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THIS MOD IS NEITHER MADE BY OR SUPPORTED BY 3D REALMS.

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Title : DUKE NUKEM: Taking Boise
Filename : Boise
Author : Alan A. nick
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Misc. Author Info : I also make videos and compose music.
Other Levels : N/A

Description : Duke has decided to go spend his vacation in the city of Boise. Upon arriving, an explosion erupted behind his RV. Duke pulled over to see what the problem was. When he stepped out, he realized that the city of Boise was under attack by the same aliens that invaded L.A. years before. Some people just don't know when to quit. Duke realized that he had to annihilate all of the aliens before he could enjoy his time off.

"Someone's gonna friggin' pay for screwing up my vacation!!"

Additional Credits To : Mark Hadley and Ryan Lennox for re-programming the Game.Con file.
Hadley programmed the lizard troopers to shoot different weapons, as well as teleport.

- The Liztroops shoot shrinkers and mortars, and some teleport
- Grey troops shoot shrinkers and teleport
- Red-skinned troops fire mortars and teleport
- Troops with blue jackets and blood-stained teeth shoot mortars only
- The red LizCaptains can now shoot lasers, which cause more harm to Duke
- Green LizCaptains give off a wave of radiation and shoot acid

Lennox added special features to the Game.con as well.
These new features include:

- Translucent trip beams
- More active bullet holes, footprints, etc.
- The indestructable sushi plate is now destructable
- The player's screen jolts when Duke's health is low
- More mini bosses
- You can now save the babes!

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* Play Information *

Episode and Level # : Episode 2 is replaced with the Boise episode.
Single Player : Yes
DukeMatch 2-8 Player : No
Cooperative 2-8 Player : No
Difficulty Settings : Yes
Plutonium Pak Required : Yes
New Art : Yes (new art from Hexen, Heretic, Quake 2, Blood, Doom, Doom II, and
custom graphics I threw in.)
New Music : Yes. I composed the music for this mod. Bonus level composed by Trent Reznor.
New Sound Effects : Yes
New .CON Files : Yes
Demos Replaced : Yes

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* Construction *

Base : New levels from scratch
Level Editor(s) Used : Mapster32
Art Editor(s) Used : DukeRes/Editart
Construction Time : 2009 - 2013, between semesters at Boise State.
Known Bugs/Problems : Some of the swinging doors might crush you. Just make sure
not to stand in between the door and the wall.

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Important Information

Installation : Download Duke32 and drop all of these contents into the Duke folder. Some
of the Duke files will have to be replaced by the Boise files in order to work
properly. Once installed, activate the **Boise.bat** file and begin playing.

Preferred resolution is **1600x900 8bpp**. You might have to re-adjust your
resolution to 3:4 depending on the video settings on your computer.

Important Notes : N/A
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