



/<CortexGear>;

/"/"Angry Droids";(

Linux





WARNING Before playing this game, read your computer instruction manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference.

HACKING ART OF EXPLOITATION

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms, as children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; Use a smaller screen; Play in a well-lit room; Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

HACKING ART OF EXPLOITATION



TABLE OF CONTENTS

- 03 : The Story So Far
- 04 : Game Controls
- 05 : Heads-up Display
- 06 : Menue
- 07 : Play-Modes (Connected Ops)
- 08 : Storage
- 09 : Characters
- 11 : Type Of Enemies
- 12 : Key Objects
- 13 : Type Of Weapons

H THE STORY SO FAR S

Humans went across the galaxy searching for an exo-planet after strangled their own planet from its oxygen. After thousands of years they found a planet occupied by a humanoid cephalopod race named Drouman. Both races lived peacefully together until Human start acting like imbeciles.

Human wanted a machine capable of saving their planet, a technology that Drouman used and still uses. So they made a cortex-war: A war based on hacking the enemies devices and using it against them. After years of cortex-war, Drouman started creating the cortexgears: Droids with a cloned brain of the best cortex-soldier: A soldier with great hacking abilities.

Drouman won this ultimate cortex-war, but they wanted to get rid of the droids because they once in past destroyed their planet, caused by cortex-war against an army of robots they created. Droids stepped up and said that they can feel, think, dream and have the rights to live, but fear of the past fated them.

Drouman lost the cortex-war, but some of them survived mostly because the droids splited up in two groups/nations.

Basically you play as an alien hacker who survived the cortex-war and you have to destroy the Cortexgear empire.

GAME CONTROLS



KEYBOARD

A,D: Movement

S: Crouch

W: Jump

E: Equip/Take objects

F: Activate/Action Button

Space: Jetpack

Shift: Sprint

Q: Flashlight

X: Selfdestroy

CTRL: Detective mode

ESC: Pause

R: Rage capsule

Enter: Nest dialog

M: Mennue/Chat (Creative mode/Online)

MOUSE

LeftClick: Melee/Use Guns

RightClick: Melee/Use Arms

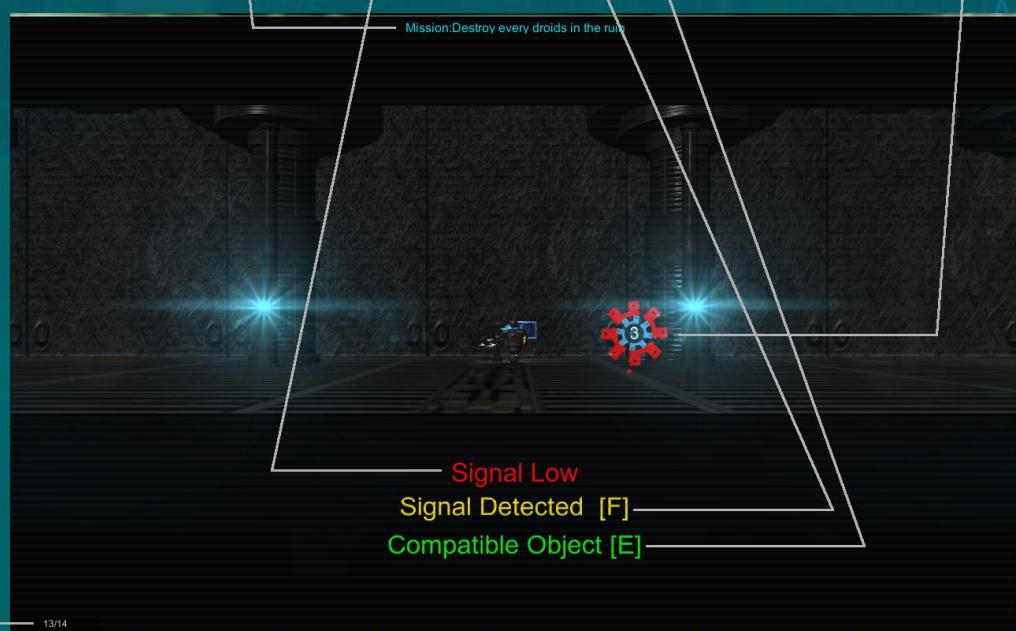
Mousewheel: Zoom in/Zoom out

LeftClick+E(Hold): Unequip Guns

RightClick+E(Hold):Unequip Arms

HEADS-UP DISPLAY

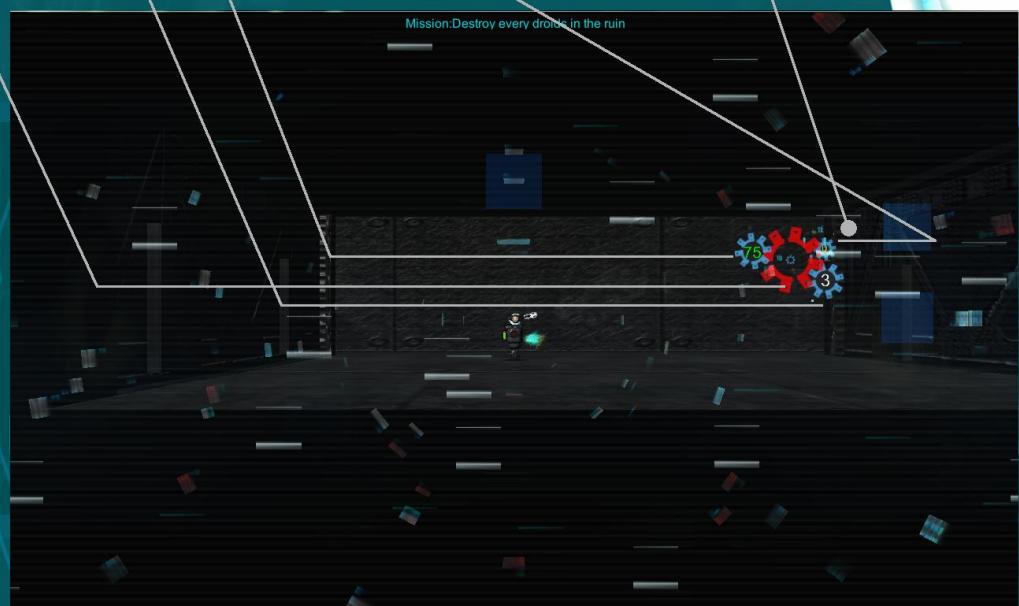
Cursor: It shows your signal(life)/and your amos when you have a gun
Indicates object detection and the robot state
Indicates if you can activate some devices
Tells you when you are close to die
Main mission and objective
Number of objective



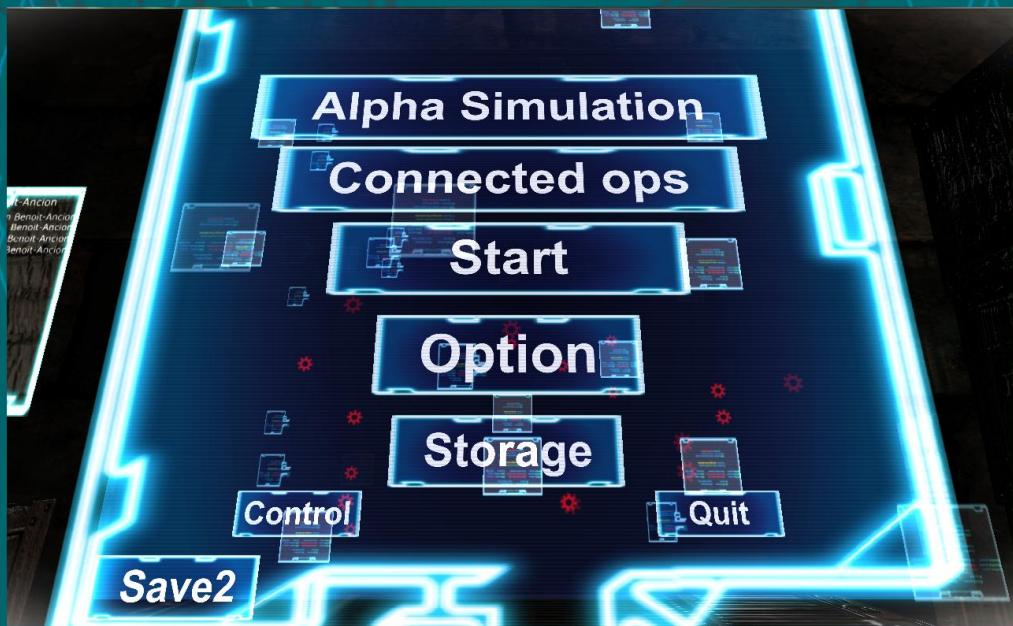
DETETIVE MODE

Detective mode helps you analyse everything around you and also helps you find your enemies weaknesses.

Shows Rage countdown when you are in RageMode
Shows RageCapsule
Shows Energy (Fuel)
Shows signal(life)
Shows Amo



MENUE



ALPHA SIMULATION

You earn new tricks by finishing these little challenges that also polish your skills and giving you knowledge.

CONNECTED OPS

Survival mode and more where you test your skills and play for fun.

Look page.7 to have more details.

START

Where you start, load and delete a game. You can also see how far you made it.

OPTIONS

Change graphic settings, screen resolution, volume and small technical changements

STORAGE

Where you can see your achievements, look up for your tricks and other important informations that helps you understand the game. Look page.8 to have more details.

PLAY-MODES (CONNECTED OPS)

BOSSES

A practice mode where every big enemies you fought during the campaign are randomly spawned.



ALPHA ARENA

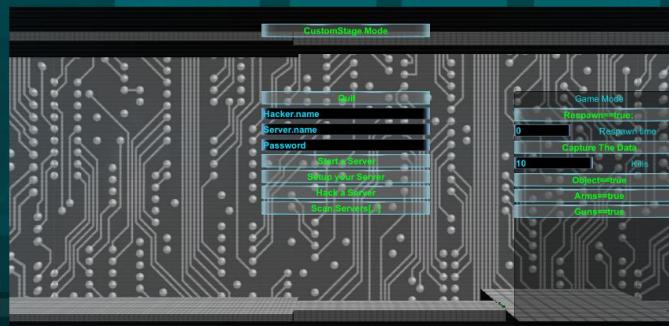
A practice mode where you can fully customize the stage and spawn every enemies you fought during the campaign.

WARS

A free play mode where you play previous wars or new wars in a infinite loop. A survival mode during a war. You can only play in the locations that you already played during the campaign.

ARENAS

A free play mode where you play previous part of the campaign in a infinite loop. A survival mode in a small places. You can only play in the locations that you already played during the campaign.



ONLINE(MULTIPLAYER)

A multiplayer mode where you can only play as a team. You can "CUSTOMIZE" the alpha stage by finding map pieces provided to you by the secrets you find in the game, or play in the locations that you already played during the campaign. You can also change the multiplayer settings.

MODES

You can remove the guns, arms or objects from the game to give you more challenge while playing the ops. Note that this affect every mode in the ops except the multiplayer mode, where you can change it inside the ONLINE mode.

STORAGE



TRICKS

After completing Alpha Simulations and hacking secret computers during the campaign, you earn new tricks that help you avoid danger and easily kill your enemies. You will be able to slow time with a trick.



ACHIEVEMENTS

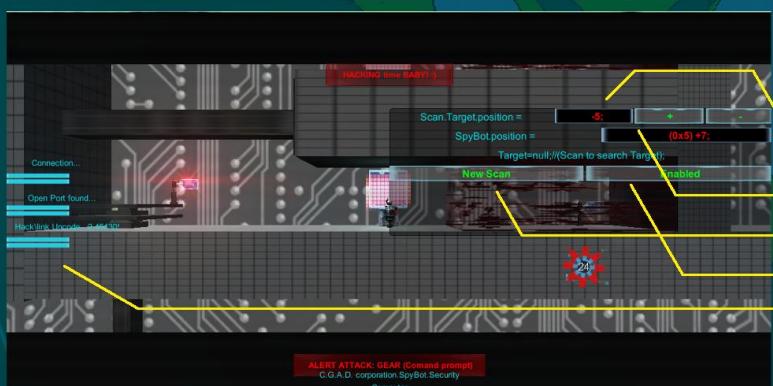
Once you get an achievement, the droid recovers its signal(life). Some of them can be executed more than one time, and also as combos.



INFO

Info will always be there when you need it. It tells you how to hack computers, the meaning of some icons in the Detective mode, and more details about the game that you should know.

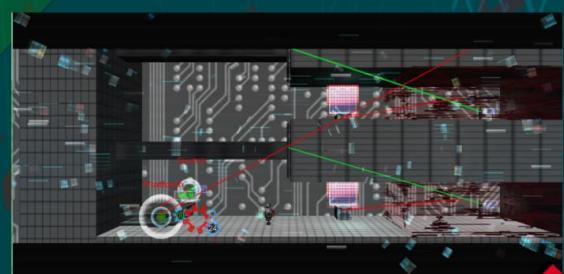
Exemple of how to Hack a computer and how Detective mode works (INFO)



To hack a computer

- Make the equation.
- Put your answer here.
- (Use +&- to make it right)
- Scan it to see if it's wrong.
- Click the Enabled box.
- Check your time.

The Detective mode uses icons and words to describe elements. You can see the switches links, informations about something, remote activate or destroy some stuff, see weapons stats and the distance in some cases.



You, Main Character (DROUMAN)

ART OF EXPLOITATION



Riga found this cortex-soldier in the cloning lab of Capital City, a survivor from the cortex-war against the droids. This alien became the first hacker to hacked TR2-D47 cortexgear and then controled it from a basement.

Mother (DROUMAN)



She is a cortex-soldier, but also the mother of the best Drouman cortex-soldier. She battled at the ultimate cortex-war, refused to clone her child and survived from the cortex-war against the angrydroids.

Riga (DROUMAN)



He was the leader of the best cortex-soldiers troop since the ultimate cortex-war. He deserted when the droumans started creating the cortexgears. He builded a small military camp in the north with other deserters and secretly survived after the cortex-war against droids.

ART OF EXPLOITATION

CRONITE (DROUMAN)



The leader of a troop of soldiers. During the cortex-war against droids, Drouman sent them to protect the north-chemical-factory pillar. Droids never attacked that factory because they needed it. So as the oldest soldier, he became the first partner of Valrine.

VALRINE (DROUMAN)



The commander of all the troops in the factory. He fought with the king during the ultimate cortex-war, voted for the cloning, voted against the droids, found the first droids underground basement and helped Drouman creating war machines like the TW-124 Uperwheel, after the king's murder.

George&Jefferson (HUMAN)



Best friends, they are part of the human's elite cortex-soldier team created by the resistance. These two gentlemen grew up in the deepest caves created by the humans who survived the ultimate cortex-war. They went to Capital City to retrieve other humans who survived.

TYPE OF ENEMIES

DRONES



In the game you will encounter flying enemies like this Energy-Drones, they are the most common flying enemies. These drones, like other drones will change into Turret when they land on a surface, wall or ceiling. They have been created by the droids during the Cortex-War of angrydroids, so they can spy Drouman and mutants. There are programed to spy and destroy.

AUTOMATE A.I

There is a various numbers of earthling automate enemies. Some of them have been created by the droids and others from Drouman, but droids took control of these drouman's automate A.I by hacking them. Well, automate like this one "TR2-D2" are the first prototype of the TR2-D47. They became droids pawns and battle spies. These robots are capable of sharing artificial emotions, which made them very intelligent A.I and sometimes stupid.



CORTEXGEARS

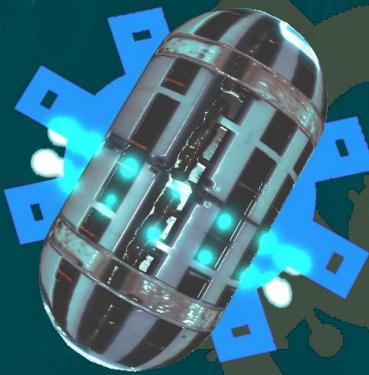
Cortexgears are the strongest and fearest enemies. There are the Elders cortexgears known as Zombie Robots and the TR2-D47, just like the droid you control. They exist with all the 23 weapons you can found in the game. They will never be with the same weapons and are the most intelligent enemies in the game, don't dare, run if you can



KEY OBJECTS

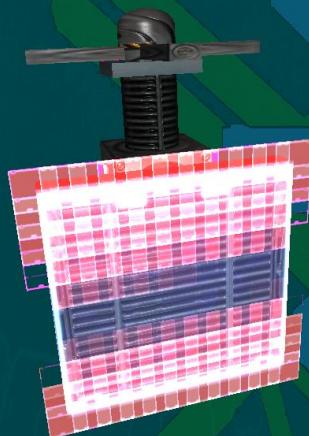


TREASURES



Treasures are secret objects you found in the game to earn new SET for customize your online custom stage. There are 20 treasures in the game, and once you find them all you get an achievement. Open your eyes and use your head to find them all.

COMPUTERS



Computers are all over the game, you need to hack them to activate or get something from it. Some of them are hidden and can provide you new tricks, others are switches or mission keys. You can find them as flying computers or earthling ones. Pay attention because some of them are super computers and are hard to go through the security system. Look page.08 for details about hacking.

CORTEXTRACKERS



Cortextracker give so much challenge, because if you get inside the blue zone, you have to destroy it because getting out will get you killed. It tracks your signal and when you get out it recognizes you, it activates your autodestruction and you die. You can find them in many forms, so make sure you locate the tracker and destroy it.

HACKING TYPE OF WEAPONS

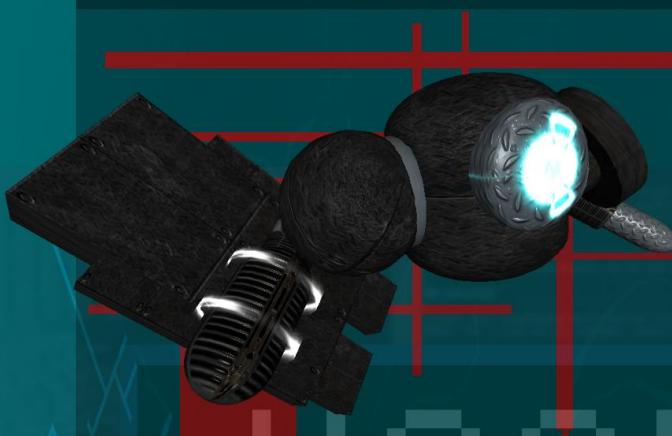
EXPLOSIVES ATOMATIC/RIFLE



As you control a TR2-D47 cortexgear, you don't need to hold Drouman or Human guns because cortexgears have their own guns that they attach to their heads. There are two types of guns, the explosives ones that will shoot slow explosives bullets and the automatics/rifles ones, they will shoot fast and weak bullets. These two guns you see is only part of the various guns that the game contains.

SHIELD ARMS

PUNCHING ARMS



TR2-D47 cortexgears can change their arms with other arms sets, that is how they can easily adapt to any situations. You will find many different arms with unique abilities, but there will always be the punching arm that crush robots and the shield one that will protect you from anything even explosions. Sometimes you will to get rid of arms, but then again it is just how you play the game.

DIGIT

