idGameChallenge

> An entity that determines the game mode for the level. Only one idGameChallenge entity can exist per entities file.

idGameChallenge_CampaignSinglePlayer

```
entity {
	entityDef gameplay_info_game_challenge_campaign_1 {
	inherit = "info/game_challenge/campaign";
	class = "idGameChallenge_CampaignSinglePlayer";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		networkSerializeTransforms = false;
		hostileTeamColor = {
			r = 1;
			g = 1;
			b = 0;
		}
		actorModifierListDecl = "actormodifiers_invasion";
		botGameManagerType = "BOT_GAME_MANAGER_TYPE_COOP";
		difficultySettings = {
			playerIncomingDamageScale = "campaign/playerincomingdamage";
			aiIncomingDamageScale = "campaign/aiincomingdamage";
			healthPickupScale = "campaign/healthpickup";
			armorPickupScale = "campaign/armorpickup";
			ammoPickupScale = "campaign/ammopickup";
			bfgAmmoPickupScale = "campaign/bfgammopickup";
			healthDropScale = "campaign/healthdrop";
			armorDropScale = "campaign/armordrop";
			ammoDropScale = "campaign/ammodrop";
			bfgAmmoDropScale = "campaign/bfgammodrop";
```

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	}
	gcGameEventCallouts = {
		lootBlockedCallout = "invasion/slayer_loot_blocked";
		demonCriticalHealth = "invasion/demon_critical_health";
		demonCriticalRecovery = "invasion/demon_health_recovery";
		demonRespawn = "invasion/demon_spawned";
		slayerCriticalHealth = "invasion/slayer_critical_health";
		slayerCriticalRecovery = "invasion/slayer_health_recovery";
	}
	hitConfirmSoundsInfo = "default";
	availableDemonCardDecks = {
		num = 1;
		item[0] = "demoncarddeck/invasion/deck_1";
	}
	invasionDemonOptions = {
		num = 5;
		item[0] = {
			actorModifierDecl = "actormodifier/invasion/demon/archvile";
			demonCardDeckDecl = "demoncarddeck/invasion/archvile/invasion_deck_1";
		}
		item[1] = {
			actorModifierDecl = "actormodifier/invasion/demon/mancubus";
			demonCardDeckDecl = "demoncarddeck/invasion/mancubus/invasion_deck_1";
		}
		item[2] = {
			actorModifierDecl = "actormodifier/invasion/demon/marauder";
			demonCardDeckDecl = "demoncarddeck/invasion/marauder/invasion_deck_1";
		}
		item[3] = {
			actorModifierDecl = "actormodifier/invasion/demon/painelemental";
			demonCardDeckDecl = "demoncarddeck/invasion/painelemental/invasion_deck_1";
		}
		item[4] = {
			actorModifierDecl = "actormodifier/invasion/demon/revenant";
			demonCardDeckDecl = "demoncarddeck/invasion/revenant/invasion_deck_1";
		}
	}
	globalAIsettings = "default";
	desummonKillDamage = "damage/hazard/pvp_round_kill";
```

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□□slayerHighlightDecl = "invasion/slayer_view_demon_outline";
□□demonHighlightDecl = "invasion/demon_view_slayer_outline";
□□teammateHighlightDecl = "invasion/demon_view_teammate_outline";
□□demonSpawnTargetEntity = "online/summon_target";
□□demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
□□demonDisguiseHideFXEntity = "online/invasion/fx/hide_fx";
□□demonDisguiseRevealFXEntity = "online/invasion/fx/reveal_fx";
□□demonBecomingGhostFXEntity = "online/invasion/fx/become_ghost_fx";
□□demonPosessionFXEntity = "online/invasion/fx/posession";
□□demonPossessionShootableEntity = "online/invasion/possession_shootable_target";
□□demonPossessionTouchDamage = "damage/special/disguisetouch";
□□spawnTimer = 15000;
□□playerSpawnDef = "player";
□□invasionCallouts = {
□□□demonDisguiseRevealed = "invasion/demon_disguise_revealed";
□□□slayerInvasionStart = "invasion/demon_player_joined";
□□□slayerInvasionPartyStart = "invasion/demon_party_joined";
□□□slayerVictory = "invasion/slayer_victory";
□□□demonVictory = "invasion/demon_victory";
□□□noWinnerEnd = "invasion/invasion_ended";
□□□noInteractionEnd = "invasion/invasion_ended";
□□□threeDemonLivesRemaining = "invasion/three_demon_lives_left";
□□□twoDemonLivesRemaining = "invasion/two_demon_lives_left";
□□□oneDemonLifeRemaining = "invasion/one_demon_life_left";
□□□demonKilled = "invasion/demon_killed";
□□□threeSlayerLivesRemaining = "invasion/three_slayer_lives_left";
□□□twoSlayerLivesRemaining = "invasion/two_slayer_lives_left";
□□□oneSlayerLifeRemaining = "invasion/one_slayer_life_left";
□□□slayerKilled = "invasion/slayer_killed";
□□□invasionEndingSoon = "invasion/invasion_ending_soon";
□□}
□□invasionSettings = "default";
□□sentinelArmorDecl = "sentinel_armor";
□□extraLifeDecl = "extra_life";
□□OnslaughtInfiniteCheat = "statuseffect/onslaught_infinite";
□□OverdriveInfiniteCheat = "statuseffect/overdrive_infinite";
□□BerserkInfiniteCheat = "statuseffect/berserk_infinite";
□□flameBelchEquipmentDecl = "weapon/player/equipment_flame_belch";
□□throwableIceEquipmentDecl = "throwable/player/ice_bomb";
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□□throwableFragEquipmentDecl = "throwable/player/frag_grenade";
□□equipmentLauncherDecl = "equipmentlauncher/equipmentlauncherleft";
□□quakeConModeSettings = "quakeconmodesettings";
□□extraLifeLayerName_None = "game/sp/extralives/extralives_none";
□□extraLifeLayerName_Some = "game/sp/extralives/extralives_some";
□□extraLifeLayerName_Many = "game/sp/extralives/extralives_many";
□□demonicCorruptionDecl = "e3m4_boss";
□□playerInventoryItems = {
□□□num = 112;
□□□item[0] = "abilities/blood_punch";
□□□item[1] = "abilities/environmentsuit";
□□□item[2] = "abilities/grapplegloves";
□□□item[3] = "argent/ammo_upgrade";
□□□item[4] = "argent/armor_upgrade";
□□□item[5] = "argent/health_upgrade";
□□□item[6] = "collectible/albums/album_01";
□□□item[7] = "collectible/albums/album_02";
□□□item[8] = "collectible/albums/album_03";
□□□item[9] = "collectible/albums/album_04";
□□□item[10] = "collectible/albums/album_05";
□□□item[11] = "collectible/albums/album_06";
□□□item[12] = "collectible/albums/album_07";
□□□item[13] = "collectible/albums/album_08";
□□□item[14] = "collectible/albums/album_09";
□□□item[15] = "collectible/albums/album_10";
□□□item[16] = "collectible/albums/album_11";
□□□item[17] = "collectible/albums/album_12";
□□□item[18] = "collectible/albums/album_13";
□□□item[19] = "collectible/albums/album_14";
□□□item[20] = "collectible/albums/album_15";
□□□item[21] = "collectible/albums/album_16";
□□□item[22] = "collectible/cheats/infinite_ammo";
□□□item[23] = "collectible/cheats/infinite_berserk";
□□□item[24] = "collectible/cheats/infinite_extra_lives";
□□□item[25] = "collectible/cheats/infinite_onslaught";
□□□item[26] = "collectible/cheats/infinite_overdrive";
□□□item[27] = "collectible/cheats/instant_stagger_mode";
□□□item[28] = "collectible/cheats/party_mode";
□□□item[29] = "collectible/cheats/silver_bullet_mode";
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□□□item[30] = "collectible/toys/doom_slayer";
□□□item[31] = "collectible/toys/dreadknight";
□□□item[32] = "collectible/toys/gargoyle";
□□□item[33] = "collectible/toys/gladiator";
□□□item[34] = "collectible/toys/hellknight";
□□□item[35] = "collectible/toys/icon_of_sin";
□□□item[36] = "collectible/toys/imp";
□□□item[37] = "collectible/toys/khan_maykr";
□□□item[38] = "collectible/toys/lost_soul";
□□□item[39] = "collectible/toys/mancubus_fire";
□□□item[40] = "collectible/toys/mancubus_goo";
□□□item[41] = "collectible/toys/marauder";
□□□item[42] = "collectible/toys/maykr_drone";
□□□item[43] = "collectible/toys/pain_elemental";
□□□item[44] = "collectible/toys/pinky";
□□□item[45] = "collectible/toys/pinky_spectre";
□□□item[46] = "collectible/toys/prowler";
□□□item[47] = "collectible/toys/revenant";
□□□item[48] = "collectible/toys/soldier_blaster";
□□□item[49] = "collectible/toys/soldier_shield";
□□□item[50] = "collectible/toys/tyrant";
□□□item[51] = "collectible/toys/whiplash";
□□□item[52] = "collectible/toys/zombie_tier_1";
□□□item[53] = "collectible/toys/zombie_tier_3";
□□□item[54] = "equipment/flame_belch";
□□□item[55] = "equipment/frag_grenade";
□□□item[56] = "equipment/ice_bomb";
□□□item[57] = "map_objects/rad_shield_damage_decreases_shield";
□□□item[58] = "map_objects/rad_suit_refill_shield";
□□□item[59] = "map_objects/suit_upgrade_points";
□□□item[60] = "map_objects/keycard/cultist";
□□□item[61] = "map_objects/keycard/hell_flesh_blue";
□□□item[62] = "map_objects/keycard/hell_flesh_red";
□□□item[63] = "map_objects/keycard/hell_flesh_yellow";
□□□item[64] = "map_objects/keycard/mech_battery";
□□□item[65] = "map_objects/keycard/slayer_key";
□□□item[66] = "map_objects/keycard/uac_blue";
□□□item[67] = "map_objects/keycard/uac_red";
□□□item[68] = "map_objects/keycard/uac_yellow";
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□□□item[69] = "jumpboots/base";
□□□item[70] = "sentinel_armor";
□□□item[71] = "throwable/player/frag_grenade";
□□□item[72] = "throwable/player/ice_bomb";
□□□item[73] = "weapon/player/bfg";
□□□item[74] = "weapon/player/chaingun";
□□□item[75] = "weapon/player/chaingun_energy_shell";
□□□item[76] = "weapon/player/chaingun_energy_shell_primary";
□□□item[77] = "weapon/player/chaingun_turret_primary";
□□□item[78] = "weapon/player/chaingun_turret_secondary";
□□□item[79] = "weapon/player/chainsaw";
□□□item[80] = "weapon/player/crucible";
□□□item[81] = "weapon/player/doomblade";
□□□item[82] = "weapon/player/double_barrel";
□□□item[83] = "weapon/player/double_barrel_meat_hook";
□□□item[84] = "weapon/player/double_barrel_primary_lockon";
□□□item[85] = "weapon/player/equipment_flame_belch";
□□□item[86] = "weapon/player/fists";
□□□item[87] = "weapon/player/fists_berserk";
□□□item[88] = "weapon/player/fists_doom5melee";
□□□item[89] = "weapon/player/fists_swim";
□□□item[90] = "weapon/player/gauss_rifle";
□□□item[91] = "weapon/player/gauss_rifle_ballista";
□□□item[92] = "weapon/player/gauss_rifle_destroyer";
□□□item[93] = "weapon/player/heavy_cannon";
□□□item[94] = "weapon/player/heavy_cannon_bolt_action";
□□□item[95] = "weapon/player/heavy_cannon_burst_detonate";
□□□item[96] = "weapon/player/heavy_cannon_burst_detonate_faster_recharge";
□□□item[97] = "weapon/player/heavy_cannon_burst_detonate_mastery";
□□□item[98] = "weapon/player/plasma_rifle";
□□□item[99] = "weapon/player/plasma_rifle_secondary_aoe";
□□□item[100] = "weapon/player/plasma_rifle_secondary_aoe_mastery_primary_supercharge";
□□□item[101] = "weapon/player/plasma_rifle_secondary_microwave";
□□□item[102] = "weapon/player/pointing_arm";
□□□item[103] = "weapon/player/rocket_launcher";
□□□item[104] = "weapon/player/rocket_launcher_detonate";
□□□item[105] = "weapon/player/rocket_launcher_lock_mod";
□□□item[106] = "weapon/player/rocket_launcher_lock_mod_mastery";
□□□item[107] = "weapon/player/shotgun";
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□□□item[108] = "weapon/player/shotgun_secondary_full_auto";
□□□item[109] = "weapon/player/shotgun_secondary_pop_rockets";
□□□item[110] = "weapon/player/shotgun_secondary_pop_rockets_mastery";
□□□item[111] = "weapon/player/unmaykr";
□□}
□□playerPerks = {
□□□num = 112;
□□□item[0] = "perk/player/argent/ammo_capacity_0";
□□□item[1] = "perk/player/argent/ammo_capacity_1";
□□□item[2] = "perk/player/argent/ammo_capacity_2";
□□□item[3] = "perk/player/argent/ammo_capacity_3";
□□□item[4] = "perk/player/argent/armor_capacity_0";
□□□item[5] = "perk/player/argent/armor_capacity_1";
□□□item[6] = "perk/player/argent/armor_capacity_2";
□□□item[7] = "perk/player/argent/armor_capacity_3";
□□□item[8] = "perk/player/argent/health_capacity_0";
□□□item[9] = "perk/player/argent/health_capacity_1";
□□□item[10] = "perk/player/argent/health_capacity_2";
□□□item[11] = "perk/player/argent/health_capacity_3";
□□□item[12] = "perk/player/blood_punch/base";
□□□item[13] = "perk/player/blood_punch/ai_charge_rate";
□□□item[14] = "perk/player/blood_punch/area_of_effect";
□□□item[15] = "perk/player/blood_punch/max_charges";
□□□item[16] = "perk/player/runes/glory_kill_speed";
□□□item[17] = "perk/player/runes/glory_kill_dash";
□□□item[18] = "perk/player/runes/speed_boost_on_glory_kill";
□□□item[19] = "perk/player/runes/double_jump_air_control";
□□□item[20] = "perk/player/runes/modify_enemy_stagger_duration";
□□□item[21] = "perk/player/runes/activate_focus_on_death_blow";
□□□item[22] = "perk/player/runes/target_strike";
□□□item[23] = "perk/player/runes/decrease_equipment_recharge";
□□□item[24] = "perk/player/runes/blood_punch_loot_on_damage";
□□□item[25] = "perk/player/suit/self_preservation/reduce_hazard_damage";
□□□item[26] = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
□□□item[27] = "perk/player/suit/extermination/barrels_respawn";
□□□item[28] = "perk/player/suit/extermination/barrels_drop_ammo";
□□□item[29] = "perk/player/equipment/frag_base";
□□□item[30] = "perk/player/equipment/frag_reduce_cooldown";
□□□item[31] = "perk/player/equipment/frag_concussive_blast";
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□□□item[32] = "perk/player/equipment/frag_cluster_bombs";
□□□item[33] = "perk/player/equipment/frag_max_capacity";
□□□item[34] = "perk/player/equipment/ice_base";
□□□item[35] = "perk/player/equipment/ice_reduce_cooldown";
□□□item[36] = "perk/player/equipment/ice_extend_duration";
□□□item[37] = "perk/player/equipment/ice_health_drops";
□□□item[38] = "perk/player/equipment/ice_melee_shatter";
□□□item[39] = "perk/player/suit/fundamentals/ledge_grab_speed";
□□□item[40] = "perk/player/suit/fundamentals/weapon_change_speed";
□□□item[41] = "perk/player/suit/dash/dash_regen_delay";
□□□item[42] = "perk/player/suit/dash/dash_gk_restore_dash";
□□□item[43] = "perk/player/suit/exploration/automap_shows_map_station";
□□□item[44] = "perk/player/suit/exploration/automap_shows_progression_items";
□□□item[45] = "perk/player/suit/exploration/automap_increased_fog_radius";
□□□item[46] = "perk/player/suit/exploration/dossier_shows_progression_items";
□□□item[47] = "perk/player/equipment/flame_reduce_cooldown";
□□□item[48] = "perk/player/suit/fundamentals/increase_pickup_radius";
□□□item[49] = "perk/player/equipment/flame_extend_duration";
□□□item[50] = "perk/player/suit/self_preservation/overhealth";
□□□item[51] = "perk/player/equipment/flame_more_loot";
□□□item[52] = "perk/player/suit/self_preservation/overarmor";
□□□item[53] = "perk/player/weapons/chaingun/turret";
□□□item[54] = "perk/player/weapons/chaingun/turret_faster_equip";
□□□item[55] = "perk/player/weapons/chaingun/turret_faster_movement";
□□□item[56] = "perk/player/weapons/chaingun/turret_mastery";
□□□item[57] = "perk/player/weapons/chaingun/energy_shell";
□□□item[58] = "perk/player/weapons/chaingun/energy_shell_faster_recharge";
□□□item[59] = "perk/player/weapons/chaingun/energy_shell_dash_smash";
□□□item[60] = "perk/player/weapons/chaingun/energy_shell_mastery";
□□□item[61] = "perk/player/weapons/chainsaw/default";
□□□item[62] = "perk/player/weapons/bfg/firemode_charge";
□□□item[63] = "perk/player/weapons/bfg/shape_sphere";
□□□item[64] = "perk/player/weapons/bfg/element_arc";
□□□item[65] = "perk/player/weapons/crucible/base";
□□□item[66] = "perk/player/weapons/doomblade/level_1";
□□□item[67] = "perk/player/weapons/double_barrel/meat_hook";
□□□item[68] = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
□□□item[69] = "perk/player/weapons/double_barrel/default_faster_reload";
□□□item[70] = "perk/player/weapons/double_barrel/meat_hook_mastery";
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□□□item[71] = "perk/player/weapons/gauss_cannon/ballista";
□□□item[72] = "perk/player/weapons/gauss_cannon/ballista_movement";
□□□item[73] = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
□□□item[74] = "perk/player/weapons/gauss_cannon/ballista_mastery";
□□□item[75] = "perk/player/weapons/gauss_cannon/destroyer";
□□□item[76] = "perk/player/weapons/gauss_cannon/destroyer_charge_levels_aoe";
□□□item[77] = "perk/player/weapons/gauss_cannon/destroyer_faster_charge_and_recovery";
□□□item[78] = "perk/player/weapons/gauss_cannon/destroyer_charge_levels";
□□□item[79] = "perk/player/weapons/heavy_cannon/bolt_action";
□□□item[80] = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
□□□item[81] = "perk/player/weapons/heavy_cannon/bolt_action_faster_reload";
□□□item[82] = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
□□□item[83] = "perk/player/weapons/heavy_cannon/burst_detonate";
□□□item[84] = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
□□□item[85] = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
□□□item[86] = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
□□□item[87] = "perk/player/weapons/heavy_cannon/burst_detonate_mastery";
□□□item[88] = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
□□□item[89] = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
□□□item[90] = "perk/player/weapons/plasma_rifle/secondary_aoe_mastery";
□□□item[91] = "perk/player/weapons/plasma_rifle/secondary_microwave_faster_charge";
□□□item[92] = "perk/player/weapons/plasma_rifle/secondary_microwave_max_range";
□□□item[93] = "perk/player/weapons/plasma_rifle/secondary_microwave_mastery";
□□□item[94] = "perk/player/weapons/rocket_launcher/detonate";
□□□item[95] = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
□□□item[96] = "perk/player/weapons/rocket_launcher/detonate_concussive";
□□□item[97] = "perk/player/weapons/rocket_launcher/detonate_explosive_array_horizontal";
□□□item[98] = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
□□□item[99] = "perk/player/weapons/rocket_launcher/lockon_decrease_lock_time";
□□□item[100] = "perk/player/weapons/rocket_launcher/lockon_mastery";
□□□item[101] = "perk/player/weapons/shotgun/pop_rocket";
□□□item[102] = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
□□□item[103] = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
□□□item[104] = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
□□□item[105] = "perk/player/weapons/shotgun/secondary_full_auto";
□□□item[106] = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
□□□item[107] = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
□□□item[108] = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
□□□item[109] = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
```

```
		item[110] = "perk/player/weapons/unmaykr/firemode_change";
		item[111] = "perk/player/e3_tutorial/flame_reduce_cooldown_e3_tutorial";
	}
	spawnPosition = { // spawn position is not important
		x = 1;
		    y = 1;
		    z = 1;
	}
	disabledCheats = {
		num = 1;
		item[0] = "CHEAT_CODE_TYPE_POWERUP_INFINITE_DURATION_BERSERK";
	}
	aiSpawnPoolDecl = "maps/game/sp/e3m4_boss"; // change this depending on the level used
}
}
}
```

idGameChallenge_PVP

```
entity {
entityDef game_info_game_challenge_battlearena_1 {
inherit = "info/game_challenge/battlearena";
class = "idGameChallenge_PVP";
expandInheritance = false;
poolCount = 0;
poolGranularity = 2;
networkReplicated = true;
disableAIPooling = false;
edit = {
	networkSerializeTransforms = false;
	modeFlags = {
		allowRespawning = true;
		allowBulletPenetration = false;
	}
	scoreLimit = 3;
	numLives = 9;
	numRounds = 5;
	actorModifierListDecl = "actormodifiers_pvp";
	gcGameEventCallouts = {
```

```
□□□slayerPowerWeapon = "pvp/combat_events/slayer_power_weapon";
□□□demonSummonedCallout = "pvp/combat_events/general_card_event";
□□□demonEffectCallout = "pvp/combat_events/general_card_event";
□□□demonEffectStatusTimer = "pvp/status_timers/demon_effect";
□□□demonQuickUse1Callout = "pvp/combat_events/general_card_event";
□□□demonQuickUse2Callout = "pvp/combat_events/general_card_event";
□□□damageBoostCallout = "pvp/combat_events/general_card_event";
□□□damageBoostStatusTimer = "pvp/status_timers/timer_damage_boost";
□□□hasteCallout = "pvp/combat_events/general_card_event";
□□□hasteStatusTimer = "pvp/status_timers/timer_haste";
□□□mitigationCallout = "pvp/combat_events/general_card_event";
□□□mitigationStatusTimer = "pvp/status_timers/timer_damage_mitigation";
□□□invulnerableCallout = "pvp/combat_events/general_card_event";
□□□invulnerableStatusTimer = "pvp/status_timers/timer_invulnerable";
□□□berserkCallout = "pvp/combat_events/general_card_event";
□□□berserkStatusTimer = "pvp/status_timers/timer_berserk";
□□□regenCallout = "pvp/combat_events/general_card_event";
□□□regenStatusTimer = "pvp/status_timers/timer_regeneration";
□□□lootBlockedCallout = "pvp/voiced/loot_blocked";
□□□lootBlockedStatusTimer = "pvp/status_timers/timer_loot_blocked";
□□□extraLifeCallout = "pvp/combat_events/general_card_event";
□□□demonCriticalHealth = "pvp/voiced/demon_health_critical";
□□□demonCriticalRecovery = "pvp/voiced/demon_healed";
□□□slayerCriticalHealth = "pvp/voiced/slayer_health_critical";
□□□everyoneCritical = "pvp_sudden_death";
□□}
□□hitConfirmSoundsInfo = "default";
□□characterStatusEventText = {
□□□invulnerableText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45053";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□toughenedText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45054";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
```

```
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□vulnerableText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45055";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□strengthenedText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45056";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□hastedText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45057";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□slowedText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45058";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□□berserkingText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45059";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
```

□□□□}
□□□}
□□□lootBlockedText = {
□□□□textId = "#str_decl_powerup_statuseffect_GHOST45060";
□□□□color = {
□□□□□r = 0.87450999;
□□□□□g = 0.87450999;
□□□□□b = 0.87450999;
□□□□}
□□□}
□□}
□□aiSpawnPoolDecl = "maps/game/pvp/battlemode";
□□enableBrinkOfDeath = false;
□□desummonKillDamage = "damage/hazard/pvp_round_kill";
□□slayerHighlightDecl = "pvp/slayer_view_demon_outline";
□□demonHighlightDecl = "pvp/demon_view_slayer_outline";
□□teammateHighlightDecl = "pvp/demon_view_teammate_outline";
□□slayerHighlightLOSBoxDecl = "highlight_los_slayer";
□□demonSpawnTargetEntity = "online/summon_target";
□□demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
□□playerSpawnDef = "player";
□□teamSuperSettings = {
□□□damageFactorAI = 9.99999975e-05;
□□□tickFactor = 0.00329999998;
□□}
□□playerAlwaysFullBodyGibs = true;
□□maxPlayersPerTeam = {
□□□ptr = {
□□□□ptr[0] = 1;
□□□□ptr[1] = 2;
□□□}
□□}
□□demonOutlineColor = {
□□□g = 0.501960993;
□□}
□□demonAllyOutlineColor = {
□□□r = 1;
□□□g = 0.501960993;
□□□b = 0;
□□}
□□fillColorDemonSees = {

```
□□□r = 0.199999988;
□□□g = 0.199999988;
□□□b = 0.199999988;
□□□a = 0.850000024;
□□}
□□fillColorSlayerSees = {
□□□r = 0.199999988;
□□□g = 0.199999988;
□□□b = 0.199999988;
□□□a = 0.850000024;
□□}
□□fillColorHitFlash = {
□□□g = 0;
□□□b = 0;
□□□a = 0.501960993;
□□}
□□slayerHighlightOptions = {
□□□enemyDemon = "EHM_ONLY_IN_VIEW";
□□}
□□demonHighlightOptions = {
□□□allyDemon = "EHM_ALWAYS";
□□□enemySlayer = "EHM_ALWAYS";
□□}
□□raceToStyle = true;
□□pvpGameEventCallouts = {
□□□roundOne = "pvp/voiced/round_one";
□□□roundTwo = "pvp/voiced/round_two";
□□□roundThree = "pvp/voiced/round_three";
□□□roundFour = "pvp/voiced/round_four";
□□□roundFinal = "pvp/voiced/final_round";
□□□preMatchFiveSecondsRemaining = "pvp/chimes/five";
□□□preMatchFourSecondsRemaining = "pvp/chimes/four";
□□□preMatchThreeSecondsRemaining = "pvp/chimes/three";
□□□preMatchTwoSecondsRemaining = "pvp/chimes/two";
□□□preMatchOneSecondRemaining = "pvp/chimes/one";
□□□roundStart = "pvp/voiced/fight";
□□□finalRound = "pvp/voiced/final_round";
□□□demonsRoundLost = "pvp/voiced/demons_round_lost";
□□□slayerRoundLost = "pvp/voiced/slayer_round_lost";
□□□slayerKilled = "pvp/voiced/slayer_killed";
□□□demonKilled = "pvp/voiced/demon_killed";
```

```
□□□demonsKilled = "pvp/voiced/demons_killed";
□□□slayerVictory = "pvp/voiced/slayer_won_the_match";
□□□demonVictory = "pvp/voiced/demons_won_the_match";
□□□demonRespawningSoon = "pvp/voiced/demon_resurrecting_soon";
□□□respawnFiveSecondsRemaining = "pvp/chimes/resurrect_five";
□□□respawnFourSecondsRemaining = "pvp/chimes/resurrect_four";
□□□respawnThreeSecondsRemaining = "pvp/chimes/resurrect_three";
□□□respawnTwoSecondsRemaining = "pvp/chimes/resurrect_two";
□□□respawnOneSecondRemaining = "pvp/chimes/resurrect_one";
□□□demonRespawned = "pvp/voiced/demon_resurrected";
□□□delayDuringSync = {
□□□□num = 3;
□□□□item[0] = "pvp/voiced/slayer_killed";
□□□□item[1] = "pvp/voiced/demons_won_the_match";
□□□□item[2] = "pvp/voiced/slayer_round_lost";
□□□}
□□}
□□jockeyTimeDuration = {
□□□value = 5;
□□}
□□roundCalloutTimeDuration = {
□□□value = 3;
□□}
□□roundStartCalloutDelaySec = {
□□□value = 2;
□□}
□□pvpProgressionScoringDecl = "battle_arena";
□□pvpLifecycleManager = {
□□□podiumAvatarEntDefs = {
□□□□num = 7;
□□□□item[0] = "podiums/avatars/archvile";
□□□□item[1] = "podiums/avatars/doom_marine";
□□□□item[2] = "podiums/avatars/mancubus";
□□□□item[3] = "podiums/avatars/pain_elemental";
□□□□item[4] = "podiums/avatars/revenant";
□□□□item[5] = "podiums/avatars/marauder";
□□□□item[6] = "podiums/avatars/dreadknight";
□□□}
□□□podiumLayers = {
□□□□num = 1;
□□□□item[0] = "game/pvp/podium_stage";
```

```
□□□}
□□□slayerPodiumEntities = "pvp_match_slayer_podium_";
□□□demonPodiumEntities = "pvp_match_demon_podium_slot_";
□□□characterAnimBlendMS = 0;
□□□playerAppearSound = "play_pvp_staging_spawnin";
□□}
□□slayerPVPLoadoutDecl = "pvploadout/default";
□□demonPVPLoadoutDecl = "pvpdemonloadout/default";
□□respawnTimeSec = {
□□□branchPairs = {
□□□□num = 1;
□□□□item[0] = {
□□□□□branchKey = "CONTROLLERPAD_DECL";
□□□□□branchResult = {
□□□□□□value = 22;
□□□□□}
□□□□}
□□□}
□□}
□□respawnTimeCapSec = {
□□□defaultValue = {
□□□□value = 20;
□□□}
□□□branchPairs = {
□□□□num = 1;
□□□□item[0] = {
□□□□□branchKey = "CONTROLLERPAD_DECL";
□□□□□branchResult = {
□□□□□□value = 22;
□□□□□}
□□□□}
□□□}
□□}
□□respawnStatusEffects = {
□□□num = 2;
□□□item[0] = "statuseffect/pvp/demon_action/respawn_protection";
□□□item[1] = "statuseffect/pvp/demon_action/respawn_haste";
□□}
□□idealRespawnDistanceFromSlayer = 100;
□□slayerLayersToActivate = {
□□□num = 1;
```

```
□□□item[0] = "game/pvp/slayer_team";
□□}
□□demonLayersToActivate = {
□□□num = 1;
□□□item[0] = "game/pvp/demon_team";
□□}
□□layersToDeactivate = {
□□□num = 1;
□□□item[0] = "game/pvp/permanently_hidden";
□□}
□□musicFirstLoadedState = "music_ghost_states/pvp_lobby";
□□musicIntroState = "music_ghost_states/pvp_lobby_player_ready";
□□musicMatchState = "music_ghost_states/pvp_lobby_end";
□□musicWinState = "music_ghost_states/pvp_win";
□□musicLoseState = "music_ghost_states/pvp_lose";
□□musicHealthCriticalState = "music_ghost_states/pvp_sudden_death";
□□musicRoundWinState = "music_ghost_states/pvp_win_round";
□□musicRoundLoseState = "music_ghost_states/pvp_lose_round";
□□closeCallHealthThreshold = 50;
□□clutchThreshold = 5;
□□comebackThreshold = 3;
□□surpriseTimeLimit = {
□□□value = 3;
□□}
□□surviveThreshold = 4;
□□soundOcclusionBypass = true;
□□spawnPosition = { // spawn position is not important
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□}
}
}
```

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