

Hax

Hacking the Dark Future



The Link is...
... the battlefield
... the enemy
... and the Prize

www.haxgame.com

WIREPUNK

www.wirepunk.com

Browser Gaming Gone Hardcore



HAX is a free-to-play Browser MMO

Future world is ruled by powerful megacorps and rogue Ais. Be an outlaw hacker and steal their secrets for wealth, power and fame!

2D stealth, strategy and action

Enter a vast battlefield of connections, nodes, system cores and enemy icons. Intercept transfers, crash Sysops and hack into databases.

Sell data, gain Street Cred

Upgrade your hardware with more power and Black Tek modules. Meet with fixers to get the best software. There is always room for improvement.

Play the epic storyline missions

In addition to persistent content and Intel targets, HAX lures you deep into the Link with epic storyline missions using a cool webcomic-style narration.

HAX is Massively Multiplayer

Choose fan tags to find friends and build alliances. Join sync gangs to take on high-security targets but watch your back when running alone.

It's full of surprises

The Link hides many secrets. Special HAX codes bend the rules. Cyberpunk novels boost your stats. Macros put you in overdrive. Warez win friends.

Become a digital legend

Street Cred tells how tough you are. Achievements tell the world why. With 90 levels and 20 achievements to go, HAX makes you earn that status.

HAX is aimed both at 15 – 25 year old males and the geek/scifi-fandom base. It builds on the successes of classic franchises like Deus Ex, System Shock, Uplink and Darwinia, as well as the on-going renaissance of urban sci-fi in audiovisual entertainment (Neuromancer, Tron Evo, Deus Ex 3, Mindjack among others).

However, it is also a social Browser game, easy to play, social and very accessible, with crisp and colourful 2D vector-style graphics.



HAX has two gameplay modes.

There is the peaceful Hideout for socializing and cashing in the rewards as upgrades to hardware and software.

Then there is the Link, a 2D-playfield of icons and vectors. Here the player confronts his enemies in battles and ventures relying on stealth, strategy and well-planned out strikes. Difficulty curve is steep for a browser game.

HAX players are represented to each other by their nicknames, customizable avatar pictures and tags, created or selected. They can also unlock achievements and choose which achievements to display in their public profile.

Player progression is measured in Street Cred, increases to hardware stats and money to be used on Tek modules, new programs or version updates. Storyline missions provide milestones for player progression.



HAX has scary themes and implied violence as part of the storyline narrative. However, there are no graphical depictions of violent acts and the player never engages in physical violence with his character. While action can be fierce, the abstract look & feel of the game disassociate events from reality.

HAX is designed to be playable solo and in 5- 15 minute sessions. Teaming up benefits the players but is never obligatory.

HAX, unlike other MMOs, does not support persistent closed groups such as clans. The use of open groups break the risepeak- fall cycle of clans found in other games. It increases long-term retention by providing the player with a network of social ties instead of a single and vulnerable focus.

Typical MMO



HAX



HAX players can pick up or create tags to be part of the public profile. These can be anything from "FinnPlayers" to in-game gang names.

- Inclusive, anyone can join
- Specific chat channels
- Occasional bonus loot

As Street Cred increases, the player can pick up more tags.

A screenshot of the HAX game interface. The main display is a blue grid representing a network map. Two nodes are labeled "Arkangel" and "Strontium". A red path leads from the bottom center towards the "Strontium" node. A yellow radiation symbol is visible on the left. The top left shows "Ultra Com 3 (Sec 3)" and "12:05". The top right displays system status: CPU 76, SYS 112, and four icons (1, 2, 3, 4). The bottom left has a chat window with the following text: "Arkangel Almost there...", "Strontium FASTER!!!", "Arkangel Just hold them", "Strontium I try", "Strontium". The bottom right shows "PACKAGE 01" with a diamond icon, "Cartel 3.0", "Data transfer 100%", and a "#".

- **HAX will be first released in English, Finnish and Swedish**
 - Other languages will follow: German, Spanish, Turkish
 - Choice applies to the interface, missions and a native chat channel
 - Servers are geographic and shared by players with different languages
- **HAX will be marketed through genre and fandom channels**
 - Blogs, e-zines, selected banner ads, scifi/RPG conventions
 - Recruiting new players is rewarded to boost virality
- **HAX is free-to-play and all features are available to any player**
 - Players can buy themselves a VIP status by donating money
 - It is a one-time trade of €5 or more, effective for life
 - Player sets the final price, thus making it effectively a "donation"



- **VIP members receive three daily Intel targets matching their level**
They must still play the game to reach and exploit these targets
Intel targets are worth twice the usual maximum in in-game money
More importantly, the odds for special codes and loot are greatly increased

Year +87 post-Crash.
World population hits 19 billion.

Earth lives on off-world resources.
"Starspine" orbital elevator is
the lifeline of civilization.

Terminal Complex is at its base,
divided between Cartel megacorps
and Singularity, the AI running
Starspine.

The Link holds it all together.
An invisible web of light and
data connecting everybody
and everything.

Street Sectors are no-man's-land,
claimed by gangs and microstates.
They are havens for Black Tek.

Ghost runners copy their minds into
the Link. What was once a crazy trip
is now a Black Tek weapon.

HAX used to be another streetcult.
Now they are infomercs, selling
secrets to the highest bidder.

In a war where the Link
is the battlefield, the enemy
and the prize!