

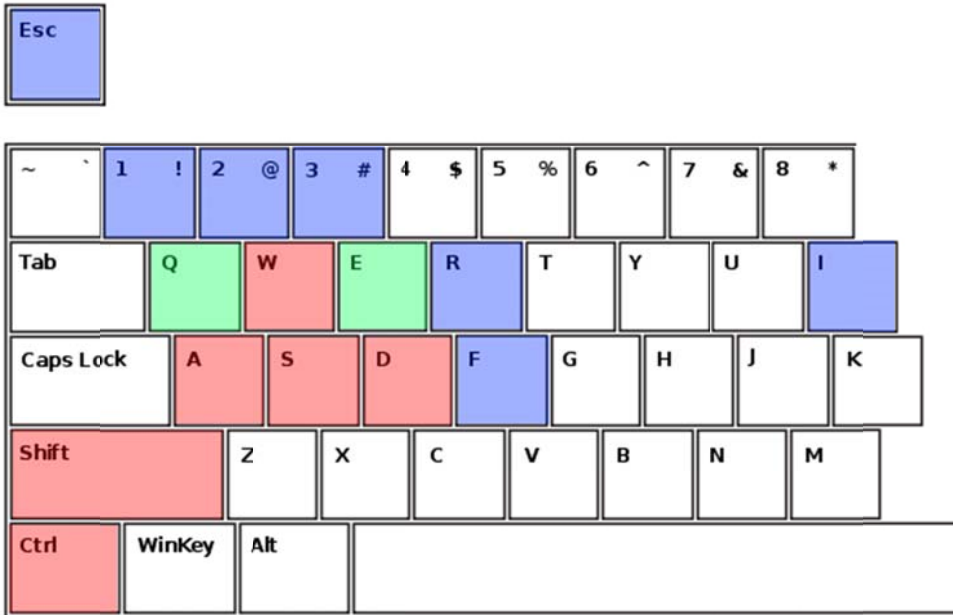
DATA JACK

MANUAL



EPIC BANANA
GAMES

Controls and Gameplay



W,A,S,D: Movement

Shift: Run

Control: Crouch / Crawl

Q: Inventory select

E: Inventory use

R: Reload

F: Action

1: Holster weapons

2: Secondary weapon

3: Primary weapon

I: Inventory screen

Esc: Menu

Mouse: Move aim

Mouse left button: shoot

The main gameplay of DataJack takes place on various missions in which you must complete several objectives for a reward of credits. This screenshot shows the main points of the heads-up display:



1. Your current weapons and item.
2. The action bar displays the actions you can take (opening doors, picking up keycards) when appropriate.
3. The upload/download counter. When hacking over the network, your computer at home will do the work of uploading a hack, tracked in the upload counter. The download counter tracks data you are downloading over the network.
4. Your current health.
5. Your information feed displays relevant info.
6. The stealth display. These readouts tell you how visible you are, and how much noise you are making. Both are important for stealth approaches.
7. The player character
8. Your targeting reticle.
9. Trespassing indicator. If you see this, then you are trespassing, and enemies will know you are up to no good. Otherwise, they will have to see you acting suspiciously or brandishing a weapon. Robots and cameras will *always* know that you're a bad guy, however.

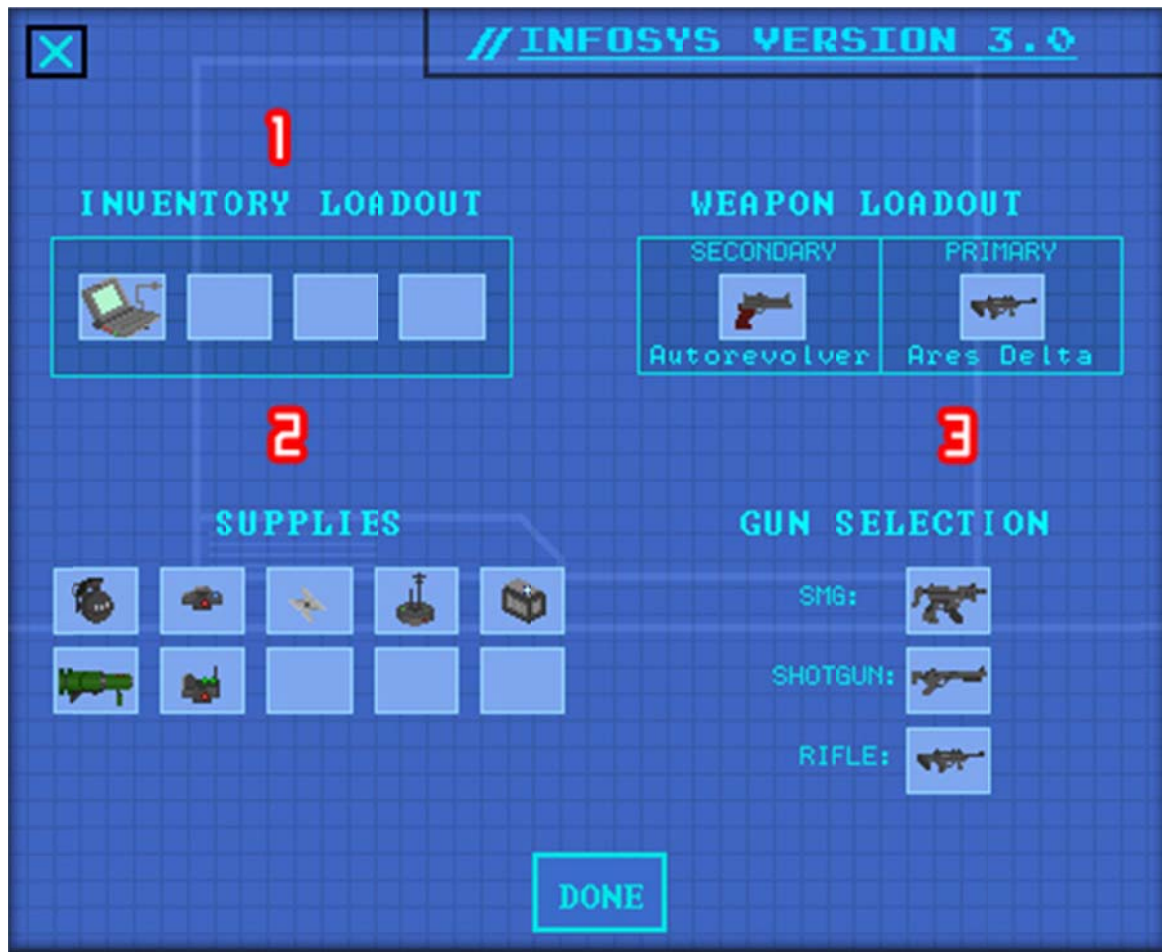
Your Apartment

The game starts in your apartment. From here you can save your game, select your inventory, take missions, or leave to go shopping.



1. Your bed. Use your bed to save your game.
2. Your gun rack. Use this to select your primary and secondary weapons, and your inventory loadout.
3. Your email. Check here to see what missions are available, or embark on a mission for payment.

Using the gun rack brings up the inventory select screen. This is how you choose what items to bring on a mission:



1. Your current inventory. You will always have your hacking device, at the very least.
2. Your supplies. Select supplies from here and place them in your inventory. You can bring three items on any given mission. Items may be purchased at the item shop.
3. Your weapons. You can bring a primary and secondary weapon with you on a mission. You may keep one pistol, one submachine gun (SMG), one shotgun, and one rifle in your arsenal. Click to select your primary weapon. Weapons may be purchased at the gun store.

The Street and Shops



Out in the wide world of the Hub, you can find a thriving black market of weapons, armor, cybernetic limbs, military hardware, and hacking tools. This is where you will go to spend the credits you've earned to upgrade your abilities.

The Inventory Screen: Weapons

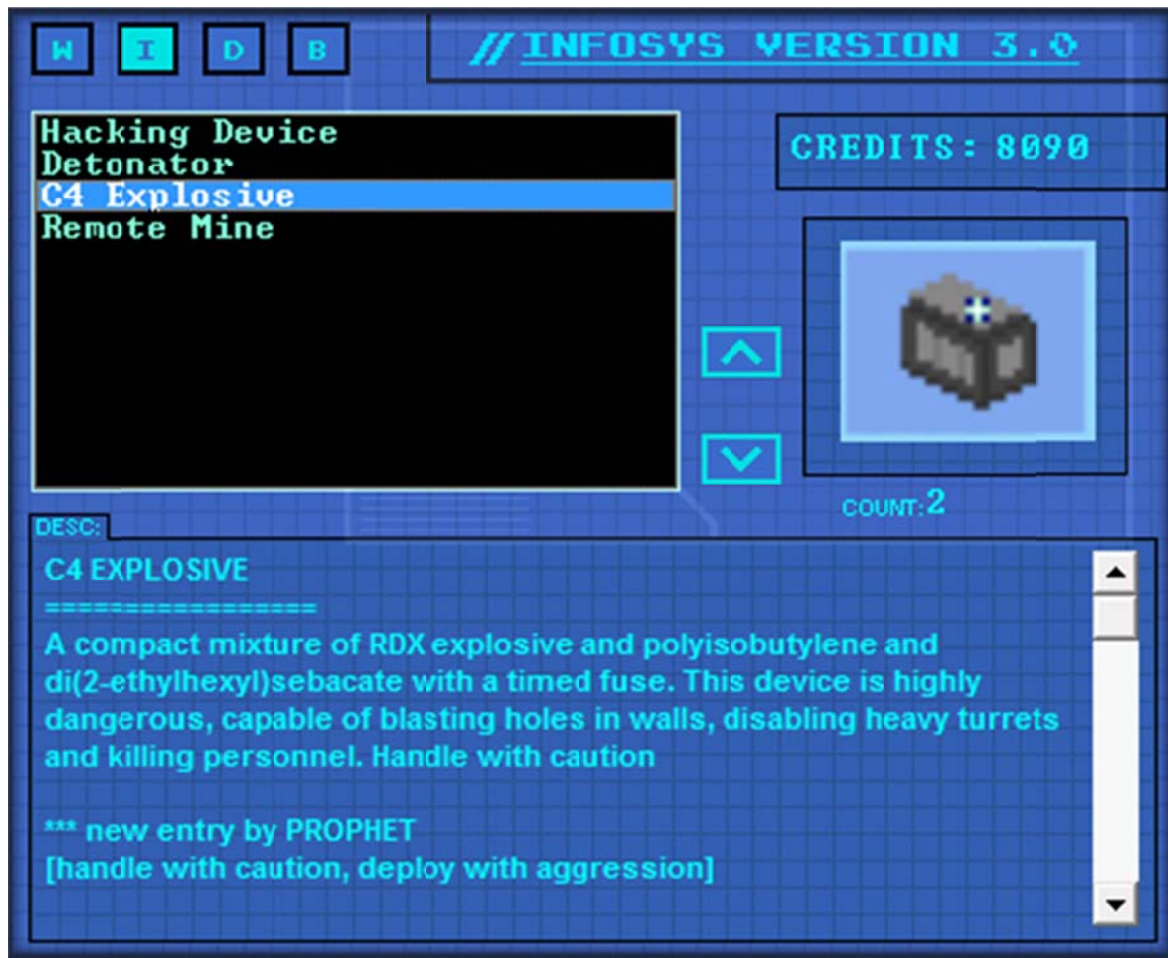
At any time, press "I" to access your inventory screen to see the following information:



The weapons screen displays information about your current weapon.

1. Ammo: The current ammo in the weapon.
2. Clip size: The maximum ammo the weapon can hold.
3. Suppressor: Shows if the weapon is suppressed.
4. Fire rate: The faster, the better.
5. Accuracy: Affected by the weapon, and by your cybernetic arms.
6. Power: A measure of how readily the weapon will penetrate armor.
7. Damage: The base damage of the weapon.
8. Noise: A quieter weapon can be used without alerting nearby guards.

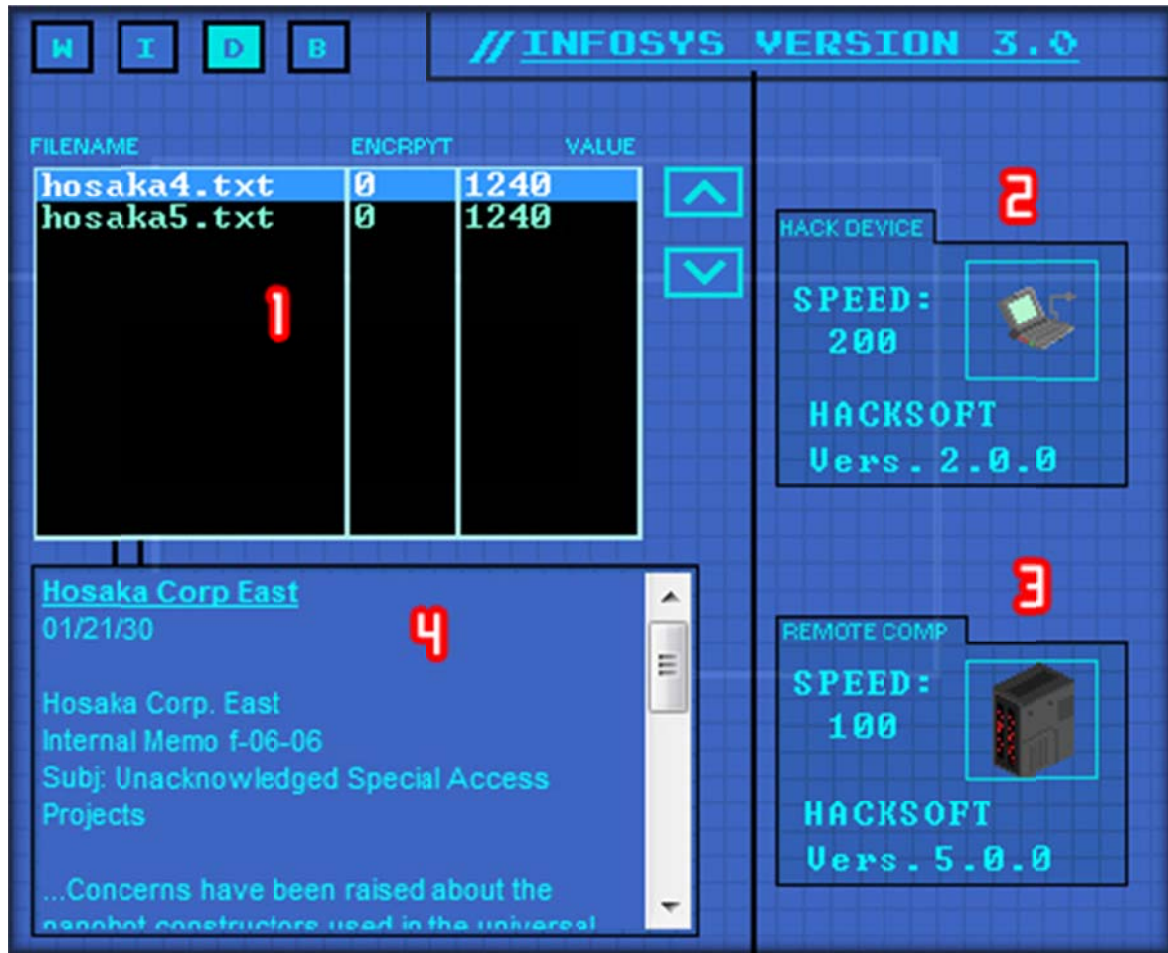
The Inventory Screen: Inventory



The inventory screen displays your current credits, items, and their number. A short description of each item is displayed.

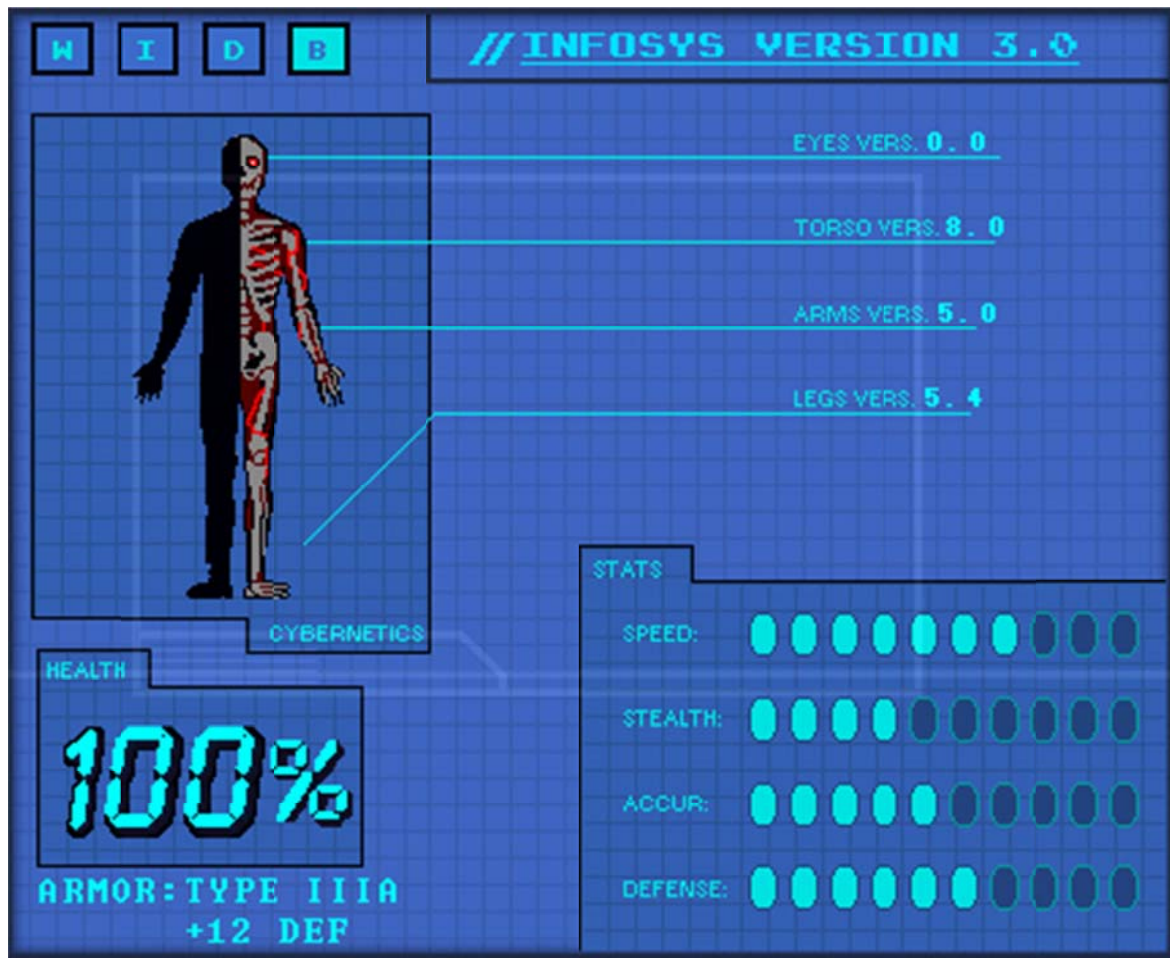
The Inventory Screen: Data

The data subscreen displays your currently-held data, as well as information about your hacking equipment:



1. The list of data you currently hold. Data may be sold for credits at the data broker.
2. Your hack device's version and speed. The hack device is used as an inventory item to hack objects you are standing near. You will need a higher-version hacking device to hack more hardened objects. Your hacking device can be upgraded by the deck dealer.
3. Your home computer's hacking software version and speed. The home computer is used to hack objects over the network. Your hacking software must be equal to or greater than the level of the object you are trying to hack. Your hacking software can be upgraded by the deck dealer.
4. A readout of the selected data file.

The Inventory Screen: Bio



The Bio subscreen displays information about your current health, armor, and cybernetic upgrades.

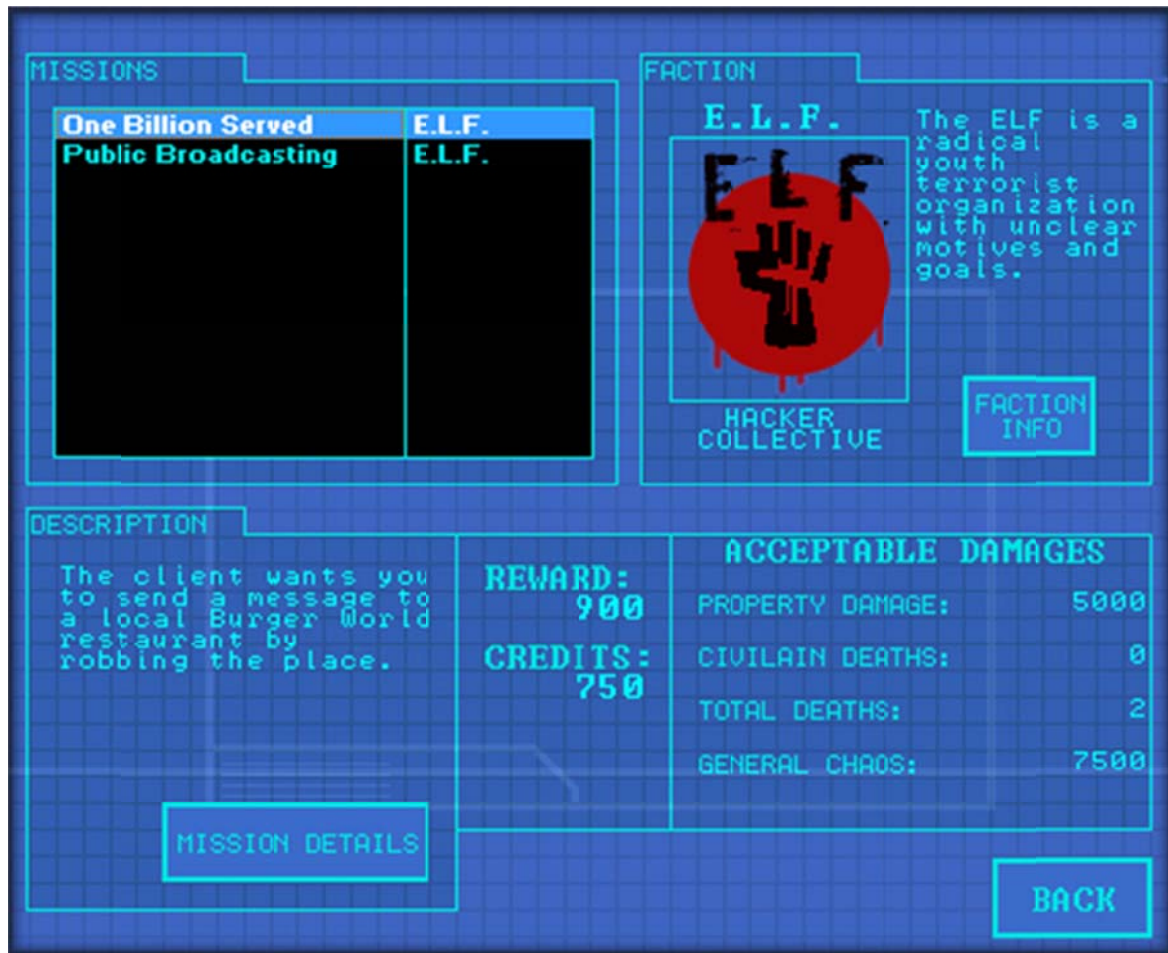
Your speed and stealth are determined by your cybernetic legs. Stealth allows you to move quietly.

Cybernetic arms affect your accuracy with firearms and the damage dealt by the sword.

Your defense is determined by the armor worn, and bonuses given by your cybernetic torso upgrade. A high defense is essential for surviving firefights.

Missions: Selection

In your apartment, you may see the available missions by checking your email:

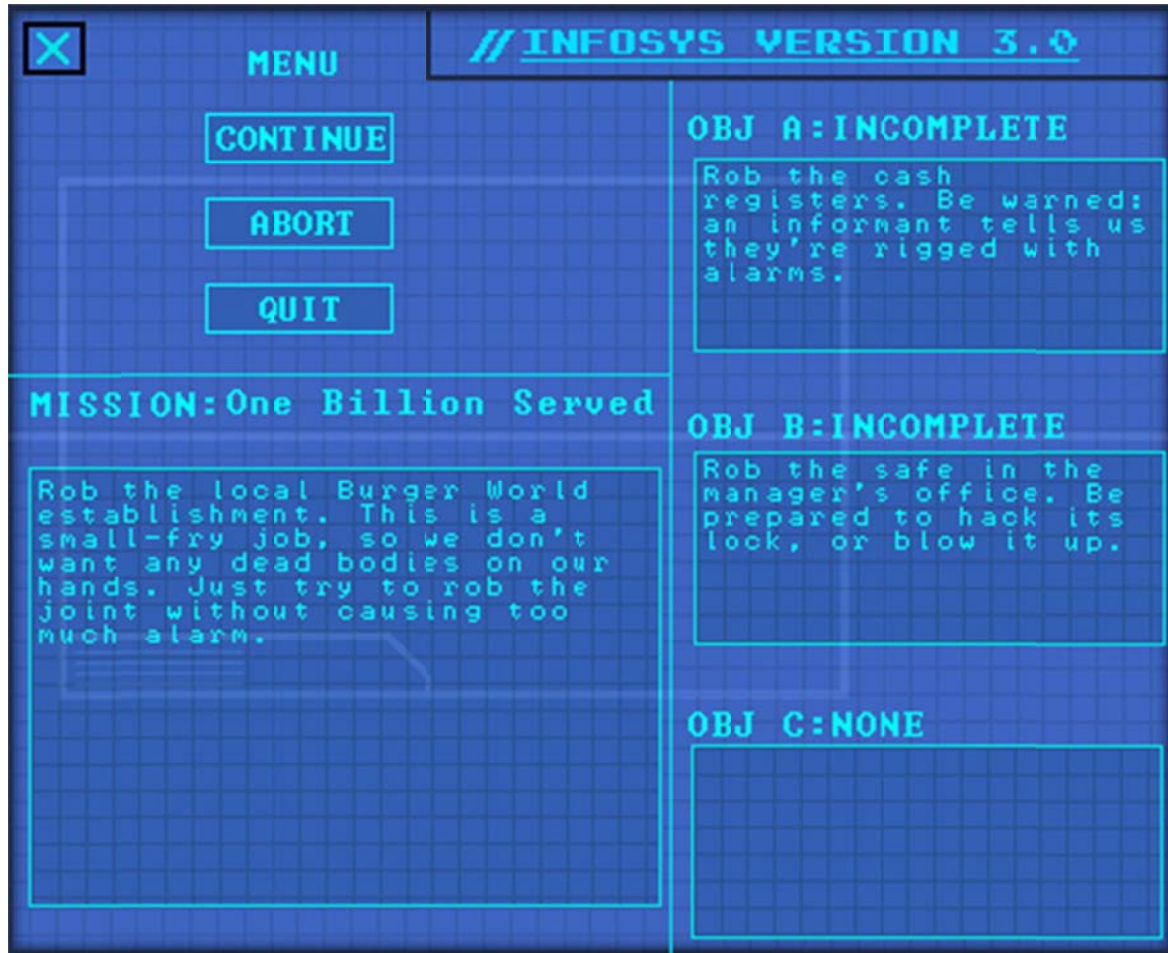


A number of factions will offer you missions. Here you can see a short description of the mission, its credit reward, and the acceptable levels of property damage, deaths, and chaos.

You can read a detailed description of the mission and its objectives by clicking “mission details.” Here you can decide to accept a mission, which will start you on the action.

Missions: Status

At any time during a mission, press Escape to bring up the status screen:



Here you are shown a summary of the mission and the status of your current objectives.

If you find you have not brought the proper items for the job, or have been spotted and want to retreat, click the "abort" button to abort the mission. This will give you a chance to escape back to your apartment, at no cost or penalty.

You can also click "quit" to return to the main menu.

Missions: After-Action Report

Once the mission is complete, you are taken to an after-action report. Here you can see how well you did:

AFTER-ACTION REPORT

	ACCEPTABLE	INCURRED
PROPERTY DAMAGE	5000	0
CIVILIAN CASUALTIES	0	0
TOTAL CASUALTIES	1	2
TIMES SPOTTED		19
CHAOS	7500	5725

2

PENALTY: 0

REWARD: 900

TOTAL CREDITS: 2599

3

REPUTATION: 15

OMNIGEN:

DELTA PMC:

ELF:

//INFOSYS VERSION 3.0

MISSION: ONE BILLION SERVED

E.L.F.COMMUNIQUE #662-A
EMPEROR JOSH NORTON CABAL
for immediate solicitation

Your mission has been nothing more than an unqualified success! Profitable robbery and a handy haul of credits as loot!

This is only our first move against the reactionary Burger World Establishment. A communique has been issued to the press and it will be all over the net that we were responsible for firing the first shot in the war to evict the megacorp from our urban territory.

We've transferred a little reward to your account, brother. We will have more work for fearless revolutionaries such as yourself in the future.

Up the revolution!

STATUS: SUCCESS

DONE

1. The acceptable mission losses. If you exceed the acceptable property damage, casualties, or chaos, you will be fined a small amount which will be taken from your reward.
2. Your penalty, reward, and total credits after reward.
3. Your reputation with the three factions. As your reputation builds, you will be offered more dangerous and sensitive missions.