

NAT & THE ALLIANCE

The study of light and cast shadows continues. I've taken great care to cast various shadows, and have some appear as doors open and platforms are raised. I'm now at about the halfway point.

Your mission...proceed through the now completed Yellow door, once down in the court yard, you'll have to fire a round to wake the sentry. After its populated with monsters, this won't be a problem. Get the red key, then the blue, and return to the open courtyard at skill 4. There are only a couple of monsters in the open. I've populated level only with a few to check ambush sites. Once the level is complete, we can add all the bad guys.

Please send feed back if you have time.

By the way, did anyone try out the Duke levels yet?

Steve