

fter successfully wiping out all the World's Nazi rubble, you sat down for a cup of coffee in your new apartment on 666 Damion Lane. Suddenly, the walls start moving and the floor opens up! You fall into an endless chasm. After recovering from the shock, you realize that you are now up to your ears in deep trouble! You must navigate through uncharted waters to find your way back home.

DOOMenstein "Episode 1: Gateway" is the first four levels of a 32 level Wolfenstein 3d project. We've "ported" over the DOOM II levels, added DOOMish wall textures, objects, and enemies.

The complete version includes a patch to import all the DOOM sounds in Wolfenstein!!

#### Project Team:

Creative Director: Bruce Ryder

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Sound: Kris Norberg and Bruce Ryder

Level Designers: Bruce Ryder, Aaron Teplitsky, and Rueben Andajetsky

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<http://users.aol.com/ruebenryd/ruebenryd.html>