

IMPORTANT NOTICE	
THIS LEVEL IS NEITHER MADE BY NOR SUPPORTED BY 3D REALMS	
Title:	Back in Business Episode
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Filename:	BACKINBUSINESS.GRP
Date released:	2020-12-14
Other released maps by me:	<ul style="list-style-type: none">• Small parts in Community Build Projects 3 (2003), 4 (2003) and 6 (2004),• Alex City 1: Bank Heist (2003)
Misc. author info:	Old Duker returning from a 10+ year hiatus from Duke modding community – I'm back in business! Please contact me if you have any comments or feedback regarding these levels, I am always very happy to hear it!
Additional credits to:	Beta-testers – 2020: Aymeric Nocus (MRCK/ck3D), Maarten and Merlijn van Oostrum; Beta-testers – 2004: Maarten and Merlijn van Oostrum, Steph Lessa, Aaro Ruohonen (Arzca), Ryan Rouse (Quakis); Semicharm for the help with the car effect back in 2004; High Treason for the idea of using shooters and targets for logic gates – this stuff is just brilliant; Sławomir Lawrynowicz (LAW) for additional help and support; Duke's modding community and people who still play this game after 25 years – keep on rockin'!
Other acknowledgements:	I'd also like to thank other mappers who had a strong influence on my style over the years (besides my beta-testers, whose impact was also very strong!), mostly: Pascal Rouaud, Billy Boy, Alejandro Glavic, Kevin Cools, Bob Averill, William Gee, Luciano Gallo (Gambini), Mikko Sandt.

INSTALLATION AND COMPATIBILITY INFORMATION

- This episode was designed for **EDuke32** and requires a recent version to run properly. Last changes were made with version **r8930**, it was tested with the most recent version as per release date, which is **r9278**. The maps use sloped sprites, which is a fairly new feature and will not work properly in older versions. You can get EDuke32 here: <https://www.eduke32.com/>
- To play the episode, simply extract the contents of this archive to a folder containing an installation of **EDuke32** and **DUKE3D.GRP** file from version **1.5**. Then run **eduke32.exe** and choose “**Back in Business**” from the “Custom game directory” dropdown list.
- The list of the files included within the GRP can be found on the next page. For a bug-free gaming experience, make sure that no files with the same names are present in your EDuke32 directory.
- This episode was designed for **Polymost** renderer, which is the recommended way to play it. It was altered to be compatible with Classic 8-bit renderer too, as not everyone can run Polymost, but will not look as good with Classic. Polymer was never considered and is not supported.
- Screen resolutions between 1024x768 to 1920x1080 have been tested, so these are recommended. This only affects the viewscreens and in-game messages showing at the top of the screen.
- HRP, 3D models or voxels have not been tested and are not supported. They are not recommended and might cause visual issues within the maps.

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- Authors **MAY NOT** use these levels as a base to build additional levels (unless it is for personal use of course). However, I encourage you to explore the maps in Mapster32 and break them into pieces for scientific/learning purposes!
- Please do not explicitly copy parts of these maps into your own levels – or at least ask me before you do, I can be easily reached via e-mail or on duke4.net forums/Discord.
- Feel free to use any sounds, music or graphics found here for your own levels, as long as you credit their respective authors/sources (if they can be traced).
- You **MAY** distribute this episode through any electronic medium, share it on your website or send it by e-mail as long as you include this ReadMe file, the contents of BACKINBUSINESS.ZIP and anything else that came with it intact with no modifications. If you share it on your website or make a YouTube playthrough video, please tell me, I'd love to see it!
- All the levels included within this archive are my own creations. Most of the graphic content was either made or modified by me from original game art to fit the purpose. Music and sound files were modified to fit the loop or merged together by me from existing recordings.
- Some of the art included was taken from other modifications, such as Duke It Out in DC, Nuclear Winter or original Duke 3D art. Should the authors or legal proprietors of these graphics not agree with my non-commercial use of them, please contact me and I will cooperate.
- Music and sound files are creations of various artists, mentioned explicitly in a section below. Should the authors or legal proprietors of these tracks not agree with my non-commercial use of them, please contact me and I will cooperate.

File list – contents of BACKINBUSINESS.GRP

Filename	Description	Last modification
BIKE1.WAV	Custom sound file	2020-08-03
BIKE2.WAV	Custom sound file	2020-08-10
BRIEF.MID	Music for briefing levels	1999-03-02
BRIEF01.MAP	1st briefing level (E1L2)	2020-11-28
BRIEF02.MAP	2nd briefing level (E1L4)	2020-11-29
CC.MAP	Level 1: Casino Carnage (E1L1)	2020-12-13
CONVO.VOC	Custom sound file	2005-04-10
DEFS.CON	Modified CON file	2020-12-03
DFPM.OGG	Custom sound file	2020-09-26
EDFKILL.VOC	Custom sound file	2005-03-08
FF.MAP	Level 3: Freezing Fear level (E1L5)	2020-12-09
GAME.CON	Modified CON file	2020-11-28
L1.MID	Music for Casino Carnage	2020-12-08
L2.OGG	Music for Mutant Mayhem	2020-12-13
L3.MID	Music for Freezing Fear	2002-05-01
L4.OGG	Music for Piggish Prison	2020-12-13
L5.MID	Music for the yet unreleased final level	1997-01-16
MM.MAP	Level 2: Mutant Mayhem (E1L3)	2020-12-13
PP.MAP	Level 4: Piggish Prison (E1L6)	2020-12-14
PULPQUOT.VOC	Custom sound file	2005-04-24
RIFF.OGG	Custom sound file	2020-10-08
SLOTTED.WAV	Custom sound file	1996-09-13
THEME.MID	Music for intro/menu	2004-01-23
TILES000.ART	Modified ART file from original Duke 3D	2004-01-01
TILES014.ART	Custom graphics	2020-12-08
TILES015.ART	Custom graphics	2020-11-13
USER.CON	Modified CON file	2020-12-13



Play Information	
Episode and level:	Replaces L.A. Meltdown, so: E1L1, E1L2, E1L3, E1L4, E1L5 and E1L6.
Single player:	Yes – designed for it.
Cooperative 2-8 players:	Not implemented. There is too much sequencing for any multiplayer mode to work properly.
DukeMatch 2-8 players:	Not implemented.
Difficulty settings:	Yes – Piece of Cake, Let's Rock, Come Get Some. I'd recommend playing it on Let's Rock on the first playthrough. Come Get Some was designed to be really difficult due to more scarce ammo and some heavier fights. Also please note that a large part of the monsters are respawns, which cannot be adjusted by difficulty settings – meaning that even Piece of Cake should offer some challenging fights.
New sounds:	Yes. Some of these are original Duke sound files merged together, others have been found on various websites offering free soundclips.
New music:	Yes, a dedicated piece of music for each level. Artists and song titles can be found below at each level description (where I was able to identify them). Additionally: <ul style="list-style-type: none"> • Theme music used for into/menu is a variation of Grabbag, original Duke Nukem theme by Lee Jackson. I have no idea who is the author of this remix. • Music used for mission briefings and for Freezing Fear was found in a large MID repository once shared with me by Steph Lessa. Again, I have no idea about artists or song titles on these – if you know them, please contact me. • Music playing at the bar in Piggish Prison is Dying Fetus – Pissing in the Mainstream. If you find this music bothering, you can destroy the speaker with explosives. • The riff that Duke can play on the guitar in Piggish Prison is the opening riff from Emperor – I am the Black Wizards, performed by Ihsahn at Inferno Festival in Oslo, April 2006.
New graphics:	Yes. Some of them are from Duke It Out in DC, Nuclear Winter or just from original Duke, trimmed, rotated or repurposed. Some have been found on web repositories offering free graphics/textures.
New/changed CONs:	Yes. I'm in no way a coder, so it's just the basic stuff, also I wanted this episode to feel close to vanilla Duke experience. The code for snowfall effect used in the 2nd Mission Briefing was supplied to me by someone on the AMC forums back in 2004, but I can't remember by now who it might have been.
Demos replaced:	None.

Construction	
Base:	6 new levels built from scratch.
Build time:	I have started working on this episode almost 17 years ago, around the end of 2003 or beginning of 2004. First three levels have been mostly completed by 2005, but then I decided to take a long break from mapping or modding for Duke. In the meantime, I did have a couple of Build streaks, when I created a small part of 4th level as well as started and got like 75% done on another, independent mapping project. However, I always kept the idea of releasing this episode one day stuck in the back of my head – and was quite certain I will. I have come back to mapping around July 2020 and made most of level 4 since then, as well as fixed and polished the other levels to meet today's standards. For more information on construction, please visit the "Trivia" section at the end of this document – but only after playing the maps, as that section contains a lot of spoilers.
Editors used:	<ul style="list-style-type: none">• Build and Mapster32,• Dukeres,• GrpStudio,• GIMP,• Goldwave,• Audacity.
Known bugs/problems:	Everything has been tested with utmost dilligence and polished as much as possible. There might be some visual glitches here and there due to limited rendering capabilities of the engine (mostly resulting in occasional sprites flickering). Due to the size of water sector in E1L6, some hitscan shots might be blocked when firing weapons from within the water. There should be no way of getting stuck or softlocked for the player without an alternative way out.
May not run with:	HRP/Polymer/Voxels/3D models. Most of the levels break original Build limits of sectors/walls/sprites and use newer features such as sloped sprites, texture rotation or no-shade bit, so they will not run properly under original Duke 3D. This episode is not compatible with other mods or custom DUKE3D.GRP files.

Story:

After fighting off the alien invasions one after another for a couple of years, Duke finally decided to settle down a bit and concentrate on his own business. As a successful entrepreneur, he founded a chain network of fast food restaurants, strip clubs, bars and casinos. Today marks the opening of his newest casino in Los Angeles, "The Lady Killer Casino". With everything ready and in place, Duke watched some porn on his laptop, took a sip of Martini with vodka (shaken, not stirred!), decided it tastes like shit after years of abusing Jack Daniels and fat-ass Cuban cigars, and poured the contents of his glass into the plant. "Cheers", sneered Duke, as the ground beneath the plant greedily drained every last drip of the alcohol. Duke looked at his watch and noticed it's quarter to 8 – that means 15 more minutes until the casino opens. Should be enough time for a quicky with the new croupier chick, Millie Perkins, who's been eyeballing him all the time during the opening preparations (while ostentatiously licking or sucking on her fingers whenever their eyes met). Before leaving his office, he made sure the pistol is safely stored in a hideout behind a painting – just in case if anything goes wrong...

Description:

This section contains a brief description of each level along with a single teaser screenshot and a general description of the concept I had in mind when creating this mod. For more specific and detailed information on each level and some extra trivia/Easter eggs, check the Trivia section at the end of this document – however, **that section contains spoilers, so make sure you play the levels first!**

The main focus for the maps in this episode was to create a strong sense of objective in each level (more elaborate than the usual button/keycard hunting). I was aiming at shorter type of levels at first, which probably is true in the case of first two maps – but as the work on the episode progressed, so did the length of the levels. Having different objectives to complete in each level made the flow of the levels more nonlinear, which again can be especially observed in first two levels, where you have a couple of parallel objectives that can be undertaken in any order. In case of the next levels, the nonlinearity is less obvious and more depending on details – some player choices might result in slightly different outcomes to the gameplay, or multiple strategies can be undertaken for certain events. Also, these two levels are more open for exploration.

I wanted the design of the levels to be a compromise of good aesthetics, details and shadows with memorable gameplay and effects/sequencing. There are some effects and sequencing which may feel a bit less intuitional to the players who are used to the game mechanics for past 25 years. The custom coding was kept to a minimal level – one of the most satisfying things in Duke mapping for me has always been finding creative ways of achieving "innovative" effects through a combination of vanilla game Build engine tricks and quirks. Same goes for design – while initially I was more keen on using custom textures, over the time I've found them not really that good looking in Duke and mostly limited myself to using the original tileset. Especially in the 4th level, most of the odd looking stuff you can come across will usually serve some gameplay purpose.

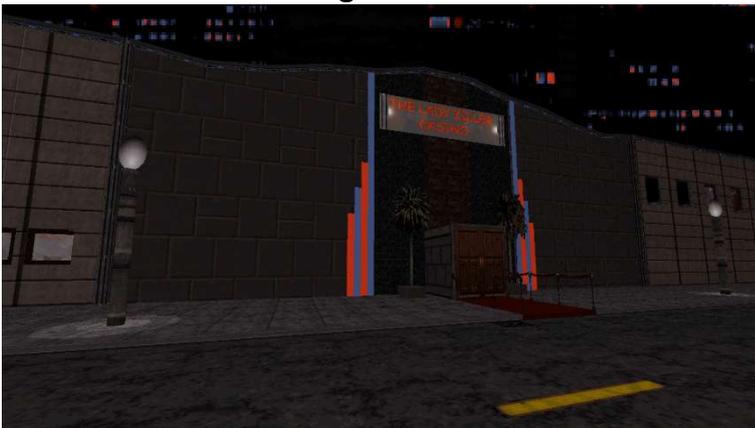
The progression between the levels might not be what you would normally expect from an episode – the maps aren't interconnected (besides the mission briefing levels which precede



levels 2 and 3), as Duke is sent on his missions by the EDF. As such, you will not be able to keep the items from previous levels most of the time – but then again, during mission briefings you will be generously equipped for what’s ahead of you. I wanted the connection between the levels to be mostly kept by the narrative and objective based levels, not by the location. This also allowed to make each map have a different theme to it.

The completion times shown at the end of each level were taken from my playthroughs on Piece of Cake (3D Realms time) or roughly from impressions of the beta-testers (Par time). Hope you will enjoy playing this episode as much as I have enjoyed making it!

Level 1: Casino Carnage



City/casino themed map. This time you aren’t saving the whole Earth – just minding your own business, quite literally. You will always find your objectives at the laptop in the office where you start, and their status will update as you progress – so in case you get stuck, just head back and check what’s left to do. The original concept of this level was based on “G-Spotlight” mission

from GTA Vice City. To spice it up a bit, the whole thing is timed – Duke must complete his objectives before the casino opens, so you have 15 minutes before a “Mission failed” screen will block the exit. This doesn’t mean you have to really speedrun it – it’s quite generous and should let you even explore the level a bit. It is also strongly recommended to pay attention to the hints shown at the top of the screen.

Music: **David Bowie – Let’s Dance**

Level 2: Mutant Mayhem



Nature/industrial themed map. After learning his objectives for this one and gearing up, Duke drives his jeep through a road in the middle of nowhere towards an old and deserted magazine, where the aliens have organized a laboratory to conduct gruesome and ominous genetic research. Your goal is simple – you have to put an end to their agenda by destroying any

experimental data they have gathered and demutating two new and powerful creatures they have brought to life during their experiments, so they won’t be able to recreate their DNA code anymore. The concept of this level was based on the penultimate level of Duke Nukem Manhattan Project, where you also had to infiltrate Mech Morphix’ lab and demutate two experimental monsters.

Music: **David Bowie – I’m Deranged (Ghost of Wood cover)**

Level 3: Freezing Fear



Snow/hi-tech themed map. Duke travels to a remote EDF base in Alaska only to find it being under heavy attack by the aliens. This time your goal is more simple – you have to clear it and regain control over the base. The ambience is taking strong inspirations from Doom 3. You have to gradually clear the base from the aliens with occasional help from the rare surviving members of the crew.

If you're looking for hints, then don't forget to read carefully through the base staff devices, which can be found scattered around the map. And don't worry, soldier – EDF always has your back and will certainly send their support! Right?

Music: I have no idea what that is – if you have any clue, please contact me!

Level 4: Piggish Prison



Nature/prison themed map. Being stuck on a prison island full of aliens may not sound like your dream holidays, but for Duke – it's just another day at work. This is the only map made with increased build sectors/walls/sprites limit in mind from the beginning, so it is significantly bigger and longer than the other ones. You will find both outdoor and indoor action in here,

and a lot of room for exploration. Every door you find here (besides certain toilet door) can be opened at one point in the game. Moreover, there's plenty of interactive environment around, to keep the ambience feel more lively – so just try using everything as you progress for some extra fun and perhaps also other rewards. I wanted to avoid creating repetitive rooms, so there's something unique and in its own way memorable in almost every room you can find in here. It is also highly recommended to pay attention to the hints and messages shown every now and then at the top of the screen for this map.

Music: **Ennio Morricone – The Good, the Bad and the Ugly Theme**

Level 5: Alien Assassination

The final level will see Duke travel to the alien planet with a mission to kill one of their high-ranking officers. This map is currently in the makings and will be released someday, perhaps in 2021 if all goes well. Stay tuned!

Music: **Robert Miles – Children**



**IF YOU HAVEN'T PLAYED THE EPISODE
YET, YOU SHOULD STOP READING
HERE**

**THE NEXT SECTION CONTAINS SOME
SPOILERS FOR EACH LEVEL**

**THIS SECTION WAS CREATED AS A
BONUS – AND POTENTIALLY TO ADD
SOME TO THE REPLAY VALUE OF THE
EPISODE**



Trivia, inspirations and Easter eggs – this section contains spoilers!

Level 1: Casino Carnage

- As stated before – the idea of having to light up a large neon sign after some platforming was taken from “G-Spotlight” mission in GTA Vice City. The design of the sewers was inspired by the first Call of Duty game.
- The areas of this map that have been re-designed after about 15 years are the streets/buildings outside of the player area and the very first staircase. The shower effect was also improved a bit. However, the main addition to the map was the laptop in the first room that explicitly outlines your objectives and greatly improves the map’s readability.
- The name “The Lady Killer Casino” was taken from early DNF trailers. Curiously enough, this episode has been in development even longer than Duke Nukem Forever...
- The “My Pornmachine” icon on Duke’s desktop is a reference to Duke Nukem’s Bulletstorm Tour – and a particularly cringy, yet funny dialogue at the beginning of the campaign.
- You might spot an Enforcer that stole your keycard running to the manhole leading to sewers from Duke Burger restaurant.
- The guy in the black and white photo that can be seen in the restaurant is me. It was taken a couple years ago. The first version of the map had a photo of me from the time when I was making it, so being like 14-15.
- This map has probably some of my favourite secret places within the episode – with one that can be particularly tricky to access, but at the same time very rewarding for the player.
- The viewscreen with message from EDF at the end of the map explicitly mentions the name of the episode... Don’t we all just love it when the title of a movie is mentioned in a random dialogue?!

Level 2: Mutant Mayhem

- This level underwent some major changes this year, mostly on the outside part which was rather empty before. Also part of Lab 2 was redesigned and general monster placement was rethought, especially when entering the building.
- I was really happy with the driving car scene at the beginning of the map when I first created it. One of the last changes of the map was adding the second car going in opposite direction and actually widening the road and adding the yellow strips on it. I just couldn’t miss the opportunity to recreate the iconic scene from David Lynch’s “Lost Highway” here, hence also the music playing here just had to be “I’m Deranged”.
- The aliens will keep sending the backup to defend the magazine, hence new monsters will occasionally spawn inside the building after you have entered it – more difficult with each wave! However, there is a way to stop the respawn – just make sure they can’t see that you are inside their facility.
- The idea of separate small mission briefing levels was inspired by “Pray Your Prayers” total conversion. Here they mostly serve as a more proper connection between different themes present in each level.

Level 3: Freezing Fear

- This map only underwent very minor changes this year, mostly concerning smoother progression and better readability. The elevators and glass tunnel at the end were only areas that were actually redesigned.
- The crew devices belong to people who coincidentally have the same names as some guys from former AMC forums. The jokes contained within these devices were fresh 15 years ago, but they were kept untouched for nostalgic reasons. If you get the jokes – may they remind you of our happy and innocent teenage years spent on obscure web forums doing niche stuff for an already old video game!
- Depending the order in which you approach the devices at first, you might get different hint messages shown at the top of your screen.
- You can hold a small memorial for your poor driver at the beginning of the map for a little bonus.
- The waves of enemies spawning during the final battle were an effect I created 15 years ago through a rather obscure method – they are spawned after an invisible babe is killed in a remote and inaccessible part of the map. Today I would have done this much simpler, with shooter/target logic (like it was done in Mutant Mayhem more recently).
- One of the secrets is located in the yellow key part of the map, which usually doesn't have possible backtracking – that's something I'm not very happy about as it might be quite a bummer for all the secret hunters out there.
- You can read the response to your e-mail send by EDF – a ringtone will sound when it arrives. Should give you a little breather between fighting the waves of aliens.
- Despite taking heavy inspiration from Doom 3 in this map, from the ambience down to the actual art used for the crew devices, I didn't really like that game – only played a couple of first levels of it, but the atmosphere was good enough to try recreating it in Duke.
- In this map, I really wanted to take the spotlight from Duke a bit and showcase some of the EDF as well, hence all the ongoing fights and the final sequence with helicopters blowing up the alien ship for you.

Level 4: Piggish Prison

- The first building where you start in this map was created around 15 years ago. Throughout the years, I had a few building episodes with this one, which mostly resulted in creating the shape of this building as seen from the outside, the green "DUDE" truck (a reference to GTA series) and the bigger part of the 1st floor of the large building. All the other stuff was created between July and November 2020.
- The whole concept of this level was actually based on a Duke dream I've had like 15 years ago, where you had to jump over the canyon on a bike after escaping the aliens. I had no idea how to implement it in game back then, but I knew I really want it. The only difference is, in my dream there was lava instead of water.
- The small quest where you have to collect various items at the beginning of the level was created 15 years ago, but underwent some changes to work more smoothly and effective. You wouldn't expect this kind of MacGyver set of skills from Duke, would you?
- Ironically, the only 2 rooms that use lightswitch effects in this map are secret places.

- The main building was created “like a real building”, i.e. you can pretty much access every space inside it, there are no hollow rooms and load-bearing walls are in the same physical space on each storey. Also similarly to how a real life construction works, it was a pain in the ass to coordinate all the 4 floor sector-over-sector stuff not to glitch from the outside with various windows and the staircase.
- You can interact with a lot of environment, especially in the bar. Have you tried drinking beer directly from the kegs? Come on, I know you’ve always wanted to do that in real life!
- There are two instances in this map where a certain event will be unlocked only given very specific circumstances. These are rather small gameplay quirks with monster respawns.
- You can read the diary/log of the Assault Captain in one of the rooms. Or you probably can’t, as it is written in an obscure alien language. The font used is *Giedi Zentran* created by Pixel Sagas. This diary will play some role in the final map – and what is written in it is actually not a gibberish, but it doesn’t have anything to do with English language either.
- There are two Duke Nukem Forever references in this map – one is the obvious one with sight you can observe through binoculars. The other one is a bit more obscure and hidden, referencing a small part of dialogue from “The Doctor Who Cloned Me” DLC.
- Besides the obvious “Pulp Fiction” reference at the beginning of the map (a movie I was deeply under impression of at the time of creating the beginning of this map, and one that still remains one of my all-time favourites), there are some other movie/TV series references – “The Godfather” and “Suits” in the red bathroom and the Pig Cop face carved on the table was inspired by “Sons of Anarchy”.
- The speedboat design was based upon a small LEGO boat I own in terms of proportions. In general, building with LEGO and making maps for Duke feels very similar – both in terms of having a strict grid most of the time and in having to follow or workaround certain restrictions to achieve a simplified and blocky version of three dimensional reality.
- Machinery in the workshop was based on some photos I took at work – however, personally I have no idea how to operate it. In general, I was basing some of the more tricky design on real life photos – some of the comparisons and inspirations can be found below.

Real-life inspirational photo



Creation in Mapster32



