
Terminal Overload Manual

Release 0.5.0

Michael "Goldener"

December 05, 2014

1	Game Modes	3
1.1	Ethernet Mode	3
1.2	Team Elimination Mode	4
2	Forms	5
2.1	Etherform	5
2.2	Standard CAT	5
2.3	Sniper CAT	6
3	CAT Modules	7
3.1	V-AMP	7
3.2	Etherboard	7
3.3	X-Jump	7
3.4	Stealth	7
3.5	B.O.U.N.C.E.	8
4	Discs	9
4.1	Attacking Using Offensive Discs	9
4.2	Deflecting Enemy Discs	9
4.3	Repel Disc	9
4.4	Explosive Disc	9
4.5	Razor Disc	10
5	Weapons	11
5.1	SMG2 Sub-Machinegun	11
5.2	SG3 Shotgun	11
5.3	MGL2 Micro-Grenade Launcher	11
5.4	SR2 Sniper Rifle	12
5.5	MG2 Minigun	12
6	Grenades	13
6.1	G1 (Grenade)	13
7	Default Controls Reference	15

Welcome to the player manual for Terminal Overload 0.5.0.

Terminal Overload is a home-made experimental [free and open source](#) multiplayer FPS game. It is the successor to [ROTC: Ethernet](#) and while still in an early stage of development, already provides unique gameplay: Alternate between the pure energy “etherform” and physical manifestations called “CATs”. Capture territory and defeat enemies using a multitude of weapons, grenades, and target-seeking discs that can be deflected and steered around corners.

- Terminal Overload’s official website is located at <http://www.terminal-overload.org>.
- The source for this manual can be found at <https://github.com/fr1tz/terminal-overload-manual>.

Contents:

Game Modes

Terminal Overload 0.5.0 offers two game modes: The really simple and well-known *Team Elimination Mode* and a novel and more complex mode called *Ethernet*.

1.1 Ethernet Mode

Ethernet maps contain rectangular zones and two teams fight over control of these zones. Players can exist in different forms: The flying, indestructible *Etherform* and humanoid, weapon-wielding physical manifestations called CATs.

Players start out in Etherform and need to find a zone owned by their team in order to manifest as a CAT. As CAT, players can capture zones connected to their existing zones by being inside the zone while no enemy CAT is also present in the zone. The zone then turns a different color, depending on which team captured it. If CATs of both teams are present, the zone remains neutral. CATs can enter enemy zones that are not connected to their team's zones to prevent the enemy from manifesting in that zone. Such blocked zones are distinguished from normal zones by blinking.

The game is won if one team has captured all zones.

1.1.1 Classes

In Etherform, players can choose between four different CAT classes. If the selected class does not have enough health to manifest, players can regenerate the selected class' health by spending time inside one of their team's zones in Etherform. If the selected class is at full health but other classes are not, the health regeneration is distributed evenly over all classes that are not at full health.

Class 1: Commando

Form: *Standard CAT*

Weapons: *SMG2 Sub-Machinegun, SG3 Shotgun*

Grenade: *G1 (Grenade)*

Disc: *Razor Disc*

Modules: *V-AMP, Etherboard, X-Jump, B.O.U.N.C.E., Stealth*

Class 2: Ranger

Form: *Standard CAT*

Weapons: *MGL2 Micro-Grenade Launcher*

Grenade: *G1 (Grenade)*

Disc: *Repel Disc*

Modules: *V-AMP, Etherboard, X-Jump, B.O.U.N.C.E., Stealth*

Class 3: Sniper

Form: *Sniper CAT*

Weapons: *SR2 Sniper Rifle*

Grenade: *G1 (Grenade)*

Disc: *Explosive Disc*

Modules: *V-AMP, Etherboard, X-Jump, B.O.U.N.C.E., Stealth*

Class 4: Minigunner

Form: *Standard CAT*

Weapons: *MG2 Minigun*

Grenade: *G1 (Grenade)*

Disc: *Repel Disc*

Modules: *V-AMP, X-Jump, B.O.U.N.C.E.*

1.2 Team Elimination Mode

Team Elimination is a very simple round-based mode where two teams fight until one team has been completely eliminated. At the start of each round, all players spawn as *Standard CAT* with a fixed loadout. If a CAT is destroyed or switches back to *Etherform* manually, it can not re-manifest until the beginning of the next round, when it will manifest automatically.

1.2.1 Fixed CAT Loadout

Form: *Standard CAT*

Weapons: *SMG2 Sub-Machinegun, MGL2 Micro-Grenade Launcher, SR2 Sniper Rifle*

Grenade: *G1 (Grenade)*

Disc: *Razor Disc*

Modules: *V-AMP, Etherboard, X-Jump, B.O.U.N.C.E., Stealth*

Forms

Depending on game mode, players control and switch between the following forms:

2.1 Etherform

Etherforms are indestructible flying entities. They can't move through solid objects, but solid objects can move through them.

Depending on game mode, Etherforms can turn into various physical forms.

2.2 Standard CAT

CATs are humanoid combat units that can carry *Weapons* and are outfitted with head-mounted *Disc* and *Grenade* launchers.

The name "CAT" (short for *catenate*) comes from the fact that it's the only form with the ability to capture territory zones in *Ethernet Mode*.

2.2.1 Health

Standard CATs have 75 health points. Health is lost if a CAT takes more damage than its damage buffer can absorb or if it's hit by a weapon that by-passes the damage buffer. If a CAT loses all its health, the CAT is erased and depending on game mode, its controlling player is forced into *Etherform*.

2.2.2 Damage Buffer

Standard CATs have a 25 point damage buffer. The buffer constantly recharges back to 25 points.

2.2.3 Damage Damper

Standard CATs have a 100 point damage damper, which serves as the CAT's first line of protection against damage. If full, it reduces damage by 50%. The damage reduction decreases in a linear fashion with decreased damage damper levels.

Or to put it another way: The lower your damage damper is, the more damage you take.

Note: A lot of weapons draw power away from the damage damper when fired, so it's generally a bad idea to fire weapons indiscriminately.

2.2.4 Impulse Damper

Standard CATs have a 100 point impulse damper, which works similar to the damage damper, except protecting against impulses instead of damage and reducing impulse by up to 75%. Modules that draw power away from the impulse damper when used are the *Etherboard* and the *X-Jump*.

2.2.5 Additional Modules

Depending on game mode and loadout, CATs are outfitted with modules that extend the CAT's abilities. See the *CAT Modules* section for an overview of all existing modules.

2.3 Sniper CAT

The Sniper CAT is almost identical to the *Standard CAT*, but only has 30 health points and a 12.5 point damage buffer. In version 0.5.0 the Sniper CAT still uses the same model as the *Standard CAT*.

CAT Modules

Depending on game mode and loadout, CATs are outfitted with modules that extend the CAT's abilities. This section contains information on all existing modules.

3.1 V-AMP

When outfitted with a V-AMP module, CATs can restore their health by damaging enemies, but only 50% of the health lost by the enemy is transferred.

3.2 Etherboard

The etherboard module allows a CAT to slide, trading agility for speed. Using the etherboard drains power away from the CAT's impulse damper.

3.3 X-Jump

The X-Jump module allows a CAT to propel itself away from its surrounding surfaces. Imagine jumping off every surrounding surface at the same time.

The module can be charged (default: left alt) or activated instantly (default: space).

The strength of the jump increases based on the speed of the CAT using it.

When used, the X-Jump module drains power away from the user's impulse damper.

3.4 Stealth

The stealth module allows a CAT to become temporarily undetectable to weapons that are able to by-pass a CAT's damage buffer (currently the *SR2 Sniper Rifle* and the *G1 (Grenade)*).

The stealth module will activate automatically if the CAT is hit by a weapon that can by-pass a CAT's damage buffer.

CATs with an activated stealth module will appear to be flickering.

3.5 B.O.U.N.C.E.

When activated, the B.O.U.N.C.E. will scan for enemies within a short radius, reverse their momentum and hit them with a 6000 point impulse pointing away from the user.

If the B.O.U.N.C.E. is unable to find any enemies in range, using it will drain 50 points from the user's damage damper.

Discs

All CATs are equipped with a head-mounted disc launcher that allows them to deflect incoming discs. Depending on the CAT's loadout, the launcher can also be used to attack enemies using offensive discs.

4.1 Attacking Using Offensive Discs

In order to attack enemies using discs, you first need to acquire one or more enemies as disc targets.

To mark an enemy CAT as disc target, you need to deal it a certain amount of damage in a single hit (currently 40 points), which makes it impossible to acquire disc targets using the *SMG2 Sub-Machinegun* or *MG2 Minigun*.

Once you've acquired one or more disc targets, you can launch an offensive disc by pressing the "Launch Disc" button (right mouse button by default).

The type of offensive disc that will be launched depends on your CAT's loadout.

The disc will go after the disc target nearest to your position and the target will be removed from your list of disc targets. So if you have acquired multiple disc targets you'll have to press the "Launch Disc" button multiple times to send discs after all of them.

4.2 Deflecting Enemy Discs

Every CAT has the ability to launch interceptor discs that can disable enemy discs.

To launch an interceptor disc at an enemy disc, simply aim at the disc and press the "Launch Disc" button (right mouse button by default).

4.3 Repel Disc

Repel discs don't do any damage. Instead, hitting an enemy with a repel disc will stop and push the enemy CAT away from the CAT that launched the disc.

4.4 Explosive Disc

Explosive discs do a lot of damage when they explode. On the other hand they are easy to deflect due to their slowness and can be outrun by CATs.

4.5 Razor Disc

The Razor Disc deals 60 points of damage and 1000 points of impulse on impact.

Weapons

TODO

5.1 SMG2 Sub-Machinegun

TODO: Image

TODO: Description

Cost	2 pts damage damper
Impact Damage	15
Impact Impulse	600
Splash Damage	—
Splash Impulse	—
Splash Radius	—
Bypasses	—

5.2 SG3 Shotgun

TODO: Image

TODO: Description

Cost	$10 \times 2 = 20$ pts damage damper
Impact Damage	$10 \times 15 = 150$
Impact Impulse	$10 \times 600 = 6000$
Splash Damage	—
Splash Impulse	—
Splash Radius	—
Bypasses	—

5.3 MGL2 Micro-Grenade Launcher

TODO: Image

TODO: Description

Cost	16 pts damage damper
Impact Damage	—
Impact Impulse	—
Splash Damage	60
Splash Impulse	0
Splash Radius	2
Bypasses	—

5.4 SR2 Sniper Rifle

TODO: Image

TODO: Description

Cost	30 pts damage damper
Impact Damage	40
Impact Impulse	6000
Splash Damage	—
Splash Impulse	—
Splash Radius	—
Bypasses	Damage Buffer

5.5 MG2 Minigun

TODO: Image

TODO: Description

Cost	2 pts damage damper
Impact Damage	20
Impact Impulse	250
Splash Damage	5
Splash Impulse	—
Splash Radius	5
Bypasses	—

Grenades

Upon explosion, grenades will inflict damage upon anything within their splash radius. This section contains information on all existing grenades.

6.1 G1 (Grenade)

TODO: Image

The G1 is currently the only grenade in the game. All CATs are equipped with a grenade launcher. If more than one enemy is within the splash radius of a grenade when it explodes, they will both be targeted.

6.1.1 Usage

By default, a grenade can be launched with the middle mouse button. A grenade can be charged to make the grenade fly farther. After you have launched a grenade, there will be a 5 second delay before you can launch another.

6.1.2 Details

Property	Value
Splash damage	40
Splash radius	15

Default Controls Reference

TODO