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On all of the MLB maps there is a secret room that allows you to trigger a volley of panzer shots down on the map, decrease the spawn and recharge times.

This feature is supposed to be removed in the final versions.

We had to do the following to figure this out:

1. Extract the map.bsp file.
2. Decompile the .bsp file.
3. Load the map file in the editor and identify the triggers.
4. Extract the map.script file and see how the triggers were coded.

Here are what the triggers look like in the editor:



I numbered the triggers so they would be easy to figure out, note where they are on the Bulletin board image behind them.

Here is how it works:

At the initial "Allied Side" spawn there is a tent with a radio in it - the bulletin board is on the left side - shoot the chair in front of the radio so more than one player can get on the teleporter. Stand directly in front of the board - as close as possible.

1. Put your cursor on square #1 and press your activate key once.
2. Put your cursor on square #2 and press your activate key twice.
3. Put your cursor on square #3 and press your activate key three times.

If you activated it correctly you should see this on your screen



Stand still and you will be teleported to the trigger room. Stay still once you are there or you will be teleported to the river bottom where you will drown.

Stay to the left side wall and walk around the room until you get to the triggers. Look out of the view portals and you can fire a panzer barrage every 15 seconds. There are buttons on the wall that allow you to change the spawn times and recharge rates for each team

If you activated it incorrectly or missed a trigger you will be teleported to a adjoining room to the trigger room that is a trap with no exit. The whole bulletin board is a trigger to the trap room so don't miss.

If you really want to mess with people, step into the middle of the room from the opposite side from where you entered. you will be teleported to a clip brush above the map where you can run around the whole map shooting people from above.

The whole sequence has 10 seconds to be completed - if you screw up the trap teleporter triggers at 15 seconds.

ere is the result of the multiple panzer shots on MLB Egypt, the screenshot does not do it justice - there were at least 20 panzers flying in all different directions in this shot.

There is no limit on how fast you can fire the panzers like there is in the temple map.



A bunch of us tried these on Terminal Insanity Sunday - it pissed a few of people off. I wouldn't recommend it on a full server.

Those of us who were in the "Control Room" had our FPS drop down as low as three, it really bogged down the server at times.

Here is a screenshot of a few of us in the "Control Room"



If you have your graphics set to low-res you may not be able to see the images clearly enough to activate them properly.

On the Carnage Canyon map there were at least five of us in there at a time - we were transporting in three at a time.

I planted dynamite in the room when there was forty seconds left on the game clock and killed everyone there. 🤪

I would not recommend changing the spawn times and recharge times - once you do they do not reset properly and you are stuck with them for the rest of that map.

The zoom boost and binocular boost are buggy as well.

Here are the trigger sequences:

MLB Temple

Select "Allied Side" spawn on the command map.



Activate trigger #1 one time

Activate trigger #2 two times

Activate trigger #3 three times

MLB Bayraid

Select "Axis Guardpost" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB Carnage

Select "Axis Battery" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB Daybreak

Select "Rocket Base" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB Egypt

Select "Pyramid Crypt" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB Beach

Select "Allied Side" spawn on the command map.

Select "Allied Beach" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB Hotchkiss

Select "Spillway Building" spawn on the command map.



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

MLB D-Day



Activate trigger #1 three times

Activate trigger #2 one time

Activate trigger #3 two times

Temple seems to be the buggy map - the teleporter did not work most of the time.

On Temple and Daybreak you can leave the room and run around on the clip brushes above the map and shoot people.

Here is the view from the top of Daybreak, Temple is the same.



You may have to change teams to access the spawns, I tried for three minutes as allied to get to the Axis Guardpost spawn on Bayraid but they kept shooting at me. 😊