

MH-Sk_BattlingLottery

ScreenShot



Game-Type: MonsterHunt (- whatever usable version)

Multiplayer compatible: Yes (- even better than in Single Player)

Bot Support: Yes (- even with other stunts than default known ones)
however I did not tested default Bot because that is almost trash - in MH is even more retarded - but map do includes paths usable to End point.

Theme: Cubed plus (- don't ask what that means)

Base Used: No base just textures and stuff have been added into MyLevel for preventing super mismatching spree.

Build Time: Not relevant but is from start moment to final Network test stage.

Story (or history) :

Evil forces after capturing El Presidente's bunker which later has been released by hunters sent for this task, have been re-grouped with reinforcements and stuff transported with a train. The train has been successfully stopped by other commando and then, commando has been lost. From base captain received the signal but opening a gate or sending a ship was bugged by some strange EMP activities. He found a sort of basement with less EMP activity sending troopers there but they have to roam outta basement to exiting portal. Threats are around more or less hidden into this location.

Description: For roaming to the way out, glasses must be broken. The only way is to destroy Barrels and Boxes in cause - some of them are supposed to be the key for breaking glasses - a random one for each Level in cause. Exist chances to unlock some creatures as well which will not be friends at all. During this travel you might roam through servers room, some computers there used by aliens went broken after some updates making them more angry. The have captured some stuff from humans and they can be a bit stronger than usual but not that much (stupid over-powered mods used in playing this game-type are making a challenging map more easier than supposed or even to look for retarded players)...

Stuff Info: Barrels/Boxes are not the same goals all time. Monster coming out is not the same all time, there can be 3 types/object. By playing more times the map, more different is the action because these are randomized letting game engine to choose the „difficulty“. While I was thinking at this map I took in account that all time stuff is known, each step in map is the same all the time so I decided to not make map so predictable as other MH maps which are acting in the same way for more than 10 years. I will think at another random type stuff on future if I'll be inspired and intended to do other maps. I was also intended to put up some custom creatures but they were not only bad coded (weapon-holders monsters) but making a mess in injecting/compiling tweaks in map's MyLevel because their code was stripped - good bye to such pawns - yeah, modders, I'm not interested to bring more mess - GARBAGE stuff is not my goal.

Map having paths from start to end creatures might roam in map in big parts except a few spots I didn't bother to entirely block them - just kill them, this is the goal after all...

Main Boss from this map is a Queen -loved- a bit, we have Teleporting targets, obstructions, but probably Queen will get mad a bit finding a fire position.

Map size is coming from MyLevel not from geometry so do not expect lags based on an overloaded geometry.

Known bugs: Masking the truth is not my way - as primary info.

We have default MH/ScriptedPawn specific bugs - in 2017 we can solve them. At least I don't have any problem right now with any of them.

We have something lightning related happening OFF-Line mainly. I don't have a clue where is coming from this issue and if in future will be fixed or not. By using coronas at lights, at playing OFF-Line dynamic coronas might be out of corona state at first sight until area is visited 3-4 times (or more) and then they react normally on sight - drivers which I used for testing OpenGL D3D any, did react in the same way.

The rest of tiny issues happening in Net Play I have tweaked them a bit after doing some testing in a server with usual load (mapvote, etc.) Nexgen in not in my repositories and it won't be a subject so soon.

Credits:

- Textures used are coming from **PrinceOfFunky** which was sharing 700 MB of different types (which I have reimported as 8 Bit ones);
- **Mr. LoathSome** - I used some of those creatures which this good dude was fixing;
- **HIGOR** - I did a sort of pathing stunts using that nice tool for editing called XC_PathBuilder as long as BlockMonsters is not in my mapping inventory;
- **Thunderbolt** - some decoration which I've added here;
- **Epic & Shrimp aka Kenneth Watson** - UT and MonsterHunt are their creations.

September 14 2017 - End of Document.