

## Default Game Modes

Map	Description	Attack & Defend	Survivor	Sharpshooter	Team Survivor	Team Sharpshooter	Limited Respawn Team Sharpshooter**	Retrieval	Co-op Terrorist Hunt	Co-op Story	Notes
Border Town	Mostly tan/brown, includes church opposite buildings across wide open area.	Hostage*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
Calypso Casino	Dark rooftop, bright casino, grey basement	Intel*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	Bravo spawn in basement has slight disadvantage.
Dam	Outside sniper rooftop overlooks machine area and control room. Basement area allows for some movement through the center area..	Intel*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
Dante's	Casino that is under construction. Two choke points leading to courtyard spawn is the weak position.	Bomb*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	Alpha spawn in outside courtyard is weaker.
Library (LVU)	Streets adjacent to three of the sides of the LVU library. Library area is complex including basement.	Hostage*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
LVU Campus	Two opposing buildings with two walkways and open courtyard.	Bomb*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	Can be difficult to diffuse bomb.
Research Labs	Multiple interior levels. Mostly grey concrete work area with machinery. Intel can be protected by upside down rappelling team member. Other spawn is in a tunnel area.	Intel*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
Casino Vault	Enclosed vault room and related offices and security observation room.	Intel*	Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
Kill House	Roughly symmetrical tan/brown map with opposing base. Strenwn with levels, dividers, ropes, and the like.		Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	
Streets	Roughly symmetrical tan/brown map with opposing base. Wide open field and underground tunnels.		Yes	Yes	Yes	Yes	Yes	Yes	Yes	N/A	

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\*In Attack and Defend Alpha team always Attacks

\*\*Ick's custom gametype, Limited Respawn Team Sharpshooter - Team Sharpshooter does not allow limited respawns, play retrieval game with neither team touching the canister.