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BASE FILE FOR CUSTOM LEVELS

Title : Ravenous

Filename : ravenous3.bsp

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Description : My first ever map, taking a (hopefully)

interesting twist on the creepy haunted

mansion trope. The accompanying music track

helps to give it a very The 7th Guest vibe!

Additional Credits to : Ryan Creep for the accompanying music track,

Melancholia

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\* Play Information \*

Level Name : Ravenous

Single Player : Yes

Cooperative 1-32 Player : No

Deathmatch 2-32 Player : No

Difficulty Settings : Normal only

New Sounds : No

New Graphics : Coloured lighting and fog effects from

Quakespasm

Sound Track : Yes (‘track20.ogg’ included in zip file)

Demos Replaced : No

.map Included : Yes

Software needed to play : Quakespasm

(ctf, normal quake etc.)

Comments : Copy the music file ‘track20.ogg’ into the

‘id1/music’ folder to enable it to plau

\* Construction \*

Base : Built from scratch

Build Time : Several weeks as a side project

Times & stats :System Used :

Qbsp :

Vis (-level 4) :

Light (-extra) :

Brushes :

entities :

miptex :

Texture WAD used: Vanilla Quake

Editor(s) used : TrenchBroom

Known Bugs : None

\* Legal Stuff \*

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(Template level description provided by Kyle 'ObserveR' Lemke of

http://www.planetquake.com/future/)