**Using multiple bombs in an objective map**

This tutorial is just a short comment on how change the [ObjectiveExplosion](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveExplosion) tutorial into using 2 or more bombs to complete the objective.

Index:

**On this page...**

1. [What to change in the map](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveMultipleExplosion#toc1)
2. [What to change in the script](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveMultipleExplosion#toc2)
3. [Variants](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveMultipleExplosion#toc3)

**What to change in the map**

To blast more bombs: you will need more bombs. Follow the [ObjectiveExplosion](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveExplosion) tutorial for the first bomb, and then follow it for the rest of the bombs as well with a small change...

All references to:

|  |  |
| --- | --- |
| **Targetname** | **Value** |
| **exploder\_set** | 1 |
| **set** | 1 |

...should be increased by 1 for each bomb beyond the first. So the second bomb would use:

|  |  |
| --- | --- |
| **Targetname** | **Value** |
| **exploder\_set** | 2 |
| **set** | 2 |

...and a third bomb:

|  |  |
| --- | --- |
| **Targetname** | **Value** |
| **exploder\_set** | 3 |
| **set** | 3 |

...guess what values to use for a fourth bomb ;)

**What to change in the script**

Follow the [ObjectiveExplosion](http://gronnevik.se/rjukan/index.php?n=Main.ObjectiveExplosion) tutorial and do only one change to that script:

Change

level.targets\_to\_destroy = 1

...to the number of bombs you are using, like this for using two bombs:

level.targets\_to\_destroy = 2

**Variants**

The modification above forces the planting team to blow all bombs to complete their objective( like in the *V2* stock map ). By manipulating the value of *level.targets\_to\_destroy*, you can create different winning conditions.

If you use 2 bombs, but keep the value of:

level.targets\_to\_destroy = 1

...you will make the planting team win when any of the bombs blow ( like in *The Bridge* stock map ).

If you use 3 bombs, but set the value of:

level.targets\_to\_destroy = 2

...you will make the planting team win when any 2 of the 3 bombs blow.

--[Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)