

WizardRats_RO.BSP

Map final Compiled: 03-07-02
Title: WIZARD RATS
File Name: wizardrats_ro.bsp
Development Time: Three weeks (1.5 weeks build) (1.5 QA test)
WorldCraft Design & Creation: Grimlock (Richard Outman)
Lead QA Testing: Dr. Atlantis (Timothy J. Outman Jr.)
Beta Play testers: Dr. Atlantis, The Reaper, Master Yoda, Quicksilver, Shadow Santa, Seanasty
Web Site: <http://www.somethingdied.com>
Email Address: murder@somethingdied.com
Tools Used: WorldCraft 3.3, Zoner's, Wally, Photoshop, MS-Paint
This File: Compiled form content by Grimlock & Dr. Atlantis
Document text formatting by Dr. Atlantis
Wad Texture Artists: Christa Forest, Bryan Letcher, [WTF?]Evile Dick, Mighty Pete, Adam W. Stiles, Sock, Dr Atlantis, Grimlock
Features artwork by: Gary McCluskey (dragon & Giant), Martin McKenna (mouse), Matthew Scott (fairy)
View other work by these artists: <http://www.asfa-art.org>

----- Map Description -----
A rat scale map based in a wizards keep.

----- Map compile info (zoners) -----

| Object names | Objects/Maxobjs | Memory / Maxmem | Fullness |
|--------------|-----------------|------------------|----------|
| models | 220/400 | 14080/25600 | (55.0) |
| planes | 30928/32767 | 618560/655340 | (94.4) |
| vertexes | 12834/65535 | 154008/786420 | (19.6) |
| nodes | 6647/32767 | 159528/786408 | (20.3) |
| texinfos | 2664/32767 | 106560/1310680 | (8.1) |
| faces | 9601/65535 | 192020/1310700 | (14.7) |
| clipnodes | 28904/32767 | 231232/262136 | (88.2) |
| leaves | 4441/8192 | 124348/229376 | (54.2) |
| marksurfaces | 12102/65535 | 24204/131070 | (18.5) |
| surfedges | 43249/512000 | 172996/2048000 | (8.4) |
| edges | 22846/256000 | 91384/1024000 | (8.9) |
| texdata | [variable] | 4603032/10485760 | (43.9) |
| lightdata | [variable] | 1282821/4194304 | (30.6) |
| visdata | [variable] | 308253/2097152 | (14.7) |
| entdata | [variable] | 97514/524288 | (18.6) |

128 textures referenced
=== Total BSP file data space used: 8180540 bytes ===
5643.68 seconds elapsed [1h 34m 3s] (HlVis)
1225.07 seconds elapsed [20m 25s] (Hlrad)

----- Cool Map Features & in game tips -----

Loads of special effects

Doesn't require ANY custom files (easy to run on a server)

Use the fairy dust to lower you gravity level and shoot high into the air.

Return your gravity level back to normal by: entering a warp, jumping into the health pool, crossing the cursed skull.

The sprites up high in the main room have push fields that bounce you up repeatedly. The large sprite has a secret platform you can stand on. (this area also lowers your gravity level further than the fairy dust to improve your ability to bounce from sprite to sprite) Watch the electrical bolts, if you get in the way they do a little damage.

In the spiraling flame ring warp, you can alter your destination by moving to three positions in the warp(left= on bookshelf center= on magic book right= up high on large sprite) Also warps can not be mined (try it LOL, you can place them a bit away only)

Try jumping on the magic blue flames, flame has a push field to throw you up a bit, also does a little cold damage. Use them to jump from the book shelf to the door.

Shoot the skull on the wall in the main room to activate the light

Jump in the pink\blue fluid on the counter \ healing pool

Click "use" on the helmet for armour

Click "use" on the ring for healing

Jump in the vertical tunnel in the crystal cave area to zip up to the outside area

Walk in the mirror for a warp

Flying book you can ride in the main room, do not get in its path or it will smash you

Play the wizards musical carpet.

In addition, I'm sure I might be missing something so look around and see what you can find

----- Known Issues -----

None, report any issues to murder@somethingdied.com

----- Other Kick Ass Map Releases -----

Startrek_ro

A level based on high entity usage within a trekish style space ship. This map includes loads of traps and Interactive features to the engine limits and custom textures by Dr Atlantis. Released 01-12-02

Closetrats2002.bsp

Based on a map created by onesneakymouse (closetrats.bsp) - received a major face-lift by Grimlock and onesneakymouse. Released 01-11-02

Atticrats_ro.bsp

This map is a very colorful rat scale level based in an attic. All lighting comes from realistic sources (cool 3D glow sticks, glowing acid, glow in the dark stickers, etc). Offers the chance to frag Osama (shoot him or just press the little button next to him...lol)!!! Custom textures (including Osama... lol) by Dr. Atlantis. Released 11-11-01.

Starcraft1-ro.bsp

Just a quick release of part of what was going to be a TFC map (one of two command centers; its design was based on the game "StarCraft" by Blizzard). Released 08-01.

And of course more to come... the next map will feature a Starfleet vs. Borg encounter with you the player in the middle of all the action (HL DM). We'll include custom sounds, textures and models so keep an eye on www.somethingdied.com for more details...

----- Map Play Modes -----

| | |
|---------------------|---|
| Single player start | Yes, but no monsters - placed one to take good clean screen shots |
| Coop | Doesn't seem to work in HL at least the info_coop doesn't |
| Multi-player | This is a multiplayer death match map |

----- About the Grimlock Arts Development Team -----

The Grimlock Arts Development team consists of many individuals currently but hopefully will expand to an even larger mapping group and a possibility of expanding into MOD creation. Here are the individuals and their affiliation:

GRIMLOCK (Richard Outman)
Lead Map/Creative Designer, 3D Artist, Custom Texture artist
and Map Build Engineer

Dr. Atlantis (Timothy J. Outman Jr.)
Creative Design, Custom Texture Artist, QA Management/Map Testing,
Owner/Administrator of our four HLDS servers, and web master/creator
of www.somethingdied.com.

The Reaper (Thomas Outman)
Map QA Tester

Master Yoda

Map beta play tester

qUiCkSiLvEr

Map beta play tester

Master Yoda

Map beta play tester

Shadow Santa

Map beta play tester

Seanasty

Map beta play tester

----- About Dr. Atlantis's Company: Global Data Centers -----

Global Data Centers is a leading information technology consulting and Internet access service provider focusing on small to medium sized businesses in the United States.

Global Data Centers currently provides broadband Internet access in 29 states including California, Oregon, and Washington. These services include IDSL, SDSL, and T1 lines with speeds ranging from 144 kbps to 1.5 mbps. In addition to Internet access, Global Data Centers provides Web, DNS, FTP, and email hosting as well as co-location services.

Global Data Centers consulting services include Data Center Design & Deployment, Systems Administration, Network Administration, Security Administration, PBX Administration, Project Management, Voice & Data Cabling, Computer Room Electrical Infrastructure, Custom Software Development, and Quality Assurance Testing.

Global Data Centers manages information technology so you can concentrate on your core business.

Contact us at:

Web: <http://www.globaldatacenters.com>

Email: sales@globaldatacenters.com

Phone: (888)857-3286

----- Special Thanks In This Creation -----

- First of all I would like to thank anyone that actually read all the way down to this point and didn't just skim to the sliding of the bsp to the \valve\maps folder...

- The Grimlock Arts Team...

- GlobalDataCenters.com for hosting the servers and our web site

- ...and thanks go out to anyone who enjoys playing this map

...if you really like this map, you can send donations to
murder@somethingdied.com.... just kidding, enjoy the map everyone.

We'll be releasing more in the near future. Of course, we wouldn't kick and
scream if we found a nice fat check in the mail...

----- Other -----

Star Trek is a registered trademark of Paramount Pictures. This map may be
distributed ONLY on a "not for profit" basis. Please email us if you plan to
distribute this map in anyway other than on the Internet.