

**MP Kill Them All Again Sk**  
an UT'99 map for custom game-type  
**Monster Hunt**  
from

**UNREAL TOURNAMENT**

**Level idea:** An old cubed thing called in similar way having Zero Bot Support, textures with typo mistakes, and spam type.

I recreated in my own way such a map but a little bit adjusted with Extra-Assets.

**Content:** Custom Actors in MyLevel and a few monsters - resource-holders, for keeping some textures in MyLevel and figuring... certain properties of them, for those which will appear in game later. Other strings as signature or whatever lousy title are not available, I'm no longer bother with such details. MonsterHunt versions incompatible with original might work or not depending on what they're doing or not doing in a map.

**Difficulty:** Unknown - people are used to play with a lot of cheating stuff MonsterHunt like they have mental problems in killing stupid monsters, then it's hard to figure difficulty.

**Bot Match:** Only if you are using Bot classes in your games and compatibles - yes, map has navigation paths, also it's Server-Ready.

**Construction Time:** Unknown, it was Covid-19 an isolation period - April 2020.

**Dynamic Assets:** None here, it was just the starting idea but... If you ask what are those you'll find at the right time...

**Editing Assets:** Gold227 Editor for main Level build, finished in UT'99 Editor for deleting unused bytes by UT, some Paint version, M\$ Windows, electric power, coffee, ect.

**Recommended players:** According to UT triggering rules 4. UT has no support for 8 trigger touchers - DONE.

**Credits:**

- EPIC - initial UT stage;
- Smirftsch - updated better editing devs;
- Higor - the cleaner and the rest of my brain-light;
- Initial map - inspiring me to do my own cubes;
- P.R.C. - for initial Covid-19 distribution, giving me time for this map.

**Future Plans:**

- **Yours** ? I'm not aware of them - maybe you can improve this sort of map - warmly recommended. Map has custom factories with extra properties for monsters and if you want to modify it you should take those things in account and/or doing more stuff. SpawnPoints for monsters are not NavigationPoint actors, but ammo remapped in normal way will cause pathing issues, I advice beginners to forget paths and do other moves, or delete ammo generating unwanted paths and adding them back post-pathing, or simply leave alone navigation network. Here are some PathNodes written against bunching at small holes... you'll see what is about - or not.

- **Mine** ? Unknown to me as well.

**Package Content:** Map and this document. MonsterHunt should be part of your game if you load/play a MonsterHunt map, right ?