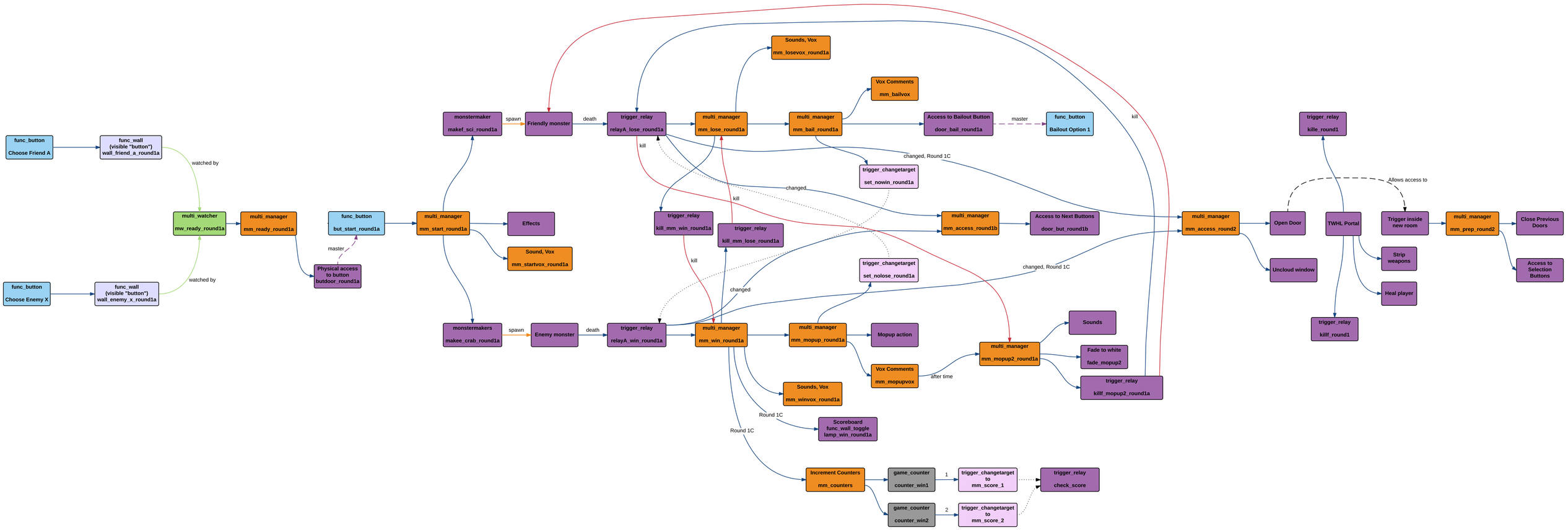
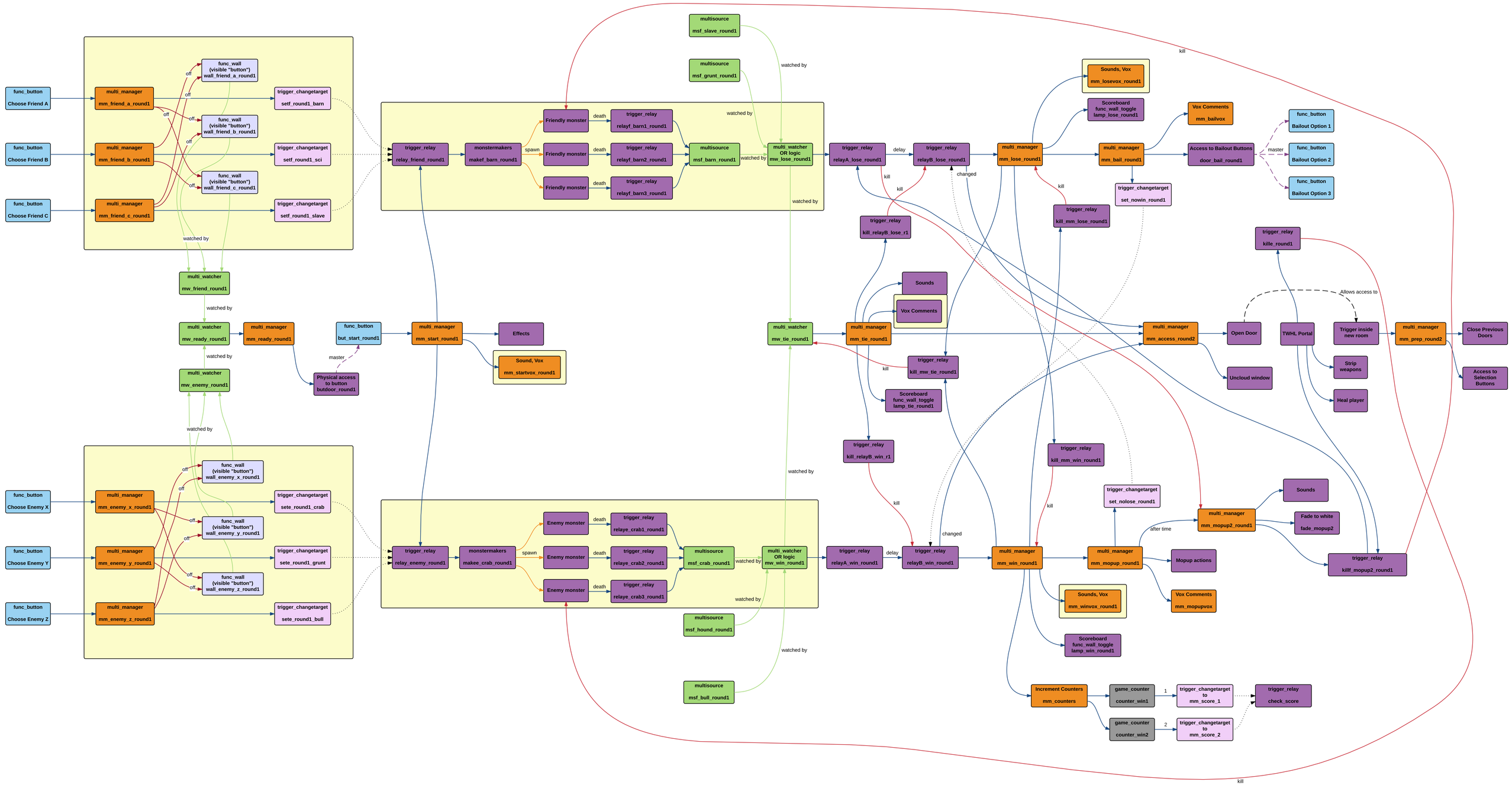
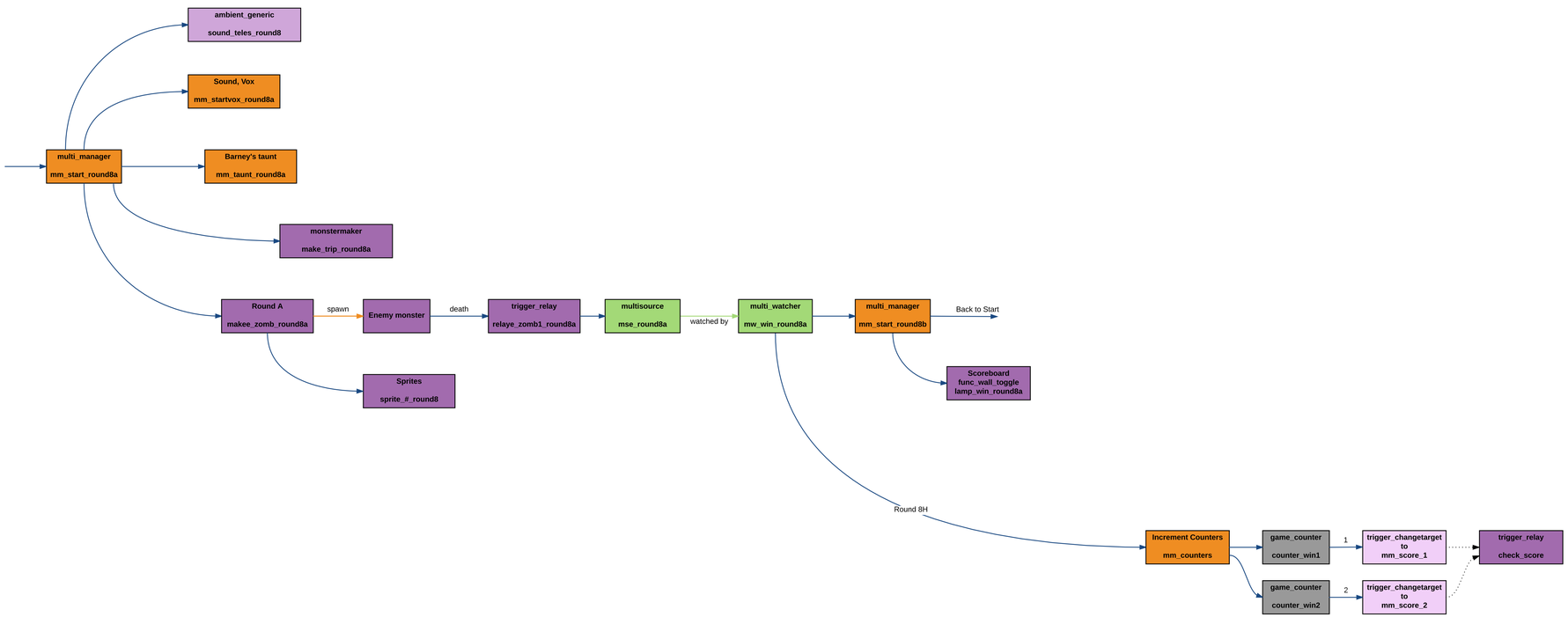

func_button
Choose Friend A
func_wall
(visible "button")
wall_friend_a_round1a
watched by
multi_watcher
mw_ready_round1a
multi_manager
mm_ready_round1a
func_button
Choose Enemy X
func_wall
(visible "button")
wall_enemy_x_round1a
watched by
func_button
but_start_round1a
master
Physical access
to button
butdoor_round1a
multi_manager
mm_start_round1a
Effects
Sound, Vox
mm_startvox_round1a
monstermaker
makef_sci_round1a
spawn
Friendly monster
death
trigger_relay
relayA_lose_round1a
kill
multi_manager
mm_lose_round1a
Sounds, Vox
mm_losevox_round1a
multi_manager
mm_bail_round1a
Vox Comments
mm_bailvox
Access to Bailout Button
door_bail_round1a
master
func_button
Bailout Option 1
kill
changed, Round 1C
trigger_changetarget
set_nowin_round1a
changed
kill
trigger_relay
kill_mm_win_round1a
trigger_relay
kill_mm_lose_round1a
multi_manager
mm_access_round1b
Access to Next Buttons
door_but_round1b
kill
trigger_changetarget
set_nolose_round1a
changed, Round 1C
changed
monstermakers
makee_crab_round1a
spawn
Enemy monster
death
trigger_relay
relayA_win_round1a
multi_manager
mm_win_round1a
multi_manager
mm_mopup_round1a
Mopup action
Vox Comments
mm_mopupvox
after time
multi_manager
mm_mopup2_round1a
Sounds
Fade to white
fade_mopup2
trigger_relay
killf_mopup2_round1a
Sounds, Vox
mm_winvox_round1a
Round 1C
Scoreboard
func_wall_toggle
lamp_win_round1a
Round 1C
Increment Counters
mm_counters
game_counter
counter_win1
1
trigger_changetarget
to
mm_score_1
trigger_relay
check_score
game_counter
counter_win2
2
trigger_changetarget
to
mm_score_2
multi_manager
mm_access_round2
Open Door
Uncloud window
trigger_relay
kille_round1
TWHL Portal
Allows access to
Trigger inside
new room
Strip
weapons
Heal player
trigger_relay
killf_round1
multi_manager
mm_prep_round2
Close Previous
Doors
Access to
Selection
Buttons


func_button
Choose Friend A
func_button
Choose Friend B
func_button
Choose Friend C
multi_manager
mm_friend_a_round1
multi_manager
mm_friend_b_round1
multi_manager
mm_friend_c_round1
func_wall (visible "button")
wall_friend_a_round1
func_wall (visible "button")
wall_friend_b_round1
func_wall (visible "button")
wall_friend_c_round1
trigger_changetarget
setf_round1_barn
trigger_changetarget
setf_round1_sci
trigger_changetarget
setf_round1_slave
off
watched by
multi_watcher
mw_friend_round1
multi_watcher
mw_ready_round1
multi_manager
mm_ready_round1
multi_watcher
mw_enemy_round1
func_button
but_start_round1
master
Physical access to button butdoor_round1
multi_manager
mm_start_round1
Effects
Sound, Vox
mm_startvox_round1
func_button
Choose Enemy X
func_button
Choose Enemy Y
func_button
Choose Enemy Z
multi_manager
mm_enemy_x_round1
multi_manager
mm_enemy_y_round1
multi_manager
mm_enemy_z_round1
func_wall (visible "button")
wall_enemy_x_round1
func_wall (visible "button")
wall_enemy_y_round1
func_wall (visible "button")
wall_enemy_z_round1
trigger_changetarget
sete_round1_crab
trigger_changetarget
sete_round1_grunt
trigger_changetarget
sete_round1_bull
multisource
msf_slave_round1
multisource
msf_grunt_round1
watched by
trigger_relay
relay_friend_round1
monstermakers
makef_barn_round1
spawn
Friendly monster
death
trigger_relay
relayf_barn1_round1
trigger_relay
relayf_barn2_round1
trigger_relay
relayf_barn3_round1
multisource
msf_barn_round1
multi_watcher
OR logic
mw_lose_round1
trigger_relay
relay_enemy_round1
monstermakers
makee_crab_round1
Enemy monster
trigger_relay
relaye_crab1_round1
trigger_relay
relaye_crab2_round1
trigger_relay
relaye_crab3_round1
multisource
msf_crab_round1
multi_watcher
OR logic
mw_win_round1
multisource
msf_hound_round1
multisource
msf_bull_round1
kill
trigger_relay
relayA_lose_round1
delay
trigger_relay
relayB_lose_round1
changed
multi_manager
mm_lose_round1
Sounds, Vox
mm_losevox_round1
Scoreboard
func_wall_toggle
lamp_lose_round1
multi_manager
mm_bail_round1
Vox Comments
mm_bailvox
Access to Bailout Buttons
door_bail_round1
func_button
Bailout Option 1
func_button
Bailout Option 2
func_button
Bailout Option 3
trigger_changetarget
set_nowin_round1
trigger_relay
kill_mm_lose_round1
trigger_relay
kill_relayB_lose_r1
trigger_relay
kille_round1
Sounds
Vox Comments
multi_watcher
mw_tie_round1
multi_manager
mm_tie_round1
trigger_relay
kill_mw_tie_round1
Scoreboard
func_wall_toggle
lamp_tie_round1
multi_manager
mm_access_round2
Open Door
Uncloud window
TWHL Portal
Allows access to
Trigger inside new room
Strip weapons
Heal player
multi_manager
mm_prep_round2
Close Previous Doors
Access to Selection Buttons
trigger_relay
kill_relayB_win_r1
trigger_relay
kill_mm_win_round1
trigger_changetarget
set_nolose_round1
trigger_relay
relayA_win_round1
trigger_relay
relayB_win_round1
multi_manager
mm_win_round1
multi_manager
mm_mopup_round1
after time
multi_manager
mm_mopup2_round1
Sounds
Fade to white
fade_mopup2
Mopup actions
Vox Comments
mm_mopupvox
trigger_relay
killf_mopup2_round1
Sounds, Vox
mm_winvox_round1
Scoreboard
func_wall_toggle
lamp_win_round1
Increment Counters
mm_counters
game_counter
counter_win1
game_counter
counter_win2
1
2
trigger_changetarget to mm_score_1
trigger_changetarget to mm_score_2
trigger_relay
check_score


ambient_generic
sound_teles_round8
Sound, Vox
mm_startvox_round8a
multi_manager
mm_start_round8a
Barney's taunt
mm_taunt_round8a
monstermaker
make_trip_round8a
Round A
makee_zomb_round8a
spawn
Enemy monster
death
trigger_relay
relaye_zomb1_round8a
multisource
mse_round8a
watched by
multi_watcher
mw_win_round8a
multi_manager
mm_start_round8b
Back to Start
Sprites
sprite_#_round8
Scoreboard
func_wall_toggle
lamp_win_round8a
Round 8H
Increment Counters
mm_counters
game_counter
counter_win1
1
trigger_changetarget
to
mm_score_1
trigger_relay
check_score
game_counter
counter_win2
2
trigger_changetarget
to
mm_score_2