

# Ancient Archipelago

For Quake III Arena (Deathmatch + Team Deathmatch)  
by Lloyd Morris

## Type: Location Based DM

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- Title:** ANCIENT ARCHIPELAGO  
**Filenames:** lloydmdm2.pk3, lloydmdm2.txt, lloyd\_readme.pdf  
**Author:** Lloyd Morris  
**Address:** [WGLKM@eidosnet.co.uk](mailto:WGLKM@eidosnet.co.uk)  
**Previous Levels:** Afrshok (Half-Life)  
Escape Reality (Half-Life)  
The Omnipresent Eye (Quake 3 Arena)  
+ Numerous Half-Life SP levels for Midas (as yet unreleased)  
+ Levels (unreleased) for many games between doom and Q3A.
- Description:** Set in a citadel on a long deserted island somewhere on the east coast of the Ancient Archipelago.  
The level contains a couple of traps and tricks.  
Here is an explanation of them:
- The BFG is submerged in a pool. On entering the pool a gong sounds which can be heard by all others and the player is trapped in the pool for a few seconds.
  - Jumping for the mega health from the roof top try to land on the grass. Landing on grass from a height any where in the map causes no damage.
  - Both teleporters choose two random destinations - one of the towers and one other location.

## Additional Credits:

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- Beta Testers:** Thanks to the following for help with beta testing this map:
- Burial Grounds crew - [www.burialgrounds.cjb.net](http://www.burialgrounds.cjb.net)  
MogWaEE  
^^ch@os^^  
Intr1ns1c  
Fuze  
d3@Th2u99  
Prey  
WiccanHP  
20 20  
Chastan  
QUAD\_BAIT
  - Byron "Snickelfritz" Franek
  - Fury\_2
  - Gwilym Morris and everyone else at King Of The Jungle LTD  
[www.kotj.com](http://www.kotj.com)
  - Kerensa "Where's my L-shaped room?" Morris
  - Lutz "uzi" Munka
  - mac
  - Nephilim\_Goth
- Thanks also to the following people who've helped me out at Quake3World.com - technically or for support - with Q3 mapping:
- Paul Jaquays (and everyone else at id).
  - Jody "Cali Girl" Robinson [www.quake3world.com](http://www.quake3world.com)
  - Robert Duffy
  - Small Pile of Gibs
  - William Morris
  - Pietro da Cortona (For the painting - Triumph of Divine Providence and Barberini Power)
  - and everyone else at Quake3World.com Level Editing for your help.

## Map Instructions:

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Unzip LLOYDMDM2.ZIP and place LLOYDMDM2.PK3 into your Quake3/baseq3/ directory.

## Information:

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**Test Machine:** PIII 500 256MB RAM TNT + Voodoo2  
**Compile Machine:** PIII 700 384MB RAM TNT2  
**Recommended Machine:** As Q3A specs  
**SP BOT support:** - Yes  
**Deathmatch:** - Yes (8 Players)  
**Co-operative:** - Yes  
**New Textures:** - Yes (over 50% of architectural textures are custom)  
**ITEMS:** ALL WEAPON TYPES ARE PRESENT.

## Construction

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**Base:** New level from scratch.  
**Editor Used:** Q3Radiant 181 and Worldcraft 2.0  
**Known Bugs:** None

**Compile Machine:** PIII-700MHz with 384MB RAM  
**Total time:** 2H 45M  
**Visdatasize:** 0.4MB :)

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