

ReadMe for DM-(ITC)DN3DHollywoodHolocaust for Unreal Tournament 2004

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|----------------------|-------------------------------------|
| Title | DM-(ITC)DN3DHollywoodHolocaust |
| Filename | DM-(ITC)DN3DHollywoodHolocaust .zip |
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| Version | 3.0 |

Play Information

Game Unreal Tournament 2004
Level Name DM-(ITC)DN3DHollywoodHolocaust|
Game Type Deathmatch
Botmatch
Single Player
Teampay
New Textures
New Music
New Pickups
New Weapon bases
Supports vehicles

Construction

Base From - scratch inspired in the 1st level of Duke Nukem 3D
Ideal Playercount - 20 / 32 Players
Editor(s) Used - UnrealEd, Photoshop, 3DsMax, Google SketchUp
Known Bugs - Elevators can,t transport vehicles
 Sometimes bots get stuck in elevators or in vents
 that because the bots don´t use well triggers
Online Bugs - in online game the triggered textures and monitors
 don´t work in the correct way thats because i´m
 not a coder and I don´t know how to fix it.

Description

This map its a remake of the first level of Duke Nukem 3D.
With a few modifications like: more room, new pickups, teleports,
jump pads and the funnest of all we have vehicles to mess around.

in Game Description

Duke Nukem 3D

1st episode [L. A. MeltDown]

1st level [Hollywood Holocaust]

With a few modifications, more rooms,
vehicles, etc

Converted by Paulo C M Rosa (ITC)



20 - 32 players

HollyWood Holocaust

Duke Nukem 3D

1st episode [L. A. MeltDown]

1st level [Hollywood Holocaust]

**With a few modifications, more
rooms, vehicles, etc**

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Credits

I get the textures from High resolution Pack for Duke Nukem 3D made by the people that contribute to Duke Nukem Community (I can't tell names because are so much people involved in the High resolution Pack project) Tanks to all of them and if someone of them plays this map I just hope they like it.

The vehicle A.I. Script was made By Ash (A.N.).

Author's Notes

Maybe I gonna do a remake of this map with textures made by me. (in the Future)

Other levels by author

DM-(ITC)AroundIt
DM-(ITC)LegoHouse
DM-(ITC)In-or-Outter-Space
CTF4-(ITC)Leviathan
DM-(ITC)DK3dHollywoodHolocaust[beta1]
DM-(ITC)IntoTheTower]Raw[
DM-(ITC)Compressed[Lego_Style]
DM-(ITC)DN3DHollywoodHolocaust[b2]

And more to come...

Installation

Unzip DM-(ITC)DN3DHollywoodHolocaust|.zip
Store the .unr or .ut2 file in your Maps directory along with the others
(see guide below), then either doubleclick on it, or type open DM-(ITC)DN3DHollywoodHolocaust|[in the console, or select the Map in a Botmatch or an Internet game.

Guide

.unr and .ut2 files go in Maps
.utx files go in Textures
.umx and .ogg files go in Music
.uax files go in Sounds
.u, .int, and .ini files go in System
.usx files go in staticmeshes
.ukx files go in animations
.ka files go in karma
.upx files go in prefabs

Pickups and more



Duke Damage,



First Aid,



Armor,



Jump Pad



Small MedKit



Large MedKit,



Small SteroidVial,



Steroids,



Super Armor



Teleport,



Weapon Base,

Small MedKit gives you the amount of 10 health units, also after 100 health units

Large MedKit gives you the amount of 30 health units

First Aid gives you the amazing amount of 199 health units

Armor gives you the amount of 50 shield units

Super Armor gives you the amount of 100 shield units

Small SteroidVial gives you the amount of 3 adrenaline units

Steroids gives you the amazing amount of 100 adrenaline units

Duke Damage gives you double damage for 30 seconds

Weapon Base

Teleporter

Jump pad

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