

**Title:** Dragon Valley  
**Filename:** Drak.map  
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**Description:** This battle takes place in a valley bordered by a series of plateaus, a lake, and windowed rooms. Careful attention paid to shading, size, and other details. Containing a good supply of weapons and powerups, this was designed for Dukematch only, 'cause if you're not Dukematching, you're just playin' with yourself. Opportunities for long range window to window/plateau bombardment, underwater warfare, ambush, and wide open field slaughters under the night sky. Try it, I think you'll like it!

**Additional Credits To:** Doomklan, 3D Realms, Apogee, and everyone who contributed to the heaps of text files I read about Build.

### ***Play Information***

**Episode/Level:** n/a  
**Single Player:** No  
**Dukematch Level:** Yes  
**Difficulty Settings:** Not implemented

### ***Construction***

**Base:** Completely original map  
**Editor Used:** Build  
**Known Bugs:** None