**Note:**

The Rjukan project takes no responsibility for damage caused to your players. The Rjukan project does not recommend hurting and/or tricking players into getting hurt or hurting themselves. Only evil mappers try to hurt their players. The players are our friends. We love the nice little playerzez.

Do think ine more time before adding traps, they are more fun to do than they are to be caught in.

Hey all, i'm back. i have too much spare time and too much fun scripting out devious things. So why not combine the two with my love of the Wiki? >:)

Okay first off make a cave-styled make, it can even be underground bunker if you wish. anything closed space. make it wide and nice and big. i used a small diamond shaped complex for mine. with an X in the middle....

In any case, this is going to use some pretty advanced techniques and it'll be extrmely challenging, so keep on your toes!!!

Right, give your player a start point and an obvious direction to go. now after about, oooh say half a corridor length make a thin cylinder with a black texture so it blends in. stretch it across the corridor from wall to wall and make it a func\_group with

$targetname tw1start

Now make a trigger\_multiple around it, not too big, about a half foot around it on each side, and give it the following values

|  |  |
| --- | --- |
| **Key** | **Value** |
| setthread | tw\_block1 |
| cnt | 1 |

Now: make another 'broken' wire that's snapped in two and laid on the floor. it doesn't matter how sloppily you do it, just do it. this is only a tut. make those two a func\_group as well with targetname of tw1\_snapstring.

Okay, just enough suspense right? guess what's coming next? that's right. make a square 'hole' in the ceiling however you liek best to, (CSG subtract or whatever) and make a box about 250x250 above it. make a slightly smaller box inside of that and place it 'seamlessly' into the box above.

Okay, get the idea? make the inner box a func\_group and give it a targetname of tw1\_block.

Right, make a trigger\_multiple in a square around where the block will hit and give it a key/value pair of:

|  |  |
| --- | --- |
| **Key** | **Value** |
| setthread | tw1\_damage |

Alright, that's it for mapping the tripwire/block trap, you'll be relived at the easy scripting...

Add this thread into the script, i'll leave the rest open-ended for more additions you want to put in this tut map or if you jsut want to incorperate this without picking the script apart.

$tw1\_snapstring hide //put this in main thread with the rest of the hides.....

$tw1\_damage nottriggerable //again, place early in the script.

tw\_block1:

// this is a must, setthread for trigger and thread name must be same.

$tw1start remove

$tw1\_snapstring show

wait 1.2 // run man run!!

$tw1\_block physics\_on

// it moves!!!! down that is...

wait 1

$tw1\_damage triggerable

// simulates the block hitting our poor player.

end

Simple right? yes it is. the block falls with physics on, the complete tripwire is removed, and a snapped one is in place. the block falls into the unfortunate player and he is hurt. the reason we made all those func\_groups was to get them targetnames and be able to use them in the script.

Whew, there's a complete tripwire trap with falling block, can you imagine a more surprising thing than a block falling on you? it'll make your level seem much longer and more fun with a new element!

But, we forgot, all traps are passable in some way. so make a trigger\_use around your tripwire as well with a setthread of

|  |  |
| --- | --- |
| **Key** | **Value** |
| setthread | tw1\_disarm |

And the script as follows:

tw1\_disarm:

$tw1start remove

$tw1\_snapstring show

$tw\_block1 nottriggerable

end

That way, none of this will hurt the player! but the player has to see them...

Well more traps to come as i get them figured out and made. thanks for looking at this and hopefully you can now make a devious trap for your players to stumble on!

- [reptilian\_mapper](http://gronnevik.se/rjukan/index.php?n=Profiles.ReptilianMapper) 8)