

=====Author  
Info=====

Title : the lodge

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Description : This level was made to test out the limits of multiple levels and to see how far it could be pushed...Found several ways to cheat on things...I have found this to be a great dukematch level and was inspired mostly by mansion.map...Wanted to keep it more in a realistic scale

Authors Request : Please e-mail me your PCX screen shots! They're COOL!

Files included : thelodge.ZIP - The original format until UNZIPPED  
thelodge.MAP - The level  
thelodge.TXT - This TXT File  
duke.pcx pictures of me and frontosa kicking each others ass

Other Files by Author : kikass02, mop-up, in-dust

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**\*\* Play Information \*\***

Level # : USER  
Single Player : Not this time  
Cooperative 2-8 Player : Nope  
Deathmatch 2-8 Player : The best!  
Difficulty Settings : Not implemented  
Monsters :No  
New Graphics : No  
New Music : No  
New Sound FX : No  
Demos Replaced : No

**\*\* Build Information \*\***

Base : A level from scratch  
Build time : 10 hours  
Editors used : BUILD  
Known Bugs : NONE

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Authors MAY NOT use thelodge.MAP as a base to build additional levels.

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