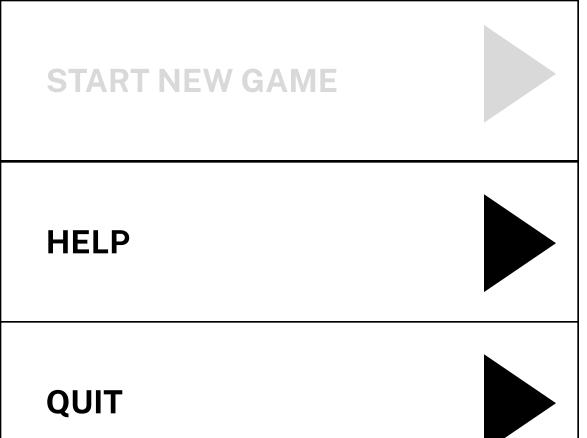


START NEW GAME LOAD GAME LEADERBOARD HELP ABOUT / CREDITS **SECRETS** ct a **GALLERY DESIGN** QUIT

What if you never left the main menu. It just reacts and arranges itself accordingly?







What if you never left the main menu. It just reacts and arranges itself accordingly?





This is the most difficult mode. There will be non-stop challenges and limited help. However, you will be rewarded beyond imaginability (if you survive).

EASY

MEDIUM

HARD

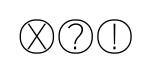
What if you never left the main menu. It just reacts and arranges itself accordingly?





HELP

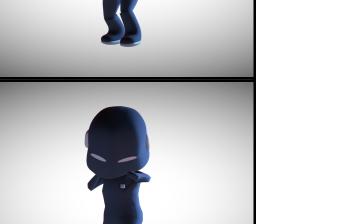
QUIT



HACKER



Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco...



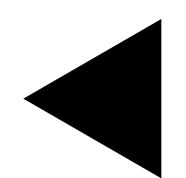
COMPOSURE 100.0 / 100.0

DAMAGE 100.0 / 100.0

DURABILITY 28.0 / 100.0

HEALTH 65.0 / 100.0

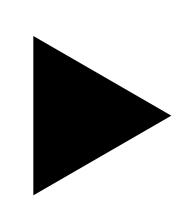
OBJECT CAPACITY **5**POWER-UP CAPACITY **3**REPUTATION MULTIPLIER **1.5**SPIRIT **72.0** / **100.0**

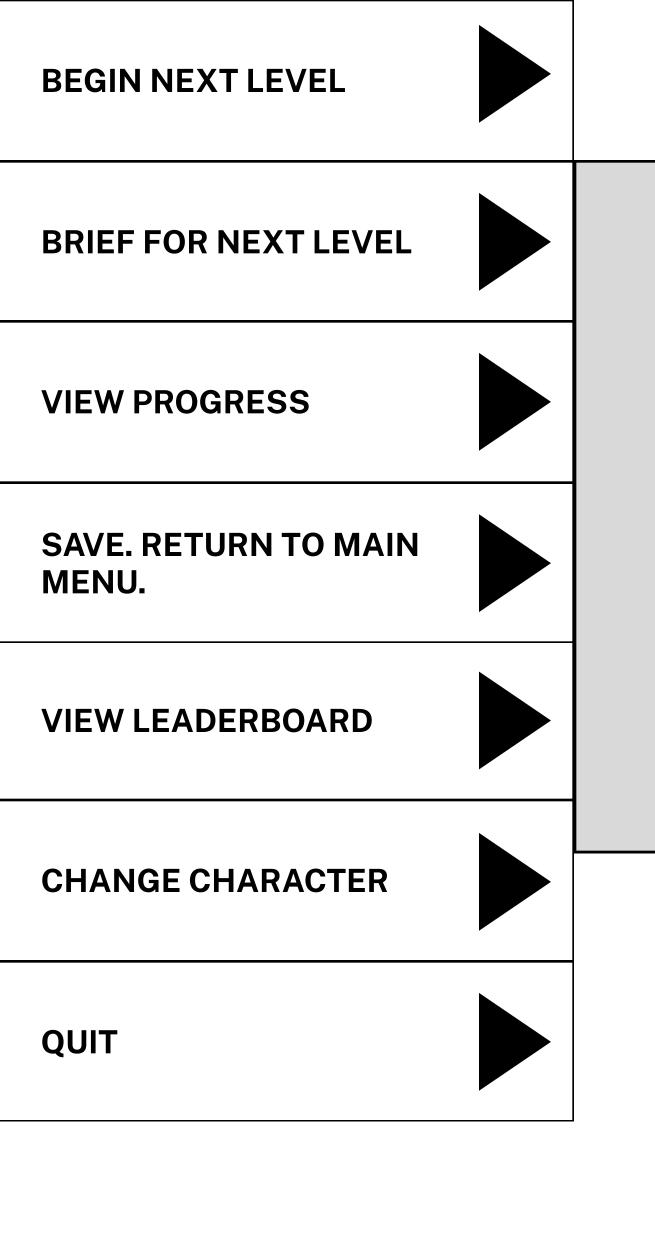


PREVIOUS CHARACTER

I WANT THIS ONE!

NEXT CHARACTER





Level Completed!





W3B1_XYZ_0001

LEVEL NAME

 \otimes ?

The Data Hub is a major resource in the corporation's ecosystem. To cripple operations, you need to destroy the hub, from the inside.

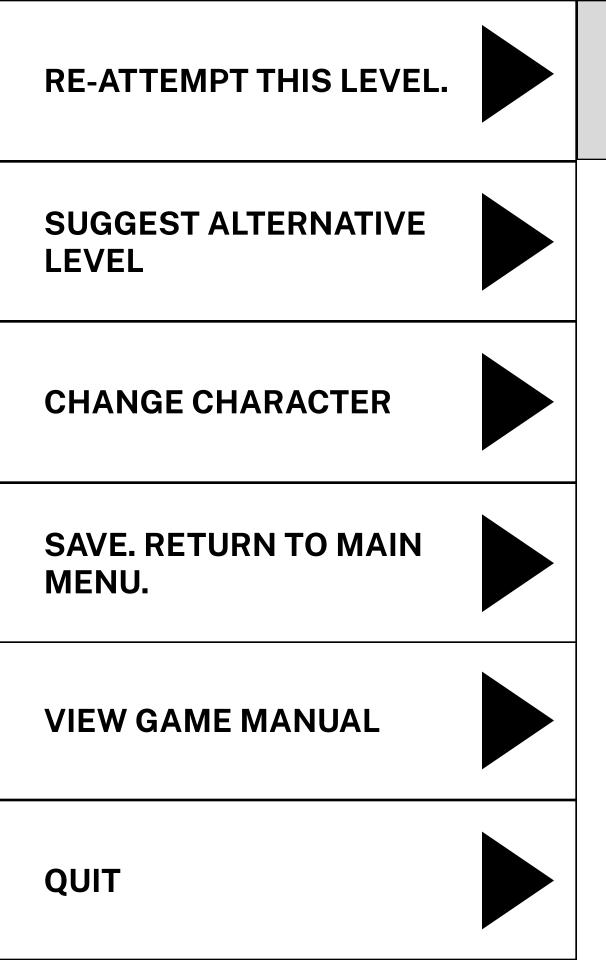
TIME TO COMPLETE FOR BONUS / 120.0 SECONDS

PAYOUT / 1000000000.0

MAIN OBJECTIVES / DESTROY THE MAIN DATA HUB

SUB-OBJECTIVES / MAKE IT LOOK LIKE AN ACCIDENT

SKILLS NEEDED / HIGH COMPOSURE, HIGH OBJECT CAPACITY



RESTART FROM LAST

CHECKPOINT.

RESTART FROM LEVEL'S GROUND ZERO.

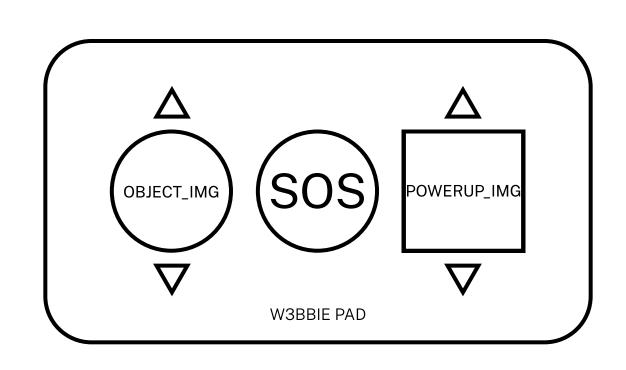


Re-attempting will throw you to the beginning of the level (or last checkpoint).



Level Started!





SETTINGS	HELP	636.0	REP ACCRUED	•••••••	HEALTH	END GAME
		INCOMPLETE	MAIN OBJECTIVE	•••••••	SPIRIT	TOGGLE MUSIC
EXPAND MAP	LEADERBOARD	1 MINUTE • 12 SECONDS	TIME REMAINING	•••••••	АММО	PAUSE





