

A stylized illustration for Grand Theft Auto Online Arena War. In the center, a man in a dark blue suit and purple tie, wearing glasses, holds a microphone and a card with the 'Arena War' logo. He is shouting. In the foreground, a person in a black leather jacket and helmet sits on a yellow and blue motorcycle. In the background, a gold car with a mounted machine gun is on the left, and another gold car is flying through the air on the right. The scene is set in a large arena with a grid floor and a bright orange and red background.

grand theft auto ONLINE ARENA WAR

Arena War Creator GUIDE





CREATE AN ARENA WAR

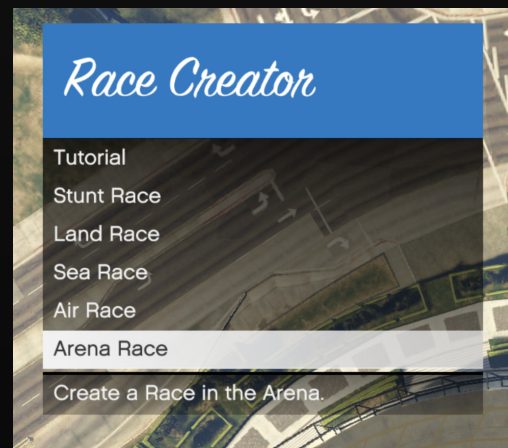
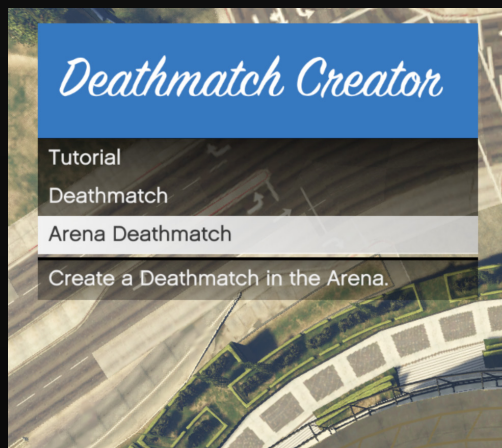
Craft your own chaos filled events with the new Arena War Creator. As with our other creator environment, this new update brings a host of new arenas and props alongside your favorite elements from other race styles.

This guide offers some general tips to get you started on your venture into designing the perfectly horrific arenas for the brutal world of automotive gladiatorial combat.

INTRO

To access the Arena War Creator, enter the Pause menu screen, scroll down to select “Creator” and choose either “Create a Deathmatch” or “Create a Race”. Within those 2 sections you’ll find an option for Arena War.

Those of you who have used the tool for stunt races, transform races, deathmatches etc. will be familiar with the framework for creating your race/deathmatch. Pre-requisites include the standard elements such as event title, description, photo and key event details like race type, route type, available vehicles etc.





EVENT DETAILS

TITLE:

Enter a creative name for your event with a maximum of 25 characters (including spaces). You cannot save or publish an event without a name. If you're not sure what to name your event, you can always use a temporary name and then change it to something more suitable once the event is fully realized or developed. You can name your event anything you like (provided it clears the profanity filter), but if it becomes a favorite, it's helpful if the name sparks memories of the exciting moments or key hurdles in the event.

DESCRIPTION:

A good Event Description is necessary before saving or publishing your event. This, more so than a Title, should be a descriptive account of what to expect when a player experiences your event. You have a maximum of 500 characters to explain your event (including spaces), so express the level of mayhem with as much detail as you can.

PHOTO:

You must take a picture that represents your event before saving or publishing it. The Detail Photo appears when launching the Event creation, as well as on the Rockstar Games Social Club. The photo can be taken anywhere within the arena, using camera controls similar to those for the checkpoint navigation. A good picture of your Arena and its features could be a key selling point. Consider taking a very nicely set up shot of an area of excitement in your event.

SEARCH TAGS:

Search Tags are like how websites are found on the internet. Add Search Tags to make finding your creation on the Rockstar Games Social Club much faster. Each word should be separated with a comma and you have a maximum of 62 characters to use (including spaces). Choose words that best describe your event. The more descriptive you are with the fewest number of (correctly spelled) words is the best way to take advantage of this search feature.

MAXIMUM PLAYERS:

You can set the maximum number of players that can participate in your Arena Race to be anywhere from 2 to 16. Limiting the amount of players in the Race or Deathmatch makes for close, high-stakes action, while larger amounts of players can feature more player-on-player action. For an Arena Deathmatch you can select the number of teams (2-4), the max number of players (2-30) and the minimum players needed to launch the event.

EVENT TYPE & DETAILS:

STANDARD RACE

- ◆ Route Type
 - ◇ Set your race as a point to point adventure or make your racers repeat your lap of hell with a lap count.
- ◆ Number of laps
 - ◇ When making a lapped race, you can set your default lap count to between 2-99 laps.
- ◆ Starting Grid Size
 - ◇ This option allows you to set the Starting Grid Size for the Race to any dimension the same as or smaller than the starting area allows.

DEATHMATCH

- ◆ Creators can set the time limit from anywhere between 5-60 minutes.
- ◆ You can also set a target score from anywhere between 10-150 kills or simply stick to a time limit and turn off target score if preferred.

AVAILABLE VEHICLES:

From here you can select the vehicles you want to make available for your race. In addition, you can set whether custom vehicles are permitted for Races (Deathmatch will always allow custom) and what the default vehicle will be.. Only Arena Vehicles will be allowed into the Arena, this includes Arena vehicles you have created in addition to the themed vehicles.



It is worth nothing that players can purchase mods for their vehicles in the vehicle select lobby.

ARENA VARIATIONS:

- ◆ Theme
 - ◆ Creators can choose between Nightmare, Future Shock and Apocalypse.



- ◆ Variation
 - ◆ Within each of those there are multiple variations that can be selected as your base model. NOTE: It is important that you select your arena variation first, before moving on to placement, if you change the arena style, all props/spawn points/checkpoints will be deleted.
- ◆ Lighting
 - ◆ Want to add a little drama to your event? There are eleven lighting styles for you to choose from (not all lighting styles are available across all themes): Standard, Atlantis, Evening, Hell, Midday, Morning, Night, Saccharine, Sandstorm, Storm and Toxic.



PLACEMENT

Once you've set up your Event Details, it's time to get down to the nitty-gritty of laying out your race course or deathmatch arena. In the Event Creator main menu, select "Placement."

Like your event details, placement prerequisites follow the same format as creating any event within the creator; for a race you'll need to set up a start line and checkpoints before diving into adding props and jumps. When it comes to props, whether you are creating a race or a deathmatch, from the placement menu, select "Props" or "Arena Props" to tap into over 900 props, including new and exclusive Arena War props. For more detail on general props and stunt props please check out the [Race Creator Guide](#) and [Stunt Race Creator Guide](#).

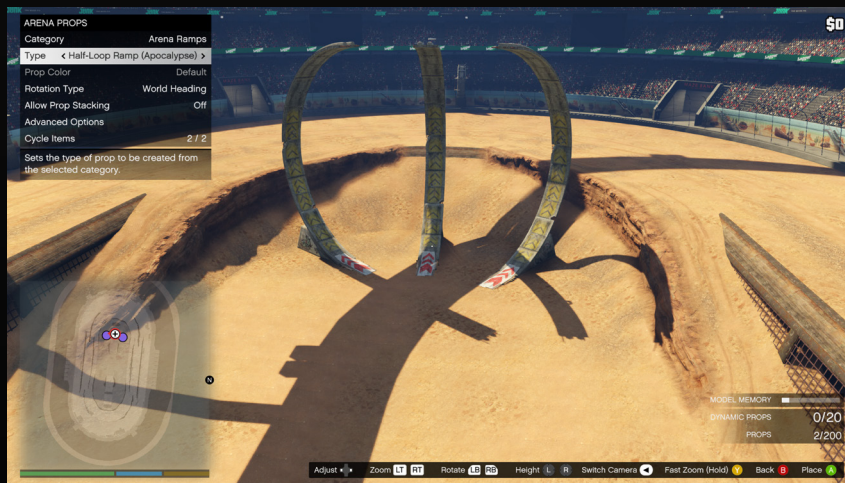
Within the "Arena Props" menu, you'll have the option to flick through the various (themed) categories. Use the on-screen directions to maneuver and place props.



Along with all the props previously available via stunt races, Arena Props are the building blocks that make Arena Events as destructive and challenging as you need. Arena Props include ramps, gun towers, giant beer bottles, oversized nachos, themed buildings, dynamic elements, and more that make for total mayhem within your arena.

PROPS:

Whether you are sticking to a single theme or creating a diverse mix, each of them has it's own set of unique props that you can use to disrupt and guide your players, or simply just make your arena look outstanding. From arrows, tire walls, tunnels, giant beer bottles or unique buildings, you'll have all the tools you need to create a truly unique event.



ARENA RAMPS:

As with our other creators, catching some air could add some real excitement to your event. From the Arena props menu, navigate to the “Arena Ramps” category and scroll through a variety of ramps from a standard small ramp to a truly terrifying half loop.



DYNAMIC:

Add some deceptive, destructible fences to the mix to really throw off your competitors.



MISC ARENA PROPS:

Towers can provide added excitement to your Arena event. Any player can drive under the tower and access an arsenal of weapons, but be aware, while manning a tower, your vehicle is vulnerable at the bottom of the tower.



PUBLISHING AND PLAYING

TEST:

A full test drive must be completed before you can save or publish your Arena War Race (this does not apply to deathmatches); all routes, and checkpoints, will have to be tested if your race contains divergent raceways with separated paths. If any changes are made to the Event after you have tested it, then it must be tested from the beginning again. Not until you have tested from the start to the finish line without making changes can the Race then be published.

SAVE:

Save your Arena creation at any point and reload it to continue making improvements. Saved jobs must be published before they will be available on the Rockstar Games Social Club.

PUBLISH/UPDATE VERSION:

Publishing your Arena event sends it to the Rockstar Games Social Club. You can publish your Arena Deathmatch anytime and Arena race after completing your creation and successfully testing it from start to finish without making additional changes - for Races with secondary checkpoints, you'll need to test both routes. It's possible to publish your event without saving first, but it's wise to also save a version of your creation. When you return to your Arena to continue making improvements, you can load your event from the published version of the Job on Social Club. Please note that making changes to the published version will reset all the stats associated with your original job.