

exosyphen studios, Hacker Evolution: Untold – Game Manual

The purpose of this manual is to help you with various aspects of the game. Please refer to the menu on the left side for quickly accessing various topics.

System requirements:

- Any PC running Windows XP or Vista
- 1 Ghz or faster CPU
- 512 Mb of RAM memory
- DirectX 9 drivers

Hacker Evolution: Untold is not a very graphically intensive game. It is highly possible that you can run the game in optimal conditions, on PCs that have lower specs than the minimum described above.

The display resolution must be at least 1024x768 to run the game properly. You can start the game on smaller resolutions (netbooks, etc), but don't expect the graphics to be very impressive. Some elements will slightly overlap to accommodate the small display, but overall, the game should be playable.

There is also support for windowed mode, but make sure that your resolution is set above 1024x768.

The Game

The game menu

Once you have started the game, and gone through the intro, you will be presented with the main game menu:



New game

Selecting this options, will allow you to start a new game. Choose a nickname of your choice for the game.

Load or delete profile

From here, you can load a previously saved profile, or delete a profile if you don't have any room left for more profiles.

If the profile you are loading, is saved in a different game mod then the current one, then the respective game mod is loaded as well.

Options

From here, you can configure several game options :

Game language: Choose your preferred language, from the available ones.

Interface skin: Choose a skin from the available ones, to use in the game.

Serial number: Enter the serial number you have received when purchasing the game. This is used if you want to submit your hi score to the online scoreboard.

Automatically submit hi score after each level: Checking this option, will submit your hi score to the online scoreboard, every time you complete a level. You must have an internet connection to use this feature.

Enable dynamic game difficulty: Checking this option, will increase the game difficulty dynamically, based on your performance. This will also give you more score points.

Sound and music volume: Adjust the in-game sound and music volume.

Credits: Displays the game credits

Exit: Exit the game

The game interface

Once you start the game, you are presented with the game interface.

The interface consists of 4 elements: Visual Map, Console, System Panel and Messages.

Shortcut keys

Below is a list of shortcut keys that can be used in the game:

F1 – Quick help screen

F2 – Displays the level objectives

F3 – Displays the level overview

PAUSE – Pauses the game

PgUp – scroll up in the console window

PgDn – scroll down in the console window

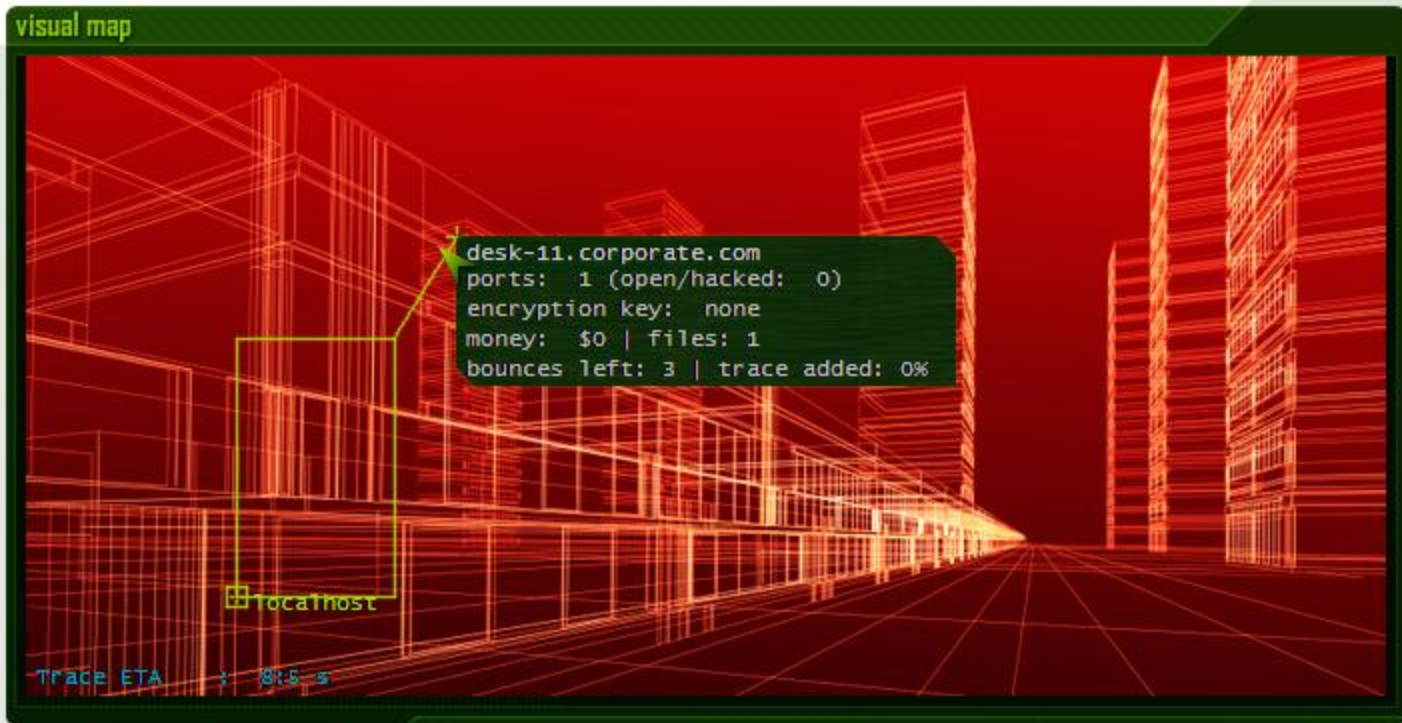
TAB – command/hostname auto completion

F4 – Jump to the next track in the playlist

F11 – Reduce music volume

F12 – Increase music volume

The visual map



The visual map shows you the geographical position of all servers in the current level.

Please note that not all servers are initially shown on the map. When you find a new server name, you can use the scan command, to have it show up on the map (if it exists), like this:

```
SCAN server.com
```

When you move the mouse over a server, it will show a popup window, with some brief information about the sever, such as:

- how many open ports does it have
- what kind of encryption key it has
- money balance
- number of files on the server
- how many times you can bounce through the host
- trace added: if this value is over 0, connect to the host to delete the logs by using the **deletelogs** command.

You can right-click on the server, or use the scan command (Ex: SCAN server.com), to perform an accurate scan of the server.

In the bottom left part of the Visual Map, you will see a trace progress when you are performing certain actions (such as transferring money, cracking or decrypting a server key). If the trace progress reaches 0, you are traced. You don't immediately lose the game, but your global-trace level increases by 50%. When the global-trace level reaches 100%, you lose the game. You can see the current global-trace level in the System Panel.

If your global trace level is close to 100%, you can reduce it by using the KILLTRACE command. You need to have money in your account to be able to use this command.

Also, you can click on hosts, to create bounced links, before performing actions such as: cracking, decrypting or transferring money. Using bounced links will increase the trace time, and reduce the chances of being traced.

To add a host to the bounced link, simply click on it.

To remove a host from the bounce, click on it again.

Add as many hosts as you wish; a larger bounce link means increased trace time.

The bounced links can be a powerful tool if used right or just a waste of resources if you aren't careful!

Important:

- You can bounce through a host for a maximum of 3 times. After that, the host is removed from the bounced link.
- Every host in the bounced list must be hacked; otherwise you won't be able to connect using the bounced link.

The console

```
command console
loading Evolution OS: kernel 5.12.002 / GUI: 2.51.01
* loading /kernel...
* loading /drivers...
* loading /oscore...
basic subsystems loaded successfully.
* starting /hardware (low level hardware components, up & running)
* starting /network (attaching network cards)
* starting /input (attaching input devices)
* starting /video (attaching video display)
all hardware components successfully activated.
* initializing GUI
* console initialized. Type HELP to see a list of available commands
rianspencer@localhost:> crack desk-11.corporate.com
Bouncing link through 0 host(s)...
cracking: desk-11.corporate.com[port : 80]
launching.
You can type ABORT anytime, to abort the crack.
rianspencer@localhost:> |
```

The console is your main area of operations. You can use the available commands to perform your hacking actions in order to achieve your level objectives. The console simulates and abstracts an operating system command console.

You can type HELP, to see a list of all available commands.

You can use the Page Up and Page Down keys, to scroll through the console window.

Also, when typing commands, hostnames or filenames, you can press the TAB key to use the auto completion feature.

Here is a list of available commands, and their action:

HELP	- Displays a list of commands and their meaning.
LS (or DIR) localhost	- Displays a list of files on the current server, or the localhost
CAT filename	- Displays the contents of a file
DELETE filename	- Deletes a file
SCAN	- Scans a host for open ports (Example : scan server.com)
CONNECT SERVER [PORT]	- Connects to a server on a given port. Example : connect server.com 65 If no port is specified, the connection defaults to port 80.
LOGOUT	- Disconnects from a server.
DOWNLOAD filename	- Downloads a file from a server
UPLOAD filename	- Uploads a file to a server
EXEC exploit server	- Executes an exploit on a given server
CLEAR	- Clears the command console window
CRACK SERVER [PORT]	- Cracks the password for a service, running on a specified port.
DECRYPT	- Decrypts the encryption key of a server.
TRANSFER	- Transfer money from a server
ABORT	- Abort an ongoing transfer, download, crack, etc.
CONFIG	- Displays the current hardware configuration
UPGRADE	- Upgrades your hardware/software
DOWNGRADE	- Sell your hardware for 90% of it's value
LOGIN	- Connects to a server if the password is known
BOUNCEHELP	- Displays help on using bounced links
BOUNCEINFO	- Displays information on the current bounced link setup
BOUNCE	- Add/remove a server to/from the bounce link setup
KILLTRACE \$500	- Will reduce your global trace level by 10%, for a price of \$500
DELETELOGS	- Delete the logs from the server, to reduce your trace level
NEXTLEVEL	- Jumps to the next level, when all objectives are completed
TUTORIAL available)	- Displays the tutorial/walkthrough for the current level (if available)

The system panel



The System Panel window, offers an overview of your current (system) information.

You will see your current score, trace level (make sure you don't reach 100%, as you will lose the level).

The Dinamic difficulty factor, shows the factor by wich the game difficulty is increased (in case you have enabled this feature from the Options menu).

Also, several player statistics are displayed, such as:

- Available money
- Number of hosts you have hacked, since you started the game (Hack count)
- Number of times you have been traced (Trace count)
- Information on the bounced link setup

Also, when a trace is in progress, you will see the trace timer here as well.

Lower, you will see your current hardware configuration.

You can always see a more detailed overview of your hardware, by typing the CONFIG command in the console.

You can upgrade your hardware by using the UPGRADE command.

Important: Don't rush to upgrade your hardware as soon as you have money. Having the best hardware is not the main objective of the game. Carefully make your decision, and only upgrade your hardware when necessary. Money is not abundant in the game, and its main purpose is to reduce your trace time.

Below the hardware configuration, you will see a progress display for the following commands (when used):

crack, decrypt, transfer, upload and download.

The messages window



The Messages window displays the messages you receive inside the game. You can use the Prev/Next buttons to scroll through your messages. Also, you will see a display of the current message number and the total number of messages.

Gameplay concepts and explanations:

Below, you will find a few tips to help you play the game better.

Finding new servers:

The idea behind the game, is to look for clues, and solve puzzles.

When you play the game, look for hints about new hosts (in log files, notes, etc). When a level starts, you don't see all the hosts on the targetmap.

Most of them must be discovered. Whenever you believe you found a new host, use the **scan** command to reveal it on the visual map :

scan server.com

Don't worry if the host doesn't show up on the map. It means the host doesn't exist. Keep looking for more.

Money:

When performing money transfers, if you don't use a bounced link, transfer only \$1000 at a time, to avoid getting traced.

Also, money plays an important role in the game. Manage it carefully. Don't start spending the money on hardware upgrades, just because you think it's cool to have it. You might find yourself in a dead-end, where money is needed ... and you don't have any.

Most of the level objectives can be completed without getting traced, by finding and using exploits or using bounced links.

Game score:

Your game score increased every time certain actions are performed. Below is a list of what contributes to your score :

- cracking a server's password
- decrypting a server's encryption key
- transferring money from servers
- using exploits to gain access to servers

Upgrades:

In the game, you can purchase upgrades to help you perform most of your actions, faster or better. The following upgrades are available in the game, each one with it's advantage :

- **Firewall** : every time you upgrade your firewall, the trace time is doubled. This means that you can crack/decrypt/transfer password/keys/money amounts, that are twice as large then previously.
- **Modem** : every time you upgrade your modem, the download/upload/money transfer speed, increases by 2.
- **CPU** : every time you upgrade your CPU, the speed when using the crack or decrypt commands, is doubled.
- **Memory** : More memory, will allow you to store more files on your localhost. When using the **ls** command on your localhost, you can see the amount of memory available.

- **Neural adapter** : This is a very powerful (and expensive) hardware upgrade. Once you have it, every performance aspect of your hardware configuration is doubled.

You can use the **config** command, to view detailed information about your hardware configuration, along with the performance gains from each upgrade.

Trace:

In the System Panel window, always keep an eye out on the trace percentage. Every time you are traced, perform a crack, decrypt, etc, it's value increases. When you reach 100%, it means that you have been identified and your cover is compromised. As a result, you lose the level.

You can decrease it's value, by using the **killtrace** command.

Your global trace level increases as follows :

- | | |
|--|-----|
| - scanning a host that is not visible | 1% |
| - cracking a password | 15% |
| - decrypting an encryption key | 5% |
| - transferring money | 3% |
| - executing an exploit | 5% |
| - login to a service with a known password | 1% |
| - being traced while performing a | 50% |

crack/decrypt/transfer

Bounced links:

Bounced links are useful to increase the trace time when attempting to crack long passwords, decrypt large encryption keys, etc, when you don't have the necessary hardware to do it, without getting traced.

To add a host to the bounced link, simply click on it. To remove a host from the bounce, click on it again. Add as many hosts as you wish, a larger bounce link means increased trace time.

Please note that you can't add or remove hosts to/from the bounced link, while connected.

The bounced links can be a powerful tool if used right, or just a waste of resources if you aren't careful!

Important :

- You can bounce through a host for a maximum of 3 times. After that, the host is removed from the bounced link.
- Every host in the bounced list must be hacked, otherwise you won't be able to connect using the bounced link.
- The trace time is multiplied by the number of hosts in the bounced links, plus 1.

To learn more about bounced links, type: **bouncehelp** in the command console in the game.

Level walkthroughs

Warning: This section contains spoilers. We recommend you to use the walkthrough if you are stuck in a level.

Level 1 – Learning the game

The first level in the game is a simple tutorial, in which you will get to learn all aspects of the game. You can also follow the instructions you receive in the game.

As soon as you start the level, you receive a message. The message instructs you to crack the following server:

desk-11.corporate.com. Type the following command in the console to crack the server:

crack desk-11.corporate.com

wait for the crack to finish. After this, the first level objective is completed. You can press F2 to see the level objectives and their status.

Next, we should connect to **desk-11.corporate.com** and look for a hint for the next server. Our second objective is to hack into the main corporate server. Type the following command to connect to **desk-11.corporate.com**:

connect desk-11.corporate.com

Next, type:

ls

to view what files are available on the server. There is one file available, called: **access.log**. To display it's contents, type:

cat access.log

You will notice a hint to: **desk-25.corporate.com**. The host is not visible on the target map. To reveal it, use the **scan** command:

scan desk-25.corporate.com

Next, type:

logout

to disconnect from **desk-11.corporate.com**.

Now, it's time to hack **desk-25.corporate.com**. The server has an encryption key which must be decrypted first.

To do this, type:

decrypt desk-25.corporate.com

Wait for the decrypt process to finish. Next, you will have to hack the service running on port **25** on **desk-25.corporate.com**. To do this, type:

crack desk-25.corporate.com 25

and wait for the crack to finish.

Next, we have to connect to **desk-25.corporate.com** and read the instructions in the file that is present on the server.

To do this, type:

connect desk-25.corporate.com 25

cat instructions.txt

logout

Note: You can scroll the console window contents with the mouse, or using the PgUp/PgDn keys.

Now, you have to follow the instructions in the file, to hack into **main.corporate.com**.

First, you have to reveal the server on the target map. To do this, type:

scan main.corporate.com

You will notice that it has a 256 bits encryption key. You can't decrypt it without being traced. You have to setup a bounced link to avoid being traced.

To do this, click on : **desk-11.corporate.com** and **desk-25.corporate.com**. You will notice that they have been added to the bounced link. Now you can proceed to decrypt the encryption key. Type:

```
decrypt main.corporate.com
```

Wait for the decrypt process to finish.

Note: To learn more about bounced links, type: **bouncehelp** in the console.

Next, you will have to hack the service running on port **99** on **main.corporate.com**.

The password is 16 characters long, so you have to leave the bounced link in place to be able to do this. Type:

```
crack main.corporate.com 99
```

and wait for the crack to finish.

After you are finished, remove the hosts from the bounced link, by clicking on them.

Note: Use the bounced links carefully, as you can only bounce 3 times through a hacked host.

Next, you will have to crack the service running on port 49. It uses an 18 character long password, so even using a bounced link, you will still get traced. There is another way for this. Find the password. To do this, connect to

main corporate.com on port **99**, and look inside the **password.dat** file:

```
connect main.corporate.com 99
```

```
cat password.dat
```

```
logout
```

The password is: **mywordismypassword**. Use the password to crack the service running on port **49**:

```
login main.corporate.com mywordismypassword
```

The second level objective is now completed. (Press F2 to view your objectives).

Notice that there is some money available on **main.corporate.com**. To transfer it, connect to the server on any port and transfer the money in 2 chunks, to avoid being traced:

```
connect main.corporate.com 99
```

```
transfer 1000
```

```
transfer 500
```

```
logout
```

Wait for each transfer to finish, before starting the next one, and logout when you are done.

Next, you receive a new message with further instructions. Also, it's a good time to reduce your trace level

(you can see this in the system panel window). To do this, type:

```
killtrace
```

Don't use it more than once at this time, as you will need the money to finish the level.

Each time you use the **killtrace** command, your IP address is changed, and you are charged \$500 for this.

Note: If your trace level reaches 100%, you lose the game and have to restart the level.

Let's read the new instructions. Type:

```
connect main.corporate.com 49
```

```
cat instructions2.txt
```

```
logout
```

Your next target is **secure.corp.net**. Use the **scan** command to reveal it on the map:

```
scan secure.corp.net
```

Use a bounced link to decrypt its encryption key. After you have setup a bounced link through 1 server, type:

```
decrypt secure.corp.net
```

and wait for the decrypt process to be finished.

The service running on port 149 has a 64 character long password, which you can't hack now.

To hack this service, you must retrieve and use an exploit. To do this, type:

```
connect main.corporate.com 49
```

```
download secure_control_149.exploit
```

```
logout
```

```
exec secure_control_149.exploit secure.corp.net
```

To complete your 3rd level objective, you have to retrieve and upload the virus file to **secure.corp.net**. To do this, type:

```
connect main.corporate.com 49
```

```
download xvirus.bin
```

```
logout
```

```
connect secure.corp.net 149
```

```
upload xvirus.bin
```

```
logout
```

Wait for each command to finish, before typing the next one. Your 3rd level objective is now completed.

You will notice that your trace level has reached a pretty high value. You must reduce it in order to avoid being traced and to complete your 4th level objective (reduce your trace level below 60%). To reduce your

trace level, you have to connect to each server you have hacked, and delete the logs, using the **deletelogs** command. To do this, type:

```
connect desk-11.corporate.com
deletelogs
logout
```

```
connect desk-25.corporate.com 25
deletelogs
logout
```

```
connect main.corporate.com 99
deletelogs
logout
```

```
connect secure.corp.net 149
deletelogs
logout
```

Your trace level should be low enough now.

To complete the last objective (and the level), you must obtain \$2000 in your account. Move the mouse over each server on the map, to see which one still has some money on it. **secure.corp.net** has \$1000 which you can transfer to complete the level. To do this, type:

```
connect secure.corp.net 149
transfer 1000
logout
```

You have now completed the level. The game allows you to continue exploring the level for another 10 minutes. You can use this time to locate hidden servers, money, delete logs, etc.

Whenever you want to advance to the next level, just type:

```
nextlevel
```

Level 2 – Is it Friday?

Now that you have completed the tutorial, it's time to move on to the actual game.

This level will still give you a lot of hints on how to finish it to help you better accommodate with the game.

You have to get in your car and leave the parking space. However, you are being followed. Every time a car leaves the parking space, they are checking it's license plates against the Public Car Registration Database. In order to get out safely, you must disable the database before you leave, so they can't check your license plates.

To do this, type:

```
crack pcrs.citycom.net 999
connect pcrs.citycom.net 999
delete database_kernel
logout
```

Your first level objective is now completed.

Next, notice the car that is highlighted on the map. The person following you, is in that car. To make sure he doesn't follow you after you leave, you have to turn the traffic light to red. To do this, first setup a bounced link by clicking on **pcrs.citycom.net**
Then type:

```
crack ctrl-45.pcrs.citycom.net 49
connect ctrl-45.pcrs.citycom.net
delete control-red
logout
```

Your second level objective is now completed.

Note: To keep your trace level reduced, connect to all hosts you have hacked, and type: **deletelogs**, to delete the logs and reduce your trace level.

Next, it's time to obtain some money. There is an ATM machine available. Hack into it and transfer the money. To do this, type:

```
decrypt atm.central-bank.com
crack atm.central-bank.com 9999
connect atm.central-bank.com 9999
transfer 1000
transfer 1000
transfer 1000
transfer 1000
```

Your 3rd level objective is now completed.

Your next objective is to find the hostname of the cell phone belonging to the person that is following you. To do this, you must hack into: **2-45.gsm**. Setup a bounced link by clicking on **ctrl-45.pcrs.citycom.net**.
Then type:

```
decrypt 2-45.gsm
crack 2-45.gsm
connect 2-45.gsm
```

Once connected if you look inside the handsetpool file, you will notice on phone that is not moving. You will notice it's on channel 3. If you look inside the **channel-3** file, you will find the hostname: **channel-3.2-**

45.gsm.

Type:

scan channel-3.2-45.gsm

to reveal it on the map.

Your fifth level objective is now completed.

Your last objective is to hack into the cell phone. This is going to be a bit tricky as you need to use bounced links properly.

First, setup a bounced link through 2 hosts to decrypt it. Click on: **atm.central-bank.com** and **pcrs.citycom.net**

Type:

decrypt channel-3.2-45.gsm

Next, you will have to crack the service running on port 98. Type:

crack channel-3.2-45.gsm 98

connect channel-3.2-45.gsm 98

download call.log

logout

Next, you must upload this file to the **xenti-com.net** server. Type:

scan xenti-com.net

connect xenti-com.net 25

upload call.log

logout

You have now completed the last level objective and the level.

If your trace level is over 50%, use the **deletelogs** or **killtrace** commands to reduce it, to be able to finish the level. Make sure that you leave at least \$2000 in your account.

You can jump to the next level, or continue exploring this one for hidden hosts, extra money, or hacking into all hosts for a higher score.

Level 3 - Wrong turn

In the 3rd level, you continue your quest to find out who is following you and why. As the level starts, the only lead you have, is his cell phone and the fact that he is in the office building displayed on the map.

First, hack into the cell tower next to the building. To do this, type:

crack 45-2011.tower.gsm

To decrypt its encryption key, setup a bounced link by clicking on **xenti-com.net** and then type:

```
decrypt 45-2011.tower.gsm
```

Next, connect to it, and look inside the **handset.pool file**, by typing:

```
connect 45-2011.tower.gsm 139  
cat handset.pool
```

You will notice the only fixed/stable cell phone. Type this to reveal it:

```
scan channel-6.45.gsm
```

Your first level objective is now completed.

It's time to hack this host. Setup a bounced link by clicking on **45-2011.tower.gsm** and type:

```
decrypt channel-6.45.gsm
```

Next, leave the bounce link intact and type:

```
crack channel-6.45.gsm 299
```

Now, connect to it and locate the IP address of the followers computer, in the **sync.log** file. Type:

```
connect channel-6.45.gsm 299  
cat sync.log  
scan 243.143.35.99  
logout
```

To hack into this computer, you must setup a bounced link through 2 hosts. Click on **xenti-com.net** and **channel-6.45.gsm** and then type:

```
decrypt 243.143.35.99  
crack 243.143.35.99 21  
connect 243.143.35.99 21  
delete drive-c.encrypted  
logout
```

Your second level objective is now completed.

You receive a message telling you that the person has left the building. Again, you have to trace his cell phone to follow him.

Connect to **45-2011.tower.gsm** and look inside the **switchover** file. You will notice the new cell tower and hostname to which his cell phone has been switched over. Type:


```
connect 45-2011.tower.gsm 139
cat switchover
scan channel-2.99.gsm
logout
```

To hack into this host, setup a bounced link by clicking on **channel-6.45.gsm**, then type:

```
decrypt channel-2.99.gsm
crack channel-2.99.gsm 299
```

Next, retrieve the trojan file and upload it to his cell phone, by typing:

```
connect xenti-com.net 21
download cell-trojan.app
logout
connect channel-2.99.gsm 299
upload cell-trojan.app
logout
```

Your 3rd level objective is now completed.

Your next objective is to locate the military satellite controlled by your followers. Return to the computer in the office building and hack it. Setup a bounced link by clicking on **channel-2.99.gsm** and on **45-2011.tower.gsm** and then type:

```
crack 243.143.35.99 99
```

Next, connect to the host, and you will find the satellite's address in the **control.h** file. There is also an exploit available there, so download that as well. Type:

```
connect 243.143.35.99 99
cat control.h
scan link-245.satellite.military
download targetlock_999.exploit
logout
```

Next, retrieve the GPS coordinates from the cell phone. Type:

```
connect channel-2.99.gsm 299
download gps.log
logout
```

Next, you must hack the military satellite. Click on **channel-2.99.gsm** and **243.143.35.99** to setup a bounced link and then type:

decrypt link-245.satellite.military

Use the exploit you have previously downloaded, to hack the target locking service, and then upload the coordinates to the satellite.

```
exec targetlock_999.exploit link-245.satellite.military  
connect link-245.satellite.military 999  
upload gps.log  
logout
```

Your fourth level objective is now completed.

Now, it's time to retrieve the satellite's equipment identification file. You will also need to delete some files from your localhost to be able to download it. Click on **channel-2.99.gsm** and **243.143.35.99** to setup a bounced link and then type:

```
delete gps.log  
delete cell-trojan.app  
crack link-245.satellite.military 888  
connect link-245.satellite.military 888  
download id.file  
logout
```

Your fifth level objective is now completed.

If your trace level is over 80% and you are unable to finish the level, use the **killtrace** command.