

| My Rar Current Server Maps on Server 11/10/2006 | | tested | | used? |
|---|--|--------|--------|-------|
| 0 @NICEDAY | crappy map...don't run on server | N/A | N/A | 0 |
| 0 [ss]peep_show_xxx | DON'T USE...OBSCENE IMAGES | N/A | N/A | 0 |
| 0 00_jam | too small for server...don't use | N/A | N/A | 0 |
| 0 0Power.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 1_detective_1 | crappy map...don't run on server | N/A | N/A | 0 |
| 0 1x1camp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 3 1closer | not a great map...use as last resort | y | | 0 |
| 0 1housev3 | too small for server...don't use | N/A | N/A | 0 |
| 4 2_Nice_Bunnies | fun map...maybe too small for server...try and see | y | | 1 |
| 3 2arena | ok map...try on server | y | | 0 |
| 0 2aren13 | too small for server...don't use | N/A | N/A | 0 |
| 0 2BASE | map too small for server...don't use | N/A | N/A | 0 |
| 0 2bases | good for server but not enough spawn points. Get bud to fix it. *****DON'T USE YET***** | y | | 0 |
| 8 10castle.bsp | good castle map...two castles across courtyard with 4 sided warp in lower levels. ok to use on server | y | castle | 5 |
| 3 10darisa | smallish map...try on server | n | | 4 |
| 6 11castle | another good castle map...ok to use on server two castles 1 says heaven other says hell bigger castles small castle separating two bigger ones | y | castle | 4 |
| 4 1337_street.bsp | ok...lots of spawnkilling | y | | 1 |

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|---|-----------------|--|---------|----------|---|
| 0 | 13thflaw.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 1 | 2000_2.bsp | rather use 2v2 | y | | 1 |
| 7 | 2000_2v2.bsp | good map boot camp | y | | 3 |
| 0 | 2boot | mirrored...too big for server. Don't use | y | | 0 |
| 7 | 2castle | castle map like others...spook in side room | testing | | 4 |
| 0 | 2festungen | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | 2fort_crossfire | 2 forts across from each other...not good for server...laggy and just for 2 teams | N/A | N/A | 0 |
| 0 | 2FORTDM1 | map too small for server...don't use | N/A | | 0 |
| 0 | 2forts | very crappy map...don't use on server | N/A | N/A | 0 |
| 5 | 2HOUSES | 2 buildings across from each other...requested by stains - too small for full server | y | | 2 |
| 0 | 2mtree1 | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | 2play | Good map...2 bases across from each other...ok for server | y | | 3 |
| 0 | 2play025 | exactly like 2play...don't transfer | N/A | N/A | 0 |
| 0 | 2temples | map too small for server...don't use | N/A | N/A | 0 |
| 6 | 34latitude.bsp | from k9...ok map...maybe too small | y | | 0 |
| 7 | 3battlegrounds | very large map...maybe too big? | n | | 0 |
| 7 | 3castle | castle map with building in center but no jail...similar to 2 castle | n | | 0 |
| 7 | 3castle_s2.bsp | castle map like 5castle but mod by rdc | y | castle | 0 |
| 4 | 3drylakes | like 3highlakes but without water in the lakes | y | | 2 |
| 6 | 3highlakes_v2 | similar to 4 highlakes but smaller | testing | outdoors | 4 |

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|---|-----------------|--|---------|--------|---|
| 0 | 3rd_person.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | 3ROCKS | small map outer space...try on server | testing | alien | 0 |
| 0 | 3rooms | map too small for server...don't use | N/A | | 0 |
| 7 | 3stooges | try on server...interesting tribute to 3 stooges | n | | 0 |
| 4 | 3way.bsp | kinda a crappy map...maybe try but as a last resort | y | | 0 |
| 0 | 424.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | 4castle | castle with jail in center...also like castle overload but without secrets...can try on server | n | castle | 2 |
| 7 | 4corners.bsp | very active map | y | | 5 |
| 7 | 4highlakes | OK for server...large kamping map | y | | 0 |
| 8 | 4TOWERS.bsp | well known map...try on server | y | | 4 |
| 7 | 5_5castleV3.bsp | just like castle overload...don't know the difference | y | | 0 |
| 0 | 501rev2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | 50S1 | map too small for server...don't use | N/A | N/A | 0 |
| 7 | 5castle.bsp | similar to overload except with jail in middle | y | | 0 |
| 6 | 6castle.bsp | castle map with boxes in center and in warehouse | y | | 5 |
| 6 | 7castle.bsp | very similar to 6castle. | y | | 2 |
| 7 | 7th_path.bsp | played on other servers...two courtyards and buildings...ok for server | y | | 1 |
| 7 | 9castle.bsp | played with ff...rdc castle with secrets...ok for server | y | | 4 |
| 0 | 9mm.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | a_new_cry.bsp | crappy map...don't run on server | N/A | N/A | 0 |

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|---|-----------------------|---|-----|-----|---|
| 0 | A_POOL | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | a_reflex.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | abandoned | too small for server...don't use | N/A | N/A | 0 |
| 0 | abandoned_space.bsp | toom small for server...don't use | N/A | N/A | 0 |
| 7 | abandonedbase | good map...try on server | y | | 6 |
| 0 | abfact | map too small for server | N/A | N/A | 0 |
| 0 | a-bomb.bsp | kill box stalkyard cross...HAS ONLY 2 TEAMS...MESSES WITH BOTS>>>DON'T RUN ON SERVER | y | N/A | 0 |
| 0 | absilo5 | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | abulie | OK map...try on server | y | | 4 |
| 4 | abyss | OK map...try on server | y | | 4 |
| 7 | access.bsp | map with tunnels around courtyard...very familiar...lotsa spawn killing...played many times on hdk and ltk | y | | 2 |
| 5 | acez | maybe too small for the server...try and see | y | | 0 |
| 5 | acid | maybe too small for the server...try and see like killbox with very insignificant modifications...don't use on server | y | | 4 |
| 0 | acp_killbox.bsp | rooms at bottom of tower...all red and dark...not great map | N/A | N/A | 0 |
| 2 | adam_dm.bsp | good run and gun datacore type map with slippery spot and cold room...use on server | y | | 2 |
| 8 | AdrenalineRaucous.bsp | ok map...run and gun...try on server | y | | 4 |
| 8 | AECanTow.bsp | | | | |

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|----|--------------------|--|-----|-------|---|
| 3 | aecthdr1.bsp | inside of temple...not so great map...use only as a filler | y | | 0 |
| 6 | AEcube.bsp | ok map...run and gun...try on server a little like stalkyard...played a long time ago on hdk...good map for server | y | | 0 |
| 7 | AEODM1 | too small for server | y | | 3 |
| 0 | africanyon.bsp | server...don't use cliffs and bases...maybe too small? Test and see | N/A | N/A | 0 |
| 4 | Africarena.bsp | interesting map of space station but maybe too small? So so with full server. OK with a few peep. Don't run | y | space | 0 |
| 2 | afterburner.bsp | map of office closed after hours...good map | y | | 1 |
| 7 | afterhrs.bsp | crappy alteration of afterhours...don't use | N/A | N/A | 0 |
| 0 | Afterhrs2.bsp | | | | |
| 0 | AFTERMID.bsp | not a good map...don't use on server really big map inside factory...too big and nothing special...don't use | N/A | N/A | 0 |
| 3 | AFTRSHOK.BSP | just like killbox...don't use | y | | 0 |
| 0 | ag_box.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 | ag_courtyard.bsp | crossfire type of map OK for server...small | N/A | N/A | 0 |
| 10 | ag_crossfire.bsp | and frenetic | y | | 6 |
| 4 | ag_dyce.bsp | ok map for server | y | | 1 |
| 2 | agctf_duff.bsp | | y | | 0 |
| 0 | agctf_gauntlet.bsp | missing wad...don't use map with gas strike in hallways | N/A | N/A | 0 |
| 8 | agony.bsp | good map..use on server | y | | 4 |
| 3 | agoraphobia.bsp | | y | | 0 |
| 0 | agpain1.bsp | ONE SPAWN POINT>>>DON'T USE bad map...can't spawn into map | N/A | N/A | 0 |
| 0 | agpain2.bsp | | N/A | | 0 |

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|-------|------------------|---|-------|-------|---|
| 0 | agpain3.bsp | bad map...can't spawn into map | N/A | | 0 |
| 0 | AGRAVLAB | crappy map...don't run on server | N/A | N/A | 0 |
| | | unfamiliar hdk map...hangar with water, deep pit with boxes overhead...many bad spawn | | | |
| 0 | ahangar.bsp | points...don't use on server | N/A | N/A | 0 |
| 0 | ahell | crappy map...don't run on server | N/A | | 0 |
| 0 | airbunkers | crappy map...don't run on server | N/A | | 0 |
| 3 | airemb.bsp | so so map...try on server | n | | 0 |
| 4 | airsupply.bsp | so so map...try on server | n | | 0 |
| 0 | aiwa | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | AKMULT01.bsp | too small for server...don't use | N/A | N/A | 0 |
| 4 | alcatraz.bsp | so so map of alcatraz...try on server | n | | 0 |
| 6 | aliencolony.bsp | just a little different than aliencolony2. try on server | n | space | 2 |
| | | played many, many years ago at work...a little small but try on | | | |
| 7 | aliencolony2.bsp | server | n | space | 3 |
| 8 | aliendm.bsp | map with alien ship in hanger | y | | 7 |
| 0 | aliens.bsp | bad map...don't use on server | N/A | N/A | 0 |
| 6 | alienship.bsp | good alien spaceship map...use on server | n | space | 0 |
| 0 | alkdm10.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | alley.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| | | good map but small...fall off the edge but don't die NOT LOADED FROM MY | | | |
| xxxxx | alpestrine_alpha | MAPS | xxxxx | xxxxx | |
| 0 | alpha.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | alpha_tau_ro.bsp | good space ship map...use on server | y | space | 2 |

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|---|-----------------|--|-----|-----------|---|
| 0 | alpha1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | alwaysultra_021 | small crappy map....don't use on server | N/A | N/A | 0 |
| 0 | amarth.bsp | good map but too small for server | N/A | N/A | 0 |
| 0 | AMAZE.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ambience.bsp | missing de_celtic.wad file | N/A | N/A | 0 |
| | amenaza | ok map...try on server | y | | 4 |
| 7 | ammo_locker.bsp | good docrock map...try on server | y | | 4 |
| 3 | ammystore | map may be too small for server...try and see | y | | 0 |
| 5 | AMOK.BSP | OK Map...try on server | n | | 1 |
| 9 | ANCIENT.bsp | very familiar map | y | | 3 |
| 7 | ancient2 | variation on the map ancient...use on server | n | | 3 |
| 6 | ancientpride | temple like map...ok for server | y | temple | 1 |
| 0 | ANDREW.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ANGER.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | annex.bsp | good map but too small for server | N/A | N/A | 0 |
| 0 | annopus | too small for server...don't use | N/A | N/A | 0 |
| 1 | ANT_FARM | very odd docrock map...just for special occasions | y | | 0 |
| 1 | antareuscore | map with core and spawn around it in circular hallways...a little boring | y | | 0 |
| 6 | anti_camper | cross fire but much bigger...not very exciting at all | y | crossfire | 0 |
| 0 | ANTI-G.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | ants.bsp | maybe too small for server...try and see | n | | 0 |
| 0 | aod.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | aoh.bsp | small map with catwalks...test and see | n | | 0 |

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|----|-------------------|--|-----|--------|---|
| 6 | apartmentrats.bsp | a rats map of an apartment living area. OK for server | n | | 0 |
| 8 | apex.bsp | good map...use on server | y | | 0 |
| 8 | Apex_v2 | good map by orpheus...use on server | y | | 0 |
| 0 | apo13now!.bsp | missing pl.wad | N/A | N/A | 0 |
| 5 | apocalypse_please | excellent map...use on server | y | | 2 |
| 1 | apocta.bsp | beautiful unusual map...NOT A GOOD MAP>>>ONLY RUN ON SPECIAL OCCASIONS | y | | 0 |
| 6 | apohldm1.bsp | very familiar map with red dot that shoot and door opens | y | | 5 |
| 10 | apohldm10 | good map inside castle...use on server | y | castle | 4 |
| 7 | apohldm11.bsp | good map inside castle...use on server | n | | 3 |
| 10 | apohldm12.bsp | good map with courtyard and building around with many passageways | y | | 8 |
| 8 | apohldm13 | may be too small for server. Try on server | y | | 0 |
| 8 | apohldm14.bsp | may be too small for server. Try on server and see | n | | 0 |
| 6 | apohldm2.bsp | typical of the apohldm maps...maybe a little small | n | | 0 |
| 4 | apohldm3.bsp | typical of the apohldm maps | n | | 0 |
| 4 | apohldm4.bsp | typical of the apohldm maps | n | | 0 |
| 8 | apohldm5.bsp | similar to others but not as big | n | | 0 |
| 0 | apohldm6.bsp | toom small for server...don't use | N/A | N/A | 0 |
| 8 | apohldm7.bsp | good map..use on server | n | | 0 |
| 6 | apohldm8.bsp | ok map...try on server | n | | 0 |
| 6 | apohldm9.bsp | good map..use on server | n | | 0 |
| 0 | apollo_arena.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | aqua.bsp | crappy map...don't run on server | N/A | N/A | 0 |

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|---|-----------------|--|-----|---------|---|
| 0 | aquard1-2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | AQUARIUM.bsp | so so map...test and see | n | | 0 |
| 0 | aquava~1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | arabeta6.bsp | so so map...test and see | n | | 0 |
| 0 | ARCADE1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 9 | arcane.bsp | map played in raw tourney once | y | | 5 |
| 8 | archaic.bsp | so so map...test and see | n | | 0 |
| 3 | archipelago.bsp | odd zen type map...test and see | n | | 0 |
| 9 | architech6.bsp | good map ... try on the server | y | | 4 |
| 6 | archives.bsp | map with 2 long hallways and downstairs with spawn killing galore | y | | 1 |
| 0 | archriv.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ARDM1.bsp | too small for server...don't use | N/A | N/A | 0 |
| 3 | ardm2.bsp | good map..use on server | n | | 0 |
| 7 | Area_66 | good map...try on server | n | | 0 |
| 0 | area1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | area102.bsp | DON'T USE...MESSES WITH TEAMS | N/A | N/A | 0 |
| 4 | area25 | may be too small for server. Test and see nice drive in map but | y | camping | 3 |
| 2 | area5.bsp | too small for server...test and see map with water downstairs and bunker/courtyard | n | | 0 |
| 7 | area51.bsp | upstairs | y | | 5 |
| 6 | area5x1.bsp | ok map...try on server | n | | 0 |
| 0 | area7.bsp | missing area 7 wad...don't use | N/A | N/A | 0 |
| 3 | areaxxv2.bsp | good map..use on server | n | | 0 |
| 0 | arena.bsp | crappy map...don't run on server | N/A | N/A | 0 |

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|---|------------------|---|-----|------|---|
| 0 | Arena12.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | Arena15L.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ARENA2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ARENA440.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | arenadm.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 9 | army.bsp | good map..use on server | n | | 3 |
| 0 | asdm01.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | asdm02.bsp | missing pl.wad...don't use on server | N/A | N/A | 0 |
| 0 | asectora.bsp | not a good map...don't use on server | N/A | N/A | 0 |
| 4 | ashpit.bsp | maybe too small...test and see | n | | 0 |
| 0 | aSN_MaxPayne.bsp | bad map missing files/wrong version?? Don't use | N/A | N/A | 0 |
| 0 | asN_WiLDLiFe.bsp | bad map...don't use on server | N/A | N/A | 0 |
| 0 | ASSASSIN | missing tfc.wad. Don't use on server | N/A | N/A | 0 |
| 5 | ASSAULT | ????Test this map | N/A | N/A | 0 |
| 0 | a-tek | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | atg | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | Atlantis | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | ATOMDM4 | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | atrium_r1 | good map but too small for server | N/A | N/A | 0 |
| 0 | atrium37.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | attactical | so so map...try on server | n | | 0 |
| 8 | AtticRats_RO | good rats type map...use on server | n | rats | 0 |
| 9 | audion.bsp | familiar map with tower | y | | 2 |
| 4 | AWAKE | so so map...try on server | n | | 0 |

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|---|--------------------|--|-----|------|---|
| 0 | away_crossfire.bsp | not enough differences in other versions to use on server...not transferred | N/A | | 0 |
| 0 | awry | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | AXIS.bsp | very familiar map with church, water, courtyard with tower | y | | 5 |
| 4 | Axis1.bsp | so so map...try on server | n | | 0 |
| 0 | axis-carnrat.bsp | EXACTLY SAME AS AXIS...DON'T USE | N/A | N/A | 0 |
| 2 | aztec_sacrifice | aztec temple...try on server/**TOO SMALL FOR SERVER | N/A | N/A | 0 |
| 0 | b_killbox.bsp | regular killbox...don't use | N/A | N/A | 0 |
| 0 | b14mall.bsp | missing b14.wad | N/A | N/A | 0 |
| 0 | B14masoleum.bsp | missing b14.wad | N/A | N/A | 0 |
| 5 | B2Castle.bsp | castle map with moat and turrets...not so big like others...try on server | y | | 0 |
| 6 | B2DORM | small bedroom rats map...maybe too small for server...try and see | n | rats | 0 |
| 0 | bab.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 4 | Backfire.bsp | SPAWNKILLING GALAORE map with tunnels and outside area with tower | y | | 1 |
| 0 | backstab.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 | BACKWAYS.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | backyard | ok map...little | | | |
| 6 | Backyard1.bsp | small...try on server | y | | 0 |
| 0 | backyard2.bsp | same as backyard?? | n | | 0 |
| 0 | bad.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 4 | bad_experiment.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BADMOON.bsp | jail map...test and see crappy map...don't run on server | n | | 0 |
| 0 | BADMOON.bsp | | N/A | N/A | 0 |

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|---|---------------------|--|-----|---------|---|
| 4 | badtaste_remix | maybe too small for server...not such a great map | y | | 0 |
| 3 | badtaste1.bsp | so so map...maybe to small...played before on other servers | n | | 0 |
| 0 | badtaste1_snowfall | too small for server...not transferred better than badtaste1...built on same map...try on server | N/A | | 0 |
| 4 | badtaste2.bsp | REALLY BIG just OK map...kind of | n | | 0 |
| 3 | bakally.bsp | crappy map familiar map with ledges around center area | n | | 0 |
| 6 | balltrap_canyon.bsp | | y | | 2 |
| 0 | bam.bsp | LOCKS UP SERVER...DON'T USE | n | | 0 |
| 7 | BAMDM1 | OK for server | n | | 0 |
| 0 | BANDCAMP.bsp | missing rain.spr...don't use | N/A | N/A | 0 |
| 4 | barren.bsp | plain map with upper and lower level...use as filler...test | n | | 0 |
| 0 | bartok.bsp | missing bartok.wad...don't use until fixed | N/A | | 0 |
| 0 | base.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BASE_C~1.bsp | older hdk map...try on server | n | | 0 |
| 1 | BASE_CAMP | older map played on HDK many times...Gratch request DON'T USE...EVERYONE HATED IT | Y | | 0 |
| 0 | base_wars.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 2 | base1 | just OK map...kind of | y | | 0 |
| 5 | base3 | crappy map better map than bas1...OK on server | Y | | 4 |
| 8 | basecamp.bsp | very familiar old map by docrock...very good..use on server | y | docrock | 5 |
| 4 | basecamp_dm.bsp | good map..use on server | n | | 0 |

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|------|-------------------|--|-----|----------|---|
| 6 | basecamp_midnite | same as basecamp but at midnight | y | docrock | 0 |
| 0 | basecamp_nite.bsp | same as basecamp_midnight...d on't use | N/A | N/A | 0 |
| 7 | basecanyon1 | good map...use on server | y | outdoors | 4 |
| 0 | BASEKILL.BSP | too small for server...don't use | N/A | N/A | 0 |
| 0 | basement.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | baserock.bsp | another basecamp type...seems big enough...try and see | n | | 0 |
| 5 | basetek | ok map...try on server | n | | 0 |
| 5 | basetek.bsp | test on server...ok map | n | | 0 |
| 0 | basewar.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | bash.bsp | very familiar map with concrete bunkers around courtyard...use on server | y | | 8 |
| ???? | bassault12.bsp | capture the flag type of map...test b4 using | n | | 0 |
| 0 | batcave | crappy map...don't run on server | N/A | | 0 |
| 0 | BATHTIME | crappy map...don't run on server | N/A | | 0 |
| 6 | BATTLE | a little map of killbox type...will be chaotic but fun...maybe too small?? | n | killbox | 1 |
| 5 | battle_camp | big map... a little bootcamp a little crossfire..try on server | y | | 3 |
| 6 | battle_quad.bsp | good map...try on server...too small?? | n | | 3 |
| 8 | battlegrounds.bsp | good map..another version of base camp...use on server | y | | 0 |
| 0 | BattleZ.bsp | crappy map...don't run on server | N/A | | 0 |
| 0 | bay77.bsp | crappy map...don't run on server | N/A | | 0 |
| 6 | bazooka3 | good map but probably too small for big server. OK for small server | y | small | 0 |
| 0 | bb.bsp | crappy map...don't run on server | N/A | | 0 |

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|----------------|--|-----|--------|---|
| 0 BC2.bsp | crappy map...don't run on server | N/A | | 0 |
| 7 BCastle2.bsp | good map..use on server | y | castle | 2 |
| 6 BDARENA | good map...use on the server | y | arena | 2 |
| 0 BDDM.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bdog | crappy map...don't run on server | N/A | | 0 |
| 8 BDOWN | excellent map...use on server | y | | 0 |
| 1 BEACH3.bsp | map with ship...too much spawnkilling this map | y | | 2 |
| 4 BECKDM1.bsp | ok map for server | y | | 0 |
| 0 BEDBUGS.BSP | rats type bedroom...too small for server...don't use | N/A | N/A | 0 |
| 0 Bedroom2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 beefburgers | exactly like turkeyburgers except with different textures. Turkeyburgers is better | N/A | N/A | 0 |
| 4 BEETLES.bsp | similar to rats in a junkyard...ok server version of | y | rats | 2 |
| 5 bewt2.bsp | bootcamp...try on server | y | | 5 |
| 0 BF_WAR.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 BF1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 bfield.bsp | two bunkers across from each other divided by creek...played many times...ok on server | n | | 0 |
| 3 bhlab51.bsp | so so very old school half life...test and see if passes | n | | 0 |
| ???? BHS.bsp | good capture the flag type of map...test and see | n | | 0 |
| 0 BIG.bsp | missing tree.wad | N/A | | 0 |
| 5 big_city | good camping map...tall buildings...use on server | n | | 0 |

| | | | | | |
|---|-----------------|---|-----|---------|---|
| 0 | big_drop.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | bigburg | map too small for server...don't use | y | N/A | 0 |
| 5 | bigdinner | rats diner killbox type of map | y | rats | 0 |
| 0 | bigone.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | billbox.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | binge.bsp | good map...run on server | n | | 0 |
| 0 | biohazrd.bsp | too small for server...don't use | N/A | N/A | 0 |
| 6 | biolab_1.bsp | a little small but good flow..inside lab building...a little similar to afterdark | n | inside | 0 |
| 0 | biolurk.bsp | not standard hldm and just like lurkbox...don't use on server | N/A | N/A | 0 |
| 0 | biolurk2.bsp | not standard hldm and just like lurkbox...don't use on server | N/A | N/A | 0 |
| 5 | BISCUIT.bsp | plain map but with good wide open movement in castle...try on server | y | | 0 |
| 0 | BITE_ME!.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BITRNI | not such a good map...a little small and nothing to note | N/A | N/A | 0 |
| 6 | bitterlemon.bsp | map from many years ago on hdk...central bunker with circular building around...use on server | y | | 0 |
| 0 | bkkarena.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | bl_twhl.bsp | crappy map...don't run on server | N/A | | 0 |
| 0 | black[sh] | crappy map...don't run on server | N/A | | 0 |
| 1 | black_n_white | black and white cubes...not a real good map | n | docrock | 0 |
| 7 | BlackDeath.bsp | good map...try on server | n | | 0 |

| | | | | | |
|---|--------------------|--|-----|-------------------------|---|
| 6 | blackdeath_rdc.bsp | good map...kinda big...use on server | y | | 1 |
| 7 | blackmesa.bsp | ok map...test on server | n | | 1 |
| 0 | blackout.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | blade | red devil type map...try on server | y | | 2 |
| 0 | Blastbox | too small for server...not transferred | N/A | | 0 |
| 7 | BLASTERCORE2.bsp | k9 map played long time ago...use on server - take off on datacore | n | | 4 |
| 7 | blastpit.bsp | four levels in round interior - too small for full server but fun if server not full...try on server | n | | 1 |
| 7 | BLASTSIT.BSP | map of quarry type of blast site. Try on server | n | | 0 |
| 0 | blindapathy.bsp | good map but too small for a full server. | n | | 0 |
| 5 | blinga.bsp | two bunkers across from each other connected by underground passageways...maybe too small...test and see | n | | 0 |
| 8 | Blizzardv2 | snowy map played at work a really long time ago...good map for server | | REFERRED TO ONE AND ONE | 3 |
| 4 | BLOCK77.bsp | prison block...a little plain...test on server | n | | 0 |
| 0 | blocks.bsp | missing wad...don't use | n | | 0 |
| 0 | BLOK_V04 | missing daewood.wad file...don't use | N/A | | 0 |
| 0 | blood_bath | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | blood_factory.bsp | crappy map...don't run on server | N/A | | 0 |
| 6 | bloodbox.bsp | from k9...killbox type of map with metal walkways and halls | n | | 0 |
| 0 | BLOODLUS.BSP | missing wad...don't use | N/A | | 0 |

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|---|---------------|---|-----|-----------|---|
| 0 | bloodlust.bsp | crappy map...don't run on server | N/A | | 0 |
| 7 | bloodshed.bsp | dungeon type of map...very good but very, very big | y | | 5 |
| 0 | bloody.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | blue_haze | crossfie/xbounce type of map...a little like streets. Try on server | y | crossfire | 4 |
| 0 | bluefire.bsp | crossfire with blue light outside...don't use | N/A | N/A | 0 |
| 0 | bluenuts.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BlueOmen.bsp | missing wad...don't use | N/A | N/A | 0 |
| 0 | bluevsred.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 4 | bmac.bsp | so so map...test and see | n | | 0 |
| 0 | bmcavern.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | bmrfsublevels | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BMTF | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BMU_XEN.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | BOAT.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | bollox_b2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | BOMBTR~1.bsp | good map...use on server maybe too small with full server plus much spawn killing | n | | 3 |
| 9 | booberville | good map..use on server | y | | 4 |
| 0 | boom.bsp | previous version of boom_v2...don't use | N/A | N/A | 0 |
| 7 | boom_v2 | crazy map with city that explodes then playing in ruins try on server | y | | 4 |
| 0 | Booster | map too small for server...don't use | N/A | N/A | 0 |
| 4 | boot.bsp | ttk/s3 map with spawn w/tau (also boot 2) | n | | 0 |
| 5 | boot_camp.bsp | standard map | y | boot camp | 0 |

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|----|-------------------|---|-----|-------------|----|
| 5 | boot_camp2.bsp | variation of boot_camp...only use as last resort | n | boot camp | 0 |
| 5 | boot_campx | deviation of boot_camp but essentially the same boring thing | n | boot camp | 0 |
| 6 | boot_leg.bsp | a much better boot camp...try on server | n | boot camp | 4 |
| 0 | boot_reloaded.bsp | BAD MAP...DELETED FROM SERVER...CAUSES SERVER TO LOCK UP | N/A | | 0 |
| 4 | boot2.bsp | same as boot | n | | 0 |
| 4 | boot3 | modified boot map...spawn with all weapons...only use in special cases on server | n | tau | 0 |
| 6 | bootbox | variation of boot and killbox SPAWN WITH TAU | n | tau/killbox | 0 |
| 6 | bootbox2 | variation of boot and killbox SPAWN WITH TAU | n | tau/killbox | 0 |
| 7 | border_bust | mexican village..excellent map..use on server CAUSED THE SERVER TO LOCK UP | y | town | 1 |
| 5 | borgtech.bsp | weird map...can climb up walls...killbox type with weird textures...try on server | n | killbox | 0 |
| 3 | BORRAD.bsp | too small for server...don't use | n | N/A | 0 |
| 7 | Boston_Arena.bsp | small arena style map...try on server | n | arena | 0 |
| 6 | bottest | a little like stalkyard...use on server | y | stalk | 1 |
| 0 | Bottout.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 10 | bounce.bsp | standard map played many times years ago...bounce pads and tunnels of | y | | 18 |
| 5 | BOUNCE_ME.bsp | water. Use on server | y | bounce | 4 |

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|---------------------|---|-----|------------------|---|
| 0 box | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bozz_2f.bsp | capture the flag type of map...test b4 using | n | capture the flag | 0 |
| 0 bozz_4fcb.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bp_[wp].bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bp_two_towers.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bpm.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 bragas.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 BRAIDEN.BSP | crappy map...don't run on server | N/A | N/A | 0 |
| 8 brave | outdoors with two treehouses and waterfalls...try on server | n | outdoors | 1 |
| 7 BREAKDOWN.bsp | good map...try on server COMPLAINTS ABOUT SPAWN KILLING>>>NEED TO ADD MORE SPAWN POINTS | n | | 4 |
| 0 brickhse.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 BRIDBOWL.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 bridge_attack | crappy map...don't run on server | N/A | N/A | 0 |
| 8 BRIDGE22.bsp | very familiar map with secrets and bridge | y | | 7 |
| 0 bridgewater2.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 brik2.bsp | too small for server...don't use | N/A | N/A | 0 |
| 7 brikhaus | Outdoor/indoor with checked flooring indoors | y | | 4 |
| 7 broken_palace | good map inside japanese palace...run and gun...use on server | n | | 1 |
| 5 BRunner.bsp | small but interesting textures...blade runner type of map...TOO SMALL FOR FULL SERVER | n | | 0 |
| 0 brunsbys.bsp | crappy map...don't run on server | N/A | N/A | 0 |

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|----------------------|---|-----|---------|----|
| 0 BRUTAL | crappy map...don't run on server | N/A | N/A | 0 |
| 4 btbase.bsp | OK map of bunker insides...test on server TOO SMALL AND TOO FEW SPAWN POINTS smallish killbox type of map...don't use on server | n | | 0 |
| 0 btk_arena.bsp | rats map of bedroom...not the best by onesneakymouse crappy map...don't use on server | N/A | N/A | 0 |
| 6 Bugs | crappy map...don't use on server | y | rats | 0 |
| 0 Bugs2.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 bunker.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 BunkerD.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 3 bunkerhell | bunkers underground big gun topside...try on server | n | bunker | 0 |
| 0 bunkers.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 7 BURGER.bsp | a hamburger joint...smallish map...test on server rather small map with nothing special...test on server | n | | 2 |
| 6 butchers_blood.bsp | very familiar and good map...dark outside too small for server - don't use | n | | 0 |
| 8 bynight.bsp | a little like c2a5e...ok for server NOT ENOUGH SPAWN POINTS | y | | 10 |
| 0 c_dmcrel | ok map...try on server. Map where spawn at end of bridge with water on both sides...can camp at end of long hallway, played on servers. | N/A | N/A | 0 |
| 4 c_pun | map with gargantua in pit and in large area with monorail and secret area at end of rail | n | HL Game | 2 |
| 6 c_pun2 | | n | | 2 |
| 7 c0a0a.bsp | | y | | 3 |

| | | | | | |
|---|------------------------|--|-----|---------|---|
| 5 | c0a0b.bsp | map bounce similar scenery with tunnels and 100%armor/health area | n | | 1 |
| 3 | c1a4f.bsp | map with core and spawn around it...spawn killing a problem...not real good map with dam...old hdk | n | | 1 |
| 7 | c2a5.bsp | favorite | y | | 4 |
| 7 | c2a5b.bsp | familiar old hdk map with secret at toolbox | y | | 6 |
| 7 | c2a5e.bsp | map with helipad and spawn outside map then swim up | y | | 6 |
| 0 | c2a5f.bsp | too big and not modified for multiplayer...don't use on server | N/A | | 0 |
| 0 | CA.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 4 | cabin.bsp | a little small but good gameplay...tree house cabin within fort like structure | n | | 3 |
| | cabrito.bsp | old hdk map...very good...use on server | y | | 6 |
| 0 | cameltoxis | too small for server...don't use | N/A | N/A | 0 |
| 8 | camp_usa | camping map with buildings...OK for server | n | camp | 1 |
| 7 | camper_rats | doc rock map...good...use on server | y | rats | 4 |
| 0 | campersdelight1 | lousy map...don't use on server | N/A | N/A | 0 |
| 0 | campersolddelight1.bsp | map exactly like other map already in database...don't use | N/A | N/A | 0 |
| 7 | campground.bsp | old hdk map with lots of sniping in the water almost exactly the same as | y | camping | 4 |
| 0 | campk9 | bridge22...don't use on server | N/A | N/A | 0 |
| 4 | CAMPLAND.BSP | maybe too small but ok map...test and see | n | | 0 |
| 0 | camppbeta.bsp | too small for server...don't use | N/A | N/A | 0 |

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|---|---------------------|---|-----|---------|---|
| 7 | campsite.bsp | familiar map with lots of tents | y | camping | 1 |
| 0 | campwar.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 5 | Canabis.bsp | good map...use on server | n | | 3 |
| 0 | canalzon.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 3 | canyon.bsp | ok map but really too small for server...test and see | n | | 0 |
| 4 | Canyonbase1.bsp | ok map...test on server | n | | 0 |
| 3 | Canyonfl.bsp | small map...test and see if works | n | | 0 |
| 4 | CANYONZ.bsp | good map...run on server | n | | 3 |
| 7 | car_park.bsp | familiar map with garage on multiple levels | y | camping | 5 |
| 2 | CARBON.bsp | not a great map | y | | 3 |
| 0 | cargo | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | cargobay | crappy map...don't run on server | N/A | N/A | 0 |
| 4 | cargotransit.bsp | good map but only spawn with machine gun...has an old half-life gam look and feel | y | | 0 |
| 3 | CARNAGE.bsp | so so map...test and see | n | | 0 |
| 8 | casbah_dm.bsp | good map...use on server...played on ttk with this map | y | | 9 |
| 0 | Castle_Enrage.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 7 | castle_m | good castle map...inside and out of one large castle | n | castle | 3 |
| 8 | castle_overload.bsp | map I hate with lots and lots of secrets | y | | 3 |
| 7 | castle_rush.bsp | rather dark map of two castles connected underground | y | | 5 |
| 7 | castle_wars | excellent castle map...large wondering around village very very big | n | castle | 2 |
| 0 | castle-keep | not a good map...don't use on server | N/A | N/A | 0 |

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|---|------------------|---|-----|---------|---|
| 4 | cataclysm | inside factory with two warps to opposite sides...try on server | n | | 0 |
| | catacomb.bsp | locked up server missing sprites, etc. crappy map...don't use on server | n | | 0 |
| 0 | Catharsis.bsp | missing coffin.wad...don't use until fixed | N/A | N/A | 0 |
| 0 | cathedralV12.bsp | so so map...test and see | N/A | N/A | 0 |
| 3 | catinn.bsp | killbox but with catwalks...NOT BIG ENOUGH>>>>DON" T USE | n | | 0 |
| 0 | catwalk | boring map...don't use on server | N/A | killbox | 2 |
| 0 | cave | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | cavein.bsp | so so map...test and see | N/A | N/A | 0 |
| 2 | caverns.bsp | not such a good map...a little small and nothing to note | n | | 0 |
| 1 | Caves.bsp | good map...use on server - similar to dm | y | | 2 |
| 7 | cbble | dust but more green killbox with boune and launch pads...try on server | y | killbox | 2 |
| 5 | cbs_deathbox | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | ccc.bsp | old hdk map not played much...in cellar with open refrigerator | y | | 8 |
| 7 | CellarRats.bsp | so so map...test and see | n | | 0 |
| 4 | CELLBL~3.bsp | variation of cellbl~3...don't use | N/A | N/A | 0 |
| 0 | cellblock.bsp | really old map played many times a very, very long time ago...try on server | n | | 0 |
| 5 | Celtic.bsp | from k9 lab with boxes outside and attack from roof | y | | 1 |
| 6 | central_lab.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | CENTRE.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | challenger.bsp | crappy map...don't use on server | N/A | N/A | 0 |

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|----------------|--|-----|----------|---|
| 0 chamber.bsp | good map...try on server**TOO LAGGY>>>DON"TRUN | y | | 0 |
| 5 chaocity1 | good city/warehouse type of map...use on server | y | city | 2 |
| 5 chaocity2 | another version of chaocity...use on server | y | city | 0 |
| 5 chaocity3 | mostly inside...another version of chaos city...use on server | y | city | 1 |
| 0 chaos1.bsp | missing chaos1.wad...don't use very dark...use for halloween mapcycle | N/A | N/A | 0 |
| 4 chapel.bsp | similar to apohldm, havoc and outcry...try on server | N/A | N/A | 0 |
| 8 charred | temple like map...ok for server | y | | 3 |
| 7 chastise.bsp | map too small for server...don't use not so | N/A | N/A | 0 |
| 0 Checkers | interesting...warehous with boxes and crane | n | | 2 |
| 7 checkmate | crappy map...don't use on server | N/A | N/A | 0 |
| 0 CHEESE.bsp | crappy take off on undertow...don't use | N/A | N/A | 0 |
| 0 CHEEZTOW.bsp | map too small for server...don't use | N/A | N/A | 0 |
| 0 chemlab | map too small for server...don't use | N/A | N/A | 0 |
| 0 chess | core area with playground in center...just so so | n | | 0 |
| 6 childm.bsp | played many, many years ago at work...a little small but try on server | y | outdoors | 4 |
| 6 chipsdm17 | so so map...test and see | n | | 0 |
| 5 chlorine.bsp | exactly like chokehold...don't use | N/A | N/A | 0 |
| 0 choke.bsp | good map...lots of building with climbing tower on one | y | | 8 |

| | | | | |
|-------------------|---|-----|--------|---|
| 7 cholericol.bsp | good map...try on server | n | | 4 |
| 0 Christmas.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 5 chum | aquarium...try on server | n | inside | 1 |
| 0 chunker.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 Church | not so good...don't use on server | N/A | N/A | 0 |
| 0 Chyton_v715.bsp | too small for server...don't use | N/A | N/A | 0 |
| 7 Cillit_Bang | battle around a reactor...good for server | y | inside | 4 |
| 0 CIRCLE.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 city_block.bsp | good map but too small for server | N/A | N/A | 0 |
| 7 city_block2.bsp | ok map...try on server | n | | 4 |
| 7 citysnow.bsp | map at night...old hdk favorite | y | | 6 |
| 6 classified.bsp | ok map...try on server | n | | 1 |
| 7 classroomrats | onesneakymouse map...use on server | y | rats | 2 |
| 0 claustro.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 clawed | crappy map...don't run on server | N/A | N/A | 0 |
| 6 cl-beta58.bsp | VERY BIG map but good...try on server | n | | 0 |
| 4 cliff.bsp | TOOSMALL??simple but maybe fun...try and see | n | | 2 |
| 5 Cliff_Complex | good map...use on server lots of spawn kills...not many spawn points...a little small for full server | y | | 2 |
| 5 cliff_ha.bsp | inside black mesa cliff complex...ok map...test on server | n | | 0 |
| cliff_hanger.bsp | ok map...try on server | n | | 0 |
| 0 cliffd.bsp | map is corrupt...don't use | N/A | N/A | 0 |
| 0 cliffedge | small crappy map...don't use on server | N/A | N/A | 0 |
| 0 cliffs.bsp | interesting but too small for server...don't use | N/A | N/A | 0 |

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|--------------------|--|-----|----------|---|
| 0 cliffside | variation on cliffside 2...not as good...don't use on server | N/A | N/A | 0 |
| 8 cliffside2.bsp | excellent familiar docrock map. Use on server | y | docrock | 4 |
| 8 cliffside3.bsp | good map...use on server | y | docrock | 8 |
| 0 climbers.bsp | awful map...don't use on server | N/A | | 0 |
| 0 clocktower | too few spawn points. Ask bud to add more spawn points. | y | outdoors | 0 |
| 0 cloister | crappy map...don't run on server | N/A | N/A | 0 |
| 5 cloisters.bsp | not a wonderful map but test and see what others think | n | | 0 |
| 0 closecombat.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 closefire.bsp | very familiar crossfire type of map with bounce pad in center courtyard | y | | 6 |
| 7 ClosetRats2002 | onesneakymouse map...one of the better rats maps...use on server | n | rats | 3 |
| 4 Clown.bsp | big plain map...test and see...not real exciting. too small...don't use on server | N/A | N/A | 0 |
| 0 club.bsp | good map by reno...use on server | y | | 1 |
| 8 cm_arena.bsp | ok map...try on server | n | | 0 |
| 7 cm_staumauer | awful map...don't use on server | N/A | N/A | 0 |
| 0 cmndm1 | not a wonderful map but test and see what others think | N/A | N/A | 0 |
| 4 cnbleyes.bsp | unable to spawn correctly...maybe for different mod...don't use | N/A | N/A | 0 |
| 0 co_centurion.bsp | crossfire architecture...big map...ok for server? | y | | 0 |
| 7 coap | crappy map...don't run on server | N/A | N/A | 0 |
| 0 cobase | | | | |

| | | | | | |
|---|-------------------|--|-----|---------|---|
| 0 | Coconut_grove.bsp | good map but too small for server...don't use four bunkers with big circular bunker in middle with | N/A | N/A | 0 |
| 7 | coddm.bsp | moat..familiar map familiar map with spawncampers beside stairs at spawn point | y | | 0 |
| 8 | cold_storage.bsp | inside base and outside with covered walkway...test on server | y | | 2 |
| 5 | coldfeet.bsp | only one spawn point...add more spawn points | n | | 0 |
| 0 | coldwar | roman coliseum architecture...try on server | N/A | N/A | 0 |
| 6 | coliseum | docrock map with colorful red cliffs all around...use on server | y | | 0 |
| 8 | colorscale | | y | | 5 |
| 0 | combat.bsp | just like combat2...don't transfer...use combat2 instead | N/A | N/A | 0 |
| 7 | combat2 | somewhat familiar map of combat camp with barracks, tank, etc. | y | | 3 |
| 5 | commons.bsp | good map run and good around circle on 2 levels but probably too small...test and see | n | | 0 |
| 4 | Complex.bsp | plain map not very special but playable | n | | 0 |
| 6 | compound | combat camp type of map...use on server | n | testing | 0 |
| 7 | comprats.bsp | computer room rats ok for server | n | | 0 |
| 4 | con_killbox.bsp | nice killbox map will be very hectic | n | | 0 |
| 0 | con_maze | maze with sniping tower in middle...will not be a good map for server | N/A | docrock | 0 |
| 2 | con_palace | way too small for server...don't run but on special occasions | n | docrock | 0 |

| | | | | |
|-----------------------|---|-----|---------|---|
| 4 con_prison | big prison map with very dark rooms...will not be real good but big enough | n | docrock | 0 |
| 5 con_rage | good map but not big enough for full server | n | docrock | 0 |
| 4 con_raid | not a real good map but big enough...use for special occasions | n | docrock | 0 |
| 4 con_sands | not a real good map but big enough...use for special occasions | n | docrock | 0 |
| 0 con_tannis | too small...don't use on server | N/A | N/A | 0 |
| 7 con_xfire | good map pyramids and sand | y | | 0 |
| 6 contemplate.bsp | ok map played many years ago on other servers...test on ours | n | | 2 |
| 0 control_tower.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 6 controlbooth | interesting killbox map by gdwg clan...try on server | n | killbox | 0 |
| 0 CORE | crappy map...don't run on server | N/A | N/A | 0 |
| 0 cough | smaller king of the hill map...too small for server | N/A | | 0 |
| 6 courtyard2.bsp | very old hdk map with central building and storage yard all around with containers maybe a little small but fun | y | | 0 |
| 5 cow.bsp | ok map but very big...test and see | n | | 0 |
| 3 cpb | mutiple level inside with electrified catwalk...try on server...got mostly negative votes in poll too few spawn points. | y | | 0 |
| 3 cpc.bsp | Ask bud to add more spawn points. | n | | 1 |
| 6 Cpd.bsp | ok map...try on server | n | | 0 |
| 7 cpufrenzy | try again on server | y | testing | 3 |
| 0 cracker_killbox.bsp | docrock map killbox with walls of saltine crackers ***MISSING WAV FILES**** | y | | 0 |

| | | | | | |
|---|-----------------------|---|-----|---------|---|
| 0 | crackerbox | maps missing sound files | N/A | N/A | 0 |
| 7 | crate | good map...try on server...from k9 | y | | 4 |
| 4 | Cratesis | Not an awesome map but OK...conveyors with boxes...got mostly negative comments in poll SPAWN WITHOUT ANY WEAPONS, NOT A GOOD MAP | y | | 0 |
| 7 | cream | crazy fragfest...too small for full server but loads of fun with a few people | n | killbox | 1 |
| 5 | creep_alien.bsp | huge alien creature in main map around xen types of levels | n | | 0 |
| 4 | creep_chopper | small map played on ff a few times...chopper pad with boxes at 3 corners | n | | 0 |
| 7 | creep_cia_killbox.bsp | creep killbox...will be fun map to try | n | | 0 |
| 4 | creep_cube.bsp | creep cube...like it says...with creep boxes and walkways...maybe try | | | 0 |
| 6 | creep_halloween_bash | fun...played on ff...try to see if works on server | n | | 0 |
| 6 | creep_turkeybox | killbox type with turkeys on wall | n | | 0 |
| 6 | creeping_newyears | office buildings with flings on top and bounce pads on street...played before on some servers...try on ltk | n | creep | 0 |
| 0 | creepitall | missing sprites...don't run on server yet | | | 0 |
| 7 | creepitorium.bsp | halloween map pack | | | 4 |
| 8 | creep-o-ween.bsp | halloween map pack | | | 0 |
| 7 | creeps_killbox | killbox map with eminem song...played many times before smaller killbox | n | creep | 0 |
| 8 | creepsfire.bsp | map...test and see if everyone likes it | | | 4 |

| | | | | | |
|----|------------------|---|-----|-------|----|
| 5 | creepwampz_ya | interesting for a change TAKE OUT OF ROTATION>>> crappy map...don't run on server | y | creep | 2 |
| 0 | crimic | outside around two arenas with multiple levels...may be interesting...try on server SPAWN WITH GLOCK ONLY | N/A | N/A | 0 |
| 7 | crimsonite | standard map | n | arena | 1 |
| 10 | crossfire.bsp | kinda crappy map...don't use on server | N/A | N/A | 18 |
| 0 | cryo | big enough castle map...nice ambience and texture...test on server to see how it plays NEEDS MORE SPAWN POINTS | N/A | N/A | 0 |
| 7 | cs_cstle.bsp | fair map...test and see if ok | n | | 1 |
| 5 | ctrlaltdel.bsp | kinda crappy map...don't use on server | n | | 0 |
| 0 | cubes | | N/A | N/A | 0 |
| 0 | cube-x | very crappy map...don't use on server | N/A | N/A | 0 |
| 7 | cuccoos.bsp | map of danish village but a little small...try on server a see | n | | 0 |
| 8 | CyanideStalkyard | familiar stalkyard map played many times on different servers | n | stalk | 4 |
| 0 | D_CROW1 | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | d4ms.bsp | japanese style home inside...nicely done...shot gun style VERY TIGHT NOT REAL GOOD FOR FAST PLAY | n | | 0 |
| 8 | dabo | played on server many times...especially rdc severains | n | | 4 |
| 0 | daluxe | good map but too small for server | N/A | N/A | 0 |
| 7 | Dam | well known map from a very long time ago...use on server | n | dam | 4 |

| | | | | | |
|---|----------------|---|-----|---------|---|
| 7 | damcliffy | cliff/building overlooking yard with buildings on each end...used many times | y | camping | 3 |
| 6 | damworks.bsp | dam with buildings on opposite sides...played years ago on hdk maybe a little small | n | | 0 |
| 0 | danger.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 4 | dante_1.bsp | oil rig map...too small and can fall off edge...not a fun map except with maybe 2 players | n | | 0 |
| 0 | daq2hl | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | dark_depot.bsp | familiar map...two storage yards connected by middle small bldg with upper deck for sniping. Played many times on hdk | y | | 8 |
| 5 | dark_ruins | maze type of map of bombed out building...try on server...is a little small | n | | 0 |
| 0 | Dark1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | Dark2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | Dark3.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | darkcity | two chapels...ok for server | n | | 0 |
| 0 | DARKED.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | darkgas | gas works but darker...don't use on server | N/A | N/A | 0 |
| 0 | darkness.bsp | crappy map...don't run on server | N/A | N/A | 0 |

| | | | | |
|-----------------------|--|-----|---------|----|
| 6 DARN.bsp | not good for 16 person server. OK w/few people on server map with two bunkers connected by walkway, ladder to top to snipe variation of bootcamp...don't use on server | y | | 2 |
| 0 das_boot | maybe too small for server...try and see boring map...don't use on server | N/A | N/A | 0 |
| 4 Das_Fenster_zum_Hof | standard map | n | | 0 |
| 0 Datacom | | N/A | N/A | 0 |
| 10 datacore.bsp | | y | | 18 |
| 6 datacore_after.bsp | very excellent hdk map from long ago...use on server spawn killing good datacore map...try on server | y | | 4 |
| 8 datacore2.bsp | | n | | 0 |
| 8 datax.bsp | very modern datacore type map...try on server | n | | 4 |
| 7 davroplex | movie theater...nice killbox type of map...very similar to zilla's thrashing | y | | 1 |
| 7 dawghouse | | n | killbox | 0 |
| 8 daylight.bsp | very familiar map with camping spot between soda machines *****THIS MAP CAUSES SERVER TO RESET ***** | | | 6 |
| 0 dcamp | crappy map...don't use on server | | | 0 |
| 0 de1m1.bsp | maybe too small for server...try and see TOO SMALL...USE ONLY ON SPECIAL OCCASSIONS | N/A | N/A | 0 |
| 7 DEAD_HL | a little lambdabunker feel..try on server | n | | 1 |
| 6 deadfall | crappy map...don't use on server | n | | 0 |
| 0 deadly and deadly2 | cliffs with cable car...crappy map...don't use on server | N/A | N/A | 0 |
| 0 death_house | wrong version...don't use | N/A | N/A | 0 |
| 0 death-arena | | N/A | N/A | 0 |

| | | | | | |
|---|-------------------|---|-----|-----|---|
| 6 | death_bridge2.bsp | good map but perhaps too small...test it and see | n | | 0 |
| 0 | Deathhouse.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | DeathProof.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | deck16.bsp | good map picked up from tkf server...use on ltk | n | | 2 |
| 0 | deep_outpost | map not big enough...don't use on server | N/A | N/A | 0 |
| 4 | deepsix | factory type of map...try on server..not such a wonderful map but playable | n | | 0 |
| 5 | deja_vu_2 | factory type of map by orpheus...ok for server | n | | 4 |
| 0 | DEMONZ | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | DEPOT_18 | too small...don't use on server | N/A | N/A | 0 |
| 0 | depotarena.bsp | too few spawn points. Ask bud to add more spawn points. | | | 1 |
| 7 | Desecration | good map...use on server | n | | 5 |
| 5 | DESERT.bsp | well known map with two towers on either side of spawn point where people spawn kill....lots of spawn kills this map...WOULD BE BETTER WITH MORE SPAWN POINTS | | | 1 |
| 7 | Desert_Keep | inside base ... try on server...good map like havoc and others | n | | 3 |
| 7 | desolate | but not as big factory inside/outside by warpig...try on server...a little chopped up | n | | 3 |
| 6 | detox | crappy map...don't run on server | n | | 4 |
| 0 | devils_island | good map...try on server | N/A | N/A | 0 |
| 6 | devious | good map...try on server | n | | 4 |

| | | | | | |
|---|----------------------|--|-----|-------------|---|
| 5 | DHHL1 | factory with bottom floors flooded...not good gameplay | n | | 0 |
| 0 | die_teamers.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 8 | Dirtycore | blue datacore type...played a long time ago try on server | n | | 0 |
| 0 | disco2 | too small for server...don't use | N/A | N/A | 0 |
| 0 | dm_abstracttowers | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | dm_alpestrine.bsp | outer courtyard temple area with pine trees...too small for full server but very nicely done | n | | 0 |
| 0 | DM_basement.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 7 | dm_bulk.bsp | excellent map inside of space station...use on server | n | outer space | 0 |
| 0 | dm_calmdown | wrong version...don't use | N/A | N/A | 0 |
| 5 | dm_cliff.bsp | good map...pretty architecture...fall off the edge and die, too small for full server | n | outside | 1 |
| 0 | dm_contre_magnum | crappy map...don't use on server | N/A | N/A | 2 |
| 0 | dm_crete3.bsp | not as good as dm_crete4...don't use | | | 0 |
| 8 | dm_crete4.bsp | white textured walls...lots of stairs and open playing area...test on server | y | | 4 |
| 8 | dm_dust | excellent large camping map...cs type | n | camping | 0 |
| | dm_echolabs.bsp | not very exciting...round and round a lab | n | | 0 |
| | dm_egyptian | big map...maybe too big? A little boring | y | temple | 0 |
| | dm_eletros_rats2.bsp | rats map on top of desk...will be too small for full server but OK with just a few in server | n | rats | 0 |
| | dm_exhausted | train station map...too small? Try on server and see | n | train | 0 |

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|---|--------------------------|---|-----|-----|---|
| 0 | dm_eyetothsky | map too small for server...don't use good map...try on | N/A | N/A | 0 |
| 4 | dm_facility | server TOO BIG good map...try on | y | | 1 |
| 8 | dm_faction | server locks up server - can't | n | | 4 |
| 0 | dm_fairytale | open wad file unsure if plays ok...if so an ok map...test and see ****RESET | N/A | N/A | 0 |
| 0 | dm_fathom25 | SERVER**** not a good map for the | n | | 0 |
| 0 | dm_fugitive3b.bsp | server big map of hogwarts...harry potter...try on server | N/A | N/A | 0 |
| 6 | dm_hogwarts | **a little small** wrong version...don't | n | | 1 |
| 0 | dm_lab0 | use missing wad file...don't | N/A | N/A | 0 |
| 0 | dm_little_pools.bsp | use ordinary map...ok to | N/A | N/A | 0 |
| 6 | dm_lunatic | use on server kinda crappy map...don't use on | | | 0 |
| 4 | dm_odin.bsp | server ***TOO SMALL*** | | | 0 |
| 0 | dm_oktagon | map boots me out of hl good map but too small | N/A | N/A | 0 |
| | dm_osiris | for server | | | 0 |
| 0 | dm_parking | missing cstrike.wad very much a run and gun datacore type | N/A | N/A | 0 |
| | dm_phreneticism.bsp | map...use on server map too weird for good | n | | 0 |
| | dm_poisongarden_lite.bsp | gameplay but perhaps test and see | ?? | | 0 |
| | dm_quicksand | good map - use on server | | | 9 |
| 8 | dm_rep4 | good map...try on server | n | | 4 |
| 0 | dm_sawmill | wrong version...don't use | N/A | N/A | 0 |
| | dm_sectora.bsp | ok map but maybe a little boring...test and see | n | | 0 |
| | dm_SkullCave | good map...maybe a little small for the server | n | | 0 |

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|---|---------------------------|---|-----|----------|---|
| 5 | dm_sorrow | good map...try on server | y | outdoors | 3 |
| 6 | dm_stonecold | good map...try on server | n | | 4 |
| 5 | dm_stranded | ok map - try on server | | | 0 |
| 0 | dm_tundra.bsp | good map but too small and slippery footing everywhere...don't use | N/A | N/A | 0 |
| 7 | dm_utopium.bsp | pretty map outer space on various levels by rimrock...try on server | n | alien | 1 |
| | dm_valor | good map..try on server | y | | 1 |
| 4 | dmarena.bsp | loud, bright colors plain map but big enough to run on server | n | | 0 |
| | dmbase | OK for server...maybe a little small but try it...older map | y | | 0 |
| 0 | dmc_revenant.bsp | ****LOCKS UP THE SERVER **** may be too small for server...try and see....small city | N/A | N/A | 0 |
| | DMCITY | buildings | n | | 0 |
| 0 | dmjescap | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | dms_bellas_room | wrong version...don't use | N/A | N/A | 0 |
| 0 | dms_bouncy_b2.bsp | wrong version...don't use | N/A | N/A | 0 |
| 0 | dms_crane-industrials.bsp | wrong version...don't use | N/A | N/A | 0 |
| 5 | Dmz01.bsp | good textures big map...try on server | n | | 0 |
| 7 | DockingBay.bsp | very familiar map with room w/light switches and circular type of play | | | 4 |
| | dogpound | played on hdk long time ago...use on server | y | | 1 |
| 7 | dominion | good map...try on server | n | | 4 |
| 0 | dontfall | kicked me out of hl | N/A | N/A | 0 |
| 0 | doom-arena.bsp | wrong version...don't use | N/A | | 0 |

| | | | | | |
|----|--------------------|---|-----|-----------|----|
| 0 | doomed | doom level...not really good...don't use on server | N/A | N/A | 0 |
| | double_trouble | castle map...a little small...probably won't work on server | | castle | 0 |
| 10 | doublecross.bsp | very familiar map crossfire type with secret in bunker a little like doublecross...good | y | crossfire | 11 |
| 7 | doublefire_beta | map...try on server | n | crossfire | 3 |
| 0 | downside | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | dpatch | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | dragon.bsp | good map played many times on many servers | n | | 0 |
| 0 | draskovits.bsp | too small for server...don't use | N/A | | 0 |
| 8 | drive_in | familiar drive in type of map | y | docrock | 5 |
| 7 | driverdown_stalker | good map but may be too small...try on server | n | | 1 |
| 3 | drl07_bleed.bsp | big enough but not a great map...ok to run for a while | n | | 0 |
| | dry_dock | good map...reservoir and dry dock...try on server | n | | 2 |
| | dskillbox | played before at k9...ok map...not great | | | 0 |
| | dspr | ho hum map...maybe too small..try on server | n | | 0 |
| | DTS.bsp | good map but too small for server...run only on special times | n | | 0 |
| 0 | duel | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | dunk_tank | crazy map played a long time ago...try on server for snicks | y | shootgun | 4 |
| | DWCAVE | cave with water...too small for server but may be fun | n | | 0 |
| 6 | eap_archback | good map...try on server | y | outdoors | 7 |

| | | | | |
|-----------------|---|-----|---------|---|
| eap_catsHouse | rats type of map of house with cats everywhere | n | rats | 3 |
| eap_fuzzys_dm1 | similar to the_yard...played eons ago on servers | n | | 4 |
| 7 echo.bsp | familiar map with long tunnels 2 levels played many times before | | | 3 |
| eden | an enormous camping map outside | n | camping | 0 |
| egypt | very odd map...like space/time travel movie with kurt russell try and see what others think good looking map but may be a little | n | | 1 |
| Element86.bsp | small...test and see | n | | 3 |
| 0 elevation_v2 | crappy map...don't run on server | N/A | N/A | 0 |
| elite | docrock space age map...try on server | | | 2 |
| 7 elixir.bsp | very big map but OK...by reno...use on server | | | 4 |
| 0 elpaso | too small...don't use on server | N/A | | 0 |
| 7 enchanted | good map...try on server | n | | 3 |
| enders_game.bsp | map surrounded by walls and bunker in middle with roof...not really good map played many times long ago...big enough for server?? | n | | 1 |
| 6 enemy | try on server | | | 0 |
| enraged2 | crappy map...don't run on server | N/A | N/A | 0 |
| 0 entryway | too small for server...don't use | N/A | N/A | 0 |
| 0 enura | crappy map...don't run on server | N/A | N/A | 0 |
| 0 epidemic.bsp | nice map but too small for server...don't use | N/A | | 0 |
| 5 escobar.bsp | good map...try on server | n | | 0 |
| 0 estation | crappy map...don't run on server | N/A | N/A | 0 |
| eternal | buddha temple map...try on server | n | temple | 0 |

| | | | | |
|--------------------|--|-----|---------|---|
| 0 ETOMB | crappy map...don't run on server | N/A | N/A | 0 |
| 6 Evermore.bsp | OK map...should work OK on server | | | 3 |
| 6 evilidol.bsp | odd map...test on server and see if plays ok | n | | 4 |
| evilsoup | really big inside map...it may be too big...test and see | n | | 0 |
| 0 explode | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 extentia | lousy map...don't use on server | N/A | N/A | 0 |
| 0 f2cdm | crappy map...don't run on server | N/A | N/A | 0 |
| 0 faceoff.bsp | crappy map...don't use on server | N/A | | 0 |
| 4 facility_mpk.bsp | plain map but big enough...test on server | n | | 0 |
| 0 factory | lousy map...don't use on server | N/A | N/A | 0 |
| 7 falaise | OK map...should work OK on server | n | | 2 |
| 5 fallen_angel.bsp | ok doc rock map...may try on server annoying music | y | docrock | 0 |
| 6 false_accretion | good map by orpheus...use on server very big | y | | 8 |
| falteam | played this map in tourney...map only plays with 2 teams | | | 0 |
| 8 farewell | well known map...try on server | y | | 8 |
| farmland.bsp | too small...use farmland3 instead | N/A | N/A | 0 |
| farmland2 | good map but too small for server | N/A | N/A | 0 |
| 8 farmland3 | very good doc rock map...use on server | y | docrock | 6 |
| 0 feago | crappy map...don't run on server | N/A | N/A | 0 |
| 0 feelthequake | big map...quake type of level DON'T USE...KICKS PLAYERS | | | 0 |

| | | | | |
|------------------|---|-----|-----|---|
| 8 feud | ok map...try on server - run and gun gameplay | y | | 4 |
| feudal | well known map...try on server | y | | 5 |
| 0 FEXODUS | DON"T USE...MISSING WAD | N/A | | 0 |
| 7 ff_splatter | ok map...use on server | n | | 1 |
| 7 filtered | ok map...try on server | n | | 0 |
| 0 finaltube | kicks me out of hl map too small for | N/A | N/A | 0 |
| 0 FINcity | server...don't use crappy map...don't run | N/A | N/A | 0 |
| 0 FireArena | on server | N/A | | 0 |
| 8 first_arena | good map...use on server | n | | 0 |
| 0 flatkillbox | weird map...no good for server...too strange | N/A | | 0 |
| 0 flatshaded.bsp | Locked up server. Try to download again | n | | 0 |
| 8 fling | old familiar map. Try on server | y | | 5 |
| 0 floaters | sewer and that is all...test but probably not on server | n | | 0 |
| 0 floatingline | kinda crappy map...don't use on server | N/A | N/A | 0 |
| 0 flood_wave | kinda crappy map...don't use on server | N/A | N/A | 0 |
| 6 floracomplex | map with lots of plants...use on server | n | | 4 |
| 7 Focus | good factory map...try on server | n | | 5 |
| 1 FORGOT~1 | maybe TOO SMALL FOR SERVER...DON"T USE | n | | 0 |
| 9 forsaken.bsp | good map...use on server | y | | 8 |
| fort.bsp | | | | 0 |
| fortrescue | crappy map...don't run on server | N/A | N/A | 0 |
| Fortress.bsp | very familiar map with fort one side and moat where people camp in water | y | | 5 |
| fragtory.bsp | excellent map...use on server | y | | 4 |

| | | | | | |
|----|------------------|--|-----|----------|----|
| 0 | frenetic.bsp | way too small even for 1 on 1 | N/A | N/A | 0 |
| 7 | freedom | good camping map...based on levitization spawn without full weapons | y | | 0 |
| 8 | frenzied | very familiar frenzy type of map...try on server | y | | 3 |
| 10 | frenzy.bsp | standard map variation on | y | | 18 |
| 9 | frenzy-elite | frenzy...use on server | n | | 0 |
| 7 | fsurface | ok map...try on server | n | | 2 |
| 5 | fullmoon.bsp | maybe a little small but try and see | n | | 0 |
| | funboxqs | killbox type of map...ok for server | n | killbox | 0 |
| 0 | funhouse | crappy map...don't run on server | N/A | N/A | 0 |
| | furious | ok to use on server | y | factory | 6 |
| 6 | furnace.bsp | ok map...will play ok crappy map...don't run | n | | 0 |
| 0 | fuse. | on server | N/A | N/A | 0 |
| 0 | fusionz | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | GALAXIAN | alien type of map on another planet...with warps to inside and outside of ship...good map | n | alien | 3 |
| 0 | galleon | kinda crappy map...don't use on server | N/A | | 0 |
| | gameroom | rats type of map of gameroom...try on server | n | rats | 0 |
| 0 | garage | crappy map...don't use on server | N/A | N/A | 0 |
| 9 | gasworks.bsp | standard map | y | standard | 0 |
| 7 | gator_garage.bsp | very familiar HDK map with car and camping under car | y | garage | 2 |
| 0 | gaussfobia | crappy map...don't use on server | N/A | N/A | 0 |
| 6 | gctalpha99.bsp | gigantic map of grand central station but very nicely done. Will be totally boring without a full server | n | | 0 |
| | gebunker | datacore like inside...nothing special...try on server | n | | 0 |

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|--------------|--|-----|----------|---|
| | map played on servers long, long, long time ago. Maybe try on server but may be too small...also not so great a map | n | | 0 |
| geckohl1b | | | | |
| | lots of metal walkways inside factory...not such a great map but ok for server | n | | 0 |
| gecomplex | | | | |
| | similar to ammo_locker...good docrock map | n | docrock | 0 |
| get_shorty | | | | |
| 0 ghetto2 | crappy map...don't run on server | N/A | N/A | 0 |
| | good map...try on server | n | | 3 |
| gibcitydm4 | | | | |
| 8 gibcitydm5 | good map...try on server | n | | 3 |
| | city map...try on server not so good...don't use on server | n | | 0 |
| gibcitydm6 | | | | |
| 0 gibem_all | wrong version...don't use | N/A | N/A | 0 |
| 0 Give | | | | |
| 0 glas | crappy map...don't run on server | N/A | N/A | 0 |
| | circular on 3 levels...drop to center brings out back on top too small for server...don't use | n | | 0 |
| 5 glimmer | | | | |
| 0 global_box | played before...too small...use as last resort | N/A | N/A | 0 |
| | crappy map...don't run on server | n | | 0 |
| gmdm1 | | | | |
| 0 g-nome-2 | crappy map...don't run on server | N/A | | 0 |
| | crappy map...don't run on server | N/A | N/A | 0 |
| 0 G-NOME-2 | | | | |
| 8 goldrush | excellent outdoors map...use on server older map on server...two rooms with machine in one, lifts to room | n | outdoors | 4 |
| | overlooks...connector on either side | y | | 5 |
| 7 gonad.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 Gorcore | | | | |
| 7 gosu | ok map...try on server | n | | 2 |

| | | | | | |
|---|---------------------------|---|-----|-------------|---|
| 7 | GOTHAM.BSP | dark map of city with major spawn camping...very familiar run lots on hdk and ltk map too small for | y | | 1 |
| 0 | grainstorage | server...don't use | N/A | N/A | 0 |
| 0 | GRAVTANK.bsp | crappy map...don't use on server | N/A | | 0 |
| 0 | green.bsp | not so good...don't use on server | N/A | N/A | 0 |
| 6 | greyscale.bsp | like colorscale but in black and white..good map | n | docrock | 1 |
| 6 | grievance | good map...try on server | n | run and gun | 4 |
| 7 | Gustav11 | another great gustav map...use on server | n | | 4 |
| 7 | Gustav16 | another great gustav map...use on server | n | | 4 |
| 5 | Gustavo1_Penitentiary.bsp | big map of penitentiary...try on server | n | | 0 |
| 5 | Gustavo20_Sulaco | Not for ffa dm...team play only... big map..total annihilation...use on server. Too big without | n | | 0 |
| 4 | Gustavo21_TA | full server good map...not too big...use on server | n | | 2 |
| 7 | Gustavo22_BH | burning hate TWO TEAMS ONLY | n | | 2 |
| 8 | gustavo24_lw | good map...try on server | n | | 5 |
| | Gustavo34_pelham123 | big map...try on server | n | | 1 |
| | Gustavo4_MadBF | good map...big...try on server | n | | 0 |
| 6 | Gustavo5_Talos.bsp | like the dm map with teams except this one does not limit to 2 teams...test on server | n | | 0 |
| 6 | Gustavo7_TNT.bsp | another great gustav map...use on server | n | | 2 |
| | gustavo9_Jawb | big map...try on server pretty map with alien ship and outside...maybe a little | n | | 0 |
| 6 | Gyradell.bsp | small | n | | 0 |

| | | | | |
|-----------------|--|-----|----------|---|
| 7 hacienda | good map...try on server...house with inside and outside | n | outdoors | 3 |
| 7 hackingcough | played a long time ago at work and on other servers...has king of the hill spot with rpg for accumulating points. use on server` | n | outdoors | 4 |
| 6 halls2 | good map...use on server 2 large halls with 3 small halls connecting them with warps to outside up high. wrong version...don't use | N/A | N/A | 0 |
| 0 halo | map with single overlook overlooking spawn point on other side and between cliffs down...concrete and spawn kill across long hallway | y | | 5 |
| 8 hammertime | docrock map...ok to use on server a little factory/spaceship combo feel | n | docrock | 2 |
| 7 hardcore | excellent factory map on two levels with stairways at both ends | n | | 0 |
| 8 hardtek | good map...very well known map of inside facility with 3 levels and water on 1st level, fan that blows you off the catwalk. Very excellent map | y | | 5 |
| 10 havoc | very familiar old hdk map with hidden hole in yard between two bunkers that drop into room with gargantuan...many traps this map | y | | 1 |
| 3 hdk_basekamp2 | very, very familiar hdk map | y | | 4 |
| 7 hdkcity.bsp | played many times...very good map...use on server | n | | 3 |

| | | | | | |
|---|----------------------|--|-----|-----|---|
| 0 | heavyartillery | try on server...TOO FEW SPAWN POINTS>>>DON'T USE | n | | 0 |
| 8 | heavypole | good map...try on server | y | | 5 |
| 0 | HECK | boring map...don't use on server very familiar map...large yard with crates both ends and outer cliffs with | N/A | N/A | 0 |
| 7 | Helipad.bsp | camping in tunnels... wrong version...don't use | y | | 6 |
| 0 | hell_deaths | | N/A | N/A | 0 |
| 0 | hell-class | Not a good map...don't put on the server good map...try on | N/A | | 0 |
| 8 | hellfire | server small map around hexagon on two levels with green slim pits that bots get killed in...will be too small for full | n | | 4 |
| 6 | hexagerate | server crappy map...don't run on server | n | | 0 |
| 0 | hibernia_b321 | wrong version...don't use | N/A | N/A | 0 |
| 0 | hideandgoseek | | N/A | N/A | 0 |
| 7 | hideout | circular map on 4 levels..tight combat arena type map with fling pads...test on | n | | 0 |
| 4 | highfly.bsp | server windmills, warph to cave with water and hev, high cliffs and meadows with | n | | 0 |
| 8 | highland.bsp | waterfall...good map good map...try on | y | | 5 |
| | hill | server map with lots of columns and one texture...maybe | n | | 0 |
| 5 | hires3.bsp | chaotic...test | n | | 0 |
| | hl_entryway | good size map...try it Interesting but not for server. Only spawn with handgun and wav | y | | 3 |
| 0 | hl_resident_evil.bsp | file is too big | N/A | N/A | 0 |

| | | | | | |
|---|----------------------------|--|-----|-----------|---|
| 0 | hl_tourney1 | too small for server...don't use strange map with annoying music...try on server | N/A | N/A | 0 |
| | hl_tourney2 | Hospital...good map...tryi it | n | | 0 |
| | hlclinic | not a wonderful map...don't use on server | n | | 0 |
| 0 | hldm_battleschool | good map...try on server | N/A | | 0 |
| | hldm_gebasement | gross map...use on server as a change of pace | n | factory | 0 |
| 4 | hldm_meatpit | good map...try on server THIS MAP SPAWNS WITH ONLY MACHINE GUN | y | temple | 2 |
| 5 | hldm_revenant | good map...run on server | y | | 0 |
| 0 | hldm3_sudden_death.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| | hldm4 | good map...run on server | n | | 0 |
| | hldm5 | similar to hldm3 good map...use on server | n | | 0 |
| | hlk_crossfire | a very good variation of cross fire...use on server | n | crossfire | 0 |
| 7 | hlk_the_yard.bsp | expanded map of the yard | n | | 0 |
| | hlk_ultimate_crossfire.bsp | a very good variation of cross fire...use on server | n | crossfire | 0 |
| | hlnoir | black and white map played lots before a long time ago but in Duke nukem level | n | | 0 |
| 6 | hollywood_holocaust.bsp | movie theater...ok map...try on server | n | | 0 |
| | home_war | villa/home buildings...try on server | n | | 0 |
| 7 | homeworld.bsp | pretty good map. Try on server | n | | 0 |
| 0 | hoode | Not a good map...don't put on the server | N/A | N/A | 0 |

| | | | | | |
|---|---------------------|---|-----|-----------|---|
| 0 | horror_tube.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| | horror2 | good map...try it on the server | n | | 1 |
| | hothv2.bsp | not a very good map...don't use on server | | | 0 |
| 5 | hound | good map...use on server | y | | 2 |
| | house_of_fun | exactly the same as mariokart...not transferred to server | N/A | | 0 |
| 5 | hudsondm3 | good map...try on server | n | | 2 |
| | hullu5dm_templecore | big temple map...test for server | n | | 0 |
| | hybrid | so so map...not very interesting run for test | n | | 0 |
| | | exactly the same as other map on server already...don't recall name | n | | 0 |
| 0 | hybrid_theory.bsp | ok map...snowy...try on server | n | outdoors | 0 |
| | Hypothermia | too small for server...don't use | N/A | N/A | 0 |
| | iceworld | | | | |
| | ignoranz | Not a good map...don't put on the server | | | 0 |
| 0 | ilexusDM | crappy map...don't run on server | N/A | N/A | 0 |
| | IMPACTDM | ok map...try on server...need to test first | n | | 0 |
| 0 | in_da_box | crappy map...don't run on server | N/A | N/A | 0 |
| | incinerator | very familiar map...played many times | n | | 1 |
| | Incoming!.bsp | ok map...try on server...very old | n | | 0 |
| | | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 | indigo2 | ok map...try on server...crossfire look and feel | n | crossfire | 0 |
| | insidious | ok map...try on server...crossfire look and feel | n | crossfire | 0 |
| | insitu | | n | crossfire | 0 |

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|---|-----------------|--|-----|---------|---|
| 7 | intensity.bsp | very good old school hl map | n | | 3 |
| | intrigue | just so so...pretty big... | n | | 0 |
| | invade | map played on k9 wiith dark upstairs house excellent map...use on server | n | | 0 |
| 9 | isotonic | | n | | 4 |
| | jail | cool map...like a prison probably too small for server...but good rats | y | | 3 |
| | jailhouserats | map seems like a good | n | rats | 0 |
| | JakesHouse | map...try on server kevedhl1_dm05 is | n | | 0 |
| 0 | Jaw_Breaker.bsp | same...use that one | N/A | | 0 |
| | JINX_1 | ok map...try on server map with moat in middle, tower and bunker on each side and downstairs area to run around/around...played many times | n | | 0 |
| | jungle.bsp | | n | | 0 |
| | justwar2 | Played before...very small map...probably too small for our server NYC K9 Kennel | n | | 0 |
| | k9 | Map...a little small but try it | n | | 0 |
| 7 | kad_honor | excellent docrock map...use on server good map but enormously | y | docrock | 5 |
| | kamp_kurby | huge...really too big budzilla map with spawn camping in courtyard | n | | 0 |
| | kamp_zilla.bsp | same but with annoying blinking green light...don't use on server | y | | 3 |
| | kamp_zilla2.bsp | good map...use on server | y | | 0 |
| 8 | kaninehl | good map...use on server | n | | 1 |
| 6 | kaninehl_v2 | good map...use on server | n | | 3 |

| | | | | | |
|---|----------------------|---|-----|---------|---|
| 7 | karnak | egyptian tomb map...good map...use on server caution...very very big | n | | 0 |
| 6 | kbhldm1.bsp | good map but may be too small...try on server | n | | 0 |
| | keved_hl1_dm02 | good map...use on server | n | | 0 |
| | keved_hl1_dm03 | server | n | | 2 |
| | keved_hl1_dm04 | good map...use on server | n | | 0 |
| | keved_hl1_dm05 | good map...use on server | n | | 0 |
| | keved_hl1_dm06 | good map...use on server (bone collector) | n | | 0 |
| | keved_hl1_dm06 | good map...use on server | n | | 0 |
| 7 | keved_hl1_dm07 | good map...use on server ///has personnel carrier with top mounted gun guarding nuke strike hall | n | | 0 |
| | keved_hl1_dm08 | best gustavo map...use on server (burning hate) | n | | 0 |
| 8 | keved_hl1_dm11 | good map...use on server (attack on pelham) really big map but one of the better keved maps | n | | 0 |
| 0 | keved_hl1_tm02.bsp | team play tfc type map...good map but can get stuck on opposing teams' resupply | n | | 0 |
| 7 | kevlar.bsp | map that acheman called rick a jerk on | y | | 5 |
| 7 | kf3h3 | two bases - maybe too small but try and see very familiar map frenzy type well used on the server | n | | 0 |
| 8 | kill_frenzy.bsp | absolutely very familiar | y | | 6 |
| 8 | killbox.bsp | killbox map | y | killbox | 2 |
| 0 | killbox_crusher1.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | killbox_doors_b.bsp | crappy map...don't use on server | N/A | N/A | 0 |

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|---|--------------------|--|-----|-----------|---|
| 7 | killbox_usa.bsp | good killbox type of map CAUSED SERVER TO RESET | n | | 1 |
| 0 | killbox02 | crappy map...don't run on server | N/A | N/A | 0 |
| | killbox03 | played before ...try on server | n | killbox | 0 |
| | killbox2.bsp | less familiar but very similar killbox | n | | 0 |
| | killg | ok map...try on server...stalkyard look and feel | n | stalkyard | 0 |
| | Killincarrig.bsp | big map inside space ship...try on server | n | space | 0 |
| 0 | killsphere.bsp | crappy map...don't use on server | N/A | | 0 |
| 8 | Kingpin | excellent kingpin map...use on server | y | camping | 5 |
| 8 | kitkat_beach | great map...use on server | y | docrock | 9 |
| 6 | kitkat_casino | good map..try on server | n | docrock | 3 |
| 7 | kitkat_egyptian | great map...use on server | n | docrock | 2 |
| 8 | kitkat_essence.bsp | great map...use on server | n | docrock | 4 |
| 8 | kitkat_express | OK map...train...try on server | y | docrock | 4 |
| 8 | kitkat_factory | great map...use on server | y | docrock | 4 |
| 7 | kitkat_gallery | good map...use on server | n | docrock | 3 |
| 8 | kitkat_jewel | good map...use on server | n | docrock | 3 |
| 6 | kitkat_kastle | big map...try on server | y | docrock | 3 |
| 7 | kitkat_klub.bsp | smaller map...try on server | n | | 0 |
| 7 | kitkat_palace | good map..try on server | n | docrock | 2 |
| 7 | kitkat_rats | good map...try on server | n | docrock | 0 |
| 7 | kitkat_space | good map...try on server | n | docrock | 0 |
| 7 | kitkat_urban | good docrock map...very big...try on server | n | | 0 |
| | klington_dm.bsp | klington space ship...test on server | n | | 0 |
| | kma2 | outdoors/indoors large map...try on server | n | camping | 0 |

| | | | | |
|----------------------|---|-----|----------|----|
| kndyone | ok map...can use on server | n | | 1 |
| knight_castle | docrock map...ok to use on server | n | | 1 |
| knightbattle | two camps across creek from each other...try on server | n | | 0 |
| kontit11 | this map may be two small...two areas with containers stacked connected by hall way good map of kosovo, poland...try on server ONLY ! SPAWN POINT>>>DON"T USE | n | | 0 |
| XXXXX kosovo_2.bsp | UNTIL FIXED | n | | 1 |
| 8 KribRats.bsp | very familiar kribrats alternate type of | y | rats | 3 |
| 7 kribrats2.bsp | kribrtats | y | rats | 2 |
| kwdm01 | ok map...may use on server | n | | 0 |
| 0 lab17_flood | crappy map...don't run on server | N/A | N/A | 0 |
| 0 labstyle | crappy map...don't run on server | N/A | N/A | 0 |
| lacitrev | jungle type outdoors w/caves, ledges, lotsa snipping places | n | camping | 0 |
| 5 ladiesroomrats.bsp | pink bathroom rats...try on server | y | rats | 1 |
| lair | inside church like area...use on server | n | | 0 |
| 10 lambda_bunker.bsp | standard map | y | standard | 18 |
| 8 lambda_castle | good map inside a castle...use on server | n | | 4 |
| lambda_outpost | ok map with traps in water...can't get out...try on server | n | | 0 |
| 5 lambdabox | leggohalflife2man map...ok map | n | | 0 |
| lambdaville.bsp | interesting map...try on server | n | | 3 |
| lantastic.bsp | played before. Try on the server | n | | 0 |
| lantastic2 | played long ago...use on server | n | | 3 |
| laserseti | ok map...try on server...old timey half life | n | | 0 |
| 0 lavalab_erupt | too small for server...don't use | N/A | N/A | 0 |

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|---|-----------------------|--|-----|---------|---|
| 0 | leggo.bsp | same as leggo2...use leggo2 instead | N/A | N/A | 0 |
| | leggo2 | very familiar played on k9 many, many times | n | | 4 |
| 3 | legoland.bsp | killbox with different texture...just a killbox | n | | 0 |
| | lemon.bsp | good map...try on server | n | | 2 |
| 8 | levitazation | good docrock map...try on server | y | docrock | 5 |
| | levitazation_alien | similar to levitazation except w/aliens | n | docrock | 0 |
| 0 | levitazation_nite.bsp | needs gfx files...don't run until have them | N/A | | 0 |
| | load_up | 4 spawn areas with mega weapons and ammo then bounce pad into the action...try on server | n | | 0 |
| 8 | LockerRoomRats.bsp | standard map | y | rats | 6 |
| 5 | Lockout | old half-life game look and feel...try on server | n | | 4 |
| 0 | logo | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | logo_2001 | killbox type...kind of crappy | y | killbox | 1 |
| | loml_palace | good docrock map...try on server | n | docrock | 4 |
| 7 | lonedm | good map to use on server | n | | 4 |
| 0 | lords_lair | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | lost_village | good map played many times on many servers | n | | 4 |
| | lost_village2.bsp | standard map | n | | 2 |
| | | map with generator that turns on lights in various buildings...use | | | |
| 5 | lostcamp.bsp | on server | n | | 0 |
| | LotsaKills | small map but ok for server | n | | 0 |
| | lrdm1 | not much to shout about...but an OK map | n | | 0 |
| 7 | Isdepota.bsp | smallish map but nicely done...run and gun shotty map TOO FEW SPAWN POINTS | n | | 2 |
| | lunartemple | ok map...try on server | n | | 2 |

| | | | | |
|--------------------------|--|-----|---------|---|
| lurkbox2 | killbox type of map with catwalks around towers - very familiar | y | killbox | 3 |
| XXXXXX macrocampus | very good map but needs some work in res file | N/A | N/A | 0 |
| 0 mad_hyperspeed.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| madcross_tornado | good map...use on server | n | | 3 |
| malice | played very many times on hdk servers...but may be too small for a full server...try and see | n | | 1 |
| 0 mana_home | crappy map...don't run on server | N/A | N/A | 0 |
| manhunt | very familiar old map | n | | 3 |
| Mansion.bsp | not a great map...inside a house...test and see | n | | 0 |
| mansion_ms | maybe too small for server...try and see | n | | 0 |
| Mansion2.bsp | much better map than mansion.bsp...test and see | n | | 4 |
| 0 map_for_angel_1 | too small for server...don't use | N/A | N/A | 2 |
| mario_air | excellent mario in the air | y | docrock | 5 |
| mario_kart | good map - use on server | y | docrock | 4 |
| Mario_Killbox | familiar mario map...ok for server | n | docrock | 0 |
| mario_land | familiar mario map...ok for server | n | docrock | 4 |
| mario_madness | familiar mario map | n | docrock | 1 |
| mario_xmas | mario christmas type of map...really too much spawn killing | n | docrock | 1 |
| mariokart | familiar very old map | y | | 5 |
| 0 mario-killbox-kart.bsp | wrong version...don't use | N/A | N/A | 0 |
| 6 martyrdom | inside a core with lots of catwalks...very big map | n | | 0 |
| 6 MASSACRE.bsp | good map but too few spawn points. Have budzilla add spawn points to map | n | | 1 |

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|--------------------|--|---|---|
| | Large MATRIX building with multiple floors...try on server | | |
| 7 matrixAT | CAUTION...VERY BIG good map...use on server | n | 0 |
| 7 MAUS_3 | big map of mayan temple | n | 0 |
| 5 mayan_temple.bsp | | n | 0 |
| | very familiar mcdonalds map played many times on k9 | | |
| mcdonalds | | n | 0 |
| | good map...aztec look and feel...inside and outside...use on server too small for server...don't use | | |
| megalith2 | | n | 3 |
| 0 megawar | very beautiful map but not sure about game play...test on server...little village | n | 0 |
| 8 melee3D.bsp | hobbit like | n | 0 |
| 7 merlin.bsp | neat map...very big | n | 0 |
| mesa_storage | | n | 0 |
| mesabase.bsp | good map..try on server | y | 6 |
| metagenesis.bsp | weird map...ok for server | n | 3 |
| metal.bsp | standard map | y | 6 |
| | ok map...nothing special...kinda old school...can jump out of window off of map | | |
| 4 mfort.bsp | | | 0 |
| | not a great map...don't use on server | | |
| 0 mid_exp_club | old map played on other servers...ho hum | n | 0 |
| ministry | map | n | 0 |
| MISNOMER | ok map...try on server | n | 0 |
| mist | very nice map...mist look and feel | y | 5 |
| | smallish map...egyptian temple with running gold OK for server | | |
| moltengold | great map but has wads...test first | n | 0 |
| monk | great map but has wads...test first | n | 0 |
| Monk2 | | n | 0 |

| | | | | |
|--------------------|--|-----|---------|---|
| 0 monkey.bsp | TFC Capture the Flag Map | N/A | | 0 |
| monkey_isle | familiar jungle type map...a little cartoonish | n | docrock | 0 |
| monkey_isle2 | old jungle map...played lots on other servers long time ago | y | docrock | 3 |
| 0 monkeyboy_asylum | crappy map...don't run on server | N/A | | 0 |
| 0 monster_bunker | awful map...don't use on server | N/A | N/A | 0 |
| 3 monument | very small for a full server | n | | 0 |
| 0 moog3 | crappy map...don't run on server | N/A | N/A | 0 |
| 5 moondog | played on ff server...ok map A LITTLE SMALL | n | | 0 |
| 0 MORGOTH | crappy map...don't run on server | N/A | N/A | 0 |
| 7 moss | nice map but very big beautiful map of mountain village...use | n | | 0 |
| 8 mountainhamlet | on server | y | | 5 |
| 6 MoUsEtRaP.bsp | different map...try on server | n | | 0 |
| 6 mr_ev2 | inside chateau...very big map | n | | 0 |
| 0 MrNYC3 | crappy map...don't run on server | N/A | N/A | 0 |
| 0 MULTI1.BSP | missing wad file...don't use dewood.wad | N/A | | 0 |
| 0 myhouse | crappy map...don't run on server | N/A | N/A | 0 |
| 0 n_mausoleum | too small for server...don't use | N/A | N/A | 0 |
| 0 n_out676.bsp | good map but too small for server...don't use | N/A | N/A | 0 |
| 0 n2 | crappy map...don't run on server | N/A | N/A | 0 |
| 0 NACL | map too small for server...don't use | N/A | N/A | 0 |
| 4 Nasrot.bsp | a little kill box with huge tower in center...not a great map but ok | n | | 0 |
| 0 Natas | crappy map...don't run on server | N/A | N/A | 0 |

| | | | | | |
|---|-----------------|---|-----|---------|---|
| 0 | NATO_Bunker.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | NCC1701D | crappy map...don't run on server | N/A | N/A | 0 |
| 4 | ncp.bsp | parking garage on multiple levels...other garage map is better | n | | 0 |
| 0 | NEF1.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | neodatacore.bsp | same as standard datacore...don't use large enough and playable map...try on server...TOO BIG | N/A | N/A | 0 |
| 2 | neocron | crappy map...don't run on server | n | | 0 |
| 0 | NEONB | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | new_blood | crossfire look and large enough...try on server | n | | 3 |
| 0 | newbie.bsp | crappy unfinished map...don't use map too small for full server but fun | N/A | N/A | 0 |
| 5 | nightlif.bsp | otherwise | n | | 0 |
| 8 | nightmare | good map - use on server | n | docrock | 4 |
| 8 | nightmare2.bsp | good map - use on server | y | docrock | 5 |
| | Nightshift | played many times on different servers...use on server | n | | 4 |
| 7 | nightwatch.bsp | good frag map but maybe a little small...test it and see | n | | 0 |
| 0 | nite_school | crappy map...don't run on server | N/A | N/A | 0 |
| | nitewire | weird map...try on server | n | | 0 |
| 0 | NKILL | missing wad...don't use on server | N/A | N/A | 0 |
| | no_exit.bsp | very familiar fun map...played on HDK many times. Use on server!!! | n | | 2 |
| | no_patience | good map by orpheus...use on server | y | | 5 |
| | no_remorse | good map...use on server | n | | 4 |
| 0 | nochys.bsp | crappy map...don't use on server | n | | 0 |
| | NoRats4You.bsp | standard map | y | | 5 |

| | | | | |
|-----------------|---|-----|-------|---|
| 0 nosfe_lab.bsp | crappy map...don't use on server | N/A | | 0 |
| 0 now-MGDT.bsp | two gun placements across from each other with moat and trenches in between...would only be good for 1 vs 1 inside space | N/A | N/A | 0 |
| 6 nova | station...ok for server good map...use on server ****THIS MAP BOOTS SOME PLAYERS**** Otherwise it is a good map | n | space | 0 |
| 1 nowhere | | n | | 0 |
| NRG.bsp | Not a good map...don't put on the server tall building with multiple floors from which snipe at tall tower and to storage yard with many boxes to hide behind | N/A | N/A | 0 |
| 5 nrostret.bsp | battlefielf with below and above ground bunkers and towers...a little small for the servers | n | | 0 |
| 3 nrowar.bsp | too small...don't use on server | N/A | N/A | 0 |
| 0 nyabunker | smallish but good map...try on server | n | | 3 |
| 8 obsolete | good map inside aquarium...use on server | n | | 0 |
| 7 oceanic | datacore on multiple levels | n | | 0 |
| 6 octolab.bsp | Peter Manson map...played many times...outer space...maybe too small for full server but good map | n | space | 0 |
| 6 Odyssey | kinda crappy map...don't use on server | N/A | N/A | 0 |
| 0 oeilvert | | N/A | N/A | 0 |

| | | | | | |
|---|----------------------|--|-----|------|---|
| 7 | OF_TURKEYBURGERS.bsp | opposing force version of turkeyburgers with different models and textures...very nicely done...test on the server and see if ok | n | | 0 |
| 0 | OFFICE.bsp | very boring map of office building with access to roof and small path around outside | N/A | N/A | 0 |
| 4 | OH_MAYAN.bsp | started as a good map but some traps aren't cool | n | | 0 |
| 0 | OH1.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 5 | OK.bsp | very plain map with multiple rooms to frag in but gameplay may be fun...test and see | n | | 0 |
| 0 | OKcorraldm.bsp | not good map for gamepolay plus too small. | N/A | N/A | 0 |
| 0 | oldrats.bsp | same as norats4u | N/A | N/A | 0 |
| 0 | oneking.bsp | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 | ONETWO.bsp | too small for server...don't use | N/A | N/A | 0 |
| 7 | Olvidada_Muerte | good map...try on server...village | n | town | 3 |
| 0 | omni_arena | crappy map...don't use on server | N/A | N/A | 0 |
| 3 | onawire.bsp | two battle camps across from each other via barbwire and nuke strikes...not a very good map | n | | 0 |
| | oneslip.bsp | map in outer space...not a wonderful map | y | | 1 |
| 0 | ook_hoover | crappy map...don't use on server | N/A | N/A | 0 |
| 8 | op4_assault.bsp | very good opposing force map...try it out on our servers | n | | 0 |
| 5 | op4_court.bsp | ok map...try on server...battle around buildings around courtyard | n | | 0 |

| | | | | | |
|---|---------------------|---|-----|-----|---|
| 4 | op4_depot_rm.bsp | ok map...try on server...typical op4 map | n | | 0 |
| 5 | Op4_GoddardGibs.bsp | multiple floor warehouse type map | n | | 0 |
| | op4_park | good map...use on server | n | N/A | 3 |
| | op4_tatooine.bsp | just so so...test on server | n | | 0 |
| | op4_the_cave.bsp | good map...try on server | n | | 0 |
| 0 | op4_traindepot | missing sprites...don't run on server yet | N/A | | 0 |
| | | good take on xbounce where buildings are connected and can bounce onto roof of all...test to see how runs | | | |
| 7 | op4_xbounce2.bsp | two big connected outside areas...try on server | n | | 2 |
| 6 | orange3.bsp | ok map...try on server | n | | 0 |
| | ordinance | nice start to this map but didn't take it very far and as a result is not a good map | n | | 0 |
| 0 | OSIREION.bsp | yes...put on server | N/A | N/A | 0 |
| | outcry | looks same as outgas1-9 | y | | 4 |
| 5 | outgas.bsp | version of gasworks...typical gasworks | n | | 3 |
| 4 | outgas1-9.bsp | map of old west buildings...try on server | n | | 0 |
| 6 | Outlaws_HL.bsp | ok map...try on server | n | | 0 |
| 4 | outpost.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | OUTPOST9 | ok...kinda small but worth a try | n | | 0 |
| 6 | outrage | ok map...try on server | n | | 0 |
| 6 | OUTRAGED.bsp | good map by bnutz...use on server | n | | 3 |
| 7 | Ova_B.bsp | too small...don't use on server | N/A | N/A | 0 |
| 0 | Oval_Office.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | OVERLOOK.bsp | just ok...test on server...space station | N/A | N/A | 0 |
| | ow1_medical.bsp | | | | 0 |
| 0 | p3a | | N/A | N/A | 0 |

| | | | | | |
|---|-------------------|--|-----|------|---|
| 0 | pacmanhl | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | PAIN1.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| | paralabs.bsp | ok map...try on server | n | | 0 |
| | park2k | good map...use on server | n | | 1 |
| 0 | palava.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | Pc | crappy map...don't use on server | N/A | N/A | 0 |
| | PCG_Infested | rats type of map...just ok...try on server | n | rats | 0 |
| | pczone_battle.bsp | gasworks looking tfc type map...test on server | | | 0 |
| | pdm2_huey | good map...use on server | n | | 1 |
| 0 | pdm3_commanche | too small for server...don't use | N/A | N/A | 0 |
| | penance | ordinary map...ok to use on server | n | | 1 |
| 0 | penislick.bsp | map too small for server...don't use | N/A | N/A | 0 |
| 8 | persia | big beautiful map...use on server | n | | 0 |
| | Peyote.bsp | desert adobe buildings..ok for server played many, many years ago at work...a little small but try on server | n | | 0 |
| 4 | phallik.bsp | crappy map...don't run on server | | | 0 |
| 0 | pharos | killbox type with stairs around inside walls and tall building in center | n | | 0 |
| 5 | phase_1.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 | phase_2.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | PILLARS | dam map...try on server | n | | 0 |
| | PINE | four towers with connecting passageways and bunker in center | n | | 0 |
| 5 | Pinpoint.bsp | inside water | n | | 0 |
| 6 | pipes.bsp | factory...try on server | n | | 0 |
| 0 | PIRANHA.bsp | too small for server...don't use | N/A | N/A | 0 |

| | | | | | |
|---|----------------------|--|-----|--------|---|
| 5 | pisobajov2.bsp | inside some kind of training facility or something...nothing special | n | | 0 |
| 6 | PIT.bsp | battle in courtyard and bunkers around..a little like an arena map | n | | 0 |
| 0 | pitt.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 | plateau | Kinda a crappy map...played on emp | n | | 0 |
| 4 | PLAYTI~.BSP | good map but really small | n | | 0 |
| 0 | pldm_duel01 | too small...don't use on server | N/A | N/A | 0 |
| 5 | pnfort.bsp | small map of army facility...try on server | n | | 0 |
| 0 | pokey2.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | pooh_killbox.bsp | ordinary killbox...don't use on server | N/A | N/A | 0 |
| 0 | Post.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 4 | powcamp.bsp | a little plain prisoner camp | n | | 0 |
| 4 | powerstation.bsp | a little plain power station | n | | 0 |
| | powertrip | good map but enormously huge...really too big | n | | 0 |
| 0 | prairdog.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | Predator | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | Prelude.bsp | good map but too small | N/A | N/A | 0 |
| | PRESSURE | ok map...try on server | n | | 0 |
| 0 | prime-rib.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | projectile_storm.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | ps_century.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 | psycore | crappy map...don't use on server | N/A | N/A | 0 |
| | punishment | good map..try on server | n | | 4 |
| | punishment2 | good map...use on server | y | temple | 8 |
| 0 | purgatory | good map but too small for server | N/A | N/A | 0 |

| | | | | | | | |
|---|--------------------|---|-----|--|-----|--|----|
| | | very familiar but old map with core and halls around the core | | | | | |
| | pwrcore | not an outstanding map but playable...try on server | y | | | | 0 |
| | pz_canal | | n | | | | 0 |
| 4 | pzmalice.bsp | so so map...not very interesting run for test good map...use on server...VERY SIMILAR TO THE_EDGE...DON'T RUN BOTH AT SAME TIME | n | | | | 0 |
| | q2dm1 | crappy map...don't use on server | y | | | | 1 |
| 0 | q3_allyourbase.bsp | quite a large map of an office building in a city...test and see if too big | N/A | | N/A | | 0 |
| | quad.bsp | ok map...nothing special...water and walkways | n | | | | 0 |
| 4 | quadrus.bsp | good run and gun map...use on server | n | | | | 0 |
| 7 | quahl | | y | | | | 0 |
| | QUARRY | map from long, long, long ago...try on server very well known map...played lots and lots | y | | | | 0 |
| | r_chance | OK for server...a little like rapidcore | y | | | | 1 |
| | radiator2 | crappy map...don't run on server | y | | | | 4 |
| 0 | radiosity | jungle close combat...ok for server | N/A | | N/A | | 0 |
| | raidtomber | | y | | | | 4 |
| | railec42 | map from long, long, long ago...try on server too small...don't use on server | n | | | | 2 |
| | rampagefv | crappy map...don't run on server | N/A | | N/A | | 0 |
| 0 | rapid_1 | standard map | N/A | | N/A | | 0 |
| | rapidcore.bsp | ok map...will be chaotic on server - 3 towers outside, big building with 3 levels...can't get out of water underneath. | y | | | | 18 |
| 6 | rasterHouse | | n | | | | 0 |

| | | | | |
|-----------------------|--|-----|-------|----|
| | good train station map...with hidey hole at end of duct overlooking outer train | | | |
| 7 rat_fasttrain | platform...use | n | | 3 |
| 0 rat-kichen | wrong version...don't use | N/A | N/A | 0 |
| rats.bsp | standard map - kitchen...played many times on hdk and ltk | y | rats | 6 |
| rats_2001b | like kitchen rats but with boxes of food in pantry good map...use on server some of same textures used on wizard | n | | 0 |
| 7 Rats1738ad | rats. | n | rats | 0 |
| rats2 | rats map of bathroom | y | rats | 0 |
| 7 rats2v2.bsp | version 2 of rats map in a bathroom | n | rats | 0 |
| 7 rats3.bsp | standard map - library with bounce pad in center...played many times on hdk and ltk | y | rats | 6 |
| 7 ratsxl | large rats map kitchen and bathroom together Played many times on servers - small and chaotic but fun | n | | 0 |
| Rattlerv2 | crappy map...don't use on server | y | | 3 |
| 0 Ravens_Castle.bsp | played many times...inside crypt or temple of some type | N/A | N/A | 0 |
| 7 reapers_requiem | good map like reapers_requiem...use on server | n | | 2 |
| 7 reapers_revenge.bsp | not big enough...don't use on server | n | | 0 |
| 0 rebellion.bsp | peter manson map...not played before. Try on server TOOK OFF SERVER>>>PEOPLE DIDN'T LIKE IT | N/A | N/A | 0 |
| 5 rebirth | good map...use on server kind of alien type texture | n | | 0 |
| 7 reclamation | crossfire type of map...very familiar | y | alien | 3 |
| 9 recross2.bsp | | y | | 10 |

| | | | | | |
|---|---------------------|--|-----|-----|---|
| 0 | rednk17 | map too small for server...don't use | y | | 0 |
| 6 | REDNK224 | ok map...try on server | n | | 0 |
| 0 | redshadow11.bsp | very good map but too small for server...don't use | N/A | N/A | 0 |
| 0 | refinery.bsp | not a very good map...don't use on server | N/A | N/A | 0 |
| 8 | reformatory | good old map of reformatory...very familiar | y | | 4 |
| 0 | reservoir_dogs | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | resivour.bsp | map of water reservoir with building on multiple levels beside and cliff around. | n | | 0 |
| | restroomrats | not the best rats map...but typical of the series | n | | 0 |
| | reunited | smallish map...around a courtyard...will be chaotic if used on server | n | | 0 |
| 0 | rig | crappy map...don't run on server | N/A | N/A | 0 |
| | rigor | crossfire type map with many more buildings | y | | 3 |
| 7 | rimresortHLDMvDD | good outdoors map...use on server | n | | 4 |
| 0 | rips_slayer_pit.bsp | good map but too small for server | N/A | N/A | 0 |
| | ROCK_BOT | ok map...try on server | n | | 0 |
| 6 | rock_bottom | good map...try on server | n | | 2 |
| 0 | rockpit | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | ROCKY.bsp | good map...try on server | n | | 4 |
| 7 | ROCKY_2 | very classic hldm map played very many times | y | | 5 |
| 8 | Rocky_3.bsp | good map use on server | n | | 4 |
| 6 | rogdm2 | not great but ok...may be a little small | n | | 0 |
| | rohan | both good maps | n | | 3 |
| | rohan2 | both good maps | n | | 4 |
| 0 | room_of_doom | crappy map...don't run on server | N/A | N/A | 0 |

| | | | | | |
|---|-----------------|---|-----|--------|---|
| 0 | RoomRats | rats map of bedroom...try on server | n | rats | 0 |
| 7 | RoomRatsv3 | better version of roomrats...use on server | n | | 3 |
| 0 | rpg_arena | crappy map...don't run on server | N/A | N/A | 0 |
| 8 | rtcbeta3 | good map...use on server | y | | 4 |
| | rubble | old map played on other servers...ok for server | n | | 2 |
| | | peter manson map...unusual...bounce bads down low with high towers and swinging bridge between two towers...not a good map for play | n | | 3 |
| 5 | ruin | good run and gun map...try on server | y | | 5 |
| 8 | ruines | good map from way back...played many times years ago | y | | 1 |
| 6 | rustmill | ok map...try on server | n | castle | 0 |
| | RUTHLESS | | | | |
| 4 | ryan.bsp | few small buildings but mostly outside among roads and cliffs | n | | 0 |
| 0 | s_alley.bsp | very crappy map...don't use on server | N/A | N/A | 0 |
| | | map of train tracks through buildings...maybe in our database under another name because looks familiar | n | | 3 |
| 7 | s-xpress.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | S1T1.bsp | spaceship inside and out | n | | 0 |
| 6 | S7N_PHANTOM.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | safehold | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | Salvation.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | sanctuary | ok map...OK for server | y | | 4 |

| | | | | | |
|---|-------------------|---|-----|---------|---|
| 5 | sandcrab.bsp | map with 1 tower overlooking a base...may be too small | n | | 0 |
| 5 | sands.bsp | old map outside cliffs, sand NOT A GOOD MAP...TOO MUCH SPAWN KILLING | y | | 2 |
| 7 | sandspyre | good map..try on server inside sanitation | n | | 2 |
| 5 | Sanitation.bsp | plant...try on server | n | | 0 |
| 0 | Sanity.bsp | crappy map...don't use on server exactly like | N/A | N/A | 0 |
| 0 | satchelfire.bsp | crossfire...don't use | N/A | N/A | 0 |
| 7 | SB101 | old architecture...basic frag map...try on server may be a little small | n | | 1 |
| 0 | sbuf.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | SBPFAST.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | scaleshl.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 8 | scary_1 | like this one best of all three scary's | y | | 7 |
| 0 | scary_2 | same as above...same level | N/A | N/A | 0 |
| 0 | Scary_2s.bsp | exactly like scary_2snr...don't use played this one | N/A | N/A | 0 |
| 8 | scary_2snr | before...kinda in round with multiple levels | n | | 1 |
| 0 | schizotype.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 7 | school | very nice map...try on server | n | | 4 |
| 4 | school&matrix.bsp | so so map...not very interesting run for test | n | | 0 |
| 3 | SciLab.bsp | so so map...not very interesting run for test | n | | 0 |
| 0 | scifi_1.bsp | missing wad file...don't use | N/A | N/A | 0 |
| 5 | scooby_doo | try on server...may be too small | y | docrock | 4 |

| | | | | | |
|---|-----------------|--|-----|-------|---|
| 5 | scurry.bsp | rats type map in bedroom with wonder woman picture on wall excellent map by gustavo...played many times...textures similar to border bust. | n | | 0 |
| 8 | scorched | map too small for server...don't use | y | | 5 |
| 0 | SEALED.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | SebHLDM1 | crappy map...don't run on server | N/A | N/A | 1 |
| 0 | sector3.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | SECTOR6.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | semonz | big map...stalkyard, rapidcore, etc. Try on server | y | | 0 |
| 6 | seneca | too much spawn killing...otherwise ok map | y | space | 2 |
| 0 | sensless.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 5 | SEWER.bsp | spawncamping in cesspool... | y | | 1 |
| 4 | sfrefinery.bsp | poor to fair map...can be used as a filler | n | | 0 |
| 6 | sghl1dm | good map but absolutely huge...will not be good with too few on server...map of time travel warp like movie with kurt russell | n | | 0 |
| 0 | sgsd | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | Shaft.bsp | very crappy map...don't use on server | N/A | N/A | 0 |
| 0 | shaftin.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | shame | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | shaolin | japanese palaces at either end of high cliffs and waterfalls - very big map | y | | 2 |
| 5 | shattered2.bsp | ok map...test on server | n | | 0 |
| 7 | shindigcity.bsp | very familiar map | y | | 4 |
| 0 | SHOOTRNG.bsp | crappy map...don't use on server | N/A | N/A | 0 |

| | | | | | |
|---|-----------------------|--|-----|------|---|
| 0 | shotgun.bsp | good map but too small for server...don't use played in the distant past on servers...ok for server | N/A | N/A | 0 |
| 6 | shotcross | crappy map...don't use on server | y | | 2 |
| 0 | showdown.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | showdown2 | crappy map...don't run on server | N/A | | 0 |
| 7 | showercampingrats.bsp | Ken's favorite map | y | rats | 4 |
| 7 | showerroomrats.bsp | very familiar map | y | rats | 2 |
| 0 | showerroomrats2.bsp | DON'T USE>>>RESETS THE SERVER crappy map...don't run on server | | | 0 |
| 0 | silicon | map of nuclear missile base...not very good but playable | N/A | N/A | 0 |
| 4 | silo.bsp | crappy map...don't use on server | n | | 0 |
| 0 | Silo_Bunkers.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | Siloa4.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 5 | simple.bsp | so so map...not very interesting run for test 4 courtyards with ledges all around temple like feel...spawnkilling will be bad But run on server and see reactor core...big map...use on server | n | | 0 |
| 6 | sinister | very crappy map...don't use on server | y | | 4 |
| 6 | site_b | crappy map...don't use on server | n | | 0 |
| 0 | sith1.bsp | interesting crossfire type with skateboards everywhere...try on server | N/A | N/A | 0 |
| 0 | sixties.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 6 | skateordie.bsp | map from long, long, long ago...try on server | n | | 0 |
| 0 | skywalk | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | slayah_1.bsp | awful map...don't use on server | N/A | N/A | 0 |

| | | | | | |
|---|------------------|---|-----|----------|----|
| 8 | smalldcross | different version of crossfire with access to roofs but no access to bunker where nuke strike is | n | | 1 |
| 0 | smegfactory.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | smlbldy.bsp | way too small even for 1 on 1 | N/A | N/A | 0 |
| 5 | SMSHQ.bsp | ok map...test on server | n | | 0 |
| 0 | smugglersden.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | smg.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 | SNARK.BSP | awful map...don't use on server | N/A | N/A | 0 |
| 9 | snark_pit.bsp | standard map | y | standard | 18 |
| 5 | sniper_c.bsp | map with trench and much spawnkilling | y | | 1 |
| 5 | SNIPER_D | same as sniper_c but map is much lighter | n | | 0 |
| 7 | sniperjungle_b3 | jungle sniper map...try on server | n | | 3 |
| 7 | sniperville.bsp | map with helicopyter in center and four towers | y | | 3 |
| 0 | snug | crappy map...don't use on server | N/A | N/A | 0 |
| 7 | snug_box | familiar killbox with box level downstairs and open area with 2 or 3 high ledges upstairs. Could be not enough spawn points with lots of players. | y | | 4 |
| 0 | so_chaos.bsp | map too small for server...don't use | N/A | N/A | 0 |
| 0 | southpark.bsp | wrong version...don't use | N/A | N/A | 0 |
| 0 | spacecrazy.bsp | needs more spawn points for the server | y | | 1 |
| 0 | spacefrag.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | Spacestation.bsp | spacestation on multiple levels...plain but good play | n | | 0 |
| 0 | SPARCA2.bsp | crappy map...don't run on server | N/A | N/A | 0 |

| | | | | |
|-------------------------|--|-----|-----------|---|
| 0 sparta | kinda cool...try on server *****RESET THE SERVER***** DON'T USE UNTIL FIXED | N/A | N/A | 0 |
| 8 spasm | good map...use on server | y | | 6 |
| 8 spasm_r | good revision of spasm...use on server | n | | 3 |
| 6 spider.bsp | played many times on server...ok for server | y | | 2 |
| 0 SPIRALV2.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 5 splinter | nothing outstanding...warehouse w/tanks and boxes..outdoors...try on server | y | | 0 |
| 0 Split.bsp | crappy map...don't use on server | n | | 0 |
| 8 Sputnik! | good map...try on server | y | bounce | 4 |
| 7 squidsville | good map - use on server | y | docrock | 3 |
| 6 squidsville_arena.bsp | killbox type with a twist...try on server | n | killbox | 0 |
| 7 squidyard | map with shipping container handling warehouse and small courtyard...very good fragging map with shooty and crossbow | n | | 3 |
| 0 stack | crappy map...don't use on server | N/A | N/A | 0 |
| 8 stalkbox | good stalkyard type of map with large open area to snipe down hallways | y | stalkyard | 4 |
| 6 stalkbunker | good map similar to stalkyard...really big...too big without at least half full server | y | stalkyard | 4 |
| 7 stalked | played years ago on servers...stalkyard similiarity by docrock | y | docrock | 4 |
| 8 stalkx | very familiar map played many times on ssa and ttk with room w/tau | | | 0 |

| | | | | |
|-----------------------|---|-----|-----------|----|
| 8 StalkXtra | stalkx with extra rooms and rain in courtyards...use on server | Y | stalkyard | 0 |
| 9 stalkyard.bsp | standard map similar to stalkyard but with more rooms with boxes | y | stalkyard | 16 |
| 9 stalkyard2 | | | | 0 |
| 7 star_stadium.bsp | OK for server inside courtyard with 3 levels around and bounce pads...warps to outside building...spawn with only glock | n | space | 0 |
| 6 startrek_ro.bsp | good representation of starship enterprise...try on server | n | space | 0 |
| 0 starwars | crappy map...don't run on server | N/A | N/A | 0 |
| 5 STATION.bsp | map of train station...try on server...maybe too small for full server | n | | 0 |
| 7 station4.bsp | good map...use on server | n | | 2 |
| 6 steelwork.bsp | good map...use on server | n | | 4 |
| 0 Sticks.bsp | maze map...not very good | N/A | N/A | 0 |
| 0 starangeofobia1.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 4 stranded.bsp | very familiar small map with lots of action..with full server players spawn on top of each other so don't run except in special cases | N/A | N/A | 0 |
| 0 standoff.bsp | good map but too small for server...don't use | N/A | N/A | 0 |
| 7 streets | played it many times...excellent map good game play...kind of small map but works | y | | 4 |
| 7 structure | ok | y | | 4 |
| 6 stryfe.bsp | so so map...not very interesting run for test | n | | 0 |

| | | | | |
|--------------------------|---|-----|---------|----|
| 8 subdued | good map typical of orpheus...all inside...try on server | y | orpheus | 4 |
| 7 sublab.bsp | so so map...not very interesting run for test good map...try on server | n | | 0 |
| 7 sublevel_slaughter.bsp | just a submarine...really tight hallways with doors...don't use on server | n | | 1 |
| 0 submarine.bsp | crappy map...don't use on server | n | | 0 |
| 0 submersive.bsp | good map...use on server...run and gun | N/A | N/A | 0 |
| substor.bsp | good standard map with train | n | | 0 |
| 9 subtransit.bsp | | y | | 18 |
| 8 subzero | good doc rock map small crappy map....don't use on server | y | docrock | 4 |
| 0 suite2.bsp | excellent map...use on server | N/A | N/A | 0 |
| suksecretstash.bsp | | n | | 0 |
| 6 sundown.bsp | ok map...try on server | y | | 2 |
| 0 sunlit | crappy map...don't run on server | N/A | N/A | 0 |
| 0 sup-sta.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 superman | totally cool map definitely use on server small crappy map....don't use on server | y | docrock | 4 |
| 0 supermarket | | N/A | N/A | 0 |
| 7 suskretetash (?) | | | | 0 |
| 7 suspended | Colorful map with great gameplay. may be too small...try on server and see | y | | 4 |
| 0 sweet_home3 | crappy map...don't run on server | N/A | N/A | 0 |
| 4 swimming.bsp | just so so map...has a valve to flood level that makes it interesting | n | | 0 |
| 6 SWOOP.bsp | good map...test on server | n | | 0 |
| 0 SYNJDM1B.BSP | crappy map...don't use on server | n | | 0 |

| | | | | | |
|---|--------------------|---|-----|---------|---|
| 6 | taccotruckrats.bsp | odd rats map...test and see PROBABLY TOO SMALL FOR SERVER good map...try on server | n | rats | 0 |
| 7 | tailpipe.bsp | crappy map...don't use on server | n | | 0 |
| 0 | tardis.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 | target.bsp | | N/A | N/A | 0 |
| 6 | TAUAMID.bsp | played many years ago on hdk...try on server crappy map...don't run on server | n | | 0 |
| 0 | taunted.bsp | familiar map normally played with tau | N/A | N/A | 0 |
| 7 | tausluts2 | map played many years ago on hdk...try on server | y | | 2 |
| | tcabodies.bsp | map with canyons and caves...all outside...try on server | y | | 2 |
| | tcanyon.bsp | played many many years ago...not so great but test and see what others think | n | | 0 |
| | TEAM9.BSP | | y | | 0 |
| | tear.bsp | nice map but may be too small...test and see not exciting...try on test server | n | | 0 |
| | techcore.bsp | good docrock map...try on server | n | | 0 |
| | tempest | crappy map...don't use on server | y | | 5 |
| 0 | temple.bsp | same as an hdk map...don't use | n | | 0 |
| 0 | tension_qs.bsp | good map...try on server...army training camp | N/A | N/A | 0 |
| | terrorist | excellent map but too small...don't use | n | | 0 |
| 0 | teyemanon.bsp | big map with some secrets...now in rotation...very big | N/A | N/A | 0 |
| 8 | thanatos.bsp | good map..use on server | y | | 6 |
| | thanto | | y | factory | 5 |
| 6 | thdm1.bsp | similar to thdm2 | n | outside | 0 |

| | | | | | |
|---|----------------------|--|-----|---------|---|
| 5 | thdm2.bsp | familiar map from long ago...lodge building, pod, two graves outside..good map but may be too small for server. Try with more people on. | y | outside | 4 |
| 0 | thdmburg.bsp | not a very good map...don't use on server | N/A | | 0 |
| | The_beach.bsp | ok...use on server | y | | 3 |
| 0 | the_drain | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | the_edge | good map...use on server | n | | 5 |
| | | played it before...it is a little above average | | | |
| | | ****VOTED | | | |
| | | DOWN>>>DON" T | | | |
| | the_hood | USE**** | y | | 0 |
| 6 | The_Keep.bsp | ok map...test on server too few spawn points. Ask bud to add more spawn points. | n | | 0 |
| | the_pit | melee map...probably too small for server so | y | | 1 |
| 0 | the_showdown | don't use | N/A | N/A | 0 |
| | | four towers with melee in the middle...well | | | |
| 7 | the_yard.bsp | known map. | y | | 4 |
| 0 | thebes | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | thedig | too small and tight for server...don't use | N/A | N/A | 0 |
| | | ok to use on server | | | |
| 7 | thehill.bsp | very familiar map with lots of spawnkilling but fun | y | | 2 |
| 0 | thekeep.bsp | good map but too small for server...don't use | N/A | N/A | 0 |
| | | good map...use on server | | | |
| 7 | thekillingfields.bsp | army base...may a little laggy and/or small for server? | | | 0 |
| 0 | thepool.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 4 | thepornmap.bsp | playable but not very good | n | | 0 |

| | | | | | |
|---|-------------------|---|-----|------|---|
| 4 | themrcs | rats type map...too small for server and spawn kill like crazy...use for rats night | y | rats | 0 |
| 3 | thestation | good map...try on server | n | | 1 |
| 5 | TheTower.bsp | map with large tower in center of buildings, courtyard and water...hope it is big enough | n | | 0 |
| 0 | thevat | awful map...don't use on server | N/A | N/A | 0 |
| 0 | TheWay.bsp | too small for server...don't use | N/A | N/A | 0 |
| 0 | thinking.bsp | wrong version...don't use | N/A | N/A | 0 |
| 6 | thrasher | good map by orpheus...use on server...crossfire white many rooms different places, etc. | y | | 4 |
| 0 | three_kings | crappy map...don't run on server | N/A | | 0 |
| 0 | THRILKIL | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | thunderstruck.bsp | good map but too small...otherwise very good map | N/A | N/A | 0 |
| 7 | thwc2_Lavapit.bsp | very cool...snark pit with radically different textures...try on server | n | | 3 |
| 0 | tig_bunk | good map...maybe a little small for the server VOTED DOWN>>>DON" T USE ON SERVER | y | | 0 |
| 4 | tig_crik | good map...played a long time ago maybe 2 small for 16 platers | y | | 0 |
| | tig_nite | good map played many times...a little small for 16 players. May try and see what happens | y | | 1 |
| | tig_qui | good map played many times...a little small for 16 players. May try and see what happens | y | | 5 |

| | | | | |
|--------------------|---|-----|---------|---|
| tig_ub | seems like a good map...try on server | n | | 0 |
| tigger | good map..try on server small tight | y | docrock | 1 |
| tighl02 | map...maybe try on server | y | | 1 |
| 0 tinnos | crappy map...don't run on server | N/A | N/A | 0 |
| 0 tiny_italy | good map but files need work | N/A | N/A | 0 |
| 3 tlgbase.bsp | not a good playable map | n | | 0 |
| 0 tlls_home | crappy map...don't run on server | N/A | N/A | 0 |
| 0 tokamak.bsp | too small...don't use on server | N/A | N/A | 1 |
| 7 tombraider.bsp | ok to use on server | N/A | N/A | 2 |
| 7 torment | a little small but a good map...map with snow | y | N/A | 1 |
| 6 torque | try on server...may be too small | n | | 2 |
| 7 torrent | map with lava and it's snowing...small but try it | y | | 4 |
| 8 toverb_b2 | good map..try on server | y | | 4 |
| 5 TOWNWAR.bsp | map of buildings and city...not great look but ok for play | n | | 2 |
| 0 tp_ramellev3.bsp | very crappy map...don't use on server | N/A | N/A | 0 |
| 0 tp_seth | | | | 0 |
| 7 tractorpull.bsp | ok to use on server inside like datacore/rapidcore but bigger | y | | 5 |
| 0 train | crappy map...don't run on server | N/A | N/A | 0 |
| 0 trap_time.bsp | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 TREE.bsp | crappy map...don't run on server | N/A | N/A | 0 |

| | | | | |
|----------------------|--|-----|---------|---|
| 5 trench_64.bsp | map with 2 towers and boxes around tower...too much spawn killing. Map not big enough for 16 players. Need to add spawn points | y | | 1 |
| 0 trenchwar.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 TRHAPPY2.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 tripmin_fun_v3.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 6 TSCFOR~1.bsp | factory type map...ok to use on server | n | | 0 |
| 0 TSM1.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 TSM2.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 TSM3.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 TSM4.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 TSM5.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 8 TTT.bsp | very familiar and played many times hdk and ltk...use on server | y | | 4 |
| 0 TUBE.bsp | crappy map...don't use on server | n | | 0 |
| 4 tudor_street.bsp | beautiful nicely done map of tudor village...test for lag before including in mapcycle | n | outside | 0 |
| 0 tundra.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 Tunnelhunt | crappy map...don't run on server | N/A | N/A | 0 |
| 4 turbine | good map...use on server | y | dam | 1 |
| 7 turkeyburgers | very familiar rats style library played many times hdk and ltk | y | rats | 6 |
| 4 TURRET.bsp | map with big room that can start a turret and close doors and shoot all in room | n | | 0 |

| | | | | |
|----------------------|---|---------|----------|----|
| | dam and surroundings...could be good map but not developed | | | |
| 3 TVA.bsp | enough...playable | n | | 0 |
| 4 TWRARENA.bsp | good arena map but perhaps too small? | n | | 0 |
| 7 twin | good map...use on server | y | | 5 |
| | map of buildings and guns that can activate to shoot anyone who moves in and out of buildings | | | |
| 5 twinfort.bsp | too small for server...don't use | n | | 0 |
| 0 twinforts.bsp | very familiar dark map big if not many players...played many times HDK and LTK | N/A | N/A | 0 |
| 7 twisted.bsp | map of army base with tank and jeep outside...a little small but maybe playable | y | | 1 |
| 5 U2.bsp | two small arenas...not good at all and way too small | n | | 0 |
| 0 UBKARENA.bsp | wrecked subway station...try on server | N/A | N/A | 0 |
| 5 uh_subway | playable map...try on server | testing | | 1 |
| 4 uhoser.bsp | crappy map...don't use on server | n | | 0 |
| 0 uile.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 Ultimate_Arena.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| | underground facility...test it on server...two levels and big | | | |
| 6 UNARZD.bsp | same as undergr2...don't use | n | | 0 |
| 0 under.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 underfire | crappy map...don't use on server | N/A | N/A | 0 |
| 0 underground.bsp | ok map of small subway station...try it out...a little smaller | N/A | N/A | 0 |
| 5 undergr2.bsp | subway station...good map...use on server | n | | 0 |
| 7 understation | standard map | y | | 4 |
| 6 undertow.bsp | | y | standard | 11 |

| | | | | | |
|---|-------------------|--|-----|---------|---|
| 0 | underwar.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 8 | unearth.bsp | very well done map of alien spaceship under water. | n | | 0 |
| 0 | unexposed.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | UNKNOWN.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 | unlead | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | unrest | good map...inside and outside factory...use on server | y | | 9 |
| 0 | unroswell1b.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 0 | unsafe | crappy map...don't run on server | N/A | N/A | 0 |
| 7 | uproar | inside arenas...good map..this map may be too small...try with more people on server | y | | 4 |
| 4 | USSHOSTY.bsp | map inside spaceship...very plain and not very good game play but usable | n | | 0 |
| | UssStorm.bsp | very strange zombie/human map...test to see what it is about | n | | 0 |
| 7 | vacant_town.bsp | good map...very small bootcamp type | y | | 6 |
| 7 | valdez52.bsp | exxon valdez tanker ship...very nice and big. Test to see if it is ok | n | | 0 |
| 7 | VALLEY | good map...use on server | y | outside | 4 |
| 0 | vanguard_beta.bsp | map has too many places to get stuck...don't use on server | n | | 0 |
| | varrock | big map of an old town but very well done...only spawn with glock...fix b4 running on server | y | | 4 |
| 6 | VAT16.bsp | good old school hl map but may be too small...try it out and see | n | | 0 |

| | | | | |
|-----------------------|---|-----|---------|---|
| 0 vault | good small map...use on server *****NEEDS MORE SPAWN POINTS***** | y | | 2 |
| 0 vendetta.bsp | missing a wad file that I don't have...don't use until I can find the wad. very familiar map (I thought was lost village) played many times ltk and hdk | N/A | N/A | 0 |
| 8 vengeance.bsp | | y | | 6 |
| vernon | big tree in middle and battle around perimeter...not so great played all time at willyworld...use on server...too small for full server | | | 0 |
| 5 Vertigo | wrong version...don't use | y | ***** | 3 |
| 3 vertigose | maze map...not very good | N/A | N/A | 0 |
| 0 very_confusing!.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 vexx.bsp | not such a good map...don't use on server | N/A | N/A | 0 |
| 0 veryratsxmas.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 VIBE.bsp | very familiar map with tank of water bots go in and we run by and shoot...played many times hdk and ltk | y | | 6 |
| 0 villagewar | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 viscious.bsp | awful map...don't use on server | N/A | N/A | 0 |
| 4 volition.bsp | seems a little closed in...too many hallways...but big enough...test to see what others think | n | | 0 |
| 8 voodoo_lounge.bsp | doc rock map...good...use on server | y | docrock | 3 |

| | | | | |
|-------------------|--|-----|-----------|---|
| | star trek spaceship...good detail but crappy gameplay **** not on | | | |
| 0 voyagerv2 | server...redownload awful map...don't use | | | 0 |
| 0 VRMATCH.bsp | on server | N/A | N/A | 0 |
| | small map played very many times intense | | | |
| 7 vstorage.bsp | crazy ltk and hdk crappy map...don't run | y | | 7 |
| 0 W_B_S | on server | N/A | N/A | 0 |
| | crappy map...don't run | | | |
| 0 w_house | on server | N/A | N/A | 0 |
| | excellent map if big enough...test and see | n | | 0 |
| 7 wabbonan.bsp | | | | |
| | map with hidden room accessed via computer | y | | 2 |
| 0 wallyrun.bsp | very crappy map...don't use on server | N/A | N/A | 0 |
| | map fails...don't use on server | N/A | N/A | 0 |
| 0 wampa=hole.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 wampas_bash | good map...try on server | y | | 4 |
| 6 war_pigs.bsp | | | | |
| | Not a good map...don't put on the server | N/A | N/A | 0 |
| 0 warehouse_7.bsp | | | | |
| | ***this map sometimes may reset the server*** big warehouse | N/A | N/A | 0 |
| 5 wareouse | map...try on server | y | warehouse | 0 |
| | good map of black mesa base...big use | | | |
| 7 warhouse.bsp | on server | n | | 0 |
| | doc rock map...good...use on server | y | docrock | 5 |
| 7 warlord_arena | map of space ship...chaotic...ok for server...people liked it | y | space | 4 |
| 6 warpcore | crappy map...don't run on server | N/A | | 0 |
| 0 Warped.bsp | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 WarpGate.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 Warren1 | | | | |

| | | | | | |
|---|----------------|---|-----|-----|---|
| 0 | waterr.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | warzone130 | maybe a good map...try on server | n | | 3 |
| 6 | Warzonegor | small intense map with towers and trucks...TOO SMALL FOR SERVER WHEN FULL | y | | 1 |
| 6 | washout2 | good map..try on server | y | | 5 |
| 0 | WASTEFL | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | Wastepro2.bsp | cliffs, train and army bunkers...ok to use on server | n | | 0 |
| 0 | water.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | WaterTower.bsp | old school half life around water tower and plant | n | | 0 |
| 0 | waterwerx.bsp | kind of crappy map...don't use on server | N/A | N/A | 0 |
| 4 | waterworks.bsp | big enough but kind of plain...test on server and see what others say | n | | 0 |
| 0 | wayflesh.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | wcdm_Oktagon | missing sprites...don't run on server yet | N/A | N/A | 0 |
| 0 | weaponry.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 | WEASDM2 | not a very good map...don't use on server | N/A | N/A | 0 |
| 0 | west | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | WestFront.bsp | crappy map...don't run on server | N/A | N/A | 0 |
| 6 | wet_trap.bsp | playable map...try on server | n | | 0 |
| 0 | wetbox.bsp | crappy map...don't run on server | N/A | | 0 |
| 6 | wetwerks | big map of water works type place...map is too tight...need to test with more players | ?? | | 0 |

| | | | | | |
|---|-----------------|--|-----|---------|---|
| 0 | WhakAMole | Not a great map...but ok...Needs more spawn points...too small...don't run on server | N/A | N/A | 0 |
| 0 | whatever.bsp | ***delete from server*** crappy map...don't run on server | N/A | N/A | 1 |
| 0 | whatthehell | | N/A | N/A | 0 |
| 5 | wheel.bsp | ok map...not interesting architecture but playable | n | | 0 |
| 8 | whosyourdaddy | xen type of map played lots on k9 servers...use on server warehouse full of crates and towers at corner | n | alien | 4 |
| 5 | WHSE2.bsp | outside crappy map...don't use | n | | 0 |
| 0 | WHICHWAY.bsp | on server very bizarre and lousy gameplay...don't use | N/A | N/A | 0 |
| 0 | wierdwater.bsp | nice concept but map probably not big enough...try and see | N/A | N/A | 0 |
| 6 | wildwest | big city map with wad file...try on server | y | | 4 |
| 7 | winter_city | very interesting rats map...use on server | n | | 0 |
| 5 | wizardrats_ro | good map but too small for server | y | rats | 2 |
| 0 | wizhldm2 | good map inside castle..very simple but good | N/A | N/A | 0 |
| 8 | wooferstien.bsp | | y | | 5 |
| 4 | WOOHOO.bsp | ok map but really plain | n | | 0 |
| 6 | worksite2.bsp | very familiar map big water works | y | killbox | 1 |
| 6 | wth.bsp | map...use on server very plain arena type of | n | | 0 |
| 0 | WWA1.bsp | map...don't use | N/A | N/A | 0 |
| 0 | WZFUNH.bsp | plain map...don't use Good old map with 4 bunkers and 2 bounce pads | N/A | N/A | 0 |
| 7 | xbounce | like xbounce but | y | | 8 |
| 7 | xbounce2 | without big gun tower crappy map...don't run on server | y | | 1 |
| 0 | xdesign | | N/A | | 0 |

| | | | | |
|---------------------|---|-----|-----------|---|
| 6 xdm_destroy | good map ... use on server | y | | 4 |
| 6 xdm_stalkyard.bsp | stalkyard copy but with different textures...use in place of stalkyard for change of pace | n | | 1 |
| 0 xen_dm.bsp | good map but too small for server...don't use | N/A | N/A | 0 |
| 0 Xen_Isle.bsp | crappy map...don't use on server | N/A | N/A | 0 |
| 0 xen_ribcage.bsp | too small for server...don't use | N/A | N/A | 0 |
| 4 xendm.bsp | not a wonderful map but test and see what others think | n | | 0 |
| 6 xenergy | interesting zen map...use on server...low gravity around arena style with different levels and some bounce pads | y | | 2 |
| 5 Xenon.bsp | big old school half life map...test but may be too big | n | | 0 |
| 0 Xenoph.bsp | just like xenophobia...don't use | N/A | N/A | 0 |
| 7 xenophobia | zen map with tower ...used on server | y | | 1 |
| 0 xevious | crappy map...don't run on server | N/A | N/A | 0 |
| 0 xex_dm3 | too small...don't use on server | N/A | N/A | 0 |
| 7 XFIRE | played tourneys...played many times...use on server | y | crossfire | 5 |
| 5 XFIRE2.bsp | cliffs and tunnels outside mostly...ok map...try on server | n | | 2 |
| 0 xflight | crappy map...don't run on server | N/A | N/A | 0 |
| 7 xform_b1 | good map...try on server...a little xen like big and green...hide in water fall | y | xen | 3 |

| | | | | | |
|---|------------------------|---|-----|---------|---|
| 5 | XiansAndLions_b1.bsp | interesting map...try on server TOO MUCH SPAWN KILLING | n | | 3 |
| 0 | xmas.bsp | very crappy map...don't use on server | N/A | N/A | 0 |
| 0 | xtra_large | crappy map...don't run on server | N/A | N/A | 0 |
| 5 | xunil.bsp | old school half life around army base...ok for server | n | | 0 |
| 0 | xxx | crappy map...don't run on server | N/A | N/A | 0 |
| 0 | xxxbounce.bsp | same as xbounce....don't use the yard w/nuke strike...don't use on server | N/A | N/A | 0 |
| 0 | y2_nuke | | N/A | N/A | 0 |
| 8 | Yardrats_Halloween.bsp | halloween pack very familiar map with water in and outside fort played many times | | | 4 |
| 7 | yeoldcastle.bsp | hdk and ltk | y | | 6 |
| 0 | ymca | crappy map...don't run on server | N/A | N/A | 0 |
| | yutani | big map inside space ship...try on server | y | | 1 |
| 7 | yutani2 | big map inside space ship...try on server | n | | 4 |
| 0 | zeroceromon | crappy map...don't run on server | N/A | N/A | 0 |
| 3 | zeromancer | ok...nothing special...not enough spawn points. | N/A | N/A | 0 |
| 7 | zgz.bsp | very nice map of spaceship and outer space | n | | 4 |
| 3 | zilla_tyme.bsp | a little like thrashin but with low gravity | y | | 1 |
| 0 | zillas_durby.bsp | unfinished map zilla tyme | y | | 0 |
| 5 | zillas_kampbox | a little like killbox but in outerspace with high mettal walkways | y | killbox | 3 |
| 6 | zillas_killa.bsp | 3 bunkers and 2 small rooms, lifts, high metal walkways | y | | 1 |
| 4 | zillas_massacre | dark map with low walls outside | y | | 0 |
| 6 | zillas_thrashin.bsp | 4 bunkers, high glass walkwyas | y | | 2 |

6 ztalkerz

A bit like a modified
stalkyard. OK for
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stalkyard

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Total Maps in Cycle

| Votes Yes | Votes No | Mapcycles | | | | | |
|-----------|----------|-----------|-------|-------|-------|----------|--------|
| | | 6-Oct | 6-Nov | 6-Dec | 1-Jan | 2/2/2007 | 25-Feb |

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