Moonbase Authoring Document

Game	: Duke Nukem 3D: Atomic Edition
Filename	: moonbase.map
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Misc. Author Info	: A Metal-freak who tries to design good maps.
Discription	: As you can already guess, it's a level in a base on the moon. This map is a heavy adapted version of the first singleplayermap I ever made. The gameplay is very hard, especially when you go to the surface of the moon for the first time (although ammo is nearby). There are 12 secrets and due to do the hard gameplay you are more or less forced to go look for them, which isn't difficult.

Moonbase contains around 650 enemies, depending whether you visit the optional areas (read below) or not. One of the reasons why this number is so high is because of a big alienhive you'll have to visit to obtain the yellow keycard. In this hive there are hundreds of eggs which start to "produce" slimers when they have spotted you causing the number to go skyhigh. This particular scene is one of the most funniest, since you'll be supplied with a fully loaded machinegun beforehand, you'll be able to mown them all down. Another great gameplay element are two destructionscenes (the map ends with a major one with a big suprise).

One of the best features of Moonbase is the presence of two optional areas. These areas can be easily spotted due to a monitor nearby the beginning of them with a message indicating that you don't have to visit that particular area. These two areas (called the Cellblocks and the Iggy Labs) are nearby eachother and extend the gameplay with about 20 to 25 minutes with an extra 30 to 40 enemies.

Second, another nice feature is a bonusgame which needs to get unlocked through a switch in a secret area. Winning this bonusgame is the only way to get a full loaded Devastator. When you get this item, keep it untill you really need it. Believe me, that moment will speak pretty clear for itself. Hehehehehe.....

Be warned however, Moonbase has a very long gameplay, it took me at least an hour to finish the map during testing, this without the two optional parts. If you don't like huge singleplayermaps, then don't play Moonbase.

Warning !
You can not play this map with the original Duke Nukem 3D Atomic Edition anymore. This because I have used more sectors and walls then the original can handle. You must use the JonoFport of Duke Nukem 3D Atomic Edition in order to play this map. |
| Additional Credits to | : Bands;
Metallica, Iced Earth, Godsmack, Motörhead, Therion, Blitzkrieg, HammerFall, Grave Digger, Running Wild, Rage & Judas Priest.

Developers;
3D-Realms, Sunstorm Interactive, Epic Megagames, id Software, Raven software, Croteam and many other developers. |

* Play information *

Episode & level	: E1L1
Single Player	: Yes.
DukeMatch Level	: No.
Difficulty Settings	: None.

* Construction *

Base	: From scratch
Editor(s) used	: Build / Mapster32
Known bugs	: Some slight misaligned textures.
Level size	: Gigantic
Building time	: +/- 4 months.
Misc. info	: None.