**SURF**

**!wr <partial map name>**

Displays the current record holder for the given map in chat. If no partial map name is given, use the current map.

Chat Layout: [Timer] World record holder is <player name> with a time of <hh:mm:ss.ms>

**!wrb<#> <partial map name>**

Displays the current record holders for bonus <#> in chat. If no partial map name is given, use the current map.

Chat Layout: [Timer] World record holder for Bonus <#> is <player name> with a time of <hh:mm:ss.ms>

**!wrs<#> <partial map name>**

Just like !wrb but with the stages

Chat Layout: Same thing as !wrb but with “Stage” instead of “Bonus”

**!top <partial map name>**

When given a map name, this will display a menu of all of the main records of the map. Only main map records, no bonus or stage times. When a partial map name is not given, display the world records of the current map.

Menu Example:

Map Records

1. <player name> - <hh:mm:ss.ms>

…

7. <player name> - <hh:mm:ss.ms>

8. Back (second page and on)

9. Next

0. Close

**!stagetop <partial map name>**

When given a map name, this will open a menu that lists all the stages of the map. When one is selected the sub menu will display all the records of the selected stage. When a partial map name is not given, use the current map.

Menu Example:

Stage Records

1. Stage 1

…

7. Stage 7

8. Back (second page and on)

9. Next

0. Close

Sub Menu:

Stage <#> Records

1. <player name> - <hh:mm:ss.ms>

…

7. <player name> - <hh:mm:ss.ms>

8. Back (second page and on)

9. Next

0. Close

**!bonustop <partial map name>**

Same as !stagetop but with Bonus times.

Menu Layout: Same as !stagetop but with bonuses.

**!sr**

Displays a menu that lists all information about the map. This includes: Name, Stage or Linear, # of Stages, # of Bonuses, Tier.

**!pr <partial map name>**

Displays a menu that lists the players best times for each category (Main, stages, bonuses). If no map is given, use the current map.

Menu Layout: If the map had 2 stages and 4 bonuses it would look like this:

Personal Records

1. Map: <best time>

2. Stage 1: <best time>

3. Stage 2: <best time>

4. Bonus 1: <best time>

5. Bonus 2: <best time>

6. Bonus 3: <best time>

7. Bonus 4: <best time>

8. Back (second page and on)

9. Next

0. Close

**!cpr <partial map name>**

Comparison of the player’s !pr to the given map’s world records in each category(Main, Stages, Bonuses). Displays a menu that lists the differences of records. If the player has a world record, the difference isn’t shown and it will say “you are the record holder”.

Menu Layout: Exactly like the !pr menu, but instead of <best time> it shows the time difference in this format:

<category>: - <hh:mm:ss.ms>

**!cp <partial player name>**

Displays the given player’s elapsed time of their run and location(stage #/bonus #) in chat.

(Stage/Bonus) [Timer] <player name> is <hh:mm:ss.ms> into the map in <location>

(Linear) [Timer] <player name> is <hh:mm:ss.ms> into the map

**!pc <partial player name>**

This displays the given player’s total percentage of completion in chat. If a partial name is not given, use who typed the command. Percentage is calculated by dividing the number of maps & bonuses completed by the number of maps & bonuses in the server.

Chat Layout: [Timer] <player name> has completed <%> of all maps and bonuses

**!teleport**

Teleports player to the start of the current stage.

**!bonus**

Displays a menu listing the bonuses. When one is selected the player will be teleported there. Timer is reset to zero.

Menu Layout: Same as the !practice menu. But with “Bonus <#>”

**!goback**

On a stage map, this teleports the player to the previous stage. If timer is running, it will not reset or stop.

**!practice**

On a staged map, this will bring up a menu that lists all the stages. When a stage is selected from the menu, the player will be teleported there. Main map timer is disabled, but the stage time can still be recorded.

Menu Example:

Stage Selection

1. Stage 1

...

7. Stage 7

8. Back (second page and on)

9. Next

0. Close

**!brace**

This is essentially the same thing as !race but for the bonuses. The menus and chat will be slightly different. It will first pull up a menu to choose which bonus to race on. Then the player names to choose from. The one below is the differences.

Prompt:

<player name> wants to race Bonus <#> with you. Do you accept?

1. Yes

2. No

**!srace**

This is essentially the same thing as !race but for the stages. The menus and chat will be slightly different. It will first pull up a menu to choose which stage to race on. Then the player names to choose from. The one below is the only difference differences.

Prompt:

<player name> wants to race Stage <#> with you. Do you accept?

1. Yes

2. No

**Additional Information:**

Linear maps will have checkpoints, which are similar to stages except the player cannot teleport to them and the player will not gain points for passing these checkpoints.

Stage maps have two or more levels. Each of which needs to start another timer that will record the players time to finish the level. How the stage timer should look on screen will be discussed below. Each level should have a zone for teleporting to when in practice mode and to start/stop the stage timer.