>HACKNET_

>14 DAY TIMER EXPIRED : INITIALIZING FAILSAFE

>Hi.
>...
>This is strange... Stranger than I expected.

>I guess I'm supposed to be writing this in past tense, though I hardly feel like admitting this is over.

>My name is Bit, and if you're reading this, then I'm already dead.

>Maybe that fact is surprising, considering this somehow got into your hands. Was it by chance? Maybe Vapor found this and decided to give this to you. In any case, what you're holding is one of the most advanced pieces of programming this world has to offer, Hacknet.

>I'm being told that you are coming from a different dimension entirely, and somehow that isn't very surprising. Your benefactor is very hospitable by the way, delaying my assassination just to let me type this thing out.

>I guess this means that you can be on any side of this battle you want, whether it be my side, EnTech's, or maybe even another one, and I'm being told that won't change.

>I just hope that you have a good reason to the choices you make.

>Moving on, maybe I should explain myself a bit. Personally, I have no idea where to start with this, as there are many things to explain while I'm still here.

>Maybe I should start with EnTech. EnTech is a security company, specifically of the digital kind. I was contracted to work on this OS by EnTech, along with many other programmers. We all were paid to make different parts of the OS, and also make programs that supplement and enhance the program. I focused on making PortHack Heart, a program designed to allow people to access any port through any type of connection.

>Eventually, I became concerned with giving people total security and attempted to halt the Hacknet project, leading to the CEO of EnTech calling a hit on me. Originally, I would have told whoever would have gotten this to delete any and all files related to Hacknet that EnTech had, and shut down PortHack Heart, with a 'mini' version of it, aptly named PortHack, which fills the same function as Heart. That individual would have collected dozens of programs in order to help hack into the EnTech synthesizer and delete the files. The final thing to delete would have been the last copy of Hacknet. This one.

>But I guess you might not do that, and that's okay. I wouldn't expect anyone to immediately trust words on a screen. Even if they were typed by a dead man.

>Anyways, it seems as if my time is up. Your benefactor wants you to know that you have received 1000CP, whatever that is. I never imagined my last moments would be helping an interdimensional traveler through their own adventure.

LOCATION

>Since the entirety of Hacknet is played out on a computer screen, location isn't that big of a deal. You are able to begin anywhere on earth, although I would recommend that you start in a place with internet, and free use of it.

ORIGIN

>White Hat Hacker

>You are a White Hat Hacker, a Hacker that fights for the law. You fight for something bigger than yourself, and you show it. You cannot stand anyone abusing power on the internet, and actively attempt to stop digital crimes at every turn. Maybe it's for a sense of justice, maybe some hacker left your family broke, or maybe you were once a Black Hat, and felt the need to turn to the law. In any case, your instincts on the internet are to find crime and stop it. Expect perks involving crime stopping, tracking, and defense building. Coming across Hacknet was one of the greatest moments of your life.

>Black Hat Hacker

>You are a Black Hat Hacker, someone who only fights for themselves. You have skills, and have decided to use those skills to create a better life for yourself, by any means possible to you. Your main skillsets involve infiltrating, information gathering, and erasing tracks. You don't have very many allies, but that's okay. You never needed any in the first place. You look at the law, and spit in its' face. You came across Hacknet one day and almost immediately saw the potential buried within its' code. You could make millions with this.

>EnTech Employee

>Maybe you aren't either of the previous two origins. You were hired by EnTech a while ago, and you found that they didn't mess around when it came to security. They currently are the biggest security company on the planet, creating ground-breaking advancements in digital security. One day you found Hacknet, and they for some reason let you keep it. Why? You don't know, but decided to go with the flow. Your perks mainly involve group work, defense building, and counter hacks.

>Drop-In

>Or maybe you're none of these. Maybe you were just some average Joe who found the most advanced pieces of programming on the planet, Or maybe you were contacted by a mysterious individual and given this. You don't have much history here, if at all, so you'll have to start from scratch. At least you don't have any memories affecting your decisions. Your perks focus on the social engineering, coding, and alerts.

PERKS

>White Hat Hacker

>I'm On Your Side
>100CP, Free for White Hat Hacker

>The Government knows you. Which government? The government, stupid. If anyone within the law somehow finds out what you are doing, they will disregard you as on their side. Unless you do something outright immoral, like stealing money, or gaining information from the wrong people willingly, no cops, FBI, etc will try and track you down. Be careful, though, they do have a limit on how much they can tolerate.

>Whodunnit
>200CP, Discounted for White Hat Hacker

>Can you see it? Can you see the corruption in this world? Do you wish to change that? This perk can help with that. While you are on the morally right side, you instinctively know if someone has done something illegally, especially through the internet. This perk also raises the chances of finding incriminating evidence for someone who you are hunting, if there is any. This doesn't guarantee it, but it happens a fair bit more than normal.

>Tracker
>400CP, Discounted for White Hat Hacker

>Usually the long arm of the law has a hard time seeing the patterns with hackers, and only catches them when they screw up big time and gives away their location. Not you, though. You can see the patterns of those who you track, and with enough time, predict when and where they will hack next.

>Through the Cracks
>600CP, Discounted for White Hat Hacker

>Everything has an opening. No matter how hard you try, you will never be able to make a perfect defense. This perk helps you make that less of a problem. Any exploits, backdoors, or holes in any cyber security that you know even a vague idea of, you immediately know how to fix it. This extends to programs created by others, too. Keep in mind that this perk doesn't help you do anything impossible, so don't expect to immediately know every loophole in code you only glanced at, you have to know what those loopholes are first before knowing how to fix it.

>Black Hat Hacker

>Gatherer
>100CP, Free for Black Hat Hacker

>Sure, money is great and all, but you see the true currency in the modern age: Information. Everyone wants it. Not many have it. And you can gather it. Any attempts to gather information, inside and outside of the internet, are about 50% easier than they otherwise would be. Impossible to gather info is still impossible, but this perk just makes your attempts that much easier.

>Traceless
>200CP, Discounted for Black Hat Hacker

>Wait, where did my money go? Why is my Hard Drive wiped? Who did this? You are a veritable expert on hiding your digital tracks, to the point where you do it instinctively. Almost any attempts to track, or even find, what you did are significantly more difficult, to the point where the FBI could find their best men for the job, and they'd still take weeks to even find an IP address, which you also probably used a VPN or VM for anyways.

>Scrambler
>400CP, Discounted for Black Hat Hacker

>There are multiple ways to trace someone who has hacked you, all of which you'll see once you really get your hands dirty. This perk makes it so that active tracing is almost impossible to happen to you, even if you forgot completely to erase your tracks. Passive tracing, however, is completely unaffected.

>The System
>600CP, Discounted for Black Hat Hacker

>What the- How did you even- Nevermind. You (somehow) found a way to hack into anything with even a smidgen of programming and completely control it, through the usage of little black wired boxes you stick onto the device. Hack a car? Sure, as long as it has something to hack. Hack a traffic light? Well, it does have some programming, so sure. Hack a supercomputer heralded for its security? Would be incredibly hard, but yeah. You pull these black boxes out of your pockets like a magician, and only you can even find the connection to these things. However, someone could see the box and just take it off, therefore severing your connection to that box. You also currently can only pull five out at a time, pulling any more out will require you to brick one of them, chosen mentally, as you pull it out. You can increase the amount you can have out at once, however this process is very slow and meticulous, only allowing you to create one more per jump.

>EnTech Employee

>For the Company
>100CP, Free for EnTech Employee

>As an employee, you have a duty to follow what your higher-ups tell you to do. When working for a company or organization, you work significantly faster than if you didn't, with the same level of quality as before. This works even if you are the boss of that company.

>The Best Defense...
>200CP, Discounted for EnTech Employee

>Sometimes you just need to turtle up, or maybe even just prepare for what could be around the corner. Either way, you will need to be able to build that defense. Any programs you write that are purely for defense from hackers is about 3 times as powerful as before.

>...Is a Good Offense
>400CP, Discounted for EnTech Employee

>And maybe you sometimes need to push back when your defenses get tested. When counter hacking, your success rate rises to about 80 percent, if it wasn't already there before. Retaliation is not what a lot of hackers expect most of the time.

>The Group
>600CP, Discounted for EnTech Employee

>Quite a bit of hackers don't go solo, there are groups out there that are dedicated purely to just hacking for their respective ideas and beliefs. Whenever you hack in a group, where all of you are hacking for the same goal, you are able to spread the knowledge of hacking across everyone in the group, making everyone as smart as the smartest in the group. This can be stretched out to dozens if not hundreds of people, and nobody will question it when it happens unless you point it out.

>Drop-In

>Third Party
>100CP, Free for Drop-In

>You see things from the outside, and that gives you quite a bit of power over a lot of things. You will always be able to see things as a bystander, able to make choices based on you and not what others tell you. Even if you have heard only one heavily biased side, you will always see what both or all sides have to offer.

>Social Engineering
>200CP, Discounted for Drop-In

>Not every hack is purely digital, quite a bit of them rely purely on human error. Whether it's an Indian scammer tricking an old woman, or a couple of teens tricking a multi-billion dollar company into giving a developer account, a lot of hacks rely on this. You are a master at that craft, able to put up an almost flawless mask in an instant, tricking those you want into thinking you're not what you are. However, this perk will not give you information you don't have, only use what you do to make a mask if needed.

>Red Alert
>400CP, Discounted for Drop-In

>Usually people don't often know if they've been hacked unless they're completely prepared for it, or the hacker throws it out in the open that they've hacked that individual's system. Even Hacknet doesn't show if you've been or are being hacked by default (Even though it does within the game). However, with this perk, whatever computer you own will give out a warning when you are being hacked, giving you a couple of minutes on average to react, defend, and possibly counter-hack. If you aren't around to see or hear that your device is being hacked, you will be alerted telepathically, and the couple-minute 'timer' will not start ticking down until you are able to actually get to the device. This will not delay it forever, however, and if you intentionally do not react to the message, the 'timer' will tick down anyways.

>Code Mastery
>600CP, Discounted for Drop-In

>Usually when writing a program, you want to work on it from start to finish, as people won't easily understand what you were trying to do unless you either annotate your notes expertly, or you explain to them exactly what each piece of code does. They still can eventually understand, but it will usually take a good while to do so. Not for you, however. When working with someone else's code, you are able to flawlessly read, understand, and integrate their coding style and understanding into your own. However, this only works if you know at least rudimentary coding in the first place, which honestly shouldn't be a problem.

>General

>Hacking Prodigy
>Free

>This perk will be a necessity if you want to survive in this world, as expert hackers run around with programs tailor-made to hack. You have a decent amount of knowledge to start off with, but you're nothing special. What is interesting about you, however, is your speed of growth. You learn hacking and programming related skills at a staggering rate, and you don't have an upper limit as to how far you can grow in this area. If you work hard enough, this world will learn to respect or fear you, whichever one you want.

>Synthesizer
>Free

>The soundtrack is one of the big reasons why Hacknet is such a good game. This perk allows you to have that. When doing anything related to computers, a soundtrack that sounds as if it came straight from artists like Carpenter Brut, Remi Gallego, Cinematrix, and Tonspender plays. You can toggle this perk and even let others hear it, although nobody will think it is odd unless you point it out.

>Fingers On Fire
>100CP

>Many programmers and hackers get arthritis after years in their craft. For you, not anymore. Nothing that involves hacking and programming will ever damage your hands anymore. No cramps, no arthritis, no scuffed or burned fingertips from typing too fast.

>Loading...
>100CP

>Sometimes failing a hack is out of your grasp. Sometimes the other guy is way better than you. Sometimes loading a page or network issues get in the way. This perk mitigates the latter, as now you will never fail a hack due to loading times, whether it be your computer slowing down, or the network crashing, etc. Nothing except your own skill will stop you from crushing all others in your venture.

>Crypto Craft
>200CP

>Cryptography is not something many would attribute to hacking. However, it is a great medium for sending messages, especially ones you don't want to get into the wrong hands. You are an expert cryptographer, almost perfectly decrypting ciphers, codes, and logic puzzles. You can now create ciphers that will give even the greatest of minds one of the hardest challenges of their lives.

>Deep Link
>200CP

>Programmers often forget what their own code does when they create a program. Not you, however. You share a special link with the programs you create, you know exactly what each line if code does at a glance, and you can easily explain in detail what everything does and how it interacts with everything else.

>Ghosting
>400CP

>Quite a bit of hackers either go into a hack blind and usually get caught, or spend days researching the defenses of a target. Not you. You can always get a quick look at a cyber defense before you hack it, just barely enough so you have an idea on what to do, but not too long as to know the ins and outs of it. You will still have to rely mainly on skill in order to hack a system without at least a couple of days of prep.

>Final Gambit
>400CP

>What happens if you get breached? Well, you're screwed, that's what. Not anymore. If you get breached, you are given one more chance. Just one. You will have to hack into your ISP and manually change your IP address. Simple, right? Wrong. The entire time, the individual who has breached your defenses is fighting to push past this last line of defense, indicated by your screen filling with a red tint from the top to the bottom. You have only around 90 seconds in order to connect to your ISP, hack into it, and give yourself a new IP Address. Luckily, the IP Address you need to hack into is given to you via a pop-up in the bottom left corner. This one chance is refreshed once every three months. Don't fuck it up.

ITEMS

>Hacknet
>Free

>The last copy of the finalized Hacknet not currently in Entech's hands. Or is it? Either way, treat this with respect, it's one of the best pieces of programming ever made in the last 20 years. You can incorporate this OS into an existing computer you have, or keep it in a separate laptop. If incorporated, you can have it as the default OS or have it open up as a "Program." Oh yeah, and if you incorporate this into a device that previously could not be traced or hacked, it can now. At least until the end of the jump. Out of jump, you are able to transfer this onto other devices, such as phones.

>USB Killer
>100CP

>At first glance, this might look like an ordinary USB stick, but this is far more malicious. This USB stick goes above and beyond what an ordinary USB Killer does, which is just disable a USB slot, and bricks the entire PC. Upon insertion, a virus ravages the hard drive of whatever it is inserted into, somehow even completely charring the hardware, leaving every last bit of data stored onto it completely unreadable. At the same time, this stick manages to completely short-circuit almost everything it can on the device, leaving even the circuitry completely unusable. You can also somehow fit this thing into any electronic with a power plug, and even use this on devices that wirelessly power themselves. As an extra layer of safety, you have to choose whether or not to use this for malicious intent, with nobody else being able to even insert this into a device. One of the most terrifying pieces of hardware out there. Or a regular 64GB USB Stick. Your choice.

>RAM Upgrade
>100/200CP

>RAM management is a big thing in Hacknet, with you only getting 760MB if RAM to run programs on. Although more than enough to get by, you won't be able to run more than 3 or 4 big programs, such as PortHack of FTPSprint. With this, you upgrade your usable RAM by a multiplier of 1.5, giving you about 1GB of RAM. For an additional 100CP, you can upgrade it even further and have 2 times the original amount of RAM you originally started with.

>The Mask
>100CP

>Sometimes you need to go out into the world. And sometimes you need to go in front of a camera, while doing things that might be legally questionable. Sometimes you just need a disguise. This mask serves that purpose. This mask is no ordinary mask, I assure you. While you are wearing this mask, nobody will be able to take it off. In addition to that, this mask will completely alter your voice to be unrecognizable yet still sounding natural. If that wasn't enough to cover your identity, nobody will be able to recognize you while you are wearing your mask, even if that's the only thing you change.

>Programs
>200CP

>In Hacknet, you are supposed to go around searching for executables that will help you on your way to stop the Hacknet project from continuing. Now, you have all of them, plus more. If you enter a universe with more advanced security, or even just different security, Hacknet will automatically download executables in order to combat them. No longer will you be left helpless when you encounter security more advanced than 2015 Earth, for you will always have the tools you need to crack any system!

>Active Tracer
>200CP

>You will encounter many people looking to breach your security, and you might be able to fend them off for a while, but there will probably be one or two that will overwhelm you and pass through, compromising your hardware. This item upgrades Hacknet in order to include an Active Tracer, an automatic defense that will attempt to counter-hack anyone who so much as sneezes on your security systems. Keep in mind that this is not infallible, and there will still be people able to breach this and do what they want to your system if you don't do anything.

>Advanced Program Creator
>400CP

>This might look obsolete due to the 'Programs' item above, but this is far more than that. While the executables created by the previously mentioned 'Programs' only deal with security breach, this creator allows you to create whatever program you want, whether it be malware, security measures, clocks, notes, or just about anything you can think of, really. This Item comes pre-packaged with the equivalent of at least a decades' worth of experience using the APC. Don't underestimate what this can do.

DRAWBACKS

>You can only take up to 600 points' worth of drawbacks. Choose wisely.

>Fat Fingers
>+100CP

>You have Fat Fingers. That's it. You will be severely slowed down in your typing speed, requiring you to focus on what you are typing so that you won't mess up. This can lead to some hairy situations where you might need fast typing speed in order to outpace someone trying to breach your defenses, but your sausage fingers won't let you. While this is not guaranteed to happen, you are most likely going to get real close.

>Dry Eye
>+100CP

>Your eyes have dried out due to you staring at a screen for too long, and you are constantly annoyed by this. If you don't constantly take care of your eyes, your eyesight will become blurrier and blurrier until you are barely able to see five feet in front of you.

>Rogue Hacker
>+200CP

>There's a hacker out to get you, and specifically you. If you are a White Hat Hacker, this person will be someone who you landed in jail, and who is seeking revenge. If you are a Black Hat Hacker, this individual has heard of your activities and wishes to put a stop to it. If you are an EnTech Employee, this person is a person who got Bit's final messages, and is looking to delete every copy of Hacknet, including yours. If you are a Drop-In, it is just some dude looking to mess with you. In any case, this person will constantly try and breach your defenses if they catch wind of your IP Address.

>Network Issues
>+200CP

>It seems as if you bought a really bad or really cheap ISP, because your internet connection is atrocious. While this won't affect your ability to breach, you will have to wait an ungodly amount of time for you to connect to anything. Hope you have nothing better to do.

>Hunted
>+300CP

>Look, I don't know what you did, but you somehow managed to piss off the entirety of
EnTech. Every chance they get, they will attempt to erase everything on your hard
drive. God forbid they find out your identity or location.

>N00b
>+300CP

>You cannot hack. Plain and simple. Any info you learn will slip right out of your
head, and any affinity you once had for it will be replaced with ineptitude.
Considering how many people want to get their hands on Hacknet, you'll probably want
to lie low. Luckily, any knowledge you obtain will be given back to you by the end of
the jump. A word of advice? Don't take this with Hunted or Rogue Hacker.

NOTES

>To be filled when necessary.