MURDER
THE EDF CONSPIRACY

Murder: The EDF Conspiracy Readme File

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== I. Story ==

With the devastating attack on Earch by the Aliens forces, the Earth Defense Forces decided that they needed to develop advanced defenses for Earch that would either deter further invasion attempts, or stop them should they occur.

Within a year construction of five weapons platforms had been completed. These stations carried weapons salvaged from alien cruisers and destroyers that had been crippled in the war. By the end of the second year, 70 such stations were in orbit. Conscription of much of the remaining population allowed EDF to replace their shattered armies, and factories began spewing war material.

If the aliens ever returned, Earch would be ready.

With the weapons platforms in place, any frontal assault by the aliens would cost them dearly in ships before they could break through the barrier and attack Earth directly. It would seem then that the only way in would be to deactivate them from Earth so the fleet could arrive unharmed.

Greed can make a man do things that would be unheard of by his fellows, and thus it wasn't hard for the Alien powers to convince a rather seedy Admiral to join their cause. His price? He'd be made the overlord of the planet.

But, EDF wasn't wholey incompetent, they'd need a distraction if the plan were to succeed. Then of course there was Duke Nukem. Having single handedly turned back the first invasion, something would need to be done about him. It would be quite a simple matter to merely assinate him, blow up his apartment while he slept, or just snipe him out from across the street.

But as a fugitive, he'd be equally dangerous, but to a different party. A suitable distraction, no? With his drinking and seedy lifestyle, it shouldn't be to hard to paint him as an enemy of society. Perhaps pinning the murder of a President, or EDF General? If the victim were to be one of EDF's own, they would be furious, and pursue Duke relentlousy, and to hell with the "Savior of Mankind" bit.

Duke was sitting in one of his favorite bars in the red light district, the music blaring, a tv in the corner hopelessly trying to compete with the noise, and a crowd of yahoos in the back contributing to the din. His drinking had increased over the years. He was bored. Three years without battling some kingpin or alien race. There was really nothing to do.

EDF had forbade him to go after the Aliens who had the nerve to attack Earth. Not that he cared what EDF said he'd do it anyway. But they had seized his ship, and threatened to shoot him out of the sky if he attempted to

leave. They didn't want to provoke another instellar war or something.

The bar was quiet, he hadn't been paying any attention, but the sudden silence worried him.   Glancing around, he saw that most of the patrons had gone, even the bartender was missing.   The bar only empties when somethings about to go down…Duke reached for his gun as he got up from the barstool.   Too late, he heard a glass crunch beneath a heavy boot, as he started to turn he caught a two by four across the forehead.   Struggling to keep his balance he was hit again,   and then blackness…

== II. General Information ==

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Episode and Level #   : The add-on replaces episodes 1 and 2
Single Player         : Of course!
DukeMatch             : Its there
Difficulty Settings   : It IS a TC, so yes.
New Art               : Yeah, new weapons, enemies, textures, etc…
New Music             : Yep, a kickass soundtrack by Mark Hadley
New Sound Effects     : Yep
New Programming       : Of course, new items and enemies.

System Requirements   : If you can run Duke, you can run this, but if you plan to
run it in 640x480 I'd suggest at least a p150+
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== III. Gameplay Information ==

A. New Weapons

Assault Rifle (Weapon #2)

 A favorite among terrorist groups.   Its heavy damage more than makes up for its tiny 12 round clips.

40mm Grenade Launcher (Weapon #5) A popular accessory for the Assault rifle, this badboy allows you to cause some serious damage.

Minigun (Weapon #4) Somewhat inaccurate, this weapon requires you to be somewhat close to your opponent if you hope to hit him.   Its near bottomless ammo supply would seem adequate compensation though.

Machine Gune (Weapon #7) This gun is standard issue for EDF's marines.   It's extremely accurate and dishes out tons of damage.

Devastator (Weapon #8) A rapid fire cannon of destruction, the only thing scarier is the ability to carry two at once.

Radiation Cannon (Weapon #10) Based upon Alien technology this creation is great for causing a really big mess. Just don't use it at close range.

B. New Items

Backpack: loaded with a variety of ammo types.

Shard: gives you 5 points of health and armor

Red Armor: gives you 100 points of armor (regular armor now gives 50)

C. New Enemies

Armored EDF Soldier: He packs a heavy plasma pistol which is sure to fry you if you're not careful.   His combat armor allows him to absorb more hits than the average trooper, so watch out.

SWAT Officer: These guys are here to apprehend you, preferably dead.   Keep your distance, at close range their shotguns will mince you.

Guard Drone: A rather odd contraption, but don't let its appearance fool you.   It packs a rocket launcher and a ton of armor.

EDF Officer: When confronting this guy, don't stand in one place to long.   His laser pistol may not do much damage, but its rapid fire will toast you!

Terrorist: These fanatics have thrown themselves in with a rogue EDF Admiral and like to spend their spare time blowing up vital installations.   They carry assault rifles, and some of them will also be packing a 40mm grenade launcher as well.

EDF Marine: The elite soldiers of the Earth Defense Forces are a nasty bunch.   Their machine guns can take you down in the time it takes you to notice them.   Observe extreme caution when in EDF installations.

== IV. Troubleshooting ==

If MEDFC will not run, make sure you're using v1.5 (will not run on other versions) if you have the Plutonium Pack (1.4) make sure to download the 1.5 patch from 3D Realms website.
Make sure you're using the included batch files to run the TC, using Duke3d.exe will only run Duke Nukem 3D.
If you experience lockups, you should consider running in MS-DOS mode rather than Win95 or DOS box.

If you have further questions, or ones on gameplay, either e-mail me at ice-wolf@geocities.com or visit our website http://www.geocities.com/~ice-wolf/newduke/ and post your question on the forum.

== V. User Maps ==

Feel free to make you own user maps.   To do so, you'll need to extract the new art from the group file.   To do this run the following command line: "kextract murder.grp *.art" (make sure you have kextract.exe in your duke3d directory).

If you'd like to have your map hosted on the MEDFC website, just e-mail it to me at: ice-wolf@geocities.com be sure to include a text file (the map template is available from Dukeworld) and zip up both the map and text file.

== VI. Credits ==

Murder: The EDF Conspiracy
-website http://www.geocities.com/~ice-wolf/newduke/
-e-mail   ice-wolf@geocities.com

New Programming
Gabriel Crown "Wolf"

New Art
Gabriel Crown "Wolf"

Shawn Harkin "The Assassin"

Level Design
Gabriel Crown "Wolf"
            M1 Scene of the Crime
            M2 Into the Sewer
            M3 EDF Headquarters
            M4 RUN!
            M5 Comm Station
            M6 EDF Orbital Defense Network
            M7 Cliffs
            M8 Robotics Facility

Matt "WOLF" and Gabriel Crown "Wolf"
            M9 Final Confrontion

Daniel Bérard
        Mines

A.J. Filiatreault "Napalm-B"
        Moon City

Mike Foote "Reaper"
        EDF Combat Arena

Music
Mark Hadley

Sound Effects
Dan Lichtenberg

Gabriel Crown "Wolf"

Story
Gabriel Crown "Wolf"

Additional Testing
Matt Wareham

Please Note: Some of the art and sound effects were taken from various commercial games:
Doom2 By id Software
Lameduke & Shadow Warrior By 3D Realms
The tree art was obtained from an art file package at Dukeworld, which I believe used artwork from commercial games (unfortuneatly I am unware of that source)

== VII.   Copyright and Other Information ==

This addon is freeware and is not to be distributed by any commercial means (cannot be boughten or sold). This addon is for entertainment purposes only, and is by no means to be sold.   It is for use with Duke Nukem 3D Atomic/Plutonium only.   3D Realms'/ GT Interactive owns all the right to Duke Nukem 3D and in no way supports this addon (nor did they make it), so bug them if it doesn't work.

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