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Info=====Author

Title : the lodge
Author : DOOMBOY
Email Address : doomboy@gwis.com (this is my new address as of late july'96)
Description : This level was made to test out the limits of multiple levels and to see how far it could be pushed...Found several ways to cheat on things...I have found this to be a great dukematch level and was inspired mostly by mansion.map...Wanted to keep it more in a realistic scale
Authors Request : Please e-mail me your PCX screen shots! They're COOL!
Files included : thelodge.ZIP - The original format until UNZIPPED
 thelodge.MAP - The level
 thelodge.TXT - This TXT File
 duke.pcx pictures of me and frontosa kicking each others ass
Other Files by Author : kikass02, mop-up, in-dust

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**** Play Information ****

Level # : USER
Single Player : Not this time
Cooperative 2-8 Player : Nope
Deathmatch 2-8 Player : The best!
Difficulty Settings : Not implemented
Monsters :No
New Graphics : No
New Music : No
New Sound FX : No
Demos Replaced : No

**** Build Information ****

Base : A level from scratch
Build time : 10 hours
Editors used : BUILD
Known Bugs : NONE

**** Copyright / Permissions ****

Authors MAY NOT use thelodge.MAP as a base to build additional levels.

You MAY distribute thelodge.MAP, provided you include this file, with NO modifications. You may distribute thelodge.MAP in any electronic format (BBS,Diskette,CD,etc.) as long as you include this .txt.