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## Subway Dancer V1.1

Release date: 06/02/02



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by  
(LL)ATAN

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General Information: Anarchy

Tools: D3EditBeta, PSP4, OOFEditor, D3IT

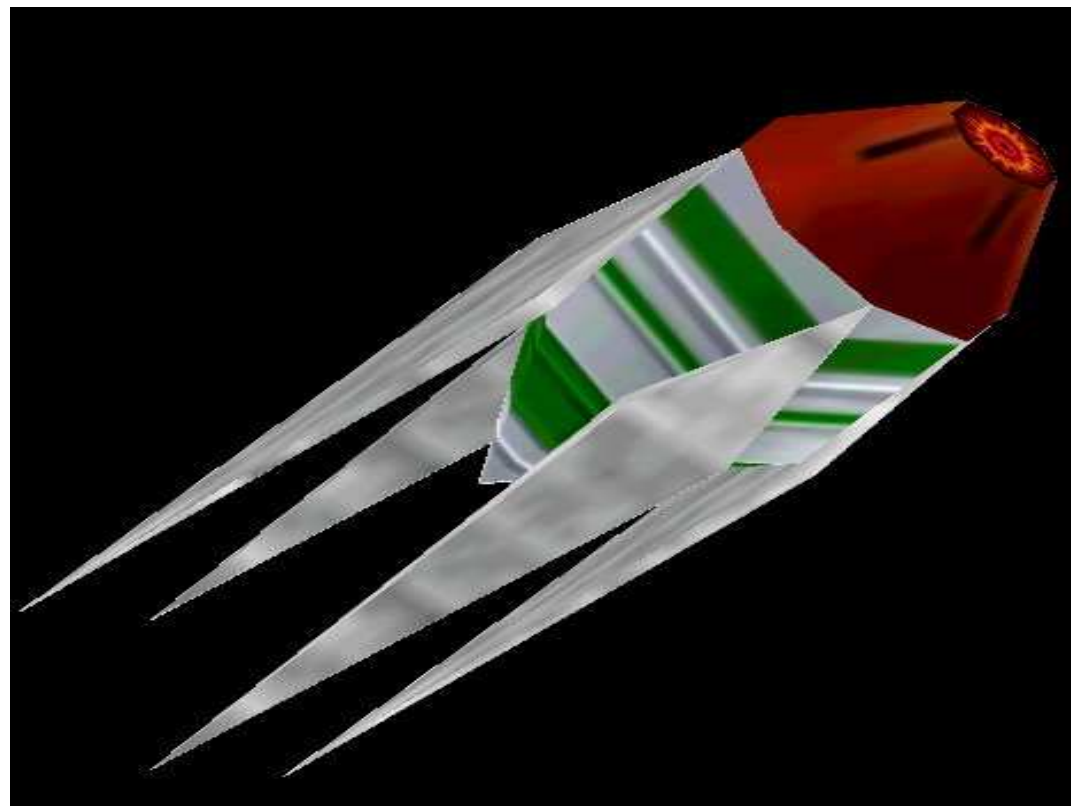
Comments: It's my third D3 Anarchy level  
Supports 4-10 player (CS 4-6 would be the best)  
No Scripting inside

21 custom textures

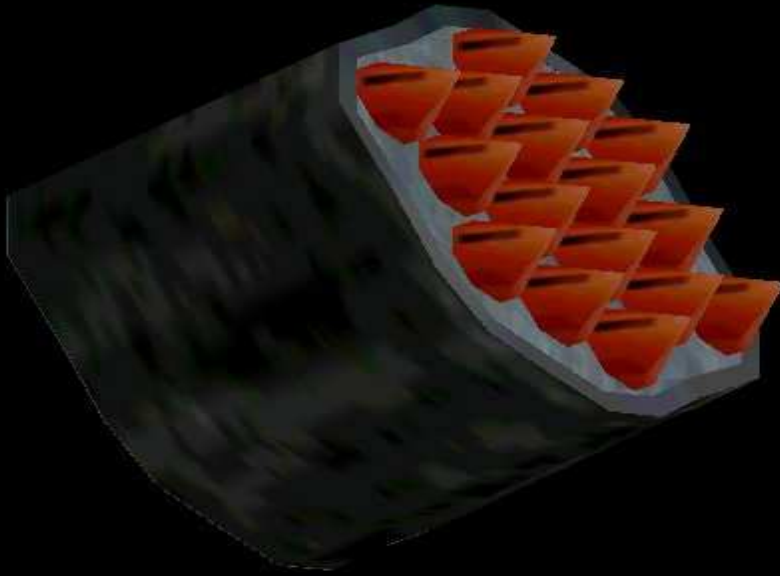
10 custom objects  
used by

6 new weapons which I designed  
and build for this level.

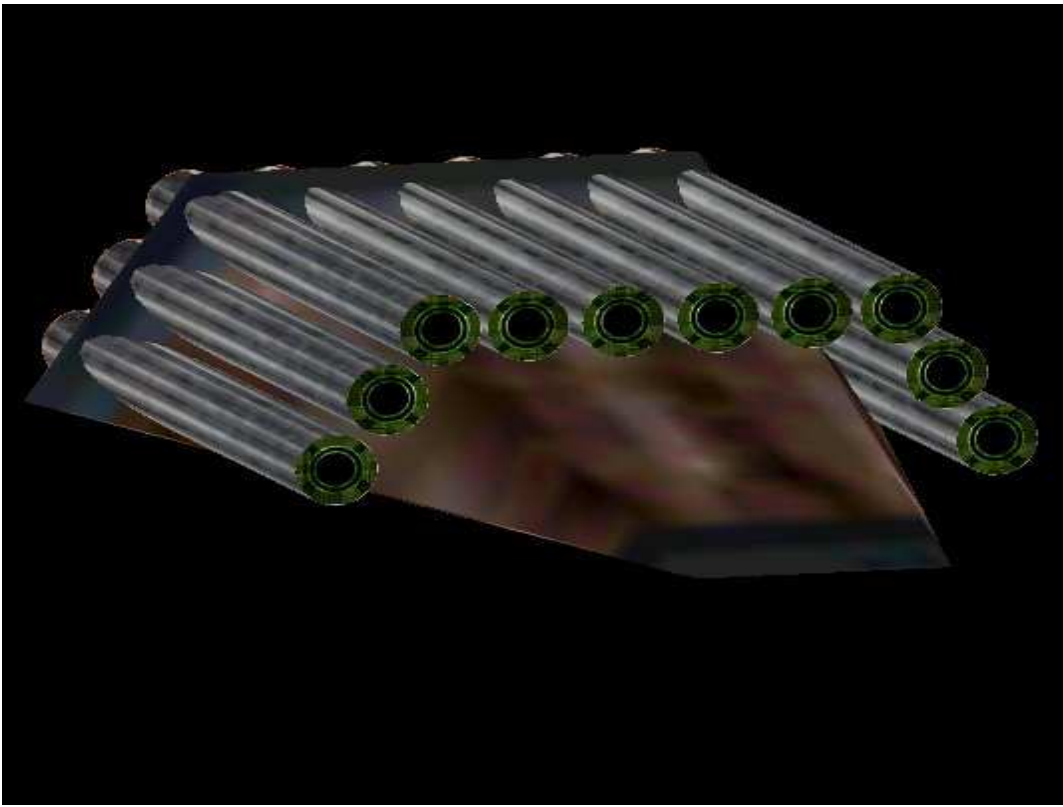
These weapons are:



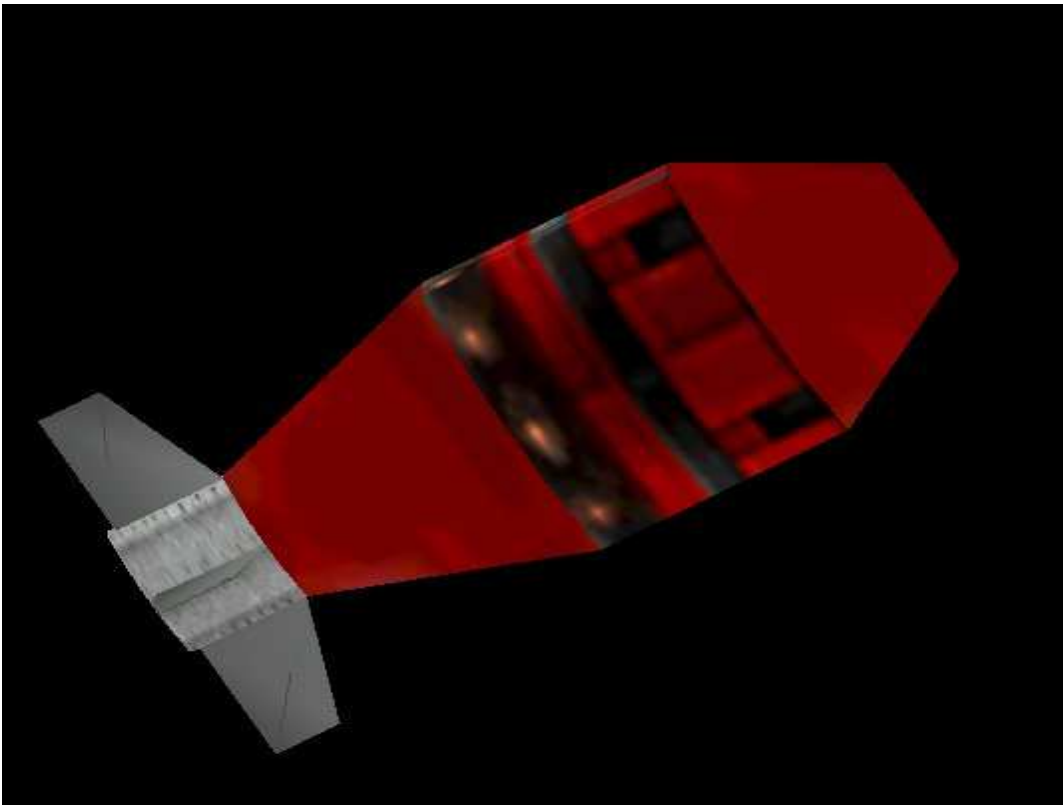
A new guided which is a mini camera only, replaces the old guided.  
This camera has no weapon effects to other players, it's just a spy.



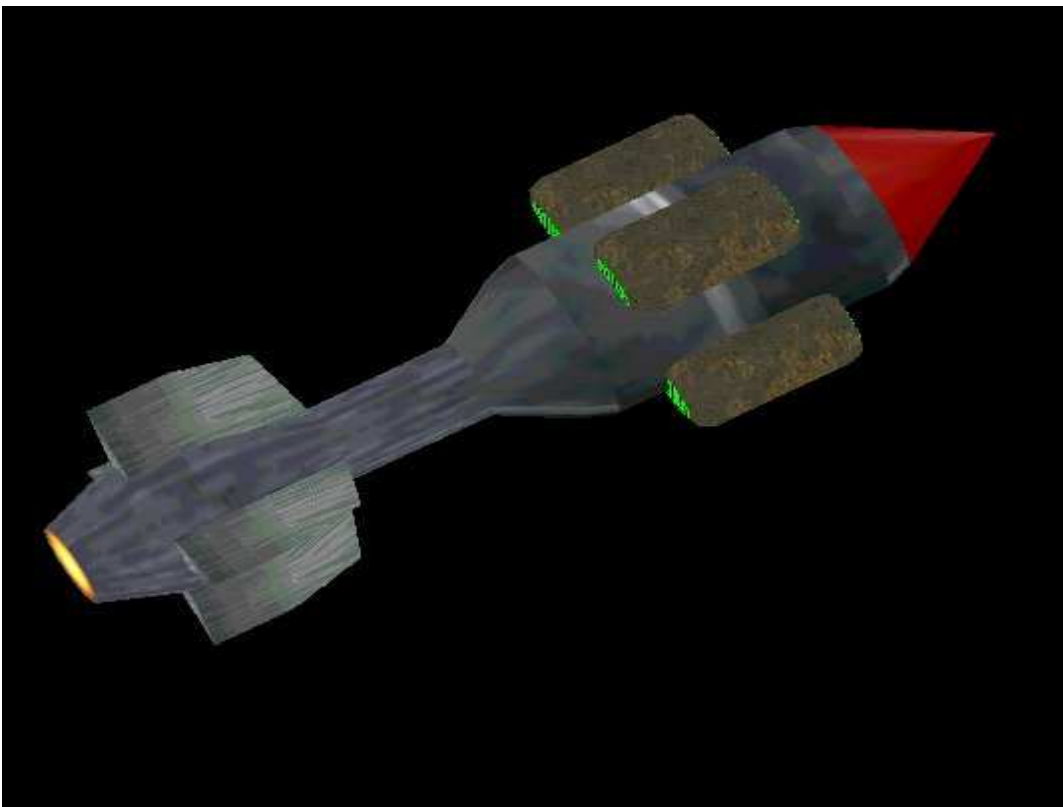
A new missile launcher which fires new designed Highspeed rockets.  
A short touch on the Trigger will fire one rocket,  
trigger longer and it will fire a row of rockets as long as you own one.  
The Rocket launcher contains 16 rockets max.  
Each rocket contains a minifrag warhead which is less dangerous  
as the frag missile but the high count of rockets hitting near  
or at the target make this weapon very dangerous.  
It replaces the concussion missile  
and is fired from gunpoint 0 by all ships.



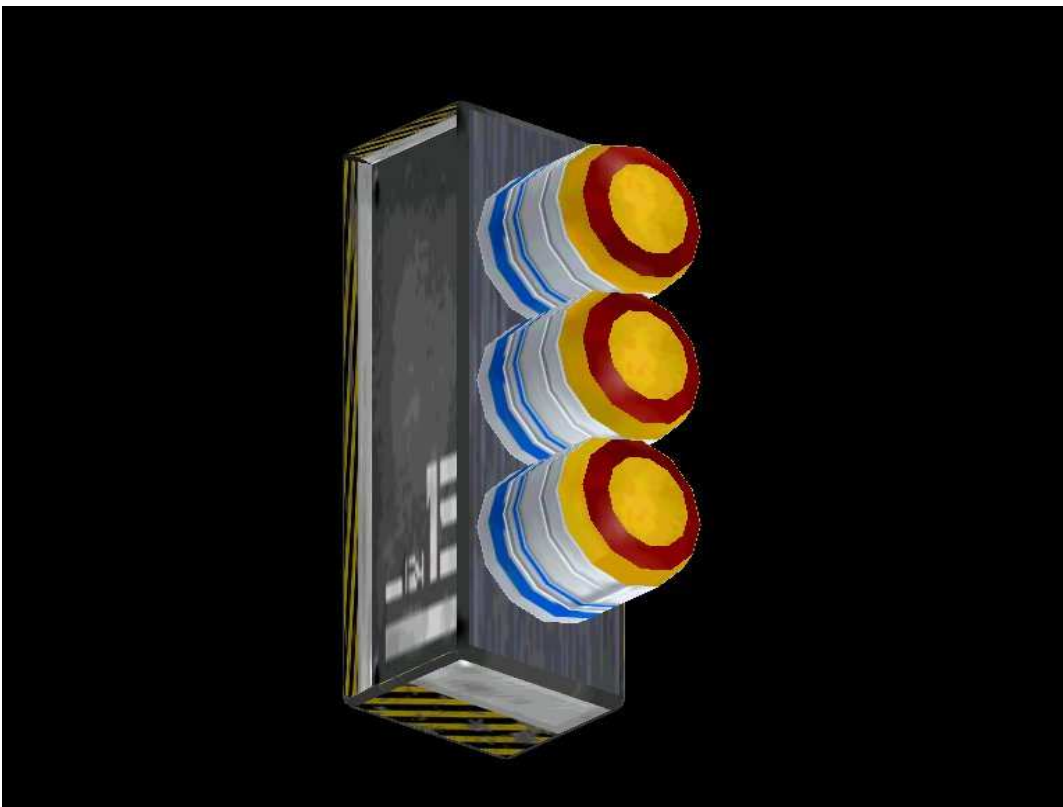
A new missile pack which will fire 5 mini rockets at once.  
Each of these rockets contain a new warhead  
which will explode like the minifrag or like a mini napalm.  
It could be you fire 5 mini frags or 5 mininapalm  
or a mix of both, this is randomly.  
It replaces the frag missile and is fired from gunpoint 0-4 by all ships.



A new replacement for the Mega missile with reduced weapon effects  
The missile is very slow but it's hard to escape from  
and it will follow for a very long time.



An acid rocket which owns 5 acidcontainer,  
which will each home very fast the enemy  
and destroy him with on hit.  
If no enemy is in sight the containers will release acid balls  
if they will hit a wall.  
Acid lifetime is very short but  
like Napalm you should not fly into  
This weapon is a very dangerous one  
It replaces the Cyclone



As a very special I added a pack of RetroRockets.  
This pack contains 3 small short range homing missiles  
which are fired to the back and stop your pursuer.

All standard ships are modified so they will fire the same count of missiles.  
They weapon load is light different to all ships, bigger will carry a little more.  
But all ship fire the same way, there is no difference between.

All the custom weapons can be used in any level, but you have to ask me before.

!!All weapons /must not/ be modified!!

This level contains no Massdriver and is NOT designed for player who need a lot of place to fly.  
It should be in CS Mode and with 4- 6 players.

Information for players:

You should not start this level if you have played any level with customs before in one session.

Make sure you start this level as first level after starting D3.

Otherwise you'll have some not wanted effects, i.e. as wrong objects.

This is not my fault, this is Descent3...

Important:

Black Pyro is no longer supported in this version

Important information's for ServerOps:

Disable the Blackpyro in multiplayer setup !!

No need to place the customs into your Descent3 dir,  
no crash up to now on test servers.

Special thx must go to (LL)Dark who helped me finishing this level  
and thy to (DE)Hunter for his servertool and servertime.

Have fun...

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Credits:

Thx to beta testers:

(LL)Dark

(LL)Lucky



(LL)JT  
(LL)HAGGI  
(LL)FX  
(LL)Feke  
vex Munk  
Aga  
Exi

Special Thx to  
Otherone for making D3Edit such good now  
Supersheep for his OOF Editor and D3IT Tools

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