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About This Game

Darknet is a strategy/puzzle game in which you play as an elite hacker in the Net. Plug into cyberspace, using viruses, worms, and exploits to steal the data before your signal gets traced!

After winning awards on PSVR, Oculus Rift, and Gear VR, Darknet is now available for the HTC Vive and also INCLUDES A NON-VR VERSION for those without a headset!

Features

DEEP GAMEPLAY: "Darknet is the closest thing to a killer app for the system... It seems simple at first, but Darknet quickly grows to require a lot of second- and third-order logical thinking, under what can be a strict time limit. More than anything else, Darknet was what I was excited to play every time." - *Ars Technica*

CYBERPUNK HACKING: "Darknet is the hacking VR game we've all been waiting for since our first viewing of *HACKERS*, *Johnny Mnemonic*, or *Tron*… Everything I wanted out of a hacking game since 1995. The future is finally here and I'm cracking nodes, dropping viruses, staying one-step ahead of security." - *BigSushi.fm*

GREAT FOR VR: "When I dove into the cyberspace simulation, I lost myself in the illusion. My relationship to meat space was momentarily forgotten. And that's precisely what a virtual reality game ought to do for the player… It is the best Oculus Rift game I've ever played." - *DailyDot*

AWARD-WINNING:

- <u>BEST GAMEPLAY</u> - Proto Awards 2014

- <u>FINALIST </u> - IndieCade 2015

- <u>GRAND PRIZE</u>- Oculus VR Jam

CRITICALLY ACCLAIMED:

- "Darknet is one of the oldest VR games around, and still one of the best." - *The Verge*

- "Enjoy solving puzzles? Strategizing? Does the description 'cyberpunk hacking in virtual reality' light up your eyes like Christmas morning? Darknet is reminiscent of Hollywood's appalling movie interpretation of "hacking" from the '90s, but it's fun and engaging." - *CNET*

- "Completely worth your time. An interesting puzzle game where you have to hack into different computer system using an array of tools, it also winkingly makes fun of the 90s-era version of VR. If you ever wanted to pretend you were a hacker from the 1995 film Hackers, this is a pretty good place to start." - *Polygon*

- "And therein lies the beauty of Darknet. The game is simple on its surface, yet it's filled with challenges that keep you pressing on to beat the next one. I thought I was going to play Darknet for 20 minutes or so to get a feel for the game. Little did I know, three hours would pass before I gazed upon (actual) reality again." - *Tom's Hardware*
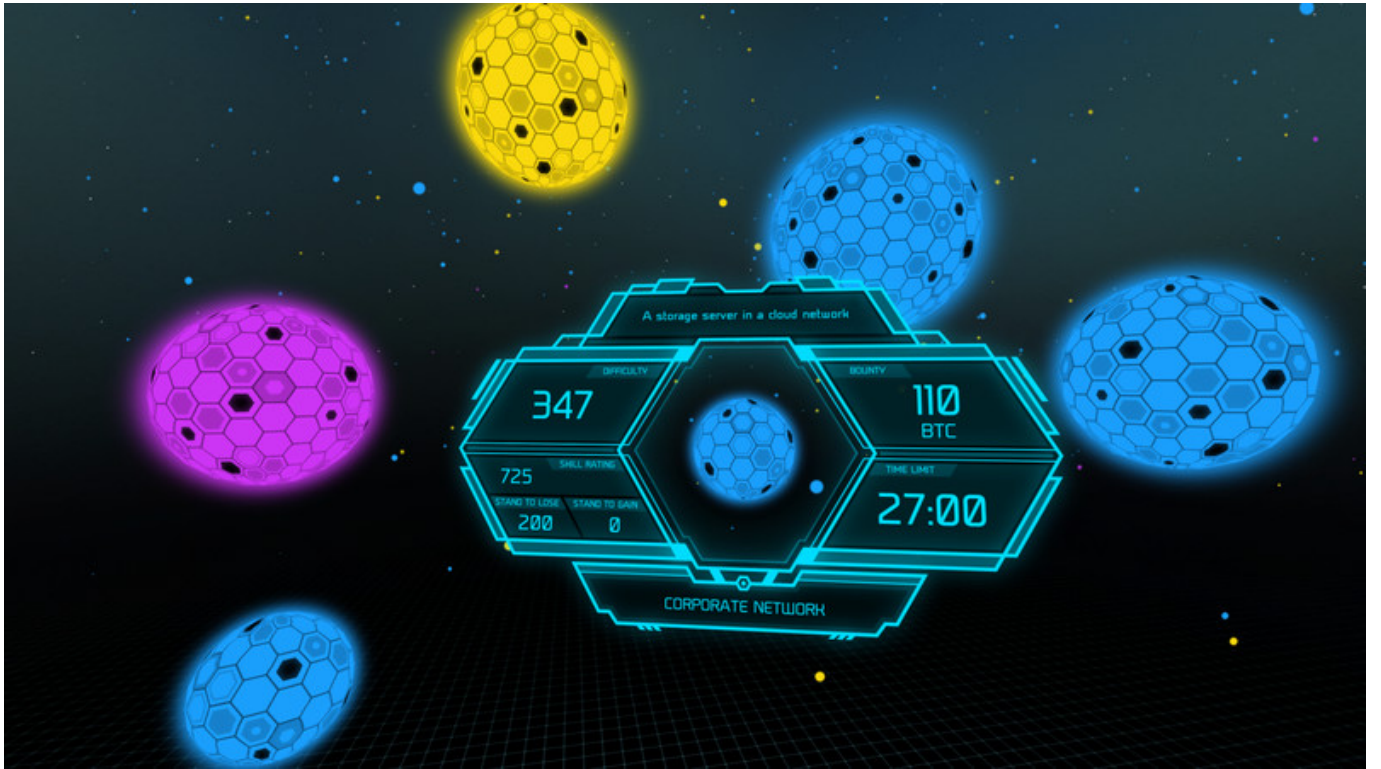
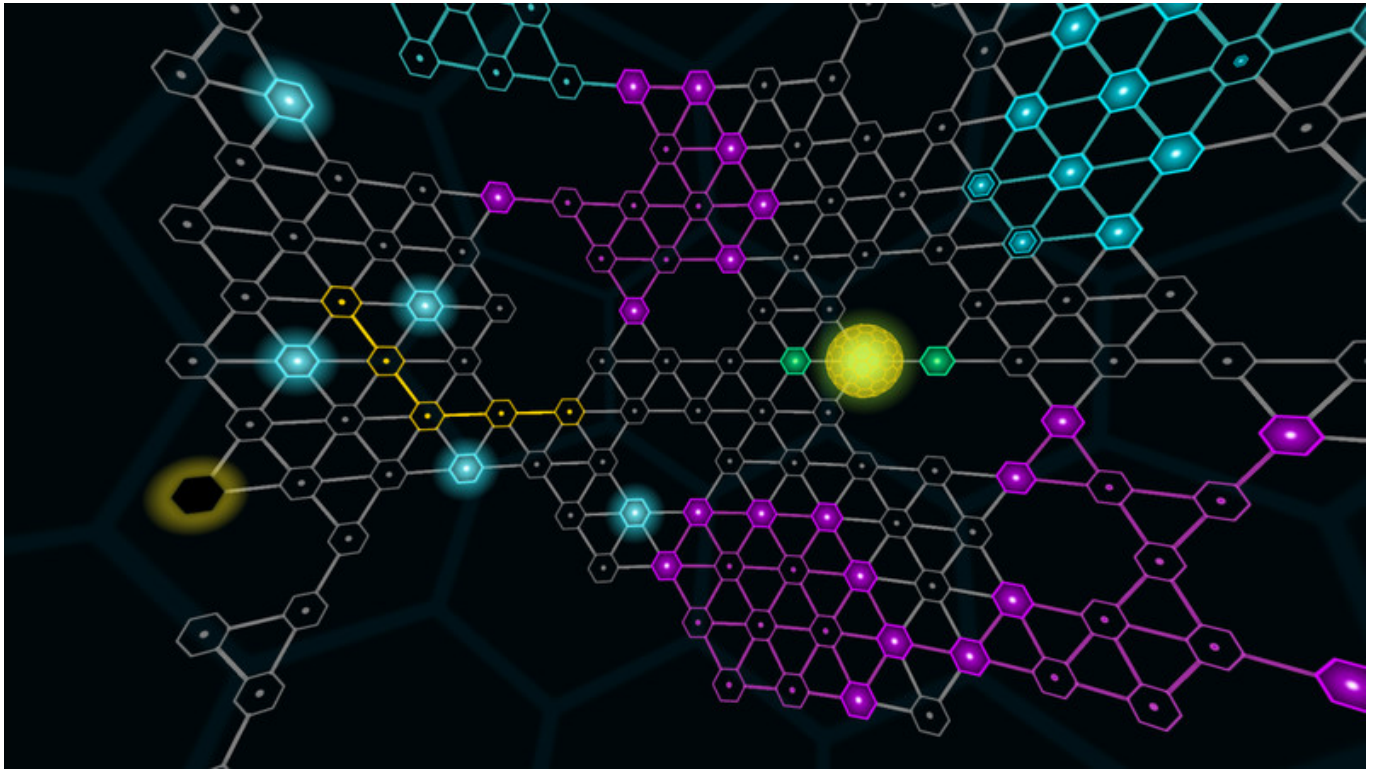By the same developer of VR strategy games [Tactera](#) and [Skylight](#).

Title: Darknet
Genre: Indie, Strategy
Developer:
E McNeill
Publisher:
E McNeill
Release Date: 8 Jun, 2017

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English,French,German,Korean,Simplified Chinese

Darknet was interesting... for a while. Then the repetition got dull, and I found I didn\u2019t want to waste any more time with it.

This is an abstract game about capturing data nodes. For each map, you capture small nodes to gain cash, use the cash by viruses, and work your way up to larger and more valuable nodes. Eventually you have enough viruses in your inventory to capture the root node and the mission ends.

There are some minor decisions to make when choosing which nodes to attack, since capturing a node reduces the difficulty of all the adjacent nodes. So you will often attack nearly worthless small nodes in order to weaken a valuable large node. Later in the game, there are nodes protected by ICE, which you must pay to remove before you can see the contents of the node or attack it, but that\u2019s about as complex as the strategic map gets.

It\u2019s the actual capturing of nodes that is the basic gameplay loop. There are blue pegs, and you can mark 1 or more of them with purple viruses. A virus expands from the peg until it hits the goal or a blue peg. Blue pegs rapidly eliminate your virus when touched, so capturing nodes is largely about eliminating enough pegs that you have a clear shot at the goal.

Initially you have just 1 virus. As you accumulate funds, you can increase the number of viruses you can use in a node. The difficulty of a node is the number and placement of the pegs. Simple puzzles can be solved with just 1 virus, but medium nodes generally need 3-4, and large ones need 6-7. You typically want 10+ to capture the root node.

Missions are timed. This is necessary because at root it\u2019s a pretty simple game, and if you have unlimited time you can just apply enough brute force to solve most missions. If time runs out, you get no reward, and you lose \u201cskill points.\u201d Succeed and you gain Bitcoins and \u201cskill points.\u201d Your skill rating determines what missions you\u2019re offered. The higher your skill, the harder and more rewarding the missions.

You start off from scratch each mission, so you\u2019re always starting with just 1 virus and going through the same steps of building your way up. After a few hours just about all small nodes are trivial to solve, but you still have to grind through them. Over and over and over.

The medium and particularly the large nodes remain challenging, but after a while the basic process of solving a given node gets to be very, very repetitive, and the game never offers anything but solving more and more nodes.

You do gain some minor advantages as you progress, such as a larger starting fund (letting you buy 2 viruses at the start instead of 1), but you run through those pretty quickly and all that\u2019s left is the grind.. very fun puzzle game even without VR. This game uses space and motion in a way that I wish most VR games did. The gameplay ranges from casual from demanding and feels unique.. A very fun and addictive seated VR experience. The graphics are also surprisingly good. Recommend to anyone who loves puzzle games.. A bizarre puzzle game that combines time and resource management with spacial puzzle solving. Does it \/need\/ to be on VR to work as a concept? No, absolutely not. Does VR make a bit more kick\u2665\u2665\u2665\u2665\u2665and bring you more into the world? Absolutely.

This sort of feels like a more visual, less cerebral and less deep Uplink. It's certainly interesting, and I definitely seeing myself getting a lot of play time out of this game.. I feel sorry for saying that, but this is not $15 or even $10 dollar game. Otherwise it is interesting for couple hours, then becomes all the same. May be it is just me, but I like puzzle games without time limit as well.. I was looking forward to playing Darknet since before I bought my Vive last year. An hour and a half into the game, I'm still excited about it, and the scope and content of Darknet seems to exceed your run of the mill VR titles, despite the superficial simplicity of the gameplay.

Currently only a few bugs with controllers registering as pointing at buttons and a lack of support for seated position is bringing it down, but compared to most other games, I the polish is great. You can feel that the game was designed with using your head as your pointer in the menus, and I hope we get the option to toggle to headpointing or something.. I'm not sure why this game is so addicting, but like many VR games after playing for 5 minutes, 2 hours had gone by. The balance of puzzle and strategy makes this game challenging and extremely satisfying. The graphics on this game are exceptional; if your introducing someone to VR for the first time, Darknet would surely impress them. The tutorial doesnt fully explain how the game is played and so

figuring out the mechanism of the viruses will require some puzzle solving in itself.. So you get into the game, do the tutorial which isnt long and youre set to go. From the main menu you can select a level or "network". Select it and you will play that level and then either fail or win. Winning gives you bitcoin which you can use to upgrade. Fail and not much happens.
Yes, there is a nice amount of content, but not enough to last you for more than 2 hours and definitely not enough for something thats floopin 14,99\u20ac!
Its too repetitive. Gets boring fast.
Gameplay: Gets old fast.
Visuals: Not anything special. Could be a bit better.
Price: Should be free, or maxium 2,99\u20ac.

DO NOT BUY THIS GAME NOR THE 4 TERRIBLE VR STRATEGY GAMES BUNDLE! NONE OF EM ARE WORTH IT!
I hate that i didnt refund this before it was too late.
I warn you. You will regret buying this game later.
There are tons of VR games way better than this.

This is what a VR game should look like. awesome game. worth the money!. interesting gameplay and visually stunning. many hours' worth of puzzles to solve, some of which are quite easy, others are quite hard. with the countdown clock always ticking, I frequently get sweaty hands under the pressure of solving the puzzles in time. lots of strategy involved to rush in, get the job done, and get out.. My son loves this game and is smiling all the time while playing it which is 5 hearts in my book. :). This is an excellent hidden gem that combines neat puzzle mechanics with excellent visuals for an impressive little title.. Fun and addicting, so far.. At the time of this writing I own 108 VR games, and this is the one I have logged the most time with. I love it. But I love puzzle games in general, and this is a nice blend of puzzle and strategy with a cyber flavor. I am usually not a fan of time limits but this one really pushes you to budget your strategy and what moves you will try based on how long they might take and how much time you have left. I can see how the hacking part may get repetative, but I have not gotten sick of it yet. This game might not be for everyone, but if you like this type of game, it excels at the formula.. Awsome game, I love the system. If only hacking was this fun.... Some terminology from the cyber's, no actualy hacking. Decent fun.. This is how a desktop game should be done in VR. Darknet could be played just as easily with a mouse, but turning it into VR they did such a good job. Great strategy game and a solid addition to any VR library.

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