

=====Author

Info=====

Title : mop-up

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Email Address : doomboy@gwis.com (this is my new address as of late july '96)

Description : Duke has heard about a ghoulish plan concocted by his alien enemies to raise their dead and replenish their diminished resources. You discover their research lab, an abandoned ammunications factory, and spy on the aliens activities when all of a sudden...

Authors Request : Please e-mail me your PCX screen shots! They're COOL! Especially if more than two people are duking it out. I have no way to play the game with more than two and would like to see the carnage...Abuse this level!

Files included : mop-up.ZIP - The original format until UNZIPPED
mop-up.MAP - The level
mop-up.TXT - This TXT File
mopup.PCX pictures of me and triggertom kicking ass

Other Files by Author : kikass02, in-dust, thelodge

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** Play Information **

Level # : USER

Single Player : An intense battle, be prepared for lots of sobbing(not impossible,just challenging).

Cooperative 2-8 Player : Yes, enhanced for COOP!

Deathmatch 2-8 Player : The best!

Difficulty Settings : Not implemented

Monsters : Yes

New Graphics : No

New Music : No

New Sound FX : No

Demos Replaced : No

** Build Information **

Base : A level from scratch

Build time : A little over 3 weeks

Editors used : BUILD

Known Bugs : NONE

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Authors MAY NOT use mop-up.MAP as a base to build additional levels.

You MAY distribute mop-up.MAP, provided you include this file, with NO modifications. You may distribute mop-up.MAP in any electronic format (BBS,Diskette,CD,etc.) as long as you include this .txt.