```
variables
{
        global:
                26: targett1
                27: targett2
                28: targetcaller1
                29: targetcaller2
                30: teamscore1
                31: teamscore2
                32: HighScore
                33: Timetokill1
                34: Timetofind1
                35: Timetokillteam1
                36: Timetokill2
                37: Timetofind2
                38: Timetokillteam2
                39: Timetokill1process
                40: Timetokill2process
                41: teamfightstart1
                42: teamfightstart2

        player:
                26: punish
}

rule("Target caller 1")
{
        event
        {
```

```
                Ongoing - Each Player;

                Team 1;

                All;

        }


        conditions

        {

                Is Communicating(Event Player, Acknowledge) == True;

        }


        actions

        {

                Set Global Variable(targetcaller1, Event Player);

        }

}


rule("Target caller 2")

{

        event

        {

                Ongoing - Each Player;

                Team 2;

                All;

        }


        conditions

        {

                Is Communicating(Event Player, Acknowledge) == True;

        }
```

```
		actions
		{
			Set Global Variable(targetcaller2, Event Player);
		}
}


rule("target call 1")
{
	event
	{
		Ongoing - Each Player;
		Team 1;
		All;
	}

	conditions
	{
		Global Variable(targetcaller1) == Event Player;
		Is Button Held(Event Player, Primary Fire) == True;
		Ray Cast Hit Player(Eye Position(Event Player), Add(Eye Position(Event Player),
Multiply(Facing Direction Of(Event Player), 1000)),
			All Players(Opposite Team Of(Team Of(Event Player))), Event Player, True) !=
Null;
	}

	actions
	{
		Set Global Variable(targett1, Ray Cast Hit Player(Eye Position(Event Player), Add(Eye
Position(Event Player), Multiply(
```

Facing Direction Of(Event Player), 1000)), All Players(Opposite Team Of(Team Of(Event Player))), Event Player, True));

Clear Status(Global Variable(targett1), Invincible);

}
}

rule("target call 2")

{

event

{

Ongoing - Each Player;

Team 2;

All;

}

conditions

{

Global Variable(targetcaller2) == Event Player;

Is Button Held(Event Player, Primary Fire) == True;

Ray Cast Hit Player(Eye Position(Event Player), Add(Eye Position(Event Player), Multiply(Facing Direction Of(Event Player), 1000)),

All Players(Opposite Team Of(Team Of(Event Player))), Event Player, True) != Null;

}

actions

{

Set Global Variable(targett2, Ray Cast Hit Player(Eye Position(Event Player), Add(Eye Position(Event Player), Multiply(

Facing Direction Of(Event Player), 1000)), All Players(Opposite Team Of(Team Of(Event Player))), Event Player, True));

Clear Status(Global Variable(targett2), Invincible);

}
}

rule("HUD")
{
    event
    {
        Ongoing - Global;
    }

    actions
    {
        Destroy All HUD Text;

        Wait(0.250, Ignore Condition);

        Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Target", Null, Null, Null), Hero Icon String(Hero Of(

                Global Variable(targett2))), Null), Null, Null, Left, 0, Green, White, White, Visible To and String, Visible Always);

        Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Caller", Null, Null, Null), Hero Icon String(Hero Of(

                Global Variable(targetcaller2))), Null), Null, Null, Right, 0, Green, White, White, Visible To and String, Visible Always);

        disabled Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Score", Null, Null, Null), Global Variable(teamscore2),

                Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Default Visibility);

        Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Target", Null, Null, Null), Hero Icon String(Hero Of(

Global Variable(targett1))), Null, Null, Null, Left, 0, Green, White, White, Visible To and String, Visible Always);

Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Caller", Null, Null, Null), Hero Icon String(Hero Of(

Global Variable(targetcaller1))), Null, Null, Null, Right, 0, Green, White, White, Visible To and String, Visible Always);

disabled Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Score", Null, Null, Null), Global Variable(teamscore1),

Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Default Visibility);

disabled Create HUD Text(All Players(All Teams), String("{0}: {1}", Custom String("High Score", Null, Null, Null), Global Variable(

HighScore), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Default Visibility);

disabled Set Global Variable(HighScore, 0);

Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Time to Kill", Null, Null, Null), Global Variable(

Timetokill1), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Visible Always);

Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Time to Aquire Target", Null, Null, Null), Global Variable(

Timetofind1), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Visible Always);

Create HUD Text(All Players(Team 1), String("{0}: {1}", Custom String("Teamfight Time", Null, Null, Null), Global Variable(

Timetokillteam1), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Visible Always);

Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Time to Kill", Null, Null, Null), Global Variable(

Timetokill2), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Visible Always);

Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Time to Aquire Target", Null, Null, Null), Global Variable(

Timetofind2), Null), Null, Null, Top, 0, Green, White, White, Visible To and String, Visible Always);

```
                Create HUD Text(All Players(Team 2), String("{0}: {1}", Custom String("Teamfight Time",
Null, Null, Null), Global Variable(

                        Timetokillteam2), Null), Null, Null, Top, 0, Green, White, White, Visible To and
String, Visible Always);
        }
}


disabled rule("Trigger 1")
{
        event
        {
                Player Dealt Damage;
                Team 1;
                All;
        }


        conditions
        {
                Victim != Global Variable(targett1);
                Global Variable(targetcaller1) != Event Player;
                Distance Between(Victim, Position Of(Global Variable(targett1))) >= 3;
        }


        actions
        {
                Set Player Variable(Event Player, punish, True);
        }
}
```

```
disabled rule("Trigger 2")

{

        event

        {

                Player Dealt Damage;

                Team 2;

                All;

        }


        conditions

        {

                Victim != Global Variable(targett2);

                Global Variable(targetcaller2) != Event Player;

                Distance Between(Victim, Position Of(Global Variable(targett2))) >= 3;

        }


        actions

        {

                Set Player Variable(Event Player, punish, True);

        }

}


disabled rule("punishment")

{

        event

        {

                Ongoing - Each Player;

                All;

                All;
```

```
        }

        conditions

        {

                Player Variable(Event Player, punish) == True;

        }


        actions

        {

                Start Damage Over Time(Event Player, Null, 2, 10);

                Set Status(Event Player, Null, Burning, 2);

                Big Message(All Players(Team Of(Event Player)), Custom String("Streak Lost", Null, Null,
Null));

                Set Global Variable(teamscore1, 0);

                Wait(0.250, Ignore Condition);

                Set Player Variable(Event Player, punish, False);

        }
}


rule("target success 1")

{

        event

        {

                Player Died;

                Team 2;

                All;

        }


        conditions
```

```
        {
                Global Variable(targett1) == Event Player;

        }


        actions

        {
                Set Global Variable(targett1, Null);

                Big Message(All Players(Opposite Team Of(Team Of(Event Player))), Custom
String("Focus success", Null, Null, Null));

                Modify Global Variable(teamscore1, Add, 1);

        }

}


rule("target success 2")

{
        event

        {
                Player Died;

                Team 1;

                All;

        }


        conditions

        {
                Global Variable(targett2) == Event Player;

        }


        actions

        {
```

```
                Set Global Variable(targett2, Null);

                Big Message(All Players(Opposite Team Of(Team Of(Event Player))), Custom
String("Focus success", Null, Null, Null));

                Modify Global Variable(teamscore2, Add, 1);

        }

}


rule("Caller not selected 1")

{

        event

        {

                Ongoing - Each Player;

                Team 1;

                All;

        }


        conditions

        {

                Global Variable(targetcaller1) == Null;

        }


        actions

        {

                Big Message(Event Player, Custom String("Team caller not selected. Caller please press
\"Acknowledge\".", Null, Null, Null));

                Wait(2, Abort When False);

                Loop If Condition Is True;

        }

}
```

```
rule("Caller not selected 2")
{
        event
        {
                Ongoing - Each Player;
                Team 2;
                All;
        }


        conditions
        {
                Global Variable(targetcaller2) == Null;
        }


        actions
        {
                Big Message(Event Player, Custom String("Team caller not selected. Caller please press
\"Acknowledge\".", Null, Null, Null));
                Wait(2, Abort When False);
                Loop If Condition Is True;
        }
}


disabled rule("High score 1")
{
        event
        {
                Ongoing - Global;
```

```
            }

        conditions

        {

                Global Variable(teamscore1) > Global Variable(HighScore);

        }


        actions

        {

                Set Global Variable(HighScore, Global Variable(teamscore1));

                Big Message(All Players(All Teams), Custom String("New High Score set by Team 1", Null,
Null, Null));

        }
}


disabled rule("High score 2")
{
        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Global Variable(teamscore2) > Global Variable(HighScore);

        }


        actions

        {
```

```
                        Set Global Variable(HighScore, Global Variable(teamscore2));

                        Big Message(All Players(All Teams), Custom String("New High Score set by Team 2", Null,
Null, Null));

                }
}


rule("Immortality new 1")

{

        event

        {

                Ongoing - Each Player;

                Team 1;

                All;

        }


        conditions

        {

                Global Variable(targett2) != Event Player;

        }


        actions

        {

                Set Status(Event Player, Null, Invincible, 9999);

        }
}


rule("Immortality new 2")

{

        event
```

```
        {
                Ongoing - Each Player;

                Team 2;

                All;

        }


        conditions

        {
                Global Variable(targett1) != Event Player;

        }


        actions

        {
                Set Status(Event Player, Null, Invincible, 9999);

        }
}


rule("---TIMERS---")

{
        event

        {
                Ongoing - Global;

        }
}


rule("Time to kill timer start 1")

{
        event

        {
```

```
                Player Took Damage;

                Team 2;

                All;

        }


        conditions

        {

                Global Variable(targett1) == Event Player;

                Global Variable(Timetokill1process) != 1;

        }


        actions

        {

                Set Global Variable(Timetokill1, 0);

                Set Global Variable(Timetokill1process, 1);

        }

}


rule("time to kill 1")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Global Variable(Timetokill1process) == 1;

        }
```

```
        actions
        {
                Modify Global Variable(Timetokill1, Add, 0.016);

                Wait(0.016, Abort When False);

                Loop If Condition Is True;
        }
}


rule("Time to kill timer end 1")
{
        event
        {
                Player Died;

                Team 2;

                All;
        }


        conditions
        {
                disabled Global Variable(targett1) == Event Player;
        }


        actions
        {
                Set Global Variable(Timetokill1process, 2);

                Set Global Variable(Timetofind1, 0);
        }
}
```

```
rule("time to find target 1")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Global Variable(Timetokill1process) == 2;

        }


        actions

        {

                Modify Global Variable(Timetofind1, Add, 0.016);

                Wait(0.016, Abort When False);

                Loop If Condition Is True;

        }

}


rule("fight timer start 1")

{

        event

        {

                Ongoing - Global;

        }


        conditions
```

```
        {
                Distance Between(Global Variable(targetcaller1), Closest Player To(Global
Variable(targetcaller1), Team 2)) <= 20;

                Global Variable(targetcaller1) != Null;

        }


        actions

        {
                Set Global Variable(teamfightstart1, 1);

                Set Global Variable(Timetokillteam1, 0);

        }

}


rule("fight timer 1")

{
        event

        {
                Ongoing - Global;

        }


        conditions

        {
                Global Variable(teamfightstart1) == 1;

        }


        actions

        {
                Modify Global Variable(Timetokillteam1, Add, 0.016);

                Wait(0.016, Abort When False);
```

```
                        Loop If Condition Is True;

        }

}


rule("fight timer end 1")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Distance Between(Global Variable(targetcaller1), Closest Player To(Global
Variable(targetcaller1), Team 2)) > 20;

        }


        actions

        {

                Set Global Variable(teamfightstart1, 2);

        }

}


rule("Time to kill timer start 2")

{

        event

        {

                Player Took Damage;

                Team 1;
```

```
                All;
        }


        conditions

        {

                Global Variable(targett2) == Event Player;

                Global Variable(Timetokill2process) != 1;

        }


        actions

        {

                Set Global Variable(Timetokill2, 0);

                Set Global Variable(Timetokill2process, 1);

        }

}


rule("Time to kill 2")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Global Variable(Timetokill2process) == 1;

        }


        actions
```

```
                {

                        Modify Global Variable(Timetokill2, Add, 0.016);

                        Wait(0.016, Abort When False);

                        Loop If Condition Is True;

                }

        }


rule("Time to kill timer end 2")

{

        event

        {

                Player Died;

                Team 1;

                All;

        }


        conditions

        {

                disabled Global Variable(targett2) == Event Player;

        }


        actions

        {

                Set Global Variable(Timetokill2process, 2);

                Set Global Variable(Timetofind2, 0);

        }

}


rule("time to find target 2")
```

```
{
        event
        {
                Ongoing - Global;
        }

        conditions
        {
                Global Variable(Timetokill2process) == 2;
        }

        actions
        {
                Modify Global Variable(Timetofind2, Add, 0.016);
                Wait(0.016, Abort When False);
                Loop If Condition Is True;
        }
}

rule("fight timer start 2")
{
        event
        {
                Ongoing - Global;
        }

        conditions
        {
```

```
                Distance Between(Global Variable(targetcaller2), Closest Player To(Global
Variable(targetcaller2), Team 1)) <= 20;

                Global Variable(targetcaller2) != Null;

        }


        actions

        {

                Set Global Variable(teamfightstart2, 1);

                Set Global Variable(Timetokillteam2, 0);

        }

}


rule("fight timer 2")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Global Variable(teamfightstart2) == 1;

        }


        actions

        {

                Modify Global Variable(Timetokillteam2, Add, 0.016);

                Wait(0.016, Abort When False);

                Loop If Condition Is True;
```

```
        }

}


rule("fight timer end 2")

{

        event

        {

                Ongoing - Global;

        }


        conditions

        {

                Distance Between(Global Variable(targetcaller2), Closest Player To(Global
Variable(targetcaller2), Team 1)) > 20;

        }


        actions

        {

                Set Global Variable(teamfightstart2, 2);

        }

}
```