

This is relatively easy to make. Can be used for many different games. Variable data source just needs to be set to what time you want to start out with (60 ticks = 1 second). Multiply out to get the time desired. To get the timer to show up on the HUD, set the track to skill games, go to counter 1, then select the object on the bottom & select the variable data source with the time you want to countdown from.

Video Tutorial = <http://www.youtube.com/watch?v=EGxJ-k3A9xc>

