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"ability1"
{
    "name"    "blitzkrieg_config" // Configuration

        // Difficulty Level //
    "arg1"    "2"
        // 0 = Random Difficulty
        // 1 = Easy,
        // 2 = Normal
        // 3 = Intermediate
        // 4 = Difficult
        // 5 = Lunatic
        // 6 = Extreme
        // 7 = Godlike
        // 8 = Rocket Hell
        // 9 = Total Blitzkrieg
        // 420 = W33D
        // 777 = RAVIOLI RAVIOLI
        // 999 = D0NUT ST33L
        // 1337 = LOOMYNARTY
        // 9001 = OVER 9000!

        // Combat Mode //
    "arg2"    "1"        // 0: Classic, 1: Timed Waves

        // Custom Weapons //
    "arg3"    "1"        // 0: Disable, 1: Enable

        // RAGE/Life Loss Sounds //
    "arg4"    "1"        // 0: Generic, 1: Voice

        // Ammo //
    "arg5"    "180"      // RAGE
    "arg6"    "360"      // Life Loss

        // Round Start //
    "arg7"    "1"        // 0: Melee, 1: Rocket Launcher + Melee

        // Revive Markers //
    "arg8"    "10"       // -1: Unlimited revives, 0: Disable, >0: Limit to X revives
    "arg9"    "30.0"     // Decay Time

        // Difficulty Levels //
    "arg10"   "2"        // Minimum level roll (arg1 = 0 and/or arg12 = 1)
    "arg11"   "5"        // Maximum level roll (arg1 = 0 and/or arg12 = 1)
    "arg12"   "2"        // 0: Don't level up, 1: Reroll a random difficulty, 2: Level up

        // RAGE on Kill //
    "arg13"   "5.0"      // Percent gained

```

```
// Projectile Bounce //
"arg14" "2"           // -1: Random, 0: Disable, >0: Bounce X times

// Wave Time //
"arg15" "15"         // Seconds to add after the first "wave" (only if arg2 is set to 1)
"arg16" "60"         // Initial Wave Time
"arg17" "30"         // Max waves

// Baka? //
"arg18" "1"          // Set to 1 for random chance of life loss being an accidental death.

// Only used if melee weapon is enabled //
"arg19" "0.25"       // Melee damage multiplier per difficulty level - this sets the damage
bonus/penalty attribute!
"plugin_name" "s93_blitzkrieg"
}
```