

The Mute

In order to clarify some of my intentions, and to provide some hints about using this map, I have worked up the following guide. It is rather cursory, but I think you will get the point, and get on with actually playing the map rather soon.

There are three areas of concentration on the map: one sunken courtyard lined with shotgun shells, another courtyard adorned with Spanker, and one raised water basin between the two. As with all of my maps, this one is designed with a game of Hill in mind. The Hill is the circular water area in the central basin. I had actually wanted to create a multi-hill level, like Fm's Roam for Marathon Evil, but without the roaming. I couldn't decide whether or not to implement it, and since netmap entries are limited to one map, I left it out. (Keep in mind that, to stay on the Hill, you actually need to be in the water, not on the marble perimeter.)

As with most of my maps and typefaces, no points are aligned to the grid, and there are no perfectly horizontal or vertical lines. The layout is rather organic, with geometric item placement. Some observant 'thoners may notice the lack of high-contrast lighting and texturing, leading to slight visual confusion. While I whole-heartedly embrace differential shading, I chose to go with a more consistent lighting approach, and a limited color palatte. The sunlight in this map shines from WSW, approximately. The subtle shading is intended not for confusion, but for realism. The geometry itself is very loose, partly to support the organic layout, and partly to avoid too many colinear points.

I originally intended to place items in such a way that would force players to explore the map before they could do significant damage. This proved to be impractical; there was too much segregation of the items, so players spent too much time running this way and that. You're here to kill, not to jog! In the end, I think I found a relatively good balance of ammunition and weaponry.

Once more, for the sake of realism, I did not block cliffs with solid transparent lines. These tend to detonate rockets too soon, and make for some unfair kills. Instead, you will find a teleporter at the bottom of the drop, for your convenience. Why is the drop so short and inconsistent? It didn't use to be, but when the Ball got stuck in the landscape, there was no way to get it out. I shortened the drop so a misplaced Ball could be picked up from the ledge.

Lastly, a long overdue thanks to Kirill Levchenko and Mike Trinder, creators of Chisel. Although I didn't use it for this level, Chisel rocks. A huge thanks to Loren Petrich, creator of the Marathon Map Viewer. (Marathon has never looked so good.) Thanks to FS for testing, NM for mailing, Nardo for hosting, FM for knowing, PG for boosting, DA for hooking, Bungie for kicking, and you for playing.

Up to eight players, carrying:

Don Pistola
Dual Ventilators
Superthrust 9000™
Lazyboy

Listening to:

Silent footsteps

Daytime birds
Sloshing water
Soft wind

Saying: