Game: Extermination (BASE)

Game Description: Eliminate the enemy team to win the round

Objective: Eliminate the enemy team to win the the round. The first team to win 5 rounds is the winner of the match. Matches will resort in a tie if three rounds result in ties. Rounds will result in ties if neither team is able to eliminate all of the opposing players

Game type: Loosely based off Breakout.

Scripting:

Global power channels used:
- Golf - game state
- Romeo - round state
- Sierra - spawn state

Global messages used:
- Alpha - attackers win trigger
- Delta - defenders win trigger
- Golf - game start trigger
- Hotel - heartbeat
- Lima - last man standing trigger
- Romeo - round start trigger
- Tango - tie trigger
- Yankee - defender last man standing trigger
- Zulu - attacker last man standing trigger

Global Number channels used:
-

Team Number channels used:
- Team 1 Alpha - defenders alive count
- Team 2 Alpha - attackers alive count

User labels Used:
-

Spawn Orders:
- 0 - for respawn points
- 1 - Odd rounds
- 2 - Even rounds

Brains:

[Link to Script Brains](#)

Sound brains are simple, Team color plays sounds for each to help them know when there is one player left standing. The team brains are disabled during Breakout due to the game type providing the VO needed. The center sound brain, plays the intro drum roll and says extermination at the start of the first round.

For symmetric maps disable the scripts on the far right brain(Green brain with black bulb). For asymmetric maps you will want to enable this brain if you are using the Extermination spawns to enable spawn swapping.