HYPERSPACE **for Android™**

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Hyperspace is a 3D platform racing game for Android devices.

Roll, bounce and tilt your ball to the end of each level before time runs out.

The tilt sensors and touch-screen control the ball's movement on a 3D racetrack, except on stereoscopic 3D devices where a virtual joypad is used.

The screen can be oriented to horizontal or vertical play to suit the ergonomics of the device.

Profile

Hyperspace was originally created by Psychotron for digital interactive television in the UK.

It was broadcast for 2 years on three of Turner Broadcasting's TV channels - Cartoon Network, Toonami, and Boomerang. It was a pay-per-play game priced at £0.50 (USD $0.80) and received 500,000 purchases during this time.

It was later re-branded as a promotional game for the Warner Bros movie "Speed Racer" and for Mattel's "Hot Wheels" racing toys.

The Android version is completely rewritten for the platform, with new features and many improvements. It was the first 3D action game ever to be released on Android.

It has been used by Samsung, HTC, Sprint and DoCoMo in their TV / print / web advertising campaigns and marketing booths. In September 2010 it was given a 4-minute slot on the SciFi channel in the US on the "WCG Ultimate Gamer" show. It was also selected by Google for a 4-month run as one of their featured games on the front page of Android Market, where it has 4.5 stars out of 5.

Racetrack

The racetrack has several special types of block, which affect the handling of the ball:

🟩	**Jump**
⬆️	**Speed up**
⬇️	**Slow Down**
🟪	**Bounce backwards**
🔲	**Reverse controls**

Features on the track include:

Bombs – Propel the ball into the air
Skulls – Destroy the ball on contact
Stars – 1.5 seconds extra time and 250 points

Features

- **World score rankings for each level via internet give the game a competitive edge. Each player has their best score saved on the internet server for each level. Every time a level is completed, the player's world rank is calculated on the server and then displayed. Falls back to local high scores when network is down.**
- **15 levels**
- **5 difficulty modes, including a "reverse control" mode**
- **Phone vibrate feature simulates the feel of the ball bouncing off the track.**
- **Uses both tilt control and touch-screen. There are four "jump" levels where touching the screen propels the ball into the air.**
- **3d world tilts subltly when phone is tilted.**
- **Great replay value – once a level has been reached it can be returned to at any time.**

HYPERSPACE

Player Comments from Google's Android Market

Seriously the dopest game on Android! I never give 5 stars but **********!! Keep up the good work!
Jeff

I've gotta say, this is the BEST hands down game on android yet! Great job. Will buy full version for sure!
David

Awesome! This is what Android needs. Good games.
iPaul Pro

Wow! What else can be said?
With

Very good game. Simple to learn, hard to master. Platformers are not my thing, but I can see it's well done &
engaging
Troy

This is the kind of game i always wanted
gudoo

Xcellent, will purchase full version 4 sure. Graphics & physics r gr8! Very good game! Nice work developers! A+++
+
amy

I own every top score :D This game has quite a bit of depth. Controls are tight. You can pull off some pretty sick
moves.
-gSlug

Developer Profile

Psychotron is based in London, UK and has been developing games since 2002. Originally a specialist interactive television company, they have developed some of the most advanced and most successful games for digital TV in the UK. They have since then branched into internet gaming and Android mobile phone development. Their "Hyperspace" game format has sold 500,000 units on digital television and has been widely showcased for its graphics on the Android platform. Their founder Kolin Burges comes from a console game development background and has over 15 years of industry experience developing games which push the boundaries of their platforms.