

One Lives Forever Multiplayer Map Pack

Title: Irata Space Station Map Pack
File name: ISS-MP.ZIP
.zip file size: 21.5 mb
.REZ file size: 60 mb
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Date of release: June 2003

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Description:

a map pack with 2 am and 2 dm maps, based on the irata space station am map. i've splitted this large sized map in two am maps and one of the am maps in two dm maps. Little changes are made on the **ISS-HanSuMo_AM** map. this is the right part (in dedit top view) of the original **IRATA Map**. I've made some more changes at the left part, it's now called "**ISS-CoStoMo_AM**". Chages were made at the architecture, the texturing and especially the lighting - it's nearly complete new.

(these are the last maps i've made for nolf1, but i will continue mapping with the new editor for nolf 2 :-)

Additional credits to: Monolith for making this great game

Beta testers: spydave, hc_nolfstation, headshrinker, stormtrooper, myself

Development machine: athlon xp 2000+ with 512mb ddr-ram, gforce3 128 mb

Time for creation: forgot to notice it

Time for optimization: ~ 572 minutes for all maps

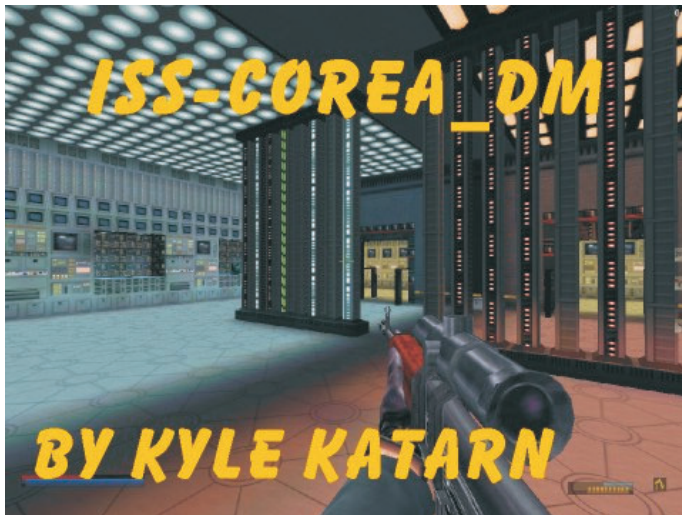
Machine(s) tested on: athlon xp 2400+ with 512mB ddr-ram, ati 9700 pro, 128 mb
athlon xp 2000+ with 512mB ddr-ram, gforce 3, 128 mb
athlon xp 1900+ with 512mB ddr-ram, gforce 4 mx 440

min. requirements: Pentium III, 500 with 128 mB ram, TNT2 or similar graphics card

Play Information

Level name: Irata Spacestation Map Pack, containing 2 dm & 2 am maps

DM Maps are: ISS Communication Area - ISS-Corea_DM



ISS Storage Area - ISS-Storea_DM

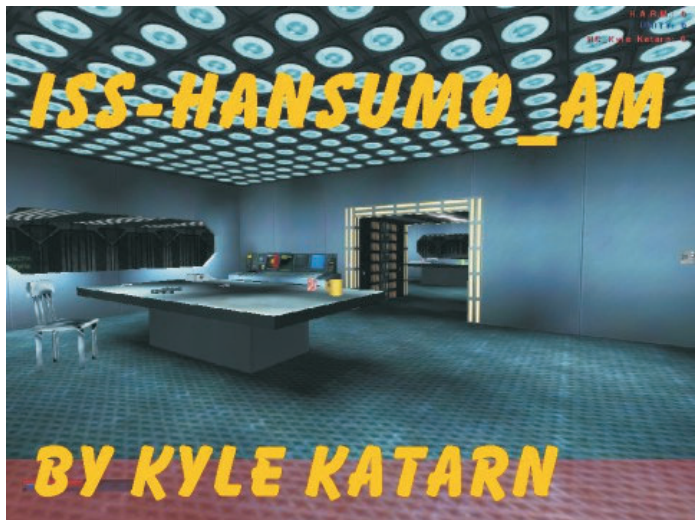


AM Maps are:

ISS Communication & Storage Module - ISS-CoStoMo_AM



ISS Hangar & Supply Module - ISS-HanSuMo_AM



NOLF vers. required: 1.001 or higher
Difficulty settings: Not implemented
New textures: yes, some of them taken from the avp2 sp + mp demo. (I have a legal copy of the game, too)
New sound f/x: yes (a little sample is taken from "save from harm", performed by massive attack, from the album "blue lines".
New weapons: no
New skybox: yes
New AI's: no
New cutscenes: no

Construction

Base: IRATA Space Station 525
Editor(s) used: dEdit vers 1.0 beta
Known bugs: None I know of.

I admit that

1. My level works only with the retail version of No One Lives Forever from Fox Interactive / Monolith
2. My level does not modify any COM, EXE, DLL or other executable files.
3. My level does not contain any illegal, scandalous, illicit, defamatory, libelous, or objectionable material
4. My level may not be sold, bartered, or distributed with any other product for which any charge is made (other than incidental charges for time spent on-line), but rather must be distributed free of charge.

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