

know what is going on, however, this could cause an inexperienced server admin problems.
Thanks JAY!

Sample Map Cycle:

This is very simple but lays the ground work to get you started.

```
mapcycle
{
  map0
  {
    command "map jungledust"
    cvars
    {
      scorelimit 14
      g_gametype "gold"
      g_motd "next map is factory_assault sabo"
    }
  }
  map1
  {
    command "map factory_assault"
    cvars
    {
      scorelimit 25
      timelimit 50
      g_gametype "sabo"
      g_motd "next map is bunker tctb"
    }
  }
  map2
  {
    command "map bunker"
    cvars
    {
      scorelimit 160
      timelimit 40
      g_gametype "tctb"
      g_motd "next map is chop_suey inf"
    }
  }
  map3
  {
    command "map chop_suey"
    cvars
    {
      scorelimit 12
      g_gametype "inf"
      g_motd "next map is jungledust gold"
    }
  }
}
```