Hypixel Studios, the team behind the world's largest mod server, announce their first standalone game: Hytale

December 13, 2018. Hypixel Studios has today announced Hytale, a blockgame built around three pillars: going on adventures in a procedurally-generated fantasy world, playing minigames with the community, and building and sharing mods and custom content using an accessible set of browser-based and in-game tools.

Founded by veterans of the Hypixel mod server (holder of four Guinness World Records including 'most popular independent server for a videogame'), Hytale represents the culmination of the team's desire to establish themselves as a fully-fledged game development studio.

Simon Collins-Laflamme, co-founder of Hypixel Studios, said:

"Hypixel started life as a handful of maps, and it's amazing to see what it has grown into - a team of over forty developers, and a worldwide community of millions of players. Hytale means a lot to us, because it represents a huge step forward for both the team and our community. We've been pouring our time, effort, and ambition into Hytale in secret for several years - we can't wait to finally share it with everybody."

Key game features:

Adventure mode

- An adventure mode spanning multiple procedurally-generated zones, each made up of multiple interrelated biomes and populated with hand-crafted encounters.
- RPG-style combat and crafting available in both singleplayer and co-op, including dynamic boss encounters, rare loot, and sprawling dungeon crawls.
- Freeform crafting and construction, animal taming, farming, and vehicles.

Multiplayer minigames

- Community favorites return: reimagined versions of our most popular minigames.
- Modular character customisation including thousands of cosmetic items.
- A combat system built for multiplayer first.
- Support for community-run servers.

Accessible tools

- Refined block-based construction in both single and multiplayer, including a suite of tools that allow builders to 'paint' the world.
- A scripting system that allows players to write and execute code in-game. Players and content creators can overhaul game logic and watch the world transform around them.
- In-game cinematic tools designed to meet the needs of YouTubers and streamers.

Hytale Model Maker

- A free browser-based 3D modelling, texturing and animation toolkit that runs on HTML5.
- Edit existing content or create your own and import it directly into Hytale.
- Hytale Model Maker users can share projects and work together in real time, allowing teams of creators to model, texture and animate their creations concurrently.

For more information, visit <u>www.hytale.com</u>. For a press kit including screenshots and trailer assets, please contact press@hypixelstudios.com.

About Hypixel Studios

Hypixel Studios is a team of more than 40 developers based all around the world. Hytale is the studio's first project. The company's goal is to apply years of experience in the modding scene to independent game development, providing community-oriented games that meet the needs of players and content creators alike.

Hypixel Studios was established in 2018 with support from Riot Games and a group of veteran game developers and industry experts - their assistance allows us to ramp up Hytale's development in a way that matches our ambitions. The advisory group includes, but is not limited to:

- Anthony Borquez, university professor and video game entrepreneur
- Dennis Fong, entrepreneur and pro-gamer 'Thresh'
- Rob Pardo, veteran game designer
- Peter Levin, interactive media entrepreneur and investor
- Jeff Lo, serial investor
- Min Kim, game industry veteran

About the Hypixel mod server

The Hypixel server was established in April 2013 by Simon Collins-Laflamme and Philippe Touchette. It is the holder of four Guinness World Records including 'most popular independent server for a videogame' (with 64,533 concurrent players) and 'most unique players logged into a Minecraft server' (with 14.1 million players.)

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