HackMeNow

Keybindings Guide

This guide lists the common keyboard controls used across HackMeNow's terminal-style levels. Some levels may introduce extra interface controls when the story or mechanics require them.

Official Links	Website: **playhackmenow.com** X: **@TheTechWorldPod**

Core Terminal Controls

Enter	Submit the current command.
Backspace	Delete the character before the cursor.
Delete	Delete the character after the cursor, where supported.
Left / Right Arrow	Move the cursor within the current command.
Home / End	Jump to the beginning or end of the input line, where supported.
Up / Down Arrow	Browse command history.
Tab	Autocomplete supported commands, filenames, or paths.
Ctrl+V	Paste text from clipboard into the terminal.

Common Game Commands

help	Show level-specific help or available commands.
objectives	Show current mission objectives and progress.
hint	Show a nudge when the level supports it.
save	Save progress where available.
load	Load saved progress where available.
quit / exit	Leave the level and return to the main menu.
continue	Move to the next level after completing the current one.

Interface-Specific Controls

F2	Switch views in some levels, such as terminal plus alternate interfaces.
Space	Advance or skip some cutscene dialogue when supported.
Esc	Skip or exit some secondary screens when supported.
Mouse Click	Interact with certain web-style or UI overlay elements when a level introduces them.
Arrow Keys	Navigate some menus or selection lists.

Practical Input Tips

- Use command history to repeat and adjust earlier commands.
- Use Tab completion to avoid path typos.
- Check cursor position before editing long commands.
- When pasting text, verify quotes, spaces, and line breaks.
- If a command looks correct but fails, compare the exact filename and path.

Terminal Editing Example

You can edit a command before pressing Enter:

```
cat /var/log/auth.log | grep suspicious
```

Use the arrow keys to move inside the line, fix the keyword or path, then submit it with Enter.

Notes

- Not every key is active in every screen.
- Some levels intentionally change the available interface to teach a new mechanic.
- If a key does nothing, check whether you are in terminal view, menu view, cutscene view, or an overlay.

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Keyboard ready.
Now get back to the terminal.