

Hey all... Are you crazy about War2 and The Great Kali??? I am... so I am crazy and if ya wanna be then you will be with all of this KEWL multiplayer scenarios created by Lover's of War Craft 2 and people that get HIGH on it...

OK let me present you my Multiplayer pack I created by me and tested by my friends. So what is it??? Its all simple all of the Multiplayer missions in the War Craft 2 got a little boring so I created an expansion pack for people that get high on War2, or Crazy about Kali... MORE SCENARIOS IT IS...

Here is my Table of Contents:

- **1.** How do I install it???
- **2.** How do I use it???
- **3.** Can I send you my PUD and you include it in your <u>NEXT</u> multiplayer pack???
- 4. Credits

«Chapter 1 (Yea right... couple of sentences)»

- 1) As you might already know you unzip it (use WINZIP)... well if you didn't I'd recommend creating a temporary directory because you don't wanna mess up your War Craft 2!?!?!?!
- 2) Because this Pack not yet had SETUP.EXE you will have to do some work...
- 3) After you Unzipped the pack in some directory you should clean all the .PUD files in War2 directory that came originally with War Craft 2... I wouldn't delete for sure your home maid Maps!!!
- After that MOVE or COPY the unzipped files and texts into War2 directory from your Temp directory you created and unzipped the files into... Its already to go... Go section 2 for "How do I use it???"

«Chapter 2»

So I can tell you that simple... I hope you know how to start a Multiplayer or Network game... Before you choose only Build-In scenarios and now try Custom scenarios... choose your scenario and before you play ASK if other person (or people) has (have) the PACK with same version as you do... The pack will be expended after I include more scenarios and more and more so Version is important...

→ Look in the W2LIST.TXT for a description of every scenario (PUD) there is in this pack!!! \leftarrow

→ ODON'T MODIFY THE SCENARIOS OR YOU WILL NOT BE ABLE TO PLAY WITH OTHERS O ←

«Chapter 3»

Because I am not too good of a speller and some times some files might be corrupted B or just if ya wanna give me a hint or just send your .PUD in for me to include it in my next version of the pack just do it. B My e-mail is george@skylink.com B

Send me e-mail if you fill like it or NOT O O

IMPO: IF YOU SEND ME SCENARIOS THEY MUST BE ZIPPED AND CONTAIN TWO FILES:

- 1. Description of your scenario (.TXT format)
- 2. The .PUD it self
- 3. ZIPPED TOGHETHER!!!

Here is a system on which I will grade your PUDS:

- 1. Interesting or not (I don't judge my self I have a team of judges look in Credits for info)
- **2.** Resources... gold, trees, oil when needed.
- **3.** Title... Fits the scenario???
- **4.** Don't accept SINGLE PLAYER MISSIONS (this is MULTIPACK!!!)
- **5.** Starting posisions (equal power to all guys)
- 6. I am tired so I got not many IDEAS but in next pack... I will have plenty!!!

«Chapter 4 Credits»

Even if this pack is free I wanna thank creators of these great scenarios and my helpers and friends that tested it and helped me and did what ever... OK about me and my FUTURE league...

I am George (george@skylink.com) and I love War Craft 2 and Kali95 that I use very often like crazy (from early morning to about midnight) and I love it... I play Descent, War Craft, Mech Warrior, Descent 2, C&C and starting my own IWL league of War2... My name on kali is \rightarrow +Darkness \leftarrow and I usually play on Castle from 12:00pm to 10:00pm pacific (Las Vegas) so CATCH ME THERE!!!

My friends diserve a sentence... I have great team mates that I play with and they are Chidawg, Grim_Reaper, Crimson that helped me test it and find bugs in the PACK...

Here are owr e-mail addresses

My: george@skylink.com Grim_Reaper: jheath@bga.com Chidawg: LongChi@atamic.net Crimson: Tim@autosim.com

P.S. Ohh yea I forgot... Look in W2LIST.TXT for list and description of every PUD in this pack... will be usefull to know what sceanrios you want to try or not!!! It contains a descriptions of scenarios included in pack.

+Darkness Him Self