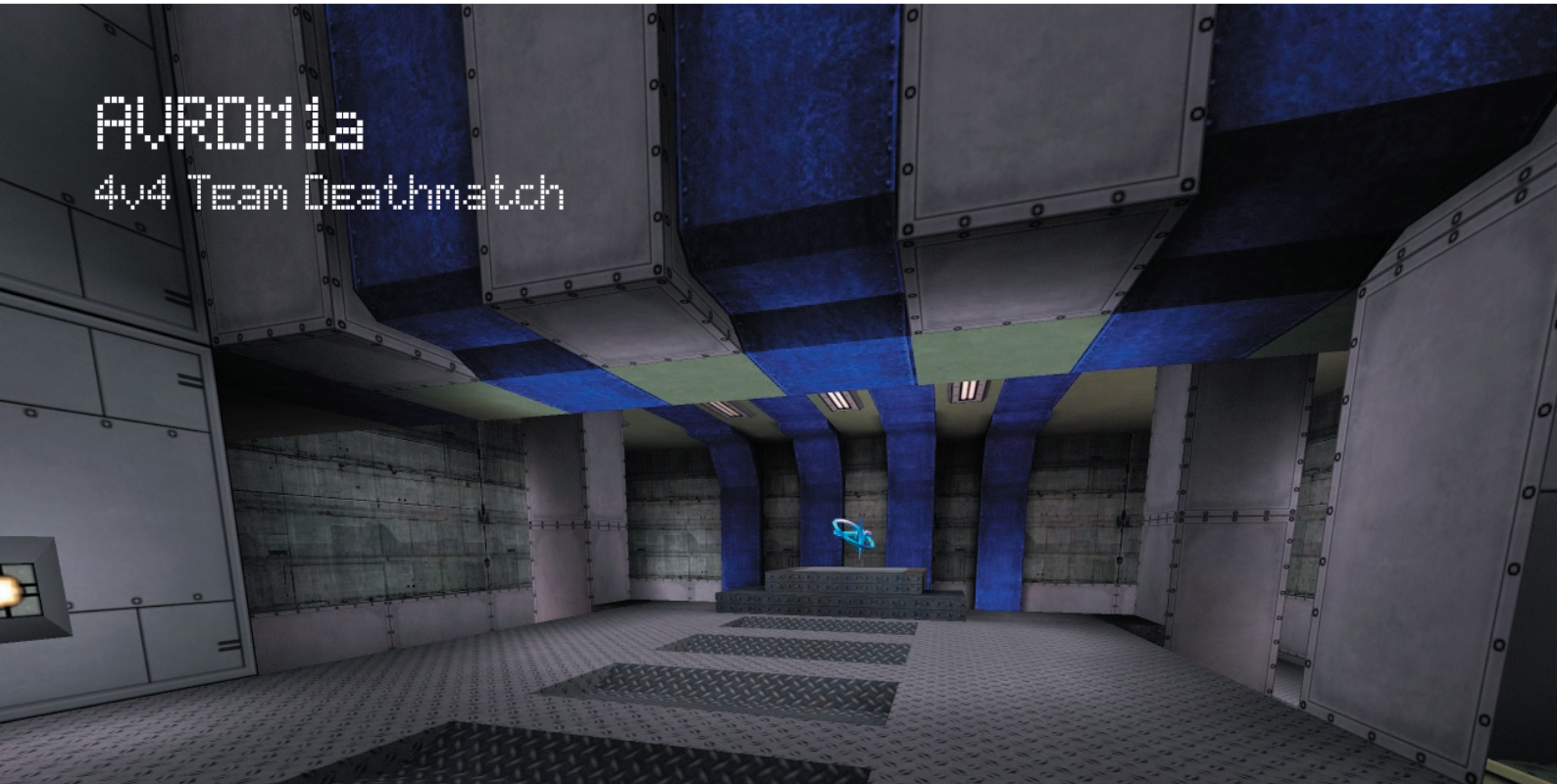


# AURDM1a

## 4v4 Team Deathmatch



### Power-Ups:

Quad  
Battle Suit  
Mega Health  
Red Armor  
Yellow Armor (2)  
Green Armor

### Weapons:

Grenade Launcher  
Lightning Gun  
Plasma Gun (2)  
Railgun  
Rocket Launcher (2)  
Shotgun (2)

### Items:

Spawnpoints (12)  
Armor Shards (14)  
Health +5 (10)  
Health +25 (8)  
Health +50 (2)

## Get up, Stand up – by poub

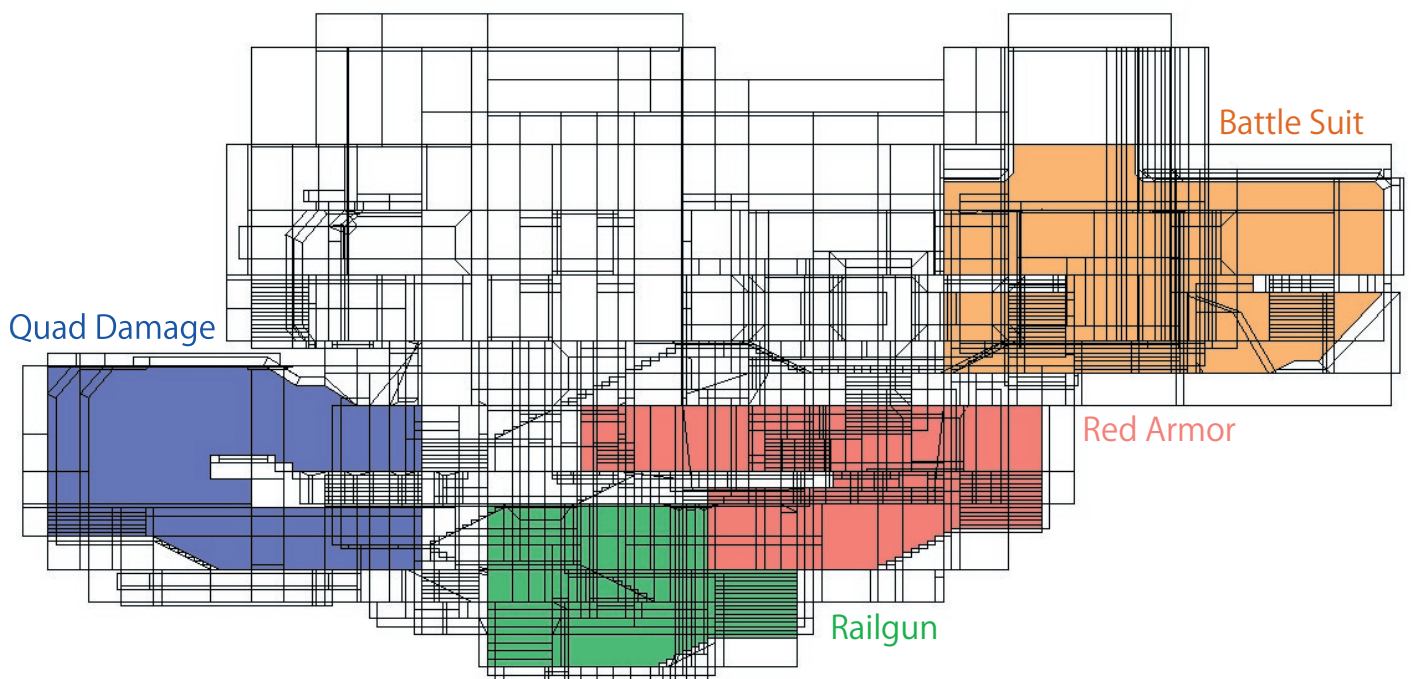
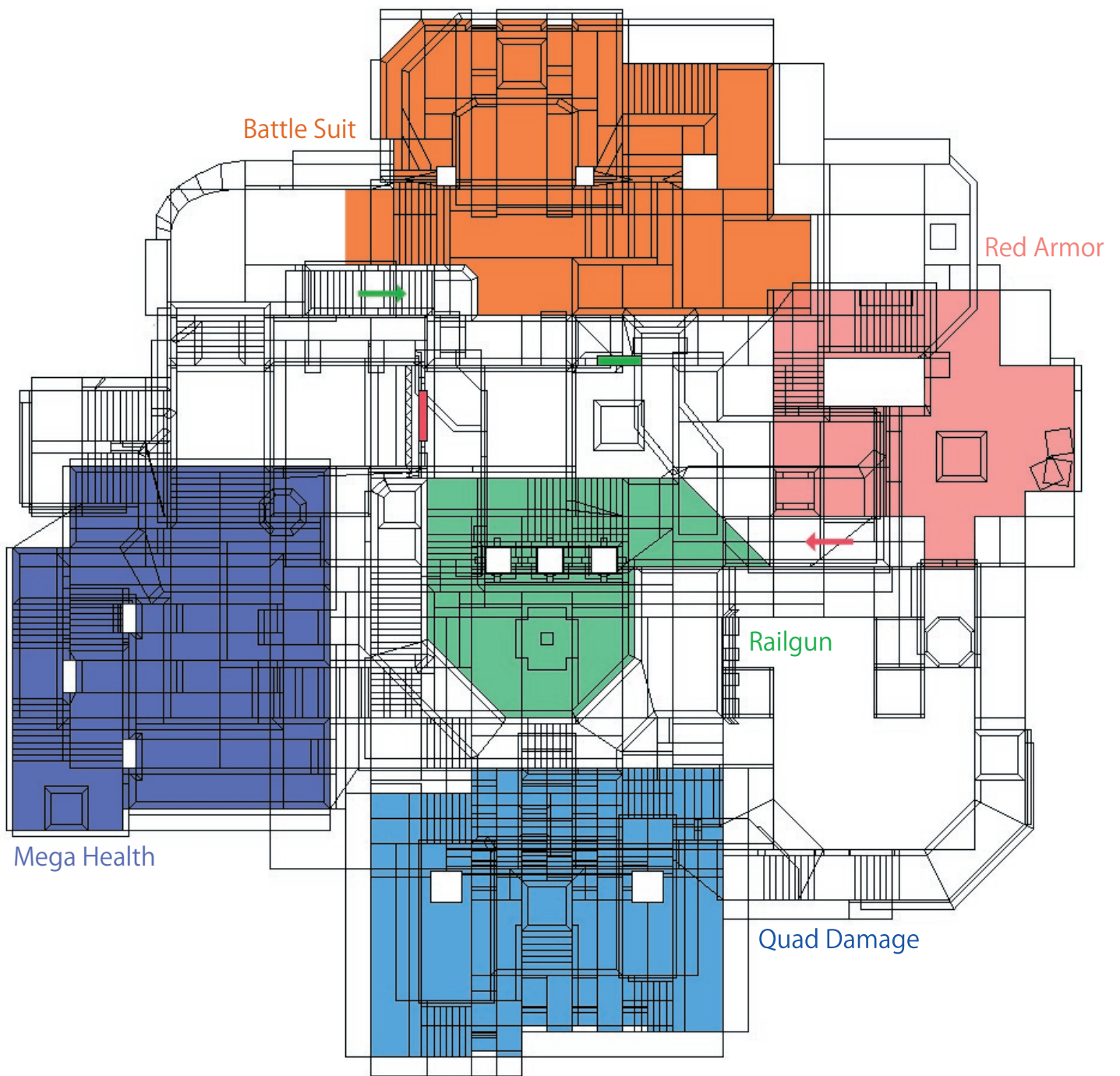
Credits for textures and shaders: evillair (eCel textureset), sock, ydnar, id.

Thanks for the support and betatesting: clan noobsanonymous, consisting of shaun, s1k, newborn, funnyb, ekse, koddy, gadget, xano0ch, silas, zerox, massman, nip, niceguy, chas and then me. Special thanks to mass for continually giving me feedback all along the 20 (!) betas and nip for remixing and converting the map to Warsow. And of course the guys from #promode who helped and playtested it (I hope I will get you all right): dezje, apheleon, mindbullets, nekon, element, mantra, eizid, voodoochopstiks, putty, freux, syl, offo, rocky, ix, lugia, defender, sl1m, luke.

On the following pages are screenshots of the map's major locations such as the Quad Damage and Red Armor. But maybe most importantly you will find a detailed overview of the map layout, which should be useful since the map is pretty big (or that's what people keep telling me...). The teleporters are also marked on the top-layout with arrows for the exits, duh.

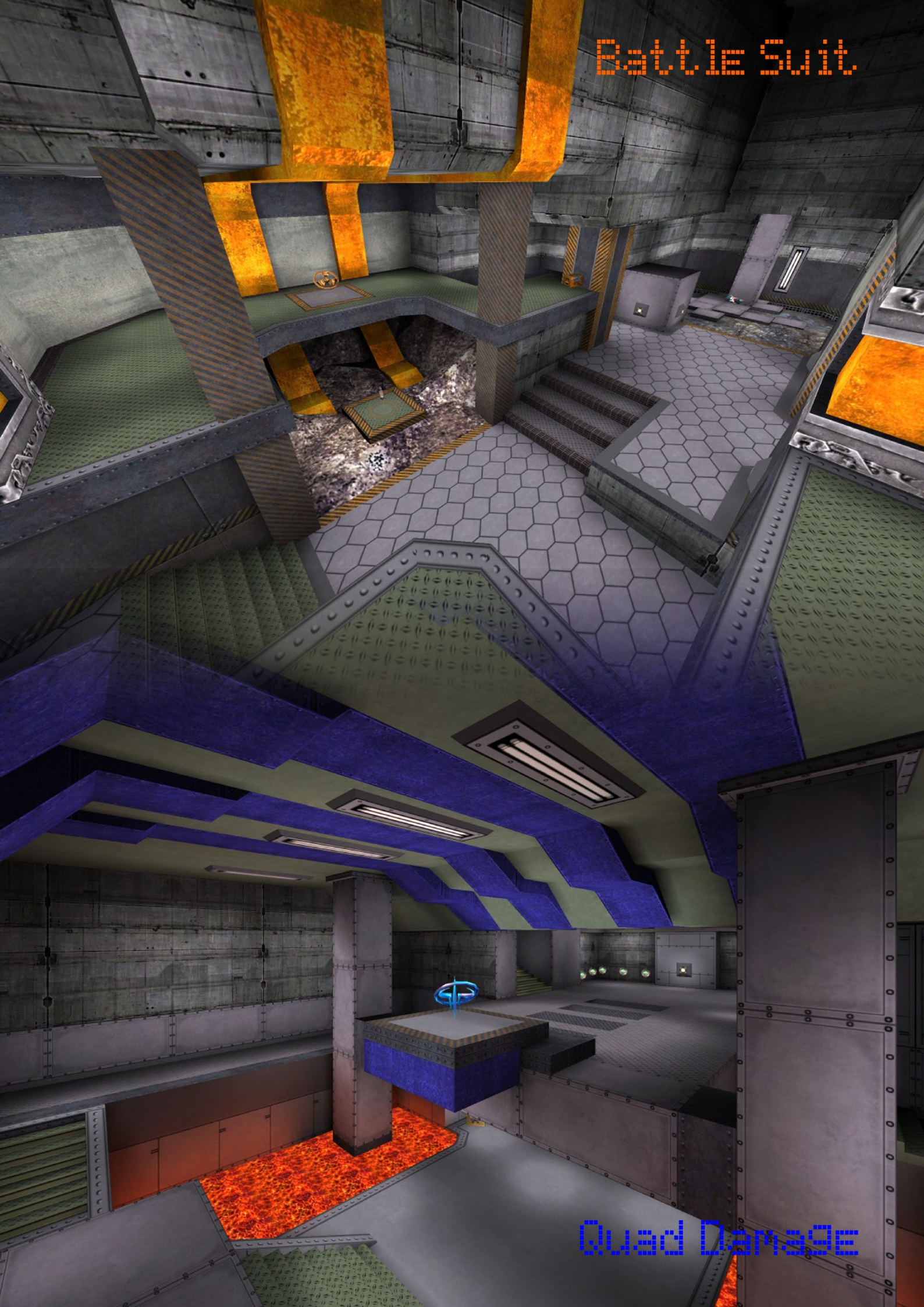
Have fun with the map :)

PS: The lava really bites, watch out!





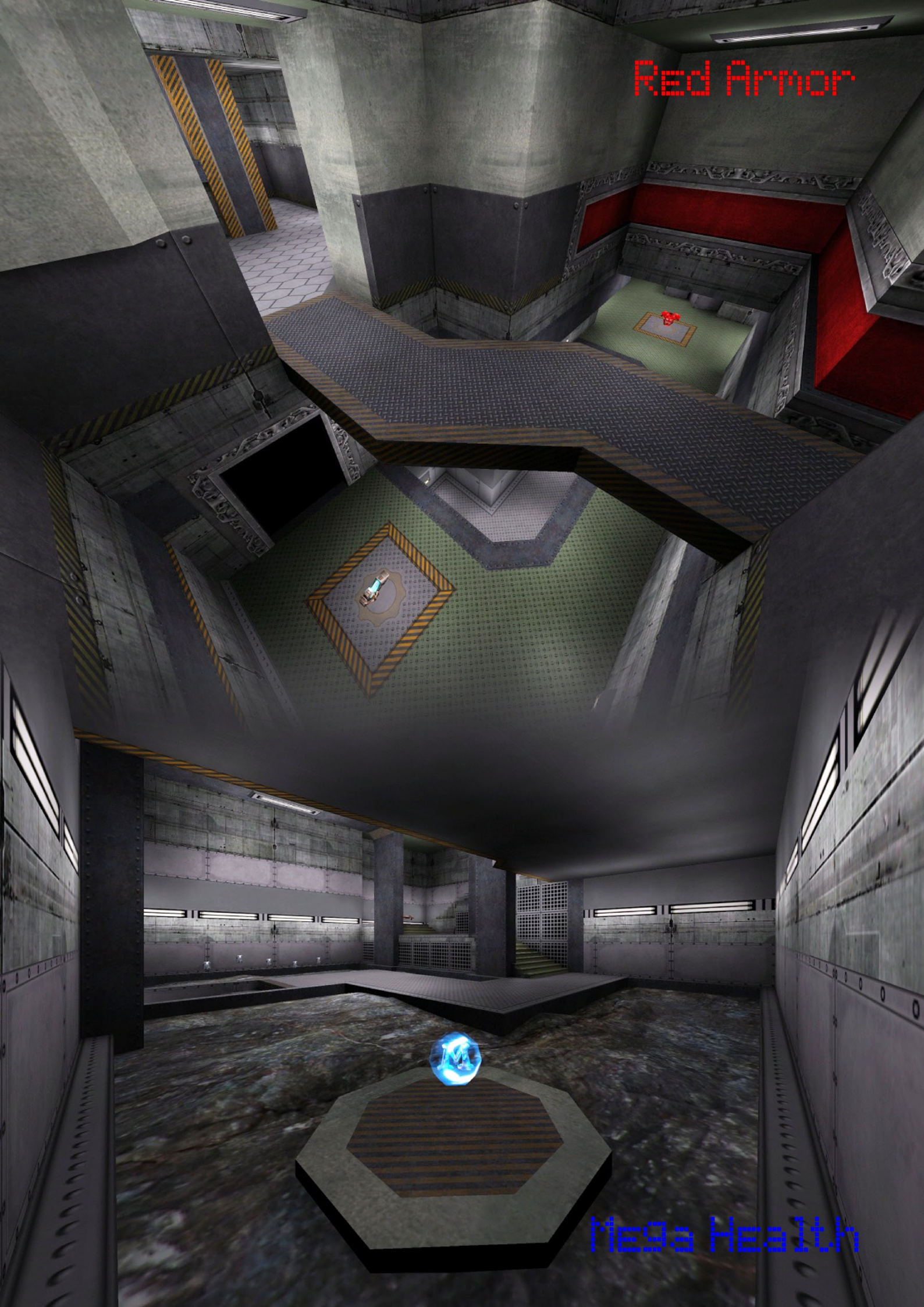
Battle Suit



Quad Damage



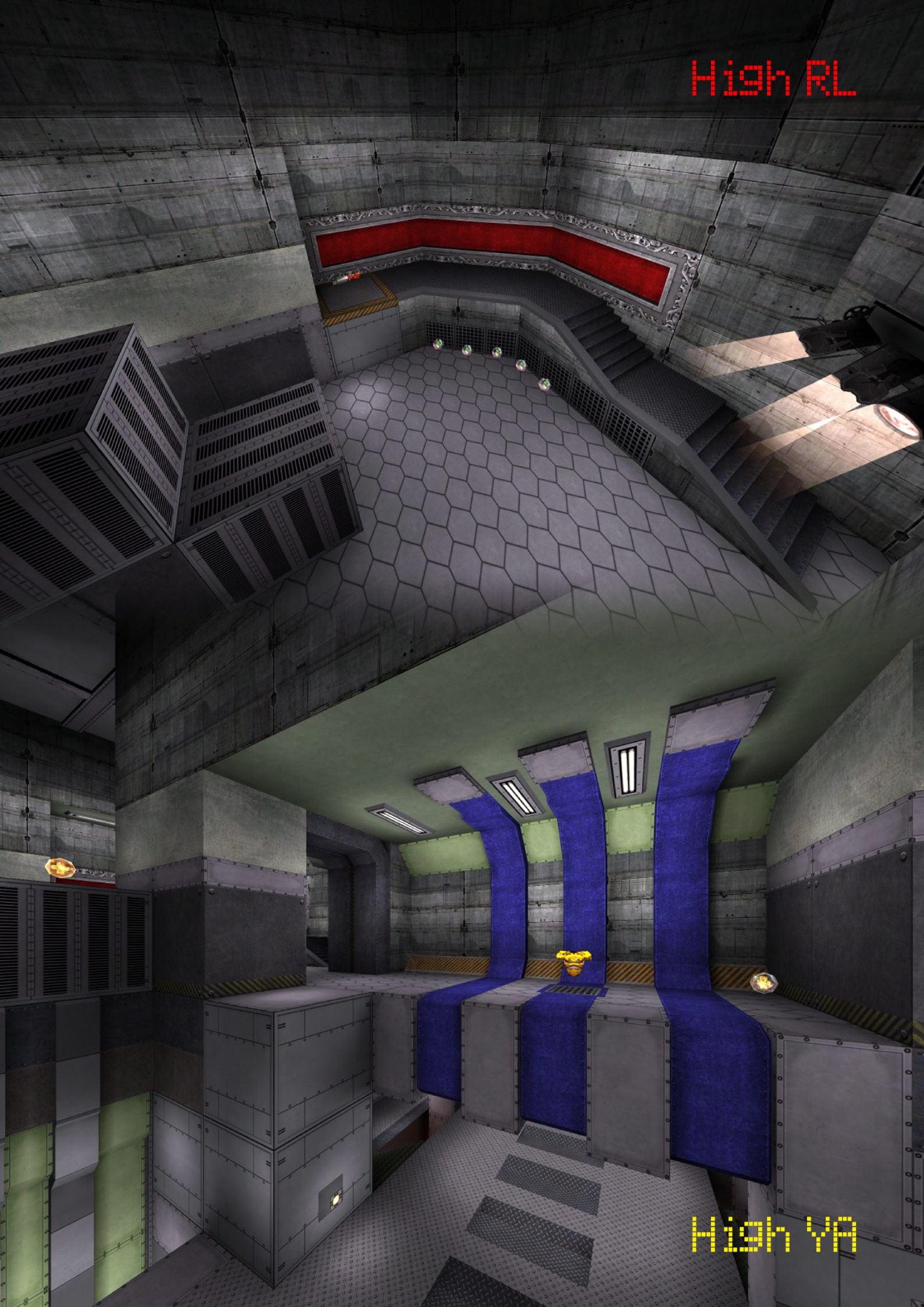
Red Armor



Meat Health



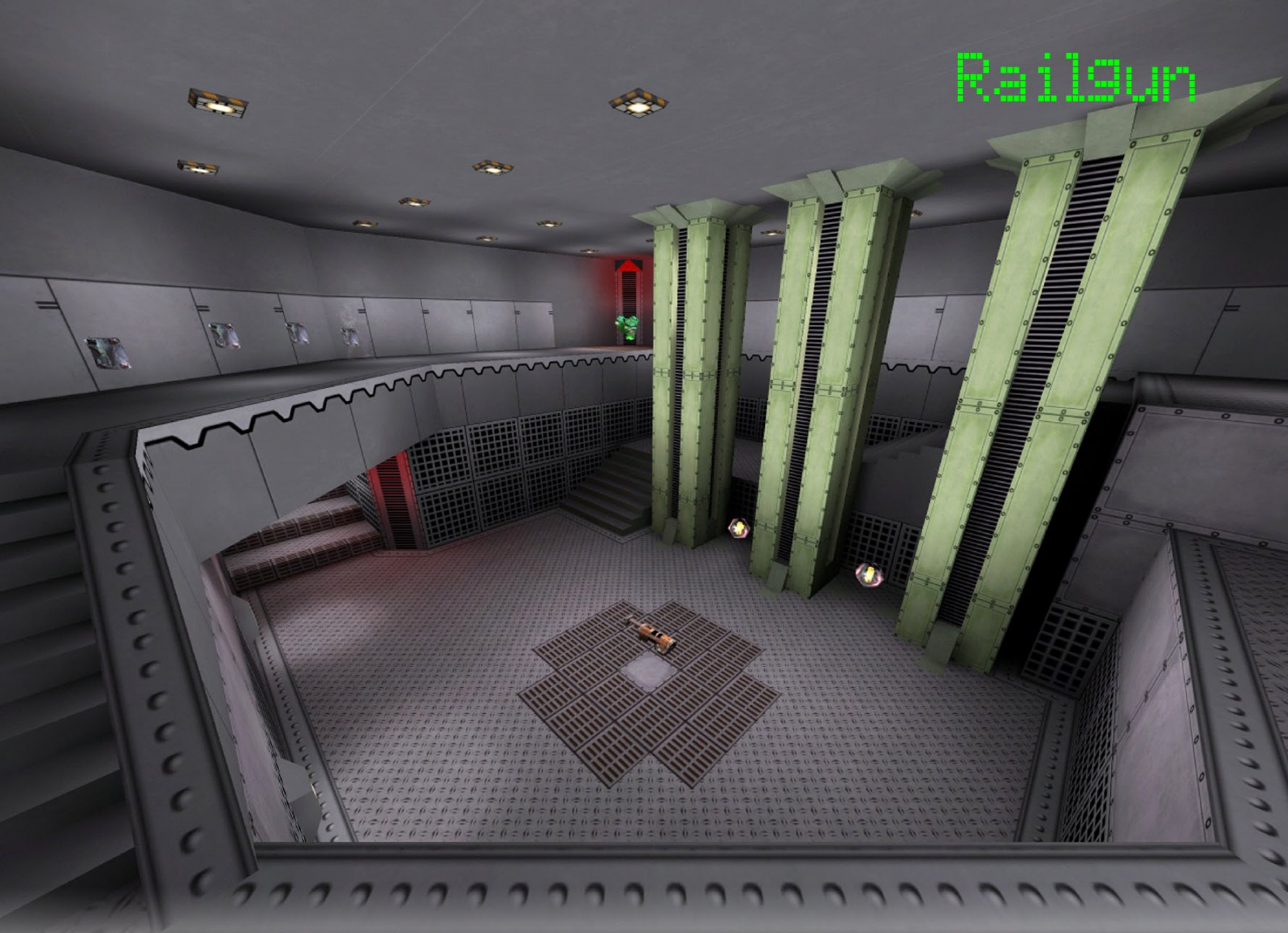
High RL



High YA



Relax



map By POU8

#cpma.na #promode @ Qnet