

→ JUNGLE TOUR 3: Ice Age ReadMe ←

Name: Jungle Tour 3: Ice Age

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Misc Author Info: I am 18 years old from Brazil dealing with depression for about 3 months...I hope you like what my fucked mind was able to build.

Other Projects: Go Back Home, Jungle Tour 1 and 2, Zombie Mall, Neighborhood Showdown for IW TC, Industrial Complex Episode (6 maps), Member of CBP 3 and 4.

Map Description: Jungle Tour 3 is set in a big, snowy, fantasy forest. You are free to explore this whole peaceful map ;).

Additional Info: This map was originally designed for myself (that's why it has so much new stuff). You may find the atmosphere a bit sad and depressive but don't dare to bother me about this since this map was my therapy (yeah didn't work much). So this means that Jungle Tour 3 is quite special for me. Actually it's the place I would like to be....

Story: Well Duke is out in the jungle during the Ice Age period and must find the holy medicine herb, which is somewhere in the map, so you will have a nice exploration time while aliens are out there trying stop you from finding it.

Beta Testers (Thanks a lot!): Alex Pistol, Kate, James Stanfield, Ryan Rouse and Stephane Méganck

→ Additional Credits

AMC website: www.planetduke.com/amc

MSDN: www.planetduke.com/msdn

3D Realms: www.3drealms.com

The Duke Nukem 3D Repository: www.bur.st/~duke3d/

→ Special Thanks

Law → for King George Island mp3, for his nice advices...for teaching me Polish too!

James Stanfield, Rob, Alex Pistol, Stephane, Blitz, Eralp and Kate → for their lovely support and for always trying to cheer up...Thanks a lot guys!

Ryan Rouse → My big friend from AMC. He helped me with ideas and with some of the new stuff I needed to use. Thanks my friend.

Amund → for the new age mid (Thanks for letting me use it man). If you want to use this mid you must have his permission so drop him a line at AMC.

Chris Coleman → for the Dungeon Siege ambience sounds. I really needed them! Thanks man.

AMC website (www.planetduke.com/amc) for being my second home! Thumbs up for this great site!

→ Technical Information

SP: Yes!

DM: Nope, map is just too big for it ;)

Coop: Nope

New Sounds: Yes some ambience sounds from Dungeon Siege

New Music: Yes! A nice new age mid to fit the depressive atmosphere.

New Art: Yes! Duke doesn't offer much choice to build a snowy map so I used new stuff.

Con Modifications: Nope

Version Required: 1.4+

Editors Used: Makemap

Known Bugs: None but map doesn't offer much shadows and don't dare to bother me with them since I didn't use them to save walls...there's not much walls left. Also I don't have patience for shadows.

Development Time: A bit more than one month

Final Note: Please drop me a line if you liked this map or not!

>>> ALWAYS BET ON DUKE! <<<