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About This Game

Hack 'n' Slash is a puzzle action game about hacking -- reprogram object properties, hijack global variables, hack creature behavior, and even rewrite the game's code. The only way to win is not to play...by the rules!

The wizard has mandated that everyone confine themselves to the village, the castle armory has started to forge weapons so powerful that no one but guards are allowed to carry them, and anyone who attempts to find a sprite and demonstrate their bravery would face certain death. The new laws are for your own protection, but you don't buy it. You'll show everyone what "brave" means and, if you're clever, maybe uncover the secret reasons why everything's gone sideways.

Key Features:

- **Use in-game tools to hack the game while you're playing it**
Your sword can hack the variables of objects. You find magic artifacts that allow you to tune global variables to your liking. Discover equipment that lets you see the game's internal debug visualization to uncover things that weren't meant to be seen.
- **Hack the code**
As you achieve advanced hacking mastery, you'll be able to dive directly into the game's assembly in the form of procedurally generated dungeons and modify the live-running code.
- **Make the game yours**
Puzzles have myriad solutions, many of which we haven't anticipated. As you master the game's hacking mechanics, you

can mold and shape the game in whatever way you desire.

- **Crash it!**

You're hacking the game for real! You can totally break it. Roll back in time to change the rules so the bugs don't cause the world to fall apart, whether they're yours or ours!

Title: Hack 'n' Slash
Genre: Adventure, Casual, Indie
Developer:
Double Fine Productions
Publisher:
Double Fine Productions
Release Date: 9 Sep, 2014

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Minimum:

OS: Windows XP Service Pack 3

Processor: 1.7 GHz Dual Core

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 260, ATI Radeon 4870 HD, Intel HD 3000, or equivalent card with at least 512 MB VRAM

DirectX: Version 9.0

Storage: 3 GB available space

Sound Card: DirectX Compatible Sound Card

Additional Notes: Must have OpenGL 3 with GLSL version 1.3

English







This is one of the best hacking\cracking\debugging-themed games I've had pleasure to play. Unlike its edgy cousins, it's clever and faithful to the topic, yet cheerfully bright and unassuming.

If you've ever used the console in Skyrim to spawn a bunch of cheese wedges on top of someone's head, change your housecarl's sex and clothes while they're asleep as some kind of a practical joke, or turn an ordinary pet chicken into a giant bloodgrain-thirsty monster that no dragon would want to cross paths with, you already know how fun and relatively simple tinkering with other people's programs may be.

If you haven't, and never used debuggers or programs like Cheat Engine before, it's OK! in [this 30-minute long video the developers will explain some of the shenanigans and joys to be had in the game.](#)

[Do keep in mind that the game will NOT teach you programming, as in, "writing a program to make the computer do stuff you want". Instead, it will challenge you to find and modify small parts of existing programs to make them act in a way you want, which is a strongly related, but ultimately different skill.](#)

[If you have zero knowledge about programming and want to try it out without bothering with real programming languages, this awesome Google's coding minigame may be a much better fit for you.. Hack 'n' Slash is a 2D puzzle game set in a beautiful RPG world that revolves around programming concepts and logic, while using the serious hacker mindset against unjust authority, as a subtle undertone.](#)

[The story follows a player named protagonist and their BFF sprite, while the two combat the evil Wizard in his quest to corrupt the world around them. The fun starts when the player finds a sword equipped with a USB male end that lets them hack the world around them, changing values and solving puzzles. The Wizard has the same abilities as you do, giving off the character traits of the dreaded Black Hat hacker. One of the more memorable characters is your mentor, whom I won't say too much about. But I really liked that character, as he served this kind of master programmer\wise master.](#)

[This game is perfect for those who love the programmer\hacker atmosphere. The characters are memorable and the weapons and items provide for limitless fun and possibility. The games puzzles are smart, and really diverge from the norm. I dare say they are fun even.](#)

[The game includes easter eggs hinting towards the legendary hackers of old such as Captain Crunch, really throwing a bone to the veterans of the hacking scene.](#)

[In conclusion, I give this game a 7\10. I do wish it put more emphasis on the story, rather than it taking backseat solely to have a fantasy RPG environment.](#)

[. Such a great concept for a game, and such a terrible execution. Even if you're hooked by the idea of hacking the game while playing it, if you're looking for a game to enjoy, I would skip it.](#)

[It's got promise as a proof of concept, but there's just so much frustration over the actual gameplay that it sours the whole experience.](#)

[- Areas reset when you leave them, but unless you know exactly where you're going you'll end up backtracking a lot as the areas can be relatively large. This results in you having to perform the same tasks to solve the same puzzles to get through the same rooms over and over.](#)

[- But it quickly becomes obvious why the areas reset when you leave them: it's easy to inadvertently put yourself into an unwinnable state, at which point you either need to leave and re-enter the area, or use the reload game artifact you find. This includes all sorts of annoyances: doors locking when you're on the wrong side, ruining the scripted sequence, enemies being made immobile and invulnerable while blocking your path, objects being placed out of reach, or the game being made unwinnable because why would anyone design a game where a necessary action that can only be performed three times could also be undone?](#)

[- Regardless, this is the same reload game artifact which, once you get about halfway through, will often crash the game when you try to use it.](#)

[- The relatively large areas and lack of direction mean when you encounter a puzzle that you can't solve, you're unsure if it's](#)

[because you're simply bad at puzzles, if you haven't found a necessary piece, or in some rare occurrences, if you didn't find a necessary piece all the way in the last chapter. The only way to find out is to look up a walkthrough on Youtube.](#)

[Again: great concept, incredibly frustrating to actually play., its a game about hack ing](#)

[awesome](#)

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