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Title : HOMER
Filename : homer.wad
Author : me :-)
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Misc. Author Info :

Description : A replacement level for E1M1 designed to be played either by itself or else in conjunction with other Simpsons PWADS (such as the Fuoco/Blauwkamp WAD).

Additional Credit to: Kevin Voigt (sequenced the T2_GEN.MID file used as D_E1M1.MUS)
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* Play Information *

Episode and Level # : E1M1
Single Player : Yes
Cooperative 2-4 Player : Yes (not tested)
Deathmatch 2-4 Player : Yes (not tested)
Difficulty Settings : Yes
New Graphics : No
New Sounds : No
New Music : Yes
Demos Replaced : No

* Construction *

Base : From Scratch

Build Time: : 100 hours +
Editor(s) used : DEU 5.2; BSP15x; EDMAP140 (for proper alignment of textures with teleporter pads), RMB, Wintex (replacement of E1M1.MUS)

Known Bugs : None detected

* Copyright / Permissions *

Authors may NOT use this level as a base to build additional levels.

You MAY NOT distribute this WAD in any electronic format (BBS, Diskette, CD, etc). (Sorry to be a pain about this, but remember, the Simpsons ARE copyrighted.)

* Where to get this WAD *

FTP sites: cdrom.com, America Online

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This is the first WAD I've uploaded, so I've taken care to avoid many of the mistakes that first-time WAD authors sometimes make. So, no spider masterminds, no cyberdemons to trip you up. The exit is clearly marked, so you won't be tricked into finishing the level by "accident." No need for cheat codes: there's just enough armor, health, and weapons to be able to get through the level, even when playing Ultra-Violence. No places to get "stuck". No HOM or other bugs. A lot of work went into building this WAD, and, hopefully, it shows.

As for the level's layout, the first eight rooms intentionally lead you around by the nose, but once you get to the courtyard, you're on your own. There are several secret rooms containing weapons and armor adjacent to the courtyard. Most of these rooms can be easily found by triggering a W1 linedef. (You won't need to find any of these secret rooms in order to complete the level, however.) Certain rooms can only be explored when playing the Deathmatch level.

As for the game play itself, this is definitely a WAD designed for players who like shoot-em-ups as opposed to puzzle-solving or maze exploration. So if you still haven't gotten enough of Doom and you feel like kicking imp butt one more time before defecting to Hexen or Quake (or, God help you, Duke Nukem), definitely give this WAD a try.