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Manufacturing Department Paratops Handbook	
RECORDED ON	LAST EDITED ON
2024-01-06	2025-07-03 06:15 GMT+3
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SECTION 1 – INFORMATION

This handbook was made to inform members of command on how Paratops works and what you can do with it. Paratops is a lightweight simulation game designed for combative trainings. More specifically trainings and tryouts for our combative departments and GRU-P. Please report any issues with the game to a member of the development team, along with any suggestions, comments, or concerns you may have.

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SUBSECTION 1.1 – STATE

Weapons and equipment were last updated on: May 28, 2025 by janslan.

Certain weapons or equipment may not work on Paratops due to missing services or controllers.

Any bugs present in Paratops should be reported as per any other bug.

- Currently there is a bug where player HP is 80 instead of 100. No dev works on paratops so theres no one to really fix it for me, -pandarou_Pd

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SECTION 2 – COMMANDS

If a command has a "/" (Slash) in front of it, then the command can only be run in chat and not the command bar.

Command Bar: (F2 to open)

Self Explanatory

- announce, teleport, bring, to, kill, respawn, track, untrack, view, unview, team, kick, freecam

Give Commands

- give (names) [num] [item] - Give 1 life item
 - startergive (names) [item] - Give a server-life item
 - clearstarter (names) - Remove a server-life item
- Use startergive and clearstarter to manipulate a player's starterpack.

Match Commands

- Setgamemode [name] - Used to manipulate the current gamemode.
- Setmap [name], - Changes the current map.
- start - Respawns everyone (not lobby/admin) and sends an announcement saying it started
- end {Boolean} - Respawns everyone (on non lobby or admin team), teams them back to lobby and sends an automated message.
If selected true for {Boolean} it will remove the starter gear for the teams remaining.
- setlobby [name] - Changes the current lobby.
*People who fall out of bounds due to these may need to be respawned with commands.

Competition Commands

- Leaderstats (names){Boolean} - Used to disable or enable stat tracking on a player.
Enabling it on a player that's already got stats, resets the stats.
- Outscore [num] - Sets the lives before you are lobby'd. Set it to "9999" to "disable" it
- randomteam- Used to evenly randomise the teams, if there are two.

Admin/Server Commands

- (un)slock - Server lock, to close/open the server and toggle joining. (On by default!)
- disablechataccess - Toggles whether or not Admins can see all team chats.
- bubblechat - Toggles bubble chat.
- Teamclothing - Toggles team clothing.
- /ac - Used to access admin chat (only viewable and accessible by admins).

Player Short-Hands:

. - Yourself

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? - Random
* - Everyone
** - Everyone except yourself
?N - Random specified number of people
Player1,Player2,Player3 - Multiple specific players at once
Example: Startergive * AK-47

SECTION 3 — GAME MODES

There are currently 5 game modes in Paratops, which may be expanded upon in the future.

F2 > SetGamemode:

- **Free for All (FFA):**
 - Creates a team called Charlie, with spawns scattered across the current map. Here it's everyone against everyone.
- **Team Deathmatch (TDM):**
 - Creates two teams, `Alpha` and `Beta`, with spawns on opposite sides of the map.
- **King of the Hill (KOTH):**
 - Just like TDM, there are two teams. But there is a single objective, generally in the middle of the map, that both sides must fight for and capture in order to get points.
- **Hardpoint (Hardpoint):**
 - Same as KOTH, but the objective moves around throughout the match.
- **None (None):**
 - Disables any active gamemode and returns everyone to the `Lobby` team.

SECTION 4 — LOBBIES

Lobbies in Paratops are where those who spawn go. It is advised you change the lobby to your own preference.

F2 > SetLobby:

- **None:**
 - Empty lobby. Literally the void, highly unadvised.
- **SpawnLocation:**
 - Huge default Roblox Spawn Object.
- **Classic [DEFAULT]:**
 - A classic for futuretops style games. The good ol' STS plates.
- **Classic Split:**
 - Classic lobby with split up STS plates.

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SECTION 5 — MAPS

There are multiple maps in Paratops, all of which have different uses and have different game modes that can be used on them. If you have any map requests, please build/create/find a layout of the map and make a suggestion for it in #game-suggestions. (MAPS BELOW)

F2 > SetMap:

MAP NAME	Description	FFA	TDM	KOTH	HARDPOINT
None: Air	Zilch, Zip, Nada, Nothing.				
Baseplate	Empty, Blank, Flat Baseplate				
FFA Dev Box	Baseplate.. but customized for combat				
Bricktops	Ay-symmetrical map with pillars one side- with a Zig-Zag next to it, tunnel at the other side with a few openings to push or be pushed from, and a central fort which has 2 openings- each facing a spawn				
Coldfront					
Steeltops	Very similar to bricktops, but scaled up and additional angles				
Crown	Ay-symmetrical, with a balcony high-ground and a tunnel, alongside central area, great for KOTH				
Pitgrounds					
Temple					
Cross					
Seashore	One straight path through the center, red side has a seashore acting as a tight passage, blue side has pillars which allow for easy camping				
Siege					
Tribute					
Gutenberg					
Arctic					
Clocktower					
Narrowgill	Very long range 2 sided bridge, with passages underneath, the map has 3 different level of				



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MAP NAME	Description	FFA	TDM	KOTH	HARDPOINT
None: Air	Zilch, Zip, Nada, Nothing.				
Baseplate	Empty, Blank, Flat Baseplate				
	heights, great for Long-Range combat training				
Bastion					

SECTION 6 – SIGNATURES

The content within this document has been approved for dispersal by the following individuals within the **Manufacturing Department**. Any questions or comments surrounding the aforementioned information contained within this document should be directed to one of the signatories below.

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