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Subject: Nanobyte Online (Hacking Simulation)  
Posted by [ADM](#) on Wed, 26 Apr 2006 22:45:47 GMT  
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Hi people, was wondering if people would be interested in testing the latest game by myself (well ADM Studios). Nanobyte Online has some good potential, so atleast check it out (especially my old buddies on here ). Thanks.

<http://www.adm-studios.com/nanobyteonline/>

Visit the forums for information and screenshots.

Nanobyte is a futuristic hollywood-style hacking game. The world is entirely based upon digital information, where the whole backbone of the internet is worth trillions of dollars. You play as a freelance agent working for an organisation known as VivalCorp. Emerse yourself with a quick-fast gameplay as you attempt to build yourself up gaining respect, money, knowledge and ultimately power. You'll be playing through an array of missions; from hacking a local business and deleting files, to hacking the NSA mainframe system and uploading the most deadly computer virus of all time. The best part is that Nanobyte is also an online game. Where agents can message and trade hardware with one another directly from ingame as well as join together and make special teams. Every agent has access to the gateways hardware, from changing it for new parts to overclocking the parts to gain performance over rivals. Do you think you have what it takes to become the best?

Nanobyte Online - Coming Soon

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [rm5248](#) on Thu, 27 Apr 2006 00:39:06 GMT  
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Sounds interesting---I'll try it in the morning/

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Kanezor](#) on Thu, 27 Apr 2006 03:45:56 GMT  
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Is it anything like the old Uplink game, by Introversion? That game was pretty bad-ass, even though it was only singleplayer.

Edit: after downloading, installing, and running it for 5 minutes, I've already noticed at least two sounds that seem to match.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Lijitsu](#) on Thu, 27 Apr 2006 08:18:28 GMT  
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Man, this game is awesome... Be even better if I could figure out how to beat the third training mission... Evil tracer of doom...

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [ADM](#) on Thu, 27 Apr 2006 10:36:19 GMT  
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Third mission requires you to use the Connction Bouncer. Add links to it and then click 'Activate'. Now everytime you connect to someone, your IP has been bounced, thus making the trace slower.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Lijitsu](#) on Thu, 27 Apr 2006 16:40:32 GMT  
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ADM wrote on Thu, 27 April 2006 06:36Third mission requires you to use the Connction Bouncer. Add links to it and then click 'Activate'. Now everytime you connect to someone, your IP has been bounced, thus making the trace slower.  
I figured that much out. I played some demos of some other hacking games, so that wasn't to hard. I still get hit with it, though.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Kanezor](#) on Thu, 27 Apr 2006 17:06:33 GMT  
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Lijitsu wrote on Thu, 27 April 2006 11:40ADM wrote on Thu, 27 April 2006 06:36Third mission requires you to use the Connction Bouncer. Add links to it and then click 'Activate'. Now everytime you connect to someone, your IP has been bounced, thus making the trace slower.  
I figured that much out. I played some demos of some other hacking games, so that wasn't to hard. I still get hit with it, though.  
Make sure you purchase the dictionary cracker rather than the brute forcer. The cracker finishes the password in about 40 seconds, whereas the brute forcer is only about half-way through the first letter when the trace completes after about a minute.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Lijitsu](#) on Thu, 27 Apr 2006 17:22:15 GMT  
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I tried both, and the dictionary is at about 70% when the minute is up, and brute force gets to about 3/4ths of the way done with the first letter when the tracer gets me.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [ADM](#) on Thu, 27 Apr 2006 20:05:12 GMT  
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Keep looking, Alpha 4.0 will come out tomorrow and will fix that problem and other problems.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Lijitsu](#) on Thu, 27 Apr 2006 21:51:54 GMT  
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Er... Figured it out. I wasn't paying attention, I guess...

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [ADM](#) on Sat, 29 Apr 2006 18:50:54 GMT  
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Alpha 4.0 is now available.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [light](#) on Sat, 29 Apr 2006 22:15:57 GMT  
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It has 2 dependencies, .NET 2.0 and DX9 Developer. DX9 is 42MB, any chance of you integrating only the parts you need in?

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Doitle](#) on Sat, 29 Apr 2006 23:21:02 GMT  
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I just played it for a long time, but I ran out of missions... And when I finally clicked abort on the last mission I had and there were none left in the Job Center it crashed.

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Subject: Re: Nanobyte Online (Hacking Simulation)  
Posted by [Lijitsu](#) on Sat, 29 Apr 2006 23:44:10 GMT  
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Doitle wrote on Sat, 29 April 2006 19:21 I just played it for a long time, but I ran out of missions... And when I finally clicked abort on the last mission I had and there were none left in the Job Center it crashed.

Post it in the bug report list. And you can restart the program to restart your game. Atleast you could in 3.0, I haven't tried it in 4.0.

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Subject: Re: Nanobyte Online (Hacking Simulation)

Posted by [ADM](#) on Sat, 29 Apr 2006 23:47:57 GMT

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You didn't remember what the error message was did you? As there could have been many factors towards the problem.

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Subject: Re: Nanobyte Online (Hacking Simulation)

Posted by [ADM](#) on Sat, 29 Apr 2006 23:48:57 GMT

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light wrote on Sat, 29 April 2006 18:15 It has 2 dependencies, .NET 2.0 and DX9 Developer. DX9 is 42MB, any chance of you integrating only the parts you need in?

Unfortunately not. Sorry.

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Subject: Re: Nanobyte Online (Hacking Simulation)

Posted by [ADM](#) on Mon, 08 May 2006 23:53:58 GMT

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The website for Nanobyte Online has been released:

<http://www.adm-studios.com/nanobyteonline/>

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Subject: Re: Nanobyte Online (Hacking Simulation)

Posted by [nopol10](#) on Tue, 09 May 2006 12:21:56 GMT

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Holy cow! This game is cool!

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Subject: Re: Nanobyte Online (Hacking Simulation)

Posted by [ADM](#) on Thu, 11 May 2006 20:03:22 GMT

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For those who are interesting, alpha-testing sign ups for Alpha 6 + have begun. You can find more details on the forum.

<http://www.adm-studios.com/forum/showthread.php?t=96>

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