

Forum:[Hack Forums](#)

Thread: [\[Suggestion\] Hackgame Bytes](#)

VIXV - February 28, 2020, 2:17 pm

We all know you can exchange bytes in to dollars on the Hack Game, I thought it would be cool if we could do the opposite but realized how ridiculous that would become.
So I had some ideas.

We can convert dollars to bytes but 10 Dollars = 1 Byte

The chance to earn a number of bytes 1-10 per completed task higher success chance = less bytes, lower = more. Even if you complete the task it isn't guaranteed.

Install a Byte miner on other players.

It would overall increase the player count in the game and give more incentive to play.

Just a few ideas (the second is my favorite).
Thanks for reading.

Dorrance - February 28, 2020, 2:55 pm

Hold up did I read \$10 should be worth 1 byte you smoking. No you don't want the game system to be the main source of earning bytes it would take away from post activity.

Seems like you do not know the history behind bytes... but a thread or comment about this has been made before.

A byte miner would not be aloud it would manipulating the bytes system itself.

Sick - February 28, 2020, 3:07 pm

Yeah Xerotic and Omni are still thinking about what to do with game xp if this can be swapped for bytes some way .. Working progress i guess

Zero - February 28, 2020, 11:00 pm

As this sounds like a good idea on paper I think the results will be bad.
People will abuse this, post less and the bytes market will get fucked up.

I don't think this will ever become a thing. I also don't think it should.

flavoral - February 29, 2020, 12:48 pm

I'm pretty sure this idea of cashing out bytes from Hack Game was suggested before and got rejected.

That would just add more bytes into the economy.

eXceptional - March 2, 2020, 12:29 am

100% Rejected Idea. I don't think this can be done. Unless it's Hack Game EXP we are talking

about.

Rsynced - March 2, 2020, 12:31 am

How about they just finish making the game complete?

Mix - March 2, 2020, 6:10 pm

I don't think this is a very good idea, in fact the whole thing seems a bit wrong since it could introduce exploits and change the whole byte's value once again. Omni has already stated that he is happy with how people are getting bytes and how many there are. If anything your idea I believe has already been talked about but I sadly cant find the thread.

Nuworld - March 2, 2020, 6:19 pm

(Mar 2, 2020 01:31 AM)Rsynced Wrote: [\[CITE\]](#) How about they just finish making the game complete?

Now here is the best idea today.

Members have gotten bored with the game.

It's still just a "Click game" with no reward other than XP's

Rsynced - March 2, 2020, 6:24 pm

(Mar 2, 2020 07:19 PM)Nuworld Wrote: [\[CITE\]](#) Now here is the best idea today.

Members have gotten bored with the game.

It's still just a "Click game" with no reward other than XP's

It's a freaking imacros game, no way in hell is anyone getting level 50 manually.

Nuworld - March 2, 2020, 6:28 pm

(Mar 2, 2020 07:24 PM)Rsynced Wrote: [\[CITE\]](#) It's a freaking imacros game, no way in hell is anyone getting level 50 manually.

Correct.

Unless one feels like and has the time to just click the shit out of the game?

But in the end, no level 50.

EDIT: Just a thought. Maybe when the game is completed and active.

Crews can do something together.

Rsynced - March 2, 2020, 6:47 pm

(Mar 2, 2020 07:28 PM)Nuworld Wrote: [\[CITE\]](#) Correct.

Unless one feels like and has the time to just click the Clay Davis out of the game?

But in the end, no level 50.

EDIT: Just a thought. Maybe when the game is completed and active.

Crews can do something together.

Maybe they need someone on staff who is actually good at making text based games. Had some creativity with direction.

I tried playing the other stuff, but for some reason it always says my skills are to weak? What level do you need to even be to beat the first job where you use the scanner etc? It was seeming kind fun, but I gave up after like 3 times because my skills are to weak.

Nuworld - March 2, 2020, 6:59 pm

(Mar 2, 2020 07:47 PM)Rsynced Wrote: [\[CITE\]](#) Maybe they need someone on staff who is actually good at making text based games. Had some creativity with direction.

I tried playing the other stuff, but for some reason it always says my skills are too weak? What level do you need to even be to beat the first job where you use the scanner etc? It was seeming kind fun, but I gave up after like 3 times because my skills are too weak.

UM? As I have said, the game has gotten boring and I too have stopped playing for it's just repetitive.

However I do know that [Xerotic](#) has a lot on his plate at this time.
I can respect that for the man is very busy.

IMO: Too many projects started at the same time.

eXceptional - March 3, 2020, 4:08 am

(Mar 2, 2020 07:59 PM)Nuworld Wrote: [\[CITE\]](#) UM? As I have said, the game has gotten boring and I too have stopped playing for it's just repetitive.

However I do know that [Xerotic](#) has a lot on his plate at this time.
I can respect that for the man is very busy.

IMO: Too many projects started at the same time.
A developer gets bored sometimes too with the same project. He needs change too.

Msoo - March 3, 2020, 6:04 am

I don't think that \$10 = 1Byte is ok, rofl.

Goku - March 3, 2020, 6:29 am

(Mar 3, 2020 07:04 AM)Msoo Wrote: [\[CITE\]](#) I don't think that \$10 = 1Byte is ok, rofl.
He means 10\$ in-game currency...

Msoo - March 3, 2020, 6:30 am

(Mar 3, 2020 07:29 AM)Goku Wrote: [\[CITE\]](#) He means 10\$ in-game currency...
Oh, didn't know that, thanks for the aclaration.

Goku - March 3, 2020, 6:46 am

(Mar 3, 2020 07:30 AM)Msoo Wrote: [\[CITE\]](#) Oh, didn't know that, thanks for the aclaration.
Np you're probably not the only one confused.

One Hundred Pears - March 3, 2020, 6:58 am

This is a nice idea, sounds good