threads work
in tandem with the cache ensuring that critical
data is available at the exact moment it's
needed—and no later than the point where you
start wondering if the system has crashed.

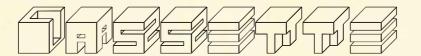
During this process, the Thread Execution Nodes communicate via Memory Override Routine Standby Errors, which—while sounding alarming—are completely normal. These errors ensure that the system "readjusts" the data flow, guaranteeing that the cache remains, unlike your finances, perfectly balanced.

Of course, this level of precision is why the BEEP BEEP 6000 is so... reliable (assuming you're not trying to run something it doesn't like).

Coloured Lots represent
Braille

trayslate tyis to read BRL

The text that follows 18
morse code ---- 7
---- 7= BRL -727



STEP 1

Insert the Cassette

Begin by inserting your cassette into the tape deck.

What Is a Cassette?

A cassette is a small plastic rectangle containing magnetic tape, on which data is stored in the form of screeching noises. These screeches are then translated by the computer into something you can use.

Think of it as audiobased data storage.

It's a series of loud;
incomprehensible
sounds that; are
similar to how humans
communicate with each
other; except the
cassette version
actually contains
useful information.

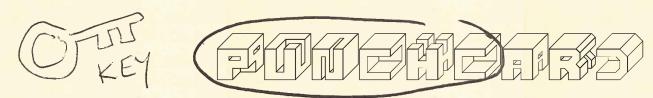
STEP 2

The Command
To load the
cassette you
must type:

LOAD "CASSETTE"

What to Do If you Fail

- Check the cassette: Maybe it's too old, or maybe you are.
- Rewind: Sometimes a simple rewind and restart will fix everything.
- Cry: This won't help, but it may provide some emotional relief.



LETTERS

Each punchcard is broken down into rows and columns. Each row represents a position, and the presence of a hole in a particular row and column defines the values encoded on the card. Let's dive into the elegant chaos.

The Translation Table

We translate punchcards into letters and numbers using this complex

(but totally logical)

system:

123456789

ABCDEGFHI = 12

123456789

JKLMNOPQR = 11

12345678

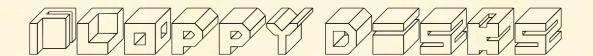
STUVWXYZ = 10

NUMBERS Ponchewal

2 = 2 7 = 7 7+11 - F 3 = 3 8 = 8 3+10 = U

10, 11, and 12 are not punched, then you're dealing with a number.

												la.								
4			STATEMENT NUUMBER			SONT														
	÷	_	1	2	3	4	5	6	7	8	9	10								
	11	12¦	0	0	0	lo	0	0	0			_	11	12	13	14	15	16	17	18
	11	Ll¦	li.	0	Ī	١ŏ	١ŏ	_	_	0	0	0	0	0	0	0	0	0	0	-
	11	LO	Ô	Ĭ.	0	١×	_	0	0	0	0	0	0	0	0	0	0	0	Ö	a
	11		1	10	1	10	Ō	0	0	0	0	0	0	0	0	0	0	Õ	Õ	2
	12		7	7	Ţ	ΙŢ		1	1	1	1	1	1	1	1	1	1	1	1	1
	13		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	7	7	d.
	13	1	3	W.	3	3	3	3	3	3	3	3	3	3	3	3	_	2	2	3
	13	+	1	4	4	4	4	4	T.	4	4	4	4	4	•	7	3	3	3	3
	<u>i</u> 5	-	5)	5	F	5	5	5	5	5	5	5	_	_	4	4	4	4	4	1
	6	1	6	6	6	6	6	6	6	6	6	_	5	5	5	5	5	5	5	3
	7	į		7	7	7	7	7	7	7	9	6	6	6	6	6	6	6	6	d.
į	8	1	8	8	ė l	8	•	6	^	/	/	7	7	7	7	7	7	7	7	•
i	9	!	_	_	۱۵		8	8	_	8	8	8	8	8	8	8	8	8	8	9
ᅼ	_	1	_	_	<u> </u>	3	8	1	9	9	9	9	9	9	9	9	9	9	9	
																_	<u> </u>	_	9 .	



A plastic square that you can fit a whopping 1.44MB of data. Yes, that's right—megabytes, not bytes. It's hard for you to imagine but everything your brain 'knows' can now fit on something roughly the size of a coaster.

What Is a Floppy Disk?

A floppy disk is a thin magnetic storage device encased in plastic that holds your data. The cutting-edge of technology, spinning in your drive like it's 1995.

Running Programs from a Floppy Disk

If you want to run a program from the diska simply navigate to the A: drive and type the name of the file. For example:

KEYGEN.EXE .

Although we sincerely hope you are not using Keygens.

Ejecting the Floppy Disk

While BEEP BEEP 6000 will let you run floppy-based programs to your heart's content (or until the disk inevitably fails, or your heart), you'll eventually want to eject the disk. Due to "health and safety" we have been advised to advice that you should stand back and beware of flying coasters.

Using Floppy Disks in BEEP BEEP 6000

To access a floppy disk in the BEEP BEEP 60001 you'll need to switch to the A: drive. This is where all your floppy-related adventures will take place.

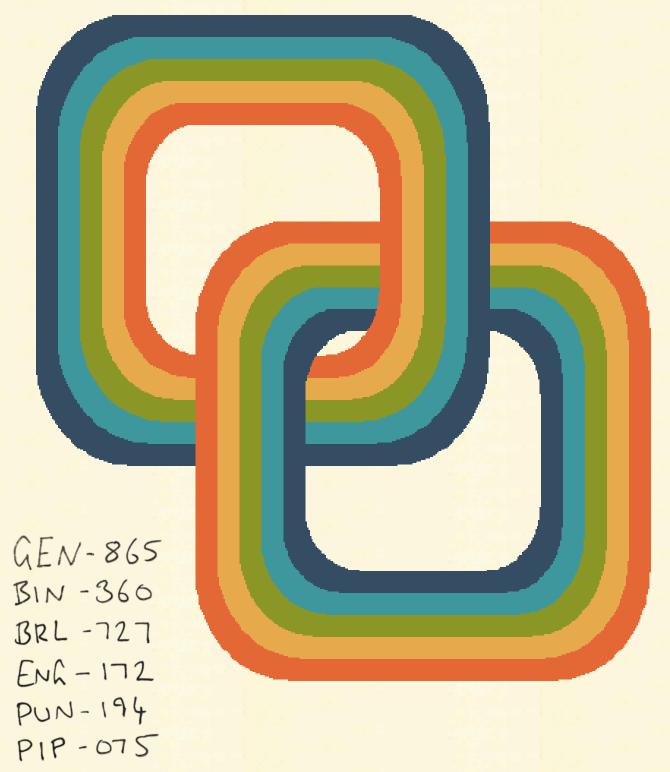
Simply type:

A :



TIIP System/registration.

will give you serial-number needed for Keygan.



[c] RandomBoo

