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Title           :      **** " Gothic Park " ****

Filename        :      GothPark.zip
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Misc. Author Info : Recording engineer / MIDI programmer by day...
                  : Raving Mad Doom / Heretic WAD Author after dusk...

Description      : Gothic Park was originally designed to be a Death Match only WAD.
                  : This level is very large and most of it is an "open" environment, lots
                  : of space to run around, weapons scattered about, with cool scenery.
                  : (Author recommends DM play for this level...)

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                  : Co-Op play is also supported by Gothic Park WAD, although there
                  : are quite a few monsters, the "sprite count" for this level exceeds the
                  : maximum at times. Mostly due to abundant object placement, such as
                  : torches and the sort. It's playable on my 486DX2/66, but for some it
                  : may be a demanding level on your computer.
                  : (Hey, there's always DM!)

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Additional Credits to : Olivier Montanuy - Thanks for WinTex\DeuTex! Great stuff.
                    : id Software - Rocks our world on a daily basis!
                    : Raven Software - Kickin' butt with the best of them...
                    : Renegade Graphics - RGDoomED CD ROM...Yes!!
                    : Deep / Heep - One steep keeper that's hard to beat.
                    : Matt Fell - I'd still be scratching my head if it wasn't for you.
                    : Maroon BBS - Thanks for the home!
                    : H2H BBS - One step towards World domination.

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\* Gothic Park Game Play Protocol \*

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Episode and Level # : Doom 2 ver.1.9, MAP 1

Single Player       : Yes - If you have no friends to Frag, go for it...
Cooperative 2-4 Player : Yes - There are plenty of shooting sprites for up to 4 eager Marines.
Deathmatch 2-4 Player : YES - This level is just the best for Death Match Mode.
                    : (Use the -nomonsters command or simply select -skill 1
                    : to have it nice and quiet for the stalking of your buddies.)

Difficulty Settings : Yes - Reads like a book:
                    : Skill 1 - Nomonsters (at all). Great for DM. Lots of goodies.
                    : Skill 2 - Maybe just a couple (if you can find them).
                    : Skill 3 - Original Recipe. (Now we're talkin'.)
                    : Skill 4 - Extra Crispy. (Invite your friends for BBQ Imp legs)
                    : Skill 5 - Cajun Style (Blackened). This just isn't fair...

New Sounds          : YES - High quality sounds replace many in Doom 2 (as well as Doom1)

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New Graphics : nope - sorry :(  
New Music : Not this time around...(It's DM preferred, remember?)  
Demos Replaced : None

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\*\*\*\* General Construction of Gothic Park \*\*\*\*  
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Base : New level from scratch by the Author (that's me...).

Editor(s) used : RGDoomED 2.86 CD version  
Wintex / DeuTex  
RMB  
TBSP  
Deep / Heep  
Jeep  
MJB  
DoomCrab  
(Hey, wait a minute here!)

Known Bugs : Not with all the time I put into it...No Way! Bug this...

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Authors MAY use this level as a base to build additional levels PROVIDED that your text file states the use of Gothic Park as a base level.

You MAY distribute this WAD, PROVIDED you include this file, with no modifications. You may distribute this file in any electronic format (BBS, Diskette, CD, etc) as long as you include this file.