

| My Rar Current Server Maps on Server 11/10/2006 |                   | tested                                    |         |
|---|-------------------|---|---------|
| 0   | @NICEDAY          | crappy map...don't run on server          | N/A     |
| 0   | [ss]peep_show_xxx | DON'T USE...OBSCENE IMAGES                | N/A     |
| 0   | 00_jam            | too small for server...don't use          | N/A     |
| 0   | 0Power.bsp        | crappy map...don't run on server          | N/A     |
| 0   | 1x1camp           | crappy map...don't run on server          | N/A     |
| 0   | 1.bsp             | crappy map...don't run on server          | N/A     |
| 3   | 1closer           | not a great map...use as last resort      | y       |
| 0   | 1housev3          | too small for server...don't use          | N/A     |
|   |                   | fun map...maybe too small for             |         |
| 4   | 2_Nice_Bunnies    | server...try and see                      | y       |
| 3   | 2arena            | ok map...try on server                    | y       |
| 0   | 2aren13           | too small for server...don't use          | N/A     |
| 0   | 2BASE             | map too small for server...don't use      | N/A     |
|   |                   | good for server but not enough spawn      |         |
|   |                   | points. Get bud to fix it. *****DON'T     |         |
| 0   | 2bases            | USE YET*****                              | y       |
|   |                   | good castle map...two castles across      |         |
|   |                   | courtyard with 4 sided warp in lower      |         |
| 8   | 10castle.bsp      | levels. ok to use on server               | y       |
|   | 10darisa          | smallish map...try on server              | testing |
|   |                   | another good castle map...ok to use on    |         |
|   |                   | server two castles 1 says heaven other    |         |
|   |                   | says hell bigger castles small castle     |         |
| 6   | 11castle          | separating two bigger ones                | y       |
| 4   | 1337_street.bsp   | ok...lots of spawnkilling                 | y       |
| 0   | 13thflaw.bsp      | crappy map...don't run on server          | N/A     |
| 1   | 2000_2.bsp        | rather use 2v2                            | y       |
| 7   | 2000_2v2.bsp      | good map                                  | y       |
|   |                   | boot camp mirrored...too big for server.  |         |
| 0   | 2boot             | Don't use                                 | y       |
|   |                   | castle map like others...spook in side    |         |
|   | 2castle           | room                                      | testing |
| 0   | 2festungen        | crappy map...don't run on server          | N/A     |
|   |                   | 2 forts across from each other...not      |         |
|   |                   | good for server...laggy and just for 2    |         |
|   | 2fort_crossfire   | teams                                     | N/A     |
| 0   | 2FORTDM1          | map too small for server...don't use      | N/A     |
| 0   | 2forts            | very crappy map...don't use on server     | N/A     |
|   |                   | 2 buildings across from each              |         |
|   | 2HOUSES           | other...requested by stains               | y       |
| 0   | 2mtree1           | crappy map...don't run on server          | N/A     |
|   |                   | Good map...2 bases across from each       |         |
|   | 2play             | other...ok for server                     | y       |
| 0   | 2play025          | exactly like 2play...don't transfer       | N/A     |
| 0   | 2temples          | map too small for server...don't use      | N/A     |
|   | 34latitude.bsp    | from k9...ok map...maybe too small        | y       |
|   | 3battlegrounds    | very large map...maybe too big?           | n       |
|   |                   | castle map with building in center but no |         |
|   | 3castle           | jail                                      | n       |

|                       |   |         |          |
|-----------------------|---|---------|----------|
| 3castle_s2.bsp        | castle map like 5castle but mod by rdc like 3highlakes but without water in the lakes   | y       | castle   |
| 4 3drylakes           |   | y       |          |
| 6 3highlakes_v2       | similar to 4 highlakes but smaller  | testing | outdoors |
| 0 3rd_person.bsp      | crappy map...don't run on server  | N/A     | N/A      |
| 3ROCKS                | small map outer space...try on server   | testing | alien    |
| 0 3rooms              | map too small for server...don't use  | N/A     |          |
| 3stooges              | locks up server - don't know why kinda a crappy map...maybe try but as a last resort  | N/A     | N/A      |
| 3way.bsp              |   | y       |          |
| 0 424.bsp             | crappy map...don't run on server castle with jail in center...also like castle overload but without secrets...can try on server   | N/A     | N/A      |
| 4castle               |   | n       | castle   |
| 4corners.bsp          | very active map   | y       |          |
| 7 4highlakes          | OK for server...large kamping map   | y       |          |
| 8 4TOWERS.bsp         | well known map...try on server just like castle overload...don't know the difference  | y       |          |
| 5_5castleV3.bsp       |   | y       |          |
| 0 501rev2.bsp         | crappy map...don't run on server  | N/A     | N/A      |
| 0 50S1                | map too small for server...don't use similar to overload except with jail in middle   | N/A     | N/A      |
| 5castle.bsp           |   | y       |          |
| 6 6castle.bsp         | castle map with boxes in center and in warehouse  | y       |          |
| 7castle.bsp           | very similar to 6castle.  | y       |          |
| 7th_path.bsp          | played on other servers...two courtyards and buildings...ok for server  | y       |          |
| 9castle.bsp           | played with ff...rdc castle with secrets...ok for server  | y       |          |
| 0 9mm.bsp             | crappy map...don't run on server  | N/A     | N/A      |
| 0 a_new_cry.bsp       | crappy map...don't run on server  | N/A     | N/A      |
| 0 A_POOL              | crappy map...don't run on server  | N/A     | N/A      |
| 0 a_reflex.bsp        | crappy map...don't run on server  | N/A     | N/A      |
| 0 abandoned           | too small for server...don't use  | N/A     | N/A      |
| 0 abandoned_space.bsp | toom small for server...don't use   | N/A     | N/A      |
| 7 abandonedbase       | good map...try on server  | y       |          |
| 0 abfact              | map too small for server  | N/A     |          |
| 0 a-bomb.bsp          | kill box stalkyard cross...HAS ONLY 2 TEAMS...MESSES WITH BOTS>>>DON" T RUN ON SERVER   | y       |          |
| 0 absilo5             | crappy map...don't run on server  | N/A     | N/A      |
| 3 abulie              | OK map...try on server  | y       |          |
| 4 abyss               | OK map...try on server map with tunnels around courtyard...very familiar...lotsa spawn killing...played many times on hdk and ltk | y       |          |
| 7 access.bsp          | maybe too small for the server...try and see  | y       |          |
| 5 acez                |   | y       |          |

|                         |   |     |       |
|-------------------------|---|-----|-------|
| 5 acid                  | maybe too small for the server...try and see  | y   |       |
| 0 acp_killbox.bsp       | like killbox with very insignificant modifications...don't use on server  | N/A | N/A   |
| 2 adam_dm.bsp           | rooms at bottom of tower...all red and dark...not great map   | y   |       |
| 8 AdrenalineRaucous.bsp | good run and gun datacore type map with slippery spot and cold room...use on server   | y   |       |
| 8 AECanTow.bsp          | ok map...run and gun...try on server  | y   |       |
| 3 aecthdrl.bsp          | inside of temple...not so great map...use only as a filler  | y   |       |
| 6 AECube.bsp            | ok map...run and gun...try on server  | y   |       |
| 7 AEODM1                | a little like stalkyard...played a long time ago on hdk...good map for server   | y   |       |
| 0 africanyon.bsp        | too small for server...don't use cliffs and bases...maybe too small?  | N/A | N/A   |
| 4 Africarena.bsp        | Test and see  | y   |       |
| 2 afterburner.bsp       | interesting map of space station but maybe too small? So so with full server. OK with a few peep. Don't run map of office closed after hours...good | y   | space |
| 7 afterhrs.bsp          | map   | y   |       |
| 0 Afterhrs2.bsp         | crappy alteration of afterhours...don't use   | N/A | N/A   |
| 0 AFTERMID.bsp          | not a good map...don't use on server  | N/A | N/A   |
| 3 AFTRSHOK.BSP          | really big map inside factory...too big and nothing special...don't use   | y   |       |
| 0 ag_box.bsp            | just like killbox...don't use   | N/A | N/A   |
| 0 ag_courtyard.bsp      | too small for server...don't use  | N/A | N/A   |
| 10 ag_crossfire.bsp     | crossfire type of map   | y   |       |
| 4 ag_dyce.bsp           | OK for server...small and frenetic  | y   |       |
| 2 agctf_duff.bsp        | ok map for server   | y   |       |
| 0 agctf_gauntlet.bsp    | missing wad...don't use   | N/A | N/A   |
| 8 agony.bsp             | map with gas strike in hallways   | y   |       |
| 3 agoraphobia.bsp       | good map..use on server   | y   |       |
| 0 agpain1.bsp           | ONE SPAWN POINT>>>DON'T USE   | N/A | N/A   |
| 0 agpain2.bsp           | bad map...can't spawn into map  | N/A |       |
| 0 agpain3.bsp           | bad map...can't spawn into map  | N/A |       |
| 0 AGRAVLAB              | crappy map...don't run on server  | N/A | N/A   |
| 0 ahangar.bsp           | unfamiliar hdk map...hangar with water, deep pit with boxes overhead...many bad spawn points...don't use on server                                  | N/A | N/A   |
| 0 ahell                 | crappy map...don't run on server  | N/A |       |
| 0 airbunkers            | crappy map...don't run on server  | N/A |       |
| 3 airemb.bsp            | so so map...try on server   | n   |       |
| 4 airsupply.bsp         | so so map...try on server   | n   |       |
| 0 aiwa                  | crappy map...don't run on server  | N/A | N/A   |
| 0 AKMULT01.bsp          | too small for server...don't use  | N/A | N/A   |

|   |                   |   |     |           |
|---|-------------------|---|-----|-----------|
| 4 | alcatraz.bsp      | so so map of alcatraz...try on server<br>just a little different than aliencolony2.   | n   |           |
| 6 | aliencolony.bsp   | try on server<br>played many, many years ago at<br>work...a little small but try on server  | n   | space     |
| 7 | aliencolony2.bsp  | map with alien ship in hanger   | n   | space     |
| 8 | aliendm.bsp       | bad map...don't use on server   | y   |           |
| 0 | aliens.bsp        | good alien spaceship map...use on<br>server   | N/A | N/A       |
| 6 | alienship.bsp     | crappy map...don't run on server  | n   | space     |
| 0 | alkdm10.bsp       | crappy map...don't run on server  | N/A | N/A       |
| 0 | alley.bsp         | crappy map...don't run on server  | N/A | N/A       |
| 0 | alpha.bsp         | crappy map...don't run on server  | N/A | N/A       |
| 5 | alpha_tau_ro.bsp  | good space ship map...use on server   | y   | space     |
| 0 | alpha1.bsp        | crappy map...don't run on server  | N/A | N/A       |
| 0 | alwaysultra_021   | small crappy map....don't use on server   | N/A | N/A       |
| 0 | amarth.bsp        | good map but too small for server   | N/A | N/A       |
| 0 | AMAZE.bsp         | crappy map...don't run on server  | N/A | N/A       |
| 0 | ambience.bsp      | missing de_celtic.wad file  | N/A | N/A       |
|   | amenaza           | ok map...try on server  | y   |           |
| 7 | ammo_locker.bsp   | good docrock map...try on server<br>map may be too small for server...try<br>and see  | y   |           |
| 3 | ammostore         | OK Map...try on server  | y   |           |
| 5 | AMOK.BSP          | very familiar map   | n   |           |
| 9 | ANCIENT.bsp       | variation on the map ancient...use on<br>server   | y   |           |
| 7 | ancient2          | temple like map...ok for server   | n   |           |
| 6 | ancientpride      | crappy map...don't run on server  | y   | temple    |
| 0 | ANDREW.bsp        | crappy map...don't run on server  | N/A | N/A       |
| 0 | ANGER.bsp         | crappy map...don't run on server  | N/A | N/A       |
| 0 | annex.bsp         | good map but too small for server   | N/A | N/A       |
| 0 | annopus           | too small for server...don't use  | N/A | N/A       |
| 1 | ANT_FARM          | very odd docrock map...just for special<br>occasions  | y   |           |
| 1 | antareuscore      | map with core and spawn around it in<br>circular hallways...a little boring<br>cross fire but much bigger...not very<br>exciting at all | y   |           |
|   | anti_camper       | crappy map...don't run on server  | y   | crossfire |
| 0 | ANTI-G.bsp        |   | N/A | N/A       |
| 6 | ants.bsp          | maybe too small for server...try and see  | n   |           |
| 0 | aod.bsp           | crappy map...don't run on server  | N/A | N/A       |
| 3 | aoh.bsp           | small map with catwalks...test and see  | n   |           |
| 8 | apex.bsp          | good map...use on server  | y   |           |
| 8 | Apex_v2           | good map by orpheus...use on server   | y   |           |
| 0 | apo13now!.bsp     | missing pl.wad  | N/A | N/A       |
| 5 | apocalypse_please | excellent map...use on server<br>beautiful unusual map...NOT A GOOD<br>MAP>>>ONLY RUN ON SPECIAL<br>OCCASIONS                           | y   |           |
| 1 | apocta.bsp        |   | y   |           |

|    |                  |  |     |         |
|----|------------------|--|-----|---------|
| 6  | apohldm1.bsp     | very familiar map with red dot that shoot and door opens                   | y   |         |
| 10 | apohldm10        | good map inside castle...use on server                                     | y   | castle  |
| 7  | apohldm11.bsp    | good map inside castle...use on server                                     | n   |         |
| 10 | apohldm12.bsp    | good map with courtyard and building around with many passageways          | y   |         |
| 8  | apohldm13        | may be too small for server. Try on server                                 | y   |         |
| 8  | apohldm14.bsp    | may be too small for server. Try on server and see                         | n   |         |
| 6  | apohldm2.bsp     | typical of the apohldm maps...maybe a little small                         | n   |         |
| 4  | apohldm3.bsp     | typical of the apohldm maps  | n   |         |
| 4  | apohldm4.bsp     | typical of the apohldm maps  | n   |         |
| 8  | apohldm5.bsp     | similar to others but not as big   | n   |         |
| 0  | apohldm6.bsp     | toom small for server...don't use  | N/A | N/A     |
| 8  | apohldm7.bsp     | good map..use on server  | n   |         |
| 6  | apohldm8.bsp     | ok map...try on server   | n   |         |
| 6  | apohldm9.bsp     | good map..use on server  | n   |         |
| 0  | apollo_arena.bsp | crappy map...don't run on server   | N/A | N/A     |
| 0  | aqua.bsp         | crappy map...don't run on server   | N/A | N/A     |
| 0  | aquard1-2.bsp    | crappy map...don't run on server   | N/A | N/A     |
| 5  | AQUARIUM.bsp     | so so map...test and see   | n   |         |
| 0  | aquava~1.bsp     | crappy map...don't run on server   | N/A | N/A     |
| 8  | arabeta6.bsp     | so so map...test and see   | n   |         |
| 0  | ARCADE1.bsp      | crappy map...don't run on server   | N/A | N/A     |
| 9  | arcane.bsp       | map played in raw tourney once   | y   |         |
| 8  | archaic.bsp      | so so map...test and see   | n   |         |
| 3  | archipelago.bsp  | odd zen type map...test and see  | n   |         |
| 9  | architech6.bsp   | good map ... try on the server   | y   |         |
| 6  | archives.bsp     | map with 2 long hallways and downstairs with spawn killing galore          | y   |         |
| 0  | archriv.bsp      | crappy map...don't run on server   | N/A | N/A     |
| 0  | ARDM1.bsp        | too small for server...don't use   | N/A | N/A     |
| 3  | ardm2.bsp        | good map..use on server  | n   |         |
| 7  | Area_66          | good map...try on server   | n   |         |
| 0  | area1.bsp        | crappy map...don't run on server   | N/A | N/A     |
| 0  | area102.bsp      | DON"T USE...MESSES WITH TEAMS<br>may be too small for server. Test and see | N/A | N/A     |
| 4  | area25           | nice drive in map but too small for server...test and see                  | y   | camping |
| 2  | area5.bsp        | map with water downstairs and  | n   |         |
| 7  | area51.bsp       | bunker/courtyard upstairs  | y   |         |
| 6  | area5x1.bsp      | ok map...try on server   | n   |         |
| 0  | area7.bsp        | missing area 7 wad...don't use   | N/A | N/A     |
| 3  | areaxv2.bsp      | good map..use on server  | n   |         |
| 0  | arena.bsp        | crappy map...don't run on server   | N/A | N/A     |
| 0  | Arena12.bsp      | crappy map...don't run on server   | N/A | N/A     |

|   |                    |  |     |      |
|---|--------------------|--|-----|------|
| 0 | Arena15L.bsp       | crappy map...don't run on server         | N/A | N/A  |
| 0 | ARENA2.bsp         | crappy map...don't run on server         | N/A | N/A  |
| 0 | ARENA440.bsp       | crappy map...don't run on server         | N/A | N/A  |
| 0 | arenadm.bsp        | crappy map...don't run on server         | N/A | N/A  |
| 9 | army.bsp           | good map..use on server                  | n   |      |
| 0 | asdm01.bsp         | crappy map...don't run on server         | N/A | N/A  |
| 0 | asdm02.bsp         | missing pl.wad...don't use on server     | N/A | N/A  |
| 0 | asectora.bsp       | not a good map...don't use on server     | N/A | N/A  |
| 4 | ashpit.bsp         | maybe too small...test and see           | n   |      |
|   |                    | bad map missing files/wrong version??    |     |      |
| 0 | aSN_MaxPayne.bsp   | Don't use                                | N/A | N/A  |
| 0 | asN_WiLDLiFe.bsp   | bad map...don't use on server            | N/A | N/A  |
| 0 | ASSASSIN           | missing tfc.wad. Don't use on server     | N/A | N/A  |
| 5 | ASSAULT            | ????Test this map                        | N/A | N/A  |
| 0 | a-tek              | crappy map...don't run on server         | N/A | N/A  |
| 0 | atg                | crappy map...don't run on server         | N/A | N/A  |
| 0 | Atlantis           | crappy map...don't run on server         | N/A | N/A  |
| 0 | ATOMDM4            | crappy map...don't run on server         | N/A | N/A  |
| 0 | atrium_r1          | good map but too small for server        | N/A | N/A  |
| 0 | atrium37.bsp       | crappy map...don't run on server         | N/A | N/A  |
| 3 | attactical         | so so map...try on server                | n   |      |
| 8 | AtticRats_RO       | good rats type map...use on server       | n   | rats |
| 9 | audion.bsp         | familiar map with tower                  | y   |      |
| 4 | AWAKE              | so so map...try on server                | n   |      |
|   |                    | not enough differences in other versions |     |      |
| 0 | away_crossfire.bsp | to use on server...not transferred       | N/A |      |
| 0 | awry               | crappy map...don't run on server         | N/A | N/A  |
|   |                    | very familiar map with church, water,    |     |      |
| 8 | AXIS.bsp           | courtyard with tower                     | y   |      |
| 4 | Axis1.bsp          | so so map...try on server                | n   |      |
|   |                    | EXACTLY SAME AS AXIS...DON'T             |     |      |
| 0 | axis-carnrat.bsp   | USE                                      | N/A | N/A  |
|   |                    | aztec temple...try on server/**TOO       |     |      |
| 2 | aztec_sacrifice    | SMALL FOR SERVER                         | N/A | N/A  |
| 0 | b_killbox.bsp      | regular killbox...don't use              | N/A | N/A  |
| 0 | b14mall.bsp        | missing b14.wad                          | N/A | N/A  |
| 0 | B14masoleum.bsp    | missing b14.wad                          | N/A | N/A  |
|   |                    | castle map with moat and turrets...not   |     |      |
| 5 | B2Castle.bsp       | so big like others...try on server       | y   |      |
|   |                    | small bedroom rats map...maybe too       |     |      |
| 6 | B2DORM             | small for server...try and see           | n   | rats |
| 0 | bab.bsp            | crappy map...don't run on server         | N/A | N/A  |
|   |                    | SPAWNKILLING GALAORE map with            |     |      |
| 4 | Backfire.bsp       | tunnels and outside area with tower      | y   |      |
| 0 | backstab.bsp       | too small for server...don't use         | N/A | N/A  |
| 0 | BACKWAYS.bsp       | crappy map...don't run on server         | N/A | N/A  |
| 6 | backyard           | ok map...little small...try on server    | y   |      |
| 6 | Backyard1.bsp      | same as backyard??                       | n   |      |
| 0 | backyard2.bsp      | crappy map...don't run on server         | N/A | N/A  |

|      |                     |  |     |          |
|------|---------------------|--|-----|----------|
| 0    | bad.bsp             | crappy map...don't run on server   | N/A | N/A      |
| 4    | bad_experiment.bsp  | jail map...test and see  | n   |          |
| 0    | BADMOON.bsp         | crappy map...don't run on server   | N/A | N/A      |
| 4    | badtaste_remix      | maybe too small for server...not such a great map  | y   |          |
| 3    | badtaste1.bsp       | so so map...maybe to small...played before on other servers                                      | n   |          |
| 0    | badtaste1_snowfall  | too small for server...not transferred better than badtaste1...built on same map...try on server | N/A |          |
| 4    | badtaste2.bsp       | just OK map...kind of crappy map   | n   |          |
| 3    | bakally.bsp         | familiar map with ledges around center area  | n   |          |
| 6    | balltrap_canyon.bsp | LOCKS UP SERVER...DON'T USE  | y   |          |
| 0    | bam.bsp             | too small for server...  | n   |          |
| 3    | BAMDM1              | missing rain.spr...don't use   | n   |          |
| 0    | BANDCAMP.bsp        | plain map with upper and lower level...use as filler...test                                      | N/A | N/A      |
| 4    | barren.bsp          | missing bartok.wad...don't use until fixed   | n   |          |
| 0    | bartok.bsp          |  | N/A |          |
| 0    | base.bsp            | crappy map...don't run on server   | N/A | N/A      |
| 0    | BASE_C~1.bsp        | older hdk map...try on server  | n   |          |
| 1    | BASE_CAMP           | older map played on HDK many times...Gratch request DON'T USE...EVERYONE HATED IT                | Y   |          |
| 0    | base_wars.bsp       | crappy map...don't run on server   | N/A | N/A      |
| 2    | base1               | just OK map...kind of crappy map   | y   |          |
| 5    | base3               | better map than bas1...OK on server  | Y   |          |
| 8    | basecamp.bsp        | very familiar old map by docrock...very good..use on server                                      | y   | docrock  |
| 4    | basecamp_dm.bsp     | good map..use on server  | n   |          |
| 6    | basecamp_midnite    | same as basecamp but at midnight   | y   | docrock  |
| 0    | basecamp_nite.bsp   | same as basecamp_midnight...don't use  | N/A | N/A      |
| 7    | basecanyon1         | use  | N/A | N/A      |
| 0    | BASEKILL.BSP        | good map...use on server   | y   | outdoors |
| 0    | basement.bsp        | too small for server...don't use   | N/A | N/A      |
| 5    | baserock.bsp        | crappy map...don't run on server   | N/A | N/A      |
| 5    | basetek             | another basecamp type...seems big enough...try and see   | n   |          |
| 5    | basetek.bsp         | ok map...try on server   | n   |          |
| 0    | basewar.bsp         | test on server...ok map  | n   |          |
| 8    | bash.bsp            | crappy map...don't run on server   | N/A | N/A      |
| ???? | bassault12.bsp      | very familiar map with concrete bunkers around courtyard...use on server                         | y   |          |
| 0    | batcave             | capture the flag type of map...test b4 using   | n   |          |
| 0    | BATHTIME            | crappy map...don't run on server   | N/A |          |
| 6    | BATTLE              | crappy map...don't run on server   | N/A |          |
|      |                     | a little map of killbox type...will be chaotic but fun...maybe too small??                       | n   | killbox  |

|      |                   |   |     |        |
|------|-------------------|---|-----|--------|
| 5    | battle_camp       | big map... a little bootcamp a little crossfire..try on server  | y   |        |
| 6    | battle_quad.bsp   | good map...try on server...too small??<br>good map..another version of base   | n   |        |
| 8    | battlegrounds.bsp | camp...use on server  | y   |        |
| 0    | BattleZ.bsp       | crappy map...don't run on server  | N/A |        |
| 0    | bay77.bsp         | crappy map...don't run on server  | N/A |        |
| 6    | bazooka3          | good map but probably too small for big server. OK for small server   | y   | small  |
| 0    | bb.bsp            | crappy map...don't run on server  | N/A |        |
| 0    | BC2.bsp           | crappy map...don't run on server  | N/A |        |
| 7    | BCastle2.bsp      | good map..use on server   | y   | castle |
| 6    | BDARENA           | good map...use on the server  | y   | arena  |
| 0    | BDDM.bsp          | crappy map...don't run on server  | N/A | N/A    |
| 0    | bdog              | crappy map...don't run on server  | N/A |        |
| 8    | BDOWN             | excellent map...use on server<br>map with ship...too much spawnkilling  | y   |        |
| 1    | BEACH3.bsp        | this map  | y   |        |
| 4    | BECKDM1.bsp       | ok map for server   | y   |        |
| 0    | BEDBUGS.BSP       | rats type bedroom...too small for server...don't use  | N/A | N/A    |
| 0    | Bedroom2.bsp      | crappy map...don't run on server<br>exactly like turkeyburgers except with different textures. Turkeyburgers is better        | N/A | N/A    |
| 0    | beefburgers       |   | N/A | N/A    |
| 4    | BEETLES.bsp       | similar to rats in a junkyard...ok server   | y   | rats   |
| 5    | bewt2.bsp         | version of bootcamp...try on server   | y   |        |
| 0    | BF_WAR.bsp        | crappy map...don't run on server  | N/A | N/A    |
| 0    | BF1.bsp           | crappy map...don't run on server<br>two bunkers across from each other<br>divided by creek...played many times...ok on server | N/A | N/A    |
| 6    | bfield.bsp        |   | n   |        |
| 3    | bhlab51.bsp       | so so very old school half life...test and see if passes  | n   |        |
| ???? | BHS.bsp           | good capture the flag type of map...test and see  | n   |        |
| 0    | BIG.bsp           | missing tree.wad  | N/A |        |
| 5    | big_city          | good camping map...tall buildings...use on server   | n   |        |
| 0    | big_drop.bsp      | crappy map...don't run on server  | N/A | N/A    |
| 3    | bigburg           | map too small for server...don't use  | y   | N/A    |
| 5    | bigdinner         | rats diner killbox type of map  | y   | rats   |
| 0    | bigone.bsp        | crappy map...don't run on server  | N/A | N/A    |
| 0    | billbox.bsp       | crappy map...don't run on server  | N/A | N/A    |
| 6    | binge.bsp         | good map...run on server  | n   |        |
| 0    | biohazrd.bsp      | too small for server...don't use  | N/A | N/A    |
| 6    | biolab_1.bsp      | a little small but good flow..inside lab building...a little similar to afterdark   | n   | inside |
| 0    | biolurk.bsp       | not standard hldm and just like lurkbox...don't use on server   | N/A | N/A    |



|   |                    |  |                        |           |
|---|--------------------|--|------------------------|-----------|
| 0 | biolurk2.bsp       | not standard hldm and just like lurkbox...don't use on server  | N/A                    | N/A       |
| 5 | BISCUIT.bsp        | plain map but with good wide open movement in castle...try on server   | y                      |           |
| 0 | BITE_ME!.bsp       | crappy map...don't run on server   | N/A                    | N/A       |
| 0 | BITRNI             | not such a good map...a little small and nothing to note   | N/A                    | N/A       |
| 6 | bitterlemon.bsp    | map from many years ago on hdk...central bunker with circular building around...use on server  | y                      |           |
| 0 | bkkarena.bsp       | crappy map...don't run on server   | N/A                    | N/A       |
| 0 | bl_twhl.bsp        | crappy map...don't run on server   | N/A                    |           |
| 0 | black[sh]          | crappy map...don't run on server   | N/A                    |           |
| 1 | black_n_white      | black and white cubes...not a real good map  | n                      | docrock   |
| 7 | BlackDeath.bsp     | good map...try on server   | n                      |           |
| 6 | blackdeath_rdc.bsp | good map...kinda big...use on server   | y                      |           |
| 7 | blackmesa.bsp      | ok map...test on server  | n                      |           |
| 0 | blackout.bsp       | crappy map...don't run on server   | N/A                    | N/A       |
| 5 | blade              | red devil type map...try on server   | y                      |           |
| 0 | Blastbox           | too small for server...not transferred   | N/A                    |           |
| 7 | BLASTERCORE2.bsp   | k9 map played long time ago...use on server - take off on datacore   | n                      |           |
| 7 | blastpit.bsp       | four levels in round interior - too small for full server but fun if server not full...try on server   | n                      |           |
| 7 | BLASTSIT.BSP       | map of quarry type of blast site. Try on server  | n                      |           |
| 0 | blindapathy.bsp    | good map but too small for a full server. two bunkers across from each other connected by underground passageways...maybe too small...test and see | n                      |           |
| 5 | blinga.bsp         |  | n                      |           |
| 8 | Blizzardv2         | snowy map played at work a really long time ago...good map for server  | SFERRED TO ONE AND ONE |           |
| 4 | BLOCK77.bsp        | prison block...a little plain...test on server   | n                      |           |
| 0 | blocks.bsp         | missing wad...don't use  | n                      |           |
| 0 | BLOK_V04           | missing daewood.wad file...don't use   | N/A                    |           |
| 0 | blood_bath         | crappy map...don't run on server   | N/A                    | N/A       |
| 0 | blood_factory.bsp  | crappy map...don't run on server   | N/A                    |           |
| 6 | bloodbox.bsp       | from k9...killbox type of map with metal walkways and halls  | n                      |           |
| 0 | BLOODLUS.BSP       | missing wad...don't use  | N/A                    |           |
| 0 | bloodlust.bsp      | crappy map...don't run on server   | N/A                    |           |
| 7 | bloodshed.bsp      | dungeon type of map...very good but very, very big   | y                      |           |
| 0 | bloody.bsp         | crappy map...don't run on server   | N/A                    | N/A       |
| 7 | blue_haze          | crossfie/xbounce type of map...a little like streets. Try on server  | y                      | crossfire |
| 0 | bluenuts.bsp       | crappy map...don't run on server   | N/A                    | N/A       |

|    |                   |   |     |             |
|----|-------------------|---|-----|-------------|
| 0  | BlueOmen.bsp      | missing wad...don't use   | N/A | N/A         |
| 0  | bluevsred.bsp     | crappy map...don't use on server  | N/A | N/A         |
| 4  | bmac.bsp          | so so map...test and see  | n   |             |
| 0  | bmcavern.bsp      | crappy map...don't use on server  | N/A | N/A         |
| 0  | bmrfsublevels     | crappy map...don't run on server  | N/A | N/A         |
| 0  | BMTF              | crappy map...don't run on server  | N/A | N/A         |
| 0  | BMU_XEN.bsp       | crappy map...don't run on server  | N/A | N/A         |
| 0  | BOAT.bsp          | crappy map...don't run on server  | N/A | N/A         |
| 0  | bollox_b2.bsp     | crappy map...don't run on server  | N/A | N/A         |
|    |                   | good map...use on server maybe too small with full server plus much spawn killing                             | n   |             |
| 6  | BOMBTR~1.bsp      |   | n   |             |
| 9  | booberville       | good map..use on server   | y   |             |
| 0  | boom.bsp          | previous version of boom_v2...don't use crazy map with city that explodes then playing in ruins try on server | N/A | N/A         |
| 7  | boom_v2           |   | y   |             |
| 0  | Booster           | map too small for server...don't use ttk/s3 map with spawn w/tau (also boot 2)                                | N/A | N/A         |
| 4  | boot.bsp          |   | n   |             |
| 5  | boot_camp.bsp     | standard map  | y   | boot camp   |
|    |                   | variation of boot_camp...only use as last resort  | n   | boot camp   |
| 5  | boot_camp2.bsp    |   | n   | boot camp   |
|    |                   | deviation of boot_camp but essentially the same boring thing  | n   | boot camp   |
| 5  | boot_campx        |   | n   | boot camp   |
| 6  | boot_leg.bsp      | a much better boot camp...try on server   | n   | boot camp   |
|    |                   | <b>BAD MAP...DELETED FROM SERVER...CAUSES SERVER TO LOCK UP</b>   |     |             |
| 0  | boot_reloaded.bsp |   | N/A |             |
| 4  | boot2.bsp         | same as boot  | n   |             |
|    |                   | modified boot map...spawn with all weapons...only use in special cases on server                              | n   | tau         |
| 4  | boot3             |   | n   | tau         |
|    | bootbox           | variation of boot and killbox   | n   | tau/killbox |
|    | bootbox2          | variation of boot and killbox   | n   | tau/killbox |
|    |                   | mexican village..excellent map..use on server <b>CAUSED THE SERVER TO LOCK UP</b>                             |     |             |
| 7  | border_bust       |   | y   | town        |
|    |                   | weird map...can climb up walls...killbox type with weird textures...try on server                             | n   | killbox     |
| 3  | BORRAD.bsp        | too small for server...don't use  | n   | N/A         |
|    | Boston_Arena.bsp  | small arena style map...try on server   | n   | arena       |
|    | bottest           | a little like stalkyard...use on server   | y   | stalk       |
| 0  | Bottout.bsp       | crappy map...don't run on server  | N/A | N/A         |
| 10 | bounce.bsp        | standard map  | y   |             |
|    |                   | played many times years ago...bounce pads and tunnels of water. Use on server                                 | y   | bounce      |
| 5  | BOUNCE_ME.bsp     |   | y   | bounce      |
| 0  | box               | crappy map...don't run on server  | N/A | N/A         |

|   |                    |  |     |                  |
|---|--------------------|--|-----|------------------|
| 0 | bozz_2f.bsp        | capture the flag type of map...test b4 using                                 | n   | capture the flag |
| 0 | bozz_4fcb.bsp      | crappy map...don't run on server   | N/A | N/A              |
|   | bp_[wp].bsp        | map with electric shot trap...try on server                                  | n   |                  |
|   | bp_two_towers.bsp  | so so map...try on server  | n   |                  |
| 0 | bpm.bsp            | crappy map...don't run on server   | N/A | N/A              |
| 0 | bragas.bsp         | crappy map...don't run on server   | N/A | N/A              |
| 0 | BRAIDEN.BSP        | crappy map...don't run on server   | N/A | N/A              |
| 8 | brave              | outdoors with two treehouses and waterfalls...try on server                  | n   | outdoors         |
|   |                    | good map...try on server   |     |                  |
|   |                    | COMPLAINTS ABOUT SPAWN KILLING>>>NEED TO ADD MORE SPAWN POINTS               |     |                  |
| 7 | BREAKDOWN.bsp      | SPAWN POINTS   | n   |                  |
| 0 | brickhse.bsp       | too small for server...don't use   | N/A | N/A              |
| 0 | BRIDBOWL.bsp       | crappy map...don't use on server   | N/A | N/A              |
| 0 | bridge_attack      | crappy map...don't run on server   | N/A | N/A              |
|   |                    | very familiar map with secrets and bridge                                    |     |                  |
| 8 | BRIDGE22.bsp       | bridge   | y   |                  |
| 0 | bridgewater2.bsp   | too small for server...don't use   | N/A | N/A              |
| 0 | brik2.bsp          | too small for server...don't use   | N/A | N/A              |
|   |                    | Outdoor/indoor with checked flooring   |     |                  |
| 7 | brikhaus           | indoors  | y   |                  |
|   |                    | good map inside japanese palace...run and gun...use on server                |     |                  |
| 7 | broken_palace      | small but interesting textures...blade                                       | n   |                  |
|   | BRunner.bsp        | runner type of map...test and see  | n   |                  |
| 0 | brunsby.bsp        | crappy map...don't run on server   | N/A | N/A              |
| 0 | BRUTAL             | crappy map...don't run on server   | N/A | N/A              |
|   |                    | OK map of bunker insides...test on server TOO SMALL AND TOO FEW SPAWN POINTS |     |                  |
| 4 | btbase.bsp         | SPAWN POINTS   | n   |                  |
|   |                    | smallish killbox type of map...don't use on server                           |     |                  |
| 0 | btk_arena.bsp      | rats map of bedroom...not the best by onesneakymouse                         | N/A | N/A              |
|   | Bugs               |  | y   | rats             |
| 0 | Bugs2.bsp          | crappy map...don't use on server   | N/A | N/A              |
| 0 | bunker.bsp         | crappy map...don't use on server   | N/A | N/A              |
| 0 | BunkerD.bsp        | crappy map...don't use on server   | N/A | N/A              |
|   |                    | bunkers underground big gun  |     |                  |
| 3 | bunkerhell         | topside...try on server  | n   | bunker           |
| 0 | bunkers.bsp        | crappy map...don't use on server   | N/A | N/A              |
|   |                    | a hamburger joint...smallish map...test on server                            |     |                  |
| 7 | BURGER.bsp         | rather small map with nothing  | n   |                  |
|   |                    | special...test on server   |     |                  |
| 6 | butchers_blood.bsp | very familiar and good map...dark  | n   |                  |
|   |                    | outside  |     |                  |
| 8 | bynight.bsp        |  | y   |                  |
| 0 | c_dmcrel           | too small for server - don't use   | N/A | N/A              |
| 7 | c_pun              | a little like c2a5e...ok for server  | n   | HL Game          |

|   |                        |   |     |         |
|---|------------------------|---|-----|---------|
| 6 | c_pun2                 | 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   |         |
| 7 | c0a0a.bsp              | map with gargantua in pit and in large area with monorail and secret area at end of rail  | y   |         |
| 5 | c0a0b.bsp              | map bounce similar scenery with tunnels and 100%armor/health area   | n   |         |
| 3 | c1a4f.bsp              | map with core and spawn around it...spawn killing a problem...not real good   | n   |         |
| 7 | c2a5.bsp               | familiar old hdk map with secret at toolbox   | y   |         |
| 7 | c2a5b.bsp              | map with helipad and spawn outside map then swim up   | y   |         |
|   | c2a5f.bsp              | too big and not modified for multiplayer...don't use on server  | N/A |         |
| 0 | CA.bsp                 | crappy map...don't use on server  | N/A | N/A     |
| 4 | cabin.bsp              | a little small but good gameplay...tree house cabin within fort like structure  | n   |         |
|   | cabrito.bsp            | old hdk map...very good...use on server   | y   |         |
| 0 | cameltoxis             | too small for server...don't use camping map with buildings...OK for server   | N/A | N/A     |
| 8 | camp_usa               | doc rock map...good...use on server   | n   | camp    |
| 7 | camper_rats            | lousy map...don't use on server   | y   | rats    |
| 0 | campersdelight1        | map exactly like other map already in database...don't use  | N/A | N/A     |
| 0 | campersolddelight1.bsp | old hdk map with lots of sniping in the water   | N/A | N/A     |
| 7 | campground.bsp         | almost exactly the same as bridge22...don't use on server   | y   | camping |
| 0 | campk9                 | maybe too small but ok map...test and see   | N/A | N/A     |
| 4 | CAMPLAND.BSP           | too small for server...don't use  | n   |         |
| 0 | campbeta.bsp           | familiar map with lots of tents   | N/A | N/A     |
| 7 | campsite.bsp           | crappy map...don't use on server  | y   | camping |
| 0 | campwar.bsp            | good map...use on server  | N/A | N/A     |
| 5 | Canabis.bsp            | crappy map...don't use on server  | n   |         |
| 0 | canalzon.bsp           | ok map but really too small for server...test and see   | N/A | N/A     |
| 3 | canyon.bsp             | ok map...test on server   | n   |         |
| 4 | Canyonbase1.bsp        | small map...test and see if works   | n   |         |
| 3 | Canyonfl.bsp           | good map...run on server  | n   |         |
| 4 | CANYONZ.bsp            | familiar map with garage on multiple levels   | y   | camping |
| 7 | car_park.bsp           | not a great map   | y   |         |
| 2 | CARBON.bsp             | crappy map...don't run on server  | y   |         |
| 0 | cargo                  |   | N/A | N/A     |

|   |                     |   |     |         |
|---|---------------------|---|-----|---------|
| 0 | cargobay            | crappy map...don't run on server<br>good map but only spawn with machine gun...has an old half-life gam look and feel | N/A | N/A     |
| 4 | cargotransit.bsp    |   | y   |         |
| 3 | CARNAGE.bsp         | so so map...test and see  | n   |         |
| 8 | casbah_dm.bsp       | good map...use on server...played on ttk with this map  | y   |         |
| 0 | Castle_Enrage.bsp   | crappy map...don't use on server  | N/A | N/A     |
| 7 | castle_m            | good castle map...inside and out of one large castle  | n   | castle  |
| 8 | castle_overload.bsp | map I hate with lots and lots of secrets rather dark map of two castles   | y   |         |
| 7 | castle_rush.bsp     | connected underground   | y   |         |
| 7 | castle_wars         | excellent castle map...large wondering around village very very big   | n   | castle  |
| 0 | castle-keep         | not a good map...don't use on server  | N/A | N/A     |
| 4 | cataclysm           | inside factory with two warps to opposite sides...try on server   | n   |         |
|   | catacomb.bsp        |   | n   |         |
| 0 | Catharsis.bsp       | locked up server missing sprites, etc.<br>crappy map...don't use on server  | N/A | N/A     |
| 0 | cathedralV12.bsp    | missing coffin.wad...don't use until fixed  | N/A | N/A     |
| 3 | catinn.bsp          | so so map...test and see  | n   |         |
| 0 | catwalk             | killbox but with catwalks...NOT BIG ENOUGH>>>>DON'T USE   | N/A | killbox |
| 0 | cave                | boring map...don't use on server  | N/A | N/A     |
| 0 | cavein.bsp          | crappy map...don't use on server  | N/A | N/A     |
| 2 | caverns.bsp         | so so map...test and see  | n   |         |
| 1 | Caves.bsp           | not such a good map...a little small and nothing to note  | n   |         |
| 7 | cbble               | good map...use on server - similar to dm dust but more green  | y   |         |
| 5 | cbs_deathbox        | killbox with bounce and launch pads...try on server   | y   | killbox |
| 0 | ccc.bsp             | crappy map...don't use on server  | N/A | N/A     |
| 7 | CellarRats.bsp      | old hdk map not played much...in cellar with open refrigerator  | y   |         |
| 4 | CELLBL~3.bsp        | so so map...test and see  | n   |         |
| 0 | cellblock.bsp       | variation of cellbl~3...don't use   | N/A | N/A     |
| 5 | Celtic.bsp          | really old map played many times a very, very long time ago...try on server from k9 lab with boxes outside and        | n   |         |
| 6 | central_lab.bsp     | attack from roof  | y   |         |
| 0 | CENTRE.bsp          | crappy map...don't use on server  | N/A | N/A     |
| 0 | challenger.bsp      | crappy map...don't use on server  | N/A | N/A     |
| 0 | chamber.bsp         | good map...try on server**TOO LAGGY>>>DON'T RUN   | y   |         |

|                   |   |     |          |
|-------------------|---|-----|----------|
| 5 chaocity1       | good city/warehouse type of map...use on server   | y   | city     |
| 5 chaocity2       | another version of chaocity...use on server   | y   | city     |
| 5 chaocity3       | mostly inside...another version of chaos city...use on server   | y   | city     |
| 0 chaos1.bsp      | missing chaos1.wad...don't use  | N/A | N/A      |
| 4 chapel.bsp      | very dark...use for halloween mapcycle similar to apohldm, havoc and                                  | N/A | N/A      |
| charred           | outcry...try on server  | y   |          |
| chastise.bsp      | temple like map...ok for server   |     |          |
| 0 Checkers        | map too small for server...don't use not so interesting...warehouse with                              | N/A | N/A      |
| checkmate         | boxes and crane   | n   |          |
| 0 CHEESE.bsp      | crappy map...don't use on server  | N/A | N/A      |
| 0 CHEEZTOW.bsp    | crappy take off on undertow...don't use   | N/A | N/A      |
| 0 chemlab         | map too small for server...don't use  | N/A | N/A      |
| 0 chess           | map too small for server...don't use  | N/A | N/A      |
| childm.bsp        | core area with playground in center...just so so  | n   |          |
| chipsdm17         | played many, many years ago at work...a little small but try on server                                | y   | outdoors |
| 5 chlorine.bsp    | so so map...test and see  | n   |          |
| 0 choke.bsp       | exactly like chokehold...don't use  | N/A | N/A      |
| 7 chokehold.bsp   | good map...lots of building with climbing tower on one  | y   |          |
| 7 cholericol.bsp  | good map...try on server  | n   |          |
| 0 Christmas.bsp   | crappy map...don't use on server  | N/A | N/A      |
| chum              | aquarium...try on server  | n   | inside   |
| 0 chunker.bsp     | crappy map...don't use on server  | N/A | N/A      |
| 0 Church          | not so good...don't use on server   | N/A | N/A      |
| 0 Chyton_v715.bsp | too small for server...don't use  | N/A | N/A      |
| Cillit_Bang       | battle around a reactor...good for server   | y   | inside   |
| 0 CIRCLE.bsp      | crappy map...don't use on server  | N/A | N/A      |
| 0 city_block.bsp  | good map but too small for server   | N/A | N/A      |
| 7 city_block2.bsp | ok map...try on server  | n   |          |
| citysnow.bsp      | map at night...old hdk favorite   | y   |          |
| classified.bsp    | ok map...try on server  | n   |          |
| classroomrats     | onesneakymouse map...use on server  | y   | rats     |
| 0 claustro.bsp    | crappy map...don't run on server  | N/A | N/A      |
| 0 clawed          | crappy map...don't run on server  | N/A | N/A      |
| cl-beta58.bsp     | very big map but good...try on server   | n   |          |
| cliff.bsp         | simple but maybe fun...try and see  | n   |          |
| 5 Cliff_Complex   | good map...use on server lots of spawn kills...not many spawn points...a little small for full server | y   |          |
| 5 cliff_ha.bsp    | inside black mesa cliff complex...ok map...test on server   | n   |          |

|                     |   |     |          |
|---------------------|---|-----|----------|
| cliff_hanger.bsp    | ok map...try on server  | n   |          |
| 0 cliffd.bsp        | map is corrupt...don't use  | N/A | N/A      |
| 0 cliffedge         | small crappy map....don't use on server                                 | N/A | N/A      |
| 0 cliffs.bsp        | interesting but too small for server...don't use                        | N/A | N/A      |
| 0 cliffside         | variation on cliffside 2...not as good...don't use on server            | N/A | N/A      |
| cliffside2.bsp      | excellent familiar docrock map. Use on server                           | y   | docrock  |
| cliffside3.bsp      | good map...use on server  | y   | docrock  |
| 0 climbers.bsp      | awful map...don't use on server   | N/A |          |
| 0 clocktower        | too few spawn points. Ask bud to add more spawn points.                 | y   | outdoors |
| 0 cloister          | crappy map...don't run on server  | N/A | N/A      |
| cloisters.bsp       | not a wonderful map but test and see what others think                  | n   |          |
| 0 closecombat.bsp   | crappy map...don't run on server  | N/A | N/A      |
| closefire.bsp       | very familiar crossfire type of map with bounce pad in center courtyard | y   |          |
| ClosetRats2002      | onesneakymouse map...use on server                                      | n   | rats     |
| 4 Clown.bsp         | big plain map...test and see...not real exciting.                       |     |          |
| 0 club.bsp          | too small...don't use on server   | N/A | N/A      |
| cm_arena.bsp        | ok map...use on server  | y   |          |
| cm_staumauer        | ok map...try on server  | n   |          |
| 0 cmdm1             | awful map...don't use on server   | N/A | N/A      |
| 4 cnbleyes.bsp      | not a wonderful map but test and see what others think                  | N/A | N/A      |
| coap                | crossfire architecture...big map...ok for server?                       | y   |          |
| 0 cobase            | crappy map...don't run on server  | N/A | N/A      |
| 0 Coconut_grove.bsp | good map but too small for server...don't use                           | N/A | N/A      |
| coddm.bsp           | four bunkers with big circular bunker in middle with moat..familiar map | y   |          |
| cold_storage.bsp    | familiar map with spawncampers beside stairs at spawn point             | y   |          |
| 5 coldfeet.bsp      | inside base and outside with covered walkway...test on server           | n   |          |
| coldwar             | only one spawn point...add more spawn points                            | N/A | N/A      |
| 6 coliseum          | roman coliseum architecture...try on server                             | y   |          |
| colorscale          | docrock map with colorful red cliffs all around...use on server         | y   |          |
| 0 combat.bsp        | just like combat2...don't transfer...use combat2 instead                | N/A | N/A      |
| 7 combat2           | somewhat familiar map of combat camp with barracks, tank, etc.          | y   |          |

|                       |  |     |         |
|-----------------------|--|-----|---------|
| 5 commons.bsp         | good map run and good around circle on 2 levels but probably too small...test and see                          | n   |         |
| 4 Complex.bsp         | plain map not very special but playable combat camp type of map...use on server                                | n   |         |
| 6 compound            |  | n   | testing |
| 4 con_killbox.bsp     | nice killbox map will be very hectic   | n   |         |
| con_maze              | maze with sniping tower in middle...will not be a good map for server way too small for server...don't run but | N/A | docrock |
| con_palace            | on special occasions   | n   | docrock |
| con_prison            | not a real good map but big enough...use for special occasions   | n   | docrock |
| con_rage              | not a real good map but big enough...use for special occasions   | n   | docrock |
| con_raid              | not a real good map but big enough...use for special occasions   | n   | docrock |
| con_sands             | not a real good map but big enough...use for special occasions   | n   | docrock |
| con_tannis            | too small...don't use on server  | N/A | N/A     |
| con_xfire             | maybe too small for server...try and see ok map played many years ago on other servers...test on ours          | y   |         |
| 6 contemplate.bsp     |  | n   |         |
| 0 control_tower.bsp   | crappy map...don't use on server interesting killbox map by gdwg   | N/A | N/A     |
| controlbooth          | clan...try on server   | n   | killbox |
| 0 CORE                | crappy map...don't run on server smaller king of the hill map...too small for server                           | N/A | N/A     |
| 0 cough               |  | N/A |         |
| courtyard2.bsp        | very old hdk map with central building and storage yard all around with containers ****MISSING WAV FILES(****  | y   |         |
| 5 cow.bsp             | ok map but very big...test and see mutiple level inside with electrified catwalk...try on server...got mostly  | n   |         |
| 3 cpb                 | negative votes in poll   | y   |         |
| 6 cpc.bsp             | ok map...try on server   | n   |         |
| 6 Cpd.bsp             | ok map...try on server   | n   |         |
| 7 cpufrenzy           | try again on server  | y   | testing |
| 0 cracker_killbox.bsp | docrock map killbox with walls of saltine crackers ***MISSING WAV FILES****                                    | y   |         |
| 0 crackerbox          | maps missing sound files   | N/A | N/A     |
| crate                 | good map...try on server...from k9 Not an awesome map but  | y   |         |
| Cratesis              | OK...conveyors with boxes...got mostly negative comments in poll   | y   |         |



|      |                       |   |     |         |
|------|-----------------------|---|-----|---------|
|      | cream                 | killbox type with bunkers, stairs, catwalks...a little small?? Try on server small map played on ff a few times...chopper pad with boxes at 3 corners | n   | killbox |
|      | creep_chopper         |   | n   |         |
|      | creep_cia_killbox.bsp | creep killbox...will be fun map to try fun...played on ff...try to see if works on server   | n   |         |
|      | creep_halloween_bash  |   | n   |         |
|      | creep_turkeybox       | killbox type with turkeys on wall office buildings with flings on top and bounce pads on street...played before on some servers...try on ltk          | n   | creep   |
|      | creeping_newyears     |   | n   | creep   |
| 0    | creepitall            | missing sprites...don't run on server yet   |     |         |
| 7    | creepitorium.bsp      | halloween map pack  |     |         |
|      | creep-o-ween.bsp      | halloween map pack  |     |         |
|      | creeps_killbox        | killbox map with eminem song...played many times before   | n   | creep   |
|      | creepsfire.bsp        | smaller killbox map...test and see if everyone likes it   |     |         |
| 5    | creepwampz_ya         | interesting for a change TAKE OUT OF ROTATION>>>  | y   | creep   |
|      | crimsonite            | outside around two arenas with multiple levels...may be interesting...try on server   | n   | arena   |
| 10   | crossfire.bsp         | standard map  |     |         |
| 0    | cryo                  | kinda crappy map...don't use on server big enough castle map...nice ambience and texture...test on server to see how it plays                         | N/A | N/A     |
| ???? | cs_cstle.bsp          | fair map...test and see if ok   | n   |         |
|      | ctrlaltdel.bsp        |   | n   |         |
| 0    | cubes                 | kinda crappy map...don't use on server  | N/A | N/A     |
| 0    | cube-x                | very crappy map...don't use on server   | N/A | N/A     |
| 8    | CyanideStalkyard      | familiar stalkyard map played many times on different servers   | n   | stalk   |
| e    | D_CROW1               | crappy map...don't run on server  | N/A | N/A     |
| ???  | d4ms.bsp              | japanese style home inside...nicely done...shot gun style   | n   |         |
| 8    | dabo                  | played on server many times...especially rdc severains  | n   |         |
| 0    | daluxe                | good map but too small for server well known map from a very long time ago...use on server  | N/A | N/A     |
|      | Dam                   | may work on server...good camping but not much to it  | n   | dam     |
|      | damcliffy             | dam with buildings on opposite sides...played years ago on hdK  | y   | camping |
|      | damworks.bsp          |   | n   |         |
|      | danger.bsp            | crappy map...don't run on server  | N/A | N/A     |
|      | dante_1.bsp           | oil rig map...try on server   | n   |         |

|   |                     |  |     |         |
|---|---------------------|--|-----|---------|
|   | daq2hl              | crappy map...don't run on server<br>familiar map...two storage yards<br>connected by middle small bldg with<br>upper deck for sniping. Played many | N/A | N/A     |
| 7 | dark_depot.bsp      | times on hdk<br>maze type of map...try on<br>server...maybe too small  | y   |         |
|   | dark_ruins          |  | n   |         |
|   | Dark1.bsp           | crappy map...don't run on server   | N/A | N/A     |
|   | Dark2.bsp           | crappy map...don't run on server   | N/A | N/A     |
|   | Dark3.bsp           | crappy map...don't run on server   | N/A | N/A     |
|   | darkcity            |  |     |         |
|   | DARKED.bsp          | crappy map...don't run on server<br>gas works but darker...don't use on<br>server  | N/A | N/A     |
|   | darkgas             |  | N/A | N/A     |
|   | darkness.bsp        | crappy map...don't run on server<br>not good for 16 person server. OK<br>w/few people on server  | N/A | N/A     |
|   | DARN.bsp            | variation of bootcamp...don't use on<br>server   | y   |         |
|   | das_boot            |  | N/A | N/A     |
|   | Das_Fenster_zum_Hof | maybe too small for server...try and see   | n   |         |
|   | Datacom             | boring map...don't use on server   | N/A | N/A     |
|   | datacore.bsp        | standard map<br>very excellent hdk map from long<br>ago...use on server  | y   |         |
|   | datacore_after.bsp  | good datacore map...try on server  | n   |         |
|   | datacore2.bsp       | very modern datacore type map...try on<br>server   | n   |         |
|   | datax.bsp           |  | n   |         |
|   | davroplex           | movie theater...nice   | y   |         |
|   | dawghouse           | killbox type of map...very similar to<br>zilla's thrashing   | n   | killbox |
| 8 | daylight.bsp        | very familiar map with camping spot<br>between soda machines<br>*****THIS MAP CAUSES SERVER TO<br>RESET *****                                      |     |         |
|   | dcamp               |  |     |         |
|   | DEAD_HL             | maybe too small for server...try and see   | n   |         |
|   | deadfall            | a little lambdabunker feel..try on server  | n   |         |
|   | deadly and deadly2  | crappy map...don't use on server<br>cliffs with cable car...crappy map...don't<br>use on server  | N/A | N/A     |
|   | death_house         |  | N/A | N/A     |
|   | death-arena         | wrong version...don't use  | N/A | N/A     |
|   | Deathhouse.bsp      | crappy map...don't run on server   | N/A | N/A     |
|   | DeathProof.bsp      | crappy map...don't run on server<br>map not big enough...don't use on<br>server  | N/A | N/A     |
|   | deep_outpost        |  | N/A | N/A     |
|   | deepsix             | factory type of map...try on server<br>factory type of map by orpheus...ok for<br>server   | n   |         |
| 5 | deja_vu_2           |  | n   |         |
|   | DEMONZ              | crappy map...don't run on server   | N/A | N/A     |
|   | DEPOT_18            | too small...don't use on server  | N/A | N/A     |

|                      |   |     |             |
|----------------------|---|-----|-------------|
| depotarena.bsp       | too few spawn points. Ask bud to add more spawn points.   |     |             |
| 7 Desecration        | good map...use on server  | n   |             |
| DESERT.bsp           | well known map with two towers on either side of spawn point where people spawn kill....lots of spawn kills this map inside base ... try on server...maybe too small? | n   |             |
| Desert_Keep desolate | like havoc and others but not as big  | n   |             |
| detox                | factory inside/outside by warpig...try on server  | n   |             |
| devils_island        | crappy map...don't run on server  | N/A | N/A         |
| 6 devious            | good map...try on server  | n   |             |
| DHHL1                | nothing spectacular about this map but maybe playable...try and see   | n   |             |
| Dirtycore            | blue datacore type...played a long time ago try on server   | n   |             |
| disco2               | too small for server...don't use  | N/A | N/A         |
| dm_abstracttowers    | crappy map...don't run on server  | N/A | N/A         |
| dm_alpestrine.bsp    | outer courtyard temple area with pine trees...try on server...a little small?   | n   |             |
| 0 DM_basement.bsp    | crappy map...don't use on server  | N/A | N/A         |
| dm_bulk.bsp          | excellent map inside of space station...use on server   | n   | outer space |
| dm_calmdown          | wrong version...don't use   | N/A | N/A         |
| dm_cliff.bsp         | good map...pretty architecture...test on server   | n   | outside     |
| dm_contre_magnum     | crappy map...don't use on server  | N/A | N/A         |
| dm_create3.bsp       | not as good as dm_create4...don't use   |     |             |
| 8 dm_create4.bsp     | white textured walls...lots of stairs and open playing area...test on server  | y   |             |
| dm_dust              | large map similar to scorched...use on server   | n   | camping     |
| dm_echolabs.bsp      | not very exciting...round and round a lab   | n   |             |
| dm_egyptian          | big map...maybe too big? A little boring  | y   | temple      |
| 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        |
| dm_exhausted         | train station map...too small? Try on server and see  | n   | train       |
| dm_eyetothsky        | map too small for server...don't use  | N/A | N/A         |
| 4 dm_facility        | good map...try on server TOO BIG  | y   |             |
| 8 dm_faction         | good map...try on server  | n   |             |
| dm_fairytale         | locks up server - can't open wad file   | N/A | N/A         |
| 0 dm_fathom25        | unsure if plays ok...if so an ok map...test and see ****RESET SERVER****  | n   |             |
| 7 dm_hogwarts        | big map of hogwarts...harry potter...try on server **a little small**   | n   |             |

|   |                           |  |     |           |
|---|---------------------------|--|-----|-----------|
| 0 | dm_lab0                   | wrong version...don't use                | N/A | N/A       |
| 0 | dm_little_pools.bsp       | missing wad file...don't use             | N/A | N/A       |
| 6 | dm_lunatic                | ordinary map...ok to use on server       |     |           |
|   |                           | kinda crappy map...don't use on server   |     |           |
| 4 | dm_odin.bsp               | ***TOO SMALL***                          |     |           |
|   | dm_oktagon                | map boots me out of hl                   | N/A | N/A       |
|   | dm_osiris                 | good map but too small for server        |     |           |
|   | dm_parking                | missing cstrike.wad                      | N/A | N/A       |
|   |                           | very much a run and gun datacore type    |     |           |
|   | dm_phreneticism.bsp       | map...use on server                      | n   |           |
|   |                           | map too weird for good gameplay but      |     |           |
|   | dm_poisongarden_lite.bsp  | perhaps test and see                     | ??  |           |
|   | dm_quicksand              | good map - use on server                 |     |           |
| 8 | dm_rep4                   | good map...try on server                 | n   |           |
|   | dm_sawmill                | wrong version...don't use                | N/A | N/A       |
|   |                           | ok map but maybe a little boring...test  |     |           |
|   | dm_sectora.bsp            | and see                                  | n   |           |
|   |                           | good map...maybe a little small for the  |     |           |
|   | dm_SkullCave              | server                                   | n   |           |
| 5 | dm_sorrow                 | good map...try on server                 | y   | outdoors  |
| 6 | dm_stonecold              | good map...try on server                 | n   |           |
| 5 | dm_stranded               | ok map - try on server                   |     |           |
|   |                           | good map but too small and slippery      |     |           |
|   | dm_tundra.bsp             | footing everywhere...don't use           | N/A | N/A       |
|   |                           | pretty map outer space on various        |     |           |
| 7 | dm_utopium.bsp            | levels by rimrock...try on server        | n   | alien     |
|   | dm_valor                  | good map..try on server                  | y   |           |
|   |                           | loud, bright colors plain map but big    |     |           |
| 4 | dmarena.bsp               | enough to run on server                  | n   |           |
|   |                           | OK for server...maybe a little small but |     |           |
|   | dmbase                    | try it...older map                       | y   |           |
|   | dmc_revenant.bsp          | ****LOCKS UP THE SERVER ****             | N/A | N/A       |
|   |                           | may be too small for server...try and    |     |           |
|   | DMCITY                    | see....small city buildings              | n   |           |
| 0 | dmjescap                  | crappy map...don't run on server         | N/A | N/A       |
| 0 | dms_bellas_room           | wrong version...don't use                | N/A | N/A       |
| 0 | dms_bouncy_b2.bsp         | wrong version...don't use                | N/A | N/A       |
| 0 | dms_crane-industrials.bsp | wrong version...don't use                | N/A | N/A       |
| 5 | Dmz01.bsp                 | good textures big map...try on server    | n   |           |
|   |                           | very familiar map with room w/light      |     |           |
|   | DockingBay.bsp            | switches and circular type of play       |     |           |
|   |                           | played on hdk long time ago...use on     |     |           |
|   | dogpound                  | server                                   | y   |           |
| 7 | dominion                  | good map...try on server                 | n   |           |
| 0 | dontfall                  | kicked me out of hl                      | N/A | N/A       |
| 0 | doom-arena.bsp            | wrong version...don't use                | N/A |           |
|   |                           | doom level...not really good...don't use |     |           |
| 0 | doomed                    | on server                                | N/A | N/A       |
|   |                           | castle map...a little small...probably   |     |           |
|   | double_trouble            | won't work on server                     |     | castle    |
|   |                           | very familiar map crossfire type with    |     |           |
|   | doublecross.bsp           | secret in bunker                         | y   | crossfire |

|   |                    |   |     |           |
|---|--------------------|---|-----|-----------|
| 7 | doublefire_beta    | a little like doublecross...good map...try on server  | n   | crossfire |
|   | downside           | crappy map...don't run on server  | N/A | N/A       |
|   | dpatch             | crappy map...don't run on server  | N/A | N/A       |
| 6 | dragon.bsp         | good map played many times on many servers  | n   |           |
| 0 | draskovits.bsp     | too small for server...don't use  | N/A |           |
|   | drive_in           | familiar drive in type of map   | y   | docrock   |
|   | driverdown_stalker | good map but may be too small...try on server   | n   |           |
| 3 | drl07_bleed.bsp    | big enough but not a great map...ok to run for a while  | n   |           |
|   | dry_dock           | good map...reservoir and dry dock...try on server   | n   |           |
|   | dskillbox          | played before at k9...ok map...not great  |     |           |
|   | dspr               | ho hum map...maybe too small..try on server   | n   |           |
|   | DTS.bsp            | good map but too small for server...run only on special times   | n   |           |
|   | duel               | crappy map...don't run on server  | N/A | N/A       |
|   | dunk_tank          | crazy map played a long time ago...try on server for snicks   | y   | shootgun  |
|   | DWCAVE             | cave with water...too small for server but may be fun   | n   |           |
| 6 | eap_archback       | good map...try on server  | y   | outdoors  |
|   | eap_catsHouse      | rats type of map of house with cats everywhere  | n   | rats      |
|   | eap_fuzzys_dm1     | similar to the_yard...played eons ago on servers  | n   |           |
| 7 | echo.bsp           | familiar map with long tunnels 2 levels played many times before  |     |           |
|   | eden               | an enormous camping map outside very odd map...like space/time travel   | n   | camping   |
|   | egypt              | movie with kurt russell try and see what others think   | n   |           |
|   | Element86.bsp      | good looking map but may be a little small...test and see   | n   |           |
| 0 | elevation_v2       | crappy map...don't run on server  | N/A | N/A       |
|   | elite              | docrock space age map...try on server very big map but OK...by reno...use on server   |     |           |
| 7 | elixir.bsp         |   |     |           |
| 0 | elpaso             | too small...don't use on server   | N/A |           |
| 7 | enchanted          | good map...try on server  | n   |           |
|   | 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   |           |
| 6 | enemy              | try on server   |     |           |
|   | enraged2           |   |     |           |
| 0 | entryway           | crappy map...don't run on server  | N/A | N/A       |

|                    |   |     |         |
|--------------------|---|-----|---------|
| 0 enura            | too small for server...don't use<br>nice map but too small for server...don't use | N/A | N/A     |
| 0 epidemic.bsp     | use   | N/A |         |
| 5 escobar.bsp      | good map...try on server  | n   |         |
| estation           | crappy map...don't run on server  | N/A | N/A     |
| eternal            | buddha temple map...try on server   | n   | temple  |
| ETOMB              | crappy map...don't run on server  | N/A | N/A     |
| Evermore.bsp       | OK map...should work OK on server   |     |         |
| evilidol.bsp       | odd map...test on server and see if<br>plays ok                                   | n   |         |
| evilsoup           | really big inside map...it may be too<br>big...test and see                       | n   |         |
| explode            | not a very good map...don't use on<br>server                                      | N/A | N/A     |
| extentia           | lousy map...don't use on server   | N/A | N/A     |
| 0 f2cdm            | crappy map...don't run on server  | N/A | N/A     |
| 0 faceoff.bsp      | crappy map...don't use on server  | N/A |         |
| 4 facility_mpk.bsp | plain map but big enough...test on<br>server                                      | n   |         |
| 0 factory          | lousy map...don't use on server   | N/A | N/A     |
| 7 falaise          | OK map...should work OK on server   | n   |         |
| 5 fallen_angel.bsp | ok doc rock map...may try on server   | y   | docrock |
| 6 false_accretion  | annoying music<br>good map by orpheus...use on server                             | y   |         |
| falteam            | very big<br>played this map in tourney...map only<br>plays with 2 teams           |     |         |
| 8 farewell         | well known map...try on server  | y   |         |
| farmland.bsp       | too small...use farmland3 instead   | N/A | N/A     |
| farmland2          | good map but too small for server   | N/A | N/A     |
| farmland3          | very good doc rock map...use on server  | y   | docrock |
| 0 feago            | crappy map...don't run on server  | N/A | N/A     |
| 0 feelthequake     | big map...quake type of level DON'T<br>USE...KICKS PLAYERS                        |     |         |
| 8 feud             | ok map...try on server - run and gun<br>gameplay                                  | y   |         |
| feudal             | well known map...try on server  | y   |         |
| 0 FEXODUS          | DON'T USE...MISSING WAD   | N/A |         |
| 7 ff_splatter      | ok map...use on server  | n   |         |
| 7 filtered         | ok map...try on server  | n   |         |
| 0 finaltube        | kicks me out of hl  | N/A | N/A     |
| 0 FINcity          | map too small for server...don't use  | N/A | N/A     |
| 0 FireArena        | crappy map...don't run on server  | N/A |         |
| 8 first_arena      | good map...use on server  | n   |         |
| 0 flatkillbox      | weird map...no good for server...too<br>strange                                   | N/A |         |
| 0 flatshaded.bsp   | Locked up server. Try to download<br>again  | n   |         |
| 8 fling            | old familiar map. Try on server   | y   |         |
| 0 floaters         | sewer and that is all...test but probably<br>not on server                        | n   |         |

|    |                  |   |     |          |
|----|------------------|---|-----|----------|
| 0  | floatingline     | kinda crappy map...don't use on server  | N/A | N/A      |
| 0  | flood_wave       | kinda crappy map...don't use on server  | N/A | N/A      |
|    | floracomplex     | map with lots of plants...use on server   | n   |          |
| 7  | Focus            | good factory map...try on server  | n   |          |
| 1  | FORGOT~1         | maybe TOO SMALL FOR SERVER...DON" T USE   | n   |          |
| 9  | forsaken.bsp     | good map...use on server  | y   |          |
|    | fort.bsp         |   |     |          |
|    | fortrescue       | crappy map...don't run on server  | N/A | N/A      |
|    | Fortress.bsp     | very familiar map with fort one side and moat where people camp in water  | y   |          |
|    | fragtory.bsp     | excellent map...use on server   | y   |          |
| 7  | freedom          | good camping map...based on levitization spawn without full weapons   | y   |          |
| 8  | frenzied         | very familiar frenzy type of map...try on server  | y   |          |
| 10 | frenzy.bsp       | standard map  | y   |          |
| 9  | frenzy-elite     | variation on frenzy...use on server   | n   |          |
| 7  | fsurface         | ok map...try on server  | n   |          |
| 5  | fullmoon.bsp     | maybe a little small but try and see  | n   |          |
|    | funboxqs         | killbox type of map...ok for server   | n   | killbox  |
| 0  | funhouse         | crappy map...don't run on server  | N/A | N/A      |
|    | furious          | ok to use on server   | y   | factory  |
| 0  | fuse.            | crappy map...don't run on server  | N/A | N/A      |
| 0  | fusionz          | crappy map...don't run on server  | N/A | N/A      |
|    | GALAXIAN         | alien type of map on another planet...try on server   | n   | alien    |
| 0  | galleon          | kinda crappy map...don't use on server  | N/A |          |
|    | gameroom         | rats type of map of gameroom...try on server  | n   | rats     |
| 0  | garage           | crappy map...don't use on server  | N/A | N/A      |
|    | gasworks.bsp     | standard map  | y   | standard |
| 7  | gator_garage.bsp | very familiar HDK map with car and camping under car  | y   | garage   |
| 0  | gaussfobia       | crappy map...don't use on server  | N/A | N/A      |
| 6  | gctalpha99.bsp   | gigantic map of grand central station but very nicely done. Will be totally boring without a full server            | n   |          |
|    | gebunker         | datacore like inside...nothing special...try on server  | n   |          |
|    | geckohl1b        | 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   |          |

|   |                           |   |     |             |
|---|---------------------------|---|-----|-------------|
|   |                           | lots of metal walkways inside<br>factory...not such a great map but ok for<br>server  | n   |             |
|   | gecomplex                 | similar to ammo_locker...good docrock<br>map  | n   | docrock     |
| 0 | ghetto2                   | crappy map...don't run on server  | N/A | N/A         |
|   | gibcitydm4                | good map...try on server  | n   |             |
|   | gibcitydm5                | good map...try on server  | n   |             |
|   | gibcitydm6                | city map...try on server  | n   |             |
| 0 | gibem_all                 | not so good...don't use on server   | N/A | N/A         |
| 0 | Give                      | wrong version...don't use   | N/A | N/A         |
| 0 | glas                      | crappy map...don't run on server<br>circular on 3 levels...maybe too<br>small???try on server                                 | N/A | N/A         |
|   | glimmer                   | too small for server...don't use<br>played before...too small...use as last<br>resort   | n   |             |
| 0 | global_box                |   | N/A | N/A         |
|   | gmdm1                     |   | n   |             |
| 0 | g-nome-2                  | crappy map...don't run on server  | N/A |             |
| 0 | G-NOME-2                  | crappy map...don't run on server  | N/A | N/A         |
|   | goldrush                  | excellent outdoors map...use on server  | n   | outdoors    |
|   | gonad.bsp                 | older map on server...try it  | y   |             |
| 0 | Gorcore                   | crappy map...don't run on server  | N/A | N/A         |
|   | gosu                      | ok map...try on server<br>dark map of city with major spawn<br>camping...very familiar run lots on hdk<br>and ltk             | n   |             |
|   | GOTHAM.BSP                |   | y   |             |
| 0 | grainstorage              | map too small for server...don't use  | N/A | N/A         |
| 0 | GRAVTANK.bsp              | crappy map...don't use on server  | N/A |             |
| 0 | green.bsp                 | not so good...don't use on server   | N/A | N/A         |
|   | greyscale.bsp             | like colorscale but in black and<br>white..good map   | n   | docrock     |
| 6 | grievance                 | good map...try on server  | n   | run and gun |
| 7 | Gustav11                  | another great gustav map...use on<br>server   | n   |             |
|   | Gustav16                  | another great gustav map...use on<br>server   | n   |             |
| 5 | Gustavo1_Penitentiary.bsp | big map of penitentiary...try on server   | n   |             |
|   | Gustavo20_Sulaco          | Not for ffa dm...team play only...<br>big map..total annihilation...use on<br>server. Very big                                | n   |             |
|   | Gustavo21_TA              | good map...not too big...use on server  | n   |             |
|   | Gustavo22_BH              | burning hate  | n   |             |
|   | gustavo24_lw              | good map...try on server  | n   |             |
|   | Gustavo34_pelham123       | big map...try on server   | n   |             |
|   | Gustavo4_MadBF            | good map...big...try on server<br>like the dm map with teams except this<br>one does not limit to 2 teams...test on<br>server | n   |             |
| 6 | Gustavo5_Talos.bsp        | another great gustav map...use on<br>server   | n   |             |
| 6 | Gustavo7_TNT.bsp          |   | n   |             |



|   |                      |  |     |          |
|---|----------------------|--|-----|----------|
|   | gustavo9_Jawb        | big map...try on server  | n   |          |
| 6 | Gyradell.bsp         | pretty map with alien ship and outside...maybe a little small                                    | n   |          |
|   | hacienda             | good map...try on server...house with inside and outside   | n   | outdoors |
|   | hackingcough         | played a long time ago at work and on other servers...use on server`                             | n   | outdoors |
|   | halls2               | good map...use on server   |     |          |
| 0 | halo                 | wrong version...don't use  | N/A | N/A      |
|   | hammertime           | old map...try on server  | y   |          |
|   | hardcore             | docrock map...ok to use on server  | n   | docrock  |
|   | hardtek              | map similar to some played on server...try on server   | n   |          |
|   | havoc                | good map...try on server   | y   |          |
|   | hdk_basekamp2        | very familiar old hdk map  | y   |          |
| 7 | hdkcity.bsp          | very, very familiar hdk map  | y   |          |
|   | headshot.bsp         | played many times...very good  |     |          |
|   | heavyartillery       | map...use on server  | n   |          |
|   | heavypole            | try on server  | n   |          |
| 0 | HECK                 | good map...try on server   | y   |          |
|   | Helipad.bsp          | boring map...don't use on server   | N/A | N/A      |
| 0 | hell_deaths          | very familiar map...large yard with crates both ends and outer cliffs with camping in tunnels... | y   |          |
| 0 | hell-class           | wrong version...don't use  | N/A | N/A      |
| 8 | hellfire             | Not a good map...don't put on the server   | N/A |          |
|   | hexagerate           | good map...try on server   | n   |          |
| 0 | hibernia_b321        | maybe too small for server...try and see   | n   |          |
| 0 | hideandgoseek        | crappy map...don't run on server   | N/A | N/A      |
|   | hideout              | wrong version...don't use  | N/A | N/A      |
| 4 | highfly.bsp          | ok map...try on server   | n   |          |
|   | highland             | arena type map with fling pads...test on server  | n   |          |
|   | hill                 | played before. Try on the server   | y   |          |
| 5 | hires3.bsp           | good map...try on server   | n   |          |
|   | hl_entryway          | map with lots of columns and one texture...maybe chaotic...test                                  | n   |          |
| 0 | hl_resident_evil.bsp | good size map...try it   | y   |          |
| 0 | hl_tourney1          | Interesting but not for server. Only spawn with handgun and wav file is too big                  | N/A | N/A      |
|   | hl_tourney2          | too small for server...don't use   | N/A | N/A      |
|   | hlclinic             | strange map with annoying music...try on server  | n   |          |
| 0 | hldm_battleschool    | Hospital...good map...tryi it  | n   |          |
|   | hldm_gebasement      | not a wonderful map...don't use on server  | N/A |          |
| 4 | hldm_meatpit         | good map...try on server   | n   | factory  |
|   |                      | gross map...use on server as a change of pace  | n   |          |

|   |                            |   |     |           |
|---|----------------------------|---|-----|-----------|
| 5 | hldm_revenant              | good map...try on server THIS MAP SPAWNS WITH ONLY MACHINE GUN                    | y   | temple    |
|   | hldm3                      | good map...run on server  | y   |           |
| 0 | hldm3_sudden_death.bsp     | crappy map...don't use on server  | N/A | N/A       |
|   | hldm4                      | good map...run on server  | n   |           |
|   | hldm5                      | similar to hldm3 good map...use on server   | n   |           |
|   | hlk_crossfire              | a very good variation of cross fire...use on server                               | n   | crossfire |
|   | hlk_ultimate_crossfire.bsp | a very good variation of cross fire...use on server                               | n   | crossfire |
|   | hlnoir                     | black and white map played lots before a long time ago but in b&w...try on server | n   |           |
|   | home_war                   | villa/home buildings...try on server  | n   |           |
| 7 | homeworld.bsp              | pretty good map. Try on server  | n   |           |
| 0 | hoode                      | Not a good map...don't put on the server  | N/A | N/A       |
| 0 | horror_tube.bsp            | crappy map...don't run on server  | N/A | N/A       |
|   | horror2                    | good map...try it on the server   | n   |           |
|   | hothv2.bsp                 | not a very good map...don't use on server   |     |           |
| 5 | hound                      | good map...use on server  | y   |           |
|   | house_of_fun               | exactly the same as mariokart...not transferred to server                         | N/A |           |
| 5 | hudsonm3                   | good map...try on server  | n   |           |
|   | hullu5dm_templecore        | big temple map...test for server  | n   |           |
|   | hybrid                     | so so map...not very interesting run for test                                     | n   |           |
| 0 | hybrid_theory.bsp          | exactly the same as other map on server already...don't recall name               | n   |           |
|   | Hypothermia                | ok map...snowy...try on server  | n   | outdoors  |
|   | iceworld                   | too small for server...don't use  | N/A | N/A       |
|   | ignoranz                   | Not a good map...don't put on the server  |     |           |
| 0 | ilexusDM                   | crappy map...don't run on server  | N/A | N/A       |
|   | IMPACTDM                   | ok map...try on server...need to test first                                       | n   |           |
| 0 | in_da_box                  | crappy map...don't run on server  | N/A | N/A       |
|   | incinerator                | very familiar map...played many times   | n   |           |
|   | Incoming!.bsp              | ok map...try on server...very old   | n   |           |
| 0 | indigo2                    | not a very good map...don't use on server   | N/A | N/A       |
|   | insidious                  | ok map...try on server...crossfire look and feel                                  | n   | crossfire |
|   | insitu                     | ok map...try on server...crossfire look and feel                                  | n   | crossfire |
| 7 | intensity.bsp              | very good old school hl map   | n   |           |
|   | intrigue                   | just so so...pretty big...  | n   |           |

|                    |   |     |         |
|--------------------|---|-----|---------|
|                    | map played on k9 wiith dark upstairs house  |     |         |
| invade             |   | n   |         |
| 9 isotonic         | excellent map...use on server   | n   |         |
| jail               | cool map...like a prison  | y   |         |
|                    | probably too small for server...but good  |     |         |
| jailhouse rats     | rats map  | n   | rats    |
| JakesHouse         | seems like a good map...try on server   | n   |         |
| 0 Jaw_Breaker.bsp  | kevedhl1_dm05 is same...use that one  | N/A |         |
| JINX_1             | ok map...try on server  | n   |         |
|                    | map with moat in middle, tower and bunker on each side and downstairs area to run around/around...played many times |     |         |
| jungle.bsp         |   | n   |         |
|                    | Played before...very small  |     |         |
| justwar2           | map...probably too small for our server   | n   |         |
|                    | NYC K9 Kennel Map...a little small but try it   |     |         |
| k9                 |   | n   |         |
| kad_honor          | excellent docrock map...use on server   | y   | docrock |
|                    | good map but enormously huge...really too big   |     |         |
| kamp_kurby         |   | n   |         |
|                    | budzilla map with spawn camping in courtyard  |     |         |
| kamp_zilla.bsp     |   | y   |         |
|                    | same but with annoying blinking green light...don't use on server   |     |         |
| kamp_zilla2.bsp    |   | y   |         |
| 8 kaninehl         | good map...use on server  | n   |         |
| 6 kaninehl_v2      | good map...use on server  | n   |         |
|                    | egyptian tomb map...good map...use on server  |     |         |
| karnak             |   | n   |         |
| keved_hl1_dm02     | good map...use on server  | n   |         |
| keved_hl1_dm03     | good map...use on server  | n   |         |
| keved_hl1_dm04     | good map...use on server  | n   |         |
| keved_hl1_dm05     | good map...use on server  | n   |         |
|                    | good map...use on server (bone collector)   |     |         |
| keved_hl1_dm06     |   | n   |         |
| keved_hl1_dm06     | good map...use on server  | n   |         |
| keved_hl1_dm07     | good map...use on server  | n   |         |
|                    | best gustavo map...use on server  |     |         |
| keved_hl1_dm08     | (burning hate)  | n   |         |
|                    | good map...use on server (attack on pelham)   |     |         |
| keved_hl1_dm11     |   | n   |         |
| keved_hl1_tm02.bsp | good map...use on server (soleco)   | n   |         |
|                    |   |     |         |
| kevlar.bsp         | map that acheman called rick a jerk on two bases - maybe too small but try and see                                  | y   |         |
| kf3h3              |   | n   |         |
|                    | very familiar map frenzy type well used on the server   |     |         |
| kill_frenzy.bsp    |   | y   |         |
| killbox.bsp        | absolutely very familiar killbox map  | y   | killbox |

|                      |   |     |           |
|----------------------|---|-----|-----------|
| killbox_crusher1.bsp | crappy map...don't use on server  | N/A | N/A       |
| killbox_doors_b.bsp  | crappy map...don't use on server  | N/A | N/A       |
| killbox02            | crappy map...don't run on server  | N/A | N/A       |
| killbox03            | played before ...try on server  | n   | killbox   |
| killbox2.bsp         | less familiar but very similar killbox  | n   |           |
| killg                | ok map...try on server...stalkyard look and feel                                    | n   | stalkyard |
| Killincarrig.bsp     | big map inside space ship...try on server   | n   | space     |
| 0 killsphere.bsp     | crappy map...don't use on server  | N/A |           |
| 8 Kingpin            | excellent kingpin map...use on server   | y   | camping   |
| 8 kitkat_beach       | great map...use on server   | y   | docrock   |
| 6 kitkat_casino      | good map...try on server  | n   | docrock   |
| 7 kitkat_egyptian    | great map...use on server   | n   | docrock   |
| 8 kitkat_essence.bsp | great map...use on server   | n   | docrock   |
| 8 kitkat_express     | OK map...train...try on server  | y   | docrock   |
| 8 kitkat_factory     | great map...use on server   | y   | docrock   |
| 7 kitkat_gallery     | good map...use on server  | n   | docrock   |
| 8 kitkat_jewel       | good map...use on server  | n   | docrock   |
| 6 kitkat_kastle      | big map...try on server   | y   | docrock   |
| 7 kitkat_klub.bsp    | smaller map...try on server   | n   |           |
| 7 kitkat_palace      | good map...try on server  | n   | docrock   |
| 7 kitkat_rats        | good map...try on server  | n   | docrock   |
| 7 kitkat_space       | good map...try on server  | n   | docrock   |
| 7 kitkat_urban       | good docrock map...very big...try on server   | n   |           |
| klington_dm.bsp      | klington space ship...test on server  | n   |           |
| kma2                 | outdoors/indoors large map...try on server  | n   | camping   |
| kndyone              | ok map...can use on server  | n   |           |
| knight_castle        | docrock map...ok to use on server   | n   |           |
| knightbattle         | two camps across creek from each other...try on server                              | n   |           |
| kontit11             | this map may be two small...two areas with containers stacked connected by hall way | n   |           |
| 7 kosovo_2.bsp       | good map of kosovo, poland...try on server  | n   |           |
| KribRats.bsp         | very familiar kribrats  | y   | rats      |
| kribrats2.bsp        | alternate type of kribrats  | y   | rats      |
| kwdm01               | ok map...may use on server  | n   |           |
| lab17_flood          | crappy map...don't run on server  | N/A | N/A       |
| labstyle             | crappy map...don't run on server  | N/A | N/A       |
| lacidrev             | jungle type outdoors w/caves, ledges, lotsa snipping places                         | n   | camping   |
| ladiesroomrats.bsp   | pink bathroom rats...try on server  | y   | rats      |
| lair                 | inside church like area...use on server   | n   |           |
| lambda_bunker.bsp    | standard map  | y   | standard  |
| lambda_castle        | good map inside a castle...use on server  | n   |           |

|   |                       |  |     |         |
|---|-----------------------|--|-----|---------|
|   | lambda_outpost        | ok map with traps in water...can't get out...try on server                                   | n   |         |
| 5 | lambdabox             | leggohalfife2man map...ok map  | n   |         |
|   | lambdaviile.bsp       | interesting map...try on server  | n   |         |
|   | lantastic.bsp         | played before. Try on the server   | n   |         |
|   | lantastic2            | played long ago...use on server  | n   |         |
|   | laserseti             | ok map...try on server...old timey half life   | n   |         |
|   | lavalab_erupt         | too small for server...don't use   | N/A | N/A     |
|   | leggo2                | very familiar played on k9 many, many times  | n   |         |
|   | lemon.bsp             | good map...try on server   | n   |         |
|   | levitazation          | good docrock map...try on server   | y   | docrock |
|   | levitazation_alien    | similar to levitazation except w/aliens needs gfx files...don't run until have them          | n   | docrock |
| 0 | levitazation_nite.bsp | 4 spawn areas with mega weapons and ammo then bounce pad into the action...try on server     | N/A |         |
|   | load_up               | standard map   | n   |         |
|   | LockerRoomRats.bsp    | old halfife game look and feel...try on server   | y   | rats    |
| 5 | Lockout               | crappy map...don't run on server   | n   |         |
| 0 | logo                  | killbox type...kind of crappy  | N/A | N/A     |
| 0 | logo_2001             | good docrock map...try on server   | y   | killbox |
|   | loml_palace           | good map to use on server  | n   | docrock |
| 7 | lonedm                | crappy map...don't run on server   | n   |         |
|   | lords_lair            | good map played many times on many servers   | N/A | N/A     |
| 8 | lost_village          | standard map   | n   |         |
|   | lost_village2.bsp     | map with generator that turns on lights in various buildings...use on server                 | n   |         |
| 5 | lostcamp.bsp          | small map but ok for server  | n   |         |
|   | LotsaKills            | not much to shout about...but an OK map  | n   |         |
|   | lrdm1                 | smallish map but nicely done...run and gun shotty map  | n   |         |
|   | lsdepota.bsp          | ok map...try on server   | n   |         |
|   | lunartemple           | killbox type of map with catwalks around towers - very familiar                              | n   |         |
|   | lurkbox2              | very good map but needs some work in res file  | y   | killbox |
|   | macrocampus           | crappy map...don't run on server   | N/A | N/A     |
| 0 | mad_hyperspeed.bsp    | good map...use on server   | N/A | N/A     |
|   | madcross_tornado      | played very many times on hdk servers...but may be too small for a full server...try and see | n   |         |
|   | malice                | crappy map...don't run on server   | n   |         |
| 0 | mana_home             | very familiar old map  | N/A | N/A     |
|   | manhunt               | not a great map...inside a house...test and see  | n   |         |
|   | Mansion.bsp           |  | n   |         |

|   |                        |   |     |         |
|---|------------------------|---|-----|---------|
|   | mansion_ms             | maybe too small for server...try and see much better map than                                 | n   |         |
|   | Mansion2.bsp           | mansion.bsp...test and see  | n   |         |
| 0 | map_for_angel_1        | too small for server...don't use  | N/A | N/A     |
|   | mario_air              | excellent mario in the air  | y   | docrock |
|   | mario_kart             | good map - use on server  | y   | docrock |
|   | Mario_Killbox          | familiar mario map...ok for server  | n   | docrock |
|   | mario_land             | familiar mario map...ok for server  | n   | docrock |
|   | mario_madness          | familiar mario map  | n   | docrock |
|   | mario_xmas             | mario christmas type of map...really too much spawn killing                                   | n   | docrock |
|   | mariokart              | familiar very old map   | y   |         |
| 0 | mario-killbox-kart.bsp | wrong version...don't use   | N/A | N/A     |
|   | martyrdom              | inside a core with lots of catwalks   | n   |         |
|   | MASSACRE.bsp           | good map but too few spawn points. Have budzilla add spawn points to map                      | n   |         |
|   | matrixAT               | Large MATRIX building with multiple floors...try on server                                    | n   |         |
|   | MAUS_3                 | so so map...not very interesting run for test   | n   |         |
| 5 | mayan_temple.bsp       | big map of mayan temple   | n   |         |
|   | mcdonalds              | very familiar mcdonalds map played many times on k9   | n   |         |
|   | megalith2              | good map...aztec look and feel...inside and outside...use on server                           | n   |         |
| 0 | megawar                | too small for server...don't use  | n   |         |
|   | melee3D.bsp            | very beautiful map but not sure about game play...test on server...little village hobbit like | n   |         |
|   | merlin.bsp             | neat map...very big   | n   |         |
|   | mesa_storage           |   | n   |         |
|   | mesabase.bsp           | good map..try on server   | y   |         |
|   | metagenesis.bsp        | weird map...ok for server   | n   |         |
|   | metal.bsp              | standard map  | y   |         |
| 4 | mfort.bsp              | ok map...nothing special...kinda old school...can jump out of window off of map               | n   |         |
|   | mid_exp_club           | not a great map...don't use on server   | n   |         |
|   | ministry               | old map played on other servers...ho hum map  | n   |         |
|   | MISNOMER               | ok map...try on server  | n   |         |
|   | mist                   | very nice map...mist look and feel  | y   |         |
|   | moltengold             | smallish map...egyptian temple with running gold OK for server                                | n   |         |
|   | monk                   | great map but has wads...test first   | n   |         |
|   | Monk2                  | great map but has wads...test first   | n   |         |
| 0 | monkey.bsp             | TFC Capture the Flag Map  | N/A |         |
|   | monkey_isle            | familiar jungle type map...a little cartoonish  | n   | docrock |

|                  |   |     |         |
|------------------|---|-----|---------|
|                  | old jungle map...played lots on other servers long time ago                                       | y   | docrock |
| monkey_isle2     |   |     |         |
| monkeyboy_asylum | crappy map...don't run on server  | N/A |         |
| monster_bunker   | awful map...don't use on server   | N/A | N/A     |
| 3 monument       | very small for a full server  | n   |         |
| 0 moog3          | crappy map...don't run on server  | N/A | N/A     |
|                  | played on ff server...ok map A LITTLE SMALL   | n   |         |
| 5 moondog        |   |     |         |
| 0 MORGOTH        | crappy map...don't run on server  | N/A | N/A     |
| 7 moss           | nice map but very big   | n   |         |
|                  | beautiful map of mountain village...use on server   | y   |         |
| 8 mountainhamlet |   |     |         |
| 6 MoUsEtRaP.bsp  | different map...try on server   | n   |         |
| 6 mr_ev2         | inside chateau...very big map   | n   |         |
| 0 MrNYC3         | crappy map...don't run on server  | N/A | N/A     |
| 0 MULTI1.BSP     | missing wad file...don't use  | N/A |         |
| 0 myhouse        | crappy map...don't run on server  | N/A | N/A     |
| 0 n_mausoleum    | too small for server...don't use  | N/A | N/A     |
| 0 n2             | crappy map...don't run on server  | N/A | N/A     |
| 0 NACL           | map too small for server...don't use  | N/A | N/A     |
| 0 Natas          | crappy map...don't run on server  | N   | N/A     |
| 0 NCC1701D       | crappy map...don't run on server  | N/A | N/A     |
|                  | large enough and playable map...try on server...TOO BIG   | n   |         |
| 2 neocron        |   |     |         |
| 0 NEONB          | crappy map...don't run on server  | N/A | N/A     |
|                  | crossfire look and large enough...try on server   | n   |         |
| 5 new_blood      |   |     |         |
| 8 nightmare      | good map - use on server  | n   | docrock |
| 8 nightmare2.bsp | good map - use on server  | y   | docrock |
|                  | played many times on different servers...use on server  | n   |         |
| Nightshift       |   |     |         |
| 0 nite_school    | crappy map...don't run on server  | N/A | N/A     |
| nitewire         | weird map...try on server   | n   |         |
| 0 NKILL          | missing wad...don't use on server   | N/A | N/A     |
|                  | very familiar fun map...played on HDK many times. Use on server!!!                                | n   |         |
| no_exit.bsp      |   |     |         |
| no_patience      | good map by orpheus...use on server   | y   |         |
| no_remorse       | good map...use on server  | n   |         |
| NoRats4You.bsp   | standard map  | y   |         |
| 0 nosfe_lab.bsp  | crappy map...don't use on server  | N/A |         |
| 6 nova           | inside space station...ok for server  | n   | space   |
|                  | good map...use on server ****THIS MAP BOOTS SOME PLAYERS****                                      |     |         |
| 1 nowhere        | Otherwise it is a good map  | n   |         |
| 0 nyabunker      | too small...don't use on server   | N/A | N/A     |
| 8 obsolete       | smallish but good map...try on server   | n   |         |
|                  | good map inside aquarium...use on server  | n   |         |
| 7 oceanic        |   |     |         |
|                  | Peter Manson map...played many times...outer space...maybe too small for full server but good map | n   | space   |
| 6 Odyssey        |   |     |         |

|   |                   |   |     |      |
|---|-------------------|---|-----|------|
| 0 | oeilvert          | kinda crappy map...don't use on server  | N/A | N/A  |
| 7 | Olvidada_Muerte   | good map...try on server...village  | n   | town |
| 0 | omni_arena        | crappy map...don't use on server  | N/A | N/A  |
|   | oneslip.bsp       | map in outer space...not a wonderful map  | y   |      |
| 0 | ook_hoover        | crappy map...don't use on server  | N/A | N/A  |
|   |                   | ok map...try on server...battle around buildings around courtyard                         | n   |      |
| 5 | op4_court.bsp     | good map...use on server  | n   | N/A  |
|   | op4_park          | just so so...test on server   | n   |      |
|   | op4_tatooine.bsp  | good map...try on server  | n   |      |
|   | op4_the_cave.bsp  |   |     |      |
| 0 | op4_traindepot    | missing sprites...don't run on server yet two big connected outside areas...try on server | N/A |      |
| 6 | orange3.bsp       | server  | n   |      |
|   | ordinance         | ok map...try on server  | n   |      |
|   | outcry            | yes...put on server   | y   |      |
| 4 | outgas1-9.bsp     | version of gasworks...typical gasworks  | n   |      |
| 0 | OUTPOST9          | crappy map...don't use on server  | N/A | N/A  |
| 6 | outrage           | ok...kinda small but worth a try  | n   |      |
|   | ow1_medical.bsp   | just ok...test on server...space station  |     |      |
| 0 | p3a               |   | N/A | N/A  |
| 0 | pacmanhl          | crappy map...don't use on server  | N/A | N/A  |
|   | paralabs.bsp      | ok map...try on server  | n   |      |
|   | park2k            | good map...use on server  | n   |      |
| 0 | Pc                | crappy map...don't use on server  | N/A | N/A  |
|   | PCG_Infested      | rats type of map...just ok...try on server gasworks looking tfc type map...test on server | n   | rats |
|   | pczone_battle.bsp | good map...use on server  | n   |      |
| 0 | pdm2_huey         | too small for server...don't use  | N/A | N/A  |
|   | penance           | ordinary map...ok to use on server  | n   |      |
|   | persia            | big beautiful map...use on server   | n   |      |
|   | Peyote.bsp        | desert adobe buildings..ok for server   |     |      |
| 0 | PILLARS           | crappy map...don't run on server  | N/A | N/A  |
|   | PINE              | dam map...try on server   | n   |      |
| 6 | pipes.bsp         | inside water factory...try on server  | n   |      |
| 0 | plateau           | Kinda a crappy map...played on emp  | n   |      |
| 0 | pldm_duel01       | too small...don't use on server   | N/A | N/A  |
| 5 | pnfort.bsp        | small map of army facility...try on server  | n   |      |
| 0 | pokey2.bsp        | crappy map...don't use on server  | N/A | N/A  |
| 0 | pooh_killbox.bsp  | ordinary killbox...don't use on server  | N/A | N/A  |
|   |                   | good map but enormously huge...really too big   | n   |      |
| 0 | Predator          | crappy map...don't use on server  | N/A | N/A  |
|   | PRESSURE          | ok map...try on server  | n   |      |
|   | prime-rib.bsp     | crappy map...don't use on server  | N/A | N/A  |



|   |                      |  |     |        |
|---|----------------------|--|-----|--------|
|   | projectile_storm.bsp | crappy map...don't use on server   | N/A | N/A    |
| 0 | ps_century.bsp       | too small for server...don't use   | N/A | N/A    |
| 0 | psycore              | crappy map...don't use on server   | N/A | N/A    |
|   | punishment           | good map..try on server  | n   |        |
|   | punishment2          | good map...use on server   | y   | temple |
|   | purgatory            | good map but too small for server  | N/A | N/A    |
|   | pwrcore              | very familiar but old map with core and halls around the core  | y   |        |
|   | pz_canal             | not an outstanding map but playable...try on server  | n   |        |
| 4 | pzmalice.bsp         | so so map...not very interesting run for test  | n   |        |
|   | q2dm1                | good map...use on server...VERY SIMILAR TO THE_EDGE...DON'T RUN BOTH AT SAME TIME                            | y   |        |
| 0 | q3_allyourbase.bsp   | crappy map...don't use on server quite a large map of an office building in a city...test and see if too big | N/A | N/A    |
|   | quad.bsp             |  | n   |        |
| 7 | quahl                | good run and gun map...use on server map from long, long, long ago...try on server                           | y   |        |
|   | QUARRY               | very well known map...played lots and lots   | y   |        |
|   | r_chance             |  | y   |        |
|   | radiator2            | OK for server...a little like rapidcore  | y   |        |
| 0 | radiosity            | crappy map...don't run on server   | N/A | N/A    |
|   | raidtomb             | jungle close combat...ok for server map from long, long, long ago...try on server                            | y   |        |
|   | railec42             |  | n   |        |
|   | rampagefv            | too small...don't use on server  | N/A | N/A    |
| 0 | rapid_1              | crappy map...don't run on server   | N/A | N/A    |
|   | rapidcore.bsp        | standard map   | y   |        |
|   | rasterHouse          | ok map...will be chaotic on server   | n   |        |
|   | rat_fasttrain        | good train station map...try on server   | n   |        |
| 0 | rat-kichen           | wrong version...don't use  | N/A | N/A    |
|   | rats.bsp             | standard map - kitchen...played many times on hdk and ltk  | y   | rats   |
|   | rats_2001b           | like kitchen rats but with boxes of food in pantry   | n   |        |
|   | Rats1738ad           | good map...use on server   | n   | rats   |
|   | rats2                | rats map of bathroom   | y   | rats   |
|   | rats2v2.bsp          | version 2 of rats map in a bathroom  | n   | rats   |
|   | rats3.bsp            | standard map - library with bounce pad in center...played many times on hdk and ltk                          | y   | rats   |
|   | ratsxl               | large rats map kitchen and bathroom together   | n   |        |
|   | Rattlerv2            | Played many times on servers - small and chaotic but fun   | y   |        |
| 0 | Ravens_Castle.bsp    | crappy map...don't use on server played many times...inside crypt or temple of some type                     | N/A | N/A    |
|   | reapers_requiem      |  | n   |        |

|                       |  |     |        |
|-----------------------|--|-----|--------|
| rebellion.bsp         | not big enough...don't use on server                                     | N/A | N/A    |
| rebirth               | peter manson map...not played before.<br>Try on server                   | n   |        |
| reclamation           | good map...use on server kind of alien<br>type texture                   | y   | alien  |
| 9 recross2.bsp        | crossfire type of map...very familiar                                    | y   |        |
| rednk17               | map too small for server...don't use                                     | y   |        |
| REDNK224              | ok map...try on server   | n   |        |
| 0 redshadow11.bsp     | very good map but too small for<br>server...don't use                    | N/A | N/A    |
| reformatory           | good old map of reformatory...very<br>familiar                           | y   |        |
| 0 reservoir_dogs      | crappy map...don't run on server   | N/A | N/A    |
| restroomrats          | not the best rats map...but typical of the<br>series                     | n   |        |
| reunited              | smallish map...around a courtyard...will<br>be chaotic if used on server | n   |        |
| 0 rig                 | crappy map...don't run on server   | N/A | N/A    |
| rigor                 | crossfire type map with many more<br>buildings                           | y   |        |
| 7 rimresortHLDMvDD    | good outdoors map...use on server  | n   |        |
| 0 rips_slayer_pit.bsp | good map but too small for server  | N/A | N/A    |
| ROCK_BOT              | ok map...try on server   | n   |        |
| 6 rock_bottom         | good map...try on server   | n   |        |
| 0 rockpit             | crappy map...don't run on server   | N/A | N/A    |
| ROCKY.bsp             | good map...try on server   | n   |        |
| 7 ROCKY_2             | very classic hldm map played very many<br>times                          | y   |        |
| Rocky_3.bsp           | good map but may be too small...try on<br>server                         | n   |        |
| rogdm2                | not great but ok...try on server   | n   |        |
| rohan                 | both good maps   | n   |        |
| rohan2                | both good maps   | n   |        |
| 0 room_of_doom        | crappy map...don't run on server   | N/A | N/A    |
| RoomRats              | rats map of bedroom...try on server                                      | n   | rats   |
| RoomRatsv3            | better version of roomrats...use on<br>server                            | n   |        |
| 0 rpg_arena           | crappy map...don't run on server   | N/A | N/A    |
| rtcbeta3              | good map...use on server   | y   |        |
| rubble                | old map played on other servers...ok for<br>server                       | n   |        |
| ruin                  | peter manson map...unusual...try on<br>server                            | n   |        |
| 8 ruines              | good run and gun map...try on server                                     | y   |        |
| 6 rustmill            | good map from way back...played many<br>times years ago                  | y   |        |
| RUTHLESS              | ok map...try on server   | n   | castle |
| 0 s_alley.bsp         | very crappy map...don't use on server                                    | N/A | N/A    |
| 0 S1T1.bsp            | crappy map...don't run on server   | N/A | N/A    |
| 0 safehold            | crappy map...don't run on server   | N/A | N/A    |
| 0 Salvation.bsp       | crappy map...don't run on server   | N/A | N/A    |

|   |                       |   |     |          |
|---|-----------------------|---|-----|----------|
| 7 | sanctuary             | ok map...OK for server  | y   |          |
| 5 | sands.bsp             | old map outside cliffs, sand  | n   |          |
| 7 | sandspyre             | good map..try on server   | n   |          |
| 5 | Sanitation.bsp        | inside sanitation plant...try on server   | n   |          |
| 0 | Sanity.bsp            | crappy map...don't use on server  | N/A | N/A      |
| 0 | satchelfire.bsp       | exactly like crossfire...don't use  | N/A | N/A      |
|   | SB101                 | old architecture...basic frag map...try on server   | n   |          |
| 0 | sbpf.bsp              | crappy map...don't use on server  | N/A | N/A      |
| 0 | SBPFAST.bsp           | crappy map...don't use on server  | N/A | N/A      |
| 0 | scaleshl.bsp          | crappy map...don't use on server  | N/A | N/A      |
|   | scary_1               | like this one best of all three scary's   | y   |          |
|   | scary_2               | same as above...same level  | n   |          |
| 0 | Scary_2s.bsp          | exactly like scary_2snr...don't use   | N/A | N/A      |
|   | scary_2snr            | played this one before...kinda in round with multiple levels  | n   |          |
|   | school                | very nice map...try on server   | n   |          |
| 0 | scifi_1.bsp           | missing wad file...don't use  | N/A | N/A      |
|   | scooby_doo            | try on server...may be too small  | y   | docrock  |
|   | scorched              | ok to use on server   | y   |          |
| 0 | SebHLDm1              | crappy map...don't run on server  | N/A | N/A      |
|   | semonz                | big map...stalkyard, rapidcore, etc. Try on server  | y   |          |
|   | seneca                | too much spawn killing...otherwise ok map   | y   | space    |
|   | SEWER.bsp             | spawn camping in cesspool...  | y   |          |
|   | sghl1dm               | good map but absolutely huge...will not be good with too few on server                                    | n   |          |
| 0 | sgsd                  | crappy map...don't use on server  | N/A | N/A      |
| 0 | shame                 | crappy map...don't run on server  | N/A | N/A      |
|   | shaolin               | japanese palaces at either end of high cliffs and waterfalls - very big map                               | y   |          |
|   | shindigcity.bsp       | very familiar map   | y   |          |
|   | shotcross             | played in the distant past on servers...ok for server   | y   |          |
| 0 | showdown2             | crappy map...don't run on server  | N/A |          |
|   | showercampingrats.bsp | Ken's favorite map  | y   | rats     |
|   | showerroomrats.bsp    | very familiar map   | y   | rats     |
|   | showerroomrats2.bsp   | very familiar map   |     |          |
| 0 | silicon               | crappy map...don't run on server  | N/A | N/A      |
|   | sinister              | 4 courtyards with ledges all around temple like feel...spawnkilling will be bad But run on server and see | y   |          |
| 6 | site_b                | reactor core...big map...use on server  | n   |          |
|   | SKOOL                 | map from long, long, long ago...try on server   | n   |          |
| 0 | skywalk               | crappy map...don't run on server  | N/A | N/A      |
|   | snark_pit.bsp         | standard map  | y   | standard |
|   | sniper_c.bsp          | map with trench and much spawnkilling   | y   |          |

|                       |   |     |           |
|-----------------------|---|-----|-----------|
| SNIPER_D              | same as sniper_c but map is much lighter  | n   |           |
| sniperjungle_b3       | jungle sniper map...try on server   | n   |           |
| sniperville.bsp       | map with helicopyter in center  | y   |           |
| 0 snug                | crappy map...don't use on server  | N/A | N/A       |
|                       | 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   |           |
| snug_box              |   | N/A | N/A       |
| 0 so_chaos.bsp        | map too small for server...don't use  | N/A | N/A       |
| 0 southpark.bsp       | wrong version...don't use   | N/A | N/A       |
| 0 spacecrazy.bsp      | needs more spawn points for the server  | y   |           |
| 0 spacefrag.bsp       | crappy map...don't run on server  | N/A | N/A       |
|                       | kinda cool...try on server *****RESET THE SERVER**** DON'T USE UNTIL FIXED  |     |           |
| 0 sparta              |   | N/A | N/A       |
| spasm                 | good map...use on server  | y   |           |
|                       |   |     |           |
| spasm_r               | good revision of spasm...use on server  | n   |           |
|                       | played many times on server...ok for server   |     |           |
| 6 spider.bsp          |   | y   |           |
|                       | nothing outstanding...warehouse w/tanks and boxes..outdoors...try on server   | y   |           |
| splinter              |   | y   |           |
| Sputnik!              | good map...try on server  | y   | bounce    |
| squidsville           | good map - use on server  | y   | docrock   |
|                       |   |     |           |
| squidsville_arena.bsp | killbox type with a twist...try on server   | n   | killbox   |
| squidyad              | decent map...try for server   | n   |           |
| stack                 | crappy map...don't use on server  | N/A | N/A       |
|                       | smaller stalkyard...maybe fun with lots of players  |     |           |
| stalkbox              |   | y   | stalkyard |
|                       | really nice map but really, really big...inside large bunker with many rooms and levels   |     |           |
| stalkbunker           |   | y   | stalkyard |
|                       |   |     |           |
| stalked               | played years ago on servers...stalkyard similiarity by docrock  | y   | docrock   |
|                       | very familiar map played many times on ssa and ttk with room w/tau  |     |           |
| stalkx                | stalk type with rain in courtyard...try on server   |     |           |
| StalkXtra             |   | Y   | stalkyard |
| stalkyard.bsp         | standard map  | y   | stalkyard |
|                       | similar to stalkyard but with more rooms with boxes   |     |           |
| stalkyard2            | played many times. See if runs ok on server   |     |           |
| star_stadium.bsp      |   | n   | space     |
|                       | good representation of starship   |     |           |
| startrek_ro.bsp       | enterprise...try on server  | n   | space     |
| starwars              | crappy map...don't run on server  | N/A | N/A       |

|   |                        |  |     |         |
|---|------------------------|--|-----|---------|
| 6 | steelwork.bsp          | good map...use on server   | n   |         |
|   | stranded.bsp           | very familiar small map with lots of action..LOCKED UP SERVER                          | N/A | N/A     |
| 0 | standoff.bsp           | good map but too small for server...don't use  | N/A | N/A     |
|   | streets                | played it many times...excellent map   | y   |         |
|   | structure              | good game play...kind of small map but works ok  | y   |         |
|   | stryfe.bsp             | so so map...not very interesting run for test  | n   |         |
|   | subdued                | good map typical of orpheus...all inside...try on server                               | y   | orpheus |
|   | sublab.bsp             | so so map...not very interesting run for test  | n   |         |
|   | sublevel_slaughter.bsp | good map...try on server   | n   |         |
|   | submersive.bsp         | crappy map...don't use on server   | N/A | N/A     |
|   | substor.bsp            | good map...use on server...run and gun   | n   |         |
|   | subtransit.bsp         | good standard map with train   | y   |         |
|   | subzero                | good doc rock map  | y   | docrock |
|   | suite2.bsp             | small crappy map....don't use on server  | N/A | N/A     |
|   | suksecretstash.bsp     | excellent map...use on server  | n   |         |
| 6 | sundown.bsp            | ok map...try on server   | y   |         |
| 0 | sunlit                 | crappy map...don't run on server   | N/A | N/A     |
| 0 | sup-sta.bsp            | crappy map...don't run on server   | N/A | N/A     |
|   | superman               | totally cool map definitely use on server  | y   | docrock |
|   | supermarket            | small crappy map....don't use on server  | N/A | N/A     |
|   | suspended              | Colorful map with great gameplay. may be too small...try on server and see             | y   |         |
|   | sweet_home3            | crappy map...don't run on server   | N/A | N/A     |
| 4 | swimming.bsp           | just so so map...has a valve to flood level that makes it interesting                  | n   |         |
|   | taccotruckrats.bsp     | odd rats map...test and see  | n   | rats    |
| 7 | tailpipe.bsp           | good map...try on server   | n   |         |
|   | tardis.bsp             | crappy map...don't use on server   | N/A | N/A     |
|   | TAUAMID.bsp            | played many years ago on hdk...try on server   | n   |         |
|   | taunted.bsp            | crappy map...don't run on server   | N/A | N/A     |
|   | tausluts2              | familiar map normally played with tau map played many years ago on hdk...try on server | y   |         |
|   | tcabodies.bsp          | map with canyons and caves...all   | y   |         |
|   | tcanyon.bsp            | outside...try on server  | n   |         |
|   | TEAM9.BSP              | played many many years ago...not so great but test and see what others think           | y   |         |
|   | tear.bsp               | nice map but may be too small...test and see   | n   |         |

|                      |  |     |         |
|----------------------|--|-----|---------|
| techcore.bsp         | not exciting...try on test server  | n   |         |
| tempest              | good docrock map...try on server   | y   |         |
| tension_qs.bsp       | same as an hdk map...don't use   | N/A | N/A     |
| terrorist            | good map...try on server...army training camp  | n   |         |
| teyemanon.bsp        | excellent map but too small...don't use  | N/A | N/A     |
| thanatos.bsp         | big map with some secrets...now in rotation...very big   | y   |         |
| thanto               | good map..use on server  | y   | factory |
| 6 thdm1.bsp          | similar to thdm2   | n   | outside |
| 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 |
| thdmburg.bsp         | not a very good map...don't use on server  | N/A |         |
| The_beach.bsp        | ok...use on server   | y   |         |
| the_drain            | crappy map...don't run on server   | N/A | N/A     |
| 7 the_edge           | good map...use on server   | n   |         |
| the_hood             | played it before...it is a little above average ****VOTED DOWN>>>DON'T USE****   | y   |         |
| the_pit              | too few spawn points. Ask bud to add more spawn points.  | y   |         |
| the_showdown         | melee map...probably too small for server so don't use   | N/A | N/A     |
| the_yard.bsp         | ok to use on server - well known map   | y   |         |
| thebes               | crappy map...don't run on server   | N/A | N/A     |
| thedig               | too small and tight for server...don't use   | N/A | N/A     |
| thehill.bsp          | ok to use on server  | y   |         |
| 0 thekeep.bsp        | good map but too small for server...don't use  | N/A | N/A     |
| thekillingfields.bsp | good map...use on server   |     |         |
| 0 thepool.bsp        | crappy map...don't use on server   | N/A | N/A     |
| themrcs              | rats type map...too small for server and spawn kill like crazy...use for rats night  | y   | rats    |
| 5 thestation         | good map...try on server   | n   |         |
| 0 thevat             | awful map...don't use on server  | N/A | N/A     |
| 0 thinking.bsp       | wrong version...don't use  | N/A | N/A     |
| thrasher             | good map by orpheus...use on server  | y   |         |
| three_kings          | crappy map...don't run on server   | N/A |         |
| THRILKIL             | crappy map...don't run on server   | N/A | N/A     |
| 0 thunderstruck.bsp  | good map but too small...otherwise very good map   | N/A | N/A     |
| 7 thwc2_Lavapit.bsp  | very cool...snark pit with radically different textures...try on server  | n   |         |

|                      |  |         |         |
|----------------------|--|---------|---------|
| tig_bunk             | good map...maybe a little small for the server VOTED DOWN>>>DON"T USE ON SERVER  | y       |         |
| tig_crik             | good map...played a long time ago maybe 2 small for 16 platers   | y       |         |
| tig_nite             | good map played many times...a little small for 16 players. May try and see what happens                                       | y       |         |
| tig_qui              | good map played many times...a little small for 16 players. May try and see what happens                                       | y       |         |
| tig_ub               | seems like a good map...try on server  | n       |         |
| tigger               | good map..try on server  | y       | docrock |
| tighl02              | small tight map...maybe try on server  | y       |         |
| tinnos               | crappy map...don't run on server   | N/A     | N/A     |
| tiny_italy           | good map but files need work   | N/A     | N/A     |
| tlls_home            | crappy map...don't run on server   | N/A     | N/A     |
| tombraider.bsp       | ok to use on server  | N/A     | N/A     |
| torment              | a little small but a good map...need to try it ****Voted Down*****   | y       | N/A     |
| 6 torque             | try on server...may be too small   | n       |         |
| 7 torrent            | map with lava and it's snowing...small but try it  | y       |         |
| 8 toverb_b2          | good map..try on server  | y       |         |
| 0 tp_seth            |  |         |         |
| 7 tractorpull.bsp    | ok to use on server inside like datacore/rapidcore but bigger  | y       |         |
| 0 train              | crappy map...don't run on server   | N/A     | N/A     |
| 0 trap_time.bsp      | not a very good map...don't use on server  | N/A     | N/A     |
| 0 TREE.bsp           | crappy map...don't run on server   | N/A     | N/A     |
| 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       |         |
| 0 tripmin_fun_v3.bsp | crappy map...don't use on server   | N/A     |         |
| 8 TTT.bsp            | very familiar and played many times hdk and ltk...use on server  | y       |         |
| 4 tudor_street.bsp   | beautiful nicely done map of tudor village...test for lag before including in mapcycle   | n       | outside |
| 0 Tunnelhunt         | crappy map...don't run on server   | N/A     | N/A     |
| 4 turbine            | good map...use on server   | y       | dam     |
| 7 turkeyburgers      | very familiar rats style library played many times hdk and ltk   | y       | rats    |
| 7 twin               | good map...use on server   | y       |         |
| 7 twisted.bsp        | very familiar dark map big if not many players...played many times HDK and LTK   | y       |         |
| 5 uh_subway          | wrecked subway station...try on server   | testing |         |

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|-----------------------|---|-----|----------|
| 0 uile.bsp            | crappy map...don't use on server  | N/A | N/A      |
| 0 Ultimate_Arena.bsp  | crappy map...don't use on server  | N/A | N/A      |
| 0 underfire           | crappy map...don't run on server  | N/A | N/A      |
| 7 understation        | subway station...good map...use on server   | y   |          |
| 6 undertow.bsp        | standard map  | y   | standard |
| 8 unearth.bsp         | very well done map of alien spaceship under water.  | n   |          |
| 0 unlead              | crappy map...don't run on server  | N/A | N/A      |
| 7 unrest              | good map...inside and outside factory...use on server   | y   |          |
| 0 unsafe              | crappy map...don't run on server  | N/A | N/A      |
| 7 uproar              | inside arenas...good map..this map may be too small...try with more people on server                    | y   |          |
| 7 vacant_town.bsp     | good map...very small bootcamp type   | y   |          |
| 7 valdez52.bsp        | exxon valdez tanker ship...very nice and big. Test to see if it is ok                                   | n   |          |
| 7 VALLEY              | good map...use on server  | y   | outside  |
| 0 vanguard_beta.bsp   | map has too many places to get stuck...don't use on server  | n   |          |
| varrock               | big map of an old town but very well done...only spawn with glock...fix b4 running on server            | y   |          |
| 6 VAT16.bsp           | good old school hl map but may be too small...try it out and see  | n   |          |
| vault                 | good small map...use on server<br>*****NEEDS MORE SPAWN POINTS*****                                     | y   |          |
| 0 vendetta.bsp        | missing a wad file that I don't have...don't use until I can find the wad.                              | N/A | N/A      |
| 8 vengeance.bsp       | very familiar map (I thought was lost village) played many times ltk and hdk                            | y   |          |
| vernon                | big tree in middle and battle around perimeter...not so great   |     |          |
| 5 Vertigo             | played all time at willyworld...use on server...too small for full server                               | y   | *****k   |
| 3 vertigose           | wrong version...don't use   | N/A | N/A      |
| 0 very_confusing!.bsp | maze map...not very good  | N/A | N/A      |
| 0 vexx.bsp            | crappy map...don't use on server  | N/A | N/A      |
| 0 veryratsxmas.bsp    | not such a good map...don't use on server   | N/A | N/A      |
| 0 VIBE.bsp            | crappy map...don't use on server  | N/A | N/A      |
| 8 Victory.bsp         | very familiar map with tank of water bots go in and we run by and shoot...played many times hdk and ltk | y   |          |
| 0 villagewar          | not a very good map...don't use on server   | N/A | N/A      |
| 0 viscious.bsp        | awful map...don't use on server   | N/A | N/A      |



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|-----|-------------------|---|-----|-----------|
| 4   | volition.bsp      | seems a little closed in...too many hallways...but big enough...test to see what others think | n   |           |
| 8   | voodoo_lounge.bsp | doc rock map...good...use on server   | y   | docrock   |
| 0   | voyagerv2         | star trek spaceship...good detail but crappy gameplay **** not on server...redownload         |     |           |
| 0   | VRMATCH.bsp       | awful map...don't use on server   | N/A | N/A       |
| 7   | vstorage.bsp      | small map played very many times  |     |           |
| 0   | W_B_S             | intense crazy ltk and hdk   | y   |           |
| 0   | w_house           | crappy map...don't run on server  | N/A | N/A       |
|     |                   | crappy map...don't run on server  | N/A | N/A       |
|     |                   | excellent map if big enough...test and see  |     |           |
| 7   | wabbonan.bsp      | map with hidden room accessed via computer  | n   |           |
| 7   | wabbits_hole.bsp  |   | y   |           |
| 0   | wallyrun.bsp      | very crappy map...don't use on server   | N/A | N/A       |
| ??? | wampa=hole.bsp    | map fails...don't use on server   | N/A | N/A       |
| 0   | wampas_bash       | crappy map...don't run on server  | N/A | N/A       |
| 6   | war_pigs.bsp      | seems like a good map...try on server   | n   |           |
| 0   | warehouse_7.bsp   | Not a good map...don't put on the server  | N/A | N/A       |
| 0   | warehousecombat   | ***this map sometimes may reset the server***   | N/A | N/A       |
| 5   | wareouse          | big warehouse map...try on server   | y   | warehouse |
| 7   | warhouse.bsp      | good map of black mesa base...big use on server   | n   |           |
| 7   | warlord_arena     | doc rock map...good...use on server   | y   | docrock   |
| 6   | warpcore          | map of space ship...chaotic...ok for server...people liked it                                 | y   | space     |
| 0   | Warped.bsp        | crappy map...don't run on server  | N/A |           |
| 0   | WarpGate.bsp      | not a very good map...don't use on server   | N/A | N/A       |
| 0   | Warren1           |   | N/A | N/A       |
| 0   | warterr.bsp       | crappy map...don't run on server  | N/A | N/A       |
| 3   | warzone130        | maybe a good map...try on server  | n   |           |
| 6   | Warzonegor        | small intense map with towers and trucks...TOO SMALL FOR SERVER                               |     |           |
| 6   | washout2          | WHEN FULL   | y   |           |
| 0   | WASTEFL           | good map..try on server   | y   |           |
| 5   | Wastepro2.bsp     | crappy map...don't run on server  | N/A | N/A       |
| 0   | water.bsp         | cliffs, train and army bunkers...ok to use on server  | n   |           |
| 6   | WaterTower.bsp    | crappy map...don't run on server  | N/A | N/A       |
|     | waterwerx.bsp     | old school half life around water tower and plant   | n   |           |
|     |                   | kind of crappy map...don't use on server  | N/A | N/A       |
| 4   | waterworks.bsp    | big enough but kind of plain...test on server and see what others say                         | n   |           |
| 0   | wayflesh.bsp      | crappy map...don't run on server  | N/A | N/A       |

|                     |   |     |         |
|---------------------|---|-----|---------|
| 0 wcdm_Oktagon      | missing sprites...don't run on server yet   | N/A | N/A     |
| 0 weaponry.bsp      | crappy map...don't use on server  | N/A | N/A     |
| 0 WEASDM2           | not a very good map...don't use on server   | N/A | N/A     |
| 0 west              | crappy map...don't run on server  | N/A | N/A     |
| 0 WestFront.bsp     | crappy map...don't run on server  | N/A | N/A     |
| 6 wet_trap.bsp      | playable map...try on server  | n   |         |
| 0 wetbox.bsp        | crappy map...don't run on server  | N/A |         |
|                     | big map of water works type place...map is too tight...need to test with more players     | ??  |         |
|                     | wetwerks  |     |         |
|                     | Not a great map...but ok...Needs more spawn points...too small...don't run on server      |     |         |
| 0 WhakAMole         | server  | N/A | N/A     |
| 0 whatever.bsp      | ***delete from server***  | N/A | N/A     |
| 0 whatthehell       | crappy map...don't run on server  | N/A | N/A     |
|                     | ok map...not interesting architecture but playable  | n   |         |
| 5 wheel.bsp         | xen type of map played lots on k9 servers...use on server                                 | n   | alien   |
| 8 whosyourdaddy     | warehouse full of crates and towers at corner outside                                     | n   |         |
| 5 WHSE2.bsp         | crappy map...don't use on server  | N/A | N/A     |
| 0 WHICHWAY.bsp      | very bizarre and lousy gameplay...don't use   | N/A | N/A     |
| 0 wierdwater.bsp    | nice concept but map probably not big enough...try and see                                | y   |         |
| 7 winter_city       | big city map with wad file...try on server  | n   |         |
|                     | very interesting rats map...use on server   | y   | rats    |
| 5 wizardrats_ro     | good map but too small for server   | N/A | N/A     |
| 0 wizhldm2          | good map inside castle..very simple but good  | y   |         |
| 8 wooferstien.bsp   | ok map but really plain   | n   |         |
| 4 WOOHOO.bsp        | very familiar map   | y   | killbox |
| 6 worksite2.bsp     | big water works map...use on server   | n   |         |
| 6 wth.bsp           |   |     |         |
| 0 WWA1.bsp          | very plain arena type of map...don't use  | N/A | N/A     |
| 0 WZFUNH.bsp        | plain map...don't use   | N/A | N/A     |
|                     | Good old map with 4 bunkers and 2 bounce pads   | y   |         |
| 7 xbounce           |   |     |         |
|                     | like xbounce but without big gun tower  | y   |         |
| 7 xbounce2          | crappy map...don't run on server  | N/A |         |
| 0 xdesign           | good map ... use on server  | y   |         |
| 6 xdm_destroy       | stalkyard copy but with different textures...use in place of stalkyard for change of pace | n   |         |
| 6 xdm_stalkyard.bsp | good map but too small for server...don't use   | N/A | N/A     |
| 0 xen_dm.bsp        |   |     |         |

|                        |   |     |           |
|------------------------|---|-----|-----------|
| 0 Xen_Isle.bsp         | crappy map...don't use on server  | N/A | N/A       |
| 0 xen_ribcage.bsp      | too small for server...don't use  | N/A | N/A       |
| 4 xendm.bsp            | not a wonderful map but test and see what others think  | n   |           |
| 6 xenergy              | interesting zen map...use on server...low gravity around arena style with different levels and some bounce pads | y   |           |
| 5 Xenon.bsp            | big old school half life map...test but may be too big  | n   |           |
| 0 Xenoph.bsp           | just like xenophobia...don't use  | N/A | N/A       |
| 7 xenophobia           | zen map with tower ...used on server  | y   |           |
| 0 xevious              | crappy map...don't run on server  | N/A | N/A       |
| 0 xex_dm3              | too small...don't use on server   | N/A | N/A       |
| 7 XFIRE                | played tourneys...played many times...use on server   | y   | crossfire |
| 5 XFIRE2.bsp           | cliffs and tunnels outside mostly...ok map...try on server  | n   |           |
| 0 xflight              | crappy map...don't run on server  | N/A | N/A       |
| 7 xform_b1             | good map...try on server...a little xen like big and green...hide in water fall                                 | y   | xen       |
| 5 XiansAndLions_b1.bsp | interesting map...try on server   | n   |           |
| 0 xmas.bsp             | very crappy map...don't use on server   | N/A | N/A       |
| 0 xtra_large           | crappy map...don't run on server  | N/A | N/A       |
| 5 xunil.bsp            | old school half life around army base...ok for server   | n   |           |
| 0 xxx                  | crappy map...don't run on server  | N/A | N/A       |
| 0 xxxbounce.bsp        | same as xbounce....don't use  | N/A | N/A       |
| 0 y2_nuke              | the yard w/nuke strike...don't use on server  | N/A | N/A       |
| Yardrats_Halloween.bsp | halloween pack  |     |           |
| 7 yeoldcastle.bsp      | very familiar map with water in and outside fort played many times hdk and ltk                                  | y   |           |
| 0 ymca                 | crappy map...don't run on server  | N/A | N/A       |
| yutani                 | big map inside space ship...try on server   | y   |           |
| 7 yutani2              | big map inside space ship...try on server   | n   |           |
| 0 zeroceromon          | crappy map...don't run on server  | N/A | N/A       |
| zeromancer             | ok...nothing special...not enough spawn points.   | N/A | N/A       |
| zgz.bsp                | very nice map of spaceship and outer space  | n   |           |
| zilla_tyme.bsp         | a little like thrashin but with low gravity   | y   |           |
| zillas_durby.bsp       | unfinished map zilla tyme   | y   |           |
| zillas_kampbox         | a little like killbox but in outerspace with high mettal walkways   | y   | killbox   |
| zillas_killa.bsp       | 3 bunkers and 2 small rooms, lifts, high metal walkways   | y   |           |
| 4 zillas_massacre      | dark map with low walls outside   | y   |           |

|                       |  |   |           |
|-----------------------|--|---|-----------|
| 6 zillas_thrashin.bsp | 4 bunkers, high glass walkways                 | y |           |
| 6 ztalkerz            | A bit like a modified stalkyard. OK for server | y | stalkyard |

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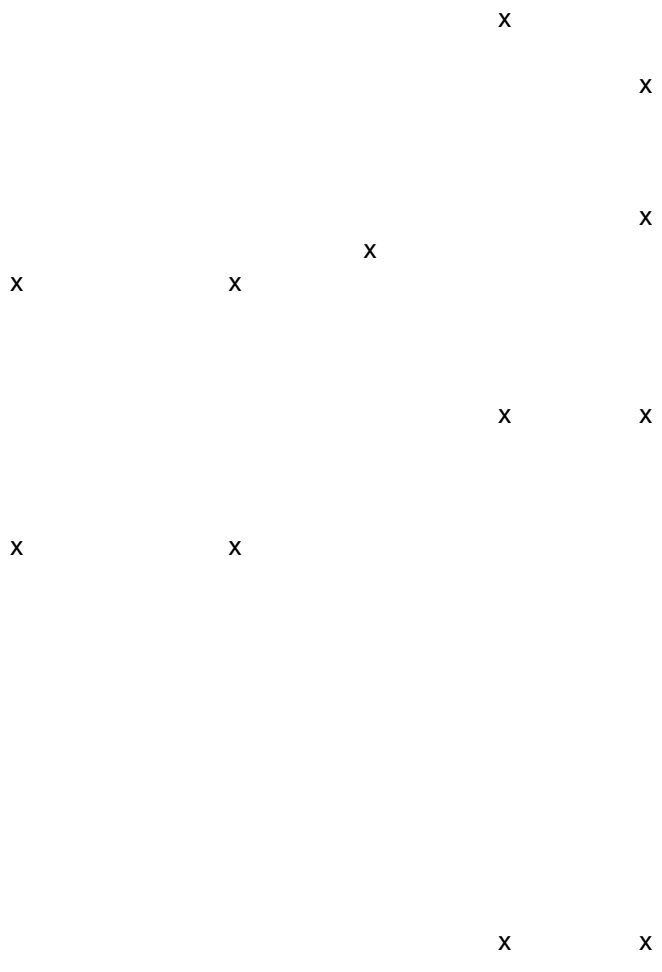
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25-Feb 17-Mar 1-Apr 1-May 1-Jun 1-Jul 1-Aug 1-Sep 10-Oct

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