

TreeWare

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Hell(p)

by chaozz

Welcome to yet another issue of TreeWare. Despite various calls for help, and people offering help, it's still just me by my lonesome creating TreeWare.

It really is a shame. This mag is a great way to advertise anything you want to your fellow hackers, but yet nobody seems to really want to put effort into it.

PS: Not referring to CT newsletter, that stuff rules..

New game features

by chaozz

(At the risk of taking away the scoop for the CT newsletter) I am currently working on a few new game features. They are implemented gradually, but for now it's all still work-in-progress.

Feature #1: Missions with NPC's

If you feel like hacking, but don't want to start a war? Hack an NPC!

Feature #2: All clans should have 1 server assigned as their Gateway. This server will not generate revenue but will cost 5k per day. It's the internet gateway

for the clan members. If it gets hacked, the clan is unable to gain access to the internet (thus attacking servers). Their private accounts will not be affected so hacking of pc's is still an option.

Feature #4: Taking a clan gateway down
A clan can attack another clan's gateway. This is a team effort of at least 3 hackers. As soon as the takedown is successful, the attacking party can install a Trojan that will steal money from the clan bank. Each hour 10% of the clan cash will be wired to the attacking clan.

This can only be stopped by doing a counter attack. The attacked clan will have to form a team and attack the system of the team leader that is attacking their gateway. As soon as they kick him offline, the Trojan can be cleaned and the thread will be neutralized.

Feature #5: Team attack an NPC
While feature 4 needs you to form a team with clan mates, team attacking an NPC does not. You can form a team and attack goals like the nation bank, the FBI office, etc. Result is instant and risks are low. A fun way to make some extra cash.

That's it for now.
Happy Hacking,

HF