



The Heretic Fortress (THF) is a multiplayer mod for the action-fantasy game Heretic II. Focused on teamplay, THF features 4 mission types, a unique leveling system, 9 player classes, 17 different player models, over 40 different weapons and spells, and about 100 maps.

The last version of THF was released in 2004. Given the advances in gaming since Heretic II's release in 1998, the THF crew tapped into a kind of gameplay that stands the test of time.

[Download the mod here!](#)

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{1} MISSION TYPES

Maps are named with the following prefixes, which denote the mission type:

I. HTF (HOLD THE FORTRESS)

Both teams have a light shrine in their respective bases. The females' light is red and the males' light is blue. A player from each team attempts to carry their team's light to the capture shrine in the fort. If the player is killed en route or while capturing (about a 2.5-second animation), the light returns to its base shrine for another attempt. If the player succeeds, their team now holds the fort (the light returns to its base). Holding the fort for 20 seconds results in 1 point. The first team to reach 50 points wins the map.



At the start of the map, neither team holds the fort.



The females or males hold the fort.



Your team's light is waiting at its base shrine.



Your team's light is being carried by you or a teammate.



A rogue from the other team has stolen your light! Locate and kill that rogue—or, if you are a rogue, you can steal it back. The light will automatically return to its base shrine after 60 seconds when stolen.

II. CTL (CAPTURE THE LIGHT)

Both teams have a light shrine in their respective bases. The females' light is red and the males' light is blue. Both teams attempt to capture and hold the light of the opposing team while simultaneously protecting their own. If a light carrier is killed (or the light is stolen back by a rogue), it returns to its base shrine. Holding the other team's light for 15 seconds results in 1 point for your team (the holder also receives +1XP bonus). The first team to reach 50 points wins the map.



Your team's light is at its base shrine.



A player from the other team has captured and is holding your light. Kill them (or steal back the light as a rogue) and your light will return to its shrine.

III. PKA (PROTECT KING ARTHUR)

One player on the male team must change his class to "King Arthur." Once Arthur spawns, the game begins and a timer counts down. The males must strategize how to get Arthur to the exit shrine, which is usually in a fort. The female team must try to assassinate Arthur. If Arthur succeeds, the male team receives 6 points. If Arthur dies, the female team receives 6 points. If the timer runs out, no team receives points and everyone respawns. The first team to reach 50 points wins the map.

If you die, you cannot respawn until Arthur succeeds, dies or the timer runs out. When non-Arthur players are dead, they can shift the camera and follow alive players to watch the gameplay, but can only message or team-message other dead players. When Arthur succeeds or the timer runs out, or when Arthur respawns after dying, the next round automatically begins and everyone respawns. (An

exception is when Arthur changes class, so that Arthur might succeed but the next round won't begin until the "new" Arthur spawns.)

IV. GEX (GET EXCALIBUR)

As soon as the map begins, a timer counts down. The female team must locate Arthur's sword—Excalibur—and take it to the exit shrine ("escaping with the sword"), which is often in the female's base, but is sometimes elsewhere. The male team must prevent the females from escaping with the sword by either {a} killing all the females once the sword has been picked up or {b} defending the exit shrine until the timer runs out. If the sword has not yet been picked up by a female, players can continue to respawn after being killed. As soon as it has been picked up by a female, though, if anyone dies, he or she cannot respawn until either the females escape with the sword or the males succeed. (Like in PKA, if you are dead for the round, you can shift the camera and follow alive players to watch the gameplay, but can only message or team-message other dead players.)

When a female who is carrying the sword is killed, the sword drops for another female to pick up to attempt to reach the goal. Males cannot pick up the sword, but it can be stolen and temporarily held by a rogue. If males stand on the sword, they slowly regenerate health. If a female escapes with the sword, her team receives 6 points. If the males succeed by either killing all the females or running out the timer, they receive 6 points. The first team to reach 50 points wins the map.

Note: It is possible to end a round in a draw—"total annihilation"—with no team receiving points if all remaining male and female players happen to kill each other simultaneously, or if all the males are killed and the remaining female(s) happen to die before escaping with the sword. As a strategy, if all the males are dead, but the sword is irretrievable and/or escaping with it in time is impossible, the females should opt to suicide for a "total annihilation" in order to prevent a timer win for the males.



At the start of the map, the sword is at its origin point.



A female is carrying the sword.



The sword was dropped somewhere after its carrier was killed (or a male rogue drops it).



A male rogue has the sword. Kill him, or steal it back as a rogue, or it will drop automatically where he's at after 30 seconds.

{2} LEVELING SYSTEM

All players begin each map at Level 1 with 0XP. (A negative XP is possible, but it will reset to zero at respawn.) As you level up, and depending on your class, you receive more spells, weapons, health and armor. Levels are as follows:

	2 = 10	
	3 = 25	
	4 = 45	
	5 = 80	

Each time you level up, 1 point is added to your team's score (or, if you level down, 1 point is deducted). For example, a Level 1 Arthur successfully reaching the exit shrine gives the male team 6 points, but because Arthur receives +10XP when he succeeds, he would become a Level 2, so the first success actually results in 7 points (not to mention any additional points from other teammates who leveled up from the +5XP bonus males receive from Arthur's success). Many PKA and GEX games have been won mid-round as a result of level ups.

Here are all the possible ways to receive XP:

Positive XP

-  Killed an enemy player at the same level (+1)
-   Killed 3 enemy players in a row without dying or killing a teammate (+1)
-  Powered up teammates 3 times (+1) [*available for all classes except warrior, archer and rogue*]
-   Healed a severed arm (+1) [*cleric only*]
-   or  Held the light in CTL for 15 seconds, giving your team a point (+1)
-   or  Stole or stole back the light or sword (+2) [*rogue only*]
-   or  Held a stolen light in HTF until it respawns after 60 seconds (+2) [*rogue only*]
-  Killed an enemy player who is one level higher, or a light/sword carrier at the same level (+2)
-   Killed 5 enemy players in a row without dying or killing a teammate (+2)
-   Escaped with Excalibur [*female only*]
-   Team bonus for defending/escaping with Excalibur (+3)
-   or  Captured the fort in HTF (+3)
-   Killed Arthur who is at the same level (+3) [*female only*]
-  Killed an enemy player who is two levels higher, or a light/sword carrier one level higher (+3)
-  Killed an enemy player who is three levels higher, or a light/sword carrier two levels higher (+4)

-   Killed Arthur who is one level higher (+4) [*female only*]
-  Killed an enemy player who is four levels higher, or a light/sword carrier three levels higher (+5)
-   Team bonus when Arthur succeeds/dies (+5) [*Arthur excluded*]
-   Killed Arthur who is two levels higher (+5) [*female only*]
-  Killed a light/sword carrier who is four levels higher (+6)
-   Killed Arthur who is three levels higher (+6) [*female only*]
-   Killed Arthur who is four levels higher (+7) [*female only*]
-  [*received as a stacked gain*] (+8)
-  [*received as a stacked gain*] (+9)
-   Succeeded in escaping (+10) [*Arthur only*]

Negative/neutral XP

-   Killed a teammate, suicided or environmental death: falling, drowning, burning, crushed (-1)
-  Changed class (-5)
-  Killed by pole vault kick (-0)
-  Telefragged (-0)
- “On a roll!”: recognition for killing 5 in a row without dying or killing a teammate (+0)
- “Rampage!”: recognition for killing 10 in a row without dying or killing a teammate (+0)
- “Domination!”: recognition for killing 20 in a row without dying or killing a teammate (+0)

{3} CLASSES

With 8 unique player classes (plus a specialized King Arthur class), teammate strategy is a core component of THF. (Note: Teammate damage is 33%.) Generally, players like to stick to a few favorite classes, but familiarizing yourself with all of them is recommended since team strategy might require certain class combos. If you are a new player, try beginning with a supportive class like cleric or pyro, and don't pick up the light/sword if you don't know where the shrine is!

Red denotes offensive weapons, dark green denotes offensive magic and blue denotes defensive spells.



I. WARRIOR

“Master of the blade, the Warrior is by far the toughest class, especially in melee. He makes a great light carrier and an excellent fortress defender. Fear his blade when he goes berserk.”

LVL1 +80 +120



Broadsword



Throwing Daggers (25 daggers at full mana, cannot be powered-up)



Berserk Spell (1 use at full mana): 4-second speed boost and blue blade power-up

LVL2 +5 +5



Berserk Spell effect lasts a bit longer

LVL3 +5 +5



Vampiric Broadsword: Adds 33% of damage dealt to your own health



Berserk Spell effect lasts a bit longer

LVL4 +5 +5



Mana-draining Broadsword: Adds 33% of damage dealt to your own mana. Useful for berserking more than once without replenishing mana



Berserk Spell effect lasts a bit longer

LVL5  +5  +5



Blade of Sharpness: A higher damage blue blade with higher dismemberment probability. Berserked/powered-up becomes **Fire Blade of Sharpness**



Berserk Spell effect last a bit longer

Warrior Tips:

- ❖ In HTF, when you pick up the light, berserk loses its speed boost; however, if you use berserk just before you pick up the light, you can still use its speed to more quickly reach the fort. Thus, it is sensible to berserk, pick up the light, and pass a mana shrine on the way to the fort.
- ❖ The downstab is a very effective way to kill opponents stuck in an animation, such as when they are capturing the fort or escaping with the sword.
- ❖ The warrior serves as a good “shield” to protect a defenseless teammate who is capturing the fort.



II. ARCHER

“Master of the bow, the Archer is probably the best medium-range shooter. With good aiming, she can dispatch any opponent in a few shots, especially if powered-up. But wearing no armor and having limited health, she can be killed easily if an enemy manages to get close enough.”

LVL1  none  80



Phoenix Bow  5



Storm Bow  5

LVL2  +5



+2



+2

LVL3  +5



+2



+2

LVL4  +5



Electric Storm Bow: The projectile does lightning damage to enemies standing under it while it is flying



+1



+1

LVL5  +5



The rain effect lasts a bit longer



Ring of Repulsion: Same as the cleric's spell, but with far less mana

Archer Tips:

- ❖ The archer's natural pair is the cleric in order to have blessed phoenix arrows.
- ❖ Unlike in the original Heretic II, arrows in THF curve downward and therefore have a limited range. If an enemy is attacking from far away, you will need to strategically get closer for the shot.



III. CLERIC

“Master of the healing arts, the Cleric is the best supportive class. He can power up and bless his teammates, making them far more powerful. His ability to cast whirlwinds makes him a great fortress defender, and with the Ring of Repulsion, his self-defense ability is quite high, too.”

LVL1  50  70



Holy Staff  200



Ring of Repulsion (20 uses at full mana)



Whirlwind (3 uses at full mana), lasts 15 seconds



Heal/Bless Spell (2 uses at full mana): Heals one teammate standing in front of the cleric. The spell will “bless” or power-up a teammate already at full health for 30 seconds. This spell can also be used to unchicken a teammate or restore a dismembered arm

LVL2  +5  +5



Hammer: Blunt weapon with no dismemberment possibility

LVL3  +5  +5



Electric Hammer: Blunt weapon that does modest lightning damage



Mass Heal/Bless Spell: Heals or blesses all teammates in vicinity. The power-up is extended to 40 seconds

LVL4  +5  +5



Insect Bomb: The first time you cast the spell, an insect is summoned in front of you. When you cast the spell again (and are not too far), the insect explodes, causing range damage. If you don't explode the insect, it will automatically implode with a bit less range damage after 30 seconds. Often placed as defense at the capture shrine

LVL5  +5  +5

- +33% defensive mana

Cleric Tips:

- ❖ For cleric's usefulness to be optimized, you should proactively bless/heal teammates whenever possible.
- ❖ The Ring of Repulsion is useful to protect a teammate who is capturing the fort.
- ❖ The LVL 4 Insect Bomb can be placed during your 2.5-second capturing the fort animation, which interrupts the animation and enables you to move out of harm's way sooner.



IV. [WIZARD](#)

"The Wizard may be the weakest in terms of health and armor, but that does not make her an easy target. As the master of magic, she is a fearsome opponent with a wide array of spells."

LVL1  none  60



Sphere of Annihilation: Holding the sphere in place without discharging it will cause it to draw more mana and be larger on impact



Shooting Star: A weak spell, usually only used when offensive mana is depleted



Homing Meteors (5 uses at full mana): 4 meteors that auto-target enemies. They disappear after 25 seconds. Fewer than 4 can be spawned if not enough mana to spawn all 4



Morph Ovum (2 uses at full mana): Turns target into a small chicken that loses armor, but retains health. 25% chance of turning target into a deadly "super chicken" that loses armor, but has doubled health



Teleport (6 uses at full mana) to a random map-designated location. Note: Wizards cannot use Teleport if holding the light or sword, or in PKA missions; Dimension Door (LVL3) must be used instead



Manafill: Restores the offensive mana of a teammate standing in front of the wizard

LVL2  +5



Polymorph Self: Turn yourself into a chicken. Used for flight and subtle escapes. Also used to unchicken self (automatically unchicken after 30 seconds)

LVL3  +5



Dimension Door (1 use at full mana): Creates a magic gate in front of where the caster is looking that lasts 15 seconds. It functions as a Teleport to anyone who touches it. This is the only spell a chickened wizard can cast

LVL4  +5



Ghost Armor: +50 magic gold armor that lasts 15 seconds (or less if in battle)

LVL5  +5

- Slow regeneration of offensive and defensive mana

Wizard tips:

- ❖ Even if the power-up bar from cleric's bless or Arthur's incite berserk depletes, you can still hold onto one powered-up sphere indefinitely for later use.
- ❖ If timed correctly, you can enter the capturing the fort animation and teleport through a LVL 3 Dimensional Door to complete the animation safely elsewhere on the map. Or you can teleport a teammate who is capturing the fort.



V. [ROGUE](#)

"Master of stealth, the Rogue is a feared, if not hated, class. He can hide in the shadows and steal items and mana, making the enemy team nervous. He's easy to kill, but you have to see him first...before it's too late."

LVL1  21  50

- Stealth ability: Rogue is somewhat invisible with no footstep sound, and can become more invisible or even disappear depending on the shadow level



Basic Blade



Poisoned Gas (12 uses at full mana)



Pickpocket (2 uses at full mana): When casted near an enemy, the victim will lose items in the following order, if they have them: {1} Amulet of Protection, {2} the light or Excalibur, {3} all offensive mana/ammo. A rogue can keep a stolen light in HTF for 60 seconds before it respawns at its base (unless the light is your team's and you are stealing it back, in which case you keep it and a second light spawns at the base). A male rogue can hold stolen Excalibur for 30 seconds before it drops. An enchanter's Guardian spell counters Pickpocket

LVL2



+5



+5



Blade of Sharpness: A higher damage blue blade with higher dismemberment probability (weaker than a LVL5 warrior's version)

LVL3



+5



+5



Caltrops (2 uses at full mana): Drops some caltrops on the ground in front of the rogue. Anyone (excluding self) who walks on them will get damage. They disappear after 20 seconds

LVL4



+5



+5

- Lockpick ability: The rogue can open/close doors that ordinarily must be opened/closed by a switch. To open/close the door, simply use the "action" key in front of it. (Particularly, the door must "toggle" in both the open and closed positions, so the ability is not useable on all maps with locked doors, but remains useful on maps like *htf-lion*, *htf-bridge* and *htf-darkmfort* ...if you can get your rogue to LVL4, which is rare).

LVL5



+5



+5



Poisoned Gas is always powered-up

Rogue tips:

- ❖ As a courtesy, rogues should not steal the light if the other team is behind, or drop Excalibur in irretrievable locations. However, since these courtesies are not coded into the game, and the enchanter's Guardian spell was developed precisely to counter annoying rogues, you risk being despised if you engage in such behaviors.
- ❖ LVL 3 Caltrops can be dropped during your 2.5-second capturing the fort animation, which interrupts the animation and enables you to move out of harm's way sooner.



VI. PYROMAGE

“The Pyromage wields the art of fire magic. All of her powers are fire-related and do strong damage. But she also tends to hurt teammates a lot if they get in her way, and is deathly averse to water.”

LVL1  none  100

- Slowly regenerates health when in lava (but if head goes under, will die)
- Slowly loses health when standing, wading or swimming on the surface of water (if head goes under, can only survive a few seconds at max health)
- Explodes at death, causing medium short-range fire damage



Firewall (14 uses at full mana)



Fireball (50 uses at full mana; becomes very weak when mana is depleted)



Flame Blade Spell (2 uses at full mana): Upgrades a teammate's blade or hammer to one with fire damage. Since the teammate must have a blade or hammer, this spell is used on warriors, rogues, Arthur, LVL2+ clerics and LVL2+ blacksmiths

LVL2  +5



Flame Barrier (2 uses at full mana): Generates a 10-second mid-sized fire that will damage anyone who touches it. Pyros are immune to this spell

LVL3  +5



Immolation (1 use at full mana): After a 2-second animation the pyro explodes, instantly inflicting massive short-range fire damage. If sufficiently close, this spell will kill even a LVL 5 warrior at full armor/health, so it is commonly used to prevent someone from capturing the fort during the 2.5-second animation they are unable to move. The pyro's own health drops to 5HP, so will likely die soon if not immediately after use.

LVL4  +5



Fire Shield (1 use at full mana): The pyro will start burning and for 10 seconds all received damage is reduced by 50%. The shield extinguishes if the pyro touches water

LVL 5  +5



Firemace: A blunt weapon with no dismemberment possibility but has fire damage

Pyromage tips:

- ❖ Because of her quick death by explosion, the pyro has the fastest respawn rate—important if timing is of the essence: needing to rush the base in HTF or respawn in GEX before the sword is picked up.
- ❖ Unlike the wizard's weak secondary offensive spell, the pyro's Fireball is relatively strong. Consider using Firewall for slow, broad attacks, and Fireball for quick, pointed ones.
- ❖ Aside from using LVL 3 Immolation to kill light carriers at the capture shrine, a riskier yet sometimes successful move is to use the spell when you are capturing the fort in order to kill, for instance, a warrior hacking at you.

VII. [BLACKSMITH](#)

“The Blacksmith is as much an offensive class as a defensive one, especially at long range. His deadly Irondoom spell allows him to kill enemies in few shots and his ability to repair armor makes him a great supportive class. But his weakness is his constant need to get mana.”

LVL1  50  50



Irondoom (8 uses at full mana): When blessed, this weapon stays the same, but takes far less mana



Repair/Reflective Armor Spell (2 uses at full mana): Fully repairs the armor of one teammate standing in front of the blacksmith. If a teammate is already at full armor or has no base armor (wizards and pyros), the spell will give 15-second reflective armor

LVL2  +5  +5



Basic Blunt Blade with no dismemberment possibility

LVL3  +5  +5



Earthquake (1 use at full mana): When casted, all players near the blacksmith fall on the ground, vulnerable until they stand back up, which takes a couple seconds. Players can avoid the effects of this spell by being higher or lower than the blacksmith, such as being mid-jump, or if they have a speed boost from an enchanter/Arthur or are a berserking warrior



Reflective Armor Spell effect extended to 20 seconds

LVL4  +5  +5



Armor Reconstruction (1 use at full mana): Regenerates own armor at a fixed rate of +5 armor every 3 seconds for up to 9 times (or until base armor is reached)

LVL5  +5  +5



Self-Reflective Armor (1 use at full mana) grants the caster reflective armor for 5 seconds. Often used when capturing the fort

Blacksmith tips:

- ❖ Due to the speed and reach of the Irondoom, blacksmiths make the best snipers, especially if a mana shrine is nearby.
- ❖ The LVL 4 Armor Reconstruction spell is best used when you can cast it multiple times at a mana shrine in order to regain all armor quickly.



VIII. ENCHANTER

“Master of the enchanting arts, the Enchanter is a great supportive class. He can grant his teammates special powers and also has the unique ability to dispel some of the most powerful spells.”

LVL1  21  60



Force Ray (20 uses at full mana): Offensive magic that also pushes the enemy backwards. When mana is depleted, it becomes a weaker magic missile array



Lightning Shield: Zaps any enemy player who comes near. Lasts 20 seconds



Guardian: Given to a teammate (usually a light carrier), this Andorian creature prevents rogues from stealing from you and cries out, “Intruder!” when a rogue tries to steal. Lasts 30 seconds



Boots of Speed/Lungs of the Ssithra (2 uses at full mana): The spell gives a 25-second speed boost to a teammate. The speed boost does not work when given to Arthur, or to someone who is already carrying the light (although just prior to carrying the light is fine). In GEX, the boost is instantly dispelled if the player is a female who picks up Excalibur. The lesser-known effect of the spell is that it also enables a teammate to swim underwater for a much greater length of time without drowning. This aspect of the spell would be useful for, say, Arthur when he needs to remain underwater for a time (e.g., *pka-bridge*, *gex-ledges*)

LVL2  +5  +5



Disenchant: Casts a blue orb that remains in place for 7.5 seconds. The orb dispels the cleric's Whirlwind, the pyro's Flame Barrier and the wizard's Dimensional Door. It will also unchicken and strip the power-ups given by clerics (bless), enchanter's (speed) blacksmiths (reflection). Significantly, it will also "unberserk" a warrior and players berserked by Arthur

LVL3



+5



+5



Amulet of Protection (2 uses at full mana): When given to a teammate, the amulet will absorb any next damage no matter how little or great before disappearing. This includes damage such as falling a short or great distance, immolating as a pyro, or even being telefragged (in which case the two players will be stuck in each other until one kills the other). A rogue steals this first before stealing other items



Guardian stays with teammates for 35 seconds

LVL4



+5



+5



Shooting Stars (2 uses at full mana): 5 stars burst forth, damaging whoever stands in their way



Guardian stays with teammates for 40 seconds

LVL5



+5



+5



Might (1 use at full mana): After a short animation, the enchanter is blessed (powered-up) for 10 seconds

Enchanter Tips:

- ❖ Sometimes the enchanter becomes necessary due to the other team's choices. For example, only an enchanter can dispel a cleric whose whirlwinds at a bottleneck make passage difficult, or a constantly-berserked warrior who is dominating the map, or provide the Guardian to halt a pesky rogue's stealing.
- ❖ Historically, the enchanter was sometimes used by players who cannot fully commit to gameplay, but still want to participate. The player remains at their team's base, giving speed boosts to teammates.



IX. [KING ARTHUR](#)

"Arthur is only available in 'Protect King Arthur' missions. He can defend himself with his mighty sword but his main goal is to avoid trouble and reach the exit shrine."

LVL1  50  70



Excalibur has blue blade and dismemberment possibility



Throwing Daggers (50 daggers at full mana, cannot be powered-up)

LVL2  +5  +5



Incite Berserk Spell (2 uses at full mana): 5-second speed boost and power-up to a teammate in front of Arthur

LVL3  +5  +5



Mass Incite Berserk Spell (2 uses at full mana): Berserks all teammates in vicinity with the "Death to the infidels!" cry

LVL4  +5  +5

LVL5  +5  +5

- Slow regeneration of offensive and defensive mana

King Arthur Tips:

- ❖ Each round in PKA, you must decide whether to stick with teammates or go at it alone. If the latter, be sure to regularly communicate your location to your teammates, since one strategy is to distract the enemy while you sneak through.
- ❖ When berserking teammates, Arthur cries, "Death to the infidels!" so use the spell with caution if you wish to remain hidden.

{4} CONTROLS AND COMMANDS

THF uses a number of controls and commands beyond the original Heretic II. The binds present in the `.cfg` files in the THF folder (`autoexec.cfg`, `user.cfg` and `server.cfg`) will override the binds in Heretic II's base folder, so be careful to avoid overlap when you edit your binds using Notepad. For example, if you bind "k" to *Next Weapon* in the in-game menu, which saves to Heretic II's base folder, but "k" is also bound to *Kill* (suicide) in the `autoexec.cfg` in THF, the latter will take precedence. Aside from "Esc" for the menu, "Backtick" for toggling the console, and "F12" for quitting, almost all other keys can be bound, including the numeric keypad. (Note: The default binds listed in this section correspond with THF as downloaded [here](#).)

★ BASIC CONTROLS

Here is a review of some of the basic actions and movements that can be configured in Heretic II's in-game menu (recommended binds are in orange and assume you have a numeric keypad).

★ "Action Keys"

- *Attack* Mouse 1 ← use currently-selected offensive weapon or spell
- *Defend* Enter ← use currently-selected defensive spell
- *Action* Space Bar ← used on some switches
- *Next Weapon* Ctrl or Kp_Enter ← select next offensive weapon/spell
- *Previous Weapon* (not really needed in THF since each class has a max of two)
- *Next Defense*] {Right Bracket} ← scroll to next defensive weapon/spell
- *Previous Defense* [{Left Bracket}

★ "Move Keys"

- *Run* Shift
- *Jump* Mouse 2 ← also used for quickly surfacing when underwater
- *Creep* ' {Apostrophe} ← use for a slow, stealthy movement that removes footstep sound; used by Arthur and sneak attacks
- *Step Left* Kp_Left ← aside from sidestepping, holding step left/step right + jump enables you to fly upward while chickened
- *Step Right* Kp_End
- *Crouch* Kp_Ins ← also used for rolling

★ "Shortcut Keys"

- *Say (talk)* Backspace ← write a message for all players, or if dead in PKA or GEX, other players who are also dead
- *Frag (score)* Tab ← view all players' XP. Each player's name will be one of the following colors:
 - Yellow: a presently dead player
 - Red: a member of the female team
 - Blue: a member of the male team
 - Magenta: a player carrying the female light
 - Cyan: a player carrying the male light
 - White: a player carrying Excalibur
 - Green: King Arthur

★ BASIC COMMANDS

The following binds are for THF gameplay, and can be altered in the `autoexec.cfg` in the THF folder (defaults are in orange).

- *Previous Class* - {Minus sign} ← view the class menu and choose the previous class
- *Next Class* = {Equal sign} ← view the class menu and choose the next class
- *Show Classes* 9 ← simply view the class menu without changing class to see the distribution of classes on your team
- *Switch Team* 0 {Zero} ← switch from male to female, or vice versa
- *Say (team message)* Alt+Backspace ← write a message for teammates only, or if dead in PKA or GEX, other teammates who are also dead
- *Vote Next* F1 ← view the server's map list to select a map to vote upon; press F1 again to move down the list
- *Vote Select* F2 ← select the map to vote upon. Once a map is selected, F1/F2 are also used to vote "yes/no" on the selected map
- *Kill* k ← commit suicide; only possible if at full health (Arthur is not able to do this)
- *Rogue Un/hide* PageUp ← toggle the rogue's invisibility; used primarily when wanting a power-up from a teammate (when you want to be seen)

★ WEAPONS BINDS

Since the THF classes have a max of two offensive weapons, using *Next Weapon* to switch between offensive weapons is best. But the numerical keys are, by default, bound to offensive weapons as drawn from the original Heretic II:

- 1: **Sword/Hammer** for warrior/rogue/Arthur, LVL 2 cleric/blacksmith, LVL 5 pyro
- 2: **Throwing Daggers** for warrior/Arthur; **Poison Gas** for rogue; **Fireball** for pyro; **Shooting Star** for wizard
- 3: **Holy Staff** for cleric
- 4: **Force Ray** for enchanter
- 5: **Storm Bow** for archer
- 6: **Firewall** for pyro
- 7: **Phoenix Bow** for archer
- 8: **Sphere of Annihilation** for wizard
- 9: (In the original Heretic II, this is bound to the **lrndoom** spell; but in THF it is *Show Classes*: see previous section)
- 0: (This is not used in the original Heretic II; in THF, it is *Switch Team*: see previous section)

Defensive spells are best scrolled through using *Next Defense* and *Previous Defense*. Some classes like wizard and enchanter have several defensive spells, though, which can be hard to manage mid-battle. For example, if you meet a blacksmith's earthquake as a wizard, you will likely die unless you can teleport away almost immediately, so you might want to bind Teleport if you like to play as wizard. The *user.cfg* in the THF folder is dedicated solely to binding defensive spells. Spells that are present in the original Heretic II (such as Teleport or Ring of Repulsion) can also be bound in the in-game menu option "Shortcut Keys."

★ VOICE MESSAGES

THF features many voice messages that come with respective male, female and King Arthur .wav files. Over the years, these messages have taken on various nuances in meaning. Although some are more popular and useful than others, and learning to use them effectively takes time, they greatly enhance gameplay (and can be essential if playing with bots). These binds can be altered in the *autoexec.cfg* folder. Note: as currently bound, the voice messages utilize almost all of the alpha keys (exceptions: **r**, **v**), so make sure there's no overlap with other binds.

Request

- “*I seek the healer*” **h**; “*I lost an arm!*” **Alt+h** (same .wav) ← used toward a teammate cleric
- “*Can you power me up?*” **p**; “*Chicken me!*” **Alt+p** (same .wav) ← used toward a teammate who can power you up
- “*My armor is destroyed*” **a** ← used toward a teammate blacksmith
- “*HELP! I need help here*” **q** ← when you are in imminent danger and your staying alive is important for the team
- “*Lead the way, I will follow!*” **w** ← when asking a teammate to be a guide
- “*Follow me, I will lead the way!*” **f** ← when you are offering to be a guide, or as Arthur, suggesting a teammate stick close

Alert

- “*Come defend the fortress!*” **d** ← alert teammates that the fort or exit shrine has become a priority, such as when you are the only one defending or after Excalibur has been picked up
- “*The fortress is secured!*” **x** ← alert a teammate that the fort is safe to capture; or temporarily safe, so hurry
- “*Over here!*” **o** ← used toward a teammate you want to power-up, inform of your presence, or alert to a goal, such as a light carrier who needs to capture; also used as a taunt
- “*Incoming!*” **i** ← enemies approach the fort or Arthur’s group; alert a teammate to a nearby rogue; “*Arthur is in the fort!*” **u** (same .wav) ← Arthur will imminently succeed, so everyone get to the exit shrine immediately
- “*LIGHT STOLEN! Get the thief!*” **s** ← an enemy rogue took the light; on GEX maps, the .wav refers to Excalibur instead (this is also an automated message) (no .wav for Arthur)
- “*I do not have enough mana*” **m** ← informing why you can’t power someone up, or that you are temporarily leaving a defense post to get mana
- “*I am coming with the light*” **l** ← alert teammates to clear out the fort for you to capture (this is also an automated message when you pick up the light) (no .wav for Arthur)

Demand

- “*Open the door!*” **e** ← if a teammate can or should try to open a door that you need to pass through; “*Close the door!*” **Alt+e**: ← if a door needs closing to protect the fort
- “*Get the light!*” **Alt+l** ← used if no one has the light but someone needs to grab it pronto; or if you are telling a teammate at the fort to grab the light before you will power them up; or if you have tried repeatedly to bring the light to the fort, and are giving up in frustration so someone else should try (no .wav for Arthur)
- “*Guard this position!*” **Alt+g** ← used if a teammate seems unclear about the need to defend a spot
- “*Stay here!*” **Alt+w** ← used to tell a teammate to remain put while you scout ahead or grab mana

React

- “*Haha!*” **z** ← something funny, or a taunt
- “*Greetings!*” **g** ← when someone enters the game
- “*Excellent job*” **j** ← praise a teammate, or a taunt
- “*I am grateful for your help*” **t** ← thanking for a power-up or protection
- “*I am sorry*” **y** ← apologize after killing a teammate or failing the team in some way
- “*No problem!*” **n** ← responding to a thank-you, praise or an apology
- “*Acknowledged*” **Alt+a** ← responding to an alert, demand or other info
- “*By the gods...*” **b** ← surprise or frustration at the odds
- “*Charge!!!*” **c** ← a battle cry (Arthur cries: “*Death to the infidels!*”; also automated when he uses Incite Berserk spell)
- “*Yes!*” **Alt+y** ← used after success
- “*Oh no!*” **Alt+n** ← after failure
- “*Wow!*” **Alt+z**
- “*You are in my way!*” **Alt+x** ← used primarily by bots toward other bots
- “*Are you looking at my ass?*” **Alt+b** ← a taunt used if someone hovers over you after death

★ SERVER CONFIGS

THF server addresses are configured as an IP address (IPv4) with the extension (port) “:28910.” Until GameSpy’s service platform shut down in 2014, everyone’s server IPs would automatically post to master0.gamespy.com and show up in Heretic II’s multiplayer app GameSpy Lite. Nowadays, however, if you want to host a game and draw players, perhaps your best bet is express your interest on the [Raven-games.com](#) Facebook group. (A recycled “GameSpy Lite” for H2 that posts servers to Hexenworld.org can be found at <https://hexenworld.org/heretic2-webtool/>.) If your goal is simply to play THF (and not host), contact daidem@sonic.net to join a mailing list. Joining a server is as simple as typing in the console: “connect [address].”

To run a THF server yourself, copy the two files from the folder “Server dlls” (*gamex86.dll* and *Player.dll*) and paste them into the thf_5 folder. Then, double click *server listen.bat* (which opens the game) or *server dedicated.bat* (a command line that doesn’t open the game). You cannot both host a server and join a server on the same machine at the same time (unless maybe if you install the game twice: one folder with the server dlls and one without). If you want to join a server, remove the two server dlls from the thf_5 folder or otherwise the game will crash.

Here are some editable server configs in *server.cfg*. (Make sure to keep “dmflags” at “37128”, “timelimit” at “0” and “deathmatch” at “1”.)

- welcome_mess **The Heretic Fortress 5.0** ← your server name
- maxclients **16** ← max number of players on your server
- fraglimit **50** ← team points needed to win a map
- levelupbonus **1** ← dis/allow the +5HP and +5 armor bonus with level up (recommended: 1)
- maxclasses **1** ← max number of a specific class on a team (recommended: 2)
- roundtime **3** ← round duration in minutes for PKA and GEX maps (recommended: 5)
- pka_sword **1** ← dis/allow the floating Excalibur around Arthur in PKA (recommended: 0)
- mteammick **the MEN** ← male team name
- fteammick **the WOMEN** ← female team name
- map **gex-cellar** ← starting map
 - Your server will rotate through maps and draw its vote list from *maplist.txt*, beginning with the bottom of the list upward, so edit that text file accordingly.

★ BOTS

Bots in THF are a bit finicky, but they do enable THF to be attempted alone or can be used to enhance real player teams. 34 maps have bot routes, which are the maps in the folder “grinbots2/routes,” and are also asterisked in the [map appendix](#) of this guide. Bots cannot spawn on maps without a route.

The default config for bots (in *server.cfg*) is as follows:

- botfill **8** ← fill the server with bots until # of players is reached. Each real player on the server will cause a bot to disconnect
- botbalance **1** ← bots will spawn to equalize teams until “botfill” is reached and will switch teams as necessary during gameplay to keep the two teams equal. If set to “0,” bots will spawn to equalize teams to “botfill” but *won’t* switch teams if teams become unequal (if, say, a real player switches teams).

Set “botfill” to 0 if you want to spawn bots individually. When set to 0, bots from the previous server run will remain, but can be spawned/kicked one-by-one using the console commands “sv bot spawn [name]” and “sv

bot kick [name].” If you don’t include the name (just “sv bot spawn”/“kick”), a default bot will spawn or all bots will be kicked. (A third command, “sv bot nuke,” is used to kill all bots during a round in PKA or after Excalibur has been picked up in GEX.)

Spawning and kicking bots when “botfill” \neq 0 (that is, when bots auto-connect to reach “botfill”) is pointless because bots cannot spawn beyond “botfill” (they immediately disconnect) or will auto-reconnect to reach the “botfill” after being kicked. Thus, here are a couple examples of successful bot spawning:

- “botfill” set to “8” (playing alone with 7 bots, or with players and fewer bots, to create a 4-vs.-4 game);
- “botfill” set to “0” + “sv bot spawn cleric” in console (3 players who add a cleric bot to make 2-vs.-2).

If bots aren’t spawned by class name (“cleric”, etc), they spawn as defaults in accordance with “maxclasses,” so the first bot will be a warrior, and assuming “maxclasses” is “1,” the next bot will be an archer, the next a cleric, and so on. If you want to spawn a bot of a specific class, use “sv bot spawn cleric,” etc (its name will be random by default, but its class is determined). Bot names are drawn from the *.bot* files in *grinbots2/bots*. You can edit some attributes using Notepad, such as the bot’s name (for example, you could make wizards always named “Merlin”), “brains” (default is 2 out of 2), “accuracy” (default is 8 out of 10) and “camping” (default is 0 out of 10). Customize your own bot by creating a *.bot* file. Here is a link to [“Greek bots” who have max accuracy](#) (e.g., includes a bot named “Artemis”: an archer with 10/10 accuracy. See readme).

The following voice messages control bot behavior, making them more useful as teammates: *“I seek the healer”, “Can you power me up?”, “My armor is destroyed”, “Lead the way, I will follow!”, “Follow me, I will lead the way!”, “Over here!”, “Guard this position!”, “Stay here!”, “Get the light!” and “Charge!!!”*

{5} [FAQ](#)

Q: *I want to try THF but who is playing these days?*

A: At least 4 players are needed for a decent game of THF, but with bots, the game is playable with fewer. Contact daidem@sonic.net to join a mailing list.

Q: *How do I join a game, or host a game (run a server)?*

A: First, make sure you don't have the server dlls in your "thf_5" folder (only the "client effects.dll"), otherwise you will crash. Then, if you know the IP address you want to connect to, type "connect [address]" in the console. The in-game menu has an address book that holds 8 slots for IP addresses. To host a game, see the [server configs](#) section. THF servers are your IP address (IPv4), with the extension (port) ":28910." A recycled "GameSpy Lite" for H2 that posts servers to Hexenworld.org can be found at <https://hexenworld.org/heretic2-webtool/>.

Q: *How do I set the custom binds and voice messages?*

A: See [the binds section](#).

Q: *How do I power-up a teammate?*

A: Most classes (other than warriors, archers and rogues) have a unique power-up defensive spell. Use this "tome of power" spell while a teammate is standing in front of you.

Q: *How do I vote for a map?*

A: Use the "vote next" and "vote select" commands (F1 and F2 are the default)

Q: *Which class should I play as?*

A: Generally, players like to stick to a few favorite classes, but familiarizing yourself with all of them is recommended since team strategy might require certain class combos. If you are a new player, try beginning with a supportive class like cleric or pyro, and don't pick up the light/sword if you don't know where the shrine is!

Q: *How do I gain altitude when flying as a chicken?*

A: Hold "step left" or "step right" and "jump" at the same time. Don't press forward.

Q: *How do I backflip off a wall?*

A: Jump toward the wall and then press backwards. This move is often followed by a player grabbing an edge to reach a higher area.

Q: *How do I do a downstab?*

A: While jumping forward, press (and hold if you want) the attack key. It can also be done while standing in place if you press the attack and action keys at once.

Q: *How do I "blade walk"?*

A: This is a tricky move that maintains a downward stab indefinitely. Other players who walk (or swim, as the move enables you to keep your staff equipped underwater) in front of you get sliced. While jumping forward, press the attack key once to enter the downward stab, but then just as you touch the ground, press the key again and hold it.

Q: *How do I do a back-slice?*

A: While walking backwards, press the attack and action keys at once.

Q: *Are there any cheat codes specific to THF?*

A: If you start a server with cheats enabled and type "mewant" in the console, you will get 15XP.

Q: *I am having a hard time figuring who is an ally and who is an enemy...*

A: The male and female teams should be obvious by their looks and sounds, but if not, make sure you have the "showname" option on (located in the multiplayer menu, or by typing "set showname 1" in the console). This puts names above everyone: a red name means the player is an enemy and a green name means a player is your teammate.

Q: *How do I spawn bots?*

A: Use the "sv bot spawn" console command or "botfill #" in your *server.cfg* to fill the server with bots until a certain # is reached. See the [bots section](#) for more details.

{APPENDIX} [Maps](#)

THF includes 103 maps (89 maps, if not counting duplicates across different mission types):

46 are Hold the Fortress (13 with bot support)	10 are Capture the Light (2 with bot support)
23 are Protect King Arthur (10 with bot support)	24 are Get Excalibur (9 with bot support)

Map size: **T** (*Tiny*: a 1-vs.-1 novelty map), **S** (*Small enough* for 2-vs.-2, though more would be nice), **L** (*On the larger side*, suited for 3-vs.-3 at minimum), **H** (*Huge*: at least 4-vs.-4 is needed)

The 34 maps marked with “*” are bot-supported.

HTF (HOLD THE FORTRESS) MAPS

Htf-apoc (*Apocalyptic* by KREE, conv. by 9LegYak) **S**



Htf-ascent (by Taboo) **S**



Htf-autocap2-beta (by Leprechaun) **S**



Htf-basement-fn (*University of Parthoris* by Mithrandir) **S**



Beta-moss (*Dark Moss* by diVe) **S**

variations: htf-moss, htf-moss-2, htf-moss-3, htf-moss-5, htf-moss-11



*Htf-big-gig (*The Big Gig* by Browndog) **L**



Htf-bowsvolcano (by Bow) **S**



Htf-bridge (*THF Castle Bridge* by The Shadowlord) **L (PKA: S)**
pka-bridge is duplicate



*Htf-canyon (*The Suicide Canyon* by Jax) **L (PKA: S)**
*pka-canyon is duplicate, but *gex-canyon is a different map



*Htf-cloud (by Raven, modified by Trix) **S**
*gex-cloud is a closer conversion of Raven's dmcloud



*Htf-column (by unknown) **S**



Htf-cruciform (by Heretic Hides) **L**



Htf-ctbridge (*Capture the Bridge* by Jax) **T**



*Htf-damokles (by Mainfrog) **L**



Htf-darkcrypt (by Heretic Hides) L



*Htf-darkmfort (Darkmire Fortress by Wankeroo) L



*Htf-dome (Andorian Dome by Jax) L
gex-dome is duplicate



Htf-drgnlair (HTF Dragon's Lair by Dragonshade) S
pka-drgnlair4 is an extended version



Htf-grotto (The Underground by 9LegYak) L



*Htf-hex (by Nae'Blis) L



*Htf-homeatlast (Home At Last by Jax) S



Htf-hometown (by Wankeroo) S
drabber, earlier version of htf-homeatlast, no bot support



Htf-hyperblast (*HyperBlast* by PurplWulf, conv. by Yak) L

*Htf-jungle (by TheSaint) L

Htf-kingstower (*The Struggle for the Crown* by unknown) LHtf-ledges-1.0 (*Pitfalls and Ledges* by 9Legyak) S

htf-ledges is slightly smaller, whereas gex-ledges is a different map

Htf-igloo2 (*Igloo* by Leprechaun) L*Htf-keep (*The Keep* by Wankeroo) SHtf-klesk-2 (*Klesk* by JET, conv. by 9LegYak) S

*Htf-lion (by Nae'Blis) S



Htf-midnight (*Magic & Mayhem* by Bleed) **S**
 ctl-midnight is a different map



Htf-rush-it (*rUsh::[j]T - gR33tInGz fLy t0 ThE CoVeN* by j4x) **S**



Htf-sabotage-b5 (*The Sabotage* by Daidem) **L**



Htf-scurvy-beta2 (*Yaarr prepare to be boarded...* by Cenwolf) **L**
 ctl-scurvy2 is duplicate



Htf-silvankeep (by Heretic Hides) **L**
 pka/gex-silvankeep are duplicate



Htf-spiral (*The Parthoris Keep* by 9LegYak) **S**



Htf-stone2 (*Heart of the Stone* by Cenwolf) **L (GEX: S)**
 gex-stone is duplicate



Htf-taboo (by Taboo) **S**



Htf-tiny (*THF here? You must be kidding...* by unknown) **T**



*Htf-wake (*Autumn Wake* by diVe) **L**
htf-wake-shorter is smaller, but no bot support



Htf-tree (*Tree* by 9LegYak) **L**
gex-tree is duplicate



Htf-waltz (by Leprechaun) **L**



Htf-zen (*Mystic Tree Temple at Dusk* by 9LegYak) **S**



Duel-palace (*Duel in Silverspring Palace* by unknown) **T**



Thf_majika_beta (by Jax) **S**



Thf_sigma_beta (*[.Sigma.]* by Jax) **L**
gex-sigma is a more playable expansion of this concept map



CTL (CAPTURE THE LIGHT) MAPS

*Ctl-apost (*Andorian Outposts' Struggle* by Wankeroo) **S**



Ctl-arena714 (by Optimizer, conv. by Ablation) **S**



Ctl-core (*The Magic Centre* by Jax) **L**



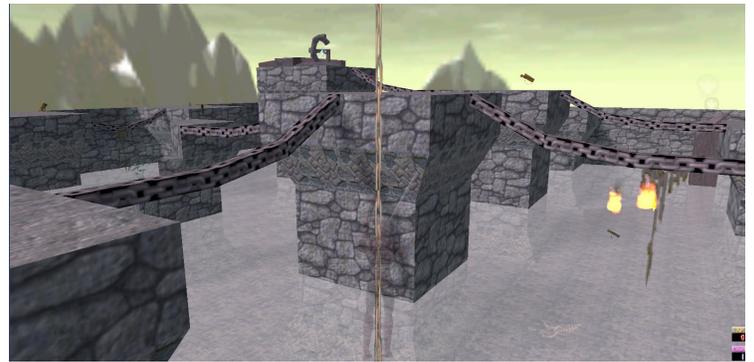
*Ctl-forts (*THF_forts* by Tronyn) **S**
*gex-forts is duplicate



Ctl-jenga2 (by Leprechaun) **S**



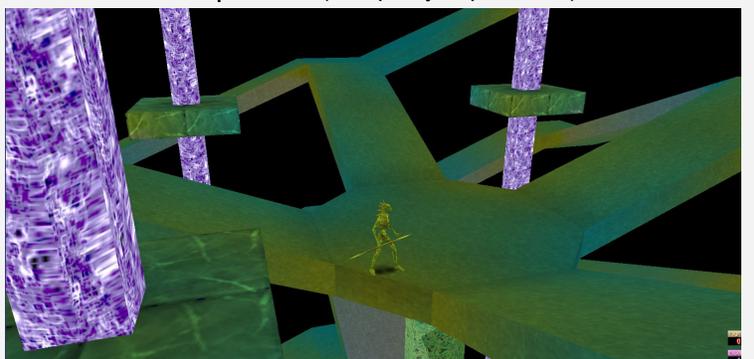
Ctl-miasma (by Heretic Hides) **S**



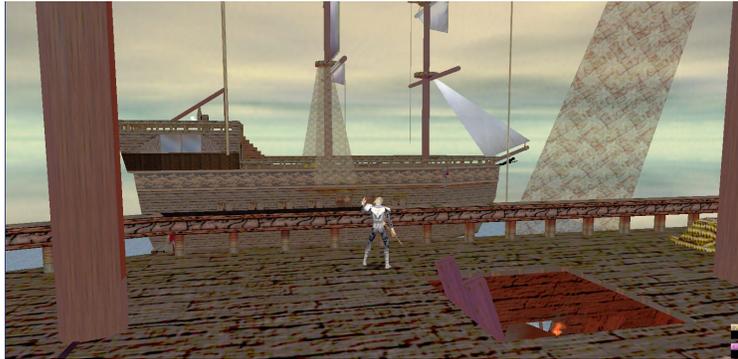
Ctl-midnight (by Jax) **S**
htf-midnight is a different map



Ctl-ramps-beta (*Ramps* by Leprechaun) **S**



Ctl-scurvy2 (*Yaarrr prepare to be boarded...* by Cenwolf) **L**
 htf-scurvy-beta2 is duplicate



Ctl-waterfall (*Jungle Bases* by 9LegYak) **S**



PKA (PROTECT KING ARTHUR) MAPS

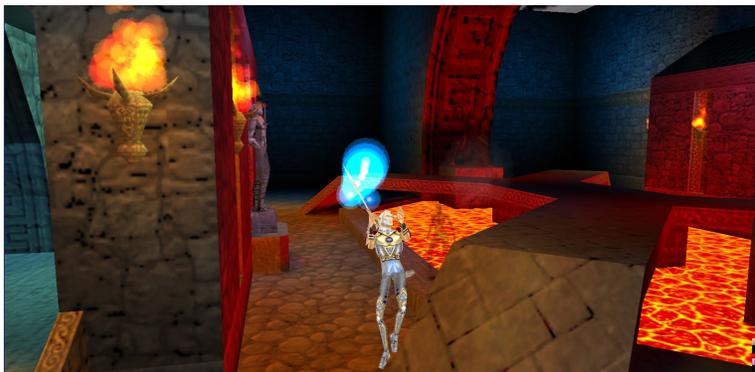
*Pka-ambush (by Falcon) **L**



*Pka-andoria (by Raven, conv. by Wankeroo) **S**



*Pka-avalon (*The way to Avalon* by Lead[WOLF]) **H**



*Pka-bridge (*PKA Castle Bridge* by The Shadowlord) **S**
 htf-bridge is duplicate



*Pka-canyon (*King's Canyon* by Jax) **S**

*htf-canyon is duplicate, but *gex-canyon is a different map

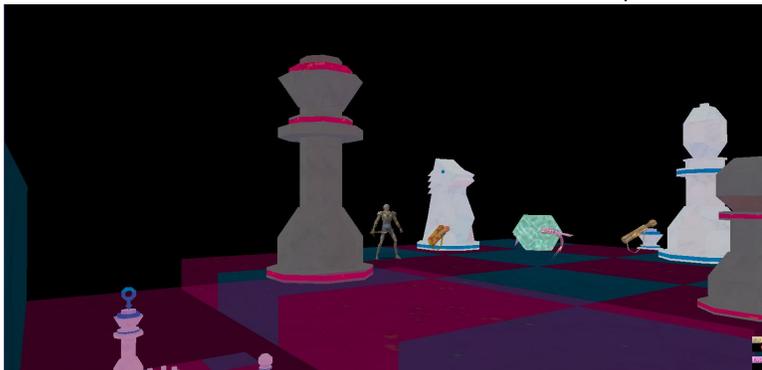


Pka-chasm (by Browndog) **S**
 gex-chasm is duplicate



Pka-chess-a & Pka-chess-b (*Check Mate* by Leprechaun) **S**

a = males start on bottom, b = males start on top



Pka-choroog (by Lars) **L**



Pka-desert (*Ottoman Fortress* by 9LegYak) **L**



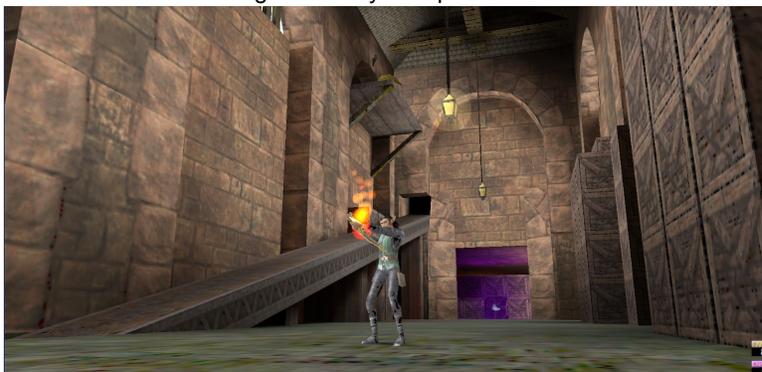
Pka-drglair4 (*PKA Dragon's Lair* by Dragonshade) **S**

extended from htf-drglair



Pka-fairbury (*Fairbury* by 9LegYak) **L**

gex-fairbury is duplicate



Pka-heresy (*Haeresis* by KREE, conv. by Yak) **S**



*Pka-lily (*Lily Continuity* by diVe) **S**

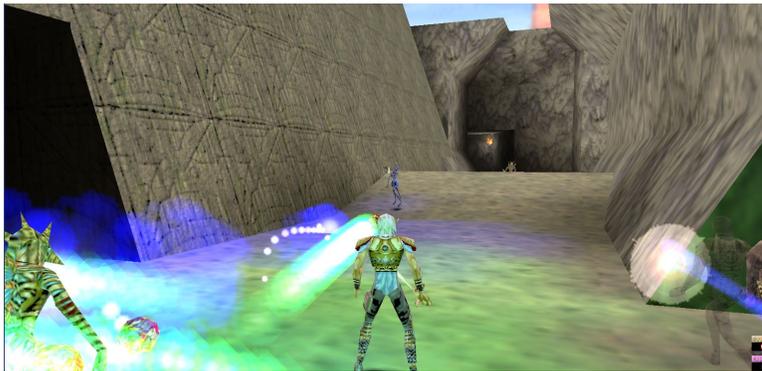
pka-lily-original is a popular variant but has no bot support



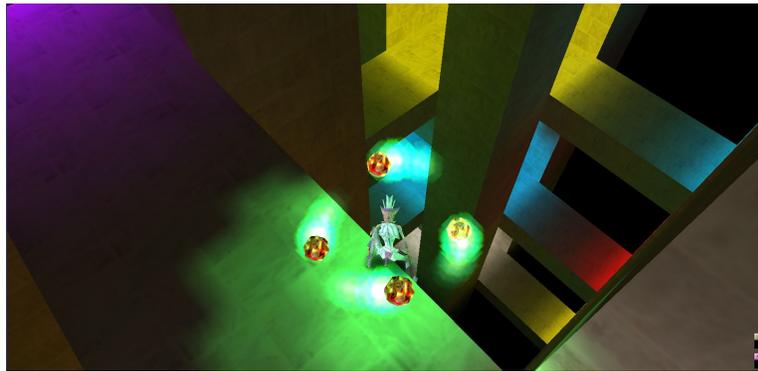
*Pka-nest (*The Wasp's Nest* by Wankeroo) **L**



*Pka-pyramid (*Pyramids of the King* by 9Legyak) L



Pka-rise&fall-beta (by Leprechaun) L



Pka-ruins (*Swamp Ruins* by unknown) S



Pka-silvankeep (by Heretic Hides) L
htf/gex-silvankeep are duplicate



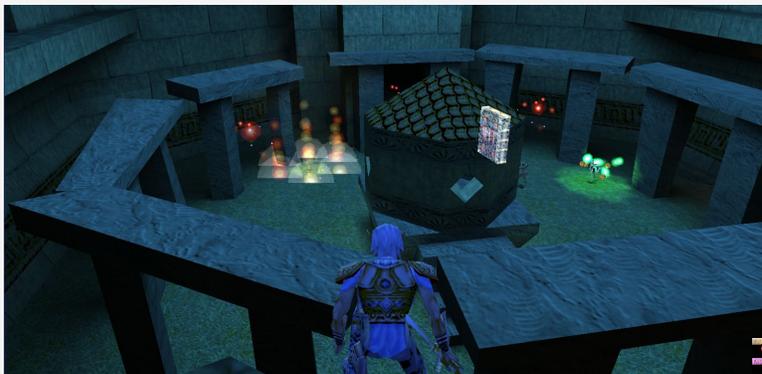
Pka-ssdocks2 (*Silverspring Docks* by Raven, conv. by Cenwolf) S



Pka-sstown2a (*Silverspring Town* by Raven, conv. by Cenwolf) S



*Pka-stonehenge (by Matt Pinkston) S



*Pka-swords (*Swords of Justice* by j4x) S
pka-swords-2 has less class restriction, but no bot support



Pka-whirlpool (by 9LegYak) **S**
gex-whirlpool is duplicate



GEX (GET EXCALIBUR) MAPS

Gex-aegis1 (by KREE, conv. by unknown) **S**



*Gex-canyon (*Excalibur Canyon* by Raven, conv. by Gwyn&Cyb)
*htf/*pka-canyon is a different map **S**



*Gex-cellar (*Someone Lost His Sword In The Cellar*, by Glyphus) **S**



Gex-chasm (by Browndog, conv. by 9LegYak) **S**
sword capture shrine = water, pka-chasm is duplicate



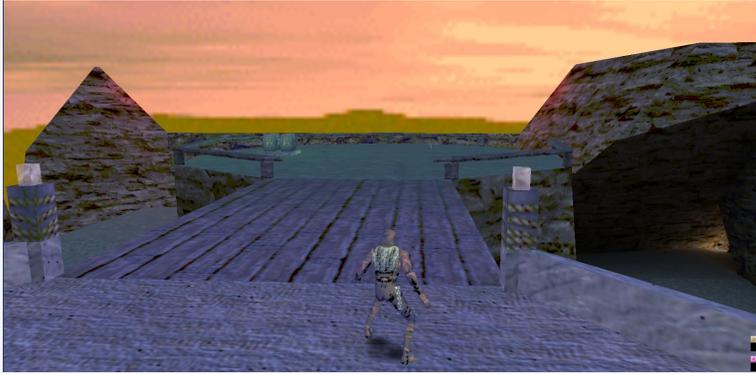
*Gex-cloud (by Raven, conv. by Gwyn & Cyb) **S**
the popular *htf-cloud is a variant



Gex-country (*Countryside*, conv. from Quake 2 by Yak & Sport) **S**



Gex-crest (*Battle for Katlit'k Crest* by 9LegYak) **S**



Gex-dome (*Andorian Dome* by Jax, conv. by 9LegYak) **L**

*htf-dome is duplicate



Gex-fairbury (*Fairbury* by 9LegYak) **L**
pka-fairbury is duplicate



*Gex-forts (*THF_forts* by Tronyn, conv. by Cyb) **S**

*ctl-forts is duplicate



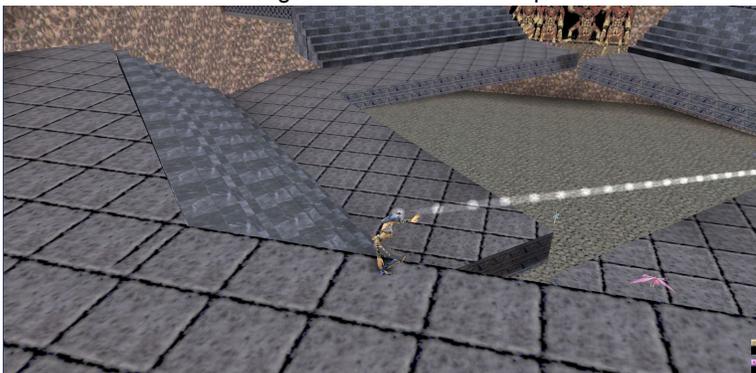
*Gex-jetski (by JET, conv. by Cyb) **S**



*Gex-lava (*Excalibur Lava Palace* by Raven, conv. by Gwyn&Cyb) **S**



Gex-ledges (by unknown) **S**
htf-ledges-1.0 is a different map



*Gex-mosque (by Tronyn, conv. by unknown) **S**



*Gex-night (*Summer Night* by unknown) S

Gex-pillar (by Daidem) S

Gex-sigma (*[.Sigma.]* by Jax, conv. by 9LegYak) S
expanded from thf_sigma_betaGex-silvankeep (by Heretic Hides) L
htf/pka-silvankeep are duplicateGex-stone (*Heart of the Stone* by Cenwolf) S
htf-stone is duplicate, gex-stone2(1) has exploding barrels at start

Gex-StoneOfTear (by unknown) S

Gex-suicide (*Suicide Solution* by Ablation, conv. by 9LegYak) SGex-tree (*Tree* by 9LegYak) L
htf-tree is duplicate

*Gex-tutorial (by Raven, conv. by Cyb) S



Gex-whirlpool (by 9LegYak) S
pka-whirlpool is duplicate



MAP AUTHOR INDEX

About 80% of the 103 maps for THF were made prior to the 2004 final release of the mod, with 95% made by 2009. A handful or so appeared after 2009.

The “*” indicates that the mapmaker created their maps specifically for the THF mod, as opposed to the maps being conversions undertaken by someone else (to the extent known, converters are credited above). For the credits of the creators of THF itself, see the included readme in the mod’s zip file!

The 34 maps marked with “*” are bot-supported.

Ablation: gex-suicide

***Bleed:** htf-midnight

***Bow:** htf-bowsvolcano

***Browndog:** *htf-big-gig, pka-chasm (gex-chasm)

***Cenwolf:** htf-scurvy-beta2 (ctl-scurvy2), htf-stone2 (gex-stone)

***Daidem:** htf-sabotage-b5, gex-pillar

***diVe:** beta-moss, *htf-wake, *pka-lily

***Dragonshade:** htf-drgnlair (pka-drglair4)

***Falcon:** *pka-ambush

***Heretic Hides:** htf-cruciform, htf-darkcrypt, htf-silvankeep (pka-silvankeep, gex-silvankeep), ctl-miasma

***Glyphus:** *gex-cellar

KREE: htf-apoc, pka-heresy, gex-aegis1

***Jax/j4x:** *htf-canyon (*pka-canyon), htf-ctbridge, *htf-dome (gex-dome), *htf-homeatlast, htf-rush-it, thf_majika_beta, thf_sigma_beta (gex-sigma), ctl-core, ctl-midnight, *pka-swords

JET: htf-klesk-2, *gex-jetski

***Lars:** pka-choroog

***Lead[WOLF]:** *pka-avalon

***Leprechaun:** htf-autocap2-beta, htf-igloo, htf-waltz, ctl-jenga2, ctl-ramps-beta, pka-chess-a (pka-chess-b), pka-rise&fall-beta

***Mainfrog:** *htf-damokles

***Matt Pinkston:** *pka-stonehenge

***Mithrandir:** htf-basement-fn

***Nae'Blis:** *htf-hex, *htf-lion

***9LegYak:** htf-grotto, htf-ledges-1.0, htf-spiral, htf-tree (gex-tree), htf-zen, ctl-waterfall, pka-desert, pka-fairbury (gex-fairbury), ***pka-pyramid**, pka-whirlpool (gex-whirlpool), gex-crest

Optimizer: ctl-arena714

PurplWulf: htf-hyperblast

Quake 2 maps: gex-country

Raven Games maps: ***pka-andoria**, pka-ssdocks2, pka-sstown2a, ***gex-canyon**, ***gex-cloud**, ***gex-lava**, ***gex-tutorial**

***Taboo:** htf-ascent, htf-taboo

The Shadowlord:** htf-bridge (pka-bridge**)

***TheSaint:** ***htf-jungle**

***Trix:** ***htf-cloud**

Tronyn:** ***ctl-forts** (gex-forts**), ***gex-mosque**

***Wankeroo:** ***htf-darkmfort**, htf-hometown, ***htf-keep**, ***ctl-apost**, ***pka-nest**

Unknown author: ***htf-column**, htf-kingstower, htf-tiny, duel-palace, pka-ruins, gex-ledges, ***gex-night**, gex-StoneOfTear

Please help me reduce this unknown author list to zero! ninelegyak@gmail.com