

TreeWare

→ version 20081101



October 2008

Very first issue of TreeWare

by chaozz



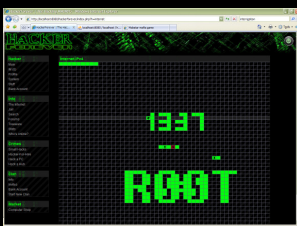
This is the very first issue of the HackerForever Newsletter named TreeWare. The name TreeWare refers to a paper newsletter, which is obviously made of trees. As we hackers hate hardcopy, the name is TreeWare seemed appropriate.

This newsletter will be used to inform you about new game features, facts (clan domination), bugfixes and more. So If you want to keep up to date with the game, you should check out this newsletter regularly.

For the time being TreeWare is free. It might become a paid (virtual dollars ofcourse!) newsletter, but who knows.

Send in your stuff

By chaozz



clan. You name it. We print it.

Send it to: treeware@hackerforever.com

HackerForever – The Hacking MMORPG

by chaozz

You are currently playing a kind of beta version of this MMORPG. This means all major features are done, but some are not completely tweaked yet, and some things might not act as you would expect.

I've decided to release the game to get user input from you guys, so we can make it better together. Be sure to use the bug forums.



History in a dosshell

By chaozz

It all started with HackTheGame. A hacking simulator that after it's release soon became my most downloaded game ever. With fans around the globe I soon started thinking about a sequel.

After initial plans of another offline game, I came up with the idea of an MMORPG, in the style and memory of HackTheGame.

HackerForever was born. I hope it will be as successful and loved like it's prequel.