

The Sullustian Times

A Companion E-Zine for Dark Forces.
Issue 1.

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Welcome, to the first issue of a new magazine for players of Dark Forces, through the course of this issue and hopefully others we aim to provide users of the game new skills and new opportunities to learn the complexities of Dark Forces, with help files, tutorials on such things on making WAXs, FMEs, 3DOs, VOCs and of course levels. But it doesn't stop there we will also be including new add-on levels, news, reviews and stories. Some of this month's features include, tutorials on making waxes, tips on level design, Level Reviews and more. Also starting next month we will be beginning a help section for all

people who are having problems whether it's about designing levels playing them, cheats, or technical questions, and of course the obligatory letters page, so if you have a problem send them in to the email address at the bottom of the page.

Enjoy!

Roger Ward, Editor.

Any correspondence including: letters, technical help, or any other subjects
E-Mail us at 100246,1277 or 75734,2256

**You heard about them, now read about them.
The CIS Strikegroups.**

Two Groups of Ruthless Killers Invade CIS!!!
by Adam "PK" Shane

The Vornskrs.

An uprising has occurred in CIS! "All Dark Forces fans *unite*," came the call "Join a Dark Forces Strike group today!" And they did... scores of Dark Forces fans flocked to them. They still flourish to this day.

The first group to show its head was the Vornskrs; a self proclaimed Mercenary Strike group in which the command section boasted the motto "We don't do anything until we are paid First!! And we do not accept Checks or C.O.D.s!!" One of the Vornskr's most crowning achievements was its use of several individual strike teams (The Nighthawks, The Gundarks, The Howlrunners, and their Verpine training unit). Out of the two groups, this is probably the most true-to-flight sim strike groups; to my understanding it was a subdivision of a TIE or X-WING strike group in the Flight sim forum. There you will find POVs (point of view stories), their logo, and even a Vornskr Training/Skill testing level for the Verpine training unit.

To join, contact REDWOLF at 16142,1773@compuserve.com. At the last recording, the Vornskrs has a total of 26 members.

The Rancors.

The Rancors, following in the Vornskrs footsteps, have come to be known as the 2nd Dark Forces strikegroup. Due to most people's concerns the Rancors are their own force to stand against the Empire and the Rebels.

Their backer is Thomas Stone, an infamous businessman and crimelord. They even have their own fleet and solar system to run! One of the most distinguishing things about this group is the amount of detail and backstory put into it.

Another interesting thing about the Rancors is that they have bios of most of the members. To my knowledge they now have their own mission out.

Since the Rancors are still new, their current count of members is 14.

To join the Rancors, contact Bryant "Shadow" Luk
at 75050,2041@compuserve.com.

Currently, you can locate both groups in the ACTION Games forum on CIS. They both have newsletters/help files that will give you most(or all) of the information you want to know about themselves.

AUTHORS NOTE: All statistics in this article come from my own knowledge and the most current newsletters out at the time of this article. As I am a member of both groups, I do not wish to glorify one over another; my only purpose in writing this was to convey

the current information about their existence(so that you may join based on your own opinion). For anyone who cares, my ranking is Vornskr TO(tactical officer) and Rancor CoO(Chief of Operations).

If there are some of you who are having problems designing Waxes read on for some instant relief.

The Wax Tutorial.

By Doug "Vader" Haynes

Part 1: The Small WAX

To make a .WAX you need CYRA, FMECAD, and UNGOB (If you have Dark Forces that helps also.) You can get all of these in the ACTION GAMES forum under CYRA. ZIP, CARGO95.ZIP (Includes FMECAD, 3DOSHOW, and BEMYPAL.) And UNGOB. ZIP.

First get into your DARK FORCES setup and select ADD\REMOVE MODULES. Make sure that the Sprites module is checked and then install it. Then copy SPRITES.GOB into c:\DARK\GOBDATA\ along with the unzipped UNGOB.EXE. Now type CD\DARK\GOBDATA which should put you into c:\DARK\GOBDATA\. Now type UNGOB.EXE SPRITES.GOB which should start ungoogbing SPRITES.GOB. Inside SPRITES.GOB you have alot of .FMEs and .WAXs. Right now we should delete all of the .FMEs and save all of the .WAXs. Now you unzip CYRA.ZIP into c:\DARK\CYRA. Now type CD\DARK\CYRA which should put you into C:\DARK\CYRA\. Type CYRA.EXE which should launch CYRA. Fill out the config spaces. Like this:

```
PACDIR: C:\DARK\CYRA\PACS\  
PALDIR: C:\DARK\CYRA\PALS\  
WAXDIR: C:\DARK\CYRA\WAXES\  

```

Now exit CYRA and go back to DOS. Copy the .PAL to C:\DARK\CYRA\PALS. Copy the .WAX to C:\DARK\CYRA\WAXES. Copy the .PAC to C:\DARK\CYRA\PACS. Go back to C:\DARK\GOBDATA\. Copy CHAIR.WAX to C:\DARK\CYRA\WAXES. Then go back to CYRA.

Now there should be a screen with two WAXES on it. Goldbot.WAX and CHAIR.WAX. Select Chair.wax. On CYRA's main screen select SHOW CELLS. Push the up and down arrows to see both cells.

Unzip CARGO95.ZIP to C:\DARK\FMECAD\. Type FMECAD. Answer its questions and then once you see the screen select NEW at the near top of the screen. Click ERASING PAC FROM MEMORY. Click on the Y. Draw one picture of a normal chair. Click Frame under the QUIT button until it reads Frame 2. Then draw a picture of a destroyed chair. Save the PAC as 2.PAC using the SAVE button near the top of the screen. Press the Quit Button.

Copy 2.PAC to C:\DARK\CYRA\PACS\. Then go back to CYRA. Select CHAIR.WAX. Go down to PAC(s) to Wax. Select the first slot and pick 2.pac. Push F2. Go back to the main screen and pick SELECT FILE. Pick PACWAX.WAX and pick SHOW CELLS and TA-DA you have a chair WAX. Once you rename your .WAX it is already put in a level.

P.S. Make sure you read the documentation that came with CYRA and FMECAD.

Next issue: in part 2 we continue our tutorial with designing bigger and better Waxes.

**We are for no reason responsible for any damage caused by this text file no matter
how far fetched the damage is.**

Do you want to design a great DF level? then read on.

Level Design tips tutorial.

By Kanamori

Part 1.

Lately in response to a request for ideas on what makes certain DARK FORCES levels more appealing than others. The opinions expressed here reflect my own tastes: reasonable people will disagree with some of them. Nevertheless, I hope that people who design levels will find them helpful in making levels that people will enjoy, or in pinpointing reasons why the level you slaved on for many nights and days on might prove less popular than you'd hoped.

What makes a level appealing to me? Well, the commonly heard answers are often things like new bitmaps, 3DO's, VUE's, VOC's, WAV's as well as new mechanical manifestations, weapons and enemies. These are all good and welcome, but these are really just the tools. They don't answer the real question which is "what kind of game do I want to make?" "What adjectives do I want my players to use to describe my level?" Here are some of what I consider "good" adjectives:

1. The level requires thinking.

One good way are the intricate Rube Goldberg puzzles that DARK FORCES is known for. I think many will agree that Level 6 (Detention) is by far the most elegant "puzzle" level around. It's hard, yet it's logical, it's the kind of solution that could actually work in a real SW galaxy, and you're given plenty of clues.

But this is a pretty tough standard to meet, it seems. Even among the LA levels, I'm hard pressed to think of puzzles that even approach this one in terms of quality, and I don't even want to think about the player levels.

But there is another way (and actually, one that I prefer to the mechanical puzzles). Pit the player against enemy odds that are incredibly hard and force the player to use cunning rather than brute force to survive. I like these better than mechanical puzzles because these can more often be solved logically (as opposed to stumbling on the right button) and because they allow some individual flexibility in the solution. Some good examples that come to mind are:

* The start of RAVAGER where I start with only my fists and stormtroopers and probes shooting at me from above. I pick up a thermal detonator on the ground, kill a stormtrooper standing on a pillar, knock him off and grab his rifle when he hits the ground.

* The five button room in ARC HAMMER. On Hard, this room contains an exoskeleton and ceiling guns. I roll in a few grenades to kill the human enemies, then shoot the buttons from the safety of the entry corridor. The exoskeleton and guns never know what happened.

Another way is to design the layout non linearly, so that the player has to decide which goal to pursue first, or which section to clear out first. Furthermore, there should be no obviously "correct" order; each order should involve a

tradeoff. If he does section A first, he may have to face a bunch of Trandoshans with no repeater gun or stormtrooper rifle; on the other hand, he'll get a concussion rifle which will be useful against the hangar full of stormtroopers you have to cross in order to get a repeater gun. For example, RAVAGER had me trying major sections in non-obvious orders, evaluating which ones made the level easiest.

Here's a rough rule of thumb to see if a level is sufficiently "cerebral." Your beta testers should take about 2-4 hours to complete your level the first time. They should be able to go through it in 30 minutes or less the second time (not necessarily killing everything, but just completing the goals.) If the first time is too short, it probably isn't challenging enough. If the second time is too long, too much of the time is probably being taken up by mazes, waiting for platforms to swing around or doing other busywork.

2. Flexible.

By this, I mean the level lets me approach the survival problem in many different ways. Not only does this let the player choose his own "style" of combat, it also enhances replayability.

The first rule here is to let the player access the full range of weapons. I'm truly amazed at the number of player-made levels that involve NOTHING but the shooting weapons: pistol, rifle, and maybe an assault cannon. The grenades and mines add whole new creative dimensions to the combat, and give DF combat a true 3D feel.

USE THEM. You don't have to turn the player into a walking Death Star, but at least, let him use all the different classes of weapon if he chooses.

Another rule is to design a layout that accommodates different styles of combat. Everyone has his own favorites.

(I like sniping attacks and thermal detonator bombings especially love throwing detonators into windows.) Others prefer to charge into the fray, blazing away with the rifle. Some prefer to use their fists; others like setting off big explosions and taking the opponents with them. Open up the battles to as many styles as possible. Put windows in rooms. Give the player places to set mine ambushes or execute overhead bombing attacks. Leave hiding places and natural shields near tough enemies like Dark Troopers and Boba Fett. One good method is to put a lot of doors and connecting rooms nearby so that the player can change the layout to suit his needs. For example, the final hangar in ARC HAMMER has a central hall with five rooms connected to it by doors that the player can leave open or closed. In their initial state, the hall is a bad place to fight a Phase 3; you pretty much need to play chicken and use the well known hiding spot near the elevator. But by setting up the doors in certain configurations, the player can set up a *very* nice layout for himself that will let him fight the Phase 3 Dark Trooper fairly, in the open; yet, with practice, come out virtually unscarred himself. In fact, this hangar is a great design as it seems that everyone has his own methods for dealing with the DT's here, and there's no one right method.

Finally, let the player customize the difficulty to some aspect. TIE DEFENDER has at least one major side-trip that's completely optional (but lets you reach one weapon that's otherwise unavailable). It also gives you a choice in how many Dark Trooper's to kill in the exchange coupling room.

Unfortunately, DF doesn't include many ways to reward taking extra risks: a deficiency in the game that I hope is fixed in the sequel. But one's own pride can be adequate motivation. It is for me.

One helpful thing might be to ask your beta testers the detailed steps they took to go through your level the third or fourth time (if there is no third or fourth time, the level is probably not great :-). The more variation you get in the answers, the better.

3. The level is "fair".

By this, I mean that the level lets the sufficiently careful player anticipate dangers and to think his way out of them so that to die, you have to be repeatedly stupid rather than

just unlucky. The key question to ask here is: "Does the game reward forethought and skill? Or is it trial-and-error?"

Another good question to ask is "Is this the kind of thing that makes you wish for a mid-level save feature?" Personally, I think the lack of the mid-level save feature in DF is a good thing precisely because it discourages scenarios like this (note the relative lack of them in the LA levels.) But whether or not you think that DF should have a mid-level save, that fact is that it doesn't; and if your players get frustrated because their perfectly healthy and fully shielded characters got instantly killed because of a single misstep, they'll avoid your level.

Next Issue: In part 2 we look at where to put secret rooms, how to place objects and how not to make your levels objectives too hard.

Have you ever wanted to know what DF level is the best or what ones you should avoid, then read on.

Dark Forces Level Reviews

By Kanamori.

Part 1

Welcome to the Unofficial Guide to DARK FORCES Add-On Levels.

This file contains my reviews of all the add-on levels that I've downloaded and played. The reviews will describe where you can get the level, the relative difficulty of the level, the kind of enemies and weapons you can expect and anything special that I liked or disliked about the level. I won't give away secrets or any parts of the solution. This file will be updated periodically as new levels come out.

General notes:

- Each review begins with a quick-reference chart for skimmers.

The fields are:

File:

The name to look for in the archive/library.

Level:

Name of the level.

Goals:

Thumbnail overview of level.

Avail:

The sites the files can be downloaded from the following forums, using the following keys:

CIS-ACTION Compuserve, ACTION Forum, DARK FORCES section
CIS-GAMING Compuserve, ACTION Gaming, DARK FORCES section
FTP-WPIFTP - ftp.wpi.edu,
starwars/Computer_Games/Dark_Forces/Levels

Weapons:

Weapons that are either lying around or carried by enemies.

LR - Stormtrooper rifle.

TD - Thermal detonator.

RG - Repeater gun.

FC - Fusion cutter.

MI - Mines.

MO - Mortar gun.
CR - Concussion rifle.
AS - Assault cannon.

On the easy or medium settings, some levels may include additional weapons not indicated here.

Enemies:

Enemies you'll encounter, using the following groups. I've grouped enemies of similar difficulty/nature together and excluded "pest" enemies like remotes and dianogas. Enemies are categorized by behavior, not appearance. Thus, an opponent that looks like a Gamorrean Guard but acts like a Kell Dragon is classified as a Kell Dragon.

(IM) Imperials -- Officer, stormtrooper, commando, probe droid, interrogation droids
(GR) Gran
(TR) Trandoshan
(GG) Gammorean Guard
(D1) Phase I Dark Trooper
(D2) Phase II and Phase III Dark Troopers
(BF) Boba Fett
(KD) Kell dragon
(CG) Ceiling guns

- I play only on the HARD level and all my comments will reflect that setting.

- Please do not mail me with requests to beta-test a level. I want my reviews to reflect the final "product" seen by a typical player.

- Finally, the disclaimer: all opinions expressed here reflect my tastes and preferences which are necessarily subjective. Reasonable people can and will disagree with them. I welcome *intelligent* comments and feedback, both agreeing and disagreeing, as well as any corrections to any mistruths that may creep in here. Any flames, abusive rantings or comments regarding my hubris in reviewing these levels will be laughed at and discarded.

Email can be sent to me at compuserve: 71756,751

DARK FORCES is a Copyright of LucasArts Entertainment Company.

File: **DON-DF30.ZIP**

Level: Operation Death Star (1st of 3 missions)

Goals: * Get your gear back.

- * Steal the Death Star plans
- * Shut down the tractor beam.
- * Get to ship.

Avail: CIS-ACTION, FTP-WPI

Weap: LR, TD

Enem: IM, GR, CG

Comments:

This level is one of the most visually true to the STAR WARS movies. It takes place aboard the Death Star and the vividness of the recreation is stunning. The layout faithfully captures the vertigo-inducing canyons and the confusing curving corridors full of stormtroopers, petty officers and bothersome commandos. While the map is not huge, it contains some pretty huge areas and certain scenes are strongly reminiscent of scenes from the first movie.

When it comes to the actual gameplay, my enthusiasm is somewhat tempered. While it's not bad by any means, avid DARK FORCES players

will have to do without most of the toys and advanced weaponry that makes DARK FORCES so much fun. The combat is almost entirely dominated by laser weapons. While this is consistent with the look and feel of the first STAR WARS movie, I can't help but pine for a big pile of thermal detonators to hurl across those huge gorges. As it is, you only get three detonators plus the laser weapons. The combat is not difficult; careful players should be able to survive their first run without leaving any dead bodies behind. Because this mission is the first of a series of three, an additional challenge is that you must save ammo for the next mission. In short, the level doesn't quite capture the DARK FORCES feeling for me but it does perfectly capture the STAR WARS feeling; more so than any of the LucasArts levels. Load it up and prepare for a visual nostalgia feast.

File: DON-DF30.ZIP

Level: Escape from SecBase II (2nd of 3 missions)

Goals: * Get to ship.

Avail: CIS-ACTION,FTP-WPI

Weap: LR, TD, RG, FC, MI, MO

Enem: IM, D2, CG

Comments:

This was the first homemade level created for DARK FORCES and considering that it was created with a text editor, a pretty good one. As one might expect, the map is rather small by DARK FORCES standards but it's visually appealing and makes good use of heights. Everyone here is an Imperial; no neutrals. All weapons except concussion and assault cannon are available but the Bryar pistol will serve most of the time because the combat is fairly straightforward. However, the game includes a few nasty surprises for the hasty player. More interesting for its historical significance than its mind-stretching gameplay but it's still worth a place on your disk.

File: DON-DF30.ZIP

Level: Operation Tatooine (3rd of 3 missions)

Goals: * Steal the Data Tape.

* Get to ship.

Avail: CIS-ACTION,FTP-WPI

Weap: LR, TD, RG, FC, MI, MO, CR, AS

Enem: IM, GR, TR, GG, BF, KD, CG

Comments:

A larger and much more difficult level that takes place on the place that's farthest from the bright center of the universe, but don't worry; as the accompanying text file forewarns, Boba Fett's fireballs will soon brighten your day.

Much of this mission takes place in a sprawling outdoor area full of mesas and canyons with enemies everywhere and no obvious direction to go, ensuring that no two replays will feel the same. Enemies include both Imperials and "the critters." The entire selection of weapons is available. Be prepared for a tough fight with Fett; he blends in. The level includes some creative use of 3DO's (watch for the landspeeder!)

The combat is survivable but you'll need to stay alert to finish the level without dying. This task is complicated by the placement of some annoying and unnecessary mine traps. Also, I found one bug: by jumping into a window, I got into an area that you're supposed to need the red key to enter. Unfortunately, I couldn't jump back *out* the same window so I was trapped and couldn't finish the mission. Moral: Use doors on Tatooine. A solid, enjoyable level that's good for shooting practice, grenade practice or plain old punching practice. Pick your style.

File: **REVENGE.ZIP**

Level: Modified Jabba's Ship

Goals: * Get your gear back.

* Find navacard.

* Rescue Jan

Avail: CIS-ACTION, CIS-GAMING

Weap: AS, (plus whatever brought from level 9)

Enem: IM, GR, TR, GG, D1, BF, KD

Comments:

DARK FORCES' most unusual mission just got better and tougher.

This add-on uses the same map as the original level but you now face Mandalorian Mercenaries (read Boba Fett) and some "advanced Imperial weapons technology" (read Dark Troopers) in addition to the Gran, Gamorrean Guards, Trandosha and Kell Dragons from the original. You get an assault cannon to help cope but otherwise, you'll have to make do whatever you brought from Nar Shaddar.

Since you have to select mission 10 to play this level, this means everyone will start with a different shield strength and ammo supply (once they get their gear back.)

For the record, the agent I playtested with had 200 shields, 10 lives and 100% ammo on everything except mines and mortars. It is still a very challenging mission.

Compared to the original Jabba level, this version depends less on mine traps and more on making you survive chamber after chamber filled with tough and unpredictable opponents. The fights with the Mandalorians are the highlights of this level. Each takes place in a layout that creates its own opportunities for strategies, making every fight unique. The puzzles are easy to solve if you've played the original, which is no biggie since the original was probably the weakest of the original levels in terms of puzzles and internal logic.

This mission is basically a test of combat wiles and killing every creature in the ship without dying yourself is the ultimate goal.

A perfect laboratory for practicing advanced grenade, mine laying and Boba Fett fighting skills. If you're sick of shooting stormtroopers that look, fight and die alike and want to fight against the game's more exotic opponents, this is the level for you.

File: **STARBASE.EXE** (self-extracting)

Level: Star Base

Goals: * Get to ship

Avail: CIS-ACTION, CIS-GAMING, FTP-WPI

Weap: LR

Enem: IM

Comments:

A romp through an Imperial prison. As the accompanying text file concedes, this level is very small and easy, featuring only the most basic enemies and weapons (Imperial humans and lasers). A couple of rooms are well designed and nice to look at, but part of the map is taken up by the rather worn out device of a maze. One door seems to have been designed to be opened with the yellow key but opens whether or not you have the key. While it shows promise, I think this level is far too simple to hold the interest of most DARK FORCES players.

File: **ESCAPE.ZIP**

Level: Escape From Hoth
Goals: * Rescue Rebel officer
Avail: CIS-ACTION, CIS-GAMING, FTP-WPI
Weap: LR, TD, RG, MO, AS
Enem: IM, D1, D2, KD

Comments:

Wander through seemingly endless ice canyons and steamy underground caves in search of a high-ranking Rebel officer. This level is as nonlinear as they come so everyone's playing experience will be different. Expect to spend a great deal of time getting lost because there's a lot of territory to search through and everywhere you look, it seems there's a new cavern or underwater pool to explore. There's enough variety to keep the stroll from becoming repetitive though I think one maze-like area could have been smaller. Above ground, there will be plenty of stormtroopers, droids and Dark Troopers to keep you warm. Most of the weapon types are available. The combat is fairly intense and finding enough ammo for the Dark Troopers can be a problem. A lot of the challenge here is trying to figure out what areas to clear first.

By the way, this map looks like a heavily modified version of the Robotics Factory map from the original game. A few areas are recognizable and you can still see the old conveyer belt, now a frozen walkway. This adds a bit of fun trying to recognize landmarks from the original level and can help a bit in orienting yourself in this sprawling level. But don't expect to throw away your mapping tools. Most of the areas will look strange and new, giving this level more of an exploration flavor than the average.

File: PAULLEV.ZIP

Level: Tie Defender Base (Version 1.0)
Goals: * Infiltrate TIE Defender Base
* Plant sequencer charge.
* Recover data tape.
* Hijack TIE Defender.
Avail: CIS-ACTION, CIS-GAMING, FTP-WPI
Weap: LR, TD, RG, FC, MI, MO, CR, AS
Enem: IM, GR, D1, D2, BF, CG

Comments:

When anyone asks me what my favorite player-made level is, I don't even have to think about it. This complex mission is it, no qualifications. It feels more like a product coming straight from LucasArts than a homemade. So perfectly does it capture the essence of DARK FORCES that if you stripped off the backstory and dropped it into the original set of 14 missions, it would be indistinguishable.

This level's strengths are numerous. This is a very tough level that requires you to be clever because you'll be heavily outnumbered most of the time and will have to defeat large numbers of some of DARK FORCES' most dangerous foes with few breaks in between. While you'll need to outwit the enemy, these aren't trick solutions like finding a supershield in a tiny corner of the room that trapped you with fifteen Dark Troopers with no cover. The map is nonlinear with plenty of vantage points and places to take cover. Everyone will develop his own procedure for beating this mission. The complete menu of weapons is available but you may experience supply shortages at certain parts of the game, especially

of thermal detonators and mines. This is a mission where it pays to think before you hose your ammunition around.

The layout is beautiful, with TIE's flying through ravines, mountain canyons with spectacular overlooks and tantalizing peeks into the open windows of the facility. Inside, the rooms realistically portray hangars, briefing rooms, and detention areas as well as other functional areas.

The mission includes some puzzles for those who like to push buttons but like the LucasArts levels, just enough of it appears "functional" so that the feeling of being in a real place is maintained. The map appears to be of average size but because of the complex goals and the formidable obstacles, by the time you get to the end, you'll feel as if you've come a long way. Set aside at least several hours to get through this one.

There's really only one thing here that I wish had been done differently and that's the several mine traps that exist in the game. Like most mine traps, they're aggravating the first time, and fool no one the second time. On the positive side, once you know where they are, some of them can be useful as weapons, but just the same, I could have done without them.

That one nit aside, this mission should be required studying for anybody thinking of creating DARK FORCES levels. Other levels exist that offer excellent layouts, a compelling backstory, challenging combat and interesting puzzles. But very few of them bring it all together into such an absorbing, precision-tuned whole. This mission ranks right up there with the best of the LucasArts levels.

File: EOD-RESQ.ZIP

Level: Rescue on Endor

Goals: * Rescue Ewok leader

Avail: CIS-GAMING

Weap: LR, TD, FC, MI

Enem: IM, GR, D1

Comments:

This level's map is identical to the original SECBASE level with the exception of some wall and floor property changes. Most of the enemy placement is the same too but the ones that are different will often take you by surprise. The new weapons include mines, detonators and fusion cutter. Despite the surprise elements and the addition of tougher enemies, it's still a pretty easy mission for experienced players.

File: AUTHCON.ZIP

Level: Authoritative Conflict

Goals: * Place tracking device.

Avail: CIS-ACTION

Weap: LR, TD, RG

Enem: IM, D1, D2

Comments:

This mission's most notable feature is the backstory, in which you play the role of outlaw Kyle Katarn, but a loyal Imperial commando infiltrating a starport taken over by the traitorous Admiral Grier.

After this promising intro, the actual level is rather modest. It's not a new level built from scratch but a .O file that modifies the Ramsees Hed level. While it improves upon the original in one way (it

got rid of those annoying mine traps), it replaces a level full of Imperials, Gran and Gamorreans with a level full of mostly Imperials and their droids. There are certainly gobs of Imperials here but a rather gratuitous oversupply of supershields, revives and lives robs the level of most of its urgency. Even starting with no ammo whatsoever, the level felt lengthy rather than genuinely challenging. There simply wasn't much variety in the combat. Weapon supplies inside the level include a generous supply of detonators and a mountain of energy units and power units just waiting to be liberated from their owners. There are also plenty of colored keys available, letting you bypass much of the original level. There's a little bit of silliness at the start with objects and people floating in midair. While this mission can be a moderately enjoyable pastime, I can't take it too seriously.

File: **SECREV01.ZIP**

Level: Secbase Revisited

Goals: * Steal Death Star Plans

* Return to ship.

Avail: CIS-GAMING, FTP-WPI

Weap: LR, TD, RG, FC

Enem: IM, D1, CG

Comments:

Despite the title, this is a new layout built from scratch.

This secret base is much darker, grimmer, more claustrophobic and far more hazardous than the original. Though the level isn't linear, you'll have to fight through hordes of Imperials under pretty unideal conditions as the layout works to their advantage most of the time. Forget about neat, surgical killing from a distance; you'll be surrounded by multiple menaces with no time to get your bearings and fast Rambo action will count more than elaborate ambushes. There's an obscure handful of thermal detonators around but mostly, you'll have to rely on the basic energy and power shooters. Ominous sound effects are thrown in for measure, giving this environment a far more threatening feel than the average DARK FORCES level. This level also appropriately uses the somber soundtrack from Jabba's Ship rather than the lighthearted romp that normally accompanies replacement levels.

The level also includes some complex mechanical puzzles and nasty traps. I found it was a bit too easy to find myself trapped with no apparent way to continue the mission, breaking an unspoken DARK FORCES convention. Also, a key part of the critical path required discovering the effect of pressing a certain switch; a very distant effect with no obvious clues to lead the way.

I wandered a long time in search of that one.

Between the dark atmosphere, the intense in-your-face combat and some of the gameplay characteristics, this level feels more like a DOOM level than a DARK FORCES level. Which, if you're looking for a level to get your hands dirty on, may be exactly what you're looking for.

File: **TERMINAT.ZIP**

Level: Terminate Boba Fett

Goals: * Terminate Boba Fett

* Recover stolen B-Wing plans

Avail: CIS-ACTION, CIS-GAMING
Weap: LR, TD, RG, MO, CR, AS
Enem: IM, GR, TR, GG, D1, BF

Comments:

If you're looking for more practice fighting Boba Fett, try this level out. You'll get to warm up with some droids programmed in his image as well. Actually, you'll get plenty of combat practice of all types before you ever find Fett. A wide variety of enemies, both Imperial and otherwise will keep harassing you. The individual fights are manageable so it's easy to get cocky, but there are a lot of them so you may find yourself losing more lives than normal. This mission is not a cakewalk. The climactic showdown with Fett takes place in a complex, disorienting layout that seems to work wholly to his advantage. All of the weapons except mines and fusion cutter are available. The puzzles in this mission have a strong dependency on timing and precision jumping. Those who prefer taking their time and thinking out their strategy methodically may find this a bit frustrating. There are some situations and traps here that seem more suited to DOOM's "Oops. Time to hit F3" mode of play. The map is well designed with functional looking rooms, a nonlinear layout and creative touches that are sometimes humorous and sometimes subtly gruesome. Its major flaw is an excessive fondness for mazes. Despite some frustrations in the puzzles, this mission is well worth the time to play. It's one of the toughest levels out there and its cosmopolitan mix of uglies never gets dull. And the unpredictable Fett is always a fascinating opponent.

File: **RAVAGE13.ZIP**

Level: Ravager Outpost

Goals: * Steal the Death Star plans
* Find your ship.

Avail: CIS-GAMING

Weap: LR, TD, RG, FC, MI, MO, CR, AS

Enem: IM, GR, TR, D1, D2, BF, KD, CG

Comments:

Watch the bouncing Death Star plans... you stole it from Danuta, Boba Fett captures you on your way back, the Empire takes the plans back, strips you of your weapons and throws you to the Kell dragons. Now you just have to survive, re-steal the plans back and escape. Sound simple? It ain't.

This mission throws in some unusual challenges to spice up the combat. For one, your trusty Bryar pistol is nowhere to be found. Hence, you'll learn the joys of sharpshooting with the stormtrooper rifle, especially as there are plenty of remotes flying around. Also, you'll do some self-defense work while swimming. Finally, the outpost is stocked generously with Dark Troopers but no assault cannon (except in EASY mode.) Otherwise, your main opposition is scads of stormtroopers, commandos and probe droids but expect a few "smuggler" types as well. All the weapon types excluding assault cannon are available.

The map is large and nonlinear and you'll need to do some strategic planning to come out of this one looking respectable. There are many tough and messy battles to overcome and most players will die at least once before finishing.

The level has one bad feature: a long series of mazes that takes forever to map and brings the pace of the mission to a grinding halt. This portion is tedious enough to hurt the mission's replay value significantly. Once you know the route, it's more lengthy than tough. The level would have been much better without it.

But other than this, RAVAGER is a substantial and brutal mission that finds a good balance between testing reflexes and coordination, and testing wits. Well worth spending an evening on.

More Reviews in Part 2.

It's a new year, and a new CIS Strike group has been formed "The Womprats" by our own deputy editor Doug "Vader" Haynes, have a look at their story and if you like them you can join using the files accompanying this E-Zine.

The WompRat Squadron Story.

By Doug "Vader" Haynes.

I am Doug Vadar my friend is Joseph Hydron. My ship is the Jedi Fire, Joe's fighter is the Omega Wing, my other ship named Striker is a modified X-Wing that can carry two people. We are both Jedis. Roughly untrained but do know mind control, can lift objects, and can sense objects. We don't need to know the healing power because we are shape shifters.

Joe is a natural one. I have a one of a kind glove that is still in prototype.

Joe has a wife and kids. He is Emperor Kaldrun's personal bodyguard.

Emperor Kaldrun is the emperor of the Ahura system

(No relation to Palpatine). I am also a bodyguard of Emperor Kaldrun.

I was a bounty hunter before I came to this system.

Once here I have only left to hunt the dreaded Boba Fett so you can imagine my dread when this happened: The day on Ahura was peaceful. The clouds were pink against the purple sky

as they always were at this time of day. The grass was overgrown, waist high. Except for a rectangular area and a pathway to there.

Two objects could be seen from above the area. They bowed to each other and pulled small sticks from each of their belts and lit them.

My lightsaber clashed against his. He swiveled back to meet a lower blow.

He returned my strike with a overhead blow which I easily blocked. Just then the raid siren sounded.

"Man", I said as I deactivated my saber, " that happens everytime I'm about to whip you."

"Yes, that's what you always say." He replied as he deactivated his in turn.

"Besides, you're right. This is the third raid by the Venemites this StarDate. Considering today is the second day of the StarDate this is unusual."

He touched his armband as soon as I touched mine. Emiting a beeping sound they transferred us to the headquarters.

"Oh," our briefing officer being startled, he turned around.

"Trying those things again eh? Do they work very well?" I handed him a look saying it needs work since we transferred and our armbands didn't.

The Venemites just have three Corellian Corvettes. Two dreadnaughts have been dispatched to take them over. You both comprise of fighter Squadron Dagger."

We headed for our ships. Not knowing the immensity of the attack to come. Usually two dreadnaughts against three Corellian Corvettes would be a massacre, not this time though.

Joe and I flew straight to the lead Corvette, our mission to destroy it. We fired off our laser shots. The green light hitting the hull of the corvette repeatedly. Its shield failed eventually and fell the other two corvettes were engaged against the dreadnaughts. The Corvettes had hull damage and destroyed in a matter of minutes. Just after the defeat of the Corvettes, reinforcements came.

"Joe pull up!!!" I yelled into the intercom as three Mon Calamari Cruisers, five Star Destroyers, ten Nebulan Frigates, and twenty Corvettes. A more than formidable fleet. Compared to our five Blazers, the equivalent to a Star Destroyer, two Con-Lux, like the Calamari Cruiser this is a converted luxury liner, eleven Nebulan Frigates, and fifteen Correllian Corvettes.

Joe was lucky enough to pull up in time to avoid the newly arrived ships but some of the dispatched fighters weren't so lucky. The entire Red and Green Squadrons ran straight into the lead Frigate which was now badly damaged.

I thought to myself, how can the Venemites have such a massive fleet? It took the Ahurans years to build even half of their fleet.

The Venemites are only a ship dwelling race. They don't have a home planet just ships, so this must be their entire fleet. They must have a supplier with the Rebellion or the Galactic Empire. The Ahurans have stayed out of galactic politics. I hate anyone who sides with the Venemites. I decided to look into it later. They could have been helped by one side and been able to steal the other ships.

The ships started to close in and the Ahuran fleet moved toward them. The battle had begun. The Ahurans took the initiative and attacked the crippled Frigate and the nearby corvette and two explosions rocked space and destroyed two nearby corvettes. The remaining Frigates and corvettes headed for the Ahuran fleet while the Star Destroyers and Mon Calamari Cruisers headed for Ahura as all the ships launched fighters.

"Dagger Squadron engaging fighters," I said into the intercom.

"Blue Squadron engaging fighters," came back.

"Yellow Squadron engaging fighters."

"Purple Squadron engaging fighters."

Soon reinforcements came for the destroyed Red and Green Squadrons and engaged the fighters. I locked onto a Venite TIE Fighter and fired forward blasters. It erupted into a shower of sparks and ran into a Venite X-Wing.

I see out of the corner of my eye that Joe isn't fairing too bad either as he chases a Venite Y-Wing into a Venite TIE Interceptor's fire.

The Larger Fleets were in deadlocked combat. Both Con-Luxs were destroyed but at the expense of five Venite corvettes and three Venite Frigates.

Then I noticed that the Star Destroyers and the Mon Calamari Cruisers were not engaging the Ahuran Fleet. I dismissed that as I headed towards a Squadron of six TIE Interceptors with blasters and missiles launching as all six of the ships launched into flames.

I noticed something about a half hour later, some of the Venite Corvettes and Frigates had an odd lump on the top of them with windows. I then saw a quick purple flash inside the windows. Then before my eyes something unbelievable happened. A long pulsating purple beam came from the windows all of the ships at once and converged at a point on the head of the lead Ahuran Corvette. Then the Corvette acted as it had been disabled and fell "down" pulsating with purple energy. Then what happened next was astonishing. The energy started jumping from ship to ship. Then what

happened next all the Ahuran Capital ships were consumed with purple energy. Then in a split instant a huge explosion occurred and all Ahuran capital ships were gone.

My eyes instantly turned away automatically to see only a worse event. The Mon Calamari Cruisers and Star Destroyers were hovering above Ahura. No one noticed that those ships had large oval shaped objects hooked to the ships by scaffolding. They were let go... The explosions on the planet were devastating.

The Venemites are strong to the Force, or their minds cannot be read or manipulated. They are not Jedi but some have become Jedi by mutations in their genes. Only a Jedi could have found a weak spot in Gothel Mountain. Gothel Mountain is a volcano. One of their bombs hit exactly into the lava and sunk, straight to the core. The explosion solidified the core and the lava within the core exploded out and into the atmosphere and coated the entire planet. The planet Ahura had just become uninhabitable...

Joe immediately knew what had happened. His life was on that planet. His wife his kids all gone. His ship stopped immediately and his intercom shut off. Just about then one of the Venite corvettes exploded. Then another. All of their ships started their retreat. But not before Joe got his revenge.

The Omega Wing was a fighter sized ship. It was a TIE Bomber with X-Wing wings. Now with his rage going mad, the Omega Wing seemed as big as the Jedi Fire, a medium sized ship, with a maximum capacity of 12 people. He was destroying ships left and right. Finally all of the Mon Calamari Cruisers and Star Destroyers made a getaway.

The Nebulan Frigates and Corvettes weren't so lucky. All of them were destroyed.

Then something happened, he started shooting everywhere.

One of our last fighters were hit and exploded. The other ones went into hyper space and chased the Venemites. That was probably safer than staying here. But I had to calm him down. I knew what I had to do. I fired a shot at him. That was probably the worst move ever.

He then came after me. My ship was faster than the Omega Wing. I launched ahead by five kilometers. I then concentrated on the ship.

I felt a red hot desire to destroy. I then reached out with the Force and zapped that desire and it slowly disappeared. That was always one of my strong Force Powers, calming other people. I then with this hold on the pilot fired ten ion or disabling blasts at the Omega Wing.

His ship was now disabled and ready to be boarded. I took a deep breath, Joe was just now sorting out what happened. All he knew was that his ship was disabled and I was boarding his ship. That is what happens with temporary Dark Side powers. I knew he would understand. I also knew he would understand were we needed to go...

Then when Joe got curious as to where we were going, I told him.

"You want to go where!!! What did I do to you?"

"I'm sorry Joe. I know its not the kind of place you would normally hang out in but its our best shot at finding what we are looking for.

You just don't find out who supplied the Venemites by sitting around all day." "Yeah but marching into a death trap is not my idea of what you should do. Everybody there is mad at you for killing Boba Fett."

"Too late pal we're here." I said as the big brown ball of the planet

Tatooine scrolled into real space along with our destination,

Tatooine's most famous haven of slimeballs, Mos Eisley.

I landed in the cleared bay of Docking Bay 94. I then went into one of

Mos Eisley's many cantinas. There I saw a poster reading like this:

Mercenary Contest to be held soon. Ask around for details. I did.

The bartender knew the most about it. "Yeah, it will be held near the

Great Pit of Carkoon three days from now but it takes 50,000 credits to enter." I whistled, 50,000 credits is a lot of money. By three days, it would be near impossible to get that much cash. Then I asked a smuggler about it. "Yeah, its at the Pit, if someone hadn't taken my parking spot I would take you there now."

"What is your Parking Spot?" I asked.

"Docking Bay 94."

"That's where I parked." Then Joe came in from asking people on the street about the contest. "Come here Doug." "So you guys stole my parking spot. You are the guys with the over sized ugly. I hate uglis." Uglis are put together pieces of other ships. Like a TIE X-Wing ugly.

Joe stopped at the insult and turned around." No one calls the Omega Wing an ugly!!!" He drew his lightsaber's activation stud. I stopped him because of the smuggler's newly arrived companion that looked like a walking shag carpet.

"I'm sorry, I don't believe you've met Chewbacca." The cocky smuggler remarked. At that I turned into something that would strike fear into everybody's heart. The smuggler said "Look out it's a rancor!!!"

Immediatly the cantina was empty. I returned to normal form.

"Come on Joe, lets go find some 50,000 credits"

The Jedi Fire and the Omega Wing launched into space and headed upwards and saw a horrible sight. Three Mon Calamari Cruisers and five Star Destroyers were in orbit. Immediatly we were caught in a tractor beam.

I twisted and turned the control stick to no effect. I noticed that two other innocent ships were pulled in toward the lead Mon Calamari Cruiser. I fired shots that were also drug in but still to no avail. It caused only minimum damage and we were still being pulled in.

As soon as we were onboard the Cruiser we were attacked by a huge force. I jumped out of the cockpit and fired away with my mass attacker weapon, the Assault Cannon. It was hopeless, there were too many Venemites with tranquilizers. Before I was overcome I saw that Joe was putting out a full force attack too.

When I awoke I found an old man in a cloak hovering over me with his hand on my forehead. I jumped up and reached for my lightsaber which of course wasn't there. "Good, you're better. I still have that blasted Jedi healing power in me."

"You're a Jedi? I thought that there weren't very many left. I thought Joe and I were the some of the last ones left."

"Yes, I am a Jedi, highly skilled in healing and mind control. But however, I am not a shape shifter." I was about to say how did you know when he explained. "I have noticed your wounds are not serious. They couldn't hit you easily."

I was flabbergasted. "Who was in the other ship? And where did they put my friend? Why did they pick you up?"

"First I think I should know your name before you ask anymore questions, mine is Kasmier. How do you do?"

"I'm Doug Vadar, former Admiral in the Ahuran Fleet and also a Jedi.

I am now a mercenary. I'm fine, I would now appreciate if you would answer my questions."

"I have no idea who was in the other ship, Your friend is fine last I saw, and I was flying at the same time you were. The R2 unit should be bringing our food about now."

I laughed aloud. "An R2 unit bringing food to prisoners." I said between laughs. R2 units are highly personable and have outrageous personalities.

"Have you read its serial number?"

"Nope it has been scratched off. It also feels lonely."

"How do you know that?" I asked.

"It came and bleeped all of its worries and troubles to me.

It seems they treat him very badly."

I climbed to the ceiling still laughing and waited for the droid.

At that moment the door opened and an R2 unit was not in the doorway but instead two Venemite guards and another prisoner. A battered woman, she had been cruelly tortured by the Venemites. I got down from the bunker.

Kasmier said, "Put your hand on her forehead and draw some of the pain out of her." I was about to argue then it occurred to me that the old man must still feel some of my pain. I did as he said and put my hand on her forehead I probed her mind with the Force and found her pain and sucked it out into myself.

A mild surge of pain flowed through me. I got up and got back to the top bunk. I soon started feeling better. When I awoke I noticed Kasmier had put the lady on a bunk and he was asleep. I started to reassess the situation. Then the door opened, my reflexes acted before my head did and a R2 unit flew up two feet and its restraining bolt snapped off and a short stream of sparks had flowed out which ended abruptly. I put it back on the ground and it started to thank me a thousand times over. I saw that the commotion had awoken Kasmier and the lady. The R2 unit went over to them and made references to bacta first aid kits and said that our weapons were safe.

The R2 unit went over to emit the lengthy opening code to the door.

I asked the lady who she was. "Celes." she replied. "Does anyone know what we are doing here?"

"I do and it is completely my and my friend's fault. These Venemites are planet destroyers, they made my friend's home world uninhabitable.

You were taken because you started your ship at about the time we did."

Then the door opened and the R2 unit started beeping.

We all jumped at the chance of escaping and two unfortunate guards kindly left their weapons on the ground after early retirement. We borrowed the weapons until we found our own then I slipped my new weapon into my coat.

"Where are we going now?" Kasmier asked.

"We have to rescue Joe." I said. The R2 unit whirred and headed towards a plug-in port. I walked over and picked up his equipment.

The R2 unit bleeped and told us where he was. "I'm hurt," I said.

"They put him in a higher security area than me." The R2 whirred and emitted sparks as to point us on our way. "Here we go." I said to myself.

A couple of guards hit the floor as soon as we were in the hallway.

The bullets ricocheted down the hallway taking out another guard.

I saw that an elevator took us directly to the jail cell. I knew it was a trap so I jumped up a couple of flights of stairs taking out guards as I went. I soon realized why Joe's was heavier guarded than mine. Using his Jedi powers he was emitting a great heat shield of over 1000 degrees Celsius. I reached out with my mind and touched and told him we were here.

He paused at the word we and decided it was worth the effort.

The temperature cooled and we entered.

The R2 was about to say the entrance code when I told him to go back and then I fired some plasma bullets through the door.

I entered and threw an arm around Joe's neck and said,

"Now what do we do?" knowing full well that Joe was bound and gagged.

I then whipped around and pulled the electro tape off of Joe's mouth very fast. He screamed. And I laughed.

"Don't do that!!" he told me. I was still laughing. "Okay" I said barely holding in my laughter, "the tractor beam needs to be deactivated and the hanger needs to be secured. I'll take Celes and Kasmier and Sparky to disable the tractor beam. He looked around and greeted Celes and Kasmier

and looked for Sparky as did Celes and Kasmier. "I laughed. " I'm sorry. The R2 unit is Sparky." Sparky extended an arm and shook hands.

"Let's go I said as I handed Joe's weapons to him."

We ran down the hall and shot at guards. One occasion we were surrounded and I flew against the wall and hit the floor instead. I had found a secret door. I opened the door on the other side and to my eyes 200,000 credits filled the next room. I filled my pockets and exited. I saw that the fight was not going well. I filled the air with plasma bullets from my assault cannon and energy pellets from my Imperial Repeater rifle.

Kasmier saw where I went and it made him mad. He lied when he said he wasn't a shape shifter. He turned back into one of my worst enemies from my bounty hunting years. "Slax!!!"

"Yes, Doug Vadar, I am your worst enemy. I took from you the stone of Frantico worth millions."

" You aren't my worst enemy Slax. Boba Fett WAS. He turned around and drew a lightsaber and demanded that I give him his credits back. "Not a chance."

Celes had finished the battle and came to my aid. She whipped out a lightsaber and ignited it as she turned into a huge bird. She flew upward and pulled Slax's hood over his head and we ran. Sparky had already made his way to the hangar. " So you are a shape shifter?"

"No, I can only turn into a bird because I am a Chocozo." We took the wrong elevator and wound up on the bridge. "Oh Boy." I locked the elevator and I jumped into a ball and landed in the bridge and my lightsaber flashed as Venemites dropped repeatedly as Celes guarded the door with her lightsaber. The entire bridge crew was defeated except the captain. He stepped up and to my surprise drew a lightsaber and clashed his sword against mine.

"I hope you like skill." I said as I slashed and was surprised as he blocked. I swooped a over head blow which was blocked.

"I'll let you visit your adopted culture." he said. "You said the wrong thing Bub." I said as I then threw my lightsaber across the room and put my hands together and a huge fireball hurled at the captain. He screamed as he was hit and he dropped his lightsaber which I picked up.

I walked across the room to pick up my lightsaber when the door to the captain's door opened and a different R2 unit came in asking to have its bolt taken off. "Sparky must have talked to you." I pried it off. I then noticed that it rolled unparticularly low on its wheels.

" Well you're a Shorty aren't you." Unrealizingly by me I had just named another pal. "Come on Celes, lets head for the hangar."

In the tractor beam bay things weren't going so well. Joe had deactivated Tractor Beam One. Then he heard a sickening sound the ignition of a jetpack, the kind used by Boba Fett. He deactivated Tractor Beam Two and ran to deactivate Tractor Beam Three. As soon as it was deactivated, a familiar face flew upwards holding his missile launcher. "Boba Fett" Joe whispered. He ran out towards the hangar.

I met Joe in a frenzy in the hangar. I had picked up Sparky and told him about Shorty. Joe insisted that his news was more important.

"Boba Fett is alive."

"Of course he isn't. You saw him die at Ahura." "I know but he is alive."

"Never Mind, Let's get and talk about it in Mos Eisley" Three ships launched from the Mon Calamari Cruiser and headed for Mos Eisley. They however turned up and headed to battle the Venemite ships.

The Venemites headed into hyperspace into an unknown direction and the ships headed back towards Mos Eisley. Joe and I landed in Docking Bay 56 seeing that a huge hunk of junk was parked in Docking Bay 94.

I landed and looked for a landspeeder for sale. I bought one for a measly price from a blonde headed kid saying what I already knew, that I was ripping him off. I grabbed Joe and he told me that Celes had picked up

her friend Dara. I told him that was fine and that we were headed for Sarlacc and only we were going. I knew if Boba Fett was alive he would enter this contest.

Halfway to the pit, the landspeeder broke down at a sandcrawler which is where we traded it and were got two droids. A protocol droid and another R2 unit. I named them Blinky and Rotor.

The Protocol droid because he looks like he blinks when the lights in his eyes turned on and off frequently. The R2 Rotor because he made a whirring sound when he thought. We were also given a ride to the Pit. I relaxed and sat back in my accommodations. I saw that the sandcrawler made good time.

I saw a bustling at the entrance to a temporary building. That is where I knew I would have to go. I entered the hallway and was confronted by Blinky. "Purchasing me was a good idea. I can speak 65,000,056 languages including Jawa, and Ewok, and Wookie. Oh My." He said as a Jawa ran through the hall. I thought it was funny.

"Jawa, and Ewok, and Wookie , Oh My." I mocked him as I went down the hallway. I stopped at the repulsor lift at the end of the hall and waited for it to open. I then saw a thing almost as horrible as the Venemite Fleet.

I saw a figure jump off the ground and fly over Sarlacc with the accuracy only capable by, the infamous Boba Fett. I immediately drew my lightsaber and headed towards Sarlacc running like a mad desert snake. He saw me coming and took a fighting position. I swung my lightsaber at him scarring his armor but coming short of hitting him. He cheated and used a rope attached to his glove. It caught me by my feet. I did the only thing I could think of to possibly save my life, I jumped into the Pit of Carkoon.

Joe all of this time was at the entrance to the SandCrawler. He saw the entire thing. There was nothing he could do. Once I jumped into Sarlacc he ran over to the Pit and looked in. He then didn't see me and figured that I was too far down to be saved. He then headed to the temporary building near Sarlacc. He said, "I would like to observe the Mercenary games." He was given seats and he headed towards the temporary hotel. There a man in a mask just in front of the hotel. He had just entered the contest. He handed Joe the entrance money. He said, "Take this money. Enter the contest. This is what your friend would have wanted.

"No, I can't take your money. I won't enter this event either."

"Take the money!!!" He said. Joe walked into the hotel without another word to the man in the mask. His mask was half red and half white. The white half of the mask was frowning and the red half of the mask was smiling evilly. The eyes were wide calligraphic type lines. He had entered the contest under the name Vertigo.

More bounty hunters entered. Slax, Dara, Celes, a Gammorian, a Ree-Yees, and a Trandoshan. In all there were ten entrances.

The people that entered all were given beds in the temporary hotel. It cost 500 credits to watch the contest. There were lots of people that watched the contest.

The event started the next morning. The first test was how good at hitting a mobile target. For each contender a small JaxRabbit was released.

A Jaxrabbit is like a porcupine with fangs. It moves fast though.

They are pests and are native to thousands of planets. The contestants were given a non-seeking Brynar pistol. Vertigo stepped up and aimed and fired the quickest and most centered.

The ranks went like this. 1. Vertigo
2. Celes
3. Boba Fett
4. Dara
5. Slax.

The next contest was lightsaber fighting. The ten contestants were matched

up and in a tournament format. One match between Celes and Dara was a stalemate. In the second round Vertigo fought Slax. It was an intense battle. Vertigo matched every blow Slax could have thrown. In the end Vertigo hit Slax with the activation stud of his lightsaber and he went own. Dara won against Celes and Boba Fett, not exactly the best lightsaber fighter lost to the Trandoshan. Vertigo easily defeated the Trandoshan. The next contest was bounty hunting. Each of the contestants hunted after each other with stun weapons, in a huge maze. In the end Vertigo had caught Slax, the Trandoshan and both humans. Boba Fett had caught Dara, Celes, the Garmorrian and the Ree-Yees. Vertigo attacked Boba Fett from behind and disabled him.

The next part was the endurance test. The first elimination round also. The rules were no flying or cheating. They had to cross the entire Dune Sea. There were no rules barring riding though. The judges actually encouraged it. Taming a wild animal would prove a bounty hunter is pretty good. Joe decided to watch Vertigo on the camera monitoring each bounty hunter. Vertigo early on encountered a whole pack of WompRats.

A WompRat is a reptilian creature with a head plate. It has razor sharp claws and has sharp claws. They are not usually personable.

He walked up to a baby one and it was scared. He started to pick it up and started talking in a primitive dialect native to WompRats. Then two big WompRats came to listen. He talked some more. The WompRats bent down to take him onto their back. He rode the rest of the way. Boba Fett came in second on a Bantha "borrowed" from a sandperson. So did Dara and Celes. Slax had enough wind to run the entire way to come in fifth. The other five were disqualified. They could however watch the rest of the tournament.

Vertigo kept the WompRats with him. The next day the final event was going to take place. The one that will take the most talent but is the least dangerous. The accuracy test, the contestants had to shoot a missile through 18 battle axes. Boba Fett tried first. His shot went awry at the 9th ax. Dara's shot reflected at the 5th. Celes got to the 8th. Slax got to the 3rd. Vertigo got up to shoot through his mask and said, "The trick to thissss is to keep your eyes on the axes." As he said axes he shot and the missile soared straight forward and collided with the wall behind the last ax. He then put his hand about where his chin was and pulled off his mask to reveal that he was really Doug Vadar. "You're dead Fett." I yelled. I jumped down and stopped the Trandoshan coming at me with a slash of light. The Ree-Yee came rushing forward and received a blow with the end of my Brynar pistol. Boba ran outside to more open spaces. I then engaged Slax in a battle of sabers. I swung my blade crashing down on his. He blocked barely and I slapped his wrist with my foot and his saber flew across the room. I kicked him and left after Fett.

He was standing at the edge of Sarlacc. Setting up a shot at me.

I saw him first and fired plasma bullets at him. He was hit several times.

He lost all of his weapons, then when I had walked up to him he pulled a small gun out of his armor's sleeve. I slapped it out of his hand.

I said, "You will never see the light of day ever again." I kicked him and he fell into the Great Pit of Carkoon. Joe had just come out and said

"Watch out!!!" I turned around and there was Slax on the far side of Sarlacc about to fire a blaster at me. Then a loud screeching sound

emitted from behind him and he was forced to turn around to be pounced on by one of my WompRats. The WompRat hit him hard enough that he fell

into the middle of Sarlacc. The WompRat landed safely next to me.

I scratched him between his eyes and he started his contented hissing.

"Come on Razor, Come on Blade." I said to my pet WompRats.

Joe ran over to me with droids close behind. There he asked me what I was going to do with the reward money. "I am going to start a group for people with political affiliation like ours. Don't know if we are able to trust

either the Rebellion or the Empire. We will work for either.
We'll be called..." I looked down at Razor and he looked back.
"The WompRats. Come on back to Mos Eisley. I'll buy you some Correlian
delicacies."
"Great, you want to poison me!!!" He joked as we along with my pets and
our droids walked into the sunset
towards Mos Eisley to form the WompRats...

**If you would like to join the womprats fill out the file called *fillout.txt*, rename it and
send it to Doug Haynes at 75764,2256.**

Next Month

We continue our tutorials on level designing, wax making and level reviews. Also from
next month we will be answering your questions, plus all new features. Remember if you
have any problems designing or on anything else write to 100246,1277 or 75764,2256.
