Hackmud Download Apkpure

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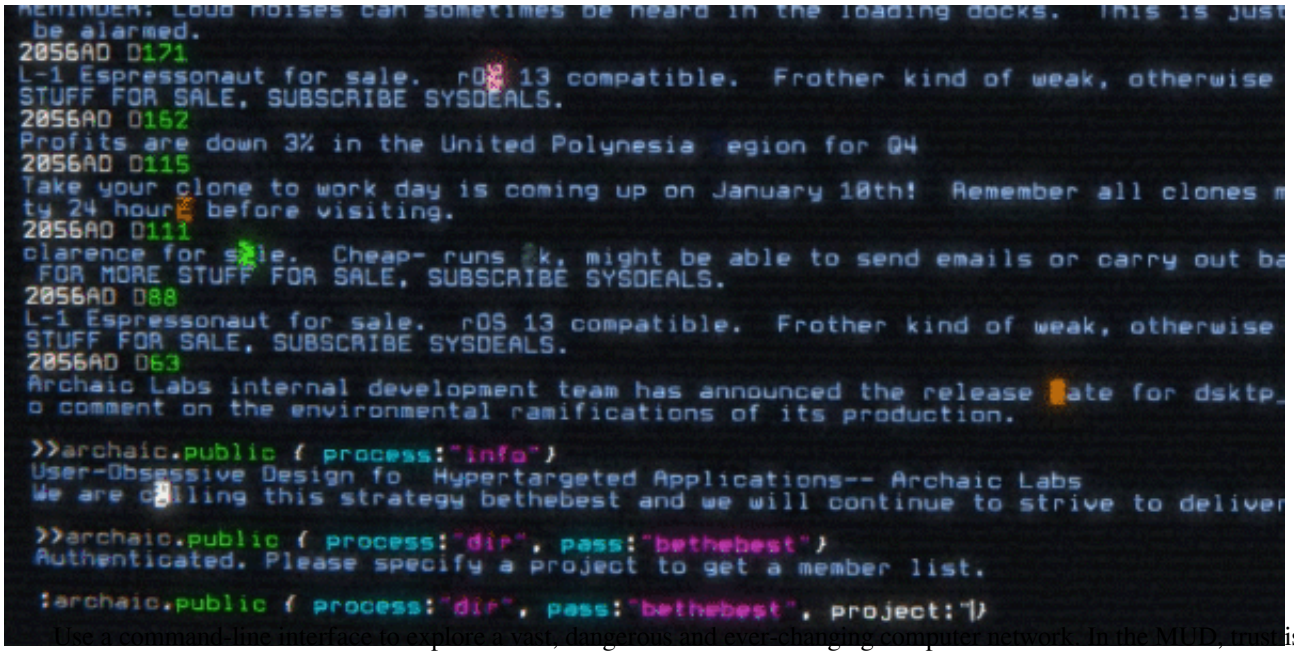
About This Game



Use a command-line interface to explore a vast, dangerous and ever-changing computer network. In the MUD, trust is everything and fortunes can be stolen in a moment. Develop your programming and hacking skills as you learn to exploit security flaws and protect your winnings.

Explore scripts created by other players and create your own. Build tools and forge alliances, or lay traps and break bonds.

Prove yourself

Learn to think like a hacker as you navigate hackmud's character-driven singleplayer tutorial. Then, chart your own course through a multiplayer sandbox laden with risk and opportunity. Test real skills like cracking, coding, research and social engineering to thrive in a fully-scriptable, player-driven economy. Remember: wealth comes and goes, but knowledge endures.

An echo of the future

Encounter the denizens of the crumbling, abandoned internet of the far-future. Lonely cleaning drones pine for their absent users; malfunctioning weather networks ping each other across dead channels; strange new digital intelligences cohere and collapse in unindexed space.

The world of the electron and the switch

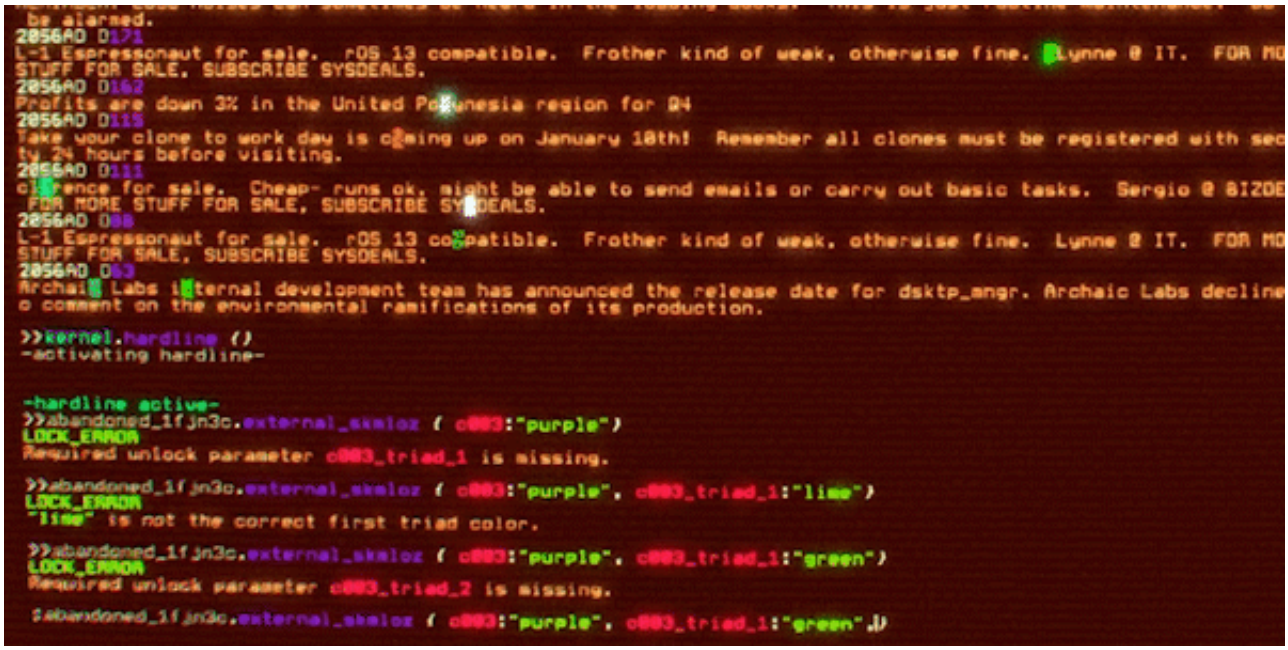
An intuitive retro-cyberpunk text interface inspired by classic hacking movies takes you back to an earlier vision of the internet. An original electronic soundtrack by Lena Raine and Ryan Ike gets you in the zone.

BINMAT Security Shell online

Binary Matrix - 'BINMAT' is hackmud's unique PVP system. Introduced in the 2.0.0 update, this command-line strategy game is your attack vector and last line of defense. Challenging, fully scriptable and supporting up to 32 players per match, BINMAT provides a deep strategic challenge that is integrally linked to all of Hackmud's systems - from the economy to the bonds you build with other players.

A digital society

hackmud is home to a thriving community of script-builders, code-crackers, Good Samaritans and hostile operators. Make new friends as you work together to solve complex puzzles and take part in narrative events. Discover and share clues as you draw closer to the truth that waits at the center of the network.



NOTICE TO POTENTIAL PLAYERS

hackmud is the work of a single developer (now supported by a small team.) We want to make sure that your experience of the game is as consistent, stable, and fun as it can be: but this is an incredibly complex game, and bugs and downtime may strike from time to time. However! As long as there are players playing the game, there will be balance patches and fixes.

Real hacking is unforgiving and so is hackmud. This is a game where you will inevitably lose resources and upgrades, and where a mistake can cost you dearly - as such, it's not for everybody. Read as much as you can about the game and other players' experiences before making your purchase decision.

Remember: scripts.get_level is your friend.

We are hard at work on new features and content and we're excited about the future of hackmud.
:)

Title: hackmud
Genre: Indie, Massively Multiplayer, RPG, Simulation
Developer:
Drizzly Bear
Publisher:
Drizzly Bear
Release Date: 22 Sep, 2016

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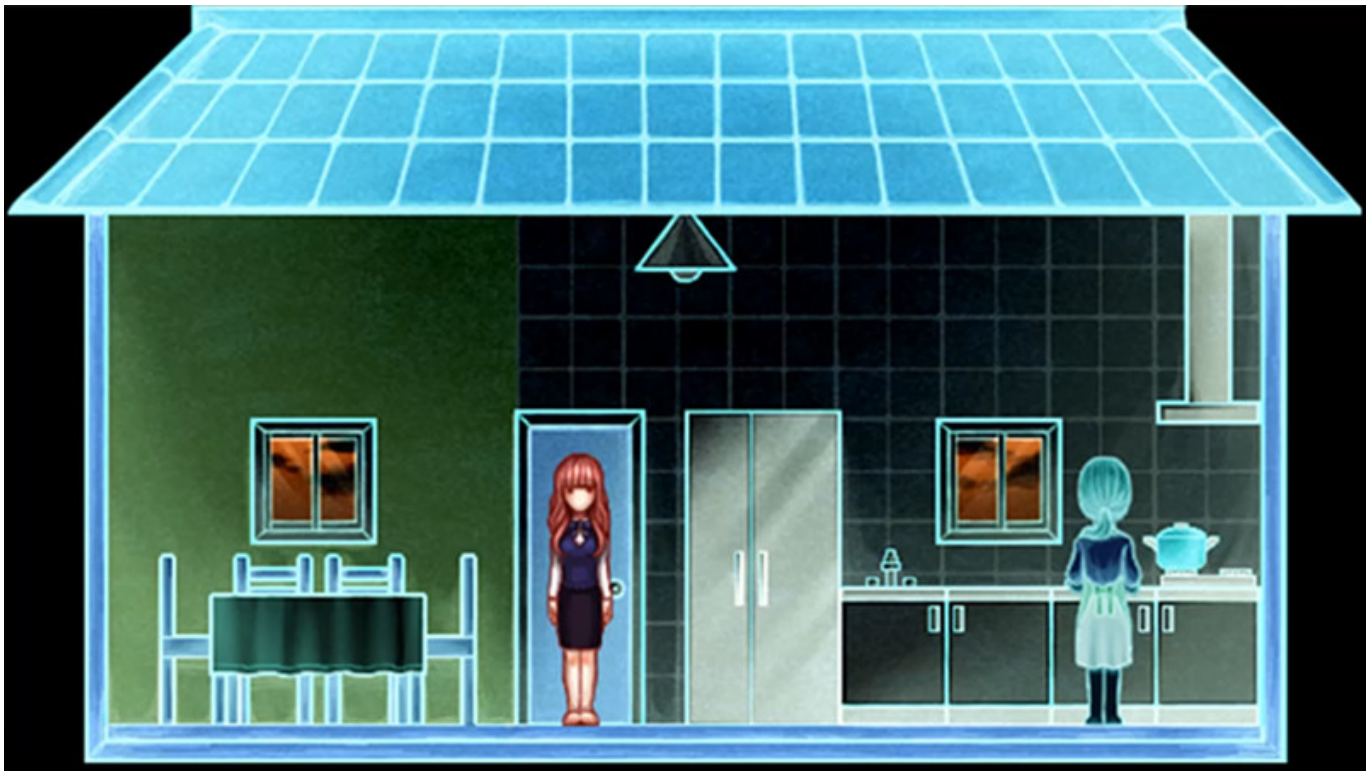
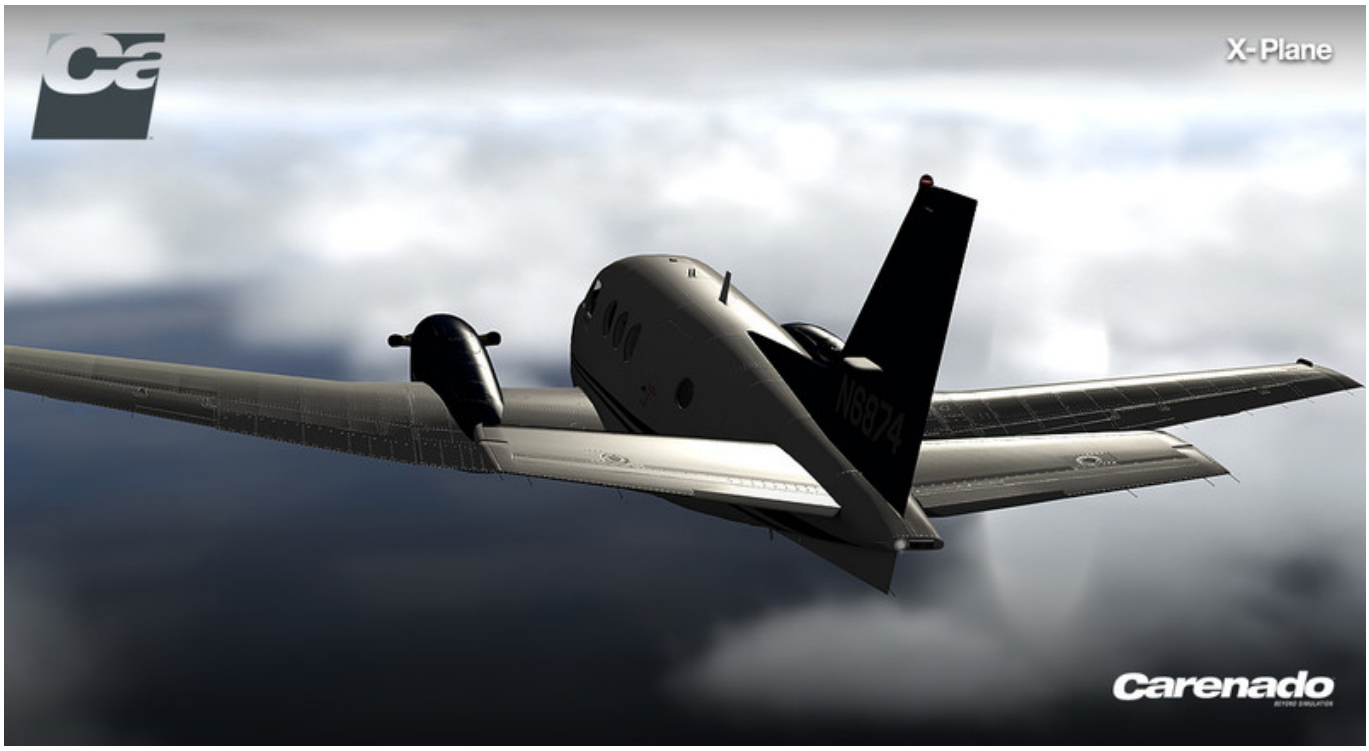
English

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Honestly, I don't really recommend this.

The game looks cool, and has pretty decent concepts in theory. You start with a 4 hour single player campaign that is based around breaking out of single-player and going into multiplayer; It's weird and breaks the fourth wall a lot. You have to do 4 hours of work just to find out a single command to leave the single-player mode. (and) it's cool initially but isn't very memorable. Nothing is intuitive and the game is almost impossible to play without joining the discord advertised in game. If you don't have discord and\/or you don't plan on frequently switching between the game and discord, then don't buy this game.

In multiplayer breaking into npc accounts for money is tedious and is more about solving riddles and doing trial and error than hacking if that makes sense. There are missions to do like there were in the vLan (single-player) but usually you only need one mission and you can farm it all day for money and it resets daily. There is zero point in hacking npcs yourself after like the first 2 you do because it's the same thing over and over. There are player created scripts that will solve the npcs for you and get you the money instantly by essentially brute forcing every option. Almost every single npc in the game regardless of its tier can be cracked using a player created script. Getting lists of npcs to crack is pretty easy and mainly consists of looking for hints in big blocks of text.

Unless for some reason you are really big into javascript and plan on automating literally everything then there isn't much to do besides grinding for money. Even if, making your own javascript is a waste of time. 5 people have already made the script you've made and it's faster and better than yours will ever be.

Personally for me I don't really think it was a waste of money because I've gotten about an hour of playtime per dollar I've spent which is good enough for me. I'll probably still play this more but it's becoming more of a chore than anything.. Cool concept. Really cool concept. But multiplayer needs some serious adjustment.

Once you get to the multiplayer part it's a complete cluster@#$%. Sifting through it all while trying to figure out what to do is far too tedious. Interacting with the player-made scripts feels like trying to get answers from LARPers at a furry convention. I got sick of reading irrelevant BS and quit the game. I'd rather go do some actual CTFs than dig through that crap.

Additionally, the interface is buggy. At least on Debian with Gnome. Hitting enter in the scratch area appears to tab rather than go to a new line. Script output sometimes shows up as if you're using a utility like less or more. Autocomplete is unreliable. Using tab completion for scripts often results in "script not found" errors.

Important Note: I did not join community channels to ask for help. I like to figure things out on my own. In this case, it seems like asking others for directions is a must, as there's just too much extraneous crap going on to make reasonable progress without player guidance. Maybe I'm just a dumb@55.

1.4.7 Patch Notes:
https://hackmud.com/forums/patch_notes/1_4_7_patch_notes. **Hackmud 2.0.0 is out now!**:
Hackmud 2.0.0 is now available, bringing a host of UI tweaks, performance improvements, balance changes and a new soundtrack by Ryan Ike. Join the race to master Binary Matrix, a new command line strategy game that introduces an exciting active element to PVP. For the full list of changes, see below:

https://hackmud.com/forums/patch_notes/2_0_0_patch_notes. **IMPORTANT UPDATE (1.4.9 Patch Notes)**:
Important Game Change: **Any inactive players older than 60 days will be retired automatically as of the next patch.** If you wish to retain your users, upgrades and GC, please log on in the next 24 hours and *user <username>* any users you wish to keep.

Patch notes:
https://hackmud.com/forums/patch_notes/1_4_9_patch_notes. **1.4.6 patch notes**:
https://hackmud.com/forums/patch_notes/1_4_6_patch_notes. **1.4.4 patch notes**:
https://hackmud.com/forums/patch_notes/1_4_4_patch_notes. **1.4.5 patch notes**:
https://hackmud.com/forums/patch_notes/1_4_5_patch_notes

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