

# Building a BFME2 Multiplayer Map

Worldbuilder is the robust and flexible map-making tool used for *The Lord of the Rings: The Battle for Middle-earth II*. It is very deep and can be intimidating to newcomers. Follow this simple 8-step process to make a *LOTR:BFME2* Multiplayer Map.

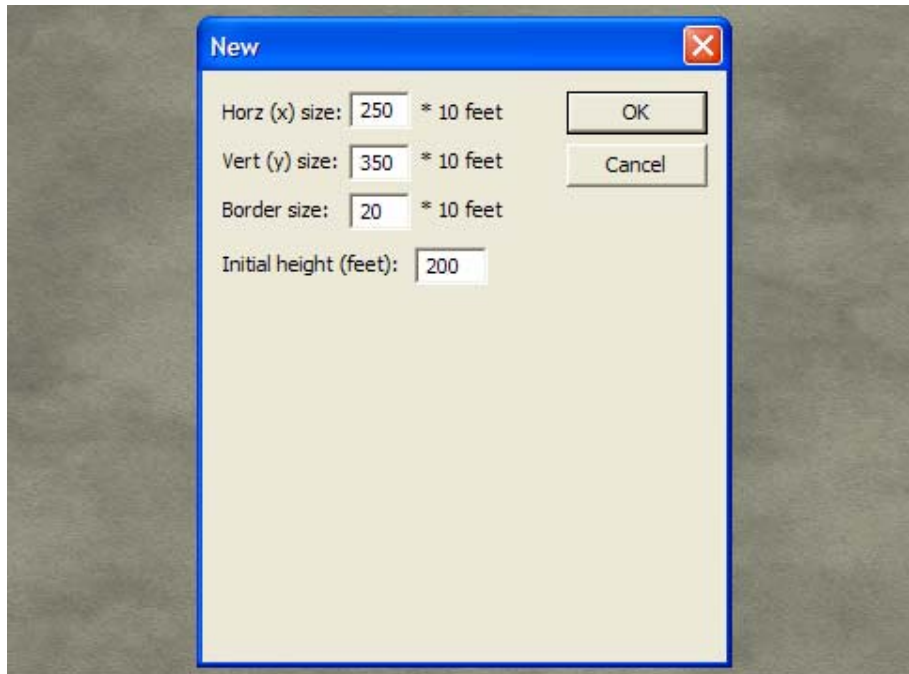
Please remember to read through the *BFME2 Map Design and Beautification Tips* document for official map-making guidelines.

*\*This document is intended for World Builder beginners. Documentation for advanced World Builder users will be provided in the coming weeks.*

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## STEP 1 - Create Your Map

Create a new map by selecting File>New. The *New* window pops up and allows you to choose all of its options. The *BFME2 Map Design and Beautification Tips* document has some recommendations for this.

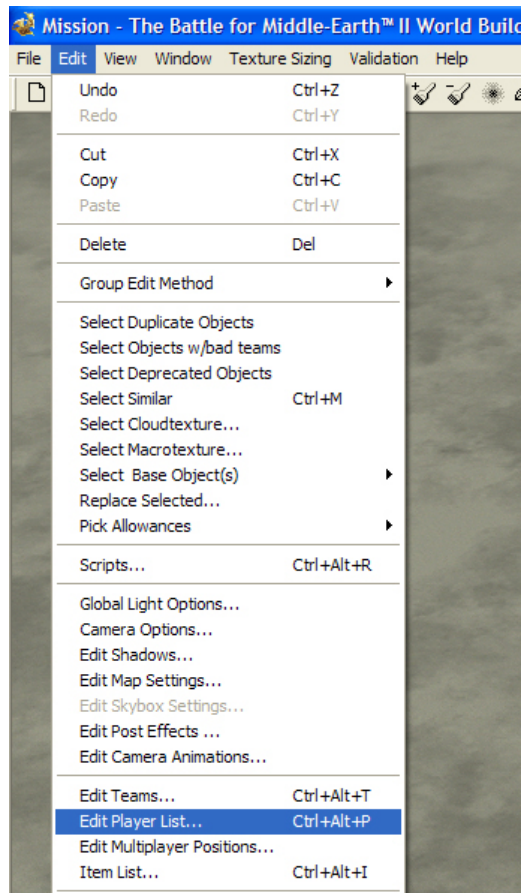


Press **OK**. You should save your map now by going to File>Save As. You can modify the map and texture it at this point if you like.

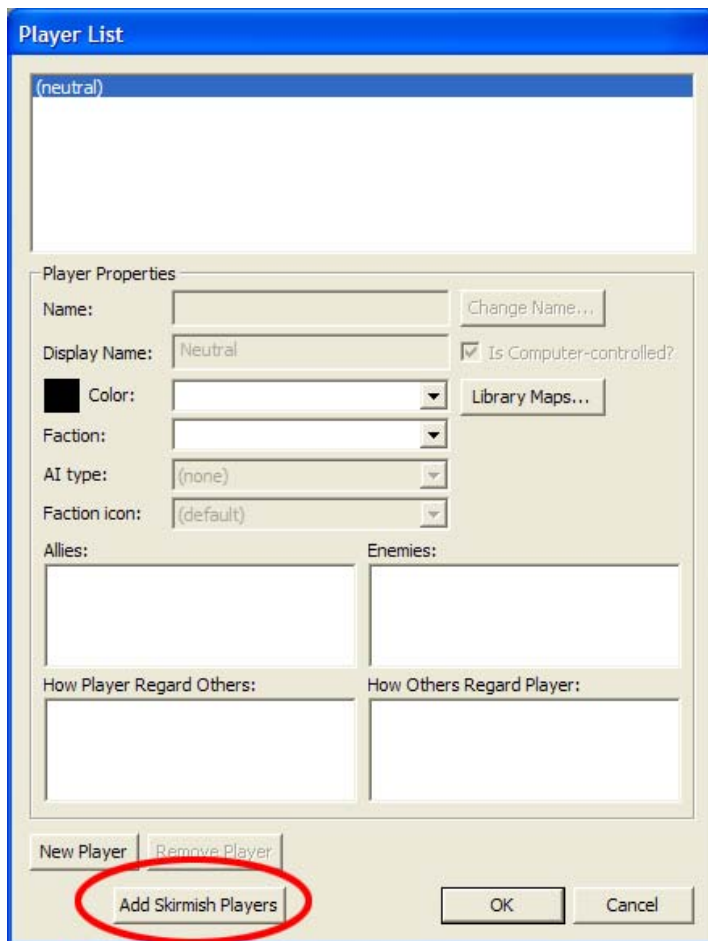
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## STEP 2 - Add Skirmish Players

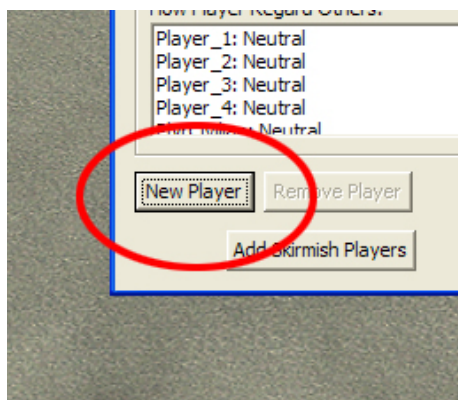
A. Select *Edit* and click on *Edit Player List*.



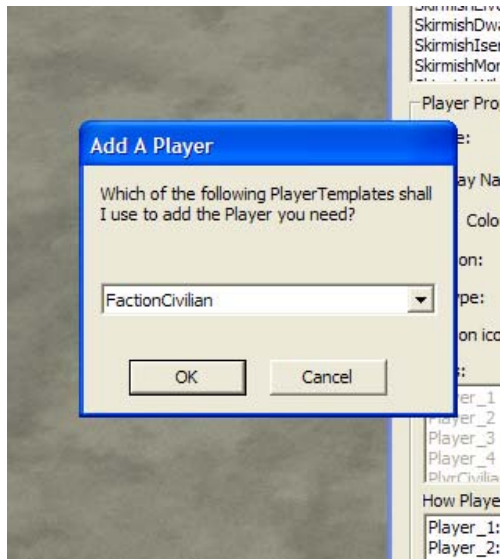
**B.** This will bring up the Player List window. Click on *Add Skirmish Players* button at the bottom left of the window. This adds all factions and scripts needed to run a 4 player (or less) Multiplayer map.



**C.** Steps C, D, and E are optional if your map is for 4 players or less. If you want more than 4 players, you must add the additional players one at a time. Add a new player by clicking *New Player* button in the bottom left of the window.



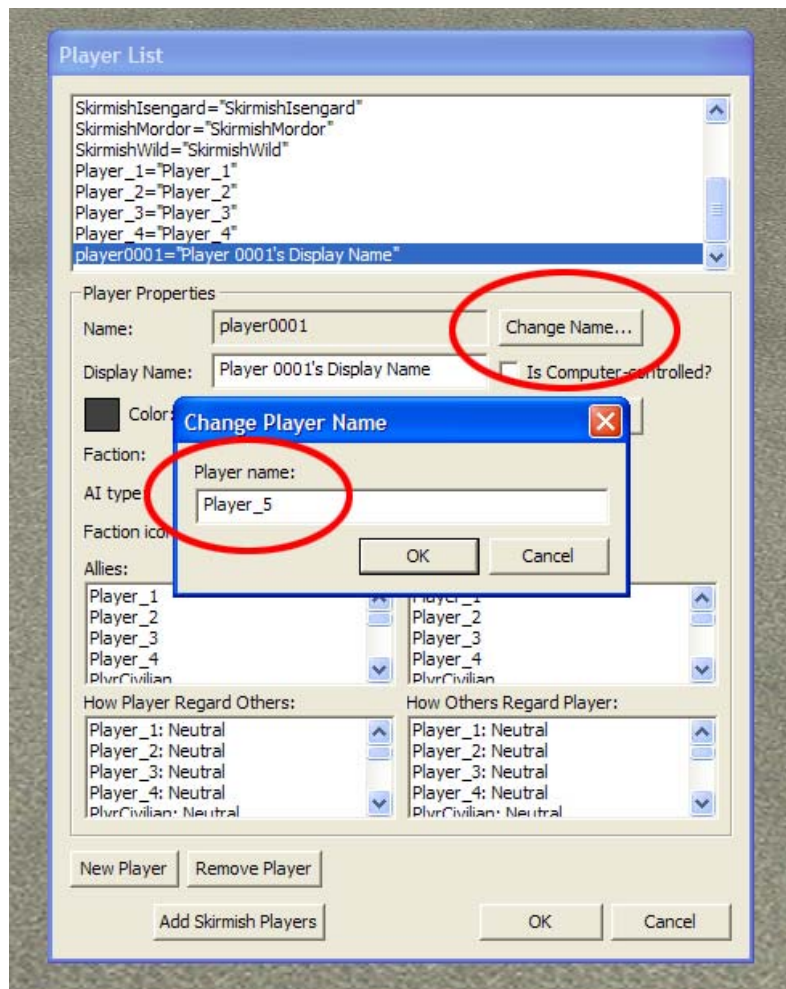
A little window will pop up giving you PlayerTemplate choices. Leave this as the default (FactionCivilian) and press *OK*.



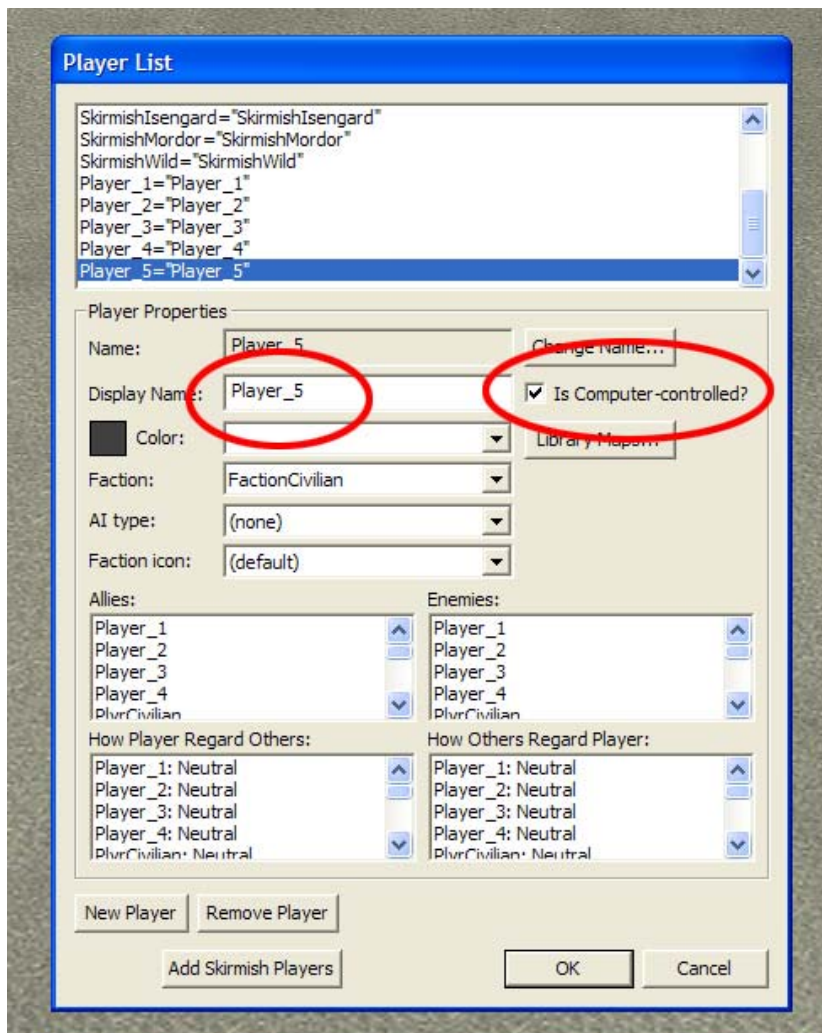
**D.** Now let's correct the Player Name and Display Name. Click on the *Change Name...* button and re-type the new player's name into the following format:

**Player\_#**

Since the first 4 players have already been added, this new player will be called Player\_5

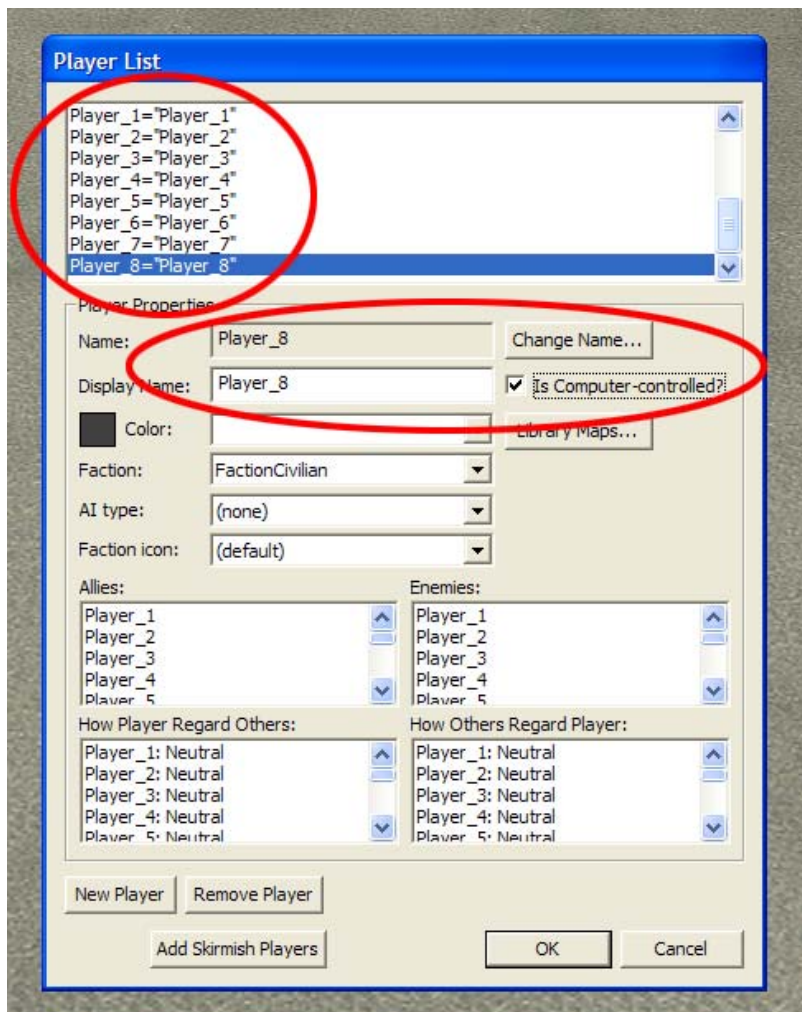


Now change the Display Name box to read Player\_5 also. The last thing to do for this player is to click the checkbox that asks *Is Computer-controlled?* This player can be controlled by the AI when necessary if there is a check in the box.



E. Please repeat sections C and D for each new player that must be added to your map. Players 6, 7, and 8 must be named in the same manner. Here is what the Player List looks like for an 8 player map:

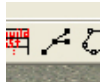




Click **OK** when done.

## STEP 3 - Make Player Start Positions for 1-8 Players

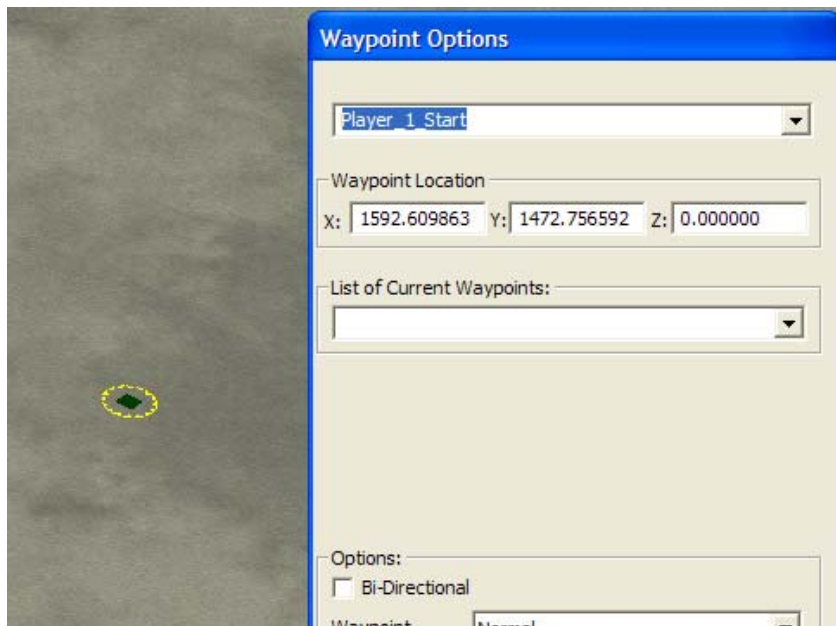
A waypoint is a location marker that you place on the map. It can serve many purposes, but in this case it will determine where each player's initial Fortress will spawn.



Select the *Waypoint* tool by clicking its button in the toolbar or by pressing "W". Place a waypoint for each of the player start positions by clicking on the map where you want them to spawn. You cannot place more than 8 player start positions if you want the AI to recognize them.

Select each waypoint one by one and name it in the Waypoint Options window. Give each of the waypoints a corresponding name using the following naming convention:

Player\_#\_Start



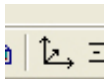
If you want this map to be a 5 player map, then you must have 5 start positions.

**Note:** These names can also be found in the dropdown list for waypoints.

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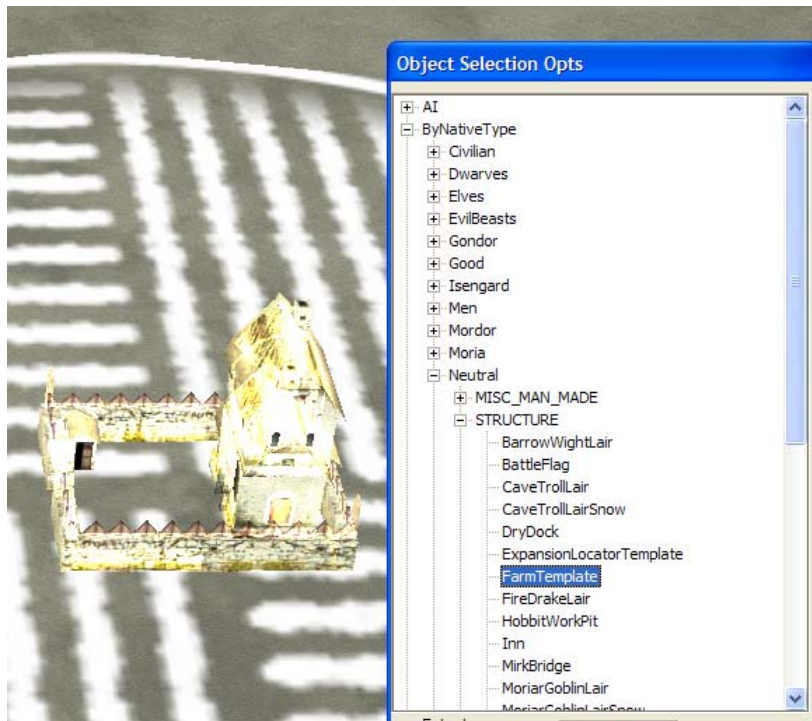
## ***STEP 4 - Place AI Economy Structures***

If you want AI to play on this map and you want them to generate resources, then you must place down Farm Templates where they will try to build their economy structures. We say “try” because if the build site is unbuildable(uneven terrain, impassable terrain, or blocked by objects) then the AI can not succeed.



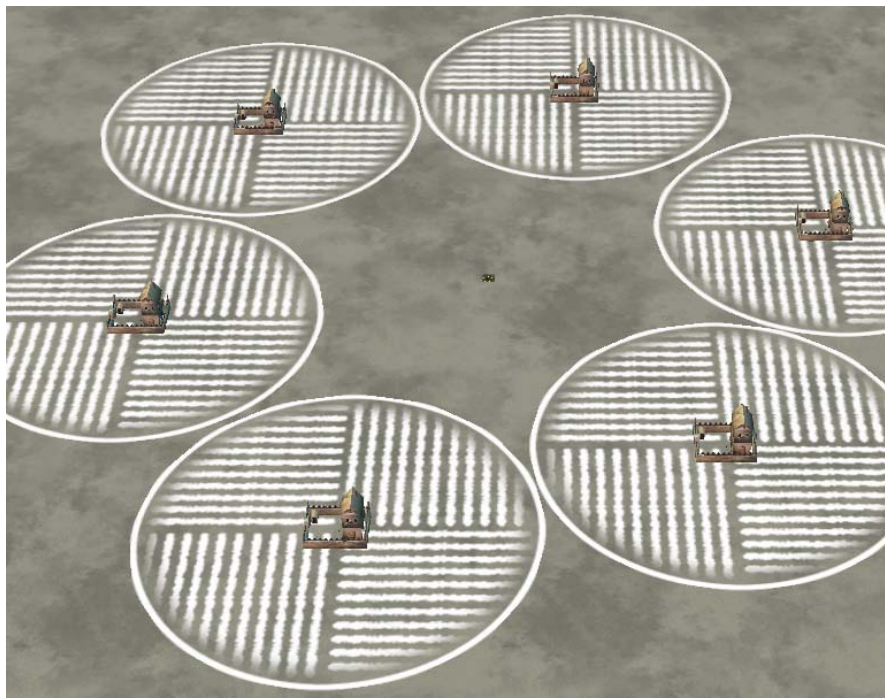
**A.** Select the *Place Object* tool by clicking its button in the toolbar or by pressing “P”. Choose the AI Farm Templates by going to Objects>ByNativeType>Neutral>Structure in the *Objects Selection Opts* window and selecting *FarmTemplate*.





**B.** Now click on the map where you want AI to try to build Economy Structures. In Worldbuilder, a white circle of farmland is visible on this object. This represents the region of land that the potential Economy Structure will try to utilize when gathering resources in game. The more these white circles overlap, the less efficient the AI will be in gathering resources.

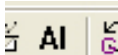
Note: The AI must build Production Structures near its start point, so place the AI Farm Templates away from the player start points.



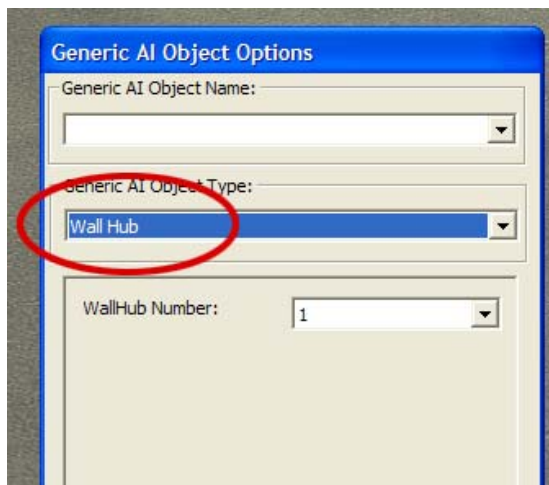
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## STEP 5 - Place AI Wall Hubs

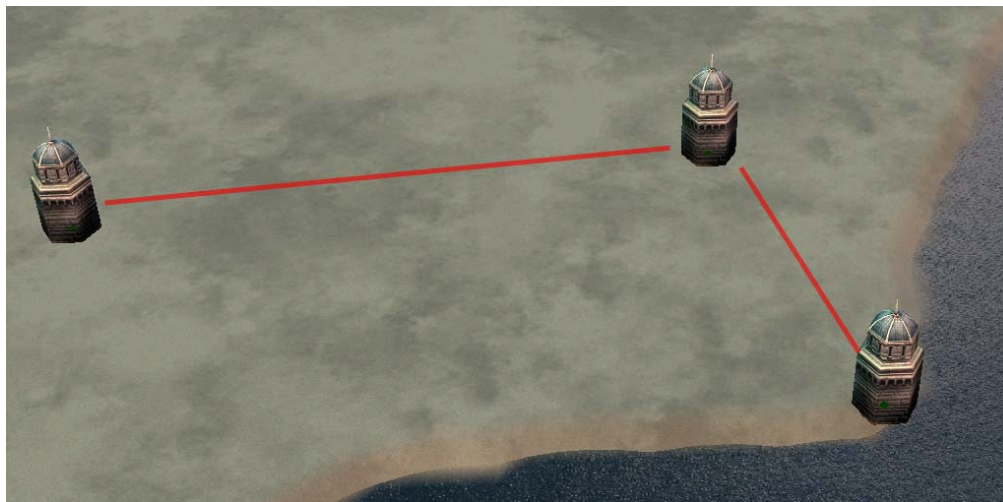
Placing AI Wall Hubs on your map is an optional step. You can skip this step if you don't want any AI players on this map to build walls.



- A. Select the AI tool by clicking its button in the toolbar. Make sure the *Generic AI Object Type* is set to *Wall Hub*.

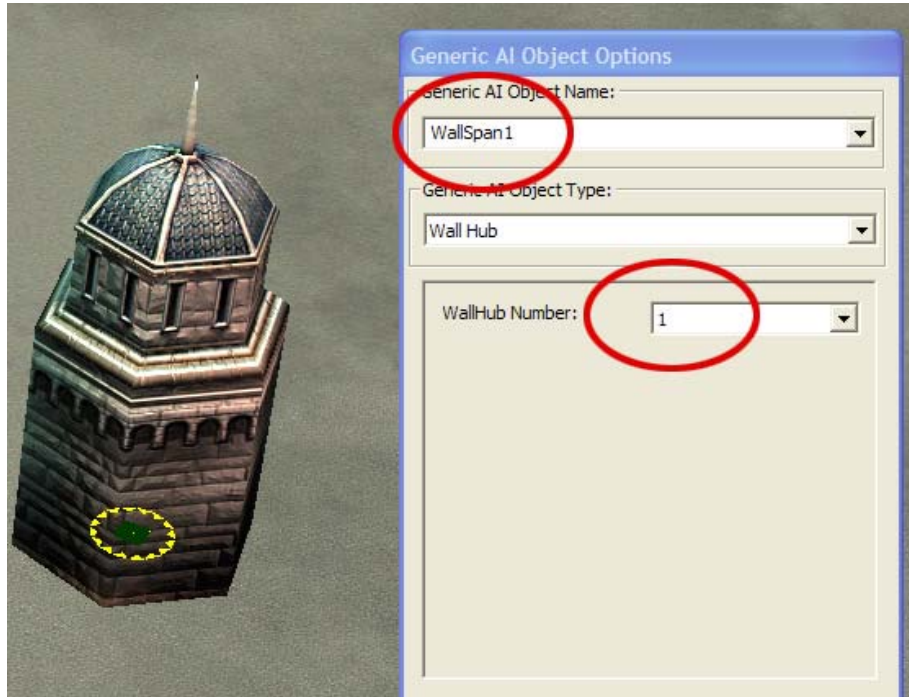


- B. Click on the map wherever the AI should consider building Wall Hubs. You only need to place AI Wall Hubs at the beginning of a wall span, the end of a wall span, and any point that the wall should change direction. Make sure there are no FarmTemplates or rocks in the way that would prevent the walls from being built.



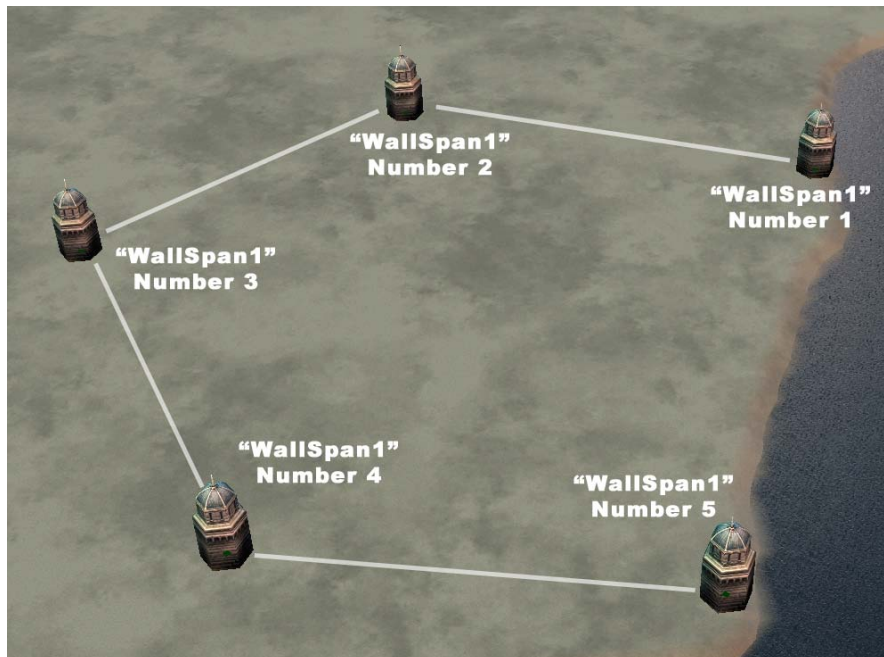
- C. Select the *Select and Move* tool by clicking its button in the toolbar. Select one of the wall hubs you placed on the map by clicking on it. The *Object Properties* window will show all options related to this wall hub. Change the *Generic AI Object Name* to anything that describes

this wall. For purposes of this illustration, we will give our wall the highly creative name *WallSpan1*. Also change the first *WallHub Number* to indicate how this wall hub will connect to other wall hubs along the wall. This is the first wall hub, so it will use number 1. Every wall hub along this wall must have the exact same *Generic AI Object Name* and a sequential number (1, 2, 3, etc.) or else they won't connect correctly.

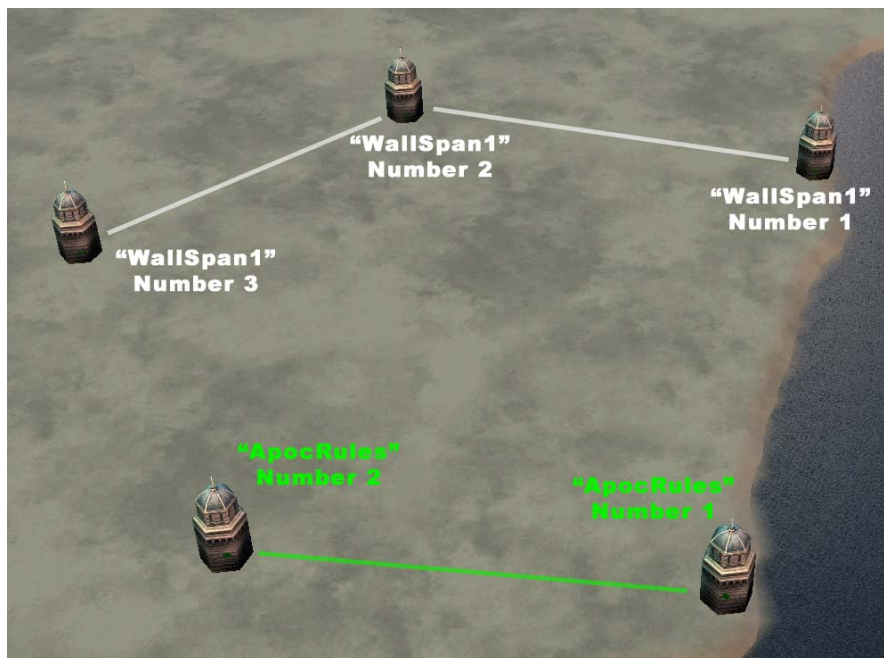


To connect correctly, each wall hub in a span must also have a different *WallHub Number*. The order of the number does not indicate which wall hub is built first. The number indicates how wall hubs are connected to each other. Wall Hub 1 connects to 2, Wall Hub 2 connects to 1 and 3, Wall Hub 3 connects to 2, etc. So give each wall hub a number to indicate the flow of the walls through the hubs. Here is a wall called *WallSpan1* and how the wall hubs were numbered.





Only wall hubs with sequenced numbers and with the same name will connect into a wall span. If you want more than one set of walls on a map, just give them different *Generic AI Object Names*.



Note: Testing your map to see if you've set up walls correctly can be difficult, since the AI doesn't build walls every game. It is best to follow the above directions very carefully to ensure the walls will be available to the AI when it wants to build.

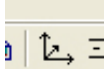
Also Note: the first and last wall hub in a wall span CAN sit on impassable terrain (mountain side or ocean shallows). The AI will build the wall as far as they can to close the gap. This first and

last hub in a span are the only cases where an impassable can block a wall and still have the wall work effectively.

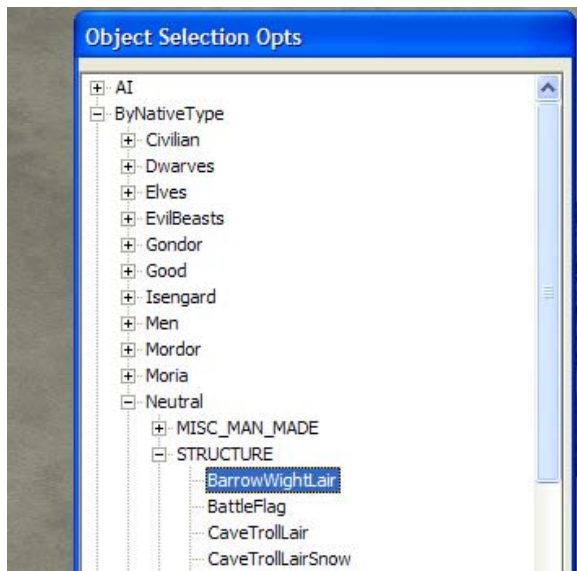
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## STEP 6 - Place Creeps

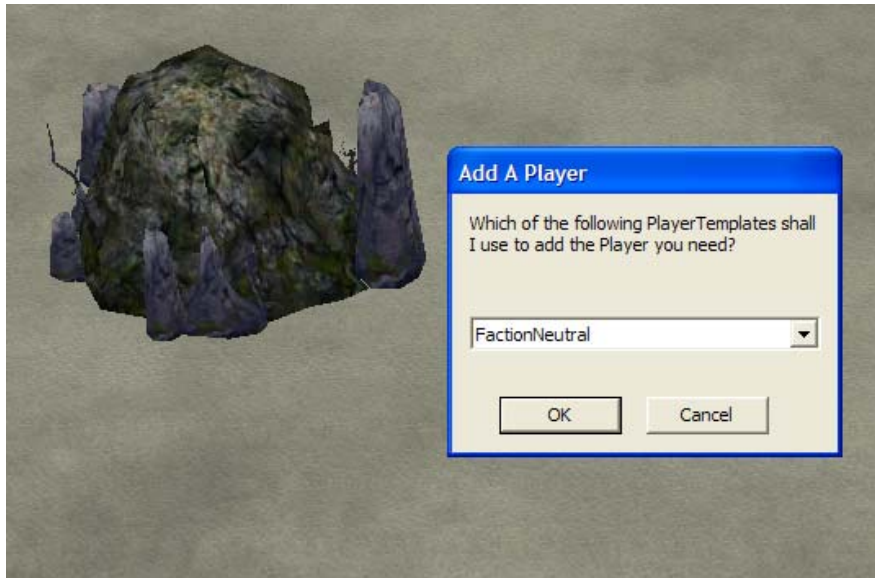
Placing Creeps(or Lairs) on your map is an optional step. You can skip this step if you don't want any Creeps.




**A.** Select the *Place Object* tool by clicking its button in the toolbar or by pressing “P”. Choose a Creep by going to Objects>ByNativeType>Neutral>Structure in the *Objects Selection Opts* window and selecting any object with the word “Lair” in it. For this example, we will choose *BarrowWightLair*, which is the first one on the list.

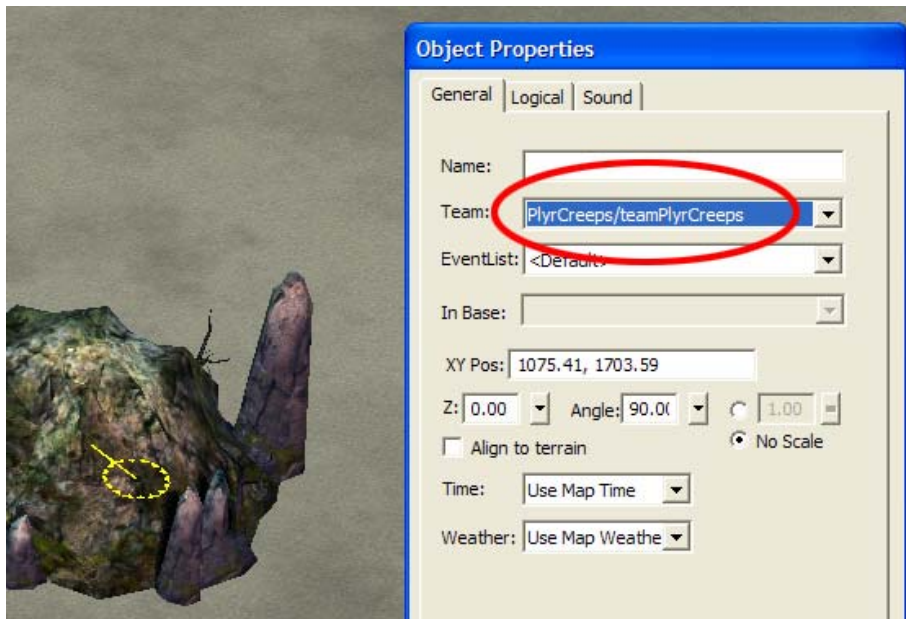


**B.** Click on the map to place this Creep. A little window will pop up asking you about PlayerTemplates. FactionNeutral is your only PlayerTemplate choice here, so just click *OK*.



However, FactionNeutral is not what we want, so let's change it.

- C.  Select the *Select and Move* tool by clicking its button in the toolbar. Make sure the creep is still selected on the map by clicking on it. The *Object Properties* window will show all options related to this creep. Change the Team name to "PlyrCreeps/teamPlyrCreeps". This will make it an enemy of all players and let it attack all players.

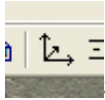


Repeat as necessary for each Creep that you want on the map.

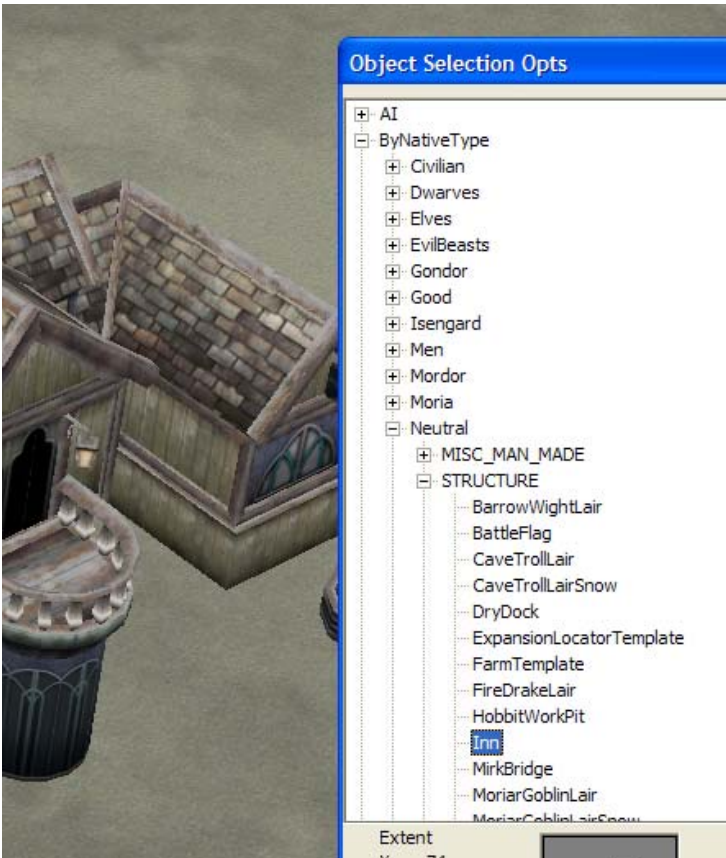
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## STEP 7 - Place Tech Buildings

Placing Tech Buildings on your map is an optional step. You can skip this step if you don't want them on your map. Neutral Tech Buildings are structures that any one player can capture to gain a battlefield advantage. There are 4 different Tech Buildings to choose from.

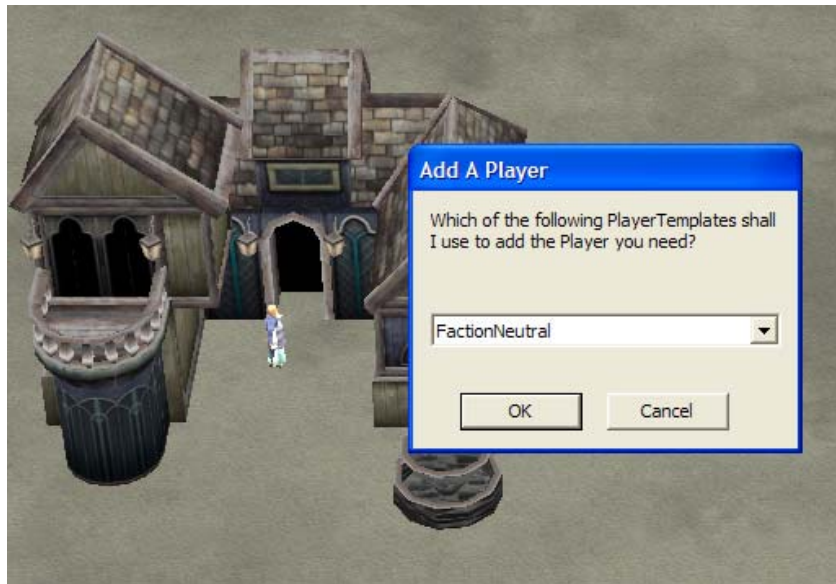


A. Select the *Place Object* tool by clicking its button in the toolbar or by pressing "P". Choose a Tech Building by going to Objects>ByNativeType>Neutral>Structure in the *Objects Selection Opts* window and selecting the Inn, Outpost, ShipWright, or SignalFire. For this example, we will choose *Inn*.

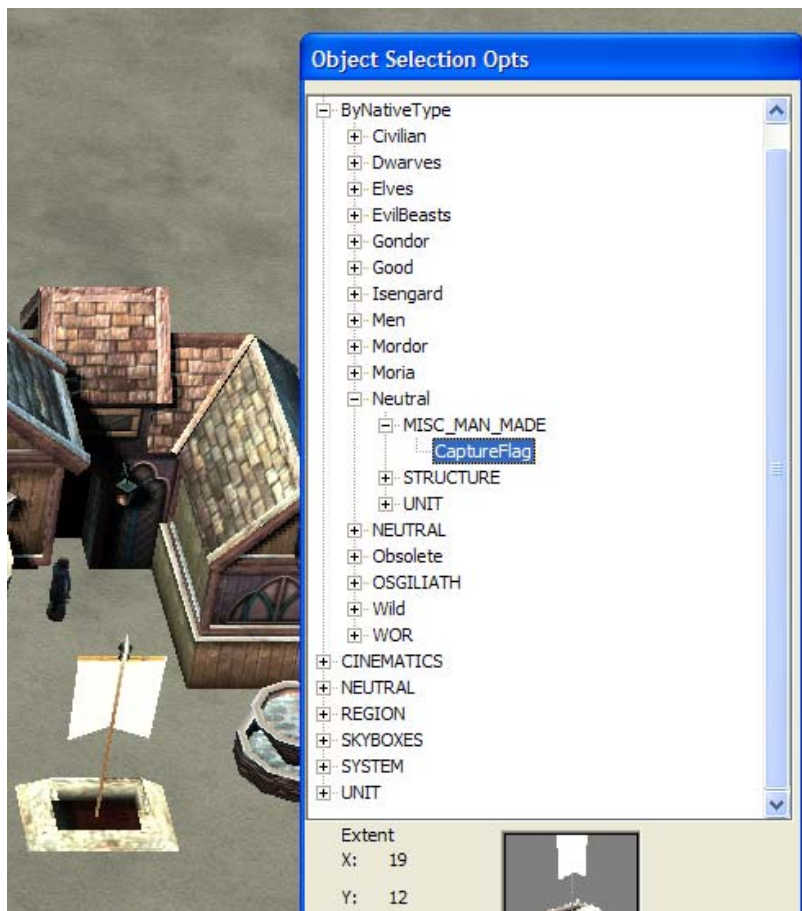


B. Click on the map where you'd like to place the Inn. This will bring up a little window asking which PlayerTemplate to use. Again, the only option is FactionNeutral but this is what we want for Tech Buildings. Click *OK*.

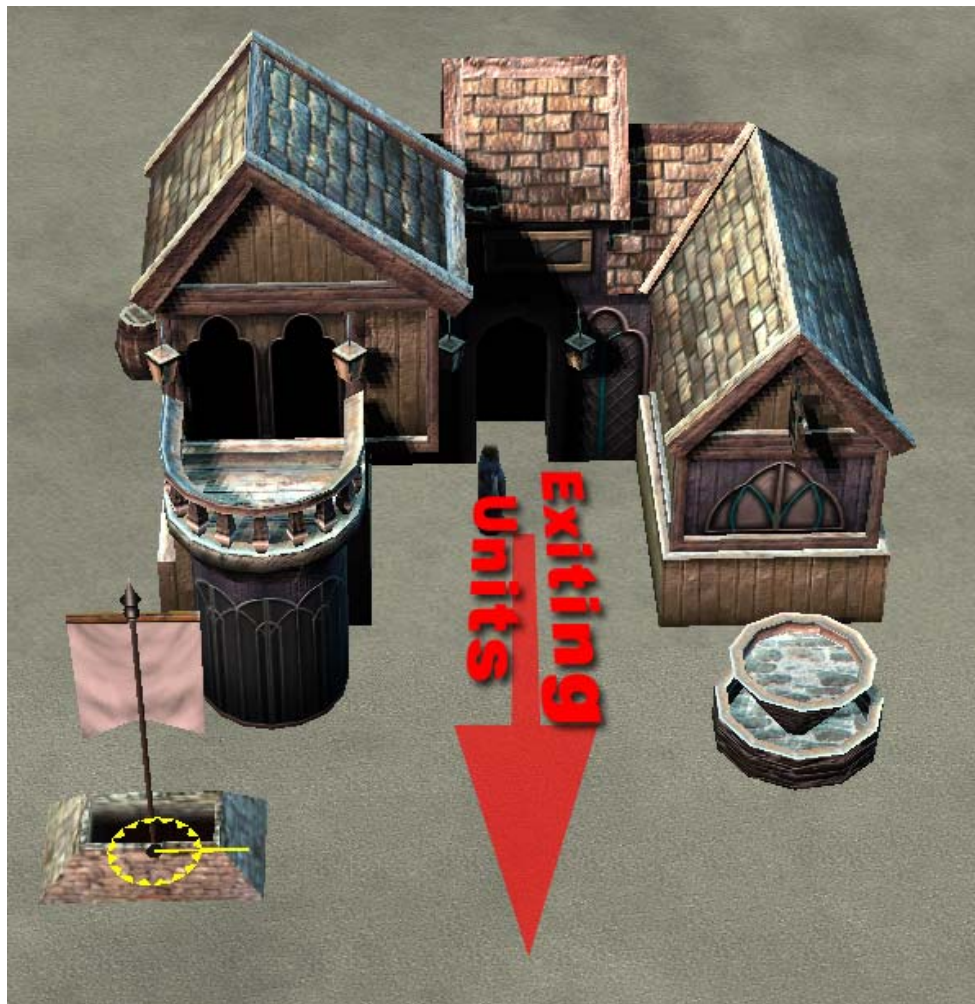




C. To allow a player to capture a tech building, you must place down a CaptureFlag. The CaptureFlag can be found in the *Object Selection Opts* window at Objects>ByNativeType>Neutral>MISC\_MAN\_MADE. Go there and select *CaptureFlag*.



Click on the map next to the Inn. The CaptureFlag will automatically work with the Inn if it is placed in near proximity to it.



*Note:* Remember to place the flag a little to the side of the Inn so that units built at the Inn are not blocked by the flag as they run out the front door.

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## **STEP 8 - Conclusion**

This concludes the basic steps in making a Multiplayer map and a Singleplayer Skirmish map. If you've followed these directions correctly, you will have a map that works.

If you'd like to know some of the tips and tricks that the EA map-makers follow to make maps look and play well, please read through the *BFME2 Map Design and Beautification Tips (BFME2 Map Tips)* document.

If you'd like to learn how to do Scripted Single Player scenarios similar to the Good and Evil Campaign missions in *The Lord of the Rings: The Battle for Middle-earth II*, please read through the *Single Player Mission Tutorial* document **which will be available soon.**

If you'd like to delve deeper into the advanced tools of Worldbuilder, there are many online tutorials developed by fans like you. Here are a couple of our favorites:

<http://www.the3rdage.net/>

<http://www.worldbuilder.org/>

Have fun!

The Battle for Middle-earth 2 Development Team