PwnMi Demystified

PwnMi - Trade Fight Build Hack - v0.5

Introduction

This is a short guide written to help explain certain features of PwnMi. It is intended for those who would rather understand a system before they try and master it. Sometimes learning is the fun part, other times its the feeling of success. This guide is intended for those who would rather focus on the later. Before you start though, you should be aware that this guide does not reiterate the content found on the first two posts of main Egosoft PwnMi thread. Please read that introduction first so that you have a foundation for understanding the contents of this guide. Spoilers ahead.

Tiers

Tiers are a way of indicating that a certain facility should be more difficult to hack than others. Each time you execute a command in PwnMi you do so hoping to gain privilege level. If the station that gains the privilege level gains more than 3 then the tier value is deducted from this amount . For example, a Tier two facility will reduce your privilege gained from 4 to 3. A Tier 3 facility will reduce your privilege gained from 5 to 3. In no event will Tier reduce you gain to less than 3 privilege. So a high tier station is made harder to hack by reducing your progress gained with each command. The analog here is that more important facilities have better security and thus are harder to hack.

Hacker Grade

This is your "level" in PwnMi. Think of it as a value from 0 to 3 or from C to A+ as we represent it in game. The less experienced you are as a hacker the more suspicion increases with each hack. Suspicion increases from each hack by 3 minus your hacker grade for each command executed. So if your grade is B you gain 2 (3 - 1) suspicion in addition to the normal amount of suspicion gained. If your hacking grade is A+ you gain 0 (3 - 3) suspicion with each command. The analog here is that new hackers make more mistakes than vets so you will cause more suspicion when you hack something if your still new. Hacking grade also scales with certain rewards. Sometimes it will scale the maximum possible value other times it may increase it by a flat amount.

Misconceptions

By now you probably have a couple misconceptions about the game so I'll set it straight before we go any further. You might be thinking that because of Tier and Hacker Grade penalties the game is hard and you won't be able to pull off any major upsets.. This is wrong. Like any game played on a computer random chance and your strategy will have more meaningful impacts. You can still fail simply because you made bad choices. As a grade C hacker and with full understanding of mechanics I was able to root a Shipyard, EQ Dock, Trading Post and two solar plants in the same sector. Though I did fail and my suspicion was fairly high on most of my

targets at the end. I tried this sector several times using it to compare results and when I failed I was able to trace it back to incorrect strategy or in other cases some back luck with the RNG.

Other Gameplay Variance

Each sector will have its own nuances. Compact sectors can be a cluster of fun but the inability to control which targets get increases can lead to some more cut throat game play in which you find yourself intentionally getting permabanned just so the station can't be the target of a random increase in priviledge. Larger sectors create a conquest style gameplay where you often find yourself advancing your hacks toward your targeted facility. If you find a certain sector too hard or too easy, pick a better target. Its your game.

Privilege Gained After Reaching Root

Much to your dismay you may find that your recently rooted station continues to be the target of commands that increase privilege. Please understand this is not a bad thing. Upon reaching PLvl 0 (root) any further increase privilege will be converted to a decrease in suspicion. It probably doesn't make much sense game play wise why Decrypting a Password file reduced your suspicion, but I am sure you can find an imaginative way to understand it. Personally I felt it was necessary to keep the game balanced.

Table of Commands

All commands affect either the targeted station or a station within hacking range of that station (50k) or possibly both. Keep in mind these numbers don't take into consideration the above penalties. Also, gains/losses listed are only maximums and some commands have a wide range.

Target Parameters

- Target = The command only effects the targeted station.
- X random = A number of randomly selected targets.
- X select = A number of targets of your choice.
- range/target = Either within range of the station or the target itself.
- range only = Success targets range of the targeted station, but not the targeted station.

So "1 select=range/target" means you can select one station either the targeted station or a station within range of the targeted station.

Privilege Level: Guest Access (PLvl 100)

Description and Notes	Use / Gains / Losses	Target Selection
Port Scan A good solid command, but largely inferior to remote scan since remote scan lets you "pin the suspicion" on a different station. Use this if you can't do a remote port scan against your target.	Always* Up to 30 suspicion Up to 18 privilege	Target only 100% success
Social Engineering: Unsuspecting victim This command lets you make friends with someone on the inside of the station in order to get more access. Always use this one.	Always Up to 3 suspicion Up to 7 privilege	Target only 100% success
Social Engineering: The Insider Costs 300k-500k cr. Hint: The Teladi is 25% more expensive but is 10% better at getting you what you want.	Situational Up to 16 suspicion Up to 30 privilege Permaban on fail	Target only 50% success 15% partial success 35% failure
Cross Site Scripting A random target is an unknown quantity. I recommend burning through all of these early in the game so you know "where the cards lay" before you get started with the serious hacking.	See notes Up to 15 suspicion Up to 13 privilege	1 random=range/target 100% success

Privilege Level: Proxy Access (PLvl 80)

Description and Notes	Use / Gains / Losses	Target Selection
Map Internal Network This command is situational but it is also a one of a kind. Use with caution. Can help you gain that 2-3 points you need, but the cost can also add up quickly.	Situational Up to 4 suspicion Up to 7 privilege Reversed on part succ.	9 random=range only 60% success 40% partial success
Browse Blogs The results of this command are random, but there is no penalty for using it unless you are green and leave nasty comments on the blog ;)	Always Up to 0 suspicion Up to 5 privilege	3 random=range/target 50% success
Remote Dictionary Attack Use this command to launch an attack from one station against another station. This command doesn't always work but it is nice when it does. The suspicion gained is redirected toward the source of the attack.	See notes Up to 25 suspicion Up to 21 privilege Suspicion redirected.	1 selected=range only 60% success 40% failure
Remote Port Scan Scan a station remotely using the targeted station as your proxy. Same as port scan only the suspicion is redirected.	See notes Up to 30 suspicion Up to 18 privilege Suspicion redirected.	1 selected=range only 100% success

Privilege Level: Remote Execution (PLvl 55)

Description and Notes	Use / Gains / Losses	Target Selection
Decrypt Passwords File If you manage to root the station before using this use it anyway but not before using the command below.	Always Up to 13 suspicion Up to 23 privilege	Target only 100% success
Alter Log Files Use this command when suspicion is extreme as it will have the most benefit. Careful if you wait too long and get permabanned before you can use it.	See notes Reduces suspicion by a percentage.	Target only 100% success
Create Fake Identity Create a fake identity to be used in later commands. For fun your fake name is displayed on the command prompt screen.	Always Up to 1 privilege	Target only 100% success
Social Engineering: Helpdesk Technician Fake ID commands always have a 10% change to compromise your fake ID regardless of success or fail. Due to RNG evilness 10% seems more like 20% sometimes. Avoid this command if you can.	Situational Up to 9 suspicion Up to 26 privilege Fake id required.	Target only 60% success 40% failure

Privilege Level: Private Key Access (PLvl 30)

Description and Notes	Use / Gains / Losses	Target Selection
Sign Trojan This command doesn't always work, but like any command that has a chance of doing nothing, it doesn't hurt to try.	Always Up to 8 suspicion Up to 19 privilege	Target only 70% success
Social Engineering: Bad URL The main issue with this command is the low chance of success combined with the risk of losing your fake id.	Situational Up to 0 suspicion Up to 12 privilege Suspicion redirected.	2 random=range/target 35% success Fake id required.
Distribute Patch Permaban warning: Because suspicion is redirected you could get permabanned using this command. If 9x5 suspicion (RNG hate) gets dumped on you at once, don't cry to me about it. Still the rewards often make it good if you don't care about being banned or if the number of potential targets is only a few.	Situational Up to 5 suspicion Up to 15 reward Suspicion redirected. Fake id required.	9 random=range/target 40% success
Frame: Fake Identity Think of this command as an AOE heal for your suspicion wounds. You can use this to reduce suspicion but the targets selected are random.	Always last Up to -12 suspicion Up to 2 privilege. Fake id required.	3 random=range/target 100% success

Saving and Loading

The results of most root commands are not impacted by saving and loading. This eliminates save and load as a means of manipulating end game results. Take your reward or failure to steal a station as part of the normal course of gameplay or else load and choose a different reward, but don't keep reloading expecting to steal that EQ dock eventually. It won't happen (unless of course you lower your suspicion rating on the EQ dock and try again then it might). In most cases though I have sought to avoid total failure and instead just limit success. Like in stealing a ship, the maximum price of ship you can steal is impacted more by suspicion rating than the random value I hid away at the beginning of the game. ;)

Conclusion

Hope you found this guide helpful and that it improves your enjoyment of the PwnMi hacking strategy game. Have fun hacking X3.

-Zanzal