

Forum:[Hack Forums](#)

Thread: [Unofficial Bytes Game - Would you play this MMORPG or not?](#)

Capital - January 24, 2019, 9:24 am

I've made a thread about this idea as a policy question.

The game is close to open beta release and i originally started with this idea for a different forum however the Bytes economy is Perfect for this game and could benefit hackforums with new traffic, and members here with a fun new way to spend and earn Bytes

More information on this idea can be found here:

<https://hackforums.net/showthread.php?tid=5933406>

Why i made this thread seperated from the first thread is because the first thread is simply a policy question and this thread is to receive feedback on this idea and to test the waters if there is a demand on hackforums for an unofficial bytes game like this.

(Jan 24, 2019 08:40 AM)Creative Dot Wrote: [\[CITE\]](#) Feedback/Testing HF demand thread:

<https://hackforums.net/showthread.php?tid=5933444>

I was wondering if you are allowed to develop and host a private server of a dead MMORPG (2.5D) revamped to work with Bytes in a fun fast paced pvp combat style and being marketed as an Unofficial Hackforums Bytes MMORPG.

In short this will be a MMORPG with pvp being it's main goal and for hackforums members this will be interesting because they can progress by spending bytes they earn on the forum but they can also earn Bytes in the game when they need Bytes to use on the forum.

For Hackforums this can drive traffic due to the advertisement on the website and mostly because players will join the forum and become active here just for the sake of earning premium in-game currency so they can progress.

It will be an online pvp rpg game in an open world setting with multiple arenas and a seperate arena matching system , simple but fancy looking fast paced combat gameplay and 4-8 classes to choose from.

The game will be F2P ofcourse and the premium currency will be (in-game) Bytes which can be used for in-game purchases or Bytes PVP, an PVP concept with player's Bytes at stake.

You'll be able to exchange your in-game Bytes to Forum bytes and vice versa.

My Hackforums account will serve as a Bytes Bank for the game.

This game will not be limited to Hackforums marketing only, however it will partially focus on Hackforums being presented as an Unofficial Hackforums Bytes game.

This could also drive new traffic towards Hackforums because players will have the chance to earn free premium game currency by being active on Hackforums.

I was planning on doing this on another forum when i started working on this but i recently discovered that Hackforums is more interesting for me and the Bytes economy will fit this idea perfectly.

The game is close to open beta release by now.

The game is 2.5D, requires extremely low pc specs to run smooth and is windows based.

Bytes go into the "Bytes bank" when HF members exchange their forum Bytes to in-game bytes to make in-game purchases.

Players outside HF will join HF and earn bytes because that way they can get free premium currency, those bytes also go into the "Bytes bank".

Bytes PVP is based on what the players own and choose to put on stake.

Players outside HF who spend cash will not be interested in exchanging their ingame currency for forum currency unless they joined the forum at one point to earn free bytes to exchange for game bytes but at that point they already placed plenty forum bytes into the bytes bank.

I will only host in-game events / register on hackforums events to earn free premium currency based on a small percentage of what the Bytes bank holds and earned that day/week with in-game purchases (my profit).

Bytes in the Bytes bank are not at risk in any way, they basicly can never ran out.

It will be similair looking to this with fast paced mouse combat:

007 - January 24, 2019, 9:29 am

I will play it. PM me if you need beta testers ;)

Seriously though, seems a cool way to actually earn bytes instead of just gambling and crossing your fingers!

Capital - January 24, 2019, 9:36 am

(Jan 24, 2019 10:29 AM)Black Tulip Wrote: [\[CITE\]](#) I will play it. PM me if you need beta testers ;)

Seriously though, seems a cool way to actually earn bytes instead of just gambling and crossing your fingers!

The game is close to open beta release i'll PM you once you can download it and i have green light from staff to present it as an unofficial hackforums bytes game and therefore execute my plans regarding Bytes.

007 - January 24, 2019, 9:38 am

(Jan 24, 2019 10:36 AM)Creative Dot Wrote: [\[CITE\]](#) The game is close to open beta release i'll PM you once you can download it and i have green light from staff to present it as an unofficial hackforums bytes game and therefore execute my plans regarding Bytes.

Awesome, also very cool from the staff! Can't wait to play it, how do you make it so that the bytes can be transfered to the game?

Capital - January 24, 2019, 9:46 am

(Jan 24, 2019 10:38 AM)Black Tulip Wrote: [\[CITE\]](#) Awesome, also very cool from the staff!

If they give me permission to execute this as how i presented my plans then that's indeed very cool from the staff to accept and allow.

(Jan 24, 2019 10:38 AM)Black Tulip Wrote: [\[CITE\]](#) How do you make it so that the bytes can be transfered to the game?

1. Player will request the transfer through the website by filling in a form.
2. Once done they will receive a code (automaticly) including further instructions.
3. Player will send the Bytes to the "Bytes Bank" on Hackforums, they'll have to include the code they received in the Description of the Bytes transaction.
4. In-Game Bytes will be added to the player linked to the code within 12 hours, if i'm online almost

instant.

jobhip - January 24, 2019, 9:46 am

(Jan 24, 2019 10:36 AM)Creative Dot Wrote: [\[CITE\]](#) The game is close to open beta release i'll PM you once you can download it and i have green light from staff to present it as an unofficial hackforums bytes game and therefore execute my plans regarding Bytes.

Please send me an alpha/beta copy of this. I'd love to play it. Will even deposit some bytes into it when it's ready cause this sounds really fun!

Edit: I gambled most of my bytes, but i'll earn/buy more. :P

007 - January 24, 2019, 9:57 am

(Jan 24, 2019 10:46 AM)Creative Dot Wrote: [\[CITE\]](#) 1. Player will request the transfer through the website by filling in a form.

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Hm, sadly this can't be done on autopilot I think. Maybe with HTTP requests but I think hackforums is too good protected for that, also because the recaptchas and stuff.

Capital - January 24, 2019, 10:03 am

(Jan 24, 2019 10:57 AM)Black Tulip Wrote: [\[CITE\]](#) Hm, sadly this can't be done on autopilot I think. Maybe with HTTP requests but I think hackforums is too good protected for that, also because the recaptchas and stuff.

That is true this won't be an completely autopilot process, only the first part will but at the end i'll have to be the one adding the in-game bytes to the players.

007 - January 24, 2019, 10:05 am

(Jan 24, 2019 11:03 AM)Creative Dot Wrote: [\[CITE\]](#) That is true this won't be an completely autopilot process, only the first part will but at the end i'll have to be the one adding the in-game bytes to the players.

Yeah but as long as there aren't hundreds of active players I don't think it will be a huge problem.

Mix - January 24, 2019, 10:07 am

I would give it a go, but not saying I would stay playing it for days on end

Capital - January 24, 2019, 10:07 am

(Jan 24, 2019 11:05 AM)Black Tulip Wrote: [\[CITE\]](#) Yeah but as long as there aren't hundreds of active players I don't think it will be a huge problem.

I wouldn't mind spending several hours per day confirming the transactions and adding the bytes to the players when the game really takes off and gets a bigger HF related playerbase.

If the game reaches the point of 100s of daily HF related bytes transactions it basically means i'm generating profit so in a sense i'll be getting paid to process all transactions.

007 - January 24, 2019, 10:09 am

(Jan 24, 2019 11:07 AM)Creative Dot Wrote: [\[CITE\]](#) I wouldn't mind spending several hours per day confirming the transactions and adding the bytes to the players when the game really takes off and gets a bigger HF related playerbase.

If the game reaches the point of 100s of daily HF related bytes transactions it basically means i'm generating profit so in a sense i'll be getting paid to process all transactions.

Yeah but spending hours sending bytes seems boring as fuck. If you want to do it I think there would be little to no problems.

Capital - January 24, 2019, 10:10 am

(Jan 24, 2019 11:09 AM)Black Tulip Wrote: [\[CITE\]](#) Yeah but spending hours sending bytes seems boring as fuck. If you want to do it I think there would be little to no problems.

It won't take me hours tho, not at all actually but i'm just letting you know that i wouldn't mind spending hours no matter how repetitive it will be.

I will probably announce daily transfer times and a countdown on the website until next Bytes transfer process tho.

Kush - January 24, 2019, 8:44 pm

Very interesting OP, I would def be interested in playing this almost daily if bytes were involved

Capital - January 25, 2019, 3:34 am

(Jan 24, 2019 09:44 PM)EasternElf Wrote: [\[CITE\]](#) Very interesting OP, I would def be interested in playing this almost daily if bytes were involved

I've found a unofficial bytes poker game which means that this bytes game would be allowed however if Omniscient and other staff simply don't want this to happen then it will not.