



## Reference Sheet

### Version: 2.0.1

Flood Expanded v2.0.1 is the first hotfix for v2.0.0. It fixes issues with achievements and adds a few more.

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# Levels

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## Vanilla

- 1.BOB (Bob-omb Battlefield)
- 2.WF (Whomp's Fortress)
- 3.CCM (Cool, Cool Mountain)
- 4.BITDW (Bowser in the Dark World)
- 5.BBH (Big Boo's Haunt)
- 6.HMC (Hazy Maze Cave)
- 7.LLL-2 / LLL-VOLCANO (Lethal Lava Land Area 2)
- 8.SSL-2 / SSL-PYRAMID (Shifting Sand Land Area 2)
- 9.WDW (Wet Dry World)
- 10.TTM (Tall, Tall Mountain)
- 11.THI (Tiny-Huge Island)
- 12.TTC (Tick Tock Clock)
- 13.BITS (Bowser in the Sky)
- 15.RR (Rainbow Ride)
- 16.CASTLE-GROUNDS / CG (Castle Grounds)
- 17.JRB (Jolly Roger Bay)
- 18.LLL (Lethal Lava Land)
- 19.SSL (Shifting Sand Land)
- 20.DDD (Dire, Dire Docks)
- 21.BITFS (Bowser in the Fire Sea)
- 22.COTMC / METAL (Cavern of the Metal Cap)
- 23.VCUTM / VANISH (Vanish Cap Under the Moat)
- 24.CCM-SLIDE / CCM-2 (Cool, Cool Mountain Area 2)
- 25.TPSS / PSS (The Princess's Secret Slide)

# Levels II

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## Custom

- 14.CTT (Climb the Tower)
- 26.UP (Underground Platforms)
- 27.FCS (Freezing Cold Slopes)
- 28.CONSTRUCT (gm-construct)
- 29.AP (Avalanche Peaks)
- 30.SMW / SU / RU (Retro Underground)
- 31.CS (Crystal Slide)

# Commands

---

Command strings in Flood Expanded are arranged like this:

**/flood param1 param2** (so on)

## start

---

Starts an FE level or a random one.

Parameters:

[level name or level index, found [here](#)]  
random

Example usage:

/flood start construct | /flood start random

## random

---

Starts a random FE level.

Example usage:

/flood random

## speed

---

Changes the flood speed.

Parameters:

[number] (0-99)

Example usage:

/flood speed 10

# Commands II

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## ttc-speed

---

Changes the speed of the moving mechanisms in TTC.

Parameters:

fast | slow | random | stopped

Example usage: `/flood ttc-speed fast`

## speedrun

---

Changes the speedrunning mode for FE.

Parameters:

off | restart

Example usage: `/flood speedrun restart`

## levels

---

Adds, removes or changes the level filter FE has.

Parameters:

original | new | custom | hard | easy | off

Example usage: `/flood levels hard`

# Commands III

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## qol

---

Other changes that are helpful...?

Parameters:

round-cooldown [number] (0-60)

pause-cooldown

Example usage:

```
/flood round-cooldown 10 | /flood pause-cooldown
```

## difficulty

---

Changes how fast the flood kills you. Default is 1

Parameters:

[number] (0-99)

Example usage:

```
/flood difficulty 2
```

## mapmode

---

Changes how FE selects its maps.

Parameters:

default | random

Example usage:

```
/flood mapmode random
```

# Commands IV

---

## save-preset

---

Saves a preset to FE's preset system. You can access this on next host or by using /flood load-preset. Names must not have spaces.

Parameters:

1 | 2 | 3 [name]

Example usage: `/flood save-preset 1 Fun-Expanded`

## load-preset

---

Loads the menu to load a preset.

Parameters:

Example usage: `/flood load-preset`

## modifier

---

The hub for FE's modifiers, you can turn on or off a modifier, and change it's settings.

More in-depth explanation on the modifier pages.

Parameters:

nsmb | trollface

Example usage: `/flood modifier nsmb | /flood modifier nsmb-coincount 5`

# Commands V

---

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Example usage: `/flood save-preset 1 Fun-Expanded`

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Example usage: `/flood modifier nsmb | /flood modifier nsmb-coincount 5`

# Modifiers

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## nsmb

---

The modifiers name, “nsmb” is a bit misleading actually, as what it really is is the coin-powerup mechanic from New Super Mario Bros. Mario VS Luigi mode.

This modifier when you have the right amount of coins [nsmb modifier’s coin-count] will spawn a powerup right on top of you.

The metal cap, when collected makes you immune to flood damage, and the vanish cap when collected makes you slightly less immune to flood damage.

The metal cap will also attract Trollface if he’s on, and vice-versa with the Vanish cap.

Command to toggle nsmb modifier:

```
/flood modifier nsmb
```

Command to change nsmb modifier’s coin count:

```
/flood modifier nsmb coin-count [number]
```



# Modifiers II

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## trollface

---

This is Trollface. an entity based on the meme trollface [obviously] that chases around players [with an actually pretty advanced AI than you might think] and will kill them if he touches them.

He has 4 difficulty modes, and he normally starts with Medium difficulty. These are: Easy, Medium, Hard, and Extreme [which the latter you can actually recieve an achievement for if you beat an FE level with him on that difficulty]. These must be typed in as [ easy | medium | hard | extreme ]

Also, his AI will go after metal caps and eat them if one is spawned in. Additionally [as mentioned in nsmb's listing] if a player is currently wearing a metal cap he'll want to chase after that player more than somebody without one, Inverse applies with Vanish caps too.

Command to spawn him in: [spawns during next round]

```
/flood modifier trollface
```

Command to change his difficulty setting:

```
/flood modifier trollface difficulty [ easy | medium | hard | extreme ]
```



# API Documentation

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Flood Expanded's API is... underwhelming

[btw this might not work cuz fe's code is now compiled]

`_G.floodExpanded` is a table, i think just check if `_G.floodExpanded`

```
_G.floodExpanded has
  version = string
  release_date = string
  trollface_skin = function(model)
  flood_define_level = [explained in more detail]
```

thats it.

example:

```
if _G.floodExpanded then
  _G.floodExpanded.trollface_skin = E_MODEL_SIGMA
end
```

also heres the level fields

```
flood_define_level(
  level_types = integer 0 - 5
  level = level_id (like LEVEL_BOB or something)
  name = name (access names, can be a table with multiple strings)
  act = act
  goal_pos = vec3f + a {x, y, z, a [yaw]}
  speed = number
  area = area
  type = flood type, integer 0 - 3
  customStartPos = vec3f + a {x = x, y = y, z = z, a = yaw}
  display_info = {author = author [string], author_color = {r, g, b}}
  contains_base = true / false (whether you want the flag plate or not)
```

# Recommendations

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I, [birdekek] personally recommend these settings [i call them Fun-Expanded as a preset]. it's rapid fire and i haven't tested it in a full lobby so i actually have no idea if its good or not. It should be though.

Mapmode = Random

Speed = 1.10

NSMB Modifier on

NSMB Coin-count = 2

Trollface Modifier on

Trollface Difficulty = Extreme

Round-Cooldown = 0 [skips intermission all-together]

I also recommend not having OMM on [at all] GOD SHALL SMITE YOU IF YOU DO  
and also turning the filtering in the menu to nearest

# Credits

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Agent X - Creator of Flood

birdekek - Creator of Flood Expanded

Cooliokid956 - Helped out pre-v2.0.0

MaiskX3 - Made almost all the lobby music and various other FE tracks

Zyaxyl - Original composer of Flood Escape and Treacherous Lava Lands

EmeraldLockdown - Optimized FE a lot pre-v2.0.0

TheIncredibleHolc - Bugtester and fixed a couple issues