

Forum:[Hack Forums](#)

Thread: [Game Concept - DDoS Arena](#)

Omniscient - June 27, 2025, 8:13 am

? HF Game Concept: DDoS Arena - Feedback Wanted

Hey everyone,

I'm working on a new game concept for the forum and would love your input. It's a hacker-themed, text-based battle game that happens inside a thread. Here's the rough concept:

Quote:When you post in a special thread, you're automatically entered into a cyber battle cycle. Each participant receives an weapon/item, fake IP address, and max bandwidth (your HP) via PM. The goal: DDoS your opponents and take them offline using commands like /attack @username@. Thread auto-updates with kills, stats, and status. Winner gets pooled entry fees (minus house cut). Bounties for kills. Add spice with bounties: /bounty @uid BYTES. AI may help judge attack outcomes based on post content.

Example:

Code /attack @Foxx@

? Foxx loses 122 Mbps from a brutal SYN Flood. Still online but weakened.

I'm considering features like avatars during attacks, hiring others for attacks, fake logs, and even status effects.

Would you play? What features would you like to see? Too cheesy or has potential?

Drop your feedback below. All ideas welcome.

btw, AI helped me quick write this post based on my notes. I came up with the game last night. I been mentally searching for a concept like this, where the forums were central to the game. This is hopefully something that I can not only implement but that members will enjoy. The possibilities are there, things like Crews could come into play as well. Basically RPG style gamification of the forums. I'd create an Arena Forum category for this. Would be a new thread each match. All day long you'd be posting it in trying to take out opponents and be last man standing.

Does my idea sound at least a little bit interesting? Normally I hash an idea like this for a few days or more before posting but this seems like a winner out of the gate for me.

Money- - June 27, 2025, 9:17 am

Seems interesting to play . Boot it up , lets play.

Nostre - June 27, 2025, 9:37 am

Oh yeah, this sounds fun as hell. Love the idea; we'll be waiting for the implementation.

Skorp - June 27, 2025, 10:07 am

I am ready, guns drawn! Sounds awesome and fun to play. My only "concern" is this:

Omniscient Wrote:• AI may help judge attack outcomes based on post content
Not sure what post content means when it comes to AI analysis. Do you know a little more in detail, for example, your 51K post count/content VS. my 5K post count/content? I do personally post in hacking sections often if that means anything. Was just curious so I can maybe prepare hehe :D ty for the idea mister!

Hero - June 27, 2025, 10:10 am
/ddos Omniscient

This attack is very effective!

Omni has fainted

Anounymous - June 27, 2025, 10:23 am
this sounds firee if it realeases im the first one to download haha!

Maskin - June 27, 2025, 10:55 am
I think it could be nice.

The first thing that crossed my mind when reading this thread is you could perhaps make it possible to hack you (or Stanley?), as a side-quest type thing, where custom commands have to be used (commands you don't openly give out)?

Omniscient - June 27, 2025, 11:50 am
(Jun 27, 2025 10:55 AM)Maskin Wrote: [\[CITE\]](#) I think it could be nice.

The first thing that crossed my mind when reading this thread is you could perhaps make it possible to hack you (or Stanley?), as a side-quest type thing, where custom commands have to be used (commands you don't openly give out)?

Well that's expanding the game beyond the concept of the thread based rounds. But it's not impossible. For instance in the thread itself you hack stanley through a chance based side-game and if successful maybe regain some Hit Power.

Definitely there is more than one way to go about the game. Focus will be on how to make it hackerish, fun, feature-rich, and fast-paced.

Today I'm reviewing what I need to make this happen, such as images and FA fonts. Then review how I expect the game to work and eventually I'll begin the coding of the project. But so far, it's within my skillset to pull this off in a timely manner.

Mooooookie - June 27, 2025, 12:42 pm
Pretty dope concept, I think it's worth giving a try and seeing where it goes. I'm all for any new games being added to the site, as I play most of the current ones on my free time.

eXceptional - June 27, 2025, 12:46 pm
Very nice. Something I would definitely want to try.

Jamika - June 27, 2025, 5:05 pm
(Jun 27, 2025 08:13 AM)Omniscient Wrote: [\[CITE\]](#) ? HF Game Concept: DDoS Arena - Feedback Wanted

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Does my idea sound at least a little bit interesting? Normally I hash an idea like this for a few days or more before posting but this seems like a winner out of the gate for me.

Hope its just simple so you write attack , etc . And not require experience in hacking or something

Like the idea , just hope demon dont kill us every minute lol ?

Chrome - July 1, 2025, 5:33 pm

Would be cool if users would be a different type of target. Some being websites, servers or just a residential user. That way people with stress test DDoS can have a slight edge by knowing the difference between L4 and L7 attacks just to make it more interesting.

To expand on it and make it even more interesting is to have the ability to spend bytes to upgrade your defence with proxies or VPNs to try hide your IP address further.

Tyr - July 1, 2025, 5:40 pm

Awesome concept Omni. sounds like it'll be a blast

Omniscient - July 15, 2025, 4:34 pm

I'm gonna start working on this tomorrow. Move away from the Convo work for now until I can come up with a better plan.

Yakless - August 1, 2025, 3:50 pm

I think having groups (separate from hf groups) of people and allowing things like server purchases to increase attack strength would be good, but also require a cooldown. Public logs of who attacked who, including a currency incentive, would be great. It would work well, I think.

Chrome - August 1, 2025, 4:41 pm

(Jul 15, 2025 04:34 PM)Omniscient Wrote: [\[CITE\]](#) I'm gonna start working on this tomorrow. Move away from the Convo work for now until I can come up with a better plan.

Any updates on this boss?

Omniscient - August 2, 2025, 11:47 am

? DDoS Arena Attack Items & Icons

Here are the current attack items for the DDoS Arena.

[fa color="gold" size="2x"]bolt[/fa] LOIC

Classic open-source tool for simple, high-traffic attacks.

[fa color="orange" size="2x"]radiation[/fa] HOIC

Enhanced version of LOIC, supports multiple attack scripts.

[fa color="deepskyblue" size="2x"]database[/fa] SQL Slammer

Launches a powerful worm exploiting database vulnerabilities.

[fa color="dodgerblue" size="2x"]water[/fa] SYN Flooder

Overwhelms servers with fake connection requests.

[fa color="mediumaquamarine" size="2x"]tint[/fa] UDP Flood

Bombards target with random UDP packets, difficult to filter.

[fa color="gray" size="2x"]hourglass-half[/fa] Slowloris

Sends partial requests to exhaust server resources over time.

[fa color="blue" size="2x"]network-wired[/fa] HTTP GET Flood

Imitates legit traffic with massive web requests.

[fa color="mediumpurple" size="2x"]sitemap[/fa] DNS Amplification

Uses misconfigured DNS servers for amplified reflection attacks.

[fa color="limegreen" size="2x"]robot[/fa] Botnet Swarm

Controls an army of compromised machines for a coordinated strike.

[fa color="crimson" size="2x"]skull-crossbones[/fa] Ransomware Drop

Injects ransomware to cripple defenses before a DDoS wave.

Omniscient - August 2, 2025, 11:56 am

Actually comparing to Emoji's instead which I think are better.

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Oh_Well - August 7, 2025, 5:22 am

(Aug 2, 2025 11:56 AM)Omniscient Wrote: [\[CITE\]](#) Actually comparing to Emoji's instead which I think are better.

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It seems pretty cool and would definitely play this.

Some questions that popped on my mind:

1. How is the HP restored?

2. How many attacks in a row can someone throw?

3. If you're currently online and a group of people launches an attack on you, what measures could you take to protect yourself? Would it be a time windows so u would need to be here at all times? (this could increase platform engagement as well)

Omniscient - August 7, 2025, 8:23 am

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1. The HP (Bandwidth) initially won't have restoration. I assume later on I can add items to use which can play into that.

2. Likely going to have some cooldown period where you can't use an attack item for X period or maybe you just have to get new items. Still working out details on the attacks.

3. Defense won't be a thing initially. It will be an attack based game to get it going. I'll add defense items later.

Tyr - August 10, 2025, 9:53 am

100% supported and think this would be sick.

M2K - August 10, 2025, 1:49 pm

sound amazing cant wait to gang up on people :D i like the concept.

6 - August 10, 2025, 2:37 pm

Good concept, I will suggest making it harder to ddos certain certain people i.e people with more than X number of awards or people that are in X group(s) or people with more than X popularity.

While someone is getting ddosed, he must have certain limitations on his profile also it must be visible to other members that this user is being ddosed .

Omniscient - August 10, 2025, 2:38 pm

(Aug 10, 2025 02:37 PM)6 Wrote: [\[CITE\]](#) Good concept, I will suggest making it harder to ddos certain certain people i.e people with more than X number of awards or people that are in X group(s) or people with more than X popularity.

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That doesn't seem like a fair game and nobody would play it if such an advantage existed.

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(Aug 10, 2025 02:38 PM)Omniscient Wrote: [\[CITE\]](#) That doesn't seem like a fair game and nobody would play it if such an advantage existed.

How much entry fee do you have in mind per member? Overall it is a great concept, can't wait to play.

Any eta on the beta?

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Any eta on the beta?

I should have something playable by end of the month. I've done a lot of coding, creating this as a pure plugin. There is already 6 pages of code including a full class system. I can probably take some screenshots this week.

Initially beta the price will be small like 5 bytes just to test. Eventually price will increase based on demand and community feedback.

Moookie - August 21, 2025, 10:28 pm

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Initially beta the price will be small like 5 bytes just to test. Eventually price will increase based on demand and community feedback.

Everything on track for the end of the month still? Looking forward to something new to play on the forum.

Omniscient - April 28, 2026, 2:35 pm

Bump because I'm going to work further on this.

loadman - July 14, 2026, 11:58 am

bump, dont forget

Omniscient - July 14, 2026, 12:01 pm

Yes, it's still big project idea.

Omniscient - September 26, 2026, 9:59 pm

Bump.

Because this means something to me.

CyberXero - September 26, 2026, 11:07 pm

another feature to hack game im in!

it would even be great if crew could give perks to the members, hash power etc idk

6 - September 27, 2026, 1:35 am

(Sep 26, 2026 09:59 PM)Omniscient Wrote: [\[CITE\]](#) Bump.

Because this means something to me.
Any updates on this

Omniscient - September 27, 2026, 9:15 am

(Sep 27, 2026 01:35 AM)6 Wrote: [\[CITE\]](#) Any updates on this
Server move this week and after that I expect the floodgates of development to open.

Respect - September 30, 2026, 9:54 am

I welcome the addition to any new HF Games! I also hope to see Hack Game built out to its full potential. It's a good base but has a long way to go, with the store, crew, powerups, blackhat/whitehat etc.