

The Circular Synapse-v.0.6.1

Created by Blue Death and ZeeBARON (a.k.a. Ragnarok)

I would like to personally thank all of you who downloaded this map, especially the ones who opened this ReadMe (you included). The map that was (hopefully) included with this file, entitled "The Circular Synapse" (see above), has a fairly interesting origin. That's the next section, however, so you'll have to stretch your weary arms *long distance* and reach that mouse, so you can page down.

Speaking of sections, here they are:

- 1 - What is "The Circular Synapse?"
- 2 - Why is it different than the average map?
- 3 - Who made it?
- 4 - What has been changed since the last version, and what are plans for the next?
- 5 - You mean you always make 100 versions of it?
- 6 - Who are the KaoszKnights?

SECTION 1

The Circular Synapse is a Marathon 2 map that makes what I consider to be "good use" of teleporters, and strategy they involve. Though it contains 187 polys (last count) I must warn you, it is **VERY INTENSE** (carnage-wise, of course). The map has some 5D that caused me trouble up until version 0.4.7, but after fixing that, I saw it fit to release. This is by NO MEANS the final version, and I am not content in any way with it! However, I thought if I released it, I might get enough comments to make it into the map it was meant to be. I am ready to change pretty much anything, if the alteration will increase the quality enough. So write me at: ambrogi@mail.telepac.pt!

SECTION 2

The Circular Synapse is different because it manages to take every check out of a person's skills. By good enough use of strategy, and quick thinking, even a newbie can dominate. Two way teleporters just out of reach from one another motion-sensor wise can play some confusing games with people's minds, especially if the player jumps back through the second way upon arrival. Trust me, there's well-hidden (they won't usually notice you) snipe, and enough strategy for anyone. With 12 entrances to the hill, and 4 teleport entrances, King Of the Hill games are almost suicide maps. I actually recommend a Kill the Guy With the Ball game, once I get it working...

SECTION 3

This map was made by two overseas mapmakers/net enthusiasts, who decided, for the first time, to work together on the map. Blue Death, the first half of the juice, drew the map on paper (which was, BTW, is his first map). I, Ragnarok, tweaked it 48 (and counting) times over in about a 24-hour span. After enough testing as we could accomplish (on our mutual LC3 (he sadly doesn't have a Mac (poor soul))), we brought it to the Net-Cafe for some more helpful net-testing. I fixed some errors, found some I couldn't fix, and posted it for the second time. Yes, this map was kind of a 9th Symphony, but at least I know that it works on an 030.

SECTION 4

Last version (number 0.4.9) was the same as this, except I relit the stairways I said I didn't like so that they're darker. With all of the invisibilities in the map, it actually increases the number of kills. I also made the portals triangular, which causes an odd, but not necessarily BAD bug. My next version will most definitely fix that bug. It helps flow considerably, though. The crushers now have a VERY accessible counter-switch, which make KTMWTB games more exciting than a guy hiding in the crusher room with the ball. :)

I just got the review of version 0.4.9 from Claude Errera from the HyperArchive:

"A well-built 5D map that's seriously confusing until you get the hang of it... and then carnage gets absurd. Don't stay on the hill for too long... it's very, very dangerous. Nice use of the portals concept."

I tried to make it less confusing, but hey, that's 5D. (I hope absurd isn't a bad thing...) Just as a note on why the hill **IS** so dangerous: There are 4 teleport-in locations, 4 sniper entrances only a jump away from it, 4 portals that lead to it, and 4 "normal" entrances.

Twitch, another member of The KKnights, says:

"It's an exceptionally violent map for a first try. A little small, which makes it difficult, as well as annoying, for team play."

I agree that team play is hard, but possible. I encourage all those who have the time to at least try team play once. About it being "violent": Yes. I'm thinking of making a sniper-free version, or find some other way to limit the carnage.

SECTION 5

Very perceptive! No, I don't make 100 versions of it. Once I am satisfied with a map, it goes to version 1.0.0. After I release that version, any comments or advice is carefully weighed and then added in, if it's good enough. Those versions are versions 1.x.x. I usually only get to 15 or 20. You might ask: "Usually? This is your first map, is it not?" This is NOT my first map. It is **MY** first released map, and **BLUE DEATH'S** first map. I have made 15 net maps (6 of which are good, and 2 are decent, and 7 of which suck hard) and 5 solo maps (all Marathon 1). I admit, by M1 days were pretty crappy, but at least I tried, right? I must admit, this is my favorite map so far (that I've made, of course).

SECTION 6

The KaoszKnights are a group of Network Gamers in Portugal. 1/3 American, 1/3 Brazilian, and 1/3 Portuguese, we make up about 25 people. No, we don't all play Marathon, though we're pushing Bungie for 16-player support. Only 4 of us make maps, though we're training the rest. You can write to any of us at ambrogi@mail.telepac.pt, as long as you write the name of the member you want it given to in the header.

--RAGNAROK

P.S. Please send us your questions and comments, bug reports, and other positive, or at least constructive messages. If your message is malicious, or just a flame, please DON'T SEND IT! If you do, we will pass it around, laugh at it, and then trash the file. Thanks to everybody who read this far, for you are truly your brothers keeper.