Hacker Evolution Duality – game manual
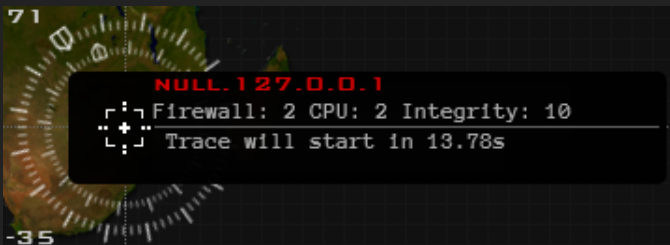
Welcome to the world of Hacker Evolution Duality!

This manual will try to explain the basics of the game. While playing the game, pay attention to the various messages you receive on your screen, as they can point you in the right direction.

When you start a new game, you are presented with a visual map, showing various servers which you can use or hack into. Each level has a list of objectives you must achieve. It is recommended that you review them before you start playing (Press the **OBJECTIVES** button to view them).
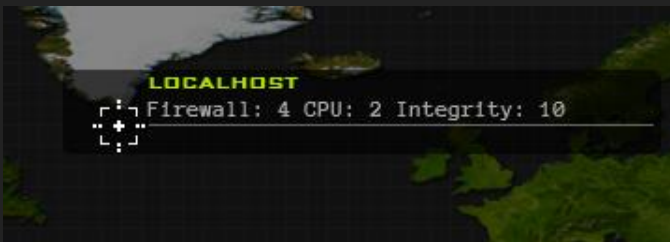
The first thing you should do is look for servers which you can hack. Click on a server to lock onto it:

The following information is displayed for each server:
- It's **Firewall** strength. If this value is smaller or equal than your CPU power, you can hack this host.
- It's **CPU power**. After you hack this server, you can double click on it, to add it to a bounced link. This will increase your CPU power, by a value which is equal with the CPU power of the hacked servers. The more servers you use to bounce through, the higher your CPU power will be, and you can attack more powerful servers.
- It's **Integrity**. Every time you launch an EMP or DOS attack, the server's integrity will decrease. EMP and DOS are not available permanently. You have to wait until they are charged, to use them.

An important server to keep track of, it's your own (the localhost):

Whenever you are being tracked click your localhost to lock onto it, and avoid being traced.
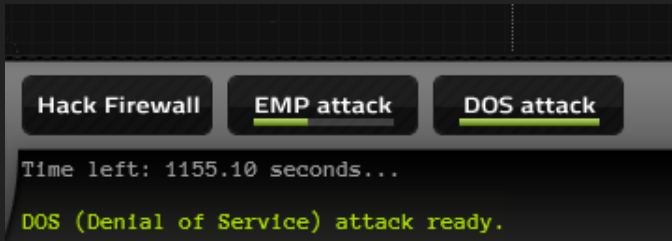
Types of attack you can use on servers:

There are several ways in which you can attack a server. These are available as buttons in the bottom bar:

"Hack Firewall" – You can attack a server with this, only if your CPU power is higher or equal than the firewall level of the target. This will gain you access to the server and allow you to bounce through it to increase your CPU power.
After you have hacked the firewall of a server, you will lose access to it after a certain amount of time. Keep an eye out on the countdown that is displayed in the server information box.

"EMP attack" – When fully charged, the EMP attack can be used to inflict damage on a server. It will decrease the server's integrity and firewall level by 2 units each, making it easier for you to hack into it.

"DOS attack" – When fully charged, the DOS attack can be used to inflict damage on a server. It will decrease the server's integrity and firewall level by 1 unit each, making it easier for you to hack into it. It's available more often and sooner than the EMP attack, but it's less effective.

Use combinations of the attacks shown above, along with bouncing through servers you have already hacked, to achieve the level's objectives.

Need more help?

We are more than happy to assist you with our game.
Get in touch with us through any channel of your choice, and we will promptly assist you:

Official website: http://www.HackerEvolutionDuality.com
FaceBook: http://www.FaceBook.com/exosyphenstudios
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