KEY SHORTCUTS

ESC	Menu
<,>	Rotate the camera
H	Health Shot treatment
E	Charging Batteries with the Energy Cells
C	Hack's Characteristics
I	Inventory Window
Q	Quests Window
M	Map
R	Run Button
SHIFT	Stops Hack. With SHIFT pressed it's easier to aim and shoot.
CTRL	Running or Walking depending on the position of the Run Button
ALT	Highlights the objects lying on the ground

space hack

MERIDIAN4 REBELMIND

MERIDIAN4 REBELMIND

INTRODUCTION

Monstrous overpopulation of Earth has forced its government to undertake drastic measures. Since there was no chance for voluntary migrations to distant colonies (life out there was primitive compared to Earth), a new, restrictive law was established to force people off the planet.

Men, women and children were transported in large colony ships that usually consisted of one small steering unit and a dozen or so huge biospheres. The latter were like whole autonomous lands, each one with their own ground, atmosphere and even artificial sun. A piece of Earth in a box! This way a biosphere could be dropped on virtually any planet and provide a home for the settlers until they manage to bring their foreign environment under control.

Maximus XV was one of these transport ships. Colonists lived inside biospheres and had no idea of where they are going to end up. They were given basic equipment that could be used when colonizing a new land. No one suspected that they'd be better off with weapons...

The colony ship, Maximus XV was on course. This was supposed to be an uneventful trip. No one on board expected to find the most dangerous predator of space; the Black Nebula. The Black Nebula is a gravitational entity that sucks in everything within its grasp. It quickly swallowed Maximus XV.

The colony ship and its passengers were not the only race that was captured and trapped within the Nebula. Ships loaded with creatures of unknown species have been trapped for years. They have learned how to survive by feeding on newcomers.

They quickly attacked Maximus XV, taking over one colony biosphere after another. The passengers were caught unaware and barely put up any resistance against the merciless invaders.

The last biosphere was different. With impromptu weapons colonists managed to fight off the attack, but they were still under siege, surrounded by countless enemies. Now, the only way to get out of this alive is to get to the emergency capsule and use their powerful engines to break free from the Nebula. But the capsule is at the other end of the ship and the path leads through all the biospheres, now colonized by alien creatures.

This is a one person job. Only the best of the best will have any hope. Hope has a new name - Space Hack.

SYSTEM REQUIREMENTS

Minimum
* Windows 98/ME/2000/XP
* Celeron 1 GHz
* DirectX 7.0 compatible 3D accelerator with at least 16MB of video RAM
* 256 MB RAM
* 500 MB available hard drive space
* 4x CD-ROM drive

Recommended
* Windows 98/ME/2000/XP
* Pentium III 1.4 GHz
* DirectX 7.0 compatible 3D accelerator with at least 32MB of video RAM
* 512 MB RAM
* 500 MB available hard drive space
* 4x CD-ROM drive

INSTALLATION

Insert the Space Hack CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, the Installer will start automatically. Follow the on screen installation instructions.

If AutoPlay is not enabled, double-click on the 'My Computer' icon on the desktop. Double-click on the CD-ROM drive icon and then double-click on the SETUP icon. Follow the prompts to install the game.

TECH SUPPORT

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at support@meridian4.com.

Meridian4 web site: **www.meridian4.com**

GAME

INTERFACE - GAME SCREEN

The **Game Screen** is the place where the game is played out. Here you can see Hack, his enemies, the world where game takes place and a lot of information displayed on the **Information Panel** at the bottom of the **Game Screen**.

The **Game Screen** shows us only part of the Game World where Hack is located and moves together with him. You may rotate the view in any direction around Hack using either the mouse wheel or a "<" and ">" keys.

The **Information Panel** may be handled with the mouse or shortcut keys.

1-Remaining Enemies; 2-Number of Cells; 3-Energy Level; 4-Batteries Charging Counter;
5-Field of Hi-tech Item Prepared for Use; 6-Information Window; 7-Endurance Bar;
8-Game World View; 9-Run Button; 10-Characteristics Button; 11-Equipment Button;
12-Quests Button; 13-Map Button; 14-Number of Health Shots;
15-Life Level; 16 -Experience Level Counter

INVENTORY WINDOW

You can open the **Inventory Window** using the button on **Information Panel** or the
shortcut key - **I**.

The window is divided into two parts:

★ **Inventory** - this is where Hack keeps all the items which he isn't using at that
moment. The inventory has limited capacity (each item has a volume). The number of
Cells possessed by Hack is displayed in a separate window.

★ **Hack's Paper Doll** is divided into several fields in which you can place the
appropriate objects (e.g. you can put the sword in Hack's hand) if Hack is able to use
them given his current characteristics levels (description and possible requirements
concerning the use of objects are given in the **Information Window**).

1-Head Field; 2-Hi-tech Items Fields; 3-Torso Field; 4-Hi-tech Items Fields; 5-Biochips Fields;
6-Hand Field; 7-Inventory; 8-Number of Cells; 9- Information Window; 10-Equipment Button;
11-Hand Field; 12-Hack's Paper Doll; 13-Biochips Fields

HACK'S CHARACTERISTICS WINDOW

You may open Hack's **Characteristics Window** using the appropriate button on **Information Panel** or the shortcut key - **C**.

If Hack has some **Development Points**, which he receives when achieving a new level, the **Characteristics Window** lets you divide them between Hack's **Primary Characteristics** thereby increasing his abilities. You can do this by clicking the appropriate **Development Buttons**. Detailed description of managing the character's development is presented in the *Character Development* chapter.

1-Primary Characteristics; 2-Development Buttons; 3-Development Points; 4-Characteristics Button

MAP DISPLAY

You may open the Map using the appropriate button on **Information Panel** or the shortcut key - **M**.

The map shows only a part of Hack's current location. In the central part of the map, there is an arrow representing Hack's location and the direction he's facing. The map shows only the area, which has already been visited by Hack - the map is updated automatically while exploring new areas.

QUEST WINDOW

You may open the **Quest Window** using the appropriate button on **Information Panel** or the shortcut key - **Q**.

This window has two tabs - by clicking them you can access the appropriate options:

* **Quests** - here you can find all the Quests assigned to you during the game. The Quests, which are already completed, are marked in a different colour. You may read the detailed descriptions of particular Quests by clicking them.

* **Dialogues** - all characters that you have talked to from the beginning of the game are displayed here. By clicking the icon of particular character you may access the list of all conversations held with this character. If you want to recall the exact course of the conversation you just need to click the appropriate dialogue from the list of dialogues.

HI-TECH ITEMS WINDOW

You use the **Hi-tech Items Window** to quickly prepare the Hi-tech Item for use. To open this window you must left-click on the Field of Hi-tech Item Prepared for Use, which is on the **Information Panel**.

1-Hi-tech Items Window; 2- Field of Hi-tech Item Prepared for Use

When you click on the chosen item, it will become a **Ready to Use Item** (see *Hi-tech Items, Energy Weapon and Energy Management*) and it will be displayed in the appropriate place on the **Game Screen**.

INFORMATION ICONS

The **Information Icons** are displayed directly on the Game World View. There are two types of Information Icons:

* ★ **The Hi-tech Item Usage Icons** - they show which Hi-tech Items are being used at the moment
* ★ The **Objects Low Durability Icons**:
  - The yellow icon means that durability of the shown object is low
  - Yellow and red flashing icon means that durability of the shown object is very low and that the object will be too damaged to use very soon, i.e. repair is required.

 Weapon Low Durability Icon

 Shield Low Durability Icon

 Armor Low Durability Icon

 Helmet Low Durability Icon

1-Objects Low Durability Icons; 2-Hi-Tech Item Usage Icons

INTERFACE HANDLING - CHARACTER CONTROL

The whole game may be handled with the mouse only - you just need to place the cursor in the proper place of the **Game Screen** and right or left click. Cursor changes depending on where you place it and what you can do in that moment (e.g. when you indicate the enemy, the cursor changes into a cross-hair - if you left-click, Hack will attack the enemy). Additionally, the mouse wheel will rotate the view of **Game World**. The only option which cannot be handled with mouse is **Main Menu** - in order to access it, you have to press **ESC** on the keyboard.

To make the game easier to control, most of the functions are also accessible through shortcuts keys (see: *Key Shortcuts*)

HACK'S MOVEMENT

Hack can move in two ways:

* Walk
* Run

If you want Hack to go somewhere, you have to move the cursor to the chosen place and left-click. You can also click on an NPC - Hack will then approach them for a conversation.

Hack can run, when the **Run Button** is pressed (see the *Game Screen*) and his endurance level is above zero (the endurance level is shown on the **Endurance Bar** - see the *Game Screen*).

Additionally, you may use **CTRL** key on the keyboard, to toggle between walking and running.

MANAGING CHARACTER'S EQUIPMENT

Equipment management is one of the more important elements of the gameplay - by equipping Hack with appropriate weapons, armor and items, you may significantly increase his chances at defeating his enemies.

You may equip Hack in the **Equipment Window** - you just need to indicate the chosen object with the mouse by clicking on it and then dragging it to the chosen place within **Inventory** or **Hack's Paper Doll** (see *Equipment Window*).

Thanks to the **Equipment Window**, you may also prepare the chosen **Hi-tech Item** for use (see Hi-tech Items, Energy Weapon and Energy Management) - to do that you need to right-click on the item possessed by Hack (the item which is in one of the Hi-tech Items Fields).

While Managing the Equipment, there are certain rules you have to remember:

★ There are some objects, which cannot be used by Hack, but he can carry them in the Inventory.

★ If Hack cannot use a particular object - it is impossible to place it in the proper field on **Hack's Paper Doll** - you should read its description in **Information Window** (see *Game Screen*) to find out why Hack is unable to use this object.

★ Hi-tech Items and Energy Weapon require Energy Supply or they need to be charged in advance - if these conditions aren't met, the object cannot be used despite the fact that it is placed in the proper field on **Hack's Paper Doll** (see *Hi-tech Items, Energy Weapon and Energy Management*).

★ The objects which are to be used by Hack should be placed in the appropriate fields of **Hack's Paper Doll** (e.g. the sword should be placed in the Hand Field and the helmet in Head Field - see *Equipment Window*).

★ There are two-handed objects, which - when used - occupy both Hand Fields (e.g. you cannot use two-handed sword and a shield at the same time).

★ In most cases, placing the object in the appropriate field within **Hack's Paper Doll** means that Hack is using it. **Hi-tech Items** are the exception (see *Hi-tech Items* and *Energy Management*)

In order to make the most of various objects, it is good to open both **Equipment and Hack's Characteristics Windows** at the same time and observe how Hack's Characteristics are changing while you equip Hack with different objects.

INTERACTIONS WITH NPCS

Hack can talk with most NPC's. The character who has something new to say is marked with an icon that appears above his head.

 Talk Icon   Quest Icon

To talk with NPCs you should left-click on them.

Each new conversation with an NPC is recorded and you can play it anytime you want through the **Quests Window**.

Some NPCs may perform various services for the player

- Trade
- Repair Objects
- Identify Objects
- Charge Hi-tech Items
- Heal Hack

In order to access these services, you should just talk to the chosen character (whether he has anything new to say or not).

The detailed description of Trade and Objects Repair is presented in a separate chapter (see *Trade, Objects Repair and Identification*, and *Hi-tech Items Charging*).

Hack can influence a lot of Game World elements. The fight with the alien creatures which have seized the ship is the core of the game. Apart from that, Hack can destroy some elements of the Game World, collect the objects scattered around and cure himself or charge his energy cells (see *Hi-tech Items* and *Energy Management*) in the adequately labeled places. Some of the objects that Hack may find are keys, which open doors in certain locations.

Fight

To attack the enemy, you have to indicate it with the cursor (in the Information Window its description will appear) and left-click on it. If you keep the mouse key pressed the whole time - Hack will attack the enemy until he defeats him.

Hack attacks enemies with the weapon he has been equipped with by you (see *Managing the Equipment*).

The fight result depends strongly on Hack's Characteristics and the type of weapon he uses. So if you want Space Hack to be the best warrior, you should pay attention to Hack's proper development (see *Character's Development*).

Destroying the Game World Elements

To destroy something, you have to attack it just like you attack the enemy. If you indicate the object with the cursor, its description will appear in the *Information Window* and the cursor will change into cross-hairs - it means that this object can be destroyed.

Collecting Objects

To pick up an object, you have to indicate it with the cursor and left-click on it. If the object falls to the ground again, it means there is no space in Hack's **Inventory** (see *Equipment Window*). You can display names of the objects lying on the ground using the shortcut key - **ALT**.

Health/Energy Regenerating

There are places in the Game World where Hack can cure himself or charge energy cells. When you indicate such a place with the cursor, its description will show in the **Information Window** - you just need to click on it and wait for Hack to go there. One place may be used many times - its energy doesn't run low.

Opening Doors

Doors open automatically as Hack approaches them. If the door doesn't open, it means they either require a special key (**Door Card Key**), which Hack doesn't have or they are permanently blocked.

All doors which can be opened using a card are marked with a special color **Door Symbol**. The color of the symbol matches the color of the card which opens this particular door.

 Door Symbol　　　 Door Card Key

If the Door Symbol is grey, it means that you do not need a card to open this door.

To move between locations you must use teleports. There are two types of teleports:

* Small teleports - they connect only two locations. When Hack enters such a teleport, he will be automatically transported to the second location.

* Big teleports - they connect all available locations. When Hack enters such a teleport, the list of accessible locations is displayed and he can choose the location he wants to be transported to.

In order to be teleported by the Small Teleport, Hack just needs to enter it.

To use the Big Teleport, Hack has to enter it and when the list of all accessible locations appears, you should indicate the chosen location with your cursor and left-click on it.

To travel between locations being currently visited and the base, Hack may use a special Hi-tech Item - Teleport to the Base.

HACK'S HEALTH

When Hack's **Life Level** falls to the zero he dies. Information about current Life Level is being displayed constantly on the **Information Panel** (see *Interface - Game Screen*).

Hack's injuries can be treated in several ways:

* At Doc's in the village - for free (*see Interactions with NPCs*)
* In the special places in the Game World (see *Treatment/Energy Regenerating*)
* Anytime, using the appropriate Hi-tech Item (see *Hi-tech Items and Energy Management*)
* Anytime, using the **Health Shot**

If Hack has **Health Shots**, you can heal him with them - you just need to click the Life Level on the Information Panel or press the shortcut key - **H**. Information concerning the number of **Health Shots** is displayed on the Information Panel.

CHARACTER DEVELOPMENT

Hack gets experience points for each defeated enemy. Having received a certain number of experience points (when the **Experience Bar** reaches the maximum - see *Interface - Game Screen*), Hack achieves the next experience level and gets 5 **Development Points**, which he can use to increase the value of chosen **Primary Characteristics**.

Primary Characteristics are:

* Strength
* Dexterity
* Knowledge
* Endurance

Primary Characteristics influence Hack's Secondary Characteristics and determine which objects can be used by Hack. Secondary Characteristics are:

* Life
* Energy
* Fighting Skills
* Damage
* Armor
* Resistance to:
  - Plasma
  - Cold
  - Magnetic Impulse

Secondary Characteristics influence directly how well Hack will fight, how much damage he will suffer from enemy blows and so on. Objects used by Hack strongly influence his Secondary Characteristics.

Which characteristics you choose when assigning the Development Points strongly influences gameplay and Hack's fighting method:

Choosing Strength - Hack will fight hand to hand, he will be exposed to enemy's blows, but at the same time he will be resilient enough to endure them. His blows may not be very accurate, but their intensity will make up for it. A melee weapon would be the best for him.

Choosing Dexterity - Hack will fight from a distance. He won't be able to wear heavy armor, but he will not need it, as he'll have limited contact with the enemy. His blows won't be very strong, but they will be quite fast. The common projectile weapon will be the best for him.

Choosing Knowledge - Hack will use Hi-tech Items and Weapons. He won't be able to wear heavy armor, but he will use protective force fields and many other items which give him almost supernatural abilities. Unfortunately, this kind of weapon/items is constantly consuming priceless energy - the only wealth that exists for the remaining colonists. The energy weapon will be the best for him.
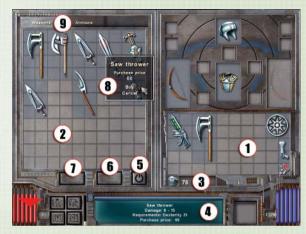
Choosing Endurance - Determines how many injuries Hack can take and survive - it is therefore worth developing if you plan direct contact with the enemy. This attribute also affects Hack's ability to run for longer periods of time.

TRADE, REPAIR, CHARGING AND IDENTIFICATION

Energy Cells are the currency used in the Game World - they are the source of priceless energy for the colonists. Hack pays with cells and gets them when he sells objects. At the same time, cells are also used to power rechargeable batteries of the **Energy Weapon** as well as to charge **Hi-tech Items** (see *Hi-tech Items, Energy Weapon and Energy Management*). With energy cells you can also pay for repairing and identification of objects.

To start trading, repairing, identifying or charging an object, you should left-click on the appropriate NPC Character. Hack will approach this character and a window will open where you will be able to choose the appropriate option (trade, identification and repair or charging).

Choosing the option will automatic open the **Equipment Window** (see Equipment Window) and the Shop.

1-Equipment Window; 2-Shop; 3-Number of Cells; 4-Information Window; 5-Exit the Shop; 6-Identification Button; 7-Repair/Change Button; 8-Purchase/ Repair/ Identification/ Charging Window; 9-Tabs

These windows are handled identically as the Equipment Window alone. On the top of the Shop window, there are **Tabs** - you should treat them as different departments of the shop. By clicking on them, the Player can access different types of items (e.g. Weapon and Armor are in separate departments).

To sell an object - you just need to drag it from the Equipment Window to the Shop. Description of the object (with the sale price) is given in the **Information Window**.

To buy an object, click on it in the **Shop**

* If you left-click on it - the **Purchase Window** will show with additional description (the basic description is displayed in the Information Window), if you still want to buy this object - click on "Buy" option. You still need to drag it to the Equipment Window.

* If you right-click on it - you will automatically buy the object.

In the appropriate Shop you can also repair the ordinary objects or charge the Hi-tech Items. To do that, you need to click first on the **Repair/Charge Button**, and then on the chosen object in the Equipment Window (description of the object and the cost of repair/charging are displayed in the Information Window).

* If you left-click on the object in the Equipment Window - the **Repair Window** or **Charging Window** will appear (identical to the Purchase Window) - if you still want to repair or charge the object - click the "Repair" or "Charge" option respectively.

* If you right-click on the object in the Equipment Window - you will repair or charge it at once.

Identification of Objects works identically as repair/charging and it is available under the Identification Button

HI-TECH ITEMS, ENERGY WEAPONS AND ENERGY MANAGEMENT

Hi-tech Items may be divided into two groups:
* Energy Weapons
* Other Hi-tech Items

ENERGY WEAPONS
Energy Weapons ares used just like all the other kinds of weapons - you need to put them in Hack's hand. Energy Weapons require **Energy** accumulated in rechargeable batteries.

Current energy level is being displayed constantly on the **Information Panel** (see *Interface - Game Screen*). Each Energy Weapon consumes a certain portion of energy (it is specified in the object description in the **Information Window**). If current energy level is lower than the energy portion necessary to use the object - the object simply will not work.

OTHER HI-TECH ITEMS
The other Hi-tech Items operate differently. Hack will be able to use one of them only if you first put it in one of the **Hi-tech Items Fields** in the Equipment Window (unless it is already there - see Equipment Window). Then you must prepare the item for use either by the **Equipment Window** or **Hi-tech Items Window**. The Hi-tech Item prepared for use is being displayed on the **Information Panel** and it is marked in the Equipment Window. Such an item may be used anytime. To do that, you simply need to indicate (with the cursor) the enemy, object or place (depending on item application - sometimes you don't have to indicate anything special) and right-click on it. In the right bottom corner of the Game World View the **Usage Icon** will appear (see *Interface - Game Screen*). It signals the usage of the given Hi-tech Item. You can use several Hi-tech Items at the same time.

Each of these Hi-tech Items must be charged in advance so you can use it. The charge level of the item determines how many times you can use it without recharging.

List of Other Hi-Tech Items

 Camouflage - Hack becomes invisible to his enemies. This item consumes energy so when batteries are empty camouflage dissapears.

 Energy Shield - Protects Hack. Every time Hack takes a hit from an enemy, some energy is used to heal him. When the batteries are empty, the Energy Shield disappears.

Hologram - Projects a hologram of Hack in the selected area. Usable for misleading enemies. If an enemy is closer to the hologram than to Hack, he will attack the hologram. Note: all missiles will pass thorough the hologram.

Battle Hologram - Works like regular hologram, but when any enemy attacks such a hologram by hand to hand weapon he will be wounded himself. Each time a missile is stopped by the Hologram, energy is consumed from the batteries.

Automatic Doctor - Immediately heals all of Hack's wounds.

Teleporter - Teleports Hack to any accessible, selected area in The Game World View. It won't teleport through the key-locked doors, for example..

Teleport to Base - At any time and from any place, it teleports Hack back to base.

Mind Control - Selected enemy becomes hostile to its allies and will attack them. It has effect only on simple minds. Stronger and smarter enemies are immune to this item.

Time Retardant - It makes time pass in a different way. Everyone moves much slower, but Hack can attack with normal speed.

Flash - A strong flash of light forces enemies to run away from Hack.

Freezer - Freezes selected enemy. They cannot move or attack.

Item Scanner - Allows you to identify items directly.

Enemy Scanner - Allows you to obtain knowledge about enemies, to find out their weaknesses.

ENERGY MANAGEMENT

To increase energy level (charge the batteries), you must click on the Energy Indicator on the **Information Panel**. Charging Batteries consumes the **Energy Cells** (which serve as a currency at the same time). If Hack doesn't have enough Cells, the batteries will not be charged or they will be only partly charged. To quickly charge batteries, you can use the shortcut key - **E**.

The second method to charge the batteries is to use special places in the Game World (see *Treatment/Energy Regenerating*). Using this method you do not consume Cells.

Particular NPCs may charge your Hi-tech Items in exchange for certain number of cells (see *Trade, Objects Repair and Identification, and Hi-tech Items Charging*).

CREDITS

Rebelmind

GAME DESIGN
Otton Laskowski
Jaroslaw Zakrzewski
Krzysztof Krawczyk

PROGRAMMERS
Jaroslaw Zakrzewski
Micha Nowakowski

LEVEL GRAPHICS AND ANIMATIONS
Marcin Krawczyk
Otton Laskowski
Robert Samoraj
Marcin Domanski
Agnieszka Milewska-Krawczyk

CHARACTER GRAPHICS AND ANIMATIONS
Marcin Domanski
Otton Laskowski
Krzysztof Krawczyk

2D GRAPHICS
Agnieszka Milewska-Krawczyk
Otton Laskowski
Marcin Domanski

MUSIC & SOUND
Przemyslaw Danowski

MAIN THEME
Jaroslaw Siwinski

INTRO & OUTRO
Marcin Krawczyk

STORY AND PRODUCTION
Krzysztof Krawczyk

SALES
Agnieszka Milewska-Krawczyk

SPECIAL THANKS
Mikolaj Stys
Jakub Stys

Meridian4

SALES DIRECTOR
Andy Sher

MARKETING DIRECTOR
Steve Milburn

PRODUCTION DIRECTOR
Jeff Giasson

VOICE-OVERS
Richard Rosenbloom

LOCALIZATION
Sheila Moody
Christine Wilson

TESTERS
Spencer Adams
Savanah Alexis
Doug Slobod

SPECIAL THANKS
Stan Lechien
Braeden Giasson
Connor Milburn