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MAP NAME: Codex Atlanticus (V. 1.1)

MAP TYPE: Solo

SOFTWARE USED: Nardo Forge, Anvil, Photoshop, SimpleText

Thanks must go to absolutely nobody, because this was a totally solo effort! I haven't had time for any beta testing, because I have just now finished the map at 21:30, 31 Oct. 1999. I didn't find out about the competition until Oct. 10, and hey, some of us have lives in the real world...but what is reality?...so I had to flog the old nag a bit to reach the post in time. For wimps out there, you can read the spoiler, but if you can't find your way around this map, well, stop using aluminium pans! Have fun.

SPOILER:

Codex Atlanticus

Take a look at the visitors book on your way in, and pick up some ammo. Use the door on your right and after you have dispatched the baddies and picked up the goodies (in whichever order), go back into the hall and head upstairs. Pick up a shotgun in the wc at the top of the stairs - then head on up the hall to the master bedroom. Ignore the door at the end of the hall - it goes nowhere. In the bedroom, open the wardrobe door to reveal a switch and some goodies.

Head back down the stairs and back into the front room. Where the Picture of the Madonna and Child was, there now appears a switch - use it. Then, back into the hall, ignore the first door on your right, and carry on around the corner until you reach the cellar (the door on your left). Head downstairs and pick up the ammo in the wine store. Go into the other room, have fun with some troopers, and pick up the key at the far end of the room.

Go back upstairs and through the door opposite into the vestry. Use the key to enter the chapel. Take out the monsters then say a quick prayer at the alter to receive a power up and a rocket launcher. Flick the switch on the pillar by the door and head through to the lobby.

Take the door on your right to go outside , then carry on right until you reach the

library door. Pick up the key on the table in the library, and use the magic grandfather clock if need be. (I'm not sure they had grandfather clocks in Renaissance Italy, but what the hell!) Head back outside and at this point, it might be a good idea to take out the Jug lurking around the corner.

Go back into the lobby, and use the key in the far room to open the doors on the top floor outside. Do the dance of death with some irate fighters, then back yourself into the corner of the wall on the far side, and lob a grenade to the switch on the top floor. Run into the brick outbuilding, save your game, and hang about until the wall opens up.

Head down the tunnel into the big, quiet - *too* quiet - room. Make a noise to wake up the captured S'pht. Step on the light underneath him to open the exit, and get ready for fun when you head upstairs! If you survive, use the teleporter to send you to "Hero Worship".

Map Making Notes/Secrets:

This level was originally going to be based on my own house (though somewhat larger and more grand!), but I was forced to omit a couple of bedrooms, the bathroom and the attic because I couldn't keep track of the pollys! So the kitchen and spare bedroom were transformed into the chapel! I also had a lot of trouble with long views, and too many transparent edge views, so the garden shrank a lot from my original idea. Does anyone know how to create banisters with Forge?! I managed to achieve a section of banister, but it just wouldn't have them going around the entire top of the stairs - so they became a solid wall.

In the library, if you tab along the second bookcase from the outside door, you will reveal a switch that opens the door on the left of the fireplace in the front room, leading to a secret room. In here you'll find a 3*powerup, a flamethrower, and some spiritual enlightenment!

I like to try and save the friendly S'pht at the end. If you can do this on total carnage - you're a better man than me, Gunga Din!

Hero Worship:

There are several routes to the end of this level, but this is the most direct. I'll omit any reference to terminals, pattern buffers, and aliens - or I'll be here all night!

An initial word of warning - the folks on the balcony keep coming back!

When the platform reaches the top, jump down from the tower to find yourself in a courtyard with two doorways on one side and one on the other. Take the lone doorway and follow the passage around until you reach a room. Flick the switch and head back to the courtyard. Go to the opposite side of the courtyard, and go through the doorway on the right. Keep going until you reach some windows overlooking a large room with wooden pillars. In between these windows is a switch (which you activated with the other switch) which will activate the platforms to the lower level. Take the door on your left, and then ride one of the corner platforms to the lower level.

You should now be in a rectangular area with a crucifix at one end, a buffer at the other, three doorways, and the corner platforms leading to the top. Face the wall with the two doorways and take the one on the left, then take the first turn on your right and go up the spiral staircase. Bear right at the top and go through to the outside tower to pick up some ammo. Make sure you jump on the central block, so you can get to the 'secret' room later. Head back and ride the platform down, then turn left into a small room with three more doors. Use the door directly in front of you. Move round to the back of the central wooden post, and throw the switch. Don't use the switches on the sides of the post, unless you like swimming in lava! (If you do use one of these switches, it's still possible to jump back to the door - without grenade hopping).

Back in the small room, don't worry about the other two doors (unless you feel like exploring), go back outside and follow the passage around to another platform. Ride it up to the next floor, jump off hit the switch, jump back on again, and ride up to the 'secret' room. When you leave here, turn right and go through the door into a room with moving platforms. Time your jumps from platform to platform until you reach the steps. Use the switch on the far side of the lava pool. Don't be tempted to try leaping across the lava into the door - take it easy and wait for a bridge to appear!

Turn right at the top in the white room, and use the switch on the far wall. Then head back past where you just came in, ride another platform down and keep going until you are overlooking the large room with wooden pillars which you could see earlier. go down into this room and use the switch on the far right pillar to open a door. When you reach the room at the top, step into the crucifix to start the lava tide, and shoot the switch in the lava pool.

Follow the passage around back to the first courtyard, and make your way back to the downstairs room with the crucifix and pattern buffer. Take the door on the left again, only this time follow the passage right to the end, ignoring all the crossroads. Go through the door and take the walkway on your right. I like to shoot the Jug from this vantage point - (ducking the flicta gobs meanwhile) but if you are some sort of vidmaster psycho, it's up to you! Drop down into the dark room, and use the switch on

the wall. Step onto the platform and use the switch at the top to activate another platform in the far corner. Ride it to the top and walk into a room with lava and a lot of pillars. Some of these you can jump to - some move! Use your map to see which are which. When you reach the last section jump to the platform that isn't secret and ride it to the top ledge. Follow the ledge around to where you came in, look up and shoot the switch. Then go around through the door and wait for the floor to come up to you on the other side (but don't hang about because it goes down again)!

Head back downstairs again, and this time take the other walkway. Shoot switches and ride platforms until you reach the top. Go up the steps and bear left until you reach an outside tower. Bash the switch, head back and drop into the wood lined hole. Go along the passage until you can take the turn opposite the one that leads to the spiral staircase.

Go through the cells and grab the key at the far end. (It's actually a lot easier to shoot the prisoners in stages, but I'll let you work out which switch opens which door!) Go downstairs and use the key to open a door in the central pillar back upstairs. Drop down into the caves below, and grab the manuscript mysteriously suspended in the broken pillar. Then find a door on the far wall, to a small room with a yet another switch. Make sure you've found the stairway out before you use this, because the lava will come up with you on your way out! Jump over to the teleporter in the big wooden pillar to go to "Take Me Home".

Map Making Notes:

I took heed to the comments about the shoebox, so I started this level with the player in a ... er ... shoebox! What a mess! This was a very 'organic' map; i.e I didn't have a dang clue what I was going to do when I started, and it just grew outwards into horrible sprawling chaos! Heck, I still get lost!

Take Me Home:

Nothing difficult here - just follow your nose and follow the instructions. This level is really just a conclusion to the scenario.