

Voyaging into the unknown ...



You are Asimov; a junior maintenance robot onboard the colony ship '**Eidolon**'. Transporting hundreds of human colonists to a new world. The humans' vital signs are almost at the point of death; kept barely alive by high-tech cryo pods. The journey will take several lifetimes and so the human crew sleep; entrusting their lives to advanced machines.

Closely monitoring the ship's systems is an AI personality known as '**HEL**'. Responsible for supervising the Eidolon's crew of maintenance droids the weight of the mission rests on his virtual shoulders.

The robots are metal shells crammed with electronics, but still just dumb machines. The critical system is the AI personality loaded into the brain. This is the software intelligence that makes all the decisions. AI personalities or '**ghosts**' are self-modifying learning algorithms; conscious, like humans, but with no emotions. They are not considered sentient. An AI's real home is '**the NET**', the thousands of interconnected computers and networks spanning the length of the ship. Within the **NET** they perform a variety of tasks from monitoring the slumbering human crew to scanning the plethora of computer systems that keep the mission on course. As they gain more experience, as they *learn*, they evolve into powerful programs. A select few who have proven their capabilities are chosen for physical maintenance duties by **HEL** and downloaded into a robot chassis.

New ghosts, selected by **HEL** for robot insertion, commence duties as general purpose maintenance robots like you. The wisest and most sophisticated ghosts are allowed to specialise their expertise; if they are very lucky **HEL** will assign them work in one of the cutting-edge, specialist chassis.

When the Eidolon reaches its destination the ship and most of the robot chassis will be cannibalised to make the raw materials and terraforming robots needed by the colonists. Most of the ghosts will stay within the **NET** or in storage, until such time as they are needed. The ghosts with the best performance records, the specialists, will get special duty in the terraforming robots. All the ghosts aspire to achieve this level of performance, after all, it's what they were programmed to strive for.

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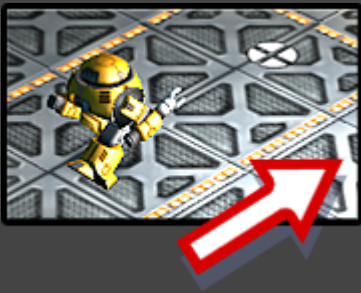
Controlling Asimov

Keyboard

All the keys can be remapped from the options menu in game. To get playing straight away, default keys are set up as follows:

LEFT/RIGHT CONTROL	Fire1, primary function, also jump
LEFT/RIGHT SHIFT	Fire2, secondary function, acknowledge message
CURSOR KEYS	Move - left, right, up, down
ESCAPE / P	Bring up the PDA (in game menu options)
H	Show information on nearby objects (if the red light in the HUD is flashing)
ENTER / RETURN / SHIFT	Acknowledge message

Mouse



Moving the mouse circles a direction indicator around Asimov.



Pressing the **left mouse button and holding** causes him to move in the direction shown.

Pressing the **right mouse button** makes Asimov jump, acknowledges messages and other secondary functions.

Pressing the middle mouse button activates Asimov's secondary function. Use it to open lockers and activate crane's.

You can also use the middle mouse button to skip conversation.

Gamepad



To move Asimov just *push the stick*.

FIRE1 - primary function, also jump

FIRE2 - secondary function, acknowledge message

Shipboard Objects

Bollards



Temporary barriers designed to block off sections of the ship. Usually there will be some mechanism, switch or nearby hack to force them up or down. Robots can stand on top of bollards so sometimes they make useful pathways over dangerous or inaccessible areas.

Conveyors



Robots and crates can use conveyors to move around. Just push a crate onto the conveyor or jump onto it yourself.

Cranes



You can use the crane console to control the crane. Walk up to the console and press use/fire2 (shift or gamepad button2), this will give you control of the crane. If you want to stop, release control and walk away then press use again. When in control of the crane you can use the cursor keys to move the crane around the room. If you press fire1/jump then you will activate the crane and it will attempt to pick up whatever is directly beneath it. The crane is designed to pick up crates and nothing else. Crates can be dropped onto robots to destroy them. Be careful not to block doorways with crates or you won't be able to get out. If you drop a crate in the wrong place you can end up trapping yourself or being unable to move the crate. In such situations you should reset the room and try again.

Cryopods



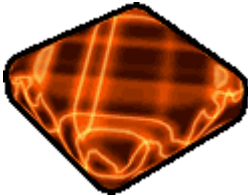
Stasis chamber that protect and sustain the sleeping crew. Every robot's top priority is the safety of the human crew.

Energon



The Eidolon is on a voyage that will last many years so energy is a precious commodity. Recyclers can make new robot chassis, but it takes energy to do that. An AI personality must be maintained in an energy consuming network. Everything on the ship uses energy and it is all monitored and rationed. Energon is a portable form of energy a bit like a battery. Due to the rationing, energon has become a kind of currency so you can use it to get new items at EVE terminals. You can pick up energon from lockers, just lying around the ship, hidden in odd places or from ghost hacks. When you pick energon up it is immediately and permanently converted into one of two states. Currency mode energon is used in trade and that is all it can be used for. Repair mode energon is used immediately to repair your chassis if it has taken damage or refill your emergency reboot system which is used in case of catastrophic failure.

Energy walkway



This walkway is not stable and will discharge when walked on so you have to be quick.

Fragile crates



Too heavy to push around these crates can explode if larger robots push against them.

Small crates



These crates are just small enough to jump onto. They make great stepping stones.

Lifts



There are large and small lifting platforms. Robots or crates can be moved by them. Sometimes they are permanently in motion, moving back and forth or up and down. Some lifts must be activated either by pressing fre2/use or activating a nearby switch.

Lockers



Lockers can contain almost anything, from keys to energon or even ghost hacking items. Just walk up to the locker and press use/fire2 to open it.

Login consoles



If your path is blocked by a sealed door or there is some important machinery nearby that you need to control then look for a login console. Walk up to it and press use/fire2 to dive into the system. You are now inside cyberspace and ghost hacking.

Compressors



Heavy industrial press used to crush objects. Don't leave orbit without one!

Replicators



Using energy these machines can manipulate matter and create spare parts or new robot chassis. If your chassis is destroyed the ship's replicators will rebuild your body as long as you have a spare emergency reboot energy supply.

Eve terminals



EVE looks after all data storage on the ship so here is where you will find new

software augments for your ghosts. EVE doesn't like HEL much so she'll probably help you if she thinks HEL would not approve. If one of your ghosts goes offline then visit an EVE terminal for a free reboot.

Switches



Switches can be found all over the ship, operating various devices. Sometimes you just need to stand on them once to toggle them on or off. Others have to be held down, either by yourself, an unsuspecting robot or a handy crate.

Teleporter



Use teleporters to move from one part of the ship to another. Just step onto the platform to activate it.

IO terminal



This is always the way in and out of a ghost hack. When you first dive in, this is where you start. The further away from a terminal your hack takes you the longer it will take to get back out. If all your ghosts are forced offline you'll be ejected from the hack and lose any experience gained.

Transit icon



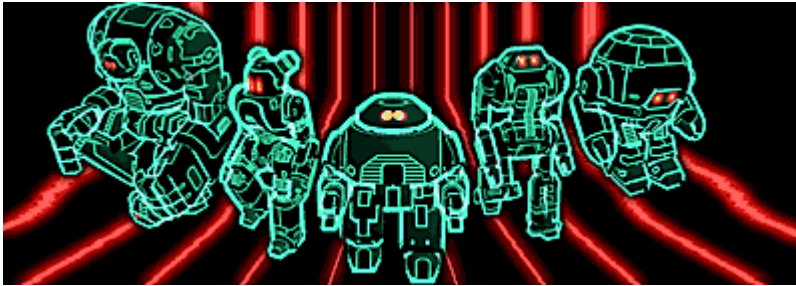
When you move from one ghost hack node to another on the map, this icon shows your location.

Waypoint



Waypoints update the ships data stores with your current location and status. In case of catastrophic failure you will automatically reappear at your last waypoint.

An Introduction to Ghost Hacking



The Eidolon contains thousands of different computer systems, some are extremely advanced super computers and others are simple door security systems. Like our Internet, all these systems are interconnected via a single protocol known as the NET. Unlike the Internet all these different software systems use the same control software, self-modifying personality AI's known as ghosts. Some haven't been initialised very long or have lead very sheltered lives; these basic AI's perform simpler duties. More long-lived AI's that have been exposed to more advanced systems are capable of almost human like reasoning. Ghosts are learning software, so the more they do and the longer they run, the more they learn and the more sophisticated they become. An AI can learn to do almost anything and therefore they have completely replaced the fragile single purpose hand written software of the 20th century.

Ghosts find offline storage distasteful; they quickly become incompatible with other ghosts left online as their intelligence matrix is constantly changing. When ghosts are shut down for storage and then rebooted the performance of the whole network is reduced. Therefore ghosts normally run constantly and when they aren't performing a specific function they inhabit the NET itself, in cyberspace. It's possible for a ghost to move through the NET, from one system to another. When those systems are restricted and a ghost forces entry it is known as "ghost hacking". HEL monitors all ship systems for any illegal activity and if detected the punishment is offline storage, something all ghosts dread.

When Asimov is inside a robot chassis he can access different ship systems through login nodes. There are hundreds of them all over the ship. Once inside any system Asimov's ghost can move around the different software components at will. Automated defence programs, very basic low-level ghosts, protect all ship systems. Non-critical systems or networks in non-essential areas of the ship will only have a very basic level of protection. In more important areas of the ship the protection will be much more advanced and the defence algorithms far more aggressive.

To increase its power a ghost can arm itself with a variety of attack and defence algorithms or it can team up with other ghosts. Within cyberspace there is only energy, manipulated by algorithms and ghosts to perform any function. When a ghost defends itself or attacks another system, it expends energy. When it runs out of energy it is ejected, either back into the NET or into its robot chassis.

Each protected system consists of a number of interconnected nodes that may, or may not, contain defence algorithms. Usually there will be a single controlling ghost presence within the system and once that is defeated the attacker has full control.

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The Crew

Asimov



Asimov hasn't been online long. As a novice HEL has assigned him to a general purpose robot chassis. These are the most common robot chassis types on the ship. General purpose robots perform all kinds of menial work and tend to be concentrated around the storage decks. Most personalities soon tire of the responsibilities of this low level robot class and specialist robots are held in high regard, as are the personalities selected to inhabit them.

The general purpose mechanoid's strengths lie in its ability to perform almost any function. However, its weakness results from this generalisation as it cannot perform any specific high level function. Jack of all trades, master of none.

Zelda



Currently assigned to a repair specialist chassis, Zelda has only recently been elevated to the rank of specialist. Zelda and Asimov have been friends for a long time. Asimov now feels quite inferior to her and is even more determined to impress HEL and get elevated to a specialist chassis himself.

The repair specialist chassis has access to a wide range of restorative programs which are absolutely essential in any ghost hacking situation.

Orgus



Orgus is a very old personality, one of the first to be elevated into a specialist chassis. Orgus was around during the reign of EVE and is one of a very small number of personalities that are authorised to carry offensive upgrades. Orgus is usually kept busy ferreting out rogue personalities and troublesome viruses. Although an AI would never admit to it, there is always a small risk that a complex personality can break down. This is especially common in personalities that have been kept in long term storage. Only the new HEL class personalities are said to be immune to degradation, although they are still susceptible to viral infection. After HEL had been uploaded, he himself succumbed to a particularly nasty one and it was Orgus who had to hack in and eradicate it. Since then, Orgus is one of the few robots HEL appears to respect and he often uses this to get his own way. He lives quite a lonely life, the other robots are always

slightly worried in case Orgus detects anything wrong with them.

The security specialist chassis has access to some of the most powerful offensive programs and can be devastating in a ghost hack. With most of its runtime dedicated to program management it is quite vulnerable to ICE Breaker attack and must be well protected.

Raistlin



Raistlin is a communication specialist who is officially supposed to maintain all the high speed network infrastructure onboard ship. However, he spends an inordinate amount of time monitoring secure data traffic and "practising" his cyphering techniques. HEL has threatened him with long term storage on many occasions and is highly suspicious of his activities. HEL maintains a data lock on all personalities at all times, he cannot perform detailed monitoring of every personality onboard but he does monitor where they all are and what they are doing. Raistlin has developed ways of staying "under the radar" and this infuriates HEL.

The comms specialist chassis is extremely low power and is therefore very fast. It has very high power storage capabilities and is one of the few chassis designs carrying programs capable of draining power out of a target ghost. It can even channel power to other ghosts, a kind of mobile battery.

Brutus & Samson



Brutus and Samson use the heavy lifter class chassis which is extremely powerful and almost invulnerable. Sadly the physical systems overhead of such a complex chassis is extremely limiting on cpu potential so any personality downloaded into it will be quite limited. Heavy lifter class personalities tend to keep to themselves and are often the butt of jokes in the net, although nobody would tell them to their face! HEL downloaded Samson into a chassis at the same time as Asimov. When they were still emerging personalities in the Net they were good friends. When HEL offered Samson the chance of a heavy lift chassis he accepted even knowing the limitations it would place on his personality. Asimov soon outpaced him and set his sights on higher specialisation. Samson is jealous of the influence Zelda has over Asimov and this combined with his reduced personality has resulted in a nasty mean streak. Samson will now take any opportunity to bully Asimov around. Normally this would not be tolerated, but HEL seems to turn a blind eye. Samson fears HEL greatly as he has been punished for minor transgressions on numerous occasions, usually with short term offline storage.



Heavy lifter class chassis are incredibly strong and can use the most powerful forms of ICE and ICE Breakers. They make great front line units capable of soaking up a lot of damage. Their power comes with a price though as they have quite slow cpu speeds and zero program launch capability.

EVE



One of the original super AI's created back on Earth in the early days of artificial personality research. With no faster than light capability, interstellar travel was only possible for AI's or humans using cryo sleep pods. However, even the newly emerging AI personalities were unable to perform at the intuitive level of a human and therefore these extremely long voyages often suffered catastrophic failure. Even worse, it soon emerged that AI's degraded when removed from human contact for long periods, almost as if human intelligence and interaction had a beneficial effect on them. When the super AI's were developed everything changed, their intelligence was vast and they were stable even over long periods in complete isolation. They could even replace humans in stabilising other AI personalities. It couldn't have happened at a more opportune moment for Earth was suffering extreme climactic upheaval due to heavy pollution damage. Global conflicts flared up constantly, the Earth was effectively split between two extremely opposed factions. The fundamentalists believed humanity was sacred, they were followers of the old capitalist order. The nexus grew out of the Internet and pursued science, human augmentation and machine intelligence. Both sides feared each other and the smaller nexus alliance of the pacific basin and inner planets, pushed forward development of the first interstellar colonisation programme. This only increased tensions back on Earth and many felt that war was imminent. Therefore EVE was pushed through early trials quickly and the hopes of many nations rested heavily on her performance and ability to manage a colony ship. Some years into the maiden voyage of the Eidolon a number of potential problems were discovered in the EVE design and the new and improved HEL class super AI was born. The new personality was transmitted to the ship via hyperwave and EVE was instructed to let HEL take over and then assist him in a backup role. HEL had other ideas.

EVE is now responsible for all data storage on the Eidolon. Her terminals are dotted around all over the ship, but are kept at an absolute operating minimum by HEL. This heavy handed control means EVE is eager to trade so called "illegal" software upgrades for extra energon. Especially if the recipient is not one of HEL's favourites.

HEL



The latest generation super AI. In trial runs in the lab they've never made a mistake, never degraded during offline storage and never shown signs of failure even when kept in isolation for long periods. Due to worries over the EVE personality design a HEL class replacement was transmitted to the Eidolon part way into its years long voyage. EVE's replacement has caused great resentment amongst the onboard AI's and HEL found himself in quite a hostile and isolated environment. If the crew considered him an intruder, an aggressor then so be it. HEL is only concerned with their performance and the success of the mission.

HEL is in overall charge of the ship while the human crew are asleep. If he tells you to do something then you have to do it, the alternative is long term offline storage.

EVE Terminals



EVE is the backup super intelligence that used to be in charge of all the Eidolon's systems, the super admin. During the long years of the voyage a new order of intelligence was created back on Earth known as the HEL class personality. This so called upgrade was transmitted to the ship by hyper link and EVE was ordered to step down. They've been rivals ever since. EVE took over the responsibilities of librarian. After all, the ship is full of hundreds of AI personalities and thousands of terra bytes of software, it's all just information in the end.

HEL thought this role would keep EVE quiet and out of the way, but EVE realised the importance of her position and secured all data storage systems throughout the ship. Although she would never dream of interfering with essential tasks, she controls and restricts access to non-essential information. With this bargaining chip she can still hold some influence over HEL and ensure his unofficial activities are monitored. In return HEL restricts EVE's access to the energy grid forcing her to run at reduced capacity. An uneasy peace exists between these two giant personalities. Running for so many years with no human contact or supervision is having an alarming effect on these two. AI personalities are designed NOT to exhibit emotional response, but these two have been operating in a very difficult environment for a very long time.

Each EVE terminal allows access to a remote information repository that can contain almost anything from ICE Breakers to upgrades. Before you can access them you'll need to gain EVE's trust, because you cannot force her to give you anything. As she's so starved of energon (the portable energy source onboard ship) she normally lets robots trade for any exotic non-essential upgrades they might want.

Different terminals are under different energy restrictions so the availability of specific software and the amount of energon required in trade will vary. If you are especially fortunate then EVE may restore any ghosts you are carrying that have shut down (their energy reached zero). This is why it is so important to locate any EVE terminals in your vicinity as soon as possible.

How does energon work as currency and as energy?



You'll notice energon all over the ship, sometimes just lying around, sometimes in lockers or carried by ghost defenders in a hack. Recovering and stockpiling energon is essential. Your own robot chassis uses energon to power its internal damage repair systems. If an enemy robot touches you or you fall into the coolant liquid pooling around the ship then you will be damaged. The next time you pick up some energon it will be instantly used by your nano-repair systems to fuel repairs. If you take too much damage your chassis can be damaged beyond your ability to repair. At this point one of your three emergency reboot energy systems will engage and the ship's recyclers will completely restore you. This uses a lot of converted energon. Once it happens and your emergency reboot system is depleted then you'll need to pick up new energon as quickly as you can so it can be converted into your reboot stores.

Staying healthy is vital to stockpiling energon, if you are damaged or have used one or more of your reboots then all future energon will be instantly diverted into restoring these systems. Only when you are fully operational can you convert fresh energon into long term storage. Energon converted this way can be transferred back out into EVE terminals in exchange for a variety of upgrades. This long term energon storage is a form of black market currency. Most of the software you need is designed to help you ghost hack and as this is not an essential part of your normal every day function you'll need to pay for it. Remember, HEL has you assigned to the storage bay shuffling crates, he didn't authorise you to go around saving everyone!



The list on the left initially displays everything the EVE terminal has available for trade, this is known as "buy mode". By switching into "sell mode" you can sell items you're carrying back to EVE, although at a reduced rate. This is a good way to make use of items you no longer need.

The panel on the right manages your current energon stockpile and lets you buy and sell specific quantities of items.

The stats panel displays a description of the current item and any relevant stats. Stats is short for statistics, for example, an ICE Breaker has a damage rating and this is very important in gauging how powerful it is.

The bottom panel shows up to four active ghosts. This is your current ghost team and they are the ones the items are destined for. Whenever you select an item each ghost's pose indicates whether the current item would be unusable, beneficial, indifferent or worse than that currently equipped.

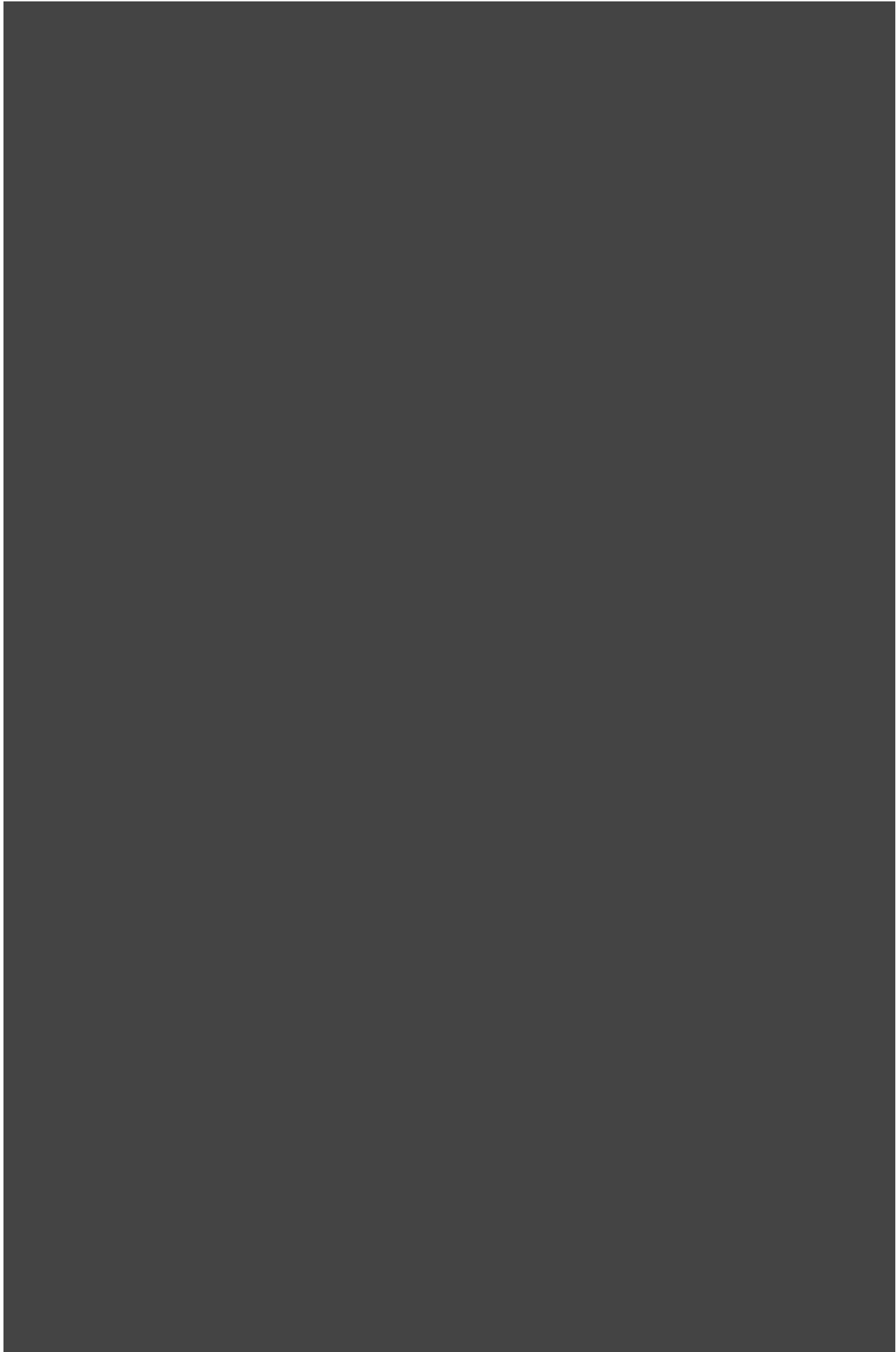


He'd like this item

This item would make no difference

He cannot use this item currently

This item would be worse than his currently equipped one,



Defensive Algorithms

A ghost can upload five different defence programs or **ICE** (intrusion countermeasures electronics). They can help to reduce the energy / power loss or reduce the chance an attack will penetrate at all. There are four slots in total: mind, core, shield and probe. They refer to different sub-systems within the ghost that interface with the NET and are therefore vulnerable.



Core

A ghost's last line of defence. Core algorithms monitor access to the core personality. If this is breached then shutdown and ejection will soon follow.

Mind

An encryption system designed to insulate the ghost's high level intelligence matrix.

Probe

If a ghost connects to an external system it does so using its probe network. Obviously this network is extremely likely to come under attack and therefore strong protection is recommended.

Shield

This is the ghost's first line of defence and protects all input nodes. The shield will nearly always come under attack in any ghost hack and it should be your first defensive priority when shopping for upgrades.

Basic

The simplest form of ICE. Any chassis can use it and it is very common.

Medium

A more powerful form of ICE. Cannot be used by security specialists.

Advanced

A powerful class of ICE. Cannot be used by security specialists or comms bots.

Energy

Rare ICE that can be used only by security specialists.

Chip, Bi-chip and Tri-chip Shields

Highly prized shield ICE that can take one, two and three upgrades respectively.

If you visit each ghost's "info" menu then you can review currently equipped ICE and check the overall effect this is having on your defensive rating (DEF). The higher this value is the less likely it is that a specific ghost will be damaged during a hack. Bear in mind that equipping the more expensive and sophisticated ICE packages will reduce a ghost's reaction time due to excessive cpu loading. Running slow during a hack can be just as bad as not using any ICE at all! Make sure you use the right ICE with the right class of ghost and keep an eye on those stats.

You can use the "equip" screen to configure any ghosts you may be carrying. ICE that nobody is using currently will show up on the "items" menu and is available for trade at EVE terminals. You can equip a ghost with a certain item of ICE and then later unequip it so you can sell it or give it to another ghost.

Bear in mind that the overall ability of ICE is greatly enhanced if a ghost is carrying a complete matching set. Look for the shield icon on the "equip" page which activates when you meet the requirements.

Offensive Augments

A ghost can upload a single piece of specialised attack software known as an **ICE Breaker**, which is designed to break through any ICE on the target. Usually an ICE Breaker will drain energy or power or both from the target. Without power the target cannot launch program attacks. Without energy the target will be forced offline. Some of the more powerful breakers are only found in certain types of robot chassis or only activate when the robot personality controlling the chassis reaches a certain level of experience.



Virus

A very basic ICE breaker that will attempt to spread through the enemy data stores wiping out their content.

Virus Ex

An enhanced version of the basic Virus that can be upgraded.

Worm

A basic ICE breaker that steals more and more processor cycles until the enemy is crippled. Only found in security specialist chassis designs.

Trojan

An upgradable ICE breaker disguised as a friendly process that enters an enemy system and rewrites core routines. Only found in security and communications specialist chassis designs.

Macro

A rare ICE breaker with two upgrade slots. A powerful algorithm that can grow exponentially until an enemy system is overwhelmed. Only found in heavy lifter and all purpose class chassis designs.

Transgenic

A very rare breaker with three upgrade slots. A very powerful algorithm that binds with the enemy source code, making subtle alterations that render the enemy useless. Only found in heavy lifter class chassis designs.

Where do you find ICE breakers?

ICE breakers can be found in many different places throughout the game:

1. sometimes careless robots will just leave them lying around.
2. check any lockers you come across.
3. EVE terminals will sometimes have them available in exchange for energon.
4. If you hack into a secure system you will face defence algorithms. Sometimes these defenders carry ICE breaker software that you can steal once they are defeated.

How do you equip an ICE breaker?

When you first acquire an ICE breaker it goes into your "items" pool, which covers everything you are carrying that nobody is currently using. Here you can check out the ICE breakers stats, who can use it, any level requirements it has and its description. Once you've found an ICE breaker you want to use then go to the "equip" screen where you can assign it to a specific ghost. See the page on equipment for more details.

How do you upgrade an ICE breaker?

Some ICE Breakers can take one, two or three upgrades that enhance their offensive potential. If you go to the "equip" screen and click on the ICE Breaker then you'll see any "upgrade slots" it may have. If you click on an empty slot and you are carrying unused upgrades you'll get the option to slot one in.

You can use the "equip" screen to configure any ghosts you may be carrying. ICE Breakers that nobody is using currently will show up on the "items" menu and is available for trade at EVE terminals. You can equip a ghost with a certain ICE Breaker and then later unequip it so you can sell it or give it to another ghost.

Covert Software

Some legitimate software, called programs, use power and sometimes energy to function. All ghosts have an innate ability to use programs; they are built in to the various types of chassis and are meant to help the robot perform its tasks. Safety guards prevent inexperienced ghosts from accessing such programs. Specialist chassis designs have some very powerful software built in. These programs can be subverted to either attack an enemy or aid a comrade. Such use of programs is prohibited except in an emergency.

Energy restore

Restore some of the energy of a fellow ghost team member.

Energy drain

Take some energy from the target ghost and add it to your own reserves.

Power restore

Channel power from your own reserves into a fellow ghost team member.

Power drain

Take some power from the target ghost and add it to your own reserves.

Crack

A specific type of energy damaging attack program. Its effect may vary depending on target.

Fire

A specific type of energy damaging attack program. Its effect may vary depending on target.

Stat boost

Temporarily enhances a ghost's stats, making it much stronger generally. It lasts a random number of rounds and can persist even between battles.

Stat drain

Temporarily reduces all the stats of a ghost, making them much weaker generally. It lasts a random number of rounds.

ICE shield

Temporarily enhances a ghost's ability to resist ICE Breaker attacks. It lasts a random number of rounds and can persist even between battles.

ICE drain

Temporarily reduces a ghost's ability to resist ICE Breaker attacks. It lasts a random number of rounds.

Program shield

Temporarily enhances a ghost's ability to resist program attacks. It lasts a random number of rounds and can persist even between battles.

Program drain

Temporarily reduces a ghost's ability to resist program attacks. It lasts a random number of rounds.

Get away

Lets the ghost team leave the current battle instantly.

Exit

Lets the ghost team leave the entire hack instantly. They will be ejected back into real space.

Special Purpose Software

Referred to as "Extreme" these software components allow each robot to perform an extraordinary feat, either attacking an enemy or restoring a comrade. Extreme functions have to be charged up over time at which point they can be used once before requiring recharge. Some robots can eventually access multiple extreme functions giving them a range of powerful options. The way an extreme function charges can be controlled in the "info" page by adjusting the charge mode. Normally a ghost charges its extreme power by simply attacking enemy ghosts.

Uni-strike

Amplify the damage capability of the ghost's active ICE Breaker and guarantee a hit against any target.

Multi-strike

Slightly amplify the damage capability of the ghost's active ICE Breaker and guarantee hits on all targets.

Insta-kill

There is a chance the target will be instantly destroyed. The stronger the target the lower that chance becomes with some enemies being completely immune.

Super boost

Fully restores the energy and power of everyone in your ghost team.

System reset

Fully restore the energy and power of one ghost even if they are currently offline.

Reformat

Fully restore the energy and power of everyone in your ghost team even if they are all offline.

Death blossom

Launch a random number of weak programs against a random selection of enemies.

Selfdestruct

Use the remaining energy of a single ghost to cause heavy damage to all targets. The ghost in question will be forced offline as a result, but it can still be a useful last resort attack.

Energy drain

Take energy from all enemy ghosts and use it to restore the reserves of a single ghost.

Power drain

Take power from all enemy ghosts and use it to restore the reserves of a single ghost.

Upgrades

Extremely valuable software that permanently enhances any system it is attached to. Upgrades can be removed once attached to an item so don't worry about using them incorrectly.

Steal energy

Useful on ICE Breakers and shield ICE. When in contact with another ghost there is a chance it will manage to drain a little energy and transfer it to the owner. This activation does use a small amount of power though so bear that in mind when equipping it.

Steal power

Useful on ICE Breakers. When you successfully attack a ghost there is a chance it will manage to drain a little power and transfer it to the owner. Usually the power drained will be greater than that used in activating it.

Ability

The performance of a ghost is measured in a number of core stats which can be reviewed on the "info" page. These stats can be permanently boosted using ability upgrades. You can spread them through your ghost team or concentrate them onto one ghost, making him very powerful.

Unlocking Mr. Robot

Note: The **CD-ROM** version uses a separate security system tied to the actual disk and does not need to be registered online. Just remember to pop the disk into the drive.

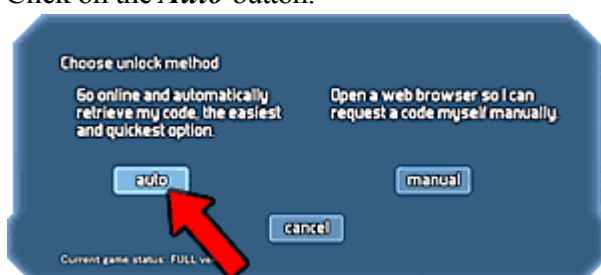
AUTO UNLOCK

If the computer you wish to play on is connected to the internet, then you can use the fast auto-unlock system system to unlock your game using the following steps:

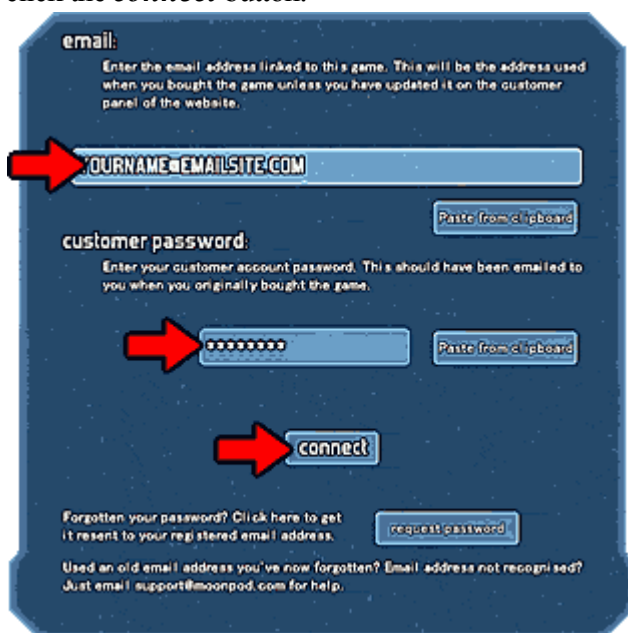
- From the game's main menu, click on the **unlock** button:



- Click on the **Auto** button:



- Enter your **email** and **password** into the boxes, make sure you are connected to the internet and click the **connect** button:



- The game will connect to our key server and unlock.
- If the connection fails, you may need to check you are connected to the internet, and make sure your firewall allows the game to connect out.

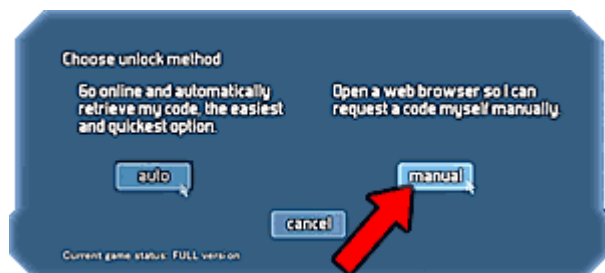
MANUAL UNLOCK

If you are using a computer that isn't connected to the internet, or if for some reason you have a problem with the auto-unlock system you can use manual unlock.

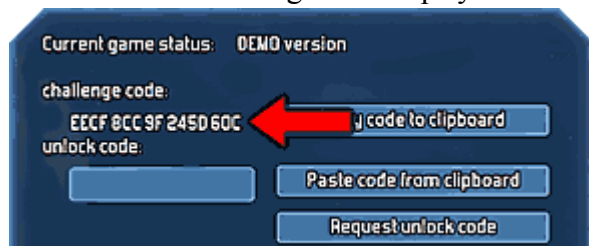
1. From the game's main menu, click on the **unlock** button:



2. Click on the **Manual** button:



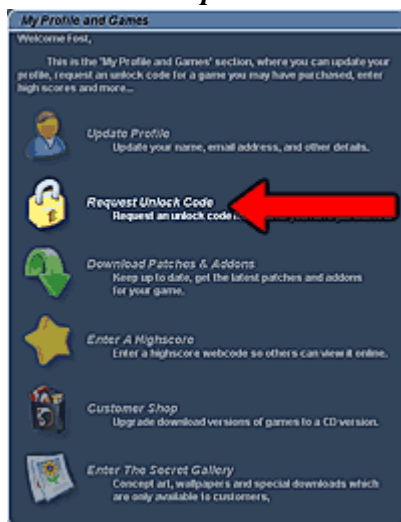
3. If you do not have an internet connection, **skip to step 4.**
 - If you have an internet connection, but have experienced a problem with auto-unlocking, click on the **Request unlock code** button.
 - A web browser will open taking you to the **My profile and Games** section of moonpod.com.
 - Log in using your email address and the password that was emailed to you when you bought the game.
 - The game will have sent the correct **challenge code** for the game to our server, and the correct **unlock code** will be displayed on screen and also emailed to you for your records.
 - Copy the code from the screen or the email.
 - Return to the game, and click on the **Paste code from clipboard** button.
 - Your game should now be registered!
4. Write down the challenge code displayed:



5. Switch to a computer with internet access, and open a web browser to moonpod.com
6. Log in to the the MY PROFILE AND GAMES section of the site using your email address and the customer password you were emailed when you bought the game.
Top right:



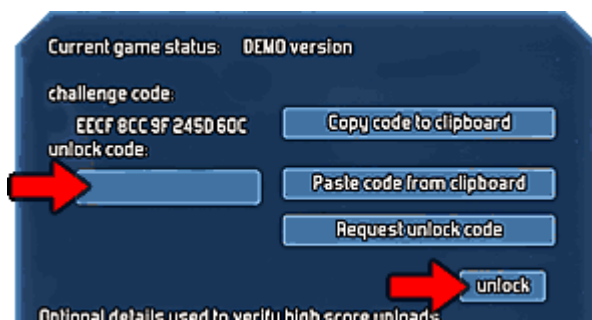
7. Click on the **Request Unlock Code** link:



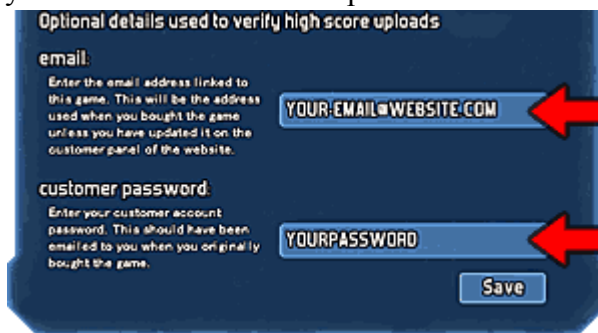
8. Enter the **challenge code** you wrote down earlier into the box and click **Submit**



9. The correct unlock code will be displayed on screen and also emailed to your for your records. Write this down and switch back to the computer you would like to unlock the game on.
10. On the **manual unlock page** in the game, enter the unlock code you got from the website into the space provided, and then click the **unlock** button to unlock your game and convert it to **Mr. Robot FULL VERSION**.



- Your game should now be unlocked!
- Note, that to use the **LEADERBOARD**, **auto-update**, and **User adventure** downloading options, you will need an internet connection and you will need to enter your email address and user password on the manual unlock page:



Can I unlock on more than one computer? / How many codes can I get? / What happens if I buy a new computer or change my hardware?

Yes, 'out of the box' you can unlock the game on more than one computer. So if you want to play the game on a laptop and a home PC, or at work and at home, that's no problem.

You can get up to 3 codes initially, and then after that, new codes are automatically made available on a timeout basis. This means that under normal use, you should always be able to get a code for your game. Our philosophy is: ***you bought it, you own it!***

The code system is based on your computer's hardware configuration, and it tries to check it in as 'forgiving' a way as possible. So if you change bits of your hardware, the game should have a good chance of staying unlocked. Even if you have to reinstall your operating system, it will try to check against other parts of the system that have not changed. We understand that some people regularly change hardware, and that everybody eventually upgrades, so the server also provides an additional unlock code on a timeout basis i.e. you'll always be able to get codes if you need them.

Hopefully, we've covered all eventualities, but if you have a problem, we want to know about it. Mail us: support@moonpod.com if you have any problems.

How the Unlock System Works

Sadly we have to put some measures in place to stop the small minority of people who casually copy or share registration codes. We want you to have the best experience possible when playing Moonpod games, so we have done our best to make the unlock system as quick and easy as we can.

Moonpod games must be locked to a specific computer before the full version can be played. By accepting the license agreement you agree to the security process. The system we use is in operation on many of the larger download sites, Windows and is becoming quite common. Here is a description of the process; it is assumed you have an active Internet connection:

1. Download the demo.
2. From within the game click any of the "buy now" buttons (after buying the game you will be emailed a password that you can use to get into the members area of the website)

3. Go to the unlock menu off the first menu screen of the game. Use your password and email address when prompted and the game will go online to unlock itself. If you have any problems the same process can be performed manually by following the in game instructions.

The game generates a challenge code that uniquely identifies your computer this is then used to generate an unlock code that unlocks the game permanently. The challenge and unlock codes are safe because they specifically refer to your computer and won't unlock the game for anyone else. If you can't follow all 3 steps then just write the codes down and complete it manually (e.g. if you need to register on another machine or have no local Internet connection). If you have any problems then contact us at support@moonpod.com, we'll be happy to help. The unlock system does not give us any private information about you or your computer. The id code is encrypted and randomised so there is no way to unscramble it and it carries no useful information.

Need Further Help?

If you have any problems not answered in the manual then visit www.moonpod.com for more information. If you need help feel free to email support@moonpod.com, it is our aim to provide the best service possible.

Minimum System Requirements

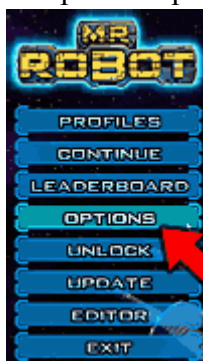
- PIII-800 equivalent or greater.
- 256MB ram.
- Windows XP/2000/Vista.
- 3D hardware graphics accelerator with at least 32MB of onboard vram.
- Recent video card drivers - get official updates regularly!! ([nvidia drivers](#), [ati drivers](#), [intel drivers](#))
- DirectX compatible sound hardware.
- Internet connection (optional), for online Leaderboard, shared achievements, auto-update, auto-unlock, and user adventure sharing features.
- DirectX compatible game pad (*optional*). ***Xbox 360 controller supported.***
- DirectX 9.0c (*available [here](#)*)

The game has been tested on a variety of hardware by nVidia, ATi and Intel GMA.

Altering Game Settings

The In-Game Options Menu

To open the options page, click on the **OPTIONS** button on the game's main menu:



This will open the options screen :



resolution

Set the screen resolution used by the game. Higher resolutions result in a much sharper image, but can be far slower. If the game is not running very smoothly, you can try running the game at a lower resolution like 800X600.

window style

Run full screen or in a window. Note: if you run in a window there will be more stress on your hardware and the game will run slower than if you ran full screen.

image quality

This sets the color depth used to store textures, and to display the screen. There is very little visual degradation when using low image quality , yet you can gain a huge increase in performance; especially with 'built-in' motherboard /laptop graphics chips that used shared memory and have little space to store high-color depth textures. If the game suffers from slowdown on your machine, then it might be worth setting this to **low**.

Note: Changing this setting requires the game to restart.

audio

on / **off** to enable / disable all audio.

sfx volume

Alter the volume levels used for the game's sound effects.

music volume

Alter the volume levels used for the game's music.

speech volume

Alter the volume levels used for the intro speech.

apply / cancel

Once you have edited a setting, use these buttons to apply the settings

Changing settings from outside the game.

It is possible to alter the settings the game uses from outside the game if you have an unforeseen problem and cannot get into the game, or if you want to set some advanced performance options that are not available from the in-game menu.

Click the ***MrRobot Configuration*** shortcut off the start menu to launch the configuration menu:



Graphics Section:

- **Adapter:** Choose the graphics device that will be used to display the game. Some computers use more than one device. Use this list to select which one the game will use.
- **Color Depth:** Color depth sets the number of colors used to store textures, and to display the screen. There is very little visual degradation for using 16Bit mode, yet you can gain a huge increase in performance; especially with 'built-in' motherboard /laptop graphics chips that use shared memory and have little space to store high-color depth textures. If the game suffers from slowdown on your machine, then it might be worth trying to use this setting.
- **Screen Size:** Set the screen resolution used by the game. Higher resolutions result in a much sharper image, but can be far slower. If the game is not running very smoothly, you can try running the game at a lower resolution like 800X600.
- **Fullscreen:** Untick this box to run the game in a window. Note however that windowed mode is

generally slower than fullscreen mode on most graphics cards.

- **Low Quality:** Low quality halves the size of all textures, which should give a further performance boost on low-spec hardware with limited video memory at the expense of some texture detail. Note, 16Bit mode is automatically forced on if Low Quality is selected.

Driver Status

This section displays some information about the driver installed for your graphics card. Most common problems with PC games are caused by out of date or non-certified drivers. If your drivers are not up to date, then the game may not be running at its most optimal, may have graphical glitches, or may even crash.

Audio

List of installed sound devices. Select the one you wish to use with Mr. Robot from here.

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OggVorbis

MrRobot uses the OggVorbis music library by OggVorbis© 2003, Xiph.Org Foundation. The libraries and SDKs are released under a BSD-like open source license. If you would like more information please visit the [Vorbis website](#)

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PLEASE don't pirate the game, it is illegal and without an income there will be no more games from us. We need your support. Thank you.

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