

BONUS CONTENT

FIGHT THE SWARM 7

For VANILLA DOOM 3 ONLY. No expansion version to follow.

THE STORY SO FAR

After much turmoil to thwart THE SWARM the MARINE it seems has been duped. He had followed the Doctors PDA down to the last dotted T. This battle was supposed to be over; THE SWARM had been defeated at every turning point, their invasion halted.

After the battle at the ART HOUSE the MARINE was teleported into THE LABYRINTH OF MANY ROOMS. This LAYBRINTH appeared shockingly like the original location the MARINE had engaged the SWARM.

Something seems different here though, the air is thicker and blood seeps from the very walls. The corridors are filled with the screams of the dieing as the MARINE takes his first quiet steps forward.

There is little time to contemplate this turn of events now, for every moment the MARINE stays still THE SWARM are surely closing in. Just a shame the Doc's teleport system strips away everything but your pistol every time it is used, a kink that surely needs to be worked out.

SPOILERS

- Each coloured areas has one secret area. These areas hide new weapons and ammo. They can be found by the indent in the wall, or if you just rub against the wall it will open.

- If you find a WHITE light on the ground and have a lot of ammo, jump on it ! doing so will cause the shift chagne, and cut off any monsters currently in the previous colours unique areas.

INSTALLATION

Copy/Paste SP_Maze.pk4 into your DOOM 3 Base folder. Then load the game.

Hit ~ or ctrl+alt+~ to bring down the console and write; map sp_maze

ADDITIONAL NOTES

Map completed 04-Sept-2007
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