

Welcome to the Multiplayer Mappack (MMP) for Blitzkrieg

Installation and Instructions:

Simply run the **MMP.exe** installer and navigate to your Blitzkrieg **multiplayer** folder.

The installer will automatically install the latest version of a map and remove the earlier ones.

EXAMPLE Path to your Blitzkrieg folder:

Disc Version

C:\Blitzkrieg Anthology\Blitzkrieg\Run\data\maps\multiplayer

Steam Version

C:\Steam\steamapps\common\Blitzkrieg Anthology\Blitzkrieg\data\maps\multiplayer

Note: The „Run“ folder has been removed from the Steam version.

The following file types will be installed:

.BZM File	= the Map itself
.Lua File	= for the Scripts (e.g. Reinforcement)
.TXT File	= for the correct display of large letters in the map list screen <u>and</u> personalized map names

Attention!!!

In order to play maps that have **US Units in Winter or Africa** scenarios you need to install the **“Missing Textures Only Pack”** that provide the missing textures !

Maps that require the **“Missing Textures Only Pack”** are **marked** in the **“Multiplayer Maplist.pdf”**
For more Information about the Textures take a look into the **“Missing Textures Only Pack folder”**

The Mappack will be updated from time to time and includes only Maps with a “quality standard”.

Criteria's for a “quality standard”

1. Usage from different ground textures (Preferably in a realistic way)
2. Usage from different flora and terrain Objects (Preferably in a realistic way - detail variety)
3. Usage from Buildings and simple Objects (Preferably in a realistic way - detail variety)
4. A fair and balanced deployment of units and combat vehicles (Air/Ground)
(Preferably in a realistic way and suitable to the war year and theatre)
5. Maps that distinguish oneself for realism get the addition **“Realism at its best”**, in the **“Multiplayer Maplist.pdf”**
6. Maps that not fulfil at least half of the criteria's (1-4) are market as **“FUN / UNIQUE MAP”**

Changelog:

Ver. 01 / Jul 06, 2018

- Initial release

Ver. 02 / August 10, 2018

- **Added** 6 additional Maps
- **Added** the "Missing Textures Only Pack"

Ver. 03 / August 11, 2018

- **Added** Credits to the Skins/Textures

Ver. 04 / August 14, 2018

- **New! Added** .txt file for every Map!
Now you can change the map name (showed in the map list screen) as you like in the .txt file >> without doing any changes at the map file (.bzm) itself.

Original map name in your multiplayer folder

Name	Date	Type	Size
[btr]kharkov43.bzm	31.12.2018 12:33	BZM File	920 KB
[btr]kharkov43.lua	30.11.2005 19:35	LUA File	2 KB
[btr]kharkov43.txt	13.08.2018 11:40	Text Document	1 KB

Map name that will be shown in the map list screen

Map Name	Type	Players	Size
[BTR]Kharkov 1943	Flagcontrol	4	12
Barrikady Factory	Assault	2	6

- [BTR]Operation Ring >> Balanced Air-/ ground Units
- [EF]Ukraine_1v1 >> Balanced Air-/ ground Units + Terrain (Balance, Appearance)

Ver. 05 / August 20, 2018

- **Readme files reworked**
- [HgW]D-Day >> Heavily revised the Map design
- [HgW]Prokhorovka >> .Lua file updated

Ver. 06 / September 16, 2018

- **Added** Tank M3 Lee/Grant >> Summer-/Winter Textures (USSR) to the "Missing Textures Only Pack"
- **Added** Map >> [AF]Battle 1vs1 **Converted** to 2vs2

- [af]battle_1v1 >> Balanced Air-/ ground Units + Terrain (Balance, Appearance)
- [BF]Red Village >> Balanced Air-/ ground Units + Terrain (View, Balance)
- [HgW]D-Day >> Unit balancing
- [HgW]Prokhorovka >> Unit balancing
- - [rus]underfire >> Balanced Air-/ ground Units + Terrain (Balance, Appearance)
- Sinelnikovo_2p >> Balanced Air-/ ground Units + Terrain + Fixed .Lua file
- Cold Steel >> Balanced Air-/ ground Units + Terrain + Fixed Warehouse, Flags and Pillbox
- icerus_v_1_2 >> Balanced Air-/ ground Units + Terrain + Fixed broken Warehouse and Depos

- **New! Reworked all** Map names (.bzm files) and introduction of an automatic **installer !**
- *Temporally removed the "Missing Textures Only Pack" (Update)*
- **Added** Map >> [BTR]Vilnius
- **Added** Map >> Bergwald
- **Added** Map >> Railwaytohell_2p
- **Added** Map >> Koenigsberg
- **Added** Map >> -PK-Turniermap_2p
- **Added** Map >> DIVS-Zitadelle
- **Added** Map >> DivS-Alpen_Festung
- **Added** Map >> DivS-Tank_Factory
- **Added** Map >> Uferstrasse_2p
- **Added** Map >> DivS-Dessau
- **Added** Map >> -CK-Konfrontation_RE
- **Added** Map >> DGW-Eindhoven_1944_RE
- Uferstrasse_ **V4** >> **Balanced Infantry + Relocated Warehouses and Depos**
- **Reworked at all (107) maps!** >> **Balanced Air support**