



Hacker Evolution Duality – GAME MANUAL

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[01.0] INTRODUCTION

[01.1] OVERVIEW

Hacker Evolution Duality is a hacking simulation game. You play the role of a computer hacker who has to hack into computers using various means, in order to achieve his objectives.

The tactics used to play and complete the game are slightly different from what you might be familiar with.

In the game, you have tools which can be used to attack other servers and money which you can use to upgrade your computer.

Keep in mind the following ground rules:

- DO NOT rush into actions. Carefully evaluate everything and try to find the best solution to proceed.
- DO NOT rush into spending your money on hardware upgrades. Spending money on powerful upgrades that are not needed will not help you in most cases. You will end up needing money later on, only to realize that you wasted it.
- The game requires strategy and clever thinking. Analyze everything before proceeding. Focus on finding a solution, and not on doing everything fast.

[01.2] GAME MODES

- Single Player:

You follow the game's storyline through a sequence of levels in **Single Player** mode. Each level has a set of objectives you have to complete. You must complete each level to unlock the next one in the sequence.

- Open World:

In **Open World** mode, you play against computer controlled virtual hackers in various levels that have different objectives. It is similar to a multiplayer game, except your opponents are controlled by the computer through an artificial intelligence program. You can choose to play any level at any time.



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[02.0] CONTROLS

- Mouse:

Left click: Lock on to your server / a target server

Double click: Bounce your link through a hacked target server / Remove a bounced link

Move the mouse to the sides of the screen to scroll the **Target Map**

- Keyboard shortcuts:

[F] Firewall Tool

[D] DOS Attack Tool

[E] EMP Attack Tool

[V] Voiceprint Tool

[R] Retina Tool

[K] Key Crack Tool

[I] Interface Tool

[C] Console

[H] Hardware

[M] Messages

[O] Objectives

[A] Achievements

[Space Bar] Lock on to your server

- Keyboard controls:

[F1] Opens the help screen

[F2] Re-opens the level introduction window

[F8] Pause music

[F9] Next track on playlist

[F10] Volume down

[F11] Volume up

[Esc] Exit to main menu

[Pause] Pauses the game



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[03.0] THE GAME SCREEN



Information Bar

Target Map

Toolbar

[03.1] THE INFORMATION BAR



- Bounced Link Indicator:

Displays information about your bounced links. The number of links is shown first, followed by your total **CPU** power. For more information see section [08.0] - Bouncing Links.

- Time Left:

Some levels in the single player game must be completed in a specified amount of time. When this is the case, your remaining time is displayed in the **Information Bar** at the top of the screen. If it reaches zero and you haven't completed all of the level's objectives, you lose the game.

- Score:

Your game score. In the **Open World** mode, you can submit your scores to the online leaderboards if you have entered your serial number in the **OPTIONS** menu and checked the option to submit them automatically.

Leaderboards can be viewed here: http://www.hackerevolutionduality.com/page_leaderboards.html

If your purchase didn't include a serial number, contact exosyphen studios to receive one for free.

We do not issue serial numbers for the demo version or for pirated copies.



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- Your Tracetime:

How long it will take for a trace to start on you when you are locked on to a target server. A complete explanation can be found at section [05.1] - Tracetime.

- Trace Level:

This is the **Trace Level** that you have accumulated. When it reaches 100%, you lose the game. See section [05.2] - Trace Level for more information.

- Money:

The amount of money that you have at your disposal.

[03.2] THE TARGET MAP



- Bounced Link:

Bouncing links through hacked servers boosts your hacking power and increases **Tracetime**. More information can be found in section [08.0] - Bouncing Links.



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- Your Server:

This represents you and your hardware system.

- Lock Indicator:

A graphic that indicates which server you are currently locked on to.

- Target Servers:

All the servers in the game other than your own.

- Message Indicator:

This informs you when you have received a message.

[03.3] THE TOOLBAR



- Hacking Devices:

This is your sinister collection of tools and weapons to hack, attack, disrupt and scrutinize target servers. The use of each one is explained in detail in section [10.0] - Hacking Devices

- Hardware:

Use this button to access a window where you can purchase additional components for your server, as described in section [06.2] - Upgrading your Server

- Messages:

During the single player game you will receive periodic messages relating to your tasks and objectives, and you can use this button to review them.

- Event Screen:

This scrolling screen keeps you informed of any changes that have occurred in the game, in addition to displaying hints and prompts for beginners.



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- Objectives:

Press this button to view a list of the level objectives that you must accomplish in order to finish the level. The status of each objective can also be seen.

- Achievements:

This button displays a list of your achievements relating to the total number of servers you have hacked and attacked over the course of your career. Each achievement can be unlocked by fulfilling its requirements.

- Help:

A popup window with a reminder of the game controls can be accessed with this button.

[4.0] LOCKING ON

Lock on to your server to avoid being traced - lock on to a target server to use a device on it.

- Locking on to your server:

Click anywhere within your server's status window or press the space bar. You will hear an audio prompt, the **Lock Indicator** will appear behind your server, and your **Tracetime** will reset.

- Locking on to a target server:

Click anywhere within a target server's status window to lock on. You will hear an audio prompt, the **Lock Indicator** will appear behind the target and your **Tracetime** will begin to count down.

[05.0] BEING TRACED

The longer you are locked on to a target server then the more likely you are to be traced by the authorities.

[05.1] TRACETIME

Tracetime is the length of time in seconds that you have to perform an action before a trace on you begins.

Tracetime will start to countdown the instant you lock on to a target server, and if it reaches zero then your **Trace Level** begins to rise. If you lock back on to your server then the countdown will stop and **Tracetime** will reset.

- Your base **Tracetime** is 5 seconds for every **Firewall Unit** that your server possesses.

- If you purchase more **Firewall Units** then your **Tracetime** increases by 5 seconds per unit.

- You gain 5 seconds of **Tracetime** for every **CPU Unit** that a hacked server possesses if you bounce a link through it.



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[05.2] TRACE LEVEL

Your **Trace Level** is the degree by which the authorities have detected your activities and located your server.

Your **Trace Level** will rise at the rate of 1% per second whenever you run out of **Tracetime**. You therefore have 100 seconds before it reaches 100% and you lose the game. When you lock back on to your server then your **Trace Level** stops rising, but unlike **Tracetime** it does not reset.

- Your **Trace Level** decreases by 10% per **Integrity Unit** bought via the **[HARDWARE]** button.
- Some of the switches in target servers are traps and add 10% to your **Trace Level** if you toggle them.
- *Tip: Save your money to purchase integrity units and decrease your Trace Level when it becomes critical.*

[06.0] YOUR SERVER

The base for your criminal activities



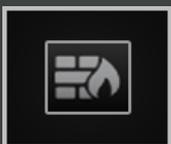
Your server's title is displayed at the top of the status window and is composed of your chosen nickname from the Player Profile screen, followed by .localhost

Below the title, the three key attributes of your server are displayed: **Firewall**, **CPU** and **Integrity**, and the number of units of each that your server possesses. These attributes are common to all of the servers in the game.

[06.1] FIREWALL, CPU AND INTEGRITY

- Firewall:

Your **Firewall Units** are a measure of the capability of your server to resist being traced, and also an indicator of the ability of your server to prevent unauthorized intrusion.



Every **Firewall Unit** that your server possesses grants you 5 seconds **Tracetime**.

Your **Firewall** can be damaged by attacks from hostile servers. When it reaches zero your server will have no defense from being hacked by hostile servers.



Additional **Firewall Units** can be purchased via the **[HARDWARE]** button at the cost of \$5000 per unit.

For every unit you buy, 5 seconds will be added to your **Tracetime**.



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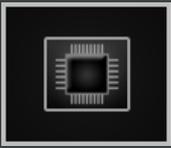
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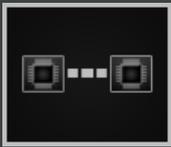
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- CPU:

*The hacking power of your server and its ability to penetrate enemy firewalls is defined by its **CPU Units**.*

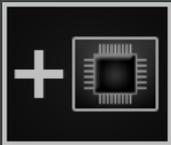


- Your **CPU Units** must match or exceed the target server's **Firewall Units** for hacking to be possible.



When you bounce your link through a hacked server its **CPU Units** are added to your own.

You also get 5 seconds of **Tracetime** for every **CPU Unit** that a hacked server in a bounced link possesses.



You can boost your **CPU Units** via the **[HARDWARE]** button at the cost of \$5000 per unit.

- Integrity:

*Your **Integrity Units** are a measure of the fortitude of your server and its ability to withstand assault.*



Your server's **Integrity Units** decrease every time you are hacked or attacked, and if they reach zero then your server has been destroyed and the game will end.



Additional **Integrity Units** can be purchased via the **[HARDWARE]** button at the cost of \$10 000 per unit.

Boosting your integrity via the **[HARDWARE]** button results in an immediate reduction of your **Trace Level** at the rate of 10% per unit purchased.

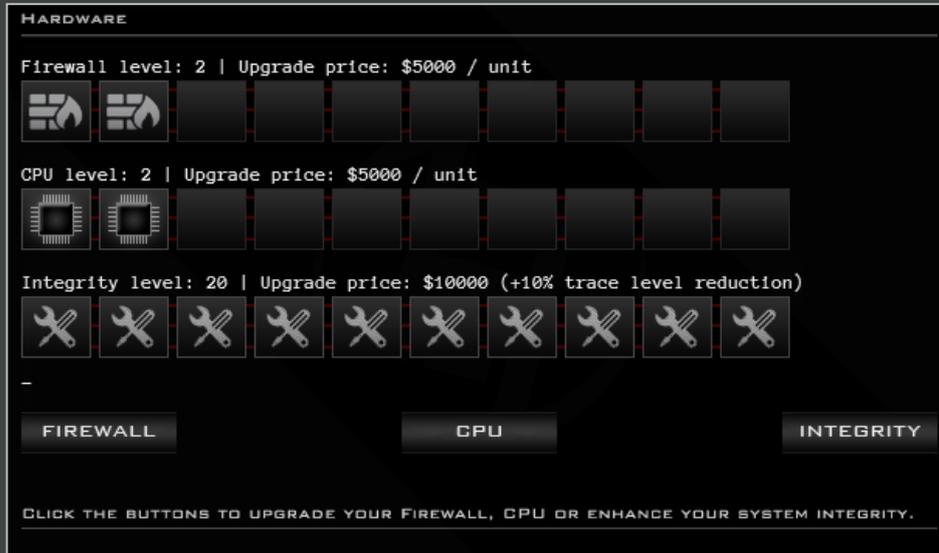


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[06.2] UPGRADING YOUR SERVER



Press the **[HARDWARE]** button or the **[H]** key on your keyboard to access a window that allows you to buy additional units for your server. The current number of units that your server possesses can be seen next to its 3 attributes - **Firewall**, **CPU** and **Integrity**.

Should you wish to purchase an upgrade then press the appropriate button at the bottom of the pop-up window and the cost will automatically be deducted from you.

- *Tip: Don't waste your money on hardware units that you don't need - it is better to upgrade when necessary.*

[07.0] TARGET SERVERS

The focus of your illicit aspirations.

Throughout the game you will interact with target servers - hacking, attacking and manipulating them in order to achieve your goals.

Target Servers may belong to corporations, institutions or individuals. They may be visible at the start of a level, or they may be hidden and only appear when you toggle a server switch or complete a level objective.



Target servers vary in the information that they display in their status window according to their hacked / un-hacked status, and whether or not they are under AI control. All target servers possess the same three attributes as your server - **Firewall**, **CPU** and **Integrity**. Listed below these attributes and their number of units are any **special defenses** that the server may possess.



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[08.0] HACKING A SERVER

Hack servers to manipulate their contents, and to harness their CPU power.

[08.1] HOW TO HACK A SERVER

- If your **CPU Units** match or exceed the target server's **Firewall Units** then you can automatically proceed to hack the target server.

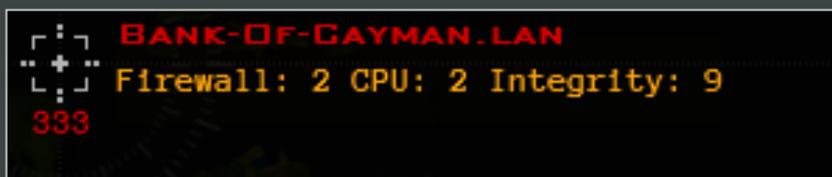
- If your **CPU Units** are less then you can double-click on a server that you have already hacked and bounce your link through it - the **CPU Units** of the server are added onto your own, and if this total now matches or exceeds the target's **Firewall Units** then it can be hacked. Bounce your link through several servers at once and you can increase your hacking power many times over.

If the target server's **Firewall Units** cannot be overcome with the aid of bounced links then you will have to attack the server in order to grind down its **Firewall Units** to a level that you can match or exceed.

The actual act of hacking is committed with the **Firewall Tool**. Following the use of this tool the target server's **Integrity Units** are reduced by 1, its status window changes and it begins to regenerate. There is no limit to the amount of times you can hack a server, but you will eventually destroy it as you erode its **Integrity Units** away to zero.

[08.2] HACKED TARGET SERVERS

When a Target Server has been hacked then the appearance of its status window alters. The server title changes color and a red countdown timer appears. This timer indicates the length of time in seconds until the server regenerates and it loses its hacked status. When this occurs you will no longer be able to access the server's contents, or use it to bounce links through unless you hack it again.



[08.3] SPECIAL DEFENSES

Following your use of the **Firewall Tool** you can bounce links through the hacked server but you will still have to overcome any **special defenses** that the target server has before you can access its contents. The **special defenses** that a server possesses are shown on the server's status window:

Voiceprint Authentication Present - requires the use of the **Voiceprint Password Tool**

Retinal Scan Authentication Present - requires the use of the **Retina Tool**

Encryption Key Present - requires the use of the **Key Crack Tool**



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[08.4] SERVER CONTENTS

Once the target server has been hacked, and any special defenses have been breached, then you can view and manipulate the server's contents. This is done by using the **Interface Tool** which is described at length in section [09.1]

[09.0] BOUNCING LINKS

Bounce links through hacked servers to increase your Tracetime and hacking power.

Double-click on a hacked server to bounce your link through it. An orange connection appears on the **Target Map** linking the hacked server to yours, and the **Bounced Link Indicator** on the **Information Bar** adjusts. Double-click on a server to remove a bounced Link.

- Your **Tracetime** increases by 5 seconds for every **CPU Unit** that a bounced link server possesses.

- The **CPU Units** of a bounced link server are added to your own when your hacking power is calculated.

You can bounce your link through several servers at once and substantially boost your hacking power.

Attacks can be launched on bounced link servers, but you must remove the bounced link before you can use the **Interface Tool**, or breach special defenses such as Voiceprint Authentication.

After setting up or dismantling a bounced link you must lock back on to your server to avoid **Tracetime** reaching zero, and your **Trace Level** increasing.

Note that the additional **Tracetime** that you gain from a bounced link is added *after* you lock back on to your server.

- Tip: Beware of sudden losses in Tracetime that occur when bounced linked servers regenerate. This can be very disruptive when you are in the middle of using a Hacking Device!

[10.0] ATTACKING A SERVER

Attack servers to destroy them or to damage their Firewalls.

[10.1] HOW TO ATTACK A SERVER

There are 2 reasons to attack a server - to damage its **Integrity Level** with the aim of destroying it, and to wear down its **Firewall Level** so it can be hacked.

There are 3 devices on your toolbar that will damage a target server. Use of the **Firewall Tool** is confined to un-hacked servers, and can only be used if you have sufficient **CPU Units**. The **DOS** and **EMP Attack Tools** can be used on any target server, irrespective of its hacked / un-hacked status, or whether it is AI controlled / uncontrolled, but they must first be fully charged. A description of the use of all 3 of these tools can be found in [11.0] - **Devices**.



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Weapon	Damage to Firewall	Damage to Integrity	Usage
 Firewall Tool	0	1	Un-hacked target servers (provided that you have the CPU power)
 DOS Attack Tool	1	1	Any target server (provided that the weapon is fully charged)
 EMP Attack Tool	2	2	Any target server (provided that the weapon is fully charged)

Following the attack then the appropriate damage is deducted from the target server, and if its **Integrity Units** have reached zero it has been destroyed and will disappear from the **Target Map**.

If your server is attacked then it will suffer damage in the same way as target servers do when you attack them. If your **Integrity Units** are reduced to zero then you lose the game.

[10.2] AI CONTROLLED TARGET SERVERS

Many target servers are controlled by AI bots who may be hostile towards you. If they are non-hostile then they will always become hostile if you hack or attack them.





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If a server is under AI control but is not currently hostile then the words (NOT HOSTILE) are displayed below its attributes. Underneath these words are two percentage values which indicate how close the server is to being able to launch **EMP** and **DOS** attacks, though it will never use its weapons so long as it is non-hostile.

- Hostile AI controlled target Servers:

A hostile AI controlled target server displays its **Hostility Rating**, as well as an **Attack Timer**.

```
AI-SEC-2.INSYSION.LAN
Firewall: 5 CPU: 2 Integrity: 2
Hostile: 10.0% | Attack In: 159.6s
EMP: 27 % | DOS: 55 %
```

- Hostility Rating:

The **Hostility Rating** is a measure of how aggressive the AI feels towards your server. The higher the hostility rating of a server is then the more often it will launch attacks against you, and the more likely it is for an attack to be with the more powerful of its two weapons (the **EMP Attack**).

- Every time the server is hacked, attacked, used to bounce links through, or has its money / files stolen or manipulated then its **Hostility Rating** increases.

- The **Hostility Rating** decreases every time the server launches an attack against you, hacks your server or steals your money.

- The server's status will switch to non-hostile if its **Hostility Rating** drops to zero.

- *Tip: If you upload money on to an AI controlled server then its Hostility Rating reduces. In Single Player mode you can temporarily deposit some cash to 'bribe' the server to calm down for a while, but beware of doing this in Open World mode as the server will spend your money on upgrades!*

- Attack Timer:

The amount of seconds left before a hostile AI controlled target server attacks you again is displayed in white digits next to the Hostility rating. After each attack the timer will reset and then countdown again.

[11.0] HACKING DEVICES

The hacker's bag of dirty tricks.

[11.1] THE FIREWALL TOOL

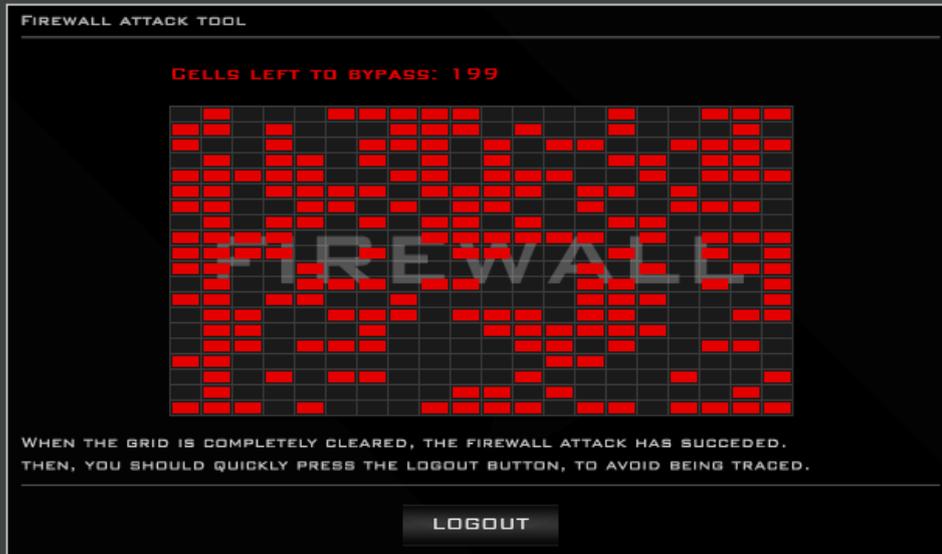
The **Firewall Tool** is your primary hacking device. It can be used on any target server so long as your **CPU units** (or the combined total of your **CPU Units** and the **CPU units** of the servers you are bouncing your link through) number at least the same as the target server's **Firewall Units**.



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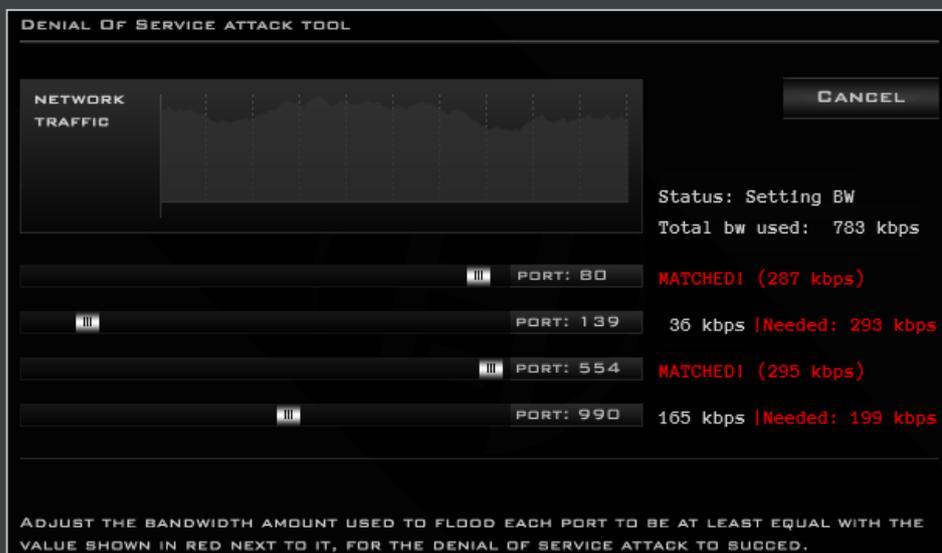


To use the **Firewall Tool**, lock on to the target server and either press the **[Firewall]** button on the **Toolbar** or the **[F]** key on your keyboard. You will see a grid of rapidly disappearing red cells that represent the server's defenses. As soon as all the cells have cleared then the attack is complete and you can press the **[logout]** button underneath the grid.

Upon completion of the use of this tool the server's **Integrity Units** will decrease by 1, and its status window will change to that of a hacked server. It can now be used to bounce links through, and you can access its contents via the **[Interface]** button, unless the server has any special defenses that will need overcoming first.

[11.2] THE DOS ATTACK TOOL

A **DOS** (or Denial of Service) attack damages the target server by saturating its ports with data. It can be used on any target server provided that the weapon is fully charged. This can be gauged by means of an indicator on the button itself - when the grey bar is complete it will turn green and the weapon is then ready for use.





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To launch a **DOS** attack then lock on to the target and press the **[DOS]** button on the **Toolbar** or the **[D]** key on your keyboard. A window will appear that represents the target server's ports and the bandwidth amount you are flooding each port with. By moving the sliders you can alter the bandwidth amounts shown in white until they match the necessary values shown next to them in red.

When you have selected the appropriate value for each port then the word **MATCHED!** will appear in red. When all four have been correctly assigned then the gray network traffic display at the top will slowly fill up with red and then the window will disappear.

The target server will now be damaged and its **Firewall** and **Integrity Units** will be reduced by 1 each.

You can abort the **DOS** attack at any time by pressing the cancel button on the upper right of the window.

- Tip: Plan ahead and work out which target servers will need attacking during the level and then launch attacks against them as soon as your weapons recharge, even if you have other tasks to complete before it is their turn to be hacked or destroyed. Otherwise you might find yourself waiting around for the weapons later on in the level, and this can be very hazardous when you are being attacked on all sides by hostile servers!

[11.3] THE EMP ATTACK TOOL

This attack utilizes a hacked military satellite to fire an electromagnetic pulse (**EMP**) at the target server, which produces damaging current and voltage surges. The **EMP Attack Tool** can be used against any target server, but it is not always available for use and you must wait until the grey bar on the button has turned green before you can use it.



To launch an **EMP** attack then lock on to your chosen target server and either press the **[EMP]** button on the **Toolbar** or the **[E]** key on your keyboard. At the bottom left of the screen the image of a satellite will appear, connected to the target server by means of a white targeting beam. It is your task to align the satellite to the correct angle so that it can fire its electromagnetic pulse at the target server.

Click the mouse anywhere on the screen and the satellite will begin to revolve. When the arrow pointer at the top of the circular graphic behind the satellite is level with the white targeting beam then click again and it will fire its weapon. If you



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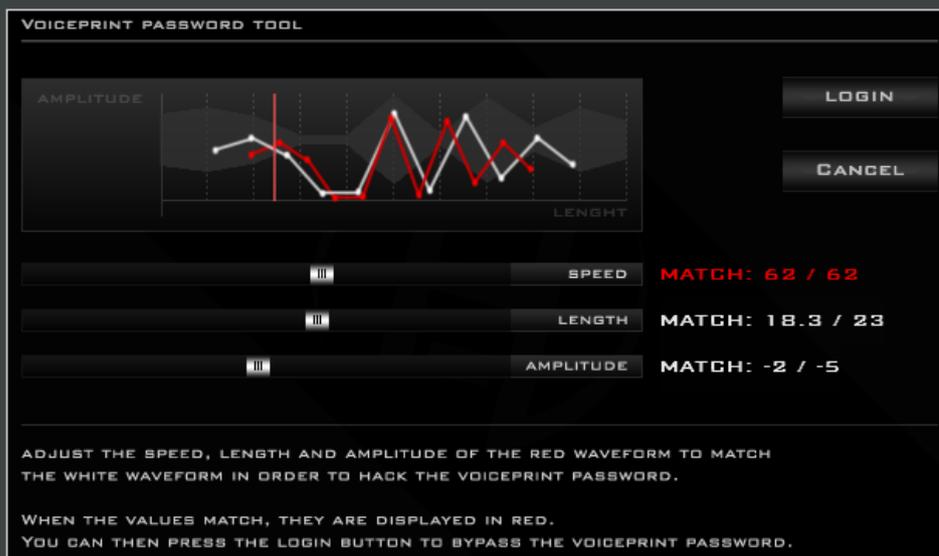
click before the satellite has reached its correct alignment then you can restart it, but if you click too late you'll have to wait for the satellite to complete another revolution as it is only capable of turning in one direction.

Upon completion of the attack the satellite will disappear and the target server will be damaged: its **Firewall** and **Integrity** will lose 2 Units each.

Should you wish to abort an **EMP** attack you can do so at any time by pressing the **[Esc]** key on your keyboard.

[11.4] THE VOICEPRINT PASSWORD TOOL

This device manipulates the characteristics of a voice sample until it is recognized by digital analysis as matching that of a genuine user. Use this tool on a target server that has Voiceprint Authentication in place, after you have hacked it with the **Firewall Tool**.



To operate the **Voiceprint Password Tool** then press **[Voiceprint]** on the **Toolbar**, or the **[V]** key on your keyboard. You will see a screen that shows two waveforms - a sample of your voice in red, and the voiceprint password sample in white. Below the screen, 3 sliders enable you to manipulate the characteristics of your waveform (speed, length and amplitude), until they mirror those of the voiceprint password. Move the sliders until the 2 sets of white digits next to each characteristic match and turn red, and then press **[login]** at the top of the window to complete the process.

Following the successful use of this tool you will be able to use the **Interface Tool** to examine the server's contents.

You can abort your use of the **Voiceprint Password Tool** at any time by pressing the **[cancel]** button.

[11.5] THE RETINA TOOL

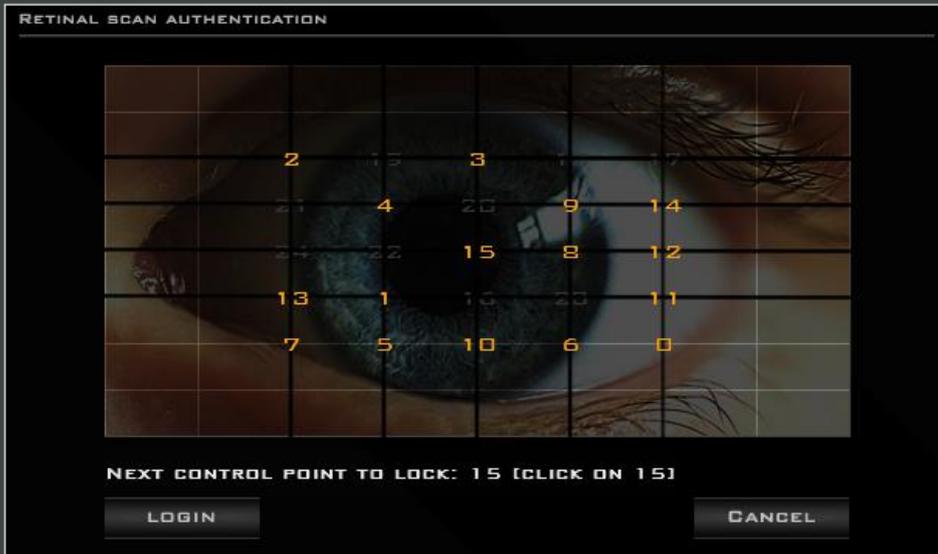
This device is available for use on hacked target servers that employ Retinal Scan Authentication - the process by which the unique patterns of a person's retina are mapped and then compared with those stored in a database, in order to regulate access to a secure system.



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To operate the **Retina Tool** then lock on to the target server and press **[Retina]** on the **Toolbar** or the **[R]** key on your keyboard.

The scan compares and contrasts 25 numbered control points in the subject's retina. These control points must be locked in reverse order - click on each one from 25 to 0 and it will turn from orange to grey. Access will fail if you click the control points in the wrong order, and you will have to cancel the operation and start over.

Upon completion of the task then press **[login]** and you will have gained access to the server.

Should you wish to abort the operation then you can do so at any time with the **[cancel]** button.

[11.6] THE KEY CRACK TOOL

This device is used for gaining access to a server that is protected by an Encryption Key, after it has been hacked by the **Firewall Tool**.





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Lock on to the server and press **[Key Crack]** on the **Toolbar** or the **[K]** key on your keyboard and you will be presented with an 8x8 matrix which contains the numbers 63 to 0 in its cells. You must click on each number in exact descending order for the crack to be successful. After you click on each number it will change from red to grey.

If you click on the wrong number then the crack will be unsuccessful, and you will have to cancel the operation and begin again. If you hesitate for more than a moment while scanning for a number then its cell will turn white to help you locate it.

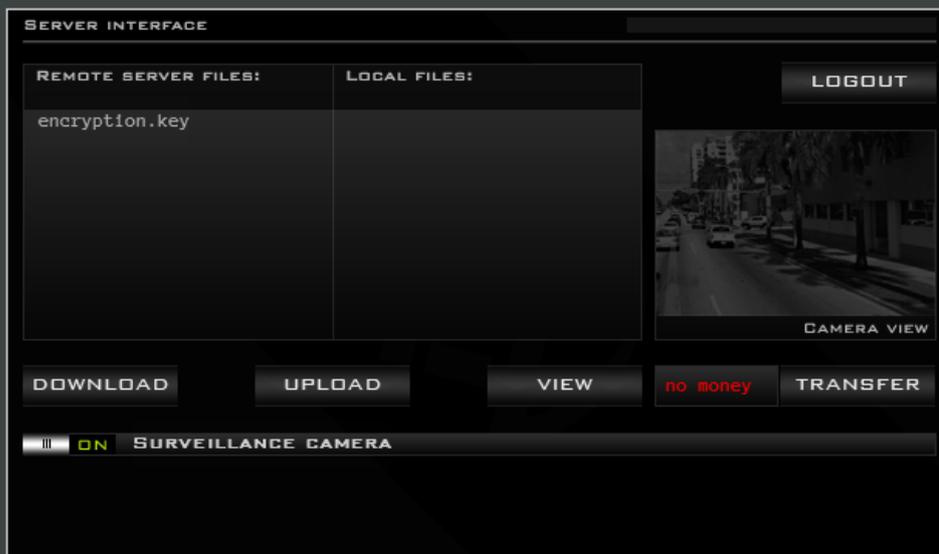
When you have clicked on all of the numbers in reverse order then press **[login]** to complete the task.

Should you wish to abort the operation then you can do so at any time with the **[cancel]** button

- Tip: Make sure you have plenty of Tracetime / Trace Level before you use the Key Crack Tool. The most important thing to do when faced with the grid is to relax and not panic - the task gets easier as it goes on.

[11.7] THE INTERFACE TOOL

This device enables you to examine and manipulate a server's contents. The device can be used on any hacked server, provided that any special defenses have been breached. Lock on to the server and press **[Interface]** on the **Toolbar**, or the **[I]** key on your keyboard.



- Files:

Any available files can be viewed on the left in the **Remote Server Files** window. Next to this is the **Local Files** window, where you can see the files that you have on your server.

You can download server files, and upload your own onto the server by using the **[download]** and **[upload]** buttons beneath the file windows. A red progress bar will appear and when it has completed then you can either use the **[logout]** button if you are finished, or manipulate the server's contents further.



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Files can be viewed via the **[view]** button, and may contain valuable hints to help you complete your objectives.

- Money:

If the server contains money then it can be seen in red digits on the right of the window. If any is present then you can steal it by pressing the **[transfer]** button. The red progress bar will appear and when it has completed then all of the money will be transferred to your account.

Sometimes the level objectives require you to transfer money from your server to a target server, and this too is accomplished via the **[transfer]** button. This is however only possible if the target server has no money in it beforehand, otherwise any money present will be transferred to your account instead.

It is not possible to transfer particular amounts of money - when you press **[transfer]** then either all of the money in the target server will be transferred to your account, or all of the money in your account will be transferred to the target server.

- Camera View:

Some of the target servers enable you to access CCTV, and the view from the camera can be seen here.

- Switches:

Some servers contain switches that you can toggle. They may reveal the location of hidden servers, switch cameras on and off, or have other functions that relate to level objectives.

- Some switches trigger traps that raise your **Trace Level** by 10% if you toggle them.

- Tip: Be sure to make a mental note of which server switches are traps, so that you don't toggle the wrong ones next time round if you have to play the level again.

- Console:

The console will feature in future upgrades and expansions.



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[12.0] LEVEL WALKTHROUGHS

[12.1] LEVEL 01

- Depending on the speed with which you complete this walkthrough, you may find that weapons are not fully charged when you are instructed to use them. Wait a few moments for the grey bars on their buttons to turn green and then you will be able to proceed.



- You will see 2 servers on the **Target Map** - your server and a target server.

- Your server is in Greenland, and you will see that its title is composed of your chosen nickname from the Player Profile screen, followed by `.localhost`

- The target server is called **ONE.EXOSYPHEN.COM** and is located in North America.

- You have \$5000 but don't spend it - you'll need it (and more) to complete one of the level objectives.

- You have 30 minutes to complete this level or the game ends.

01 Read the incoming message that appears - it informs you that hacking **ONE.EXOSYPHEN.COM** is your first objective.

- This target server can be automatically hacked because your **CPU Units (2)** match or exceed its **Firewall Units (2)**.

02 Click on **ONE.EXOSYPHEN.COM** to lock on to it.

03 Press **[Firewall]** on the **Toolbar**, or the **[F]** key on your keyboard

- The **Firewall Tool** window appears.

04 When the red cells representing the server's defenses have all cleared then press **[logout]** at the bottom of the **Firewall Tool** window and the hacking process is complete.

05 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard to avoid running out of **Tracetime** and gaining **Trace Level** - if it reaches 100% you will lose the game.

- **Objective 1 is now complete.**



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06 Read the new incoming message that appears, instructing you to obtain \$10 000 in your account.

- Messages can be reviewed at any time via the **[Messages]** button on the **Toolbar**.

07 Click on **ONE.EXOSYPHEN.COM** to lock on to it.

08 Press **[Interface]** on the **Toolbar**, or press the **[I]** key on your keyboard.

- The **Interface Tool** window appears.

- Don't toggle the switch - it's a trap and will add 10% to your **Trace Level!**

09 Press the **[transfer]** button at the bottom of the Interface window.

10 When the red progress bar has completed then press **[logout]**.

11 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard.

- Your dollar balance at the top of the screen now reads \$10 000 - Objective 2 is now complete.



- A new server appears on the **Target Map** in Russia called **ZERO.EXOSYPHEN.COM**

12 Read the incoming message - it informs you that hacking **ZERO.EXOSYPHEN.COM** is your new objective.

- Objectives can be reviewed at any time via the **[Objectives]** button on the **Toolbar**.

13 Double click on the hacked server **ONE.EXOSYPHEN.COM** to bounce your link through it.

14 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard.

- Notice how the **Bounced Link Indicator** at the top left of the screen has changed to reflect the bounced link.

- The combined total of your **CPU Units** and the hacked server's **CPU Units** ($2+2=4$) are still not enough to be able to hack **ZERO.EXOSYPHEN.COM** with its **7 Firewall Units**.

15 Click on **ZERO.EXOSYPHEN.COM** to lock on to it.

16 Press **[DOS]** on the **Toolbar**, or the **[D]** key on your keyboard.



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- The **DOS Attack Tool** window appears.

17 Move the sliders until the white numbers match the necessary values shown next to each in red.

18 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard.

- The target server's **Firewall Units** have been reduced to 6, which is still 2 more than your combined **CPU** power.

19 Click on **ZERO.EXOSYPHEN.COM** to lock on to it again.

20 Press **[EMP]** on the **Toolbar**, or the **[E]** key on your keyboard.

- A satellite appears at the bottom left of the screen.

21 Click the mouse anywhere on the screen and the satellite begins to revolve. When the arrow pointer at the top of the circular graphic behind the satellite is level with the white targeting beam then click again and it will fire its weapon.

22 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard.

- The target server's **Firewall Units** have now been reduced to 4 - the same as your combined **CPU** power. You can now proceed to hack the server.

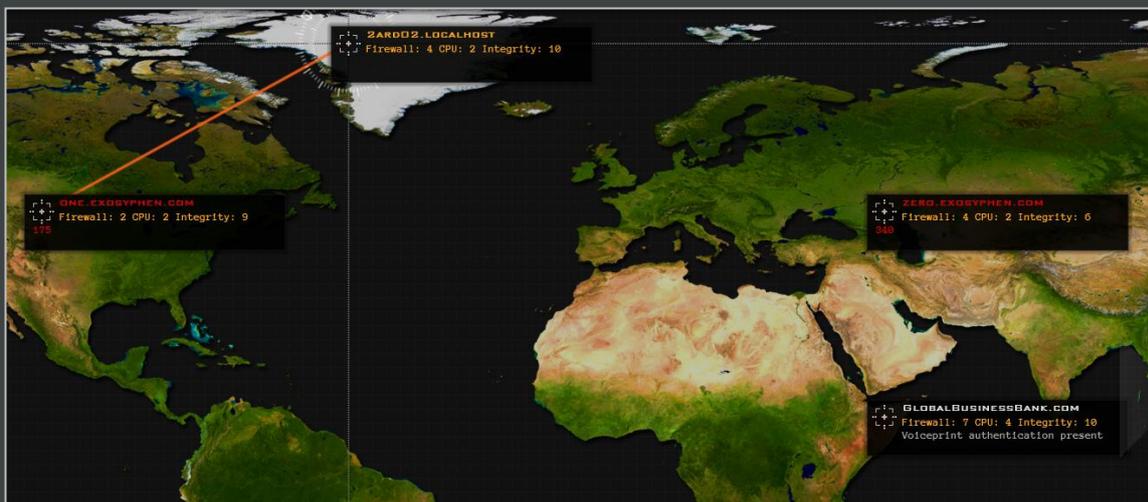
23 Click on **ZERO.EXOSYPHEN.COM** to lock on to it.

24 Press **[Firewall]** on the **Toolbar**, or the **[F]** key on your keyboard

25 When the red cells representing the server's defenses have all cleared then press **[logout]** at the bottom of the **Firewall Tool** window and the hacking process is complete.

26 Lock back on to your server quickly by clicking on it, or by pressing the **[spacebar]** on your keyboard.

- **Objective 3 is now complete - ZERO.EXOSYPHEN.COM has been hacked.**



- A new server appears on the **Target Map** in East Africa called **GLOBALBUSINESSBANK.COM**

27 Read the new incoming message that instructs you to hack into **GLOBALBUSINESSBANK.COM**



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28 Double click on the hacked server **ZERO.EXOSYPHEN.COM** to bounce your link through it.

29 Lock back on to your server quickly by clicking on it or by pressing the **[spacebar]** on your keyboard.

*- You now have 2 bounced links, giving you a combined **CPU Unit** total of 6 (2+2+2). The target server has 7 **Firewall Units**, so you must damage it with the **DOS Attack Tool** before hacking is possible.*

30 Click on **GLOBALBUSINESSBANK.COM** to lock on to it.

31 Press **[DOS]** on the Toolbar, or the **[D]** key on your keyboard.

32 Move the sliders until the white numbers match the necessary values shown next to each in red.

33 When the attack is complete then lock back on to your server by clicking on it or by pressing the **[spacebar]** on your keyboard.

*- The target server's **Firewall Units** have now been reduced to 6 - the same as your combined **CPU** power. You can proceed to hack the server.*

34 Click on **GLOBALBUSINESSBANK.COM** to lock on to it.

35 Press **[Firewall]** on the **Toolbar**, or the **[F]** key on your keyboard

36 When the red cells representing the server's defenses have all cleared then press **[logout]** at the bottom of the **Firewall Tool** window and the hacking process is complete.

37 Lock back on to your server by clicking on it or by pressing the **[spacebar]** on your keyboard.

*- You have hacked **GLOBALBUSINESSBANK.COM**, but you have not yet overcome its special defense: **Voiceprint Authentication**.*

38 Press **[Voiceprint]** on the **Toolbar**, or the **[V]** key on your keyboard.

*- The **Voiceprint Password Tool** window opens.*

39 Move the sliders until the 2 sets of white digits next to each of the 3 characteristics match and turn red, and then press **[login]** at the top of the window to complete the process.

40 Lock back on to your server by clicking on it or by pressing the **[spacebar]** on your keyboard.

*- The **Voiceprint Authentication** has been breached.*

41 Read the new message that instructs you to download the encryption key file, and to turn off the surveillance camera.

42 Click on **GLOBALBUSINESSBANK.COM** to lock on to it.

43 Press **[Interface]** on the toolbar, or press the **[I]** key on your keyboard.

44 Turn off the camera by toggling the switch.

45 Click on the file called **encryption.key** in the window marked **Remote Server Files**.



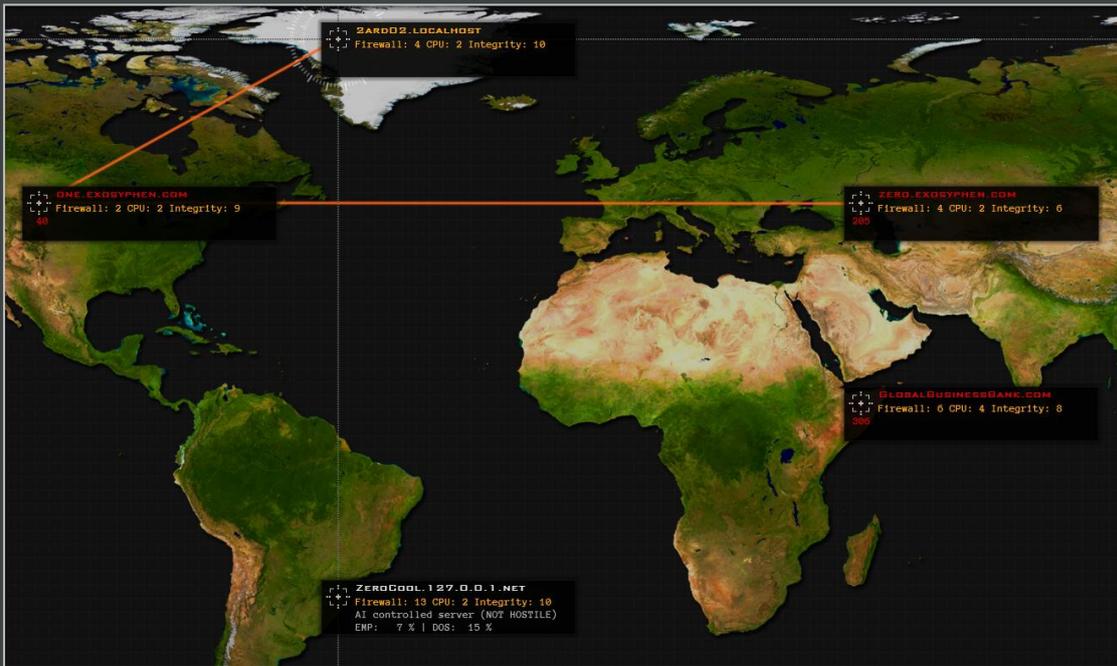
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- 46 Press [**download**] and wait for the red progress bar to complete.
- 47 Press [**logout**] and then lock back on to your server by clicking on it or by pressing the [**spacebar**] on your keyboard.

- Objectives 4 and 5 are now complete - you have turned off the camera and downloaded the file.



*- A new server appears on the **Target Map** in South America called **ZEROCOOL.127.0.0.1.NET***

- 48 Read the new incoming message that instructs you to hack into **ZEROCOOL.127.0.0.1.NET** and steal **\$1000**.
- 49 Double click on the hacked server **GLOBALBUSINESSBANK.COM** to bounce your link through it.
- 50 Lock back on to your server by clicking on it or by pressing the [**spacebar**] on your keyboard.

*- You should now have 3 bounced links, giving you a combined **CPU Unit** total of 10 (2+2+2+4). The target server has 13 **Firewall Units**, so you must damage it with the **DOS** and **EMP Attack Tools** before hacking is possible.*

*- If you have taken your time getting to this stage then you might find that the servers **ONE.EXOSYPHEN.COM**, **ZERO.EXOSYPHEN.COM**, and possibly even **GLOBALBUSINESSBANK.COM** have regenerated and your bounced links have disappeared from them. If this is the case then hack the servers again with your **Firewall Tool** in the same order that you hacked them before. If you don't renew your bounced links then you will not have enough **CPU** power to hack **ZEROCOOL.127.0.0.1.NET** and complete the level.*

- 51 Click on **ZEROCOOL.127.0.0.1.NET** to lock on to it.
- 52 Press [**DOS**] on the **Toolbar**, or the [**D**] key on your keyboard.
- 53 Move the sliders until the white numbers match the necessary values shown next to each in red.
- 54 When the attack is complete then lock back on to your server by clicking on it or by pressing the [**spacebar**] on your keyboard.



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- The target server's **Firewall Units** have now been reduced to 12 - still 2 more than your combined **CPU** power. You will have to use the **EMP Attack Tool** to damage it further.

55 Click on **ZEROCOOL.127.0.0.1.NET** to lock on to it again.

56 Press **[EMP]** on the **Toolbar**, or the **[E]** key on your keyboard.

57 Click the mouse anywhere on the screen and the satellite begins to revolve. When the arrow pointer at the top of the circular graphic behind the satellite is level with the white targeting beam then click again and it will fire its weapon.

58 Lock back on to your server by clicking on it or by pressing the **[spacebar]** on your keyboard.

- The target server's **Firewall Units** have now been reduced to 10 - the same as your combined **CPU** power. You can now proceed to use the **Firewall Tool**. If any hacked servers have regenerated and their bounced links have disappeared then see the note after Step 34.

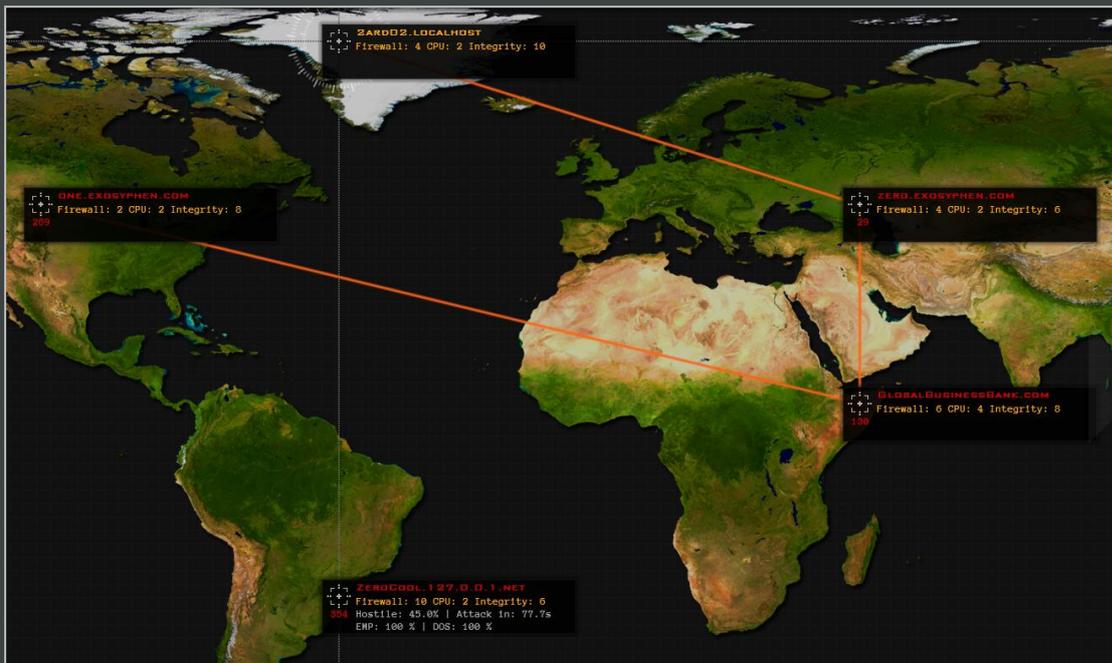
59 Click on **ZEROCOOL.127.0.0.1.NET** to lock on to it.

60 Press **[Interface]** on the toolbar, or press the **[I]** key on your keyboard.

61 Press the **[transfer]** button on the **Interface Tool** window.

62 When the red progress bar is complete then press **[logout]**.

-The final objective is now complete and the level will end.





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[12.2] LEVEL 02

- You will see 7 servers on the **Target Map** including your own. Your server is located in Greenland.
- You have \$5000 but don't spend it yet - you might need it later.
- You have 30 minutes to complete this level or the game ends.
- You must keep your **Trace Level** below 50% or the game will end.
- You will need to lock back on to your server after you bounce a link or use a **Hacking Device** on a target server, to avoid **Tracetime** reaching zero and your **Trace Level** rising.
- If you take your time on this level you may find towards the end that servers you hacked at the start have regenerated, and that your total **CPU Units** are insufficient to use the **Firewall Tool** when you are instructed. If this is the case then simply hack the servers again in the same order as before and renew your bounced links before proceeding.



- 01 Use the **Firewall Tool** to hack **ZERO.EXOSYPHEN.COM** in Russia.
 - 02 Bounce your link through **ZERO.EXOSYPHEN.COM**
 - 03 Use the **Firewall Tool** to hack **ONE.EXOSYPHEN.COM** in North Africa.
 - 04 Use the **Interface Tool** on **ONE.EXOSYPHEN.COM**
 - 05 Steal \$4000.
 - 06 Download **trojan-monitor.lib64** and logout.
 - 07 Bounce your link through **ONE.EXOSYPHEN.COM**
- Sometimes a step backwards is a step in the right direction....
- 08 Remove the bounced link from **ZERO.EXOSYPHEN.COM**
 - 09 Use the **Interface Tool** on **ZERO.EXOSYPHEN.COM**



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10 Upload **trojan-monitor.lib64** and logout.

- A new server appears on the **Target Map** in Eastern Russia called **ZERO-2.EXOSYPHEN.COM**

11 Bounce your link through **ZERO.EXOSYPHEN.COM**

- It's best to start damaging the backup servers in Australia as early as possible.

12 Launch a **DOS Attack** on **LOGS-GDB.COM** in Australia.

13 Use the **Firewall Tool** to hack **ZERO-2.EXOSYPHEN.COM** in Eastern Russia.

14 Use the **Interface Tool** on **ZERO-2.EXOSYPHEN.COM**

15 Steal 10 000 and logout.

16 Bounce your link through **ZERO-2.EXOSYPHEN.COM**

- You can perform a quick calculation to work out that even after the 2 Datacenter servers are hacked, and you bounce your link through them, then your **CPU** power will still be 2 Units short of being able to hack the bank. Attacking it now is better than waiting until after you hack the Datacenters, because you will be giving the **EMP Attack Tool** time to recharge so that it is ready again for when you need it to destroy the backup servers.

17 Launch an **EMP Attack** on **GLOBALDEVELOPMENTBANK.COM** in North America.

18 Use the **Firewall Tool** to hack **DATACENTER-2.GDB.COM** in South Africa.

19 Bounce your link through **DATACENTER-2.GDB.COM**



20 Launch a **DOS Attack** on **LOGS-GDB.COM** in Australia.

21 Use the **Firewall Tool** to hack **DATACENTER-1.GDB.COM**

22 Bounce your link through **DATACENTER-1.GDB.COM**

23 Use the **Firewall Tool** to hack **GLOBALDEVELOPMENTBANK.COM**



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24 Use the **Voiceprint Password Tool** on **GLOBALDEVELOPMENTBANK.COM**

- An incoming message appears: you have a new Objective.

- A new server appears on the **Target Map** off the coast of China called **XLIQUID.127.0.0.1.NET**

25 Use the **Interface Tool** on **GLOBALDEVELOPMENTBANK.COM**

26 Steal \$20 000.

27 Toggle the switch marked **Boot Up ATM - 117.GDB.COM**

- A new server appears on the **Target Map** in South America called **ATM-117.GDB.COM**

- Do not press the **Disable Access Logging** switch: it is a trap and will add 10% to your **Trace Level**.

28 Upload trojan-monitor.lib64 and logout.

- 2 of your Objectives are now complete - to upload the trojan and to obtain \$25 000 in your account.

29 Bounce your link through **GLOBALDEVELOPMENTBANK.COM**

30 Use the **DOS Attack Tool** on **LOGS-GDB.COM**

31 Open the **Hardware** window and buy 3 Units of **Integrity** if required.

- It is possible to complete this level on all 3 difficulty settings without upgrading at all.

32 Use the **Firewall Tool** to hack **ATM-117.GDB.COM**

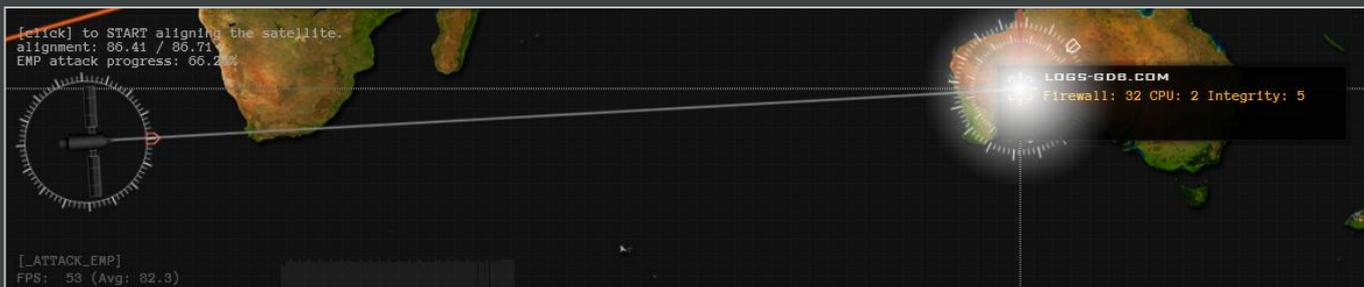
33 Use the **Interface Tool** on **ATM-117.GDB.COM**

34 Steal \$5000 and logout.

35 Bounce your link through **ATM-117.GDB.COM**

- If you don't need the **CPU** power from the bounced link, or the \$5000 to upgrade then steps 32 - 35 are unnecessary.

36 Use the **EMP Attack Tool** on **LOGS-GDB.COM**



- Another of your Objectives is now complete - to destroy **LOGS-GDB.COM**

37 Open the **Hardware** window and buy 1 Unit of **Integrity** if required.



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- 38 Use the **Firewall Tool** to hack **XLIQUID.127.0.0.1.NET**
- 39 Use the **Interface Tool** on **XLIQUID.127.0.0.1.NET**
- 40 Transfer \$4000 (or more) and logout.

- The final objective is complete and the level will end.