

Brian Spencer's
HACKER EVOLUTION
TIME DIMENSIONS

Game name: Hacker Evolution
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1. Introduction

This manual is intended to help you get started with Hacker Evolution.

Minimum system requirements for the game:

PC, running at least Windows XP
500 Mhz or faster CPU
128 Mb of RAM
DirectX 8 compatible video card

Note: DirectX drivers must be installed on your computer. You may download and install them for free, from:
<http://www.microsoft.com/directx/>

Requesting support:

If you require assistance, or have any kind of questions, you may use the following resources to contact us:

Website contact form: http://www.exosyphenstudios.com/page_contact.html

E-mail: office@exosyphen.com

Forums: <http://www.exosyphenstudios.com/site-forum/>

We will answer you, within a maximum of 24 hours.

2. 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.

Below you will find an overview of all 4 elements:

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 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

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 reaches 0, you are traced. You don't immediately lose the game, but your global-trace level increases with 50%. When this 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, 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.

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document date : 4/13/2007 19:45:21 a4/p4

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 resourced 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
player@localhost:> crack core.hacker-evolution.com
Bouncing link through 0 host(s)...
cracking : core.hacker-evolution.com[port : 80]
launching.
You can type ABORT anytime, to abort the crack.
player@localhost:> |
```

The console is your main area of operations. You use the available commands, to perform your hacking actions, in order to achieve your level goals. The console simulates and abstract 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)	- 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

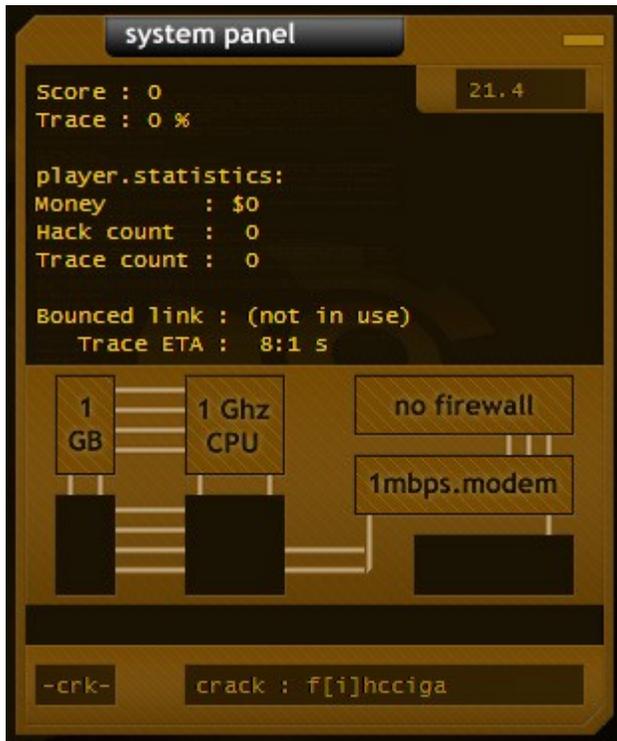
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document date : 4/13/2007 19:45:21 a4/p4

CLEAR	- clears the command console window
CRACK SERVER [PORT]	- Cracks the password for a service, running on a specified port.
DECRYPT SERVER	- Decrypts the encryption key of a server.
TRANSFER AMOUNT	- Transfer money from a server
ABORT	- Abort an ongoing transfer, download, crack, etc.
CONFIG	- Displays the current hardware configuration
UPGRADE	- Upgrades your hardware/software
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
KILLTRACE	- Will reduce your global trace level by 10%, for a price of \$500

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).

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. It's not the main game objective to have the best hardware. Carefully make your decision, and only upgrade your hardware when you really needed. 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.

Messages



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

3. Mission walkthroughs

If you happen to encounter difficulties in playing the demo, we have made a step-by-step walkthrough below.

Warning: The walkthrough is a complete spoiler, so please use it at your discretion.

First level – Tutorial

There is no need for a walkthrough for this level, as everything is self explanatory in this level.

Level 1 – The beginning

Your first objective is to retrieve the connection log file from the New York Exchange server. The server is visible on the map, under the name:

ny-exchange.com

If you run a scan on it (**scan ny-exchange.com**), you will notice there are 2 open ports:

Port 80, running a standard http service (you can connect on this port),

Port 99, running a file manager service

You will need access on port 99, in order to be able to download the connection.log file.

Don't try the crack command, as you will be most likely traced.

There are 2 ways in which you can hack the password for this service.

If you connect to ny-exchange.com (on port 80), you can follow the server of the company who designed the page (see the bottom line of the screen displayed after connecting). The server is **xenti-design.com**

Scan it, so it will show up on your target map. It's unprotected, so you can bounce through it.

Click on it, to add it to the bounced link. Now you can crack the password for the file manager service on port 99, by typing:

crack ny-exchange.com 99

The second way is to locate a hacker owned server. You can find it if you look through the files

available on port 80 on ny-exchange.com (The server is : **dot-hackers.net**) Scan it, to reveal it on the target map. It has only port 80 open, but it's only protected by a 4 characters password which you can easily crack. It's also encrypted by with a 128 bits key, which you can easily decrypt. You can use this server to bounce through, and crack the password on port 99 on ny-exchange.com, but it's recommended that you download the **x-filemanager.exploit** from it, and use that instead.

Also, there is \$2000 available on the server, so you might want to transfer that money into your account.

Note: Using an exploit instead of the crack command, ads less trace time to your total trace.

Once you downloaded the exploit, use it like this:

exec x-filemanager.exploit ny-exchange.com

All done now. Connect to ny-exchange.com on port 99: and download the connection.log file:

connect ny-exchange.com 99

download.connection.log

Next, look inside the connection.log file (Type: **cat connection.log**), and attempt to identify the source of the attack. You will find several hostnames inside. Use the scan command to see which hosts actually exist (it will show up on the map).

Once the server shows up on the map, your second objective is completed.

Next, you must upload a copy of the connection.log file, to the FSA file server. This is simple:

connect files.fsa.gov 200

upload connection.log

The third objective is now completed.

For the next objective, you must retrieve the users.log file from **terminal-83.xenti.com**. You must crack and decrypt this

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document date : 4/13/2007 19:45:21 a4/p4

host before being able to connect to it. Don't try it directly, as you will get traced. Setup a bounced link first, by clicking on as many hosts as possible, on the target map. After the bounced link is setup, type:

```
decrypt terminal-83.xenti.com  
crack terminal-83.xenti.com
```

After it's finished, you have to connect to it, and download the users.log file. First, notice that there isn't enough space on your server to download the file. You can either upgrade your memory modules, or deleted some unneeded files.

Delete the connection.log file. Type:
delete connection.log

Next, you must identify which user was logged into terminal-83.xenti.com at the time of the attack. The time of the attack was: **[12/20/2015][11:59:44]**. You can deduct this from the following line in the connection.log file:
[12/20/2015][11:59:44] - authorized connection from terminal-83.xenti.com

Next, see the users.log file, and see who was logged in at that time.
The username is: **tjohn**. Keep this in mind. Type:
scan xenti.com

to reveal the host on the map, as this is your next target.
You must decrypt and hack **xenti.com**. Setup a bounced link first, as you will get traced if you do it directly. Type:
decrypt xenti.com
crack xenti.com 210

Note: If you have trouble hacking this host (you are being traced), you can use the available money to either upgrade your firewall, or reduce your trace time (use the **KILLTRACE** command).

Tip: When using bounced links, don't use more hosts then needed. You can only bounce through a host, 3 times.

Now, connect to xenti.com and download tjohn's profile:
connect xenti.com 210
download tjohn.profile

Logout, and connect to files.fsa.gov to upload the file and complete the last objective.
logout
connect files.fsa.gov
upload tjohn.profile

The mission is now completed.
If you need more help, you are welcomed to visit our forums at : <http://www.exosyphen.com/site-forum/>