



**grand
theft
auto
ONLINE**

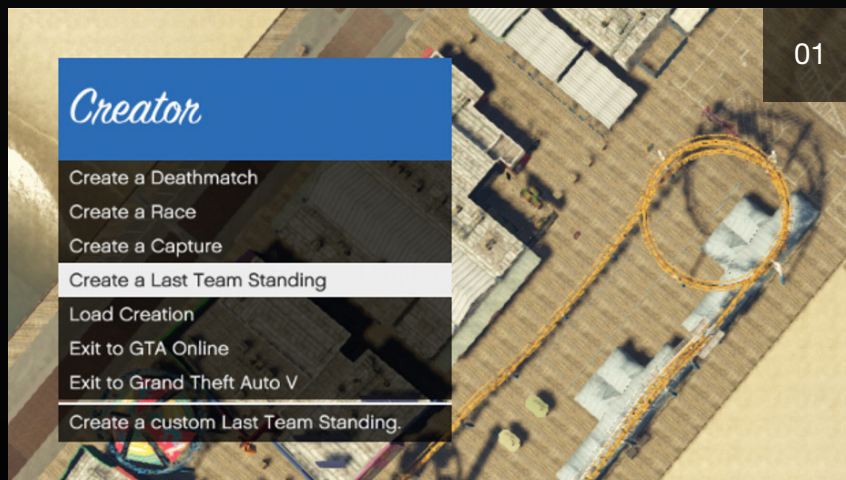
Last Team Standing Creator
GUIDE

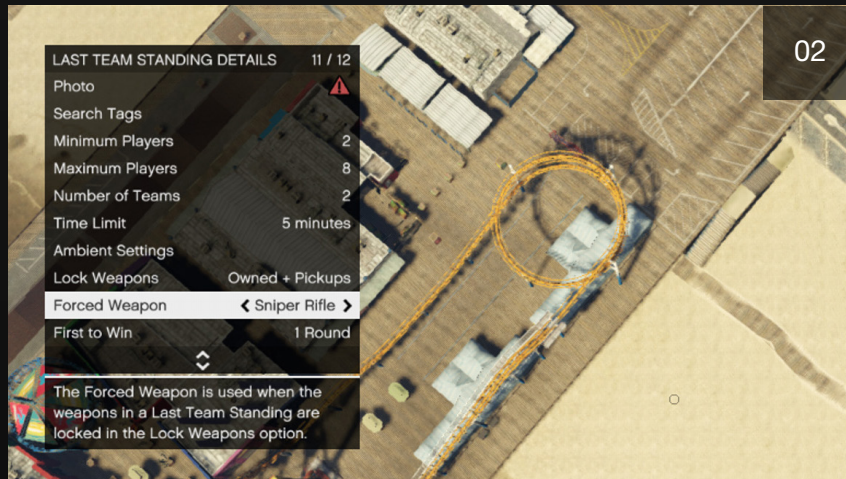




INTRODUCTION

Upon entering the GTA Online Creator tool, you'll be presented with multiple Job types that are available to create (01).



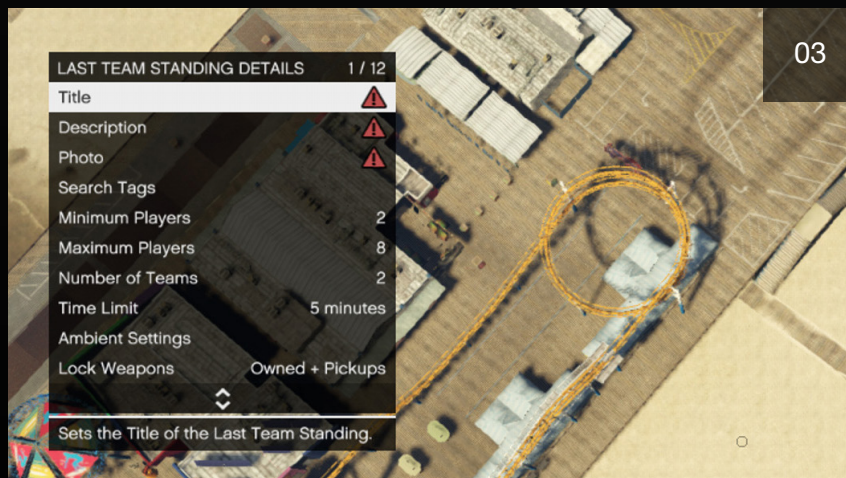


After selecting Last Team Standing [LTS], you will be given a fully adjustable overhead camera view of Los Santos which focuses on a small circular marker on the ground. This is used to mark the locations you wish to place the objects, weapons and Props for your new Job.

From here, you can enter the LTS Details Menu (02) and alter factors like maximum players, number of teams, number of rounds, time limits, and forced weapons, which provide the foundation for the rest of your Job.

REQUIRED LTS DETAILS

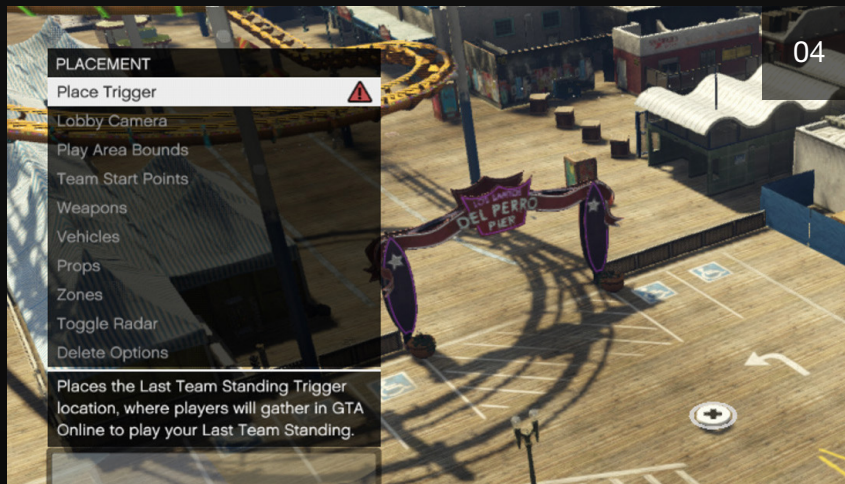
Three red exclamation marks at the top of the LTS Details Menu indicate the settings that must be completed before you can successfully publish your Job (03).



TITLE: This is the first impression that your new Job will make with the gaming community at the Rockstar Games Social Club so make it memorable.

DESCRIPTION: A description of your LTS job that can include helpful hints that help players get the most out of your LTS.

PHOTO: This screen will serve as your LTS's profile picture and will display in the lobby and also on the Rockstar Games Social Club.



Additionally, a Trigger is required, which is the point where players will gather in GTA Online freemode to play your LTS (04).

ADDITIONAL LTS DETAILS

SEARCH TAGS: This will help players locate and bookmark your LTS on the Rockstar Games Social Club website. Once bookmarked, your Job can be accessed in-game and either played on its own or as part of a playlist.

NUMBER OF TEAMS & PLAYERS: Adjusting the number of teams and players will have a major impact on the design of your LTS. Create anything from a tight, 2 player firefight to a sprawling 16 player (30 players on PS4, Xbox One, and PC), 4 team full-on war.

TIME LIMIT: Balanced time limits allow you to control the pace of your LTS. Your Job will end when any team eliminates all members of the opposition, but if the time limit is reached before any team has achieved this then the match will end and the winner will be the team with the most members left standing.

AMBIENT SETTINGS: Alter settings like the maximum Wanted Level, time of day, weather, density of both traffic and pedestrians, music, and whether ambient gang members and emergency services are present or not.

LOCK WEAPONS: This option lets you choose the weapons available to the players of your LTS. The “Owned + Pickups” setting lets players bring their own GTA Online weapons into the match. If you scroll the selection to “Forced + Pickups,” then all players start the match with the Forced Weapon you select (see next category), but can only switch out to other weapons that you place as pickups. If you scroll to “Forced Only” the starting weapon for all players is the Forced Weapon, and so are all weapon pickups in the game. In other words, you can restrict all players in your match to a single weapon if you prefer.

FORCED WEAPONS: Set a default weapon for all players at the start of the game, and also for all pickups if you select “Forced Only” in the Lock Weapons option. The choice of Forced Weapon can set the tone of the match, such as an up-close-and-dirty pistol fight or a long-distance sniper rifle duel.

FIRST TO WIN: Set the number of rounds that will form the structure of your LTS. It’s recommended you consider the size of the arena before setting the number of rounds.

FORCE CAMERA VIEW (PS4, XBOX ONE AND PC ONLY): With this option, you can choose to lock all players in the job into First or Third Person perspective for the duration of the job. Remember, the host can override the Force Camera option before the LTS begins.



CREATING AN LTS

Each category in the following pages will help you use the Creator tool more efficiently and help you create a great LTS.



PLACING THE TRIGGER AND LOBBY CAMERA

Before placing anything else in the Creator you'll be asked to place a Trigger (05). This drops a large circular marker into the game world where players gather to launch your Job while in freemode. It must be placed on an empty, flat, accessible surface with good clearance.

The **lobby camera** gives those that are waiting for your Job to begin an appealing view of your Job's environment and must be placed close to the Trigger location where players launch the Job.

PLACING TEAM START POINTS

Before you can place spawn points, you must position the "Play Area Bounds". This is a sphere that surrounds the play area. Players must remain inside this boundary for the duration of the match and all spawn points must be placed inside it. You can choose the radius of the Play Area Bounds, from a cramped and frantic 10 metres up to a city-spanning 1000 metres. The size of the Play Area Bounds can greatly affect how your LTS plays.

Team Start Points are the locations on the map where each team – from two to four – will initially spawn from (06).



- ◆ Each team's start points should be placed reasonably close to each other but can be spread out around the map if your design calls for it.
- ◆ Try to start each team in locations which allow them an equal chance for a fair start. Avoid starting one team on a defensible rooftop and the other on the open ground below, for example. On the other hand, if a team spawns in the open, but has access to powerful weapons and good cover, that could make for an interesting challenge.
- ◆ If the start points for each team are clustered together within a few meters of each other the game will use a swooping Team Start Camera during the LTS.

SWITCHING THE CAMERA

You can switch between two different camera modes when in the Placement Menu: Overhead and On-Foot. If you switch to the On-Foot view you will get control of your character and be able to place entities as you walk around.

- ◆ The On-Foot camera allows access to areas off-limits to the Creator Camera such as interiors or underground locations.
- ◆ Long distances can be traversed in either camera mode by opening the pause menu map, scrolling to a location and pressing the 'Warp' button.

PLACING WEAPONS, ARMOR AND AMMO

All standard weapons can be placed in any LTS (07) and can be collected by any player. If they already have a weapon of the same class they will be given two magazines worth of ammo instead.



- ◆ Weapons are rank-restricted. Any placed weapons which unlock at a rank higher than that of the highest-rank player on the Job will be temporarily replaced with a weaker gun.
- ◆ Keep in mind the flow of your play area when placing weapons. Try placing powerful guns in vulnerable locations or choke points.
- ◆ Don't forget to place health and armor pickups.

PLACING VEHICLES

Up to 30 vehicles can be placed in your LTS. Users are limited to 5 different models of vehicle.

- ◆ Placed vehicles do not respawn once destroyed.
- ◆ Vehicles from every class can be placed. Remember to carefully consider the environment when placing vehicles – small cars aren't much use in the mountains of Blaine County.
- ◆ Vans and SUVs make great temporary, mobile cover.

PLACING PROPS

Props can be placed to give additional cover, block areas or channel players around your map (08). If model memory permits, up to 50 static and 10 dynamic Props can be placed (100 static and 20 dynamic Props on PS4, Xbox One, and PC).

- ◆ Normal, static Props cannot be destroyed or moved and will always provide cover.
- ◆ Dynamic Props can be moved, damaged and, in the case of gas tanks, even explode.
- ◆ Use large Props to break up sight lines and create choke points.
- ◆ Stunt Props from Cunning Stunts can be added including tracks and raised tracks, tubes, building blocks, ramps, stunt signs and stunt set pieces.
- ◆ Props must be placed with sufficient clearance on all sides.
- ◆ You can use the Prop movement controls to adjust the height of Props, allowing you to place them in mid-air. You can also reset a Prop's rotation to its default position.
- ◆ The "Allow Prop Stacking" checkbox lets you place Props so that they intersect one another or the existing world terrain.
- ◆ The "Rotation Type" option allows you to rotate Props on each axis (Pitch, Roll, Yaw) or relative to the world (World Heading) before placing them.
- ◆ Ambient traffic will not navigate around your Props, so if you're placing Props on roads it is suggested that you clear that area of all ambient pedestrians and vehicles.

PROP TEMPLATES

You can save and place templates constructed from multiple Props. Select “Create New Template” to begin. You can then hover over placed Props and use the “Select Prop” option to add them to the template. Selected Props will have a purple circle over them. When you have selected all the Props for your template, select “Save Template”. Now when you scroll through the Prop category options, you will find a new option called “Templates”. From here you can select the template(s) you previously saved and place them just like any other Prop. Once placed, the individual Props can then be modified or deleted.

PLACING ZONES

Zones can be used to clear a demarcated area of all ambient pedestrians, ambient vehicles or both (08).



- ◆ To place a zone, first choose where you want your zone to start and press X/A. Then move to where you want your zone to end and press X/A again. This will draw a box using these two points as opposite corners.



PUBLISHING AND PLAYING

Now that your LTS is built, it's time to publish it so others can play it.

TESTING YOUR LTS

You must complete a valid test for every team in your LTS before you are able to publish it.

- ◆ The settings you initially selected in the LTS Details Menu are used when testing a LTS. These can easily be changed if you feel they don't suit your Job.
- ◆ Before publishing your Job to the Rockstar Games Social Club, making it available to players worldwide, you must complete a valid test for every team.

SAVING YOUR LTS

Saving is intended for your work-in-progress Jobs. This option stores your Job on the Rockstar Games servers from where you can load it in GTA Online, play it with your friends or Crew or load it into the LTS Creator again at a later date to make edits.

- ◆ Saved Jobs can be accessed in GTA Online from the pause menu:
Online → Jobs → Play Job → My Jobs
- ◆ Saved Jobs do not appear on the Rockstar Games Social Club website. You must publish the Job before it becomes visible to other players on the Rockstar Games Social Club.

PUBLISHING YOUR LTS

Publishing is intended for finished LTS's. This option stores your Job on the Rockstar Games servers but also publishes it to the Rockstar Games Social Club website where other players may bookmark it, load it into their GTA Online session and play it with their friends or crew. The Job must be tested in the creator and considered valid to be published.

- ◆ Requirements for publishing a job:
 - ◇ Title (LTS Details Menu)
 - ◇ Description (LTS Details Menu)
 - ◇ Photo (LTS Details Menu)
 - ◇ Time Limit (LTS Details Menu → Team Details)
 - ◇ Trigger (Placement Menu)
 - ◇ Lobby Camera (Placement Menu)
 - ◇ Play Area Bounds (Placement Menu)
 - ◇ Team Start Points (Placement Menu) (Must place all available)
 - ◇ You are then required to complete a valid test for every team in your LTS.
- ◆ If you make any edits after this testing and finalizing Job details, your previous test will be invalidated, requiring you to re-test the Job for all teams.

- ◆ The Publish option is greyed out if the LTS is not yet considered valid.
- ◆ Published Jobs can be accessed in GTA Online from the pause menu: Online → Jobs → Play Job → My Jobs.
- ◆ You can still make further edits to published LTS's, though as mentioned above you will be required to validate it again through test. Just hit 'Update Version' after making your changes to make your latest version of the Job available on the Rockstar Games Social Club website.

LOADING AND PLAYING YOUR LTS

Your Jobs will appear on the pause menu map as white blips and will also be listed in the pause menu in: Online → Jobs → Play Job → My Jobs. When you host one of your Jobs a Trigger is created in GTA Online, which works in the same way as the Rockstar Created Job Triggers.

- ◆ Friends, crewmates and other players in your session can be invited to your Job.
- ◆ Other players in the same session can join you by walking into your Trigger.
- ◆ Only one of your Jobs may have an active Trigger at any one time. If you launch another one of your Jobs the first trigger is removed.
- ◆ Jobs can be copied and deleted from the Creator Menu. Simply select 'Load Creation', highlight the Title and press Copy or Delete.