



## Reference Sheet

### Version: 2.2.1

Flood Expanded v2.2.1 introduces an INSANE performance increase! Over 5x faster than the previous version.

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# Levels

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## Vanilla

- BOB (Bob-omb Battlefield)
- WF (Whomp's Fortress)
- CCM (Cool, Cool Mountain)
- BITDW (Bowser in the Dark World)
- BBH (Big Boo's Haunt)
- HMC (Hazy Maze Cave)
- LLL-2 / LLL-VOLCANO (Lethal Lava Land Area 2)
- SSL-2 / SSL-PYRAMID (Shifting Sand Land Area 2)
- WDW (Wet Dry World)
- TTM (Tall, Tall Mountain)
- THI (Tiny-Huge Island)
- TTC (Tick Tock Clock)
- BITS (Bowser in the Sky)
- RR (Rainbow Ride)
- SL (Snowman's Land)
- CASTLE-GROUNDS / CG (Castle Grounds)
- JRB (Jolly Roger Bay)
- LLL (Lethal Lava Land)
- SSL (Shifting Sand Land)
- DDD (Dire, Dire Docks)
- BITFS (Bowser in the Fire Sea)
- COTMC / METAL (Cavern of the Metal Cap)
- VCUTM / VANISH (Vanish Cap Under the Moat)
- CCM-SLIDE / CCM-2 (Cool, Cool Mountain Area 2)
- TPSS / PSS (The Princess's Secret Slide)

# Levels II

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## Custom

- CTT (Climb the Tower)
- UP (Underground Platforms)
- FCS (Freezing Cold Slopes)(
- CONSTRUCT (gm-construct)
- AP (Avalanche Peaks)
- SMW / SU / RU (Retro Underground)
- CS (Crystal Slide)
- FC / CASINO / CC (Flood Casino)

# Commands

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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

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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

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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

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Other changes that are helpful...?

Parameters:

round-cooldown [number] (0-60)

pause-cooldown

Example usage: `/flood qol round-cooldown 10 | /flood qol pause-cooldown`

## difficulty

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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 | voting

Example usage: `/flood mapmode random`

# Commands IV

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## save-preset

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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

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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 coin-count 5`

# Modifiers I: NSMB

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## nsmb

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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: Trollface

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## trollface

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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 ]
```



# Modifiers III: Reds

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## reds

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This modifier is a modifier that was in previous versions of flood. The way it works is you have to collect all the red coins in order to win.

As you collect red coins, the flood will increase in speed over time as each red coin is collected, at 0 red coins, the flood speed is 0x, and when all the red coins are collected, the flood speed is 2x. This also adds upon your flood speed as well.

This modifier will not apply to levels that do not have red coins, and those levels will play like normal.

Command to turn reds on:

`/flood modifier reds`

# API Documentation

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For more help, just look at z-api.lua. It'll help you the most.

Note, you must have a second lobby defined, as it will be used for the first lobby loaded.

Heres an example mod:

```
LEVEL_TYPE_ORIGINAL = 0
LEVEL_TYPE_CUSTOM   = 1
LEVEL_TYPE_BONUS     = 2
LEVEL_TYPE_NEW       = 3
CATEGORY_HARD        = 4
CATEGORY_EASY        = 5

FLOOD_WATER = 0

local skelux = {author = "Skelux", author_color = {r = 155, g = 255, b = 145}}

local function define_levels()
    local clear_levels = _G.floodExpanded.flood_clear_levels
    local define_level = _G.floodExpanded.flood_define_level

    clear_levels()

    define_level(
        {LEVEL_TYPE_ORIGINAL, CATEGORY_EASY}, LEVEL_BOB, "bob",
        {x = 5364, y = 1875, z = 2251, a = 0x0000},
        3.0, 1, 6, FLOOD_WATER,
        nil,
        skelux,
        true, nil
    )
end

local function define_lobbies()
    local clear_lobbies = _G.floodExpanded.flood_clear_lobbys
    local define_lobby = _G.floodExpanded.flood_define_lobby

    clear_lobbies()

    define_lobby(LEVEL_BOB, 1, {x = 100, y = 0, z = 100, a = 0}, nil)
end

local function on_mods_loaded()
    if _G.floodExpandedExists then
        define_levels()
        define_lobbies()
    end
end

hook_event[HOOK_ON_MODS_LOADED, on_mods_loaded]
```

# 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

djoslin0 - Created some helpful functions

ImYourCat - Helped with v2.1.0's voting level.

EmilyEmmi - Created some of the level icons used in the voting level.