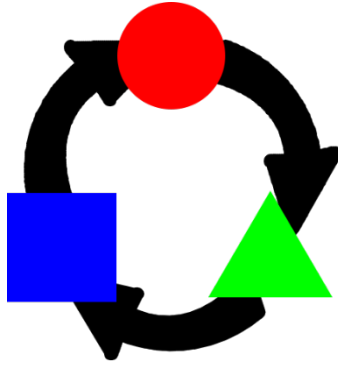


shaperockets

gameplay guide

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how to play



Quick summary:

Shoot your prey shape and run from your predator shape. (Rock beats scissors, scissors beats paper, paper beats rock, etc.) After a 10 second recharge, you can change your shape at any time. You only have three lives. Each life only has three health units. Every game is last shape floating. (Last man standing.)

Full game flow summary:

ShapeRockets has only one mode. It's a free-for-all mode where the last player alive wins. You may host a match, search for specific servers, or just press "play now" to auto-join another's hosted online match. ShapeRockets supports 2-8 players.

Every match begins with 10 seconds to choose your shape: rock, paper, or scissors. You want to wait as long as you can to see what other players choose to begin the domino effect of players choosing their respective shapes. After that 10 seconds (if you don't choose), a shape will randomly be chosen for you.

Then you shoot prey shapes and stay away from predator shapes. After a recharge, you may change your shape to turn the tables on the ones chasing you to become THEIR predator.

Each player has three rockets in their stock (but they recharge generously fast.) Each player has three units of health per life. Each player begins with three lives. After being hit three times (by the rockets of your predator shape), you're dead. However, your player can be healed if the wrong shape goes after you. For instance, scissors should only

shoot paper and can only hurt paper. But if a player as paper shoots and hits a scissors character, the scissors character will be healed by one unit per hit if their health is less than 3.

This rock, paper, scissors dynamic changes consistently, providing a unique wild west type showdown to see who changes first and to what shape. Bluffing begins to emerge as a tactic as well as changing to a shape an opponent didn't expect to get the upper hand.

Speaking of bluffing, after each death, you respawn IN PLACE as the starter shape like the beginning of a match. And like the beginning of the match, you have 10 seconds to move around and choose your shape. But while you are the starter shape, you can shoot bluff rockets that make it look like you're changing shape. This can force your opponents to change to a shape prematurely, providing you a full recharge time's worth of chase as you change to their predator shape.

Finally, when your three lives are depleted, you don't just sit around! You respawn as a "death shape" or "ghost shape." It blends in with the arena and you can shoot a special death rocket that fires random projectiles when it explodes three seconds after firing it. This is a great tool to keep the game flow moving and prevent remaining players from stalling.

controls

Mouse & Keyboard

WASD – Movement (Forward, Backward, Strafe)

Mouse – Aim

Left Mouse Button – Fire rocket

Right Mouse Button – Zoom

Shift/Q – Move downward (along Z-axis)

Spacebar/E – Move upward (along Z-axis)

1 – Change to Rock

2 – Change to Paper

3 – Change to Scissors

4 – Quick help (who to shoot, who to escape from)

P/Esc – Pause menu

Gamepad

Left Stick – Movement (Forward, Backward, Strafe)

Right Stick – Aim

Right Trigger – Fire rocket

Left Trigger – Zoom

Left Bumper – Move downward (along Z-axis)

Right Bumper – Move upward (along Z-axis)

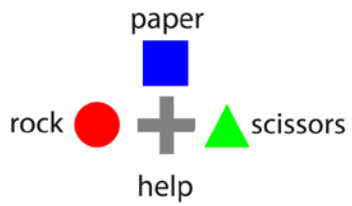
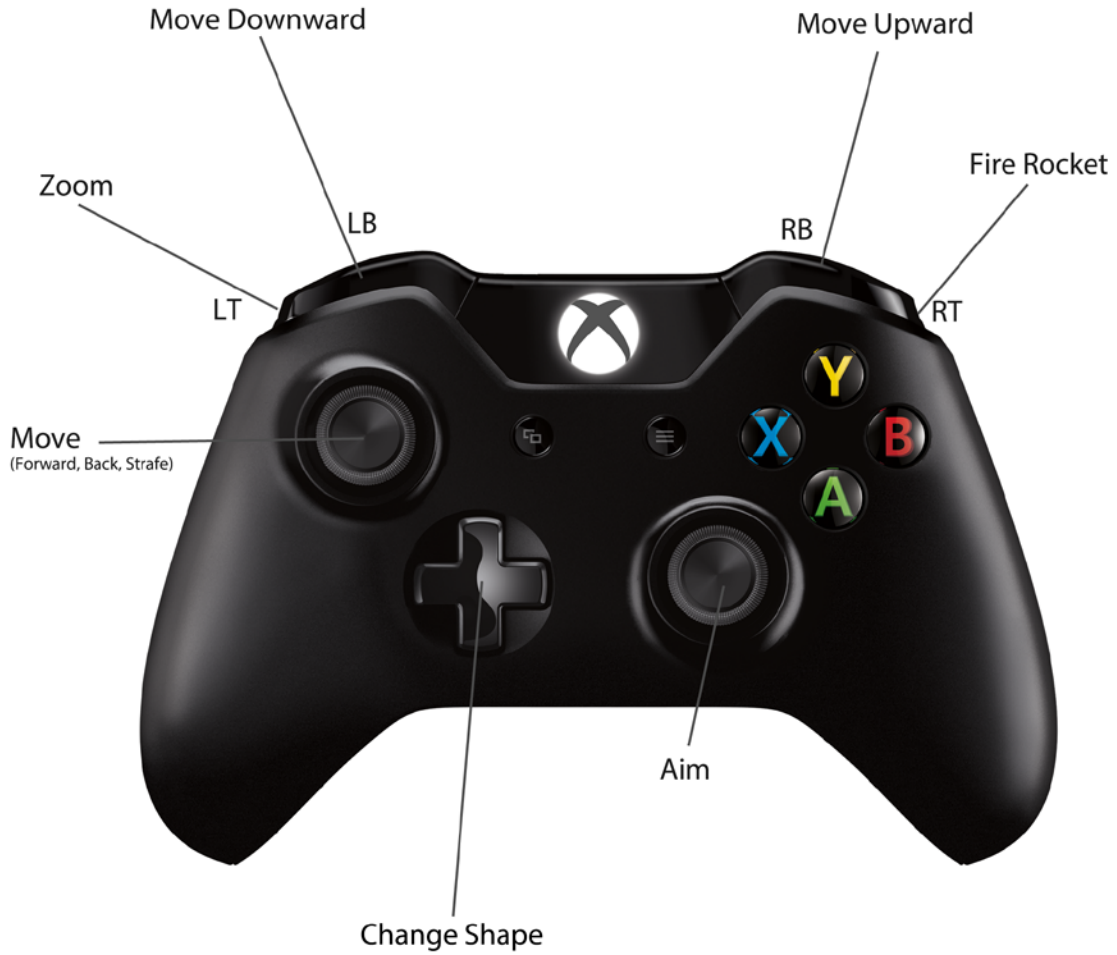
D-Pad Left – Change to Rock

D-Pad Up – Change to Paper

D-Pad Right – Change to Scissors

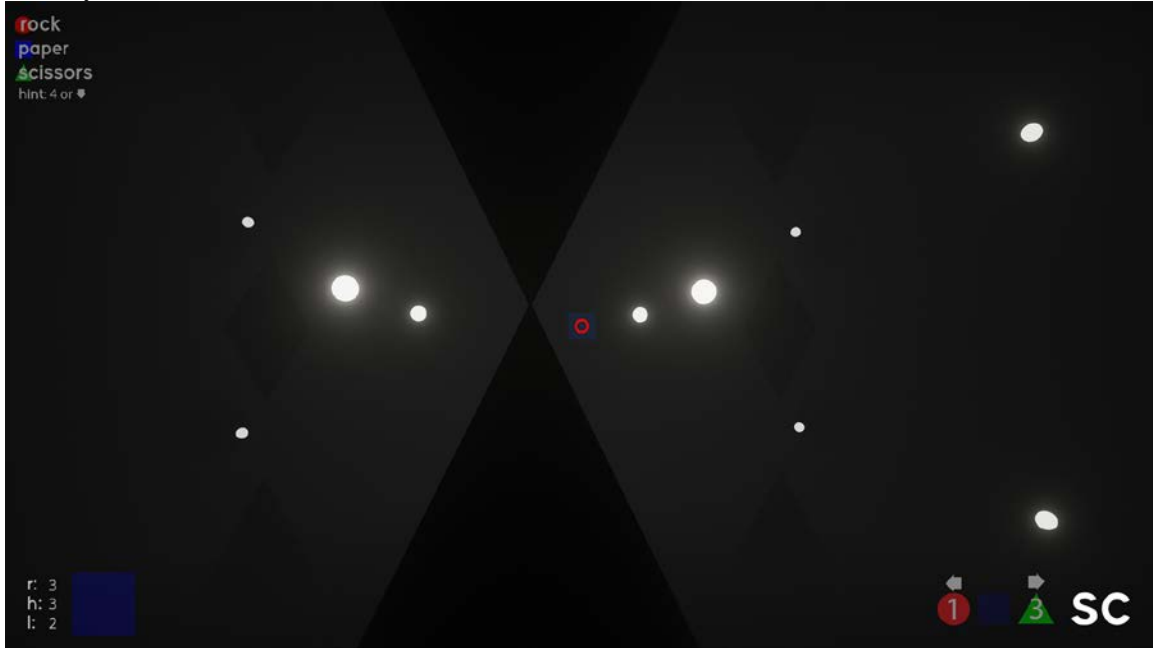
D-Pad Down – Quick help (who to shoot, who to escape from)

Special right button – Pause menu

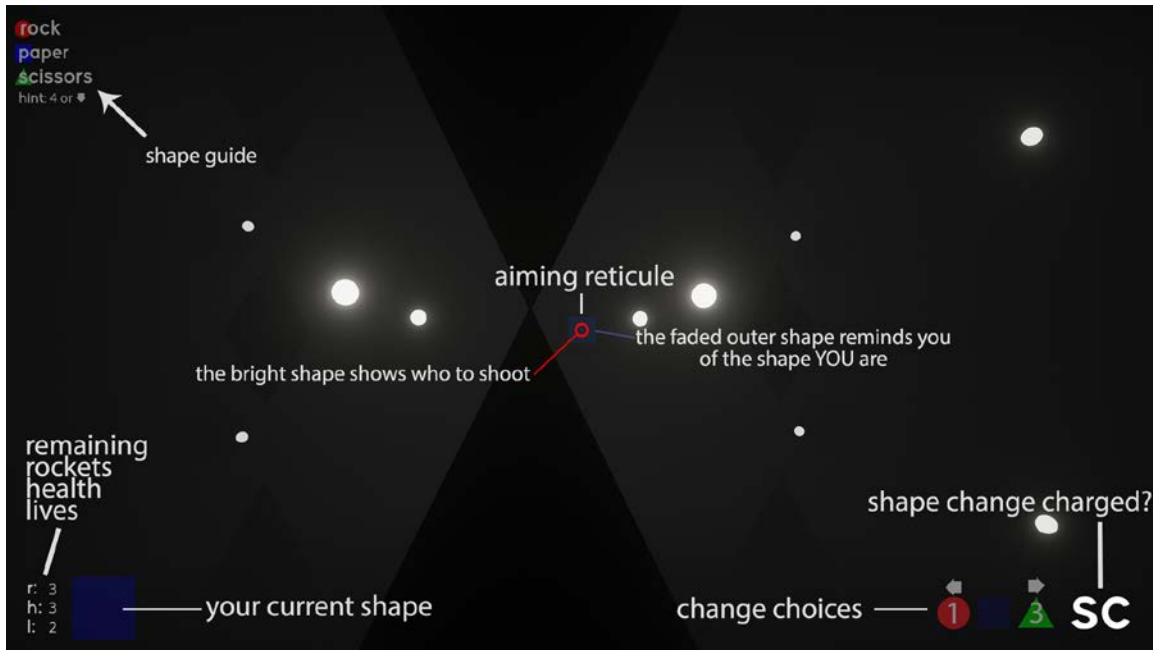


heads up display

What you see



What it is



key highlights

- * 2-8-player free-for-all online arcade FPS action
- * Float in all directions (6 degrees of freedom)
- * 11 minimalist arenas.
- * Sound effects and arena ambience are in the same musical key! Players make abstract music just by playing.
- * Literal rock, paper, scissors action twist.
- * Discover a short story in the tutorial
- * Exaggerated, arcade-style visual effects.

release info

Platforms	Steam
Genre	Online Multiplayer FPS
Target Release	October 28 – Steam Fall 2016 – Windows Early 2017 – Xbox One, PS4
Price	\$9.99 (\$7.99 on release week)