

IMPORTANT NOTICE THIS LEVEL IS NEITHER MADE BY NOR SUPPORTED BY 3D REALMS	
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Filename:	SUBMACHINE.MAP
Date released:	2021-05-02
Other released maps by me:	<ul style="list-style-type: none"> • Small parts in Community Build Projects 3 (2003), 4 (2003) and 6 (2004), • Alex City 1: Bank Heist (2003), • Back in Business episode (2020): https://www.moddb.com/mods/back-in-business
Misc. author info:	Civil/wind engineer and researcher from Poland. Cutting loose ends once again – this is another map that was started a long time ago (back in 2008) and finished just now. Please contact me if you have any comments or feedback regarding the level, I am always very happy to hear it!
Additional credits to:	<p>Lee Jackson for the soundtrack used in the map; Beta-testers: Aaro Ruohonen (Arzca), Aymeric Nocus (MRCK/ck3D), Frode Waksvik (Puritan), JAC, Maarten and Merlijn van Oostrum, Mikko Sandt, RunningDuke/FistMarine; High Treason for some ideas (mostly using shooters and targets for logic gates, the most useful thing ever. Also for the idea on how to properly implement a never-ending conveyor belt loop); EDuke32 developers for making our lives a lot more convenient; Duke's modding community and people who still play this game and keep on making user content after 25 years.</p>
Other acknowledgements:	I'd also like to thank other mappers who had a strong influence on my style over the years (besides my beta-testers, whose impact was also very strong!), mostly: Pascal Rouaud , Billy Boy , Alejandro Glavic , Kevin Cools , Bob Averill , William Gee , Luciano Gallo (Gambini) , Mister Sinister , Ryan Rose (Quakis) .

INSTALLATION AND COMPATIBILITY INFORMATION	
This level was designed for EDuke32 – download it at: https://www.eduke32.com/	
Designed and tested on EDuke32 versions:	r8930 (2020-05-13) – r9321 (2021-04-04)
Preferred renderer:	<ul style="list-style-type: none"> • This level was designed for Polymost renderer, which is the recommended way to play it; • The map should be compatible with Classic 8-bit renderer too, as not everyone can run Polymost, but will not look as good with Classic (mostly due to unintended sprites glitching); • Polymer was never considered and is not supported.
Recommended screen resolutions/ FOV setting:	Screen resolutions between 1024x768 to 1920x1080 . This only really affects the viewscreens. The map was designed with default FOV (field of view) setting of 90 and it is highly recommended not to change it. Decreasing this setting will result in parts of viewscreen messages being impossible to read, while increasing it may cause visual glitches.
HRP or 3D models compatibility:	Not supported. Might cause visual glitches within the map.
External gameplay mods compatibility:	Not supported. Might cause gameplay balance issues, sequencing and progression problems or other errors within the map.
Voxels compatibility:	<p>Yes. I have included an altered version of the map especially for voxel support: SUBMACHINE_VOXELS.MAP. To play this version, change its name to SUBMACHINE.MAP, so the correct music track will play.</p> <p>The supported voxel pack can be downloaded from NightFright's GitHub: https://github.com/NightFright2k19/duke3d_voxelpack</p> <p>However, keep in mind that the map was primarily designed without voxels in mind, so the version without voxels is the intended one. Version with voxels support was added after beta testing phase and mostly for extra replay value.</p>

Play Information	
Episode and level:	User map, so E1L8.
Single player:	Yes – designed for it.
Cooperative 2-8 players:	Not implemented. There is too much sequencing for any multiplayer mode to work properly.
DukeMatch 2-8 players:	Not implemented.
Difficulty settings:	Yes – Piece of Cake (completely no monsters whatsoever!), Let's Rock (123 enemies), Come Get Some (176 enemies). I'd recommend playing it on Let's Rock on the first playthrough. Come Get Some is more difficult and may require finding some secrets, as the ammo can be pretty scarce.
New sounds:	No.
New music:	Yes, Megamusic by Lee Jackson , from his album Duke Nukem Tank Tracks . Again, I strongly recommend purchasing the album!
New graphics:	No.
New/changed CONs:	No.
Demos replaced:	None.

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<ul style="list-style-type: none"> • Authors MAY NOT use this level as a base to build additional levels (unless it is for personal use of course). However, I encourage you to explore the map in Mapster32 and break it into pieces for scientific/learning purposes! • Please do not explicitly copy parts of this map into your own levels – or at least ask me before you do, I can be easily reached via e-mail or on duke4.net forums/Discord. • The music used for the level is part of Lee Jackson's recent album Duke Nukem Tank Tracks. Purchase the whole album and OGG tracks for enhanced Duke experience from his sites: https://leejackson1.bandcamp.com/ and https://montrose.is/dnttoggpack/ • You MAY distribute this level through any electronic medium, share it on your website or send it by e-mail as long as you include this ReadMe file, the contents of SUBMACHINE.ZIP and anything else that came with it intact with no modifications. If you share it on your website or make a YouTube playthrough video, please tell me, I'd love to see it! • This level is my own creation. The soundtrack was composed and performed by Lee Jackson and is used under his permission.





Construction	
Base:	New level from scratch.
Build time:	Started working on it around September 2008, then worked on and off for the next couple of years – usually having a build streak once per year or per two years where I'd map for a couple of days. This way I've created about a half of the map. The rest has been done between December the 27th, 2020 and April the 3rd, 2021. Further changes was just bug fixing after beta testing. Don't even want to think how many hours of work it was in total!
Editors used:	Mapster32
Known bugs/problems:	Probably none, maybe something very unlikely to encounter. There should be no way of getting stuck or softlocked for the player without an alternative way out.
May not run with:	<p>HRP/Polymer/3D models. The level breaks original Build limits of sectors/walls/sprites and uses newer features such as sloped sprites, texture rotation or sprite no-shade, so it will not run properly under original Duke Nukem 3D.</p> <p>This level may not be compatible with other mods or custom DUKE3D.GRP files.</p>

File list – contents of SUBMACHINE.ZIP		
Filename	Description	Last modification
SUBMACHINE.MAP	The main version of the map	2021-05-01
SUBMACHINE_VOXELS.MAP	Version of the map with voxel support	2021-05-01
SUBMACHINE.OGG	Soundtrack for the map	2021-05-02
SUBMACHINE.PDF	The read me file you're reading now	2021-05-02
SECRET CONTENT.ZIP	Password protected secret content – the password can be found inside one of the secret places in the map	2021-05-01



Description:

This level is quite long and the completion of it should take you about **one hour** during your first playthrough. I suggest playing it in one go in order not to lose track of your progress and the map's layout. The progression of the level is strongly unlinear, with often more than one path opening up, but ultimately you will need to accomplish all goals to proceed.



There are lots of puzzles and logic implemented within this level, so don't expect a straightforward type of gameplay – you will have to pay attention to details and use your brain to finish it. Carefully check and read all the information on viewscreens – more elaborate tasks will have whole instructions written within the game. It is also

recommended to pay attention to rooms' and sections' names and signs for better navigation. I tried to keep the rooms distinct from one another, with texturing, types of details or colour schemes, to break the monotony and make the readability of the level easier.

I tried to give the level strong, claustrophobic atmosphere of Duke being trapped, which is amplified by the included music track. Most of the enemy encounters were made to be quite dynamic, with difficulty setting based respawns. Also it's wise to explore around and check every corner to find the supplies.



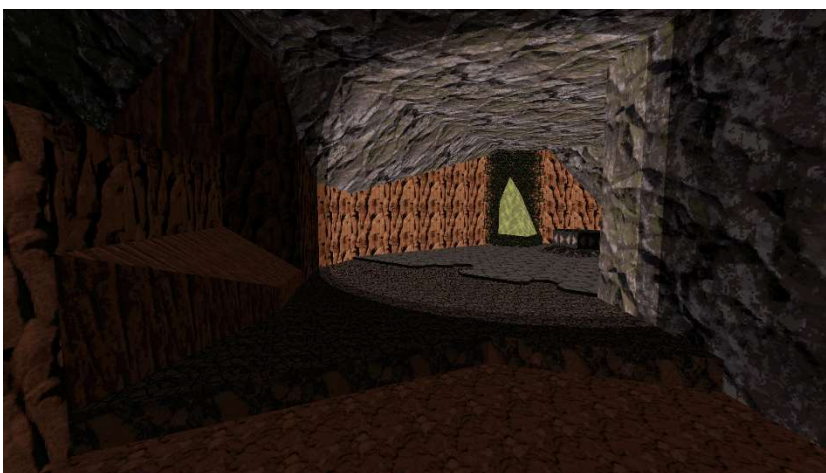
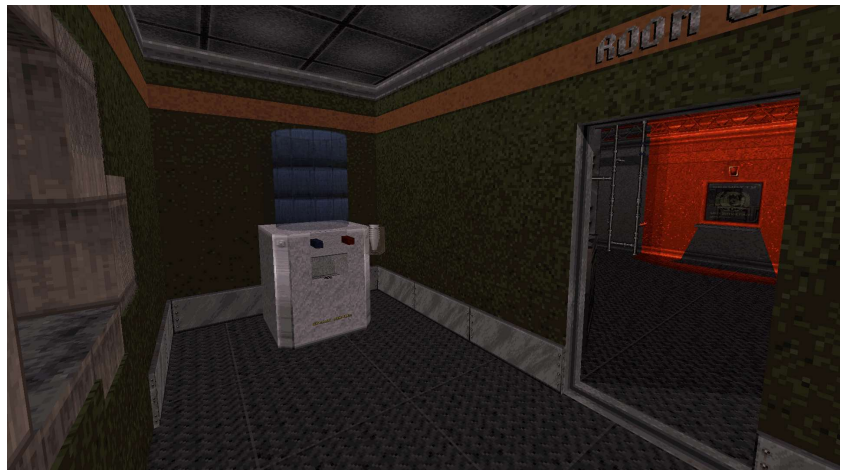
DUKE NUKEM 3D SUBMACHINE



There is also plenty of secrets – some of them properly tagged, while others in just a form of small benefits for the player for certain interactions. Besides items, some of the secrets contain other type of rewards – like the **secret code for archive with bonus content**. There is also a **secret side quest** that will start an entirely different,

additional, parallel gameplay path. It shouldn't be that difficult to find the start of it and it's completely optional, but the reward is certainly worth it!

The name of the level was inspired by the *Submachine* point and click game series by Mateusz Skutnik, which have immersive world, elaborate story and puzzles that require logical thinking from players. The level's concept itself was also partially based on it, even though Build engine is made for totally different purposes and with completely different mechanics.



Using cheats to skip parts of the level may lead to some sequence breaking, so just don't do that or you'll only end up more confused.

Resources used:

- 2 294/4 096 sectors,
- 16 384/16 384 walls,
- 15 920/16 384 sprites.

Gameplay hints:

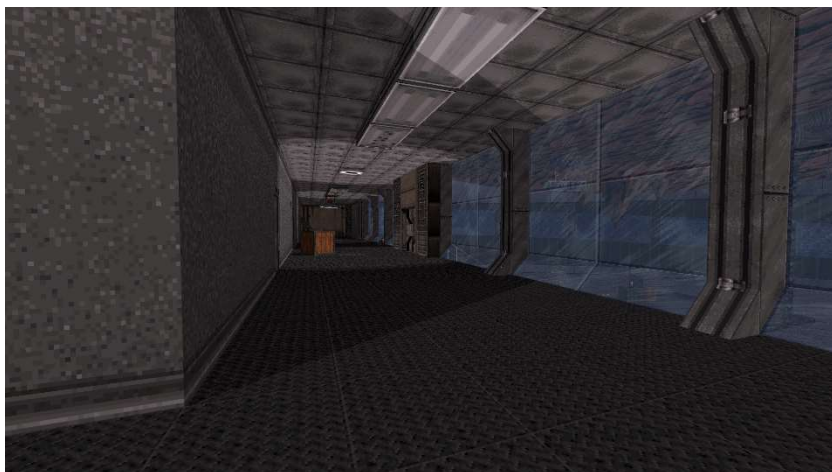
- Exploring the level beyond the critical path can be very rewarding;
- Sooner or later, you will be able to backtrack to every visited location;
- There is an easy way to harvest shrinker ammo from the green crystals in the cave;
- Some of the boxes and crates hold a little surprise inside;
- If you are confused where to go – check the viewscreens;
- Try to interact with everything, it might be worth the effort.

Story:

Duke was invited to visit EDF Research & Development facility. Besides the regular offices and lab complex, it also consisted of considerable underground part, mostly focused on mining and examining green Terratin crystals, which served as ammunition for alien tech shrinker weapon. As the planet's most recognised



specialist in handling that weapon, Duke would finally be able to see the “behind the scenes” of the powerful gun. The underground part of the complex has just recently been opened and parts of it were still under construction, despite researchers already working there.



As soon as Duke was about to descend deep into the underground caves leading to the most secured labs, he noticed a door malfunctioning and exploding behind him, setting the whole room he just left seconds ago on fire! However, it was not a mere accident – soon after the explosion, a wild, deafening roar pierced the air, suggesting

alien presence. Duke was left trapped in the depths of hostile underground with a new mission to get rid of the aliens, secure the most advanced human technology and save the lives of most brilliant minds on the planet who were trapped alongside him!