The Crow Calls
(The Further Adventures of Kyle Katarn)

YOUR GUIDE TO THE ADD-ONS

ISSUE #1

compiled by Richard Snodgrass
(RichS88@aol.com)

WELCOME! This is the first of what will be many newsletters devoted to the inside information about the creation of new levels for the game DARK FORCES. *The Crow Calls* will be the title of this 'zine, refering to Kyle Katarn's ship, the Crow. In this, the first issue, I have put together a list of nine of the first add-ons. These are displayed in a movie review type format. Each review will have a photo taken from the level, a scrolling text description, reviews by some of the level makers, and info on where to find the add-ons. A COMING TO A GALAXY NEAR YOU section where the add-ons crew will display a trailer with picture for you to see what's to be coming out. Future issues will include more reviews of levels and reviews of patches. Another new area will be a place for the makers, themselves, to find out new editing tricks, news, etc. Well, I hope you like it, and please give me some feedback on this. Input by all level makers is requested by myself to make this a better and more informational newsletter. The goal is to put this out quarterly since it takes a while to make new levels, and I'd run out of material. Now, on with the reviews. Double Click on the icon to read the review of the level.

-Rich Snodgrass, author/editor

DARK FORCES TIMELINE

Dark Forces Timeline

EDITING TIP
For DFUSErs Only

Editing Briefings

Crow Calls Minilevel #1

Escape From Mos Eisley

For all Crow Call Downloaders

ADD-ON REVIEWS

Escape From Hoth

Terminate Boba Fett

Secbase Revisited

Star Base

TIE Defender Base

Don Sielke's Trilogy

Ravager Outpost

COMING SOON TO

A GALAXY NEAR YOU...

Bespin

NEXT MONTH

Siege at Alderaan
Powerstation Zeta
Operation: Evasive Action
Weapon Patches
and more...

TIE Defender Base

*Rebel spies have
located the base where
research and development
are being done on the Empire's
newest starfighter, the TIE Defender.
This development effort is being led by
Admiral Thrawn, who is reporting directly
to the Emperor. Initial analysis indicates that this
new weapon can outrun and outgun any starfighter in
the Rebel arsenal. The Rebel Alliance needs more data, and
we need to shut down its testing facility. This is where you come in,
Kyle.*

A Paul Nemesh Production
(PNem@aol.com)

Critics Rave * * * * * * * * * *

"Paul Nemesh has made the most exciting level...that I know of. I can find no technical fault and the game play is both exciting and difficult. There are more Dark Troopers than you can shake a stick at." -Don Sielke

"Tie Defender Base: Well...Puzzles are the thing that makes DF so much better than anything else....And new VUE files made a wonderful addition to gameplay...Wow... One of the best...Felt like level 15!" -Jason Burton

"Paul has got it down. This level ROCKS. Lots of puzzles and LOTS of action. I really liked blasting those troopers in the lecture hall! Amazing. The first addition of an original VUE file makes it the winner so far. I think Phase One Dark Troopers don't like to swim! :)" -Gary Belisle

"This is the best...Defenders flying around, difficulty is high, flawless. Puzzles are challenging...a must play." -Rich Snodgrass

"The best home-made level yet. Should have been one of the original DF levels. I liked everything about it.. It was very challenging with a great layout, new VUE's, and puzzles.

The briefing room was a blast! Especially with a concussion rifle... Where are you Paul? Make some more levels!" -Richard Gold

Now Showing at

(on AmericaOnline) "keyword" sf > star wars > star wars software library > uploaded 6/10/95

(on AmericaOnline) computing > games > software libraries > Commercial Add-Ons > Other 3D Games Add-Ons > uploaded 7/09/95

ftp.wpi.edu > starwars > Computer_Games > Dark_Forces > levels

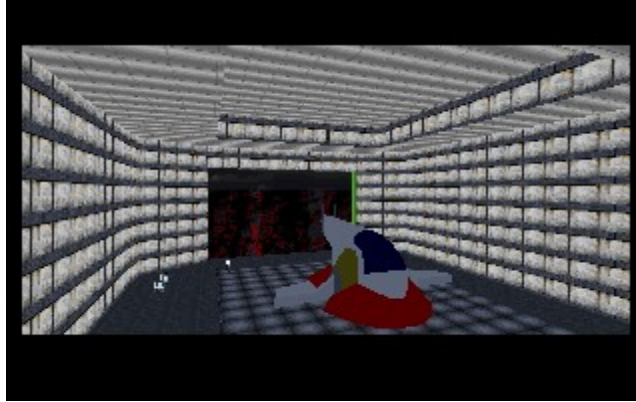ftp.wustl.edu > pub > msdos_uploads > DARKFORCES

(WWW) http://deepthought.armory.com:80/~tdalton/DarkForces/

(on Compuserve) ACTION GAMES / *HOT* DARK FORCES

(on Compuserve) PC WORLD ENTERTAINMENT / DARK FORCES

(on Compuserve) NEW MEMBER UPLOADS

Terminate Boba Fett

*Plans for the Prototype
Rebel Starfighter to be named
the "B-Wing" have been stolen. The
plans have reportedly ended up in the hands
of the infamous Boba Fett. Your mission is to
recover the stolen B-Wing plans and terminate Boba Fett
once and for all. Fett has been tracked to the planet Sullust,
where he is awaiting an Imperial recovery team.*

A Richard Gold Production
(cmdrkrud@aol.com & 72734,2553@compuserve.com)

Critics Rave * * * * * * * *

"showing his great growth in level design...exciting and difficult..." -Don Sielke

"Great Level....But only if ya got 12 meg or more! HUGE. Another Hunt for FETT....
Ain't he dead Yet?" -Jason Burton

"Very challanging. The showdown with Fett made my day. The level is HUGE.
New VOC files were cool. Great shoot-em-up. Challenging terain." -Gary Belisle

"Finally...I'm sick of Fett...one last time to off him. A very large level...some people have
trouble getting it to work, it's soooo big. If you have trouble, contact CmdrKrud. I think he
made a scaled down version, too. Richard is only getting better...wait til next level,
should be great" -Rich Snodgrass

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Star Base

Kyle has just delivered the Death Star plans to the Rebel Alliance. While having dinner in a neutral system, the Empire attacks suddenly. Kyle has been captured trying to escape from the system and left at a run-down, under-manned Imperial prison. Kyle must escape before they realize who they have captured.

A Sean Baker Production

Critics Rave * * * * *

"Sean Baker's first attempt is very short yet does have interesting potential. Maybe with his next level." -Don Sielke

"One of the originals...kinda small...but pretty good...wish some more along these lines would come out...How many BOBA FETTS and Dark Troopers can there be?"
-Jason Burton

"Not bad for a first attempt. Kind of small." -Gary Belisle

"A very short level with a couple of snags...not bad for a first try at level making...
take a look. Don't get caught in the Hall Of Mirrors just before the hanger."
-Rich Snodgrass

"Good level. Excellent for a first one. I hope Sean makes some more. Looked like he was experimenting with DFUSE while trying to make a level, and personally I think it'll be a real shame if he doesn't make any more. Lots of potential there." -Richard Gold

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(On AmericaOnline) KEYWORD > sf > starwars >star wars software library >
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(on Compuserve) NEW MEMBER UPLOADS

Secbase Revisited

As Kyle Katarn,
former Imperial Special
Ops, now working for the
Rebel Alliance, you have been
given the delicate mission to steal
the plans of the new Imperial secret weapon,
code named DEATH STAR. You will be dropped at
the cargo entrance of the Imperial base where Rebel
Intelligence suspects the plans are stored.

A Serge Debroeyer and Yves Borckmans Production
(yborckmans@abcomp.be)

Critics Rave * * * * * * * * *

"leaves you wondering, what do I do next? Not overly difficult other than switch puzzles, but still exciting and technically well made. Movie Voc's detract from the game"
-Don Sielke

"Any team including the master of all Dark Forces editing(Yves Borckmans) gets a 10 in my book...Almost...Wonderfully difficult and full of wonderful, wonderful stuff..."
-Jason Burton

"Top notch. This level definately gave me the creeps. It had a great feel to it. The new sounds were great. Action was OK. Definately a level to explore. It reminded me of Nar Shadaa. The puzzles had me stumped. Excellent." -Gary Belisle

"Another top-notch level. Co-created by the maker of the editor, this one makes you cry 'HELP!' I kept running into deadends. Simply stunning architecture..loads of puzzles."
-Rich Snodgrass

"Excellent level. It blew my mind the first time I played it. Serge and Yves really showed what the Dark Forces engine and DFUSE are capable of. I thought the vocs were cool, but they didn't fit the DF story line." -Richard Gold

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Ravager Outpost

As Kyle Katarn,
former Imperial Special
Ops, now working for the Rebel
Alliance, you have stolen the plans
of the new Imperial secret weapon code
named DEATHSTAR. On the way back to the
Rebels, you are attacked and taken prisoner by
the notorious Bounty Hunter, Boba Fett. He has
turned you over to the Imperials at Ravager Outpost,
a nearby Imperial stronghold located near the Outer Rim.
The Commander of the Oupost has sentenced you to death
for crimes against the Empire. The manner of execution is digestion
inside a Kell Dragon.

A Rick Schmidt Production
(RICK1397@aol.com)

Critics Rave * * * * * * *

"This level is a great first job with many mazes to contend with. It has great game play but still lacks the technical perfection necessary to be a 'great level.'" -Don Sielke

"Well....My only complaint...I got lost....or is that a compliment !??" -Jason Burton

"Though it was good. This level might be too big! Phase One Dark Troopers scared the crap out of me!" -Gary Belisle

"I liked it. I kept getting dizzy in all of the mazes. Challenging at the start and end but a bit tame in the middle. A few technical flaws that come with a first level were there but a real nice job." -Rich Snodgrass

"Very good level. Excellent for a first one. Very challenging and very big. I really enjoyed playing it. The platform puzzle and ledges were great and I thought the ending was very cool." -Richard Gold

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Escape From Hoth

*The Rebel base
on Hoth has been
attacked by Imperial
Forces. All Rebel forces have
been evacuated....with the exception
of Marcus Alliance (code name:Oury), High
Commander of the Corellian Sector, who stayed
behind to ensure that everyone else escaped safely.
You, Kyle, must rescue Commander Alliance.*

**A Richard Gold Production
(cmdrkrud@aol.com & 72734,2553@compuserve.com)**

Critics Rave * * * * * * *

"...has wonderful gameplay and is quite difficult" -Don Sielke

"Very excellent looking level...PHASE 3 DT kicked my mercenary hide all over
the snow!" -Jason Burton

"Pretty good for Cmdr Krud's first level. It had a lot of action..." -Gary Belisle

"A very good level. We want Hoth...we got Hoth...complete with DT's!" -Rich Snodgrass

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(on Compuserve) NEW MEMBER UPLOADS

Don Sielke's Trilogy

A Don Sielke Production
(DSielke@aol.com)

Don is currently taking time off from level making since he and his wife gave birth to a baby girl in August...Congrats Don.

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Episode I
Operation: Deathstar

*Kyle is sent
on a mission
to steal the plans
to the Death Star. In
the process he is captured
and thrown in the Detention Center.*

Kyle must escape and release the tractor beam holding his ship.

Critics Rave * * * * * * * * *

"Okay...I couldn't beat it without cheating....Oh well....The most impressive looking level in existence still....Wonderful!" -Jason Burton

"I actually felt like I was Han Solo shooting those troopers in the Detention Center! The length of the level is just about right. Puzzles were OK. Great detail." -Gary Belisle

"This is the level that gives me the feeling of being in the Star Wars universe. Difficulty varies each time I play it, sometimes easy and sometimes hard. Catwalks, detention center, trash compactor, hanger bay, and tractor beam....this one is Star Wars."
-Rich Snodgrass

"Excellent level. I felt like I was in the Star Wars movie. I think this was the most realistic level yet. It's hard enough to make a level, but to make one that looks and feels as much like the real thing as this one does, is amazing." -Richard Gold

Episode II
Escape From Secbase II

The First "Homebrewed" replacement level for LucasArts' Dark Forces.

*In retaliation the Empire
has captured your ship and
taken it to this hidden base for
"safe" keeping, you must infiltrate
the base to get your ship back. Your
mission, find the Key that will get your ship
back, and get to your ship.   Rebel Intel. has reported
the Empire is testing their new "Dark Trooper" Weapon in
the area so be prepared.*

Critics Rave * * * * * * * * *

"Wow...I got this piece of mail that included a homemade Dark Forces level...I played it...and played it...and decided right then and there...This guy is good...Done with all text....Don Amazes me! *** 7 for playability...10 since it was done with (text) from scratch." -Jason Burton

"6 + 3(for being the first). I still don't know how Don did it without the editor. Extra Kudos for making enhancements during each release. I love that Shuttle." -Gary Belisle

"Great level since it was created first and in text, nonetheless. I loved it from the beginning. Only wish you'd have to beat the DT first to end the level." -Rich Snodgrass

"Very good. A little small, but considering that it was made without DFUSE, another amazing level from DSielke." -Richard Gold

Episode III
Operation: Tatooine

*The infamous Boba Fett
has been commissioned by
the Empire to deliver data tapes
to imperial commands on the outer rim.
These data tapes contain vital information on
Empire's plans for strategic attacks on several
worlds now sympathetic to the Rebel cause. Before
Boba Fett can deliver these command data tapes to the
deployed fleet on the outer rim you must go to Tatooine and
steal the plans from his personal base of operations. This base
will be guarded by both mercenary and Imperial forces alike. If you
fail many innocent worlds will fall to the Empire and many people will
die needlessly. If you run into Boba Fett, himself, eliminate him once and
for all.*

Critics Rave * * * * * * * *

"Wonderful looking level once again....Boba Fett....Slave1....Landspeeders...And Great Architecture....Too Damn Hard!" -Jason Burton

"I can't find anything wrong with this level. Lots of action and the Gam Guard/Kell logic scared the snot out of me." -Gary Belisle

"Based in the rock hills of Tatooine, great. Another Star Wars feeling level; Don is good at it. A very tough level to get through. Took me a couple times. I never had so much trouble with Boba Fett before." -Rich Snodgrass

"Another excellent level. Very realistic. Again I felt like I was in one of the Star Wars movies. The canyon and Boba's hide out looked and felt very realistic." -Richard Gold

Coming this fall...
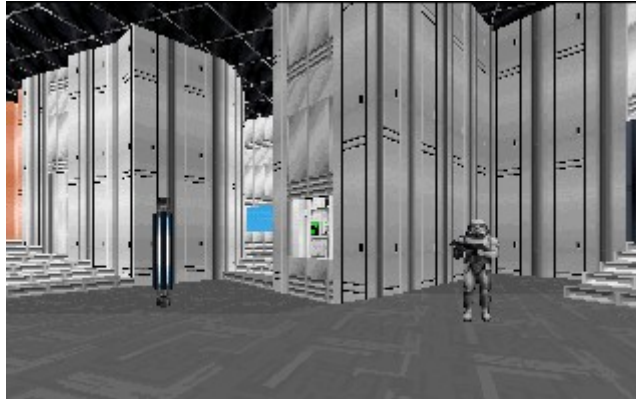
Bespin: Reclaiming Cloud City

Kyle must fight
for his life in the now
Imperial/Smuggler held
Cloud City of Bespin!
Sent to rescue a New Republic
Officer who is scheduled to be
frozen in carbonite!

GOOD LUCK ... AND MAY THE FORCE BE WITH YOU!

A Jason Burton Production
(DakJanson@aol.com)

Editing the Briefings

Since we have yet to edit .lfd files, there is no way to actually edit the briefings. To fix this, the following steps must be taken:

1.   Grab the briefing.lst file

2.   Edit it in write, word, notepad, etc.

        A.   Delete every thing after (BRIEFS xx)

        B.   Change (xx) to (0)

        C.   Save and place briefing.lst in .gob file

    -These steps eliminate the briefings entirely.
    -Drawback is since most addons contain one mission, when we end a mission with
     <ESC> and select next mission, it will reload the mission immediately. No problem,
     select quit to dos instead.

3.   Next, we need to put our briefings in.

        A.   Use text in your .bat file

        B.   Make a .com file for your level to be run by your .bat (My personal favorite since it is colorful and cool looking. Ask Jason Burton...DakJanson@aol.com, he does great work. Just check out the .com for Escape from Mos Eisley)

Well that's the tip for this issue. Keep up the good work.

DARK FORCES TIMELINE

This is a timeline representing the missions of Kyle Katarn in relation to the Star Wars universe. Missions will be added to the timeline as they are reviewed in this mag. If someone created a level and it is misrepresented in this timeline, please let me know.

YEAR	TYPE	MISSION
-.3	AddOn	Operation: Deathstar
-.25	AddOn	Escape From Secbase II
-.23	AddOn	Ravager Outpost
-.2	AddOn	Secbase Revisited
-.1	DF	Prologue Mission I: The Death Star Plans:Operation Skyhook: Phase 2
0	**--------**	**A NEW HOPE**
0	AddOn	Star Base
.1	DF	Mission II: After the Massacre
.1	DF	Mission III: The Subterranean Hideout
.1	DF	Mission IV: Imperial Weapons Research Facility
.2	DF	Mission V: The Blood Moon
.2	DF	Mission VI: Crix Madine's Fate
.2	DF	Mission VII: Deadly Cargo
.3	DF	Mission VIII: Ice Station Beta
.3	DF	Mission IX: The Death Mark
.3	DF	Mission X: Jabba's Revenge
.4	DF	Mission XI: The Imperial Mask
.4	DF	Mission XII: Smuggler's Hijack
.5	DF	Mission XIII: The Stowaway
.5	DF	Mission XIV: The Dark Awakening
1.2	AddOn	Operation: Tatooine
3	**--------**	**THE EMPIRE STRIKES BACK**
3.1	AddOn	Escape From Hoth

3.7	AddOn	Terminate Boba Fett
4	*--------*	***RETURN OF THE JEDI***
5.5	AddOn	TIE Defender Base

Well, there it is. There are a few continuity conflicts that I would like to clear up and point out something to level makers for continuity's sake.

Death Star Plans

Kyle began his "Obsession" with the Death Star plans in Operation: Death Star. Captured while initially attempting to steal them, he was thrown into a detention cell. One day after an imperial commando forgot to lock his cell door after lunch, he escaped, stole the plans, and left for Secbase II to get his ship. After retrieving the Crow, Kyle ran into Boba Fett and was brought to die at Ravager Outpost. Managing to escape and retrieve the plans, Kyle once again ran into unforeseen circumstances and lost the plans. Kyle journeyed to Secbase Revisited and re-retrieved the plans. Again, Kyle lost the plans again and went to the Empire's original secret base and re-re-retrieved the Death Star Plans and eventually got them to the Alliance. Those are some slippery plans to hang on to.

Boba Fett

The man who no matter how hard you try...you can't kill him. Kyle's first run in is still untold. Boba jumped Kyle on his way back to deliver the plans from the Death Star. Fett dropped Kyle and the plans off at Ravager Outpost. Enthused after he defeated Fett in Coruscant, Kyle was shocked when news reached him that Fett was alive and well on Tatooine. Kyle held a grudge and gladly took the Operation: Tatooine mission if it meant a chance of running into Fett. Believing he had done away with his nemesis next to Slave I, Kyle returned the stolen data tapes and saved countless Rebel sympathizers. Fett once again turned up alive, Kyle was given the job of terminating Fett on Sullust. Accomplishing the mission, Kyle took a deep breath of relief.
It was some time around the destruction of the Second Death Star that Kyle heard that Fett was still alive. This guy has more lives than a Ranat*. At the same time, Kyle heard that Fett was knocked into the almighty Sarlacc. No one escapes death there. Kyle believes that he will see Fett no more..........

*Superstition about Ranats...they have nine lives. FOUR down, FIVE to go.

Dark Troopers

For continuity's sake, Dark Troopers were unknown to Kyle until Mission 2: Talay. Dark Troopers should not exist before original Dark Force levels. Despite this continuity conflict, I know it's not going to stop anyone from using them...so disregard this notice unless we can make some rules to these levels. Another future continuity problem is that there are to be no missions during the original levels created by LucasArts from .1 to .5 since this was one long continuing mission for Kyle.