

Filename : CITY.MAP
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Description :large city death match level

Additional Credits to : Todd Tuskey (Stormbringer) for sifting through hundreds of sounds very helpful cheers
Martyn cavey for input.

* Play Information * This level was ment to be a big level , There is a totally different strategy to death matches. you'll have to hunt your opponent down. with two players this level is big, may be a bit too big!
I think its more suited towards network 4 - 8 players. There are monsters for single player mode but this level was really designed for death matches.

Episode and Level # :E1 L 1
Single Player : Yes
DukeMatch Level : Yes
Difficulty Settings : Not implemented

* Construction * weeks

Base : New level from scratch
Editor(s) used :apogeas (demonic)
Known Bugs :monk as in nun (I hope)

I dont mind where this level ends up as long as its free, and this text file goes with it.