Showdown Multiplayer Map-Pack for NOLF

Title	Showdown MP-Only Maps
File name:	SDMPO.ZIP
.zip file size:	~ 10 mb
.REZ file size:	~ 32 mb
Authors:	Kyle Katarn, Spydave, Coty, Wiky & Deunid
Date of release:	June 2004
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Description:
A map-pack containing 4 dm-maps, which are included in the "showdown-sp-mission".   Maps are "**Ocean**" by Deunid & Spydave, "**Phantasm**" by Wiky & Spydave, "**The CDK-Estate**" by Coty, Dave & Kyle, "**Frosty**" by Deunid & Kyle Katarn. These maps are also included in the "Showdown" add-on, so if you have "Showdown" there is no need to download these map-pack. The maps are exactly the same as in the "Showdown" file. The map-pack is made for all those nolfers which don't play sp-missions (and haven't downloaded "Showdown"), but like to play mp.

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Additional credits to:	Monolith for making this great game
Beta testers:	spydave, coty, wondy, wiky, hc_nolfstation, headshrinker, stormtrooper, & myself
Development machine:	athlon xp 2000+ with 512mb ddr-ram, radeon 9600 pro, 128 mb
Time for creation:	forgot to notice it
Machine(s) tested on:	athlon xp 2400+ with 512mB ddr-ram, ati 9700 pro, 128 mb
	athlon xp 2000+ with 512mB ddr-ram, ati 9600 pro, 128 mb
	athlon xp 1900+ with 512mB ddr-ram, gforce 4 ti 4200
min. requirements:	Pentium III, 500 with 128 mB ram, gforce, ati radeon or similar graphics card

Map Informations

Level name: Showdown mp-only map-pack, containing 4 dm maps

Maps are: **Ocean** by Deunid & Spydave
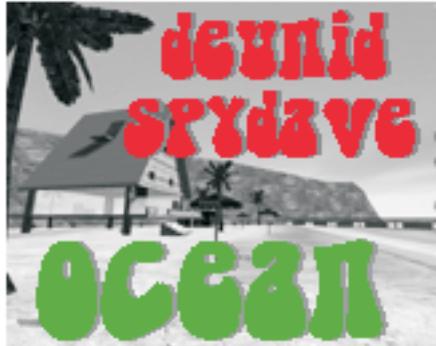
Phantasm by Wiky & Spydave
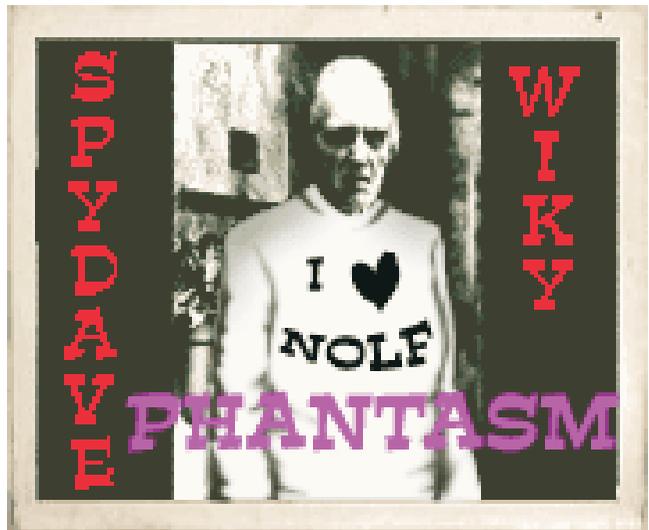
The CDK-Estate by Coty, Dave & Kyle
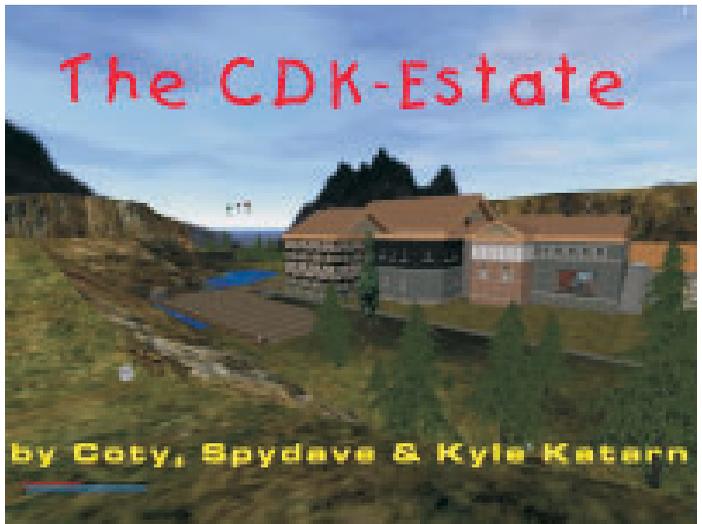
Frosty by Deunid & Kyle Katarn
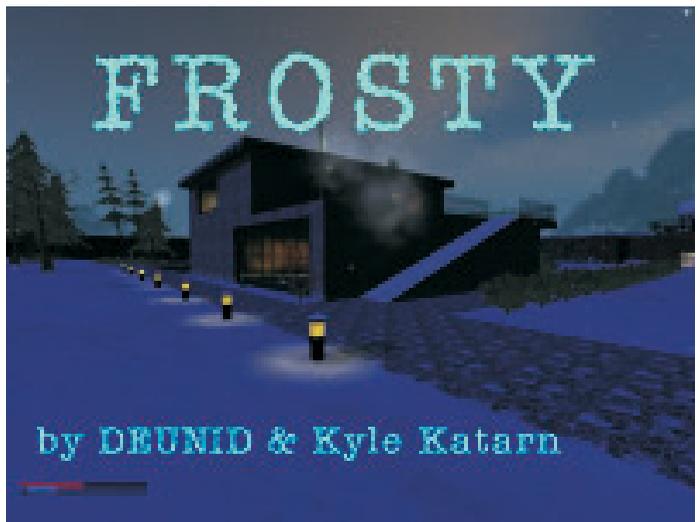
NOLF vers. required:	1.001 or higher
Difficulty settings:	Not implemented
New textures:	yes, some of them taken from the avp2 sp + mp demo.
New sound f/x:	yes
New weapons:	no
New skybox:	yes
New AI's:	no
New cutscenes:	no

Construction

| Editor(s) used: | dEdit vers 1.0 beta |
| Known bugs: | None we know of. |

We admit that
1. Our levels work only with the retail version of No One Lives Forever from Fox Interactive / Monolith
2. Our levels does not modify any COM, EXE, DLL or other executable files.
3. Our levels does not contain any illegal, scandalous, defamatory, libelous, or objectionable material
4. Our levels 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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