

## About **Total Workout™: Volume 37-Trigger Finger...**

It is nice that the low resource demands of this map allowed me to add sound effects which I often find lacking in many of my maps. Because of the way the sounds overlap, they sound best when the sound level in Tempus is set to the lowest setting (one) and speaker volume is adjusted to suit. I found it incredibly frustrating that the "echoing knocks" sound was ideal for what I intended but I couldn't get it loud enough to work. Made me wish for the underground explosions and lightning of Infinity. Still, I think the result is not unappealing. The sounds in this level are not entirely as functional as in many other levels. The really serious player may wish to cut some of them out. Still, each sound on the map serves some purpose (I believe the most helpful use of sounds is to differentiate between start locations).

This map was designed primarily as a Tag map, though it can also be played Carnage and I have added a hill (the light area around the central column) for those who wish. It should work well with from 2 to 5 players, although the play with 2 or 3 players will be very different than with more, even more so than on most maps. Hill should probably be played with at least 4 players. The merged physics are standard for Tempus Irae. Believe it or not, two player Tag is not as silly as it sounds. It helps to reduce the advantage gained by one player killing the other several times in succession. Thus, the player reappearing (who normally has a disadvantage) can take more risks and need only get one kill. Unfortunately, there is also a greater temptation for the untagged player to run and hide.

I considered putting a more powerful strafing weapon such as the alien weapon or a modified SMG in to add to the arena effect, but decided this might end up a bludgeon that would destroy some of the subtler tricks of this map. If you can't do it with the fusion pistol or shotgun, I don't know what could help. Not to mention, since this is a contest map, the testers probably don't want to spend a lot of time learning new physics. Or reading this intro, for that matter, so I'll end it here.

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### **Tips and secrets:**

This map really doesn't have any secrets, so I'll just point out some things you might not have noticed in the first few minutes

of playing and give some tips on how to effectively use this map. These are, of course, only a few of the tricks a player could use, but if you'd prefer to figure them out for yourself, don't read this part (ugh, sounds like I'm talking about Myst here).

- \* I'll assume you found the ledges with the napalm and invisibility and the red health.

- \* There's an item trigger which causes the invisibility to teleport in (I had to do this to get it to reappear the right way). However, there is enough delay before it teleports in that you can be a little ways from the trigger before anyone hears it.

- \* The two smaller platforms sound very much like the larger one but you can hear a slight difference in timing. Also, it is difficult but not impossible to get the nearer invisibility without triggering the platform a second time.

- \* The corner with the rocket launcher formed by the yellow block provides a slight pause. If someone is behind you, there is enough time to reload here.

- \* In a medium-sized game of Tag, it is worthwhile to try to kill the other untagged players because this makes them more likely to be tagged when they reappear. This applies to all Tag levels, of course, but particularly to this one.

- \* Seems like that invisibility always seems to run out at the most inopportune time (how many times have I wished I could adjust the length of powerups). It is my personal belief that the invisibility has no preset length but a gradually increasing likelihood of running out. Therefore...

- \* Keep in mind that it is not always the lighting of the floor but mainly the background texture that helps to disguise a player. The horizontal stripes behind the napalm ledge provide a strong contrast to the form of the player. Also, the smooth background of the blue-green wall reveals the player while the splotchiness of the large red pillar opposite conceals him.

- \* Since there are not a lot of elevated parts of this map, it is easier to focus attention in one area (rather than having to look up for attacks). However, much of the map is fairly open and you will have to look for attacks from behind.

- \* As in all maps, there are certain areas that will attract a player's visual attention (this one area where the Tempus textures really help) and motion will be noticed much more easily in these places. These include the structure containing the invisibilities and the area below it, the red columns (this is why I used that one green one), (from half the map) the upper end of the tunnel, and the large circular area with the rocket launcher.

- \* Even though the map is very open, the central green pillar has

a much greater impact than it initially appears. Contrary to the logic of many maps, it acts to obscure what is close and allow sight of what is further away (from most points of view). Learn to use this to confuse your opponent. If you can control his thinking process, you have him all but defeated. -- *ancient, stale fortune cookie*