

NODE: Protocol – Press Kit

Title: NODE: Protocol

Genre: Hacking Simulation

Platform: PC (Steam), Linux + Steamdeck, MacOS

Engine: Godot 4.x

Players: Single Player and 1-4 (online co-op) and CTF up to 6vs6

Developer: Device

Release: 6 November 2026, Steam nextfest demo on 19 October 2026

Game Introduction

You press PLAY and a terminal boots. A cursor blinks. Your handler called Vane, walks you through your first breach. After that, you're on your own.

NODE: Protocol is a hacking simulation disguised as an operating system. Every window, every app, every file on screen exists inside the fiction – a custom OS built for one purpose: anonymous network intrusion.

You are a Neural Operator, a ghost in a world of +250 live domains, 91 corporations, banks, governments, and criminal syndicates, all connected to a network you can map, probe, and tear apart from a command line.

Scan ports. Research real CVEs. Pop shells. Escalate privileges. Pivot through LANs. Intercept cell traffic. Redirect SWIFT wire transfers. participate in ATM Jacking. Clean your logs – or don't, and watch federal investigators trace you back through every server you touched.

Your hardware is a physics simulation. Thermals spike. Breakers trip. Fans scream loud enough to give you away. Bitcoin prices swing between 20k and 200k while your miners run on stolen servers. Every connection leaves a trace. Every trace has a clock. Getting raided isn't game over – but you'll feel it.

Bring a crew. Up to four operators share one hacking session: synchronized exploits, coordinated breaches, escalating detection, and payouts that scale with the risk. Or work alone. The terminal doesn't care.

A spiritual successor to Uplink (2001), built for the players who wanted to go deeper.

"Uplink was the beginning. This is THE endgame."

Co-op Multiplayer (2-4 Players)

NODE: Protocol ships with full online co-op. Form a crew, share a hacking session, pull off operations no solo operator could attempt.

[+] Shared hacking state, Every exploit, cracked password, and discovery syncs to the entire crew in real time

[+] Crew Operations, Multiplayer-exclusive breach missions that scale by crew size: more players means bigger networks, harder objectives, and significantly higher payouts (up to 6x solo reward)

[+] Objectives that demand coordination, Root all LAN devices, exfiltrate target files, clean every log. Detection probability escalates the longer you're inside

[+] Individual performance bonuses, First blood, root bonuses, clean sweep rewards. Everyone contributes, standouts get paid

[+] In-world crew interface (MeshLink), Lobby, real-time IRC chat, operation tracker, crew roster, all diegetic, no overlay menus

[+] Voice chat, Built-in PTT voice comms

[+] Host migration, If the host drops, the lowest-index peer takes over seamlessly. State snapshots every 30s ensure nothing is lost

[+] Crew heat, Each player has individual heat. Weighted crew heat means the worst offender drags everyone closer to a raid

Key Features

- [+] 95 terminal commands, Recon, exploitation, privilege escalation, stealth, IoT manipulation, social engineering, SIGINT, economy
- [+] Realistic exploit pipeline – scan → searchsploit → metasploit → connect, gated by 72 real CVEs
- [+] Hardware as physics – 4Hz thermal/power/noise simulation. Your rig overheats, breakers trip, fans give you away
- [+] Crack users their bitcoin wallets, or intercept their logins via IMSI catching, clone their sim card and get away.
- [+] Volatile Bitcoin economy, Prices swing 20k–200k. Mine, tumble, launder, or gamble at the in-world crypto casino
- [+] 31 mission types, Data theft, blockchain forensics, hotel WiFi pineapple ops, SWIFT wire fraud, ATM cashouts, social engineering recruitment, USB postal delivery
- [+] 6 shell interpreters – Linux, Windows, iOS (post-Pegasus), AIX mainframe, SWIFT banking CLI, BASE24 ATM
- [+] 5+ rival NPC hackers – Compete for targets, escalate to war, can be permanently eliminated
- [+] Cobalt Strike C2, Deploy beacons, phishing campaigns, postal USB delivery with interception risk
- [+] SIGINT interception, IMSI catching, phone exploitation, MFA, Sim cloning, interception across 10 world cities
- [+] Botnet & DDoS, Infect servers, run booter services, trigger world-state modifiers
- [+] 15 safehouses, Each with unique effects on hardware, trace speed, and raid protection
- [+] Darknet browser, 15+ in-world sites: marketplace, casino, social media OSINT, blockchain explorer, crypto exchanges
- [+] Steam Deck native, D-pad hotbar, radial menus, haptics, battery profiles

Latest news on node:

Node has partnered with cyber.info to give the 200k community a chance to learn and play this game

The CEO of cyber.info, Aaron Fillmore said this to his community:

"We think you'll really like it. I've personally been playing it a bunch and think it has a lot of educational value, which is why we're partnering with the developer. It's not just a cringe "autohacker 5000" but is a great mix of real life and still being a video game. There are a ton of great nuggets of information built in!"

Game trailer: <https://www.youtube.com/watch?v=UySxiJjbzxM>

Latest news:

<https://store.steampowered.com/news/app/4514420/view/695397823941706284>

Socials

[+] X/Twitter: https://x.com/hacking_game_

[+] Youtube: https://www.youtube.com/@node_protocol

[+] Discord: <https://discord.gg/rGXa2jR5d8>

[+] Medium: https://medium.com/@NODE_PROTOCOL

[+] Steam: https://store.steampowered.com/app/4514420/NODE_PROTOCOL/