

Reference Guide for Halo Multi-player Gametype Creation

I. Introduction

Multiplayer gaming. This is arguably the best of Halo's long list of great features. The game comes packaged with several ready-to-play game-types. While these represent the standard fare, before long you'll want to create your own games, games for which you've got a particular itch. Well the Multiplayer Edit menu allows you to scratch that itch.

The menu will provide you with a long list of categories and options. But with eight different screens through which to navigate, the options can be hard to sift through on the fly. You need to plan your attack, or your game in this case, before you start maneuvering through the edit menus. So to help you, the dedicated gamer, decide on just the right set of options to make the perfect multiplayer game-type on which to blow up your friends, I've created this handy little reference guide.

Section II gives you the complete list of every available option on every menu screen, along with the explanation provided by Bungie (sometimes useful, sometimes just funny filler). Section III provides my own explanations for all of the multiplayer options, as well as few of my own notes. Section IV contains my notes on the multiplayer levels. Section V exists only to satisfy the AP English student inside me who requires a conclusion. Enjoy.

II. Options Transcript

Gametype Options – Capture the Flag

- ☐ Assault
 - *No*: You must capture the enemy's flag and return it to your own base.
 - *Yes*: You must carry your own flag into the opposing team's base to score.
- ☐ Single Flag
 - *Off*: Each team will have its own individual flag.
 - *1 minute*: There will be only one flag on the map at any given time. It will appear at a team base. Each team alternates offense and defense every minute.
 - *2 minutes*: There will be only one flag on the map at any given time. It will appear at a team base. Each team alternates offense and defense every two minutes.
 - *3 minutes*: There will be only one flag on the map at any given time. It will appear at a team base. Each team alternates offense and defense every three minutes.
 - *5 minutes*: There will be only one flag on the map at any given time. It will appear at a team base. Each team alternates offense and defense every five minutes.
 - *10 minutes*: There will be only one flag on the map at any given time. It will appear at a team base. Each team alternates offense and defense every ten minutes.
- ☐ Flag must reset
 - *No*: Flag will return to base if you walk over it
 - *Yes*: You cannot return the flag to your base; it will return itself after a set amount of time
- ☐ Flag at home to Score
 - *No*: You will be able to score even if your own flag is in the scurrilous hands of the enemy
 - *Yes*: In order to score, your team's flag must be in its home location. Use this option if you enjoy chasing flag-bearing enemies before you can score.
- ☐ Captures to Win
 - *1*: The first team to capture the flag wins
 - *3*: You'll need to capture three flags to win the game
 - *5*: Capture the flag five times and you'll win the game
 - *10*: You'll need to capture ten flags if you want to win
 - *15*: Grab fifteen flags and you'll rack up a win – not to mention an impressive flag collection

Gametype Options – King of the Hill

- ☐ Moving Hill
 - *No*: the hill always remains in the same spot
 - *Yes*: During the course of the game, the hill will teleport to a random location

- ☐ Score to Win
 - *1 minute*: The first player to spend sixty seconds atop the hill wins
 - *2 minutes*: You'll need to hold the hill for a mere two minutes to win the crown
 - *5 minutes*: you'll need to hold the hill for five minutes to win
 - *10 minutes*: Spend a full ten minutes dominating the hill and the game is yours
 - *15 minutes*: Get a comfy chair, because you'll need to control the hill for a solid fifteen minutes in order to win
- ☐ Team Play
 - *No*: It's every man for himself
 - *Yes*: This is a team game

Gametype Options – Slayer

- ☐ Death Bonus
 - *No*: You will always run at the same speed no matter how many times you die.
 - *Yes*: When you die and respawn you'll run a little faster. Gives new meaning to "the Quick and the Dead." This helps balance play between newbies and experts.
- ☐ Kill in Order
 - *No*: each kill you make counts toward your score
 - *Yes*: You will only score when you kill your designated target. The target will change each time you make a kill.
- ☐ Kill Penalty
 - *No*: You will always run at the same speed no matter how many enemies you kill.
 - *Yes*: Every time you kill another player, you will run a little slower. An entertaining handicap for a sharp-eyed marksman.
- ☐ Kills to Win
 - *5*: Scoring a mere five kills will win the game for you.
 - *10*: First player to plug ten enemies wins.
 - *15*: At the end of this game there will be fifteen angry men. Angry because the winning player killed them.
 - *25*: You'll need to secure twenty-five kills in order to win the game.
 - *50*: We hope you've got plenty of time, because you'll need to make a full fifty kills to win this one.
- ☐ Team Play
 - *No*: It's every man for himself.
 - *Yes*: This is a team game.

Gametype Options – Oddball

- ☐ Trait with Ball [opie's note: traits with ball and traits without ball are not mutually exclusive]
 - *None*: You will have no special abilities while carrying the ball.
 - *Invisible*: While the ball is in your possession, you will be invisible to other players.
 - *Extra Damage*: While carrying the ball, you will do extra damage to your opponents.
 - *Damage Resistant*: While your carrying the ball you will be more resistant to damage.
- ☐ Trait without Ball [opie's note: traits with ball and traits without ball are not mutually exclusive]
 - *None*: You will have no special abilities when you are not carrying the ball.
 - *Invisible*: Only the player carrying the ball is visible; all others are invisible.
 - *Extra Damage*: Players who are not carrying the ball do extra damage; this ability disappears while they have the ball.
 - *Damage Resistant*: Players without the ball are more resistant to damage than the player who has the ball.
- ☐ Speed with Ball
 - *Normal*: You will run at the same speed whether you have the ball or not.
 - *Slow*: When you have the ball, you will run slower than the other players.
 - *Fast*: When you have the ball, you will run faster than the other players.
- ☐ Ball Type
 - *Normal*: The object of the game is to hold the ball for as long as possible. The winner is the first player to hold the ball for the specified time.
 - *Reverse Tag*: The first player to kill another becomes it. Others become it by killing the player who is it. Be it for the specified time to win. There is no ball. Odd, eh?

- *Juggernaut*: The first player to kill becomes the Juggernaut, and scores for all kills. Others take his place by killing him. Once again there is no ball to speak of.

☐ Random Start

- *No*: The ball will always appear in the same spot on the map.
- *Yes*: The ball will appear in random locations on the map.

☐ Ball Spawn Count

- *1*: Like Cinderella, you will concern yourself with only one ball.
- *2*: You probably expected a crass “two balls” joke in this space. Are you nuts? We’d get sacked.
- *3*: Three balls equals thrice the fun.
- *4*: What has four balls and thrills for all? This game.
- *5*: Five balls are scattered about willy nilly.
- *6*: Six balls and all’s well.
- *7*: What is the hidden significance of the seventh ball?
- *8*: Eight balls is definitely enough.
- *9*: This game shall henceforth be known as the Game O’ Nine Balls.
- *10*: Ten! Ten Balls in this game! Ha ha ha ha ha ha ha!
- *11*: This game goes to eleven. Balls, that is.
- *12*: ...and then there were twelve balls in the game.
- *13*: Lucky you – there are thirteen balls in this game.
- *14*: What do you get when you double the excitement and mystery of seven balls? Fourteen balls, that’s what.
- *15*: Be the first on your block to collect all fifteen balls.
- *16*: You’ll barely be able to walk without stepping over one of the sixteen balls.

☐ Minutes/Points to Win

- *1*: You’ll only need to hang onto the ball or be it for one minute to win. Juggernauts only need one kill to win.
- *2*: Control the ball or be it for two minutes and the game is yours. First Juggernaut with two kills wins.
- *5*: Control the ball or be it for five minutes and the game is yours. First juggernaut to five kills wins.
- *10*: First person to carry the ball or be it for 10 minutes wins the game. First Juggernaut to ten kills wins.
- *15*: You’ll need to spend fifteen minutes of quality time with the ball or being it in order to win. Juggernauts must score an impressive fifteen kills.

☐ Team Play

- *No*: It’s every man for himself
- *Yes*: This is a team game.

Gametype Options – Race

☐ Team Scoring

- *Minimum*: When the game ends, each team is ranked by its lowest-scoring member.
- *Maximum*: Each team’s score is equal to that of the highest scoring member.
- *Sum*: Each team’s score is the sum total of it’s individual members.

☐ Race Type

- *Normal*: To complete a lap, you must reach all the flags in order
- *Any Order*: You complete a lap by touching all the flags in whatever order you please.
- *Rally*: Everyone has one point as a destination, and the player who reaches it first scores a lap.

☐ Laps to Win

- *1*: A single lap is all that’s required to win the game. Unless you’re pants are on fire, this should be quick and easy.
- *3*: Three quick laps and you’re done. Just like a lollipop.
- *5*: You’ll need to use all the fingers on one of your hands to count the laps in this game.
- *10*: To win, you’ll need nerves of steel, brass balls, and ten laps.
- *15*: You’ll need fifteen laps (and maybe one pit stop) to complete this race.
- *25*: You’ll want to keep a barf bag handy if you want to finish all 25 laps to win.

☐ Team Play

- *No*: It’s every man for himself.
- *Yes*: This is a team game.

Player Options

- ☐ Number of Live
 - *Infinite*: You will respawn indefinitely until you end the game or reach a time limit.
 - *1*: You have one life to live. But at least you're using it to kick ass across the galaxy instead of just sitting in a mansion crying with your rich socialite lovers.
 - *3*: You will have three lives to live, which makes you one-third as cool as a cat.
 - *5*: you have five lives, which is four more than you'd get in the real world. Use them wisely.
- ☐ Maximum Health
 - *50%*: You will begin the game with half your health already gone, and shields at half capacity.
 - *100%*: You begin the game with full health and shields.
 - *150%*: You begin the game with 50% more health and shield strength than usual.
 - *200%*: You begin the game with twice as much health and shield strength as you normally do.
 - *300%*: You begin the game with three times as much health and shield strength as you normally do.
 - *400%*: You begin the game with four times as much health and shield strength as you normally do.
- ☐ Shields
 - *No*: The shields on your battle suit will not work, making it much easier for everyone to perish.
 - *Yes*: Your battle suit will have shields and thus make you harder to kill.
- ☐ Respawn Time
 - *Instant*: After you die, you will be able to respawn immediately.
 - *5 seconds*: When you die, there will be a five-second wait before you can rejoin the game.
 - *10 seconds*: You'll wait ten seconds after you perish before you can return to the game.
 - *15 seconds*: When you die, you must wait fifteen seconds before you can respawn. This will give you an idea of what eternity is like.
- ☐ Respawn Time Growth
 - *None*: Respawn time will always remain at its initial setting.
 - *5 seconds*: Every time you die your Respawn time will increase by five seconds. Every time you kill someone your Respawn time will decrease by five seconds.
 - *10 seconds*: Your Respawn time increases by ten seconds each time you die, and decreases by ten seconds each time you kill someone.
 - *15 seconds*: Every time you die you'll add fifteen seconds to your Respawn time. Every time you kill someone you'll subtract fifteen seconds.
- ☐ Odd Man Out
 - *No*: When you die, you'll Respawn immediately without waiting for someone else to repeat your mistakes.
 - *Yes*: When he dies, the Odd Man Out cannot Respawn until someone else assumes the shameful burden of Odd Man Out by dying.
- ☐ Invisible Players
 - *No*: All players are visible unless they happen to find an active camouflage powerup.
 - *Yes*: All the players will be completely invisible.
- ☐ Suicide Penalty
 - *None*: You pay no price for ending you own life prematurely.
 - *5 seconds*: Every time you cause your own death, there will be a five-second wait before you can rejoin the game.
 - *10 seconds*: You'll wait ten seconds after you cause your own death before you can return to the game.
 - *15 seconds*: When you suicide, you must wait fifteen seconds before you can Respawn. This will giv you an idea of what eternity is like.

Item Options

- ☐ Infinite Grenades
 - *No*: Each player can only carry up to 4 grenades of each type at any given time.
 - *Yes*: Everyone has a limitless supply of grenades, which makes for loud, explosive, and occasionally messy fun. Note: Only works in games with 4 or less players.
- ☐ Vehicle Set
 - *None*: No vehicles will appear anywhere on this map; you will travel on foot at all times
 - *Warthog*: You'll traverse the map in a nimble Warthog, a hardy jeep with a chain gun mounted in the back.
 - *Ghost*: Zip around in the Ghost, a nimble hovercraft with powerful energy cannons and the snazziest paint job in the galaxy.

- *Scorpion*: Grind your way across the landscape in the Scorpion tank, a mighty killing machine.
- *All*: The map will contain the Warthog Jeep, the Ghost hovercraft, and the Scorpion Tank.

☐ **Weapon Set**

- *Normal*: The map will contain whatever weapons the designers placed on it.
- *Pistols*: All the weapons on the map will be replaced by pistols.
- *Rifles*: All the weapons on the map will be replaced by assault rifles and plasma rifles.
- *Plasma Weapons*: All the weapons on the map will be replaced by plasma weapons.
- *Sniper*: The guns on the map will be replaced by weapons with sniper scopes.
- *No sniping*: Sniper Rifles and pistols will not appear on the map.
- *Rocket Launchers*: All the weapons on the map will be replaced by rocket launchers.
- *Shotguns*: All the weapons on the map will be replaced by shotguns.
- *Short Range*: All the weapons on the map are only effective at short range.
- *Human*: There are no weapons on the map that were made in Covenant sweat shops.

☐ **Starting Equipment**

- *Custom*: You will start the game with the weapons set that the map designers custom tailored for it.
- *Generic*: Use the generic starting weapon across all maps.

Indicator Options

☐ **Objective Indicator**

- *Motion Tracker*: The games objectives (hills, flags, balls, and the like) will appear in your motion tracker.
- *Nav Points*: The game's objectives will have special markers displayed over them on the screen.
- *None*: The games objectives will not be visible in your Motion Tracker or on screen.

☐ **Other Players on Radar**

- *No*: Other players in the game will never show up on your Motion Tracker.
- *Yes*: Other players in the game will show up on your motion Tracker when mobile

☐ **Fiend Indicators on Screen**

- *No*: Your teammates will only be denoted by the color of their armor.
- *Yes*: Green Triangles will appear over the heads of your teammates as a reminder that you should not shoot them.

III. Edit Menus Demystified

Capture the Flag – Capture the flag is a fairly common multiplayer game. The basic premise is that both you and your enemy have a flag and a home base. Your goal is to capture the enemy's flag and return that flag to your home base. To actually take possession of a flag in Halo, you need only run over it. Keep in mind, however, that while you have the flag you cannot fire your weapons. You can only run and club your enemies with the flag. If you wish to fire your weapon, pull the trigger and you'll throw the flag to the ground, once again having access to your arsenal...but your enemies have access to the flag. The following options change the basic dynamic of the game in subtle and not so subtle ways. Choose wisely.

- ☐ The assault option determines the basic strategy of your capture the flag game. Choose yes, and the goal is to carry your flag into the enemy's base. Choose no, and you'll have to infiltrate the enemy base, grab their flag, and return it to your base to score.
- ☐ With the single flag option turned off, both you and your enemy will have a flag to defend at all times. With the single flag option turned on, the flag will switch between your base and your enemy's base at 1 minute, 2 minute, 3 minute, 5 minute, and 10 minute intervals. This will force you to alternate between offense and defense as the flag changes position.
- ☐ If you've decided that the flag must reset, then the flag will return to its home automatically after a set period of time. With this option off, the your flag will only return to base if you or a teammate run over it.
- ☐ If you must have the flag at home to score, you sadistic little mother, then you can't score unless your flag is resting comfortably in its perch at your base. If you select no, then regardless of where your flag is, all you need to do is get the enemy's flag into your base to score. [Opie's Note: How does having both 'Flag at Home to Score' and 'Assault' active affect the game?]
- ☐ The number of flag captures to win can be set to 1, 3, 5, 10, and 15 captures.

King of the Hill – Not unlike the game you may have played in your youth, the idea here is to claim a designated piece of the map, and hold it longer than any of your enemies. A spinning orange ring designates the area of the map that will serve as the ‘hill’. Get inside the ring and stay in. If you and your opponent(s) are both atop the hill, then you are both scoring time...and presumably trying to kill one another. While a well-placed Warthog can provide a great defense against others taking your hill, but a well-placed grenade can do a wonderful job of clearing others out of your hill.

- ☐ If you’ve decided against the moving hill, the hill will appear at one location on the map and stay there until the end of the game. But if you chosen yes, then the hill will move randomly about the map after a pre-determined time limit. If you’ve controlled a moving hill for a while, and your position is becoming...difficult to defend...let your enemies have it because it won’t be there for long.
- ☐ The score to win, the amount of time accrued atop the hill necessary for victory, can be 1, 2, 5, 10, or 15 minutes.
- ☐ Either you’re on a team or your not. If you choose team play, keep in mind that it only takes one person to accrue time atop the hill; more members of a team in the hill only gives your enemy a fatter target.

Slayer – Ahhh, a multiplayer classic. The game is as simple as its name implies. By far the most popular gametype, the goal is to rack up as many kills as possible and be the first to reach the kill limit. Simple and efficient in its basic design...much like the shark.

- ☐ Turn the death bonus on and you’ll run a wee bit faster after you’ve respawned (thus giving you a bonus after you die). Turn it off and dying has not effect on you speed.
- ☐ If you are required to kill in order then you will be given a designated target at the beginning of the game. Every time you kill the target, you will be assigned a new target. You will only score points for killing your targets. If you’re not killing in order, you get points for killing anyone you please.
- ☐ When you kill with the kill penalty on, you run slower (thus penalizing you for a kill). If it’s off, killing people doesn’t effect your speed at all.
- ☐ You can set the game to recognize 5, 10, 15, 25, or 50 kills to win. Keep this number in mind when you are deciding how many lives with which to play.
- ☐ You can play on a team or you can shoot anything that moves...your call. For team play, first team whose sum total hits the kill count wins.

Oddball – This section actually covers 3 similar though different games, of which oddball is the primary. The three game options are Oddball, Reverse Tag, and Juggernaut. In Oddball, your goal is to grab the oddball (or one of the oddballs), oddly shaped like a human skull, and hang on to it longer than anyone else. Like the flag, if you’re holding the ball you cannot use your weapons. Pull the trigger and you’ll throw/drop the ball, and once again have access to your weapons...but your enemies now have access to the ball.

- ☐ The trait with ball option allows you to give the ball carrier one of three mystical abilities. You can make the ball carrier invisible, make him deal extra damage, or make him more resistant to damage than normal. You may also choose to give the ball carrier no special traits. You can only choose one.
- ☐ The same options that apply to the ball carrier can also be given to the players not carrying the ball.
- ☐ In addition to funky traits, you can also alter the ball carrier’s speed. Fast, normal, and slow are your options.
- ☐ The ball type option let’s you switch between the three games available under Oddball.
 - The normal gametype will consist of grabbing the ball and holding onto it for as long as possible.
 - In Reverse tag, the first person to score a kill becomes it. The goal of the game is to be it for as long as possible. If you kill the person who is it, then you become it. All the ball traits and speeds and such apply as normal (with the person who is it being the ‘ball carrier’, though there is no ball).
 - Juggernaut is essentially Reverse tag, except now you attempt to score as many kills as possible while ‘it’. Only kills logged while ‘it’ count.
- ☐ You can spawn anywhere from one to 16 balls on the map...and you can choose to have them appear at random locations, or in the same position every time. These two options, however, only apply to the normal gametype.
- ☐ If you’re playing the normal gametype or reverse tag, your goal is to accrue as many minutes as possible and be the first to hit the target time limit. The juggernaut gametype requires the winner to be the first to hit the kill limit. The time (in minutes)/kill limit can be set to 1, 2, 5, 10, or 15.

- This game can also be played as part of a team or every man for himself. As part of a team, the sum total of everyone's score (time/kills) determines the winner.

Race – This gametype is a very simple concept. Like most races, your goal is to complete the designated number of laps in the shortest period of time. Unlike most races, killing your opponents is an acceptable strategy.

- A lap consists of a series of checkpoints. Under the normal rules, you must touch all the checkpoints, which appear as flags, in order to complete the lap. You can also choose the option that allows you to complete a lap by touching all the flags in any order you choose. You still have to touch all the flags, but you can decide on a different route if you so choose. The rally type has only one flag. Get to it first, and get the score. [Opie's note: not having played rally, I don't know exactly how this works].
- Just like NASCAR, not all races have the same number of laps. You can set the race to have 1, 3, 5, 10, 15, or 25 laps.
- You can race as a team or individually. If you're racing as a team, you'll also have to determine what your method of determining the winner will be. If you choose minimum, then the team is ranked by the member with the fastest time. Proving that a team is only as strong as its weakest link, the maximum option ranks each team by its slowest member. Finally, if solidarity is your thing, then the Sum option will rank your team by the total of ever member's time. The team with the fastest accumulative time wins.

Player Options – This is where you set the options that affect everyone playing the game regardless of gametype.

- If you have no regard for human life, or you want the game's end to be determined by the parameter of the individual gametype, choose infinite lives. If you choose to give players only 1, 3, or 5 lives, then the last man standing wins the game, regardless of whether the game's objectives have been met. [Opie's note: When the lives have run out, and there's only one man standing, does the person with the most time on KotH and the like win...or the last man standing?]
- To alter the challenge of the game, you can change the maximum health and shield strength of all the players. There's your normal 100%. But you can change to 50, 150, 200, 300, and 400%. These changes will affect both your health and shield strength.
- In addition, you can choose to turn that whole shield mess off. Or leave them on...you decide.
- After you die, you will respawn, as is the gaming circle of life. You can affect how long it takes before you reappear on the map. You can choose an instant respawn, or you can force a 5, 10, or 15 second respawn time.
- Respawn time growth, the penalty for dying too many times without making a kill. You can set the time growth to 5, 10, or 15 seconds. What this means, is that every time you die, you add that increment to your respawn time. Kill someone, and your respawn time is reduced by the increment. There are limits on this however, you cannot force the respawn time past 25 seconds, and you cannot reduce it below the set respawn time.
- If you're the odd man out, then that means you died. And you have to wait until someone else dies before you can come back into the game. Then that person becomes the odd man out, and for them the waiting begins. If you've turned this feature off, then you'll have to wait the set respawn time to rejoin the game.
- If you have invisible players, all players will appear as if they have active camouflage. If you said no to invisibility, then only picking up the powerup will let you appear invisible (or picking up the oddball...or not picking up the oddball, depending on whether you're playing oddball and how you set that up).
- The suicide penalty takes the place of the respawn time if you end up killing yourself (eg. Firing a rocket too close, jumping into the abyss, sticking a plasma grenade to your own head, etc). You can set the timer for this to none, 5, 10, or 15 seconds.

Item Options – Well, these are the options that cover...well, your items.

- Under normal circumstances one is only allowed to carry four of each type of grenade. Run out of grenades and you'll either need to find more...or walk more carefully. If you activate the infinite grenades option, no matter how many times you toss the deadly egg, your counter always reads four. And, since you no longer need to pick them up, grenades will have been removed from the maps you play.
- If you're playing on either blood gulch or sidewinder, you'll need to decide whether you want to play with vehicles or not. The vehicular options are to play with none, just the warthog, the scorpion, the ghost, or all three. Sorry, no mix and match in this case.

- Whenever you respawn, you will be holding a specific weapon set. If you've opted for the generic set, you will always spawn with a pistol, assault rifle, and four frag grenades no matter which map you are playing. If you've chosen to play with the custom starting equipment, you will spawn with a map-dependent weapon set.
- The normal weapon set for each map places all the various weapons at locations designated beforehand by the level designers. By choosing one of the custom weapon sets, the weapon locations contain only the weapons you designate.
 - Pistols leaves you with only the human pistol and the plasma pistol
 - The rifles weapon set is the assault rifle and the plasma rifle
 - The plasma weapon set should be the Covenant weapon set as it includes both plasma weapons and the needler.
 - The sniper weapon set is all sniper rifles all the time...and whatever weapon you spawn with.
 - If you choose no sniping, then all the sniper rifles and pistols will be removed.
 - The rocket launcher weapon set can get quite messy as the map is covered in rocket launchers.
 - The shotgun weapon set is, of course, all shotguns.
 - The human weapon set is all the weapons excluding the plasma weapons and the needler.
 - The short range weapon set gives you weapons that are only effective at short range. Having not played this set yet, I can't tell you what exactly that means. More info later.
 - Note: I don't believe that the weapon set choice effects the types of grenade found on the map, but I'm not entirely sure.

Indicator Options – This set of options effects what appears on your motion tracker radar thingy. It also includes options to change on-screen indicators.

- You can change the way the games objectives are identified on screen. If you choose the motion tracker, then the objective points (balls, flags, way-points, etc.) are identified on your motion tracker as white dots. The nav point option will display an arrow in your head pointing in the direction of the objective and provides an approximate distance. If you choose none, you will be given no visual aids to help you locate your objectives...let's hope you're a lucky bastard.
- You can choose to have other players appear on your motion tracker or not. If you choose to deactivate the motion tracker's ability to sense your allies/opponents, it will be easier to sneak up on your enemies, but it will also be easier for them to sneak up on you.
- When playing a team game, it can be difficult to recognize your allies in the heat of battle. If you choose to have the friend indicators on screen, your allies will be identified by the green arrow hovering over their heads. Don't worry, the arrows are invisible to your enemies. If you say no to this option, then your ability to recognize your team's color better be faster than your trigger finger.

Section IV. Multiplayer Maps

By now, you've probably gotten to know the multiplayer maps quite well. You've found your favorites, and you know all the secret little hidden corners. But here are some things you may not have known.

Damnation – “Hydro-Processing Center”

- ☐ Ideal for 4-8 players
- ☐ Custom Starting equipment: Plasma Pistol/no grenades

Rat Race – “Up the ramps, down the tubes”

- ☐ Ideal for 2-6 players
- ☐ Custom starting equipment: Human Pistol/Assault Rifle/frag grenades

Prisoner – “Get on top”

- ☐ Ideal for 2-8 players
- ☐ Custom starting equipment: Plasma Pistol/no grenades

Hang ‘Em High – “Tombstones for everybody”

- ☐ Ideal for 4-16 players
- ☐ Custom starting equipment: Human Pistol/no grenades

Chill Out – “Dude, you really need to...”

- ☐ Ideal for 2-8 players
- ☐ Custom starting equipment: Assault Rifle/no grenades

Derelict – “Deep-Space anomaly #0198”

- ☐ Ideal for 4-8 players
- ☐ Custom starting equipment: Plasma Pistol/frag grenades

Boarding Action – “Ship-to-Shop Combat”

- ☐ Ideal for 4-16 players
- ☐ Custom starting equipment: Human Pistol/frag grenades

Blood Gulch – “The quick and the dead”

- ☐ Ideal for 4-16 players
- ☐ Custom starting equipment: Plasma Pistol/no grenades
- ☐ Supports Vehicles

Wizard – “Round and Round and Round”

- ☐ Ideal for 2-8 players
- ☐ Custom starting equipment: Plasma Pistol/no grenades

Chiron TL34 – “Spartan Clone Training Complex”

- ☐ Ideal for 2-6 players
- ☐ Custom starting equipment: Human Pistol/frag grenades

Longest – “Long walk down a short hall...”

- ☐ Ideal for 2-8 players
- ☐ Custom starting equipment: Plasma Pistol/no grenades

Battle Creek – “Splash Splash Bang Bang”

- ☐ Ideal for 2-8 players
- ☐ Custom starting equipment: Plasma Pistol/frag grenades

Sidewinder – “Red blood, white snow”

- ☐ Ideal for 4-16 players
- ☐ Custom starting equipment: Plasma Pistol/no grenades
- ☐ Supports Vehicles

V. Conclusion

So there you have it, a handy reference guide for designing your own multiplayer game. There are a lot of possibilities available for creating your game. It's best to know what kind of game you and your friends like to play and design a game that fits those characteristics. Another thing to remember is that some boards lend themselves to certain game types better than others. An invisible juggernaut match might not be all that exciting on Sidewinder. And a game that centers around use of the jeep will look might stupid on Battle Creek. This guide gives you all the options, now design the game of your dreams.

Possible updates include a section on the pre-made gametypes, updates of errors and questions posed by the author, and further work on the level descriptions/notes.