ThreadSpace HYPERBOL

USER MANUAL

IOCAINE
S · T · U · D · I · O · S

Table of Contents

Table of Contents

Introduction

The Game

ThreadSpace: Hyperbol is a Projectile-Based Tactical game set in the distant future. Players battle each other on roads in space, called Hyperchannels, as they pilot massive Ships capable of firing a wide variety of Projectiles.

Multiple Ships with varying attributes are at the player's disposal as they progress in level and earn credits throughout the ongoing war.

The Story

THE JUMPSTART   CORPORATION ERA   FACTION WAR

2053   2054-2096   2098 - NOW

2053: The Jumpstart

A deserted outpost is discovered inside of Mars by a research team. The outpost contains incredibly advanced technology and appears to have been deserted for over 300 years. The research team is mysteriously able to interface with the outpost's computer systems and gain full access to the technology.

They learn that this outpost is one of hundreds of research facilities set up by an alien race called the Zell to monitor intelligent life in this galaxy. The life this outpost was monitoring was human life on Earth. Reasons for the outpost being abandoned were unknown, but the method of evacuation was quickly discovered.

A hyperspace gateway connecting the Mars outpost to a very distant sector of our galaxy was activated by the research team after careful study of the technology. This

Introduction

sector was used as a central hub to the other outposts, supplying power and resources through the gateways. The Hub Sector was rich with advanced technology and various resource installations. Hyperon energy was discovered, and humanity wasn't ready for it...


2054 - 2096: Corporation Era

Quickly seeing the potential of The Hub Sector, the major corporations moved in to dominate the rich resources available. Over time, the corporations merged or were taken over to leave only 4 massive corporations.

An ancient Zell tournament known as "Hyperbol" was quickly embraced once the arenas were activated again. Since passage through the gateway was expensive for the average person, people felt quite rooted in this sector and a culture started forming. Hyperbol became the game of choice, especially after the corporations began sponsoring Hyperbol athletes. Common workers were given the opportunity to outfit their ships for use in the tournament and had a chance to change their lives. Piracy started to become an issue as a scattered rogue element raided peaceful ships and small facilities. To combat this issue, the corporations established the Intercorporation Military Force to provide security for everyone in the sector.

The corporations were in a stable balance of power until a scandal occurred involving a corporation sponsored Hyperbol athlete. This scandal remarkably caused the collapse of the corporations, and soon the whole sector tumbled into a state of chaos. The former corporation executives were evacuated via the gateway that linked the Hub Sector to Mars. Shortly after the evacuation, the gateway became permanently inactive through a suspected act of sabotage.

Introduction

THE JUMPSTART	CORPORATION ERA		FACTION WAR
2053	2054-2096		2098 - NOW
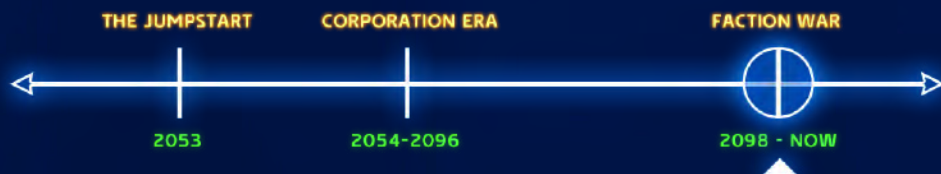
2098: Faction War

After the Mars gateway was disabled, total anarchy ensued across the Hub Sector. The IMF attempted to control the situation and instill their version of order.

The scattered pirate groups rallied together to take advantage of the chaos and formed The Syndicate.

Some remnants from the corporations joined Devon Drake to oppose the IMF in establishing a perceived dictatorship, and instead sought to recreate a form of government to organize the chaotic sector. To increase their arsenal, the Factions converted the abundance of non-lethal Hyperbol ordnance to lethal ordnance. What once was used for competition was transformed into weapons of war.

After 2 years, the 3 Factions had taken over all of the former corporation territories in the sector and are at a stalemate. Starports, the once active stations for non-corporation businesses, were reactivated by the Factions in hopes of attracting the drifters, privateers, mercenaries, former corporation employees, and anyone else to join in the fight for a price.

Introduction

The Factions

The IMF

The IMF (Intercorporation Military Force) was established during the Corporation Era to act as the policing body between the four corporations. After the fall of the corporations, the IMF found themselves abandoned by the entities they once served. The IMF set out to restore order in this now chaotic sector of space. Completely cut off from Earth, the IMF became the only source of order and law. Imposing an almost dictatorship-like structure that adhered to a chain-of-command was met with great resistance and paved the way for other factions to emerge. The IMF believes in order, structure, and military rule…at any cost.

Introduction

The Factions

The Syndicate

The Syndicate formed shortly after the corporations fell when the major piracy guilds saw an opportunity to seize power. With the sector is chaos, The Syndicate moved in to control the former corporation territories through deception and manipulation. They are cunning and secretive in their ways. Their ultimate goal is unclear, but through their actions, it is obvious they hunger for power and control above all else.

Introduction

Drake Republic

The Drake Republic was founded by Devon Drake in response to the IMF's attempt to impose their rule over the sector. The Republic initially consisted of the scientific and executive branches of the fallen corporations, but soon gained momentum with the agricultural and mining branches once the Starports were brought online. The Republic is in direct opposition to the IMF by promoting their system of democracy over the IMF's apparent dictatorship. The Republic believes strongly in allowing the people to govern society and for power to be distributed evenly.

Introduction

Minimum System Requirements

- Windows 2000/XP/Vista

- DirectX9.0c or higher

- Graphics Accelerator with 32-bit color support (DirectX9-Supported Accelerator recommended)

- 1.0GHz or faster processor

- 256MB of RAM

- 250MB of hard disk space

- An internet connection (for multiplayer)

Introduction

Installation

Ensure that you have enough hard disk space (from the System Requirements section) and run the installer for ThreadSpace: Hyperbol. The installer will allow you to select an installation location if the default location is inadequate for you.

If anything goes wrong during the installation process, you can run the installer again to reinstall the game. See the Support section if you have additional installation issues.

Updating

ThreadSpace: Hyperbol comes with an automatic updating application called HBPatcher. Running the HBPatcher will connect to Iocaine servers and update your version of ThreadSpace: Hyperbol to the latest version automatically.

If you log into Starport (the online system ThreadSpace: Hyperbol uses) with an earlier version of the game, Starport will prompt you that your version is out of date and run HBPatcher for you.

If you are unable to connect through the HBPatcher, manual patches will be made available on the ThreadSpace: Hyperbol website. (http://www.Hyperbol.com)

Controls

Controls

Camera

ThreadSpace: Hyperbol has a third-person camera perspective so you can see your ship as well as the various actions taking place on the battlefield. You are able to move the camera around the battlefield to get a better view of everything going on.

The easiest way to move the camera is to hold the Right-Mouse Button on an open area in the battlefield, and move the mouse to pivot the camera around that area.

The most important camera key to new players is the Return To Ship key, which is the 'V' key by default. Pressing this key will bring the camera back to your ship.

Double-clicking the Left-Mouse Button on anything in the battlefield will bring the camera closer to that point.

Using the W,A,D,S keys will pan the camera up, left, right, and down respectively.

Holding the Shift key will toggle First-Person camera controls where W,A,D,S will move the camera forward, left, backward, and right respectively. Also, moving the mouse in this mode will turn the camera in the direction you move it, like you would normally experience in a typical First-Person Shooter game.

Rolling the Mouse-Wheel will zoom the camera in and out.

Controls

Firing

Firing projectiles from your ship is the core foundation of the game. You can control the direction and speed of a projectile before it is fired from your ship.

To fire a projectile, hold the Left-Mouse Button down on your ship, move the mouse to adjust the aiming reticle, and release the mouse button to fire.

Spin

Certain projectiles can have Spin applied to them before being fired. Spinning a projectile will cause it to alter its course after fired relative to the amount of Spin you applied to it.

You can alter a projectile's Spin by holding down the Spin keys (Spin Counterclockwise: Z, Reset Spin: X, Spin Clockwise: C) while aiming.

Rotation

Some projectiles, like the Rocket, can rotate instead of spin. Rotating uses the same keys as spin. When a projectile is rotated, it will face the direction it's rotated in when fired. In the case of the Rocket, it will fly towards the direction it has been rotated towards after being activated.
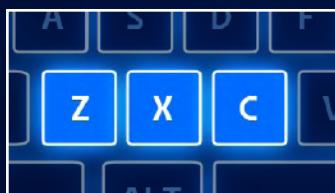
Controls

Activation

Some projectiles can be activated after being fired from your ship. The projectile will have an activation indicator around while it's in flight. Pressing the Spacebar will activate the projectile, triggering its activation function. If you were to activate a Detonatable Bomb, it would detonate and cause an area of damage.
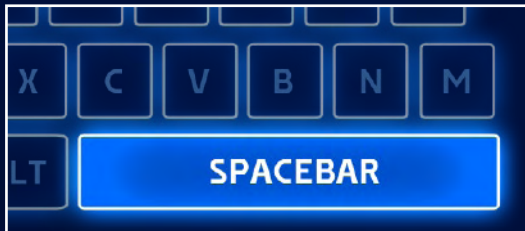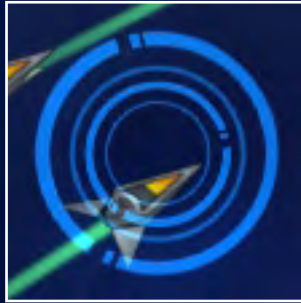
Controls

Moving

You can move your ship by clicking on the Move Ship button, and then click on your destination in the battlefield. Your ship will move there if it can, consuming fuel proportional to the distance you're moving. Your engine will recharge over time, but you will be unable to move again until your engine has been fully charged.
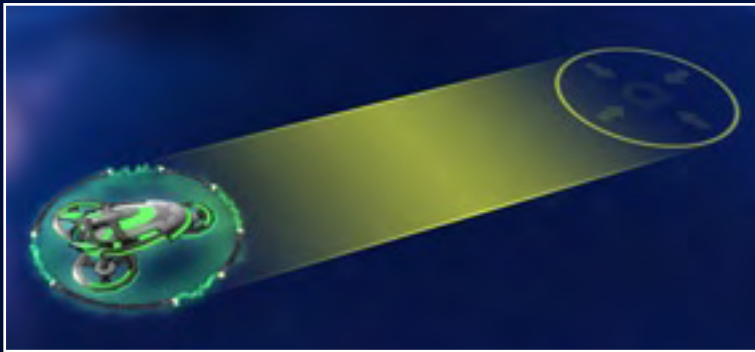
Controls

Default Controls

Camera controls

Cam Rotate and Strafe Mode (FPS Mode) ....Left Shift
Move Cam Left ....A
Move Cam Right ....D
Move Cam Up / Forward ....W
Move Cam Down / Back ....S
Last Fired View ....E
Toggle Between Last Camera Position ....N
Return To Ship..V

Camera Bookmarks (Hold CTRL and press the key to set bookmark)

Camera BookMark 1 ....F1
Camera BookMark 2 ....F2
Camera BookMark 3 ....F3
Camera BookMark 4 ....F4
Camera BookMark 5 ....F5

Game Controls

Activate Next Deployable ....SPACEBAR
Refire ....Q
Rapid Fire Mode Switch..T
Move Ship ....M
Move Production Station..P
Recycle..R
Spin / Rotate Projectile Counter-Clockwise ....Z
Spin / Rotate Projectile Clockwise C
Spin Reset X

Controls

Default Controls

Misc. Controls

Show Scoreboard ....TAB
Chat Mode ....RETURN
Team Chat Messages...G
System Messages I
Objectives ....O
Activate Voice Chat ....F

Production Hotkeys

Open / Close Production Station Panel...B
Select Ballistic Module 1
Select Tactical Module 2
Select Hyperbol Module 3
Select Impulse Module 4
Select Vex Module 5
Select Gravity Module 6

JPG Screenshot (Hold CTRL and press, to make BMP's)

Screenshot ....PRINTSCREEN

Gameplay

Gameplay

Player Ship

All players in a game control a ship of their own. These ships can vary in their stats which control how the ship will behave. All ships have armor and shields that are represented by green and blue bars on the user interface. When your ship's shields take damage, they will recharge after they have stopped taking damage. When your ship's armor is completely depleted, your ship will be destroyed. You will be able to come back into the battle after being destroyed by "Surfacing" from the Hyperchannel after a short time if the battle permits it.
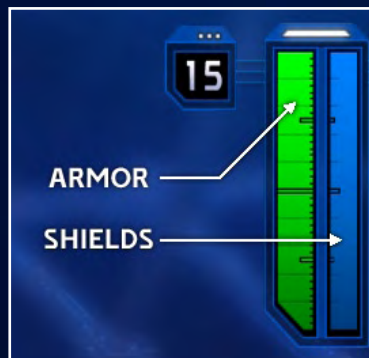
Gameplay

Ship Stats

All Ships have 12 stats that define their abilities.

Projectile Build Speed: How fast your Projectiles are produced

Projectile Velocity: How fast projectiles travel when fired

Projectile Power: How much damage your Projectiles can do

Projectile Capacity: How many projectiles the ship can store of each type

Engine Power: How fast the ship can move using its main engines

Gameplay

Ship Stats

Engine Fuel Capacity: How far the Ship can go with fully charged engines

Engine Recharge Rate: How fast the engines of the ship recharge

Shield Strength: How much damage the shields of the ship can absorb before failing

Shield Recharge Rate: How fast shields recharge

Armor Strength: How much damage the ship can take

Area of Effect: The size of the area of effect of your projectiles.

Gameplay

Ship Stats

Area of Effect: The size of the area of effect of your projectiles.

Deploy Capacity: How many active deployables the ship can control at once

Different Ships have different stat distributions, but all stats are balanced compared to each other. Players have the ability to modify their ship's stats in the Starport Garage to cater to their desired play style and strategy.

Gameplay

Projectiles

BALLISTICS MODULE

Your ship can fire projectiles that can perform various functions. The Plasma Bolt is the most basic of the offensive projectiles and will damage anything it hits. More complex projectiles like the Repulsor will deploy and emit a repulsion field when activated.

The projectiles your ship can fire depend on your Production Station and the Modules you have built in it. Your projectiles will build over time depending on how your ship has been configured.

Plasma Bolt

The Plasma Bolt flies in a straight line and explodes on contact for a small amount of damage.

Plasma Bolt (Upgraded)

The upgraded Plasma Bolt does a lot more damage then the regular Plasma Bolt. It will explode on contact.

Gameplay

BALLISTICS MODULE

Rocket

Rockets should be pointed in the appropriate direction before firing them. Once activated, the Rocket's thrusters will propel it in the direction it was pointing.

Scatterpack (Upgraded Rocket)

The scatterpack firmly plants itself on the field and fires many small rockets in the direction it's pointed upon activation. The pack is easily susceptible to external influences like gravity and collisions.

Projectiles

BALLISTICS MODULE

Cluster Bomb

When the cluster bomb is activated, it explodes into several smaller pieces, each of which does a small amount of damage.

Cluster Wedge (Upgraded Cluster Bomb)

The cluster wedge is the upgraded version of the cluster bomb. When activated, the Cluster Wedge ejects small explosive shards in a tight wedge formation in the direction it is pointing. The Cluster Wedge can be rotated to face the desired direction before being fired.

TACTICAL MODULE

Detonatable Bomb (Det Bomb)

The Detonatable Bomb explodes in a large radius immediately on activation, and does a low to medium amount of damage.

Detonatable Bomb (Upgraded)

The upgraded Detonatable Bomb will overload any unit within its radius upon activation. The overloaded unit will release an explosion that damages nearby units.

Projectiles

Time Bomb

The time bomb will begin to count down when activated. Once the countdown completes, the bomb will explode in a medium to large radius, doing high amounts of damage to anything caught in the blast.

Time Bomb (Upgraded)

The upgraded time bomb, once activated, counts down. When the countdown finishes, the bomb explodes in a medium to large radius, doing heavy damage to anything caught in the blast.

In addition, it emits several bolts of high energy that extend in lines beyond the blast range, doing extra damage to anything they strike.

Projectiles

TACTICAL MODULE

Pulse Cannon

The Pulse Cannon locks in place once activated. It will charge up and fire a single pulse beam at the location a Pulse Cannon Target Beacons is activated
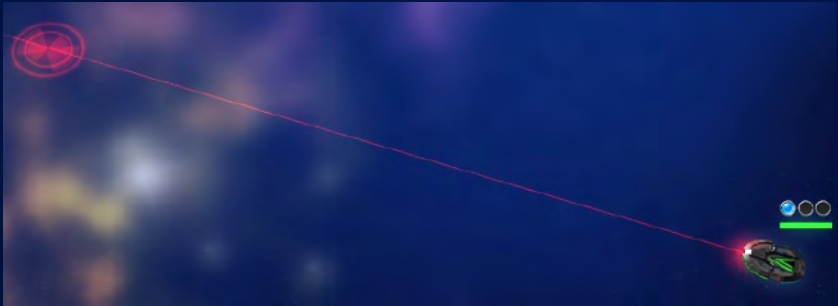
Pulse Cannon (Upgraded)

Once activated, the upgraded Pulse Cannon locks into place. Each Pulse Cannon will fire several beams in a small arc towards any Pulse Cannon Beacon you deploy.

Pulse Cannon Target Beacon

When activated, all Pulse Cannons you own will turn and fire at the point of activation if they are able. To remove a beacon, recycle it.

Gameplay

Projectiles

Hyperbol

The hyperbol explodes on contact, and delivers an extremely high amount of damage in a large radius.

Hyperbol (Upgraded)

The upgraded Hyperbol will explode on contact, dealing a large amount of damage in a large radius. In addition to this, the Hyperbol uses tendrils of energy to attack nearby deployables, player ships, and Production Stations that it passes nearby. This energy is eventually depleted and the upgraded Hyperbol becomes a regular Hyperbol.

Gameplay

HYPERBOL MODULE

Hyperplasm
When activated, the Hyperplasm emits a large cloud of electrical plasma, which damages anything caught in it. The cloud can be dissipated with a repair bomb or by pulling it into a singularity. It will also slowly dissipate on its own, if it is not actively destroying anything.

Hyperplasm (Upgraded)
The upgraded Hyperplasm, when activated, expands into a large cloud of damaging energy. Anything within the cloud will take damage from it constantly. In addition to this, it will grow whenever if destroys an object, and also tends to slowly drift towards anything it can consume.

Projectiles

Singularity

Once activated, a Singularity is created, which pulls nearby projectiles into the center of it. Singularities do not damage objects in their radius, but any projectile touching the center of it will be immediately consumed. The Singularity will shrink to nothing over time. The shrinking can be slowed by feeding it projectiles.
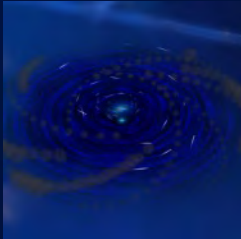
Singularity (Upgraded)

Once activated, a Singularity is created. It will pull any projectiles that come close into it, and any projectiles touching the center are immediately destroyed. The upgraded version grows whenever it consumes any projectile. Singularities shrink over time when not consuming anything.

Projectiles

EMP

The EMP emits a strong electromagnetic pulse when activated. This pulse temporarily disables projectiles and production facilities caught in the blast, and severely drains any shields it strikes. EMP will also destroy fighter swarms, at the cost of temporarily disabling the object the fighters were attacking. Walls are immune to the EMP but do not stop it from affecting objects behind the wall.
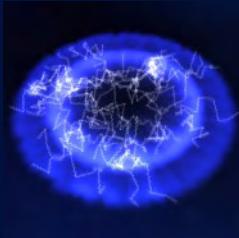
EMP (Upgraded)

The upgraded EMP will drain shields and temporarily disable Production Stations, projectiles, and other objects caught in its blast. It will cause anything affected by it to emit another EMP blast, causing a chain reaction effect. The EMP will also destroy Fighter Swarms. Walls are immune to the EMP, but do not protect objects behind themselves from the blast.

Projectiles

IMPULSE MODULE

Wall Node

When activated, the Wall Node will lock into position, and connect itself with any other wall nodes nearby.

Projectiles cannot pass through the barrier, and any blasts exploding on the wall are greatly weakened by it. The Wall Node is immune to the EMP, but does not stop objects behind it from being affected by EMP

Wall Node (Upgraded)

Wall Nodes, when deployed, connect with other nearby wall nodes to form walls. Upgraded Wall Nodes are stronger, but also share any damage they take with neighboring nodes, letting the entire network of nodes take the impact. This makes them much harder to destroy. The Wall Node is immune to the EMP, but will not protect objects behind it from EMP.

Projectiles

VEX MODULE

Repair Drone

When activated, the Repair Drone will deploy and repair objects within its radius one at a time. The drone repairs by sacrificing its own health. It can also shrink Hyperplasm clouds. It also pulls fighter swarms attacking nearby objects to attack itself instead.
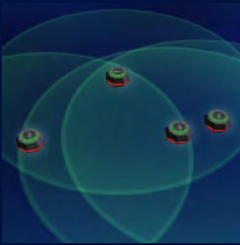
Repair Drone (Upgraded)

The upgraded Repair Drone has more health than the normal drone. It can now repair multiple objects at simultaneously without any additional cost to its health. Repair Drones also get rid of Fighter Swarms and Hyperplasms.

Fighter Swarm

The Fighter Swarm, once activated, will attack the closest enemy object. The fighters will also drain the object's armor, and return the energy back to the owner of the fighters in the form of repairs to their ship.
Fighter Swarms cannot be used on enemy ships.

Fighter Swarm (Upgraded)

The upgraded Fighter Swarm, once activated, will attack every enemy deployed unit within its radius. The fighters will also drain the object's armor, and return the energy back to the owner of the fighters in the form of repairs to their ship.
Fighter Swarms cannot be used on enemy ships.

Projectiles

Scrambler

The Scrambler emits a scrambling field when activated. Repulsors caught in the field will reverse their polarity. Pulse Cannons caught in the field will fire at random, wasting ammunition. Fighter Swarms can be removed by scramblers as well. EMP'd objects will return to normal. Projectiles which can activate and are caught in the field will immediately activate.

Scrambler (Upgraded)

The upgraded Scrambler emits a scrambling field when activated. Repulsors caught in the field will reverse their polarity. Pulse Cannons caught in the field will fire at random, wasting ammunition. Fighter Swarms can be removed by scramblers as well. EMP'd objects will return to normal. In addition, any object that is affected by the

scrambler will emit their own scrambling field, causing a chain reaction. Scramblers also cause any projectiles caught in the field to activate themselves.

Gameplay

GRAVITY MODULE

Shockwave

When activated, the Shockwave will emit a powerful concussive shockwave in all directions. Anything caught in the shockwave will be thrown away from it.
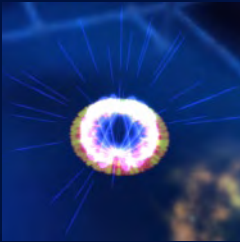
Shockwave (Upgraded)

The upgraded Shockwave, when activated, emits a very powerful shockwave which propels all projectiles away from itself. Unlike the regular shockwave, the projectiles affected by an upgraded shockwave travel directly away from the center of the blast, making it much easier to send objects in the direction you wish.

Projectiles   GRAVITY MODULE

Disruptor

The disruptor constantly emits a very strong repulsion field in all directions. Anything entering this field is pushed away from the disruptor. Disruptors can also collapse singularities.
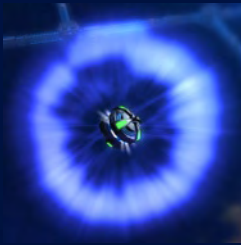
Disruptor (Upgraded)

The upgraded Disruptor pushes objects away from it as it moves. The upgraded version has a greater mass, so objects it pushes are not able to push back. The only exceptions are attractors and repulsors which are locked in place. Disruptors can also collapse singularities.

Gameplay

Projectiles

Attractor
Attracts any projectiles nearby towards it. Ships cannot fire or obtain Attractors. Use a scrambler on a repulsor to create an attractor.
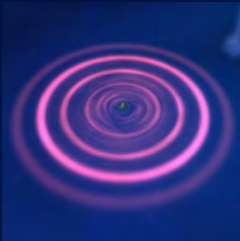
Attractor (Upgraded)
In addition to attracting, the upgraded attractor will emit a powerful attractive shockwave. Ships cannot fire or obtain Attractors. Use a scrambler on a repulsor to create an attractor.

Projectiles

GRAVITY MODULE

Repulsor

Once activated, the repulsor locks into position, and then repels any projectiles which come near it.

Repulsor (Upgraded)

The upgraded Repulsor will lock into place when activated, and then repulse any projectiles that approach it. In addition, it will emit a powerful shockwave periodically, pushing objects away from it rapidly.

Gameplay

Production Station

The Production Station is created by a player ship and produces projectiles for that player. A player can only have one Production Station out. If it is destroyed, they can deploy another one.

To deploy a Production Station, wait for it to be ready for launch and click on the Production Station Panel button on the user interface. This will prepare it for launch on your ship. To launch it, fire it from your ship like a projectile and press the Activate (Spacebar) button when you wish to deploy it. Since the Production Station is a target to your opponents, you should keep it safe and out of the line of fire.

Gameplay

Production Station

Once deployed, the Production Station can have Production Modules added to it to produce projectiles. Certain Modules produce certain projectiles. To see which projectiles a Module produces, examine the projectile icon tooltips in the projectiles area on the user interface. Building multiple Modules of the same type will increase the total capacity for the projectiles the Module produces, and provide a slight stat bonus to your ship specific to the Module.

The Production Station can have up to 6 Production Modules built in it. When it has all 6 Modules, you are able to upgrade one of them to an Upgraded Module. An Upgraded Module will produce the Level 2 version of its projectiles, which are stronger and have additional features. You can only have 1 Upgraded Module, and all Modules that were of the same type as the Upgraded Module will be removed.

Gameplay

Ship Forms

The player ship can change into a Ship Form, which greatly alters how that ship will behave. To change into a Ship Form, click on the Ship Form button on the user interface. After a short while, the ship will be in that Ship Form. A ship can have up to 4 forms installed, but only 1 may be active at a time. Additional forms can be purchased in the Starport Market.

Gameplay

Recycling

All ships have a Deploy Cap which determines how many deployables a player can have out on the battlefield at any given time.
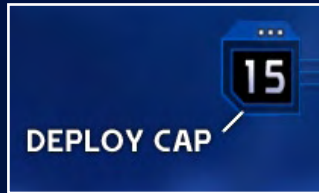
When the Deploy Cap is reached, no more deployables from that player can be deployed. Deployables can be Recycled from the battlefield to free up a Deploy Cap slot. To Recycle a deployable, click on the Recycle button on the user interface or press the Recycle Key ('R' by default), then press the Left-Mouse Button on the deployable to recycle from the battlefield.

Modules and even your Production Station can be recycled. To recycle a module, press the Recycle button and click on the Module from the Production Station Panel to recycle.

Gameplay

The Minimap

In the corner of the user interface is the Minimap. The Minimap displays a miniature snapshot of the battlefield you are fighting on. Tiny icons on the minimap represent other ships, production stations, deployables, and other projectiles flight. The tiny icons are also colored relative to the player/team, so you can identify your allies from your opponents.

Pressing the Left-Mouse Button on the minimap will bring your camera to that position on the battlefield.

Next to the minimap is a Map Signal button. Pressing this button will put you in Map Signal mode. The next area you click on in the battlefield will place a Map Signal object at that point that all of your allies can see, but not your enemies. Placing a Map Signal is a good way to coordinate tactics with your team.

Multiplayer

Multiplayer

Hosting

When hosting a server there are a few decisions to be made:

Is this server going to be on the Internet or only for people on a local network?
If this is going to be an Internet server you will need to first log into Starport and choose Create Battle.

Otherwise you can use the "Host LAN" button on the multi-player page to create the server.

Will this be a server that is always on or only when you play?

If this is going to be a server which is always on you will need to choose the "Dedicated Server" option. If this option is set when you press "Start Server" your current window will close and the dedicated server window will open running the settings you have chosen.
Alternatively you can run the dedicated server itself by executing "HB_DS.exe" in your Threadspace: Hyperbol folder.

If this is not going to be an always on server you need to leave the dedicated server option disabled.

Will this be an official server?
Threadspace: Hyperbol has two kinds of servers offical and non-official servers.

Official servers are required to use default game rules along with official maps and their games are counted towards the on-going war. Players on official servers earn credits and experience which counts towards their Starport totals.

Non-Official servers can run any game rules or maps they choose. Any experience or credits earned on Non-Official servers is not recorded by Starport.

Multiplayer

Hosting

What game type will the server be?
If you are running an official server you can choose from Objective, Arena or Team Elimination.
For non-official servers you can use a default game type or create your own. Refer to the game types section of this document for more information.

How many players will this server hold?
Arena maps hold a maximum of 8 players.
Team Elimination maps hold a maximum of 8 players.
Objective maps hold a maximum of 16 players.

What maps will the server run?
Based upon the game type you have different maps to choose from.
Maps in the map list with an a_ in front of their name are Arena maps - These maps will work for Team Elimination, and Arena.
Maps in the list with an o_ in front of their name are Objective maps.

Will the server run bots?
Bots are automated players. While they may be challenging to new players they are not as challenging as a seasoned player. In the bot selection screen you can add new bots specifying their types, teams and difficulties.

Bot Types:
Normal:
Normal bot logic. These bots will attack, complete objectives, and help the team out.

Target Drone:
These bots do nothing at all and can be used for safe target practice.

Multiplayer

Hosting

Bot Difficulties:
Each bot can have a different difficulty level, ranging from "Super Easy" to Pro. Each different difficulty level changes the behavior of the bots.
Even easy bots can be a challenge in numbers, so try taking them on co-operatively with friends!

Game Types:

Objective
Objective is a team game in which each team has a set of competing goals which need to be completed to win. Players are ranked in this mode by how effective they have been in the game. There are also bonuses given to the winning team. Each team is given 32 lives and all players on that team share those lives. Players may continue to resurface until their team is out of lives.

Arena
Arena is a Last Man Standing type of game. Everyone starts out at the same time, but the last one alive is considered the winner. Second and third place are awarded to the next surviving players, also based on their order of elimination. Once eliminated, players have to wait for there to be only one remaining player before the next round begins.

Deathmatch
Unlike arena, if a player is destroyed in Deathmatch, they are allowed to return to the game after a brief while instead of waiting for there
to be only one remaining player. This makes for a more action packed, but less strategic game. It takes longer for a round.
In Deathmatch, victory is awarded to the player with the most kills, instead of the last one standing.

Multiplayer

Hosting

Team Elimination

In this game type, victory is immediately awarded any time one team is completely eliminated. Note that players are allowed to re-enter the arena 40 seconds after being eliminated. When you eliminate an enemy, that wait time is reset for all enemies already dead. This means that the only way to win is to eliminate every enemy team member in rapid succession, before they can come back..

Training

In Training Mode, the game continues until time runs out. The winner is the one with the most credits earned. Players can almost immediately come back when they are destroyed.

Custom Game Types:

Server hosts can configure their own game types in game by selecting one of the default games types and clicking the new button located below the game type list.

Options when creating your own game type:

Team Game:

Players will be assigned to teams on this game.

Allow Late Joining:

Allow players to join the game after the round has started.

Allow Spaceship Moving:

Allow players to move their ships around.

Allow Production Station Moving:

Allow players to move their production stations around.

Multiplayer

Hosting

Allow Upgraded Modules:
Allow players to produce level 2 projectiles.

Allow Ship forms:
Allow players to use Ship Forms.

Warm Up:
Do not start the actual game until there are enemies to go up against.

Team Balancing:
Prevent teams from becoming unbalanced. Keeps players from surfacing on a team if there are not enough players on the opposing team.

Team Changing:
Allows players to change teams mid game.

Teams Share Lives:
Gives each team a pool of {Maximum Number of Lives} which all players on that team share.
If a player on that team surfaces the lives count for the entire team reduces.

Survivor Mode:
End the game if the entire opposing team is dead at once.

Maximum Number of Deployables:
This is the maximum total number of deployed objects that a player is allowed to keep in play at a time.

Maximum Number of Lives:
This is the number of lives assigned at the beginning of a round to a player or team.

Multiplayer

Hosting

Time Limit(minutes):
Maximum duration of the game.

Match Start Delay (Seconds):
How long until a match starts after the map loads.

Victory Screen Delay(Seconds):
How long the victory screen shows.

Respawn Delay(Seconds):
How long between a player's destruction and the same player resurfacing.

Team Damage:
Percentage of total damage to apply for same team damage.

Damage Mod:
Modifies the damage tactic of all players.

Radius Mod:
Modifies the radius tactic of all players.

Health Mod:
Modifies the hull tactic of all players

Speed Mod:
Modifies the ship movement speed tactic of all players.

Production Mod:
Modifies the production tactic of all players.

Starport

Starport

About

Starport is an online system which ThreadSpace: Hyperbol uses to provide a persistent online universe. In Starport, players can create Characters to be used in internet games. These Characters can gain levels which allow them to Customize their Ships and participate in the Sector Map.

Starport is a free service for ThreadSpace: Hyperbol players with valid accounts. Except for creating a character to play as, all Starport features are purely optional. If a player doesn't find this additional layer of depth appealing, they're free to ignore the other features and still have a fulfilling game experience.

Characters

Players can create a Starport Character for use in internet games. Characters gain experience points as they battle in Starport Internet Servers. After the character has received a certain amount of experience points, they gain a level.

Characters acquire credits as they fight in battles based upon Bounty awarded. As a player becomes a higher threat, their Bounty increases. If another player destroys a player with Bounty, they will acquire Bounty Credits relative to the Bounty that player was worth. These credits can be used to purchase new Ships and ship modifications.

At lower levels, Characters have very few options for configuring their ship, which in turn affects the player's play style. As they gain levels, more interesting ship configurations are made available so the player can take full advantage of their desired play style by creating a customized fleet.

Starport

Characters - Avatar

Characters have an avatar picture that other players will see them as in Starport Servers. A player can choose from either a premade avatar, or upload their own. To upload a custom avatar, click on the Change Avatar button at the Starport Character Summary screen. The custom avatar must meet the requirements listed on that screen in order for it to be valid. Once the avatar is uploaded, all players that see that character in a Starport Server will see the new avatar for that character.

Warning: Since people can upload custom pictures to use as their avatars, some avatars may be offensive. It is against the licence agreement to upload offensive avatars.
If you see an offensive avatar picture belonging to someone, you can report them at the Starport webpage, and their priveleges to use and upload custom portraits may be revoked.

You can also click on any portrait belonging to another player to prevent that player's portraits from showing up to you.

Characters - Levels

When a new character is created, they start at level 1. A player can gain levels by acquiring experience points from participated in Official Starport Server battles. Gaining levels will open up more options for the character in the Starport Market so they can buy more advanced items.

Characters - Credits

Credits are used to purchase items from the Starport Market and apply ship changes in the Starport Garage. A character can earn more credits by participating in an Official Starport Server battle. The credits they earn are based off of Bounty Credits that are awarded from destroying opponents, inflicting damage to opponents, and repairing allies.

Starport

Garage

The Garage allows you to customize the look of your ships and configure their items to change the way they behave.

Garage - Ship Customization

A characters ship can have its appearance customized and its name changed. A player can choose colors for certain parts of their ship and also change part variants to alter the look of their ship. Applying a customization costs Starport Credits that players can earn in Official Starport Servers.

Garage - Ship Configuration

A ship is composed of components and forms. The components alter the default stats of the ship, and forms allow for the ship to quickly change how it behaves in the middle of a battle.

Each ship can have up to 6 components and 4 forms installed. Changing out components and forms in a ship costs Starport Credits.

Starport

Market

In the Market, you can purchase and sell components, forms, and ships with the credits you earn.

Market - Buying

A player can purchase new items for their character based upon how much credits they have and which territories their Faction controls. Items also require the player to meet their level requirement in order to purchase them.

Market - Buying Ships

There can be up to 5 ships in a character's inventory. Ships in the Market cost progressively more credits with their level. Higher level ships have more extreme stats to cater towards specific play styles, whereas lower level ships have a more balanced stat distribution for a well-rounded play style.

Market - Buying Forms

A character can have up to 10 ship forms in their inventory. When a player installs a form in one of their ships, it frees up a form inventory slot. Most forms available on the Market are priced relatively the same and have a very specific ship stat they increase.

Market - Buying Components

Up to 20 components can be in a character's inventory. The price of components do increase with their level, and the components that affect more than 2 stats are much more expensive.

Starport

Market - Selling

A player can sell items their character owns, but cannot sell their all of their ships.
A character will always have at least 1 ship to join a battle with.

Starport

Sector Map

The Sector Map shows the progress of the Faction War. Moving your mouse onto a territory node will show you detailed information about it. You are also able to vote for the territory your Faction will attack next.

Sector Map - Territories

Territories allow your faction access to certain items in the Market. The more territories a faction controls, the more items are made available to them in the market.

Your faction can take over territories by achieving victory on Official Starport Servers with Objective battles that are hosting an opposing faction. You can defend your territories by achieving victory on official servers that are hosting your faction.

Starport

Sector Map - Voting

You can vote for the territory your faction will attack next. You get two votes, a primary and secondary vote. The secondary vote is the "safe" vote that is not dependent on capturing the current territory of attack

Once you are sure about your votes, you may submit them by pressing the "Send Votes" button. Once your votes are sent, you will be unable to vote again until your faction's attack cycle is over.

Battles

You can see a list of battles you can join in the Join Battles screen. The server you choose will determine what kind of battle you will fight in.

Your character's experience points will increase as you play on Official Starport Servers, regardless of the type of server.

Starport

Battles - Objective

Objective servers host battles that are team-play oriented and require a level of strategy to achieve victory.

An objective server hosted by your faction will place you on a team with your faction. A victory on that server will strengthen your faction's defense on the Sector Map.

An objective server hosted by an opposing faction will place you on a team opposing that faction. A victory there will result in strengthening your faction's attack on the Sector Map.

Battles - Arena and Team Elimination

Arena, and Team Elimination battles will place you in an arena against other players, regardless of faction. A victory in the arena will increase your credits based upon how well you do. The arenas have no bearing on the Faction War.

Credits

Credits

IOCAINE STUDIOS

Executive Producer
Jason Fader

Lead Artist & Sound Design
Stuart Lawson

Lead Designer & Creative Director
Jason Fader

Lead Programmer
Nicholas Lawson

Lead Tools Architect
Matthew Yaeger

Programming
Nicholas Lawson
Matthew Yaeger
Jason Fader

Level Design & Infrastructure
Matthew Yaeger

Sound & Music
Stuart Lawson

Voice Acting
Jason Fader

Legal
David Schneider

Finance
Dr. Milton Fader

BETA TESTERS

Brandon "Mythic" Douglas
Jason "ToiletDuck" Ellis
Anton "Tonjevic" Jurisevic
Brent "HappyWulf" Marron
Daniel "Komah" Roche
John "Nephyrin" Schoenick
Jeffrey Sherrard
Steve "X11" Walker
Roy "Antigrav" Wright

SPECIAL THANKS

Julie Caldwell
Jason Holtman
Alden Kroll
Alfred Reynolds
Jason Ruymen
Eric Twelker
Valve Software

Kimberly Yaeger
Lloyd Tullues
Chris Van Der Westhuizen

Jordan Safe
Darrin Johnson
Brian Fader
Adrienne Samson
Dennis Samson
Steven Yaeger
Debra Yaeger

All of our friends and family
for supporting us
Tamara Chuang
The Blender Foundation
The IGF
TPB
LAN Monkey guys
The Brotherhood
SomethingAwful.com

And of course, caffeine

ATARI, INC.
PRODUCT DEVELOPMENT

Assistant Producer
David Geudelekian

VP of Product Development
Hudson Piehl

Senior VP Content Group
Jean-Marcel Nicolaï

Director of Production Support & QA
Samuel Gatté

Production Support Project Manager
Sara Hasson

VP of Business Development
Robert Stevenson

Director of Business Development
Roger F. A. Arias

MARKETING AND SALES

Senior Director of Marketing Operations
Steve Tucker

Director of Marketing
Rick Mehler

Product Manager
Jeremiah Cohn

Manager of Customer Relationship Management
Brennen Vega

Customer Support Representative
James Giambrone

Credits

Manager of Channel Marketing
Joanna Negron

Public Relations Specialist
Alissa Bell

Creative Services Manager
Veronica Franklin
Traffic Manager
Kate Crotty

Digital Media Specialist
George Kokoris

Research Specialist
Raymond Lau

ONLINE ENTERTAINMENT

Director of Business Development
Ian Sharpe

Director of Web Design and Technology
Tracy Swanson

Director of Content and Communities
Alex Rudis

Business Development Associate
Matt Labunka

Community Manager
Gregg Baker

Assistant Community Manager
Nicolette Valdespino

OPERATIONS

VP of Inventory & Operations Accounting
Robert Spellerberg

Lead Senior Buyer
Lisa Leon

Senior Buyer
Gardnor Wong

Buyer
Tara Moretti

LEGAL

VP & General Counsel
Kristina Pappa

Senior Director of Legal and Business Affairs
Kristen Keller

Manager of IP Rights and Clearances
Joe McDonald

QUALITY ASSURANCE AND SUPPORT

Manager of Publishing Support
Ezequiel "Chuck" Nunez

Q.A. Supervisor
Jason Cordero

Q.A. Project Lead
Michaeljohn Gutierrez

Manager, Compatibility and Engineering Services
Dave Strang

Engineering Services Technicians
Eugene Lai
Chris McQuinn

Lead Compatibility Analyst
Patricia-Jean Cody

Director, Strategic Relations
Joy Schneer

Sr. Manager Strategic Relations
Cecelia Hernandez

Additional Thanks
Sara Hasson

THIRD PARTY MENTIONS

The RakNet networking API was used in this application:
http://www.rakkarsoft.com/

Graphics System DirectX9
http://www.microsoft.com/directx

CxImage image API

ZLib API

Permission to use 'Affluent' font created by Ray Larabie
http://www.typodermic.com

Speex audio compression and Theora video
http://www.xiph.org

Credits

End User License Agreement

End User License Agreement

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE . BY INSTALLING OR OTHERWISE USING THE SOFTWARE , YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, DO NOT DOWNLOAD THIS GAME.

ThreadSpace: Hyperbol (henceforth known as the 'Game'), any printed materials, any online or electronic documentation, and any and all copies and derivative works of such software program (including materials created with a so called level editor, if included) and materials are the copyrighted work of Iocaine Studios. All rights reserved, except as expressly stated herein. All use of the Game is governed by the terms of this End User License Agreement provided below ("License Agreement"). The Game is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Game not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Iocaine Studios hereby grants, and by installing the Game you thereby accept, a limited, non-exclusive license and right to install and use a copy of the Game for your use on either a home, business or portable computer. In addition, the Game may have a multi-player capability that allows users to utilize the Game over the Internet. The Game may also contain a Level Editor (the 'Editor') that allows you to create custom levels or other materials for your personal use in connection with the Game ('New Materials'). All use of the Editor or any New Materials is subject to this License Agreement. The Game is licensed, not sold. Your license confers no title or ownership in the Game.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Game and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and 'applets' incorporated into the Game) are owned by Iocaine Studios or its licensors. The Game is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Game contains certain licensed materials and Iocaine Studios' licensors may protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Game, or remove any proprietary notices or labels on the Game without the prior consent, in writing, of Iocaine Studios.

B. The Game is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Game for your own use, but you are not entitled to:

(i) sell, grant a security interest in or transfer reproductions of the Game to other parties in any way, nor to rent, lease or license the Game to others without the prior written consent of Iocaine Studios.

(ii) exploit the Game or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming

End User License Agreement

center or any other location-based site. Iocaine Studios may offer a separate Site License Agreement to permit you to make the Game available for commercial use; contact Iocaine Studios for details;

(iii) host or provide matchmaking services for the Game or emulate or redirect the communication protocols used by Iocaine Studios in the network feature of the Game, through protocol emulation, tunneling, modifying or adding components to the Game, use of a utility program or any other techniques now known or hereafter developed, for any purpose including, but not limited to network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks without the prior written consent of Iocaine Studios;

4. Game Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Game from your home or portable computer.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Game. Iocaine Studios may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Game.

6. Export Controls. The Game may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Game, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Customer Service/Technical Support. "Customer Service" as used herein may be provided to you by Iocaine Studios representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Iocaine Studios by telephone, electronic message (e-mail), or by posting of information related to known technical support issues on a web site. Unless otherwise stated in the Game's packaging or in the Game's user manual, nothing herein shall be construed so as to place a duty upon Iocaine Studios to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. Limited Warranty. Iocaine Studios expressly disclaims any warranty for the Game, Editor and Manual(s). The Game, Editor and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or non-infringement. The entire risk arising out of use or performance of the Game and Manual(s) remains with the User.

9. Limitation of Liability. IOCAINE STUDIOS SHALL NOT BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE GAME INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. FURTHER, IOCAINE STUDIOS SHALL NOT BE LIABLE IN ANY WAY FOR THE LOSS OR DAMAGE TO PLAYER CHARACTERS, ACCOUNTS,

End User License Agreement

STATISTICS OR USER PROFILE INFORMATION. I UNDERSTAND AND ACKNOWLEDGE THAT IOCAINE STUDIOS CANNOT AND WILL NOT BE RESPONSIBLE FOR ANY INTURUPTIONS OF SERVICE, BUT NOT LIMITED TO ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

10. Equitable Remedies. You hereby agree that Iocaine Studios would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Iocaine Studios shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Iocaine Studios may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

11. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of California and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.
I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Game is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Iocaine Studios and I and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Iocaine Studios and myself.

Support

Support

Website: http://www.Hyperbol.com