

## Scope

March 2026

This is a community-maintained update to Avalanche's classic GunGame 2.00B3 for Day of Defeat 1.3, updated intended to work with modern bot systems — including new\_bot, Sturmbot, and Shrikebot.

It has been tested on new\_bot, others will follow.

The original GunGame plugin never supported bots correctly.

This edition restores full compatibility while keeping the gameplay, scoring, and feel of the original intact.

This patch was created because the DoD 1.3 community still loves this game, and deserves working, fun, stable addons without drama or politics.

The file: gg\_200b3\_bot\_dod.zip is the download matching this readme.

## What's New in the Bot-Compatible Edition

✓ Bots now receive the correct GunGame weapon every spawn

No more bots keeping rifles, BARs, or class weapons.

✓ Bots level up correctly

Weapon progression works for bots exactly like humans.

✓ Bots no longer break the round flow

Winner announcements, MOTD messages, and next-map logic all work.

✓ Humans remain untouched

All original GunGame logic for human players is preserved.

✓ Compatible with all major bot mods

new\_bot, (tested) Sturmbot, Shrikebot (more testing required)

Any HLDS/Metamod/AMXX combination (more testing required)

✓ Works on listen servers and dedicated servers

Tested on Windows listen server ONLY; Linux and Windows dedicated expected to behave identically.

**See Appendix 1 for a Technical Summery and Credits.**

## Included in the Release Package

gungame\_dod.sma (patched and documented)

gungame\_dod.amxx (compiled)

All other files are the original files

## How to Install — GunGame DoD 2.00B3 (Bot-Compatible Edition)

### 1. Requirements

Before installing, make sure your server has:

Metamod (1.21p37 recommended)

AMX Mod X (1.8.2 or 1.9.0)

Day of Defeat 1.3 HLDS

Optional: new\_bot, Sturmbot, or Shrikebot

If you already run custom plugins, this will not conflict with them.

### 2. Extract the Download

The contents of the download are self-explanatory. They match your server files.

*Note that the file “gungame\_winmotd.html” will alter your MOTD and display on the round end after a winner is declared and just before the next map changes. It does go in the dod folder.*

### 3. Enable the Plugin

Open... dod/addons/amxmodx/configs/plugins.ini

Add these lines at the bottom:

gungame\_dod.amxx

gungame\_base.amxx

Save and close.

### 4. Configure GunGame

GunGame uses a configuration file: dod/addons/amxmodx/configs/gungame\_dod.cfg If this file doesn't exist, the plugin will generate one on first run. You can adjust:

weapon progression

warmup settings

level requirements

mapvote behaviour

winner announcements

It is important to understand what the many settings do. Most leave them alone as the default.

### ★ Mixed mode server (standard and gun game maps)

The above enabling and configuration of the plugin works for a gun game server that uses gun game for all maps.

But a “Mixed Mode” server can be configured to have standard maps and gun game maps via a little more work. **See the download folder “option\_map\_cfg” for example files described below.**

1. Open... `dod/addons/amxmodx/configs/plugins.ini` Remove these lines at the bottom...

`gungame_dod.amxx`

`gungame_base.amxx`

Save and close.

2. Open... `dod/addons/amxmodx/configs/amxx.cfg` Add this to the bottom...

`gungame_base.amxx disabled`

`gungame_dod.amxx disabled`

Save and close.

3. We will now set up per mapname configuration set of folders and files.

AMX Mod X doesn't ship with these set up, you need to add a folder and files

Read this and understand the set up...

[https://wiki.alliedmods.net/Configuring\\_amx\\_mod\\_x#Map\\_Config\\_Files](https://wiki.alliedmods.net/Configuring_amx_mod_x#Map_Config_Files)

Make sure you follow that... don't skip steps.

4. Map Specific Plugins. This link must also be read and understood...

[https://wiki.alliedmods.net/Configuring\\_amx\\_mod\\_x#Map\\_Specific\\_Plugins](https://wiki.alliedmods.net/Configuring_amx_mod_x#Map_Specific_Plugins)

We can now proceed with some files.

5. Enabling the plugins to run on a certain map. As it instructs in the above link, we can use two file types in the `dod\addons\amxmodx\configs\maps` folder. `Name.cfg` and `name.ini`.

Let's say `dod_anzio` is the only gun game map you want. We need to enable the plugin as we have that removed now in `plugins.ini` and globally disabled in `amxx.cfg` for the entire server.

6. Make a file called `plugins-dod_anzio.ini` in that file put the two lines...

`gungame_base.amxx`

`gungame_dod.amxx`

Save and Close.

Now when maps are running Gun Game is OFF.

**However, whenever `dod_anzio` is run, gun game is enabled.**

The next map that runs gun game is disabled.

Optionally, you can also make a file called `dod_anzio.cfg` in the same folder. You can use that file to add other items, like the these...

```
mp_timelimit 20
```

```
sv_downloadurl "http://YourFastDownload1.com/dod" //for different Download URL other than your default
```

It's not required but it is handy to know.

## Appendix 1



# Technical Summary of Changes

### ■ Added a proper spawn hook

GunGame originally had **no spawn hook**, so bots were never handled. A new `Ham_Spawn` hook was added:

Code

```
RegisterHam(Ham_Spawn, "player", "ggn_PlayerSpawn_Post", 1);
```

### ■ Added bot-only delayed weapon stripping

Bots receive class weapons after spawn, so a 0.2s delay ensures stripping happens *after* the bot's loadout is applied.

### ■ Added brute-force weapon removal

Bots ignore normal strip methods, so a full weapon drop loop was added.

### ■ Integrated with GunGame's native API

Bots now receive their correct level weapon using:

Code

```
ggn_give_level_weapon(id, 1);
```

### ■ Humans remain on original logic

No changes were made to human weapon handling, scoring, or progression.



## Credits

**Patched by:** Mik

**Assistance:** Microsoft Copilot (technical reasoning, debugging support)

**Original GunGame:** Avalanche

**Bot Systems:** new\_bot, Sturmbot, Shrikebot authors



## Community Message

Day of Defeat 1.3 is a 20-year-old game, but the community is still alive because people keep sharing fixes, knowledge, and passion — not politics.

This patch exists because players deserve working mods, not gatekeeping.

If you run a DoD server, enjoy GunGame, or just want bots that behave properly, this release is for you.