Data Hacker: Reboot

Game Manual

Beta Introduction: Thanks for checking out the game! We're currently in Beta, which means that there's still lots to do before this game can be considered complete. That includes this manual - this manual too is in Beta, and the full guide isn't ready yet. The main purpose of this document was to give insight into the key bindings, more than anything. Enjoy!

Introduction:
This is the base manual for playing Data Hacker: Reboot. It contains basic information on how to play the game. You can purchase the comprehensive game guide from our website – www.newrealitygames.co.uk

Controls:
Movement – Arrow Keys
Action/Accept – Enter
Dash – Shift
Exit Fullscreen mode – F5
Cancel – X or Esc
Gamepad Settings – F1
Switch Character (when in sub-menus) – Pg Up, Pg Dn

Using a Gamepad:
Always ensure that the gamepad is plugged in and installed before launching the game.
By default, the gamepad's buttons will be assigned to various actions and tasks that relate to keyboard functions. To change how the gamepad is mapped, hit F1 on the keyboard and select the 'gamepad' tab. Here's how I have mine set up, using a generic PS2-style controller:
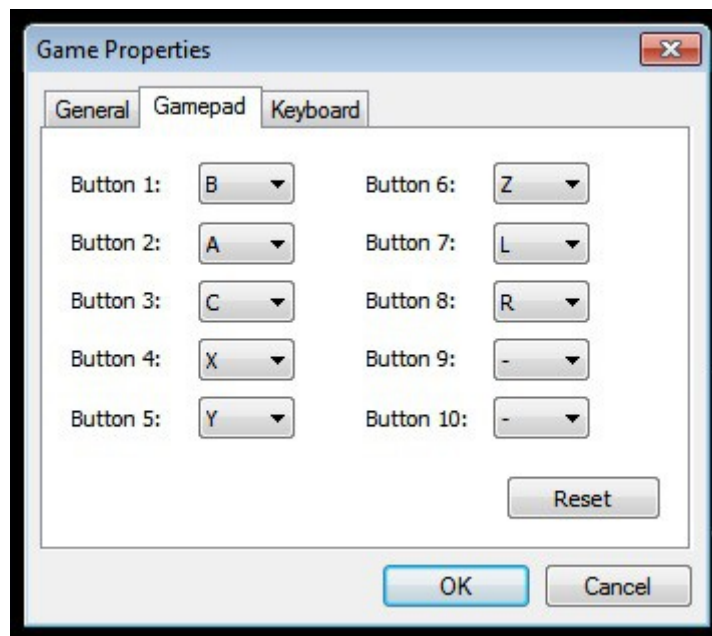
Navigating the Field:
You can move around in the field, rather intuitively, by using the arrows on your keyboard. Alternatively, one can use a gamepad.

Hitting the action key on a point of interest, such as an item container or character in the field, will engage or activate said entity.

Holding dash allows your character to move more quickly while in certain areas, but normally not indoors.

The Main Menu:
The main menu can be accessed outside of combat by hitting 'X' or 'Esc' on the keyboard. This menu is split into various sections -
- Inventory – This is where all of your team's items are stored. Items are further organised into various categories that correspond with the type of items in your possesion. If you find that your inventory is getting 'clogged' with unnecessary items, or bits and pieces you wish to save until later, you can find a storage chest in the Victorium Inn.
- Equipment – This is where you can select the equipment that you wish your characters to wield and wear.
- Alchemy – If you are in possession of a Recipe Book, you can access that book's recipes by selecting Alchemy on the menu. Each recipe shows the required items and the result of each craft you can perform at the time.
- Class – Characters are dynamic in Reboot, in that they can train in a number of different schools. From healing to sword-slinging, there is no limit to how you define your character's combat style. As a character levels one class, they will unlock further choices.
- Skills – Used to review a character's currently available skills. Also handy to know, the skills sub-menu is the place to go to change how a character gains TP during battle.
- Status – If you wish to review a character's various statistics, resistances, weaknesses and so on, select Status from the menu.
- Formation – Select formation to change which characters you wish to use in combat. You are not permitted to change the party leader, as this is dictated by the story.
- Milestones – As you progress through the game, you will hit various milestones. If you are playing through Steam^{tm}, those milestones will also correspond to an achievement for your account.
- Save Game – If you wish to save your progress (always save often!) hit save game from the menu.
- System – To change the window colour, plus a couple of other settings, you need to head into this submenu. If you wish to shut the game down or return to title, this is also the place to go.

Combat:
Combat in Reboot is stackable, turn-based. This means that you'll be given the opportunity to task your entire party, who will then perform their actions in competition with any foes. Various factors take effect with regards to the move order, including the type of action selected and the character or foe's Agility statistic.

Enemies are encountered in two ways in Reboot. Cava can be seen wandering the field and will initiate combat on contact, whereas 'regular' enemies will spring up seemingly from nowhere. We refer to this as a 'random encounter.'

Stats Explained:

Hacking:
One of the unique features of the Data Hacker series is the 'hacking' aspect. Hacking is basically a term which means cheating, or bypassing restrictions in order to gain access or some kind of

benefit.

Every playable character in Reboot has a different 'Data Hack' skill. For example, Thanier's hack skill attempts to draw data from an enemy and convert it into Data Cores, which are useful in many ways and form an integral part of the gameplay. One the other hand, Damasc attempts to convert any data drawn into a mental expansion, whereby his offensive spells will cause more damage for a set amount of time.

Hacks are best attempted when a foe is on low health, and are unpredictable at the best of times. Use with caution – a misplaced hack can swing the tide of battle rather quickly.

Trioarch: