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About This Game

You are a computer hacker. You steal precious data while the world sleeps. Siphons are your lockpicks. Progs are your guns.
Connect to the sectors.
Download the data.
Escape, or be deleted alive.

Title: 868-HACK
Genre: Indie, Strategy
Developer:
Michael Brough
Publisher:
Michael Brough
Release Date: 27 Jan, 2015

b4d347fde0

English



868-HACK

KID

SECTOR 3 OF 8

1 POINTS

\$ 21 CREDITS

⌚ 13 ENERGY

DATA SIPHON

- 1.PULL ⌚⌚
- 2.REDOC \$\$⌚
- 3.ROW \$\$\$⌚
- 4.WARP \$\$\$⌚⌚
- 5.SIPH+ \$\$\$\$
- 6.ATK+ \$\$\$\$⌚⌚⌚

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This game is wonderful! It's extremely, extremely clean with respect to design. It is a very tight package. The gameplay is very deterministic- you can think out situations and gauge whether or not to take calculated risks. Everything always makes sense, I have never once been mad at the game or frustrated.

It's a very enjoyable experience, the soundtrack and graphics make for a nice ambient experience, and the music and vibe changes based on what's going on with your character's situation. The game always has a way of motivating you to challenge yourself and always try to achieve more.

This is a real gem- at this price you are more than getting your money's worth. Seal of approval from me.. A challenging roguelike, definitely worth the small price tag. Simple enough to pick up quickly, but difficult enough that it will take a few runs to get the hang of. You probably won't spend more than a few hours on this game, but for the measly \$6, it's plenty of enjoyment.. In a perfect world some bigger company would see this and transform it in the hacking mini-game of a AAA adventure, but by itself it's a quick dungeon crawler with sufficient depth...

And the name is way better than the old random string of numbers of the beta, even if i've played the beta more.. This game is so well-designed it hurts. High replay value, a game that doesn't spoon feed you its game mechanics.. I FINALLY BEAT THE ADDICTIVE GAME :D. Pretty Sweet, I can't think of anything else I've played that it's like.

At first there is a lot of trial and error as you figure out how each enemy moves and attacks. Some move once, some move once but have stealth and take less hits, one can move through the blocks, one moves twice. Then getting use to all the different abilities you can use. There are 8 levels and each level gives you two "hacks". When you use a hack you get any of the energy or credits that are watermarked in the squares up, down, left, right, and the one you are on. If any of those squares of a box with a number on it you get whatever skill is listed on it. Also whatever the number says is how many enemies spawn in when you "hack" the box. Hacking the boxes with just numbers and no power ups is how you earn points.

Each Level starts with a handful of enemies. Then once they are dead one will spawn automatically every so 2-3 moves. To move from each level there is a green square that takes you to the next level. If you go to the next level with enemies still alive they will go to the next level with you.

Once you get all this figured out (which takes only 20 mins of eating your♥♥♥♥♥ then the real puzzle part comes into focus. You have to think about which moves to make to be able to kill everything and not get hit 3 times. Even when there is no enemies figuring out the best thing to use your hacks on is tough. " Should I farm resources?" "should I go for points?" "Can I handle 7 enemies right now?"

I am having a good time with it. Check out some game play for yourself.

https://www.youtube.com/watch?v=meoUcTj_388. 868-HACK is an interesting beast... one of those rare games that really gets it right when it comes to both creativity and depth. But what's also interesting is that it's easy to grasp the basic principles.... despite that the game's difficulty is then quite high. However, some of that difficulty will be entirely your own fault...

At it's core, this is a turn-based Roguelike where your goal is simple: make it through 8 sectors (each a single screen in size) by reaching the glowing green box at the end. And more importantly, do so while getting your score as high as possible. There's no point in hacking anything if there's no gain after all, right?

In your way are exactly four types of enemies, and knowing exactly how each one works, and how to deal with each, is of utmost importance. Demons, the red ones, are very basic in how they move, just coming straight at you, however, they take 3 hits to kill instead of 2. Viruses, the purple ones, move 2 times for every 1 time that you move. The blue orb things are invisible unless you are in a direct horizontal/vertical line with them; however, the spot they initially spawn on will have a blue box thing around it until they've been destroyed, so you're never surprised by them, the game ALWAYS lets you know they are there somewhere, and the spot where they started. And finally, the pink angular whatsits can go right through walls; fortunately, you can strike them while they are in a wall so long as there is not another wall between you and them.

Your attack is a bit different than in many turn-based roguelikes. Instead of adjacent attacks, you strike in a horizontal or vertical line with infinite range. You do this by simply attempting to move towards any enemy you are in a direct line with (this, however, also means you CANNOT just walk towards them; you will always fire instead). Every enemy that isn't a Demon takes 2 hits to destroy, and the first hit stuns them for a moment. This mechanic is very basic on paper, but in practice, you really need to time your movements and your attacks carefully.

But the real thing that makes the game interesting is the hacking, and the programs. In each sector you can acquire 2 "Data Siphons". Using these basically sucks stuff out of the tile you're on, and the 4 adjacent to you, be they floors or walls. For floor tiles, you receive the resources displayed on the tile (credits or energy, or both). For walls, if the wall has a large number on it, you gain that many points for draining it. If the wall has a program listed on it, you permanently gain that program. However, EVERY wall also summons more enemies when you hack it; this is displayed as a number also. On score walls it's always equal to the score value. You need to be very, very careful, and weigh your options; is that anti-virus program worth the danger of the 4 enemies it's going to send at you? Should you grab that Step program, despite that its position means you cannot get it without hacking a second wall at the same time? Is that big tempting 7 point wall worth a go, do you have the programs to deal with it?

Using your programs well (and making decisions on which to go for) is the key to victory. The game ends up being like a big (and cruel) puzzle. Figuring out which programs to use, and in what order, is never easy, and ALL programs are useful in some way... but they all cost credits, resources, or both. Make a mistake, and you can go down fast; 3 hits and your run is over, though you heal 1 point of HP every time you enter a new sector. The depth here is huge, and it's what makes the game so good and addictive. There are numerous programs to unlock, as well. Each new one brings all sorts of strategic possibilities to the game when you encounter it.

And the way the spawning works means that to some degree, you create your own difficulty. Yes, enemies constantly appear, but aside from the loading of a new sector, they do this slowly. Other than that... your actions will determine when, and how many, enemies will spawn, based on which walls you hack. Once you've taken an action, you need to use your programs, basic attacks, the level structure, and even the enemy's own behaviors against them in order to escape certain doom.

All in all, this is an absolutely fantastic game. Very, very addicting, very very fun, and the nature of it means that as you get better, you can up the challenge by simply going after bigger and bigger scores each time. And above all else, it has a lot of depth.

I've played this absolutely to death on the iPad, and I'm very glad to see the port of it appear on here (and it's a good port, too). I definitely can recommend this one.

One of the greatest turn based roguelikes out there. A game with hidden depth, surprisingly hard difficulty, and the good ol' "one more run" feel.

You control a hacker that navigates their way through a system full of viruses and daemons, and most of the time end up dying trying. The enemies all have unique movements, such as the virus moves two spaces instead of one, or the cryptog isn't visible until it's in your sights. Getting trapped by a bunch of enemies at once is common, especially if you don't play smart!

Luckily, to counter the horde, there are a lot of powerups. These powerups each counter a specific enemy type, and make tough situations possible, that is if you have resources. To use powerups, you need either Energy or Credits. You collect these with siphons. But you only get two per floor, adding a decision making element to the game. "Do I want this powerup? Should I just grab these resources instead? Or how about take some score?" And to add on to this, each time you take a powerup, it spawns a specific amount of enemies, making each situation risk/reward.

The controls are great, just a simple WASD and number keys, or you can even just use your mouse.

A lot of your deaths will be because of RNG, and that is one of my only complaints. RNG is such a gamble, and a lot of the time ends with the game over screen.

This is the perfect coffee break game, each run is about 10 minutes long, and it saves your progress if you exit the game.

Easily 9.8/10! Grab the DLC too!. Recommended but read a guide first. Trial and error is F.U.N.! Once you get the hang of it it's a neat little game. Not super deep though.. Puzzle Pac-Man with guns and power ups.

I got this on sale. I have to admit, I probably would have been upset if I had spent a lot of cash on this. (Irrationally.) But it is exactly the sort of thing I would have feed a few hundred quarters into in the 1980's. So I'm kind of glad I got this today instead of finding it then. (Not that it existed. Just a comparison.)

Definitely worth the quarters. 8). Very Simple 8 bit graphics but so fun, what happens next I wonder. I don't get it. Wanna feel what it's like to be a virus? Would you like to siphon bank accounts out of thin air LEGALLY?! (Not real money) Then 868-HACK is for you!

PROS:

This game is very... retro and fast-paced but somehow EXTREMELY addicting! This game has, what I think, big potential to become something BIG! 868-HACK simulates different obstacles a general virus has to get through and successfully siphon money out of other people's bank accounts!

CONS:

For a game like this, it is quite expensive... To be honest, I think it should be a free-to-play game, but if it was, that would mean ADS EVERYWHERE! Even though I understand how the developers have to make money off this game, I do think the price tag should lower itself a little bit... Just a suggestion :)

Overall, this game is a thoroughly addicting game and although it is a bit overpriced for a game like this, it is still somehow EXTREMELY FUN to play!

RATING: A

:D. The game screen is shoved into the bottom right corner of my screen so I cant see a big chunk of the game.. Puzzle Pac-Man with guns and power ups.

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Definitely worth the quarters. 8). It's fun, and a pretty easy to approach but hard to master rogue-like

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