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Subject: Nanobyte Online (Hacking Game)

Posted by [ADM](#) on Sat, 08 Jan 2005 20:49:52 GMT

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It will be a massive multiplayer online game, so you can only play it online. It will have a client you will need to download.

Here is some more info:

"You'll be a freelance agent that has their own machine, set in an epic plot where the world is based on computers and technology. So companies such as VivalCorp are funding a project, allowing companies who need a hacker to sort out their 'rivals' a common thing. You will have an online mission list that can be viewed from an ingame HTML site.

This list will have all the info you need, you can even talk to the employer (who will be AI controlled). Then you accept and you will receive the email with the details in.

The game has its own free-realtime engine where people can build their own virtual websites and hacking teams. Where you can hack anything online, from the local police database to remove your criminal ratings - to hacking NSA and getting classified information on Area 51.

The game has unlimited expandability and will be fully measured for custom use.

Only thing is I'm the only man working on it, apart from the few who do sound and 3D graphics. Also I'll have a job on finding the money for a dedicated server. Although if it all goes well and I get a good community the game could be a success, I'm willing to put the effort in."

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