

Ever since taking my first stabs at modifying Wolf in early 2004, when all I had was WolfEdit and some VSWAP files to tinker with, I always wanted to chronicle my work for some reason. I don't know any other people in the Wolf community who have done so, and so it might seem a bit pretentious. But it gives me some strange kind of inner peace to explain each step behind practically every released map I've made. But before we get to the map-by-map reviews, I'd like to list everything I've ever released, so there's no confusion involved when I describe projects and tidbits you may never have heard of.

Blue: *Legitimate* projects Red: Demos

Pink: Unfinished projects Green: Collective projects

#### as Possum Trot

2004-12-05: Abandon

2004-12-20: Operation Achtliebe

2005-02-02: Project Wolfgeist

2005-03-23: Abandon 2 – Purgatory!

2005-07-28: Secrets of Offenbach

2005-08-05: Nazi Operation [Demo Version]

#### as Thomas Weiling (pronounced *vy-ling*)

2006-01-01: Nazi Operation

2006-02-12: Abandon [First Version]

2006-04-14: All This & Wolf 3D [Demo Version]

2006-05-01: Schabbs 7000

2006-05-18: All This & Wolf 3D [40 Level Version] – later withdrawn

2006-07-01: Wolfram

2007-01-27: All This & Wolf 3D

2007-02-12: Castle Assault

2007-09-11: Quest for the General – later withdrawn

2008-04-21: The Bitter End

2008-12-04: W.O.L.F.

2009-05-07: Hard Cell

2009-05-31: Endlösung

2009-12-02: NovoWolf

2011-10-16: 10 New Ones

2012-01-15: Spearfishwolfbones

2012-03-20: Time to Kill

2012-04-24: Wolf Overkill

2012-04-28: Odds & Ends

2012-08-19: Thomas' Wolfenstein 3-D

2012-11-08: The Iron Dream

2012-12-16: Guten Tag!

2013-12-05: Abandon III – later withdrawn

#### Mods and/or map sets I contributed to

2005-09-25: Spear Levels Pack

2007-08-26: The Wolf 3D Community Map Pack

2007-12-03: Escape from Castle Holle

2008-09-13: Team Aardwolf Map Set

2010-02-13: Super Haven Map Set

2011-01-07: DHW SDL Map Set

2012-02-08: DHW SDL Map Set [Spear Edition]

2012-12-25: Beyond Mutantstein SE Anniversary Edition

Here is some much needed background info on my largest project to date, though it never materialized in the end, **Wolf Overkill**. From its inception in August 2009 through to its cancellation in mid-2012, I made around 200 maps for the project, of which only a small percentage saw release in other projects later on.

#### First incarnation: August 2009-early 2010

When I contacted Havoc over the summer of 2009 I specifically told him that I wanted to do a big mod but I still wanted to maintain the original Wolf spirit. Graphically, I didn't alter too many things but kept it in style with the original. I also took sounds from MAC Wolf rather than entirely new ones, despite never having played MAC Wolf then (I still haven't as I never owned an Apple computer). But clever as he was, he still coded in features opening up for textured floors and ceilings, MIDI support, amazing memory, bug-free things the whole lot. I started making maps in August, and got on a roll. I usually had a routine. It was usually over the weekends, but I also recall making maps during the usual weekdays. Sometimes I could make up to 3 maps a day (!) in this ridiculous size. Of course, when you make 3 maps a day they all become repetitive, some of them were almost just showcases for how much fun you could have with a missile launcher, a pack of guards and exploding barrels. I had much fun making it though, but playing it was different. It lacked something.

Though only 60 maps survive, I know I made between 90 and 100. I remember the original Hitler level, the final one, utilizing the gray dungeon texture from *Project Weltuntergang* to give a more realistic feel of a bunker, I remember the boss maps being unbearable and similar, but I also remember my ideas for the secret maps:

- \* 1 level featuring a motorbike (made 2 for each incarnation – real fun!)
- \* 1 level featuring a chainsaw as the **only** weapon
- \* 1 level featuring dogs as the only guards
- \* 1 level featuring nothing but toilets, some could explode (this was some of the last work I did for the overall series in late 2011/early 2012)
- \* 1 level featuring a pill that made BJ spin around, played the *Lucy in the Sky with Diamonds* (Elton John cover version) .OGG file while BJ spun around the map not knowing what to do – the ceiling was blinking different colors, all numbers on the status bar spun round, it was just fantastic
- \* 1 level featuring different Hitler guards (ghosts, heads-only, Hitler ghosts with mounted chain guns instead of fire ball shooters, red dogs with yellow eyes) taking place in hell (a lot of sprites were made e.g. Schabbs' bleeding head with a candle on top, and SS head making out a chandelier, guards that were hung from the ceiling etc.)

We also had a secret map which was a "Rocket Arena" – an idea taken from *Operation Panzerschiff*, an old favorite of mine.

I specifically remember beyond level 60 that levels 70 through 77 were half lab/half old castle which made an interesting hybrid, culminating in the Ubermutant at level 77. Level 78 through 86 were in style of Episode 1 culminating in Hans Grosse on level 86 and the last 4 maps took place in what was supposed to be the Fuhrerbunker. Some featured fog, vines and Hitler ghosts and really made no sense.

3 maps a day... Some days less, very few days more. All in all, when you have 97 maps nearing the end of 2009 and you've only spent 4 months less or more on the entire project... You just grab yourself in overindulging, "anything goes" and you realize you had no filter. We had now reached December 2009. The only maps I had not done were the toilet map, the chainsaw map and the drug map as these features were not fully in place then.

I think I broke the news to Havoc around Christmas that I wanted to cancel this thing altogether. With *NovoWolf* just having been released after almost 2 years on and off on hiatus, it would seem weird to throw out a fresh project when experience show that it is possible to wait after all. Havoc gave me the idea to re-make all the maps, 'cause as he put it – the only thing I complained about were the maps. His coding efforts had nothing to do with *Wolf Overkill*'s first incarnation's failure.

So it lay in the dumps for a while. I suppose it's the old thing of mine where I long for old, original Wolf, so I started a map set entitled *Wolf Overdrive* which I even think had its own EXE made (!) which could hold 120 maps with no issue. I made about 10 maps, some were extremely good. I often tried in *Time to Kill*, *Thomas' Wolfenstein 3-D* and now with my recent mapping efforts to approach what I did in those 10 maps. But for some strange reason during February I said "fuck it" and deleted anything Wolf-related and retired from wolfing for a good while. I thought.

## Second incarnation: April 2010-April 2012

I remember wanting to “overhaul” the original maps of *Wolf Overkill* but I found them all too naïve and out of place with what I was going for originally. So instead of overhauling, I decided on making wholly new maps instead. And instead of starting in the obvious manner, with the columns and the vines and the slimy gray stone, I decided to do something new. First of all, I designed all 100 levels with the one sole purpose that at the end, these would receive fitting textured ceilings and floors. While I had the maps and the EXE, the ceiling colors were still those of the original *Wolf Overkill* aka the one with 60 levels that’s the only available one. This could’ve killed it all for me, but I developed a flair for imaging how ceilings could look, and instead focused more on gameplay, guard placement and difficulty rather than what I often did – colors, numbers and how they interfere with each other. Having a turquoise ceiling on level 57 is just fantastic! But it made little sense to the player.

Level 1 instead started in a cave; deep in the ground (supposedly) with brown weave textures, vines, barrels and only guards. Level 2 was a continuation. Level 3 and thereon up was your usual standard levels. Some were great and some were OK – but what I weighed the most was quality. I could make one map and decide it was not good enough, toss it, and make a new one. This happened to level 1, level 8 and level 25 – there were probably more. Not too many, but it happened.

I remember various maps but I don’t want to bore you with the details. I can tell you as much that there was a large laboratory part which had radiation suits, exploding nuclear barrels and 3 mutant guards (all taken from *Beyond Mutantstein*). It had Tesla coils that could be switched on and off. It was fantastic and it was so much fun to make. I would’ve loved to have seen peoples’ reaction, because this was 100 maps – one hundred levels! I have a feeling that if all this had worked out, it could’ve been one of the largest, most exciting and diverse projects ever made.

But for some reason, it wasn’t to be. Through 2010 I gained more confidence in my new style, and it gave me some creative juice I had needed for a while, and it reflected in my mapping, I firmly believe. As winter approached, and we had lovely snow from November through to March, I kept mapping, making both regular maps, mutant maps and laboratory maps. I just went all in and did it when I wanted and how I wanted. Only rarely did I do 2 maps or more in one day. All maps had to get the quality-stamp. It was just fantastic. Through 2011 I did many of the maps beyond level 60, which was a hoot... But I never had an EXE where all 100 maps were connected. I play tested levels 61-100 as levels 1-40 in a copied EXE just the same. It wasn’t as much fun as I hoped to be, but the levels were phenomenally good.

It was now the fall of 2011 and I’d started an original Wolf map set in June, having made 5 or 6 maps, ending up deleting them in a “who cares” mood though some of them were fabulous. I salvaged a couple of them for later efforts – forgot which though. At this point I had not released anything since *NovoWolf*, whose last map had been compiled in November 2008. This meant that *Endlösung*, a project I had forgotten about, was my last true stamp on the community. While I was still a prolific member, contributed to map sets and discussions, I still hadn’t released anything thoroughly new with my name on it for more than two years.

Havoc and I are quite alike on many points: we are total opposites on others. For example, Havoc (it seems, at least) is considerate, has an extreme talent in coding and reserved and concise in his communication. Me, on the other hand, I’m impatient, I’m a loudmouth and I constantly want to prove something, in this case, how good my mapping had become and how well Havoc’s meticulous coding fitted with these new maps. I tried to hide it, but in the end it spilled over and I kept pressuring him to finish up the coding bits. Through early 2012, he did so. At this time, he’d still had the time to make another EXE for me, *Time to Kill*, which was well on its way and totally different from *Wolf Overkill* in many respects. This also proved that I could master several projects all at once; something I’d previously had tremendous issues doing.

*Wolfenstein: The Last Howl* sounded cool to me, but I suppose I was the only one. This was considered the name of this mod for a while then, but I gave in to *Wolf Overkill* again, partly because of Havoc and also because of Dean. Looking back, the former title was silly – it sounded way too disjointed and far away from the point of this mod which is pure overkill – in workload, map size and quantity and the fact that there are so many different guards to roast in oh so many ways!

Come February/March 2012 all maps were done, all sprites were there, the chainsaw worked, the toilets exploded, everything did as expected. One thing got to my head though... The drug level was not satisfactory. I must’ve remade that thing 3 times. I loved the fact that Elton’s take on that old Beatle song was playing, but I wanted “phases” to happen, you see... I wanted BJ to

be in one atmosphere for 20 seconds, 30 seconds in another, 40 in another – automatic teleports, kind of like those in *All This & Wolf 3D* level 69. I'm not sure whether or not I wasn't specific enough in my description of this request to Havoc, or that it just was impossible to make. Either way, it left me miffed and we now had that open sore which was the failed drug map. Havoc suggested I made another motorbike map, but I didn't want to. I also remember I wanted a side-game accessed as an Easter egg where you race against a Nazi, a la *Need for Speed* or whatever. I mean, with all these insanely pretentious requests it's a big wonder why Havoc didn't leave the project. Maybe he had put too much effort in it to let old fat mouth here screw it all up!

The motorbike sprite was converted from an old photograph of a 1930's BMW motorbike by Wolf Skevos-Jones. I also had 50 sounds, boss and guard dying sounds made by Wolf on request. He did all those sounds! Where they are now, I don't know, but I suppose he still has them lying around. Wolf has always been incredibly kind to me since I first e-mailed him in the late Possum days, it's always easy to contact him and get a quick response – what baffles me the most is that he's so humble about everything compared to the groundbreaking, vast bodies of work he has done for the community over the years.

Some of the last things I did for this project was collecting the needed MIDI files for each map. These were to be placed in a separate folder in the game folder, and so, if one had the will to do it, he could change the tune playing. I hated that. I wanted all MIDI's integrated into the game itself so no one could change them. Havoc told me it would be too much work, and I understand now, but then I was a bit miffed – again. See, it's all because I know nothing about coding and the hardship it may bring.

I had collected 100 MIDI files, they came from various computer games, some I knew and didn't know, some I heard before and hadn't heard before... We had some classical music and the final showdown music of level 90 was King Crimson's *Easy Money* – an experimental, long-draught progressive piece of music I still love to this day.

Another thing I hadn't considered was where I should look for the textured floors and ceilings I wanted (originally it was Dean that turned me on to the idea as I hadn't used this feature in any mod except *Project Wolfgeist* in a poorly fashion) and for 100 maps it took its toll on me. I just grew cold and I started to resent this mod. I just wanted out.

When I broke the news to Havoc he was both relieved and annoyed at the same time, quite rightfully so, and with the exception of re-enabling the dog feature in the old *Time to Kill* EXE, we haven't cooperated since. I sincerely hope he'll work with me in the future on a mod with the same greatness as *Wolf Overkill* (maybe not as many maps though!) but if he doesn't want to I completely understand.

What we decided to do at first was to save it, which was a good idea. But I was a menace about the whole thing. For starters, I told Havoc that I'd had a hard drive malfunction and all my *Wolf Overkill* work was lost. His backups only missed a handful of what I'd done or changed, but I remember I specifically told him to delete it completely. He said he did, but whether or not he really did, I don't know. Some days passed and I instantly came to regret the whole thing. Havoc was obviously tiring of the whole affair and I still can't blame him. What he had left, he said, was what I put out there on April 24, 2012 – the first 60 levels of *Wolf Overkill*, made between August and October or November 2009. These had nothing to do with my style which I had reinvented, the insane amount of guards, the new sprites I'd made, Havoc's tremendous coding skills in full flow, anything... I now firmly believe that trying to lock this huge, time-consuming passionate project of mine out of my life was the biggest mistake I've made ever in these nearly 10 years I've spent modifying Wolf. The worst part of it all, looking back, is that it was one hundred percent and entirely my fault. It's almost as if I wanted to fail on this subject. Apologies go out to Havoc, most of all, as well as Wolf Skevos-Jones, Dean, Ron and all the others who believed in me and this project.

97 maps of the original 2009 incarnation, 10 maps of the Winter 2009/2010 original map set plus the full 100 for the final product plus the many re-makes of maps... With 12 of these ending up in a modified form in *Time to Kill*, and 60 out of the 97 originals surviving, I am in no way underestimating when I say that I have lost 150 fully-finished and play tested maps. I will not count these maps as part of my mapping anthology though, but I dwell on this every time I think of *Wolf Overkill*. I've made almost a thousand released and playable maps!

Now that that's settled, the mapping anthology can begin properly. We start with my first released project from December 2004, *Abandon*.

## Abandon

Released: December 5, 2004

Compiled: September-November 19, 2004

### ABANDON, EPISODE 1, LEVEL 1 (#1)

Built: September-November 2004

This is my first released level. As with most levels of this game, I remember it better from before I replaced most graphics in the VSWAP. When *Abandon [First Version]* was released it dawned on me that this was just my take on E1L2 from there. The part of the level which includes both a replaced Hitler ghost and the modified Hans Grosse was a last minute solution, as I tried two times having 10 levels in episode 1. For some reason, they all got corrupted, and being new to the whole thing and not knowing any better, I deleted all levels as soon as the least error occurred and started over again without questioning. Backup was still way out in the future – about a year or so! Looking at it with more knowledgeable eyes now, the errors causing the corruption or the levels' ability not to work was probably because I either put too many actors or objects in it, maybe there was a marching guard marching outside the level itself or whatever. It is not a boss level, simply a kick-off to Episode 2. The part where BJ jumps really puts it all in perspective: Get the hell out! A thing I never learned until later on was that the end game triggers had to point north or south, but they didn't here. The ENDART files also got corrupted while I messed with FloEdit, so they were omitted. This caused the EXE to crash, so no episodes could be won properly and the player could not write his name on the high score charts. I battled with this until *Nazi Operation* was released, a good year later.

### ABANDON, EPISODE 2, LEVEL 1 (#2)

Built: September-November 2004

I originally remember an early E1L2 for this mod, including a modified grey brick texture from one of the many wall packs released. But that went out along with the other nine levels, some of them ending up in *Abandon [First Version]*, though I'm not one hundred percent sure about that. This level carries some of its inspirations. In its original form, it had the E5L1 blue wall with swastikas and skulls and a softwood partition part surrounded by barrels and spear racks fencing up daytime landscape textures. But it was rebuilt into what is supposed to be a cargo. The inner parts of the level are very castle-like, as it seems, though I don't think that was intended. My original meaning with this level was to distance it from the first level, close it in and make many secret areas. I got much of the inspiration from stuff like *Kristallnacht* and *Totengraeber*.

Why is this episode called "The Misery"? I have no idea. The Beatles' song "Misery" was the second song on their first album. Maybe that had something to do with it. Though I'm not one hundred percent sure my knowledge and love for The Beatles had occurred then beyond the best-of 1 which I grew up with together with Wolf, but by 2006 it was pretty much all I listened to.

### ABANDON, EPISODE 2, LEVEL 2 (#3)

Built: September-November 2004

This E2L2 spot, like the other nine levels in the first episode suffered from the same errors as the original Episode 1. I hastily explained this to Brian in the e-mail in which I attached the game on Friday, November 19, 2004, but it was – roughly speaking – just filled to the extremes with objects and guards. So I made it into an underpass of sorts, simply just a shortcut to the next level. The guard and secrets in this level were added by Brian, just as he added stoves and marching dogs in the first level. In the start I hated it, but now I strongly appreciate it, as it appears to me that he cares about new people in the community and their hard time getting things together in their earliest work. I can't help but notice that this is one fine example!

### ABANDON, EPISODE 2, LEVEL 3 (#4)

Built: September-November 2004

I remember nothing about this level in its early stages, unlike most of the level in this game. I'm not sure either if this was built after I overhauled the old VSWAP. The main texture here is the checkerboard texture, which I've loved and adored ever since I encountered it in *Chemical Warfare* and *Schabbs 2000*, though, at the time I wasn't as much into Gary's work as I later became.

I used the wall here to create a lobby-type feeling, also used in Episode 6, and marching guards as I always wanted to add marching guards after playing *Totengraeber* on long evenings, where marching guards were used to great effect. But as this is my first stab at mapping, I left out the turning points, so they're really not fulfilling their purpose.

#### ABANDON, EPISODE 2, LEVEL 4 (#5)

Built: September-November 2004

This is yet another level using the checkerboard as its main texture. I wanted this to be a big, original Episode 6 kind of level, but it turned out nothing like it. I added haphazard details here and there. Probably there's a *Conflict in the Fatherland* E1L1 influence in there somewhere... A ghost behind a stove – something I took from the obscure *Wolfenken* and *Dark Dungeon*. Another thing I took notice of in this level is the room with two money bags including a column separating this from a prison-style room containing treasure, ammo and health items. This is a feature I still use – an in-level divide of old castle/new castle, that sort of Episode 1/Episode 2 pairing. I assume the supposed “abandonment” of the room owes to the title of this mod. There's also a reference to the original E6L1 with officers placed in tight 1x1 spaces.

#### ABANDON, EPISODE 2, LEVEL 5 (#6)

Built: September-November 2004

As with so many other levels in this mod I remember this better in its original incarnation before the VSWAP changes. It was a brown weave-based level. Until *All This & Wolf 3D* I was never really at all comfortable using the brown weave texture, along with the blue E5L1 wall. I just always ran dry as I'd started padding out levels with those textures. I don't know why – but this used the brown weave originally, and I really liked it that way. The brown weave texture is to me the purity of the nocturnal episodes, and perhaps that was what I was going for here. This was swapped for the “cornfield” texture, to which I also added a poster of BJ. This is also my first level in which a secret door must be opened in order to access the next level.

#### ABANDON, EPISODE 2, LEVEL 6 (#7)

Built: September-November 2004

I kept thinking about Hitler ghosts, wood panels and the pleasures of discovering the old Wolf way back in the day. I always liked the idea of having a “great wide open” level, but I still didn't want the player to touch the landscape texture, so I sort of fenced the mutant guards in, while the rest of the level could be played just as well. This gives an actual castle/courtyard atmosphere, if you use your imagination real good. Obviously it doesn't work in accordance with “modern” standards, but back when I made it I loved it. The softwood texture I was never that familiar with, as it hardly makes an appearance in original Wolf, but I liked its homeliness.

#### ABANDON, EPISODE 2, LEVEL 7 (#8)

Built: September-November 2004

This map came about after having played either *Project Omega* or some sort of map set that used the wood panels. I think there's a lot of overkill on objects here though... But I always liked the idea of skeletons and blood interacting with wood panels. Usually I pair those with blue stone, slimy walls and the like to conjure up a good dungeon atmosphere.

#### ABANDON, EPISODE 2, LEVEL 8 (#9)

Built: September-November 2004

This is one I remember little of, but I can clearly see a take on the opening level from *Abandon [First Version]* in there. Maybe the blueprints of my very earliest levels were still stuck with me. That was what I was going for. It also features the bed sprite used in an unorthodox manner, something I always wanted to do, as that particular sprite was never really prominently featured in original Wolf. The part with the 4 or 5 Gretel Grosses shielded behind armor suits were probably an afterthought... A cheap way to fill out the room, I guess.

#### ABANDON, EPISODE 2, LEVEL 9 (#10)

Built: September-November 2004

I remember being dissatisfied with this shortly after it was made. It's easy to understand. I suppose my obsession with tables and other domestic block sprites shielding landscape was still on; a very poor level – couldn't have taken more than 10 minutes, tops. I don't even know if it's possible to complete this without getting killed. Yikes...

#### ABANDON, EPISODE 2, LEVEL 10 (#11)

Built: September-November 2004

##### **Boss level**

This is my second boss level. It's not really that good, but it conjures up a basic atmosphere I still use to this day – a starting room giving a sense of abandonment, occasional chaos and a lot of wide open spaces. Too many one-ups in one place... And we have a flamethrower guard (replacing the Hitler ghost, of course) shielded behind beds, making his firing attempts pointless. Once Otto is defeated, the death cam goes off, as is tradition, but I left an elevator in there as well. I am sure this is linked to E3L1 which starts off in an elevator, but seamless levels seemed a dream to me back then, you know, as if it would take me a long time to gain the skills to code it in myself. I desperately wanted this to be a seamless 60-level kind of mod.

#### ABANDON, EPISODE 3, LEVEL 1 (#12)

Built: September-November 2004

I remember this better when it was a blue stone-based level. Eventually I morphed this into a lobby-type level with checkerboard textures. There are too many wrongly placed sprites and too much fiddling around with enemies for me to enjoy this. I felt the same way when it came out. This episode was named "Perfect Strangers" after the Deep Purple song. I always liked that title, and used the title of a 1945 movie with the same name as an excuse to include it in a WWII-type setting. I never saw the movie though, but my younger brother and I listened to Deep Purple constantly then, and I still do to this day. Their 1998 album "Abandon" actually inspired the title of this mod – I always liked the word.

#### ABANDON, EPISODE 3, LEVEL 2 (#13)

Built: September-November 2004

Before I changed the VSWAP this was a brown marble/brown stone level with a bright atmosphere. As with so many other levels, this turned into a drab mush featuring the checkerboard wall in a quite bland manner, with a repetitive approach in terms of sprites and guard placement. There's also a number of corpses on tables placed rather randomly, something I took from *The Final Solution* level 0, a level I always had an affinity for.

#### ABANDON, EPISODE 3, LEVEL 3 (#14)

Built: September-November 2004

I remember this as a full-on wood panel level with a heavy Episode 1 atmosphere. For some reason the name "West Wing" popped into my head – I don't really know why. I suppose it has something to do with a Barry Christian mod featuring an entire section dubbed "The West Wing". I forgot whether or not it was *Armageddon* or *The Road to Neuschwanstein*. The worst thing in this level for the player is probably the redundant Hans Grosse in a 2x1 room behind a bed. Ridiculous. There's also a lot of sprite overkill going on here...

#### ABANDON, EPISODE 3, LEVEL 4 (#15)

Built: September-November 2004

This level features "mutants" exclusively, but the novelty wore off when I replaced them with the neat, but, in this particular mod, unfitting Uzi guards from *Operation Letzterschutz*. I remember none of this as it looked before the graphics change, but looking at it, it was probably just a rehash of some Episode 2 ideas intertwined with *Totengraeber*. I recall it used the multicolor

brick texture but little else. I notice that I used way too much treasure behind secret doors back then. Way too much.

#### ABANDON, EPISODE 3, LEVEL 5 (#16)

Built: September-November 2004

This level is rather large. I remember it better from when the gray stone had not been re-colored blue. It's fairly good. It looked way better with daytime landscape and gray stones. I'm still sure that this entire mod would've been more charming if I had kept the original graphics.

#### ABANDON, EPISODE 3, LEVEL 6 (#17)

Built: September-November 2004

I don't know why this particular level starts with you facing the elevator switch. Other than that it's just a fairly large red brick level I don't remember much about making. A lot of sprites here... Again, I was new to this, and when you get free reign to place every sprite you want, you just go along and do whatever. This explains the overkill on crowns in this particular mod.

#### ABANDON, EPISODE 3, LEVEL 7 (#18)

Built: September-November 2004

Obviously the ideas here borrow a lot from original Wolf's E2L7. The novelty wears off quite fast though, as there is no actual level behind the starting point, the key room and the elevator. Instead the player is "treated" to an insane amount of crowns in what appears to be a maze, or whatever. One of my worst.

#### ABANDON, EPISODE 3, LEVEL 8 (#19)

Built: September-November 2004

Yet another one utilizing large rooms, barrels, a whole lot of guards. Using columns in the middle of rooms was new to me at this time, and so they look quite out of place. I suppose the whole radar graphic/cargo thing got to me more as a concept than actual usage, as I just placed the sprites rather haphazardly as an afterthought. The hallway leading to the elevator utilizes the sandstone brick from Spear Resurrection, I love that graphic, but it sticks out like a sore thumb in this mod.

#### ABANDON, EPISODE 3, LEVEL 9 (#20)

Built: September-November 2004

Yeah, I was definitely going overkill on the radar sprite thing. I don't know why a radar station or whatever would be located in a slimy environment... Another regret.

#### ABANDON, EPISODE 3, LEVEL 10 (#21)

Built: September-November 2004

##### **Boss level**

Everything about this level is horrendous. I was too lazy to remove the original E3L10 which has next to nothing to with anything related to a boss level, and so I thought I could wing it and make it cool and interesting but failed enormously. This was long before the fail meme, but it would definitely suit this baby. To add insult to injury, I wrote of a "Barnacle Fettgesicht" in the attached manual, a very lame cover-up of the fact that WolfEdit could not handle me replacing General Fettgesicht with Barnacle Wilhelm at first, and then wanting to revert to the general again (with a bad moustache).

#### ABANDON, EPISODE 4, LEVEL 1 (#22)

Built: September-November 2004

I only remember this from its post-VSWAP change guise. I liked the slightly street/urban/retro kind of looking red brick wall



which I made myself... Officers behind secret doors too... Not that bad a level considering the rest of the output of this mod. This also features askew columns shielding landscape viewable horizontally and vertically – something I picked up in *The Final Solution*. This episode is dubbed “Death of der Fuehrer” as Hitler himself acts as boss.

#### ABANDON, EPISODE 4, LEVEL 2 (#23)

Built: September-November 2004

Before I changed the VSWAP this level had a heavy E1L10 and Episode 2 influence. It’s pretty good, I think, even with the “new” graphics, ‘cause it conjures up that spookiness I wanted to bring back from the early original episodes. But it’s still below par in many ways. There’s even a Hans Grosse in there.

#### ABANDON, EPISODE 4, LEVEL 3 (#24)

Built: September-November 2004

This was also inspired by *The Final Solution*, but in all honesty I did not play that particular mod until after I had taken my first stabs playing *Dark Dungeon*, a mod that utilized many sprites and walls from it. So that atmosphere hung heavier in the air than *The Final Solution*; the flamethrower guard also came from there. This level is pretty sub-par again, I mean, it’s meant to be a hospital/lab kind of thing, but as I replaced the mutants with Uzi guards it really makes little sense.

#### ABANDON, EPISODE 4, LEVEL 4 (#25)

Built: September-November 2004

This level is rather large, still has a lot of flaws and loose ends, but still makes a long play. I was never that good in my first couple years of mapping in making thoroughly difficult, time-consuming level. I just made what I felt like; even if it meant that some were repetitive as hell and done in below two minutes or so. So in that respect this is pretty good. Of course there’s the obligatory lab which turns into a bathroom. It’s just whenever I see a tile wall I think of the little powder room we all use now and then for whatever reason. A lot of officers running about as well... A tad annoying as the death frames never saw eye to eye with good ole’ WolfEdit... But anyway... Still acceptable for its time. Weak placement of the skeletons and blood sprites in the opening room though.

#### ABANDON, EPISODE 4, LEVEL 5 (#26)

Built: September-November 2004

There are heavy traces of *Totengraeber* level 13 in here... That one is still one of my favorite Wolf levels. It takes the whole idea of Episode 2 a deserved step further and just triumphs all. For this reason I used the brown stone wall from *The Lost Episodes*. I remember this as being one of my personal favorites back then, but I don’t really think much of it now, as with most of my pre-*Nazi Operation* output.

#### ABANDON, EPISODE 4, LEVEL 6 (#27)

Built: September-November 2004

Like the previous level this also borrows from *Totengraeber* level 13. This is much more “abandoned” in its outlook, though... It even features a ghost in the main area. Brian overhauled most ceiling colors in this mod, as what I sent off to him on November 19, 2004 had the original EXE in the zip. In that respect I am thankful to him. But a stark black ceiling color does not suit the white panel parts of this map at all. Oh well... There’s so much in this mod that doesn’t suit anything anyway.

#### ABANDON, EPISODE 4, LEVEL 7 (#28)

Built: September-November 2004

Judging by this level, and certainly many other previous ones, I am certain that either 50 or 75 percent of all levels were made before I chose to replace pretty much any graphic. A lot of levels suffered from that, and this is no excuse. The brown stone

here was originally the more familiar blue stone. I suppose the desks were vases or any other standard decoration item, and the nuclear barrels certainly were wells. Of course, there's a lab/morgue/whatever-part in this as well, and that must have been added later. There's a Hans Grosse behind columns here again... Sorry about that.

#### ABANDON, EPISODE 4, LEVEL 8 (#29)

Built: September-November 2004

As the demo feature was never removed, this level's elevator starts in it – not a clever move. The opening room is a big mess. Officers are running around, a blue brick wall all of a sudden appears (?) and columns shielding nighttime landscape which never agreed with the bright white ceiling. I always wanted scientist guards as a fourth standard guard. But as I had yet to encounter either Kyle or Havoc or Michael Collin, I felt I need to improvise. Original officer guards wore white and that suited the lab part fine. What I forgot when I replaced the original graphics was the fact that the “new” officers were clad entirely in black so they look very goofy and out of place in a lab environment.

#### ABANDON, EPISODE 4, LEVEL 9 (#30)

Built: September-November 2004

The juxtaposing slime/lab environment here, spiced with the ordinary red brick, actually works quite well. Guard placement is another matter though, and most of the sprites are haphazardly awfully placed... But the opening secret door area is a slight step up the ladder for me, I think. That probably came out of *Schabbs 2000* level 6.

#### ABANDON, EPISODE 4, LEVEL 10 (#31)

Built: September-November 2004

##### **Boss level**

The boss level feel is severely lacking here. There are a lot of long, long hallways, a lot of pointless running around, a very weak sense of guard placement... And worst of all, Hitler's hiding place is a disgrace! A toilet compartment in the middle of a nuclear battlefield or whatever surrounded by nighttime landscape textures? Give me a break!

#### ABANDON, EPISODE 5, LEVEL 1 (#32)

Built: September-November 2004

Continuing from the latter part of the previous episode, we now enter all-in lab/morgue/hospital territory. When I'd made this level originally I was very satisfied. I still remember feeling I had finally done something successful in terms of mapping – but nevertheless... I have no idea why I kept the kitchen utensils sprites. All pickup items are either canisters or the Nazi “biscuits” I made from scratch in Paint myself. “BIX” with the X being a Swastika. I think the blue one was the standard and the red one being the “light” version or something. The dead elevator in the middle of the level is something I picked up in *The Final Solution*. And so begins “Chemical Crime”...

#### ABANDON, EPISODE 5, LEVEL 2 (#33)

Built: September-November 2004

This level is quite large as it contains many wide hallways, a lot of sprites and a sense of stress. We get yet another secret door area with crowns stuffed to kingdom come, and of course the obligatory graphic bug where I placed tables with chairs amongst regular tables, which of course by then had been replaced by the “radar” tables making them look silly and very, very out of place.

#### ABANDON, EPISODE 5, LEVEL 3 (#34)

Built: September-November 2004

Oh, well, you know... Puddles of radioactive waste, the odd toilet here and there... Some ghosts jumping about... Hans Grosse in

a stall, sprinkled with some guards and laboratory sprites... Just a regular day in Possum country.

#### ABANDON, EPISODE 5, LEVEL 4 (#35)

Built: September-November 2004

This, obviously, is yet another one of my early levels that carry a heavy *Totengraeber* level 13 influence. And just like all the other takes on that particular level, the idea died the instant I replaced the mutants with Uzi guards. Other than that, it's an OK level in terms of decoration, pretty much explained what I wanted to with this episode; lab, old castle, a co-mingling of sorts... And yes, folks, we have another Hans Grosse here. I suppose there's also an E2L7 influence here in that there's a secret door leading to a room with "regular" guards.

#### ABANDON, EPISODE 5, LEVEL 5 (#36)

Built: September-November 2004

Well, this is pretty much just a continuation of the previous level. I cannot remember anything specifically curious or interesting about this one.

#### ABANDON, EPISODE 5, LEVEL 6 (#37)

Built: September-November 2004

And so we're back in the regular laboratory environment yet again. Quite spacious and not as stuffy as so many other levels in this mod, but still way below the cut. There's a room before the ending elevator which is filled with ceiling lights – no idea why... I hadn't quite figured out, or remembered, that ceiling lights were needed in each room to create a sense of reality. I don't think it was until *Secrets of Offenbach* or something that I finally figured it out.

#### ABANDON, EPISODE 5, LEVEL 7 (#38)

Built: September-November 2004

Stupid, awful, cheap – this sums this level up pretty well. Hans Grosse makes an appearance, yet again, but this time there's almost a boss level feel to it in that I've stuffed ammo and health items to the rafters in the rooms preceding Hans' hideout. The rest of the level is almost non-existent, just a white/green slur.

#### ABANDON, EPISODE 5, LEVEL 8 (#39)

Built: September-November 2004

Obviously levels 7-10 were made in the same run. All are short and rushed, filled with cheap ideas giving the impression that they're large levels – such are the wide hallways in this level, for example. I think of this as horrific now, but I suppose it was "anything goes" in my early days.

#### ABANDON, EPISODE 5, LEVEL 9 (#40)

Built: September-November 2004

Here is a level completely bereft of guards; instead you get various ghosts here and there, mostly behind items so they cannot chase you. It conjures up the feeling of a haunted castle quite well, but it's still very poor. I'm still not certain if the player receives 100 % kill even though there's nobody there... Again, this was my first stab at mapping of which I had little idea – I had even less an idea on how the coding part worked and what you had to do to make a level 100 % completion-friendly. This was silly, as I myself strived (still do) to get a full 100 % ratio whenever I played a mod, and would often get upset if it was impossible, thinking that the author was lazy or failed in not to notice bugs. Oh, the irony...

#### ABANDON, EPISODE 5, LEVEL 10 (#41)

Built: September-November 2004

**Boss level**

As a boss level this is almost beyond ridiculous. I recognize a lot of the same ideas here I had going in the previous episode's boss level, ending in a large room which before SDL had various guards and sprites disappearing every now and then 'cause the original code couldn't hold that many items and actors being showed at once! It was a disaster to test this level. I don't think I ever did, really – at least not without cheating, which is another poor thing about my early levels. The boss was taken from *Operation Panzerschiff* which was a favorite of mine at the time and still is to this day.

#### ABANDON, EPISODE 6, LEVEL 1 (#42)

Built: November 2004

The name of this episode, suitably, is "The Last Solution". This is a very small step up the ladder – quite a good level, OK excitement for an opening slot; some respectably placed ceiling lights here and there – all in all quite good. I wanted this to be a sort of dusty prison kind of thing, which of course would be easier with a desert-colored wall rather than your standard blue stone. I suppose this is why I replaced the latter with the former.

#### ABANDON, EPISODE 6, LEVEL 2 (#43)

Built: November 2004

Carrying on from the previous level, this also features a prison atmosphere which later morphs into a standard level using a hitherto (almost) unused blue brick. I suppose it came from a John Bucksnot mod or something. Had the blue stone wall not been replaced, this level could've at least looked great, ceiling color-wise.

#### ABANDON, EPISODE 6, LEVEL 3 (#44)

Built: November 2004

Apparently I was absorbed in this new find, the blue brick wall. And yes, Hans Grosse makes an appearance yet again. I do not remember how many, but large parts of Episode 6 were made on the same day. I am not sure whether or not this level was the first, but it's either this or the next one started a feat on either 7 or 8 maps made in a row. Looking back, it was ridiculous. I did all these levels as a rush-job type of thing though I never set a deadline or anything. Well, I did write (using the name Togo) an e-mail that Brian posted to the Dome on September 11, 2004 – "before the end of the year I will have made an add-on" or something like that. I suppose that was my mantra, and I just wanted to get something out there. Little did I know that I would release another project and have another on the way by the time 2004 became 2005.

#### ABANDON, EPISODE 6, LEVEL 4 (#45)

Built: November 2004

Looking at this now, I'm sure this couldn't have taken more than an hour. This must've been afternoon or something. I used our old Windows 98 which was stationed in my younger brother's room next to mine (he was 10 at the time, didn't mind me being there and he hardly ever used the thing himself) so of course I couldn't sit around after midnight and stuff like that. It wasn't until *Secrets of Offenbach* that I finally got MapEdit, ChaosEdit and Wolfenstein EXE files working properly on my own computer. So my output before that was made on that computer – which never crashed, by the way. I even think there was Internet on there (which was a big thing for us then). Those were some fabulous times.

#### ABANDON, EPISODE 6, LEVEL 5 (#46)

Built: November 2004

The checkerboard texture which I first encountered in what I suspect to be my favorite mod (though it always ties with *Totengraeber*) *Schabbs 2000* is prominently featured in this episode, starting with the previous level. Here it continued, interspersed briefly with the more familiar "cornfield" texture featuring that BJ poster which I made myself – it's not very good. But it's there...

#### ABANDON, EPISODE 6, LEVEL 6 (#47)

Built: November 19, 2004

This is yet another checkerboard “lobby” type of level, incredibly short and silly, filled with officers and desks.

#### ABANDON, EPISODE 6, LEVEL 7 (#48)

Built: November 19, 2004

This level makes the odd and slightly mismatched transition of office-to-Hell, as I always liked the blood wall from Spear but I think it only lasted in this mod. The only other instances where I’ve used that particular wall has been in themed levels, as it leaves out a lot of standard bunker sprites and atmosphere because of its goriness. It would’ve sat in much better with Doom or any mod using Doom as its inspiration. The map itself is not that bad though, but it is quite difficult and over-the-top, filled with Uzi guards and I see some of that awful radar stuff again!

#### ABANDON, EPISODE 6, LEVEL 8 (#49)

Built: November 19, 2004

This is another Friday evening rush job, but after all’s been said and done it got made and it is possible to complete this. Hans Grosse rears his head again, whether it be ugly or pretty. How many appearances does this guy have in this mod?

#### ABANDON, EPISODE 6, MAP 9 (#50)

Built: November 19, 2004

As the previous level ended in a puddle-filled elevator I had to see what I could do to get that with me for the start position of this map. Of course, I’d added a puddle just in front of the switch, making a similar start position placement impossible. So this starts out in the open. With a brief resurfacing of the checkerboard texture, you’re dragged down memory lane in cornfields with BJ posters as well as the storage facility texture from *Operation Letzterschutz* first seen in the opening level. With Friday night winding down, and my mod almost done, I don’t think I spent more than 2 minutes on the next map.

#### ABANDON, EPISODE 6, MAP 10 (#51)

Built: November 19, 2004

##### **Boss level**

At long last an ending to this terrible mod. I mean, it’s a given that a first mod has its ups and downs and embarrassing mishaps here and there, but this is just ridiculous. What’s worse is that I didn’t really learn from my mistakes until mid-2005, more than half a year after I finished this. The level was done in not more than 5 minutes – tops. I didn’t even include a proper boss; I just put Hans in there and hoped for the better. So, so embarrassing! Even the ending triggers are placed the wrong way! Before Kyle informed on the subject, each ending trigger jump in my projects made the game crash shortly after, eliminating the possibility of writing down high scores. I think I accidentally removed some screens in FloEdit. All I know is that shortly after this baby’s release I quickly disowned it and just wanted to move on. So on Friday, November 19, 2004, I sent this in an e-mail to Brian Lowe, didn’t see it on the Dome for some time, and so I contacted him on December 3, as 2 weeks should be more than enough “buffer” time. He then put it out in the wee-wee hours of Saturday, December 4 (listed as December 5). I suppose the 2-week interim was partly spent cleaning up accidental spots in this mod, for example I am certain that a marching guard marching out of the map itself must’ve been there at some point or other... I notice some health and ammo items here and there placed in a fashion I’d never dreamt of at that time... Stoves next to each other, something Brian did in his own excellent *WolfBel* series... And of course, the ceiling color and the enabling of 110 % health and 200 ammo – something I must admit I was quite cross about when it first came out. But I appreciate it now – Brian always had a big heart for newcomers, he stood up for us and helped us get into the Dome and made the old guard’s sour advances towards people like me, Kyo Kusanagi (now known as Richter Belmont) and the Mega Brothers (maybe they had it coming) simmer down a little bit. So thank you, Brian.

## **Operation Achtliebe**

(Released December 20, 2004) Built: November 20, 2004-December 11, 2004

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 1 (#52)

Built: November 20, 2004

Saturday morning, noon and afternoon was spent finding the graphics and sounds for this particular mod. They were all in place by evening time, and I enjoyed this new set of graphics as they were closer to the original Wolf and Spear than those of *Abandon*. So by the time I'd finished off E6L10 for that one, the wheels were well in spin for this. I made a throwaway storyline, similar to that of *Abandon*, but of course I strayed from it often as it was either forgettable or not doable under the circumstances – like the previous mod this also used the original EXE. This time I wanted to respect that, so I used boss levels at level slot 9 and, for the first time, secret levels at level slot 10.

This level, the first of the “Assassination” episode, was made in the aftermath of this process. Many of the graphics came from *The Final Solution v3.0* even though v2.0 was my favorite edition of that particular mod. The deep blue doors and elevator graphics were lovely, I thought, but they stick out like a sore thumb compared to the rest of the graphics – I don't know how well they played with this purple brick level. The guards came from *The Final Solution* as well. Compared to the previous mod, this is a pretty fair opening level. I remember feeling relived and excited about this, and so I soldiered on to the next couple of levels. One way or another, this was done quite quickly, as 42 levels were done by December 20, exactly one month after the first one was made.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 2 (#53)

Built: November-December 2004

This level also prominently features the purple brick, is fair in size and overall a good follow-up to the previous level. I can already now say that I do not remember as many levels as well as those from *Abandon* – I suppose first impressions last longer.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 3 (#54)

Built: November-December 2004

I view this level as a milestone, because it was the first level I had a concept of early on which I actually think I succeeded with, to a certain extent. Obviously I was inspired by John Bucksnot here, with the surrounding columns and the chaos, but it worked out surprisingly well, and I remember I played it several times and felt quite proud of it. The skeletal idea of a square-shaped castle with sneak peek columns in all four corners still lives on in my mapping, and I use the design every now and then.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 4 (#55)

Built: November-December 2004

This level is a continuation of the cheap, abhorrent, ridiculous idea that a level spot is merely a number carrying you on to better things. Now I've learned that each and every level has to count in order for the mod to hold water of any substance. So looking at this now, it just makes my skin crawl. The idea to build a level solely around a maze always seemed like a cheap idea to me, they're easy to make, just a lot of narrow hallways taking an endless amount of time to get through with some sort of surprise finish.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 5 (#56)

Built: November-December 2004

When I first started mapping, I tended to avoid gray stone levels 'cause I thought of them as old hat, too close to the original, and that now where I have numerous other new, exciting graphics near me, why should I waste my time using those? I regret that now. I actually like the gray stone, 'cause it can go anywhere, it can be a beautiful, posh level with focus on design and housing primarily officers or SS guards, or it can be a drab, dark, mutant-based level, or it can be a straight Episode 1 exercise with standard sprites and guards only. This is a mismatch of sorts as the new esoteric doorways and various graphics look out of

place every now and then. I do like the area where columns are shielding nighttime landscape – there are two other column sections behind it, one from a room found later in the level and one secret containing treasure and a one-up. As the whole idea of floor codes had yet to get under my skin, this of course didn't work out the way I intended. But the seeds were planted.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 6 (#57)

Built: November-December 2004

Oddly pairing the *Lost Episodes* pipe texture with the slimy wall from *Totengraeber*, this level never really gets an identity. It's almost over before it's even started.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 7 (#58)

Built: November-December 2004

The mellow, brown ceiling color set suitably aside the brown marble coupled with the whole office feel of this level gives this a more bright and shiny outlook than any other level I had made up until then. Even now it still makes for an overall OK play. There's also a locked door placed in the main map whose key is found behind a secret door. This trick was something I picked up in *Totengraeber* and have kept ever since. Everything doesn't have to be super-duper-secret.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 8 (#59)

Built: November-December 2004

There are way too many guards in this level. The brown brick (modified from the familiar purple brick from *Spear*) was obviously taken from and inspired by John Bucksnot. There's the odd bug here and there... Obviously this was done quite quickly, and as I never truly really beta tested anything until *Nazi Operation* it of course went unnoticed.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 9 (#60)

Built: November-December 2004

**Boss level**

Whether or not this can be completed, I'm still not sure of. If the player eases up on the ammo and makes sure all guards are dead and gone before approaching the boss, then I'm pretty sure it can be done. Why there's a secret door containing just a water puddle, I don't know. Perhaps I mistook its icon for an extra life or something. In terms of color, this level isn't half bad. But it definitely needed more development to seem just the slightest bit convincing.

OPERATION: ACHTLIEBE, EPISODE 1, LEVEL 10 (#61)

Built: November-December 2004

**Secret level**

I decided I wanted to use secret levels in this mod, but did I ever do so properly? Judging from this one, I obviously botched the whole affair. This is just one long hallway filled with nothing but crowns, one of which is inside a wall! An utterly ridiculous map... Definitely not worth the hassle to access which to me is vital. If the level is secret, you know, sealed off, make it count.

OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 1 (#62)

Built: November-December 2004

In terms of layout, this level is actually rather decent. I don't know why there are two blue cave walls from *The Lost Episodes* in the opening room – I must've mistaken them for something that suited the gray slime walls. The name of this episode is "The Li'l Esel" which is named after the boss, found on the Image World, named Juan van Esel. As all graphical editing was done in WolfEdit, a horrendously outdated editor even then, one of his dying frames could not "fit" so I had to do my best to recolor one of Otto's death frames, something that did not work at all. It's the same story with the officers. The officer guard from *The Lost Episodes*' shooting frames did not sit well with that editor either, so I just splattered some color on the original sprite –

utterly embarrassing.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 2 (#63)**

Built: November-December 2004

In terms of size, this is quite fair, but again, lack of imagination causes the guard placement to become quite stale and boring, and at times even too difficult. There's a room where you need to defeat several flamethrower guards (replaced Hitler ghosts) to get a key, which even to me is way over the top when you haven't got that much to deal with in the first place.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 3 (#64)**

Built: November-December 2004

This level was heavily inspired by John Bucksnot – one of many. There's a secret door quite early in the level leading to a treasure room which is columned off, and the player will face guards from a room later on in the level. This particular situation I must've picked up in *Totengraeber* because I can't think of any other than BJ Rowan who did those things that I knew of at the time. Either way, it was my first time using this, and whether or not it worked out well I'll leave up to the player.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 4 (#65)**

Built: November-December 2004

This level has a narrow hallway lined with floor lamps, something I obviously got from Ariel and *The Golden Episodes*. This particular hallway also leads to a secret room (once you get the correct key – I placed the silver key in front of a locked door that uses the golden key) which is already teased in an entirely different secret area, one leading to a one-up. While this sounds promising, there's still Possum written all over this, and most of the level is a long, narrow, pointless maze leading to the final elevator.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 5 (#66)**

Built: November-December 2004

This continues slight hints of something better to come, and the gray stone interacts quite well with another part of the level, a gray slab prison texture that came from an abandoned mod, *Operation: God Hand*. Various other graphics, sounds and even music was released. Everything was fabulous and unique, but the author apparently ran out of ideas, time or interest to make this to the end. I liked this prison texture, as with the gray slab textures from *Spear Resurrection* they make prison areas look entirely different from the more familiar blue stone, more realistic in my opinion. I added dead SS guards and officers as pass-through sprites on their own to add to the atmosphere. The mutants fit in perfectly with that.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 6 (#67)**

Built: November-December 2004

It's a delight to see so many different textures in one level. The brown concrete from Spear was an old favorite of mine – I remember making a Spear level in either September or October that year – not too long after I made my very first level (which was in September) for Wolf... It wasn't really anything as I was just messing around the map editor – this wall, the Übermutant, some guards and a lot of Spear sprites I wasn't that familiar with back then. I suppose the idea from that hung in the air when I made this. Some clever secret doors here and there... A nice bunker/compound idea near the end... Not a bad level at all.

**OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 7 (#68)**

Built: November-December 2004

Yet again I disappoint myself. After a good substantial level, I suppose I still had the spark of something in me but it died on the vine. I am certain I wanted this to be a grandiose, brown marble office type of level but I just ran dry in the middle of it and decided to finish it off in a goofy fashion.



OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 8 (#69)

Built: November-December 2004

This gray texture probably came from Doom, but I first encountered it in a Barry Christian mod. I always connected it with a town-type of level, using barrels to create a village kind of feel, but it doesn't really show – I suppose it wasn't until *medEvil* came out I felt somebody knew what to do to get a "village" look in a standard Wolf mod. It's not that bad a map, the Hitler bust from *Spear Resurrection* is featured with the inscription amateurishly grayed out by me in WolfEdit. There's a texture reading "Übetoten", a mock German word made by me. This was before Google translate, and as I chose French as my second language in school (though I never learned anything, really) rather than German I never understood it properly until later on. Likewise, "Achtliebe" is a nonsense word, literally meaning "eight love" which makes no sense.

OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 9 (#70)

Built: November-December 2004

**Boss level**

To cap off an otherwise OK episode, I made this cheap and ridiculous boss level. The boss, Juan van Esel, is found alone in a small room surrounded by kitchen utensils (?) and a column blocking an elevator door. I was obviously dying for a seamless level EXE, as with *Abandon*, but I had no idea how or who to turn to at the time.

OPERATION: ACHTLIEBE, EPISODE 2, LEVEL 10 (#71)

Built: November-December 2004

**Secret level**

The blue cave texture from *The Lost Episodes* is something I hadn't used before – or since – and so, this level is nothing but an experiment. The texture didn't really go that well with what I had in mind at the time. If I had some nice, spooky sprites it could've been OK, but standard sprites like desks, plants and tables have nothing to do in a weird blue cave!

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 1 (#72)

Built: November-December 2004

Before I wrote this, I had completely forgotten that I had ever used the orange/brown brick wall from *Project Weltuntergang*, another favorite of mine. It works out quite well in a dungeon/tunnel environment. We have "animated" standard lights in the opening room, the old trick of replacing PacMan ghosts with these and then guarding them up so they don't "run around" as the PacMan ghost actor code hasn't been removed. So I was dying for both seamless levels and animated sprites – things I thought of as a big deal in 2004... And then, a couple days later, *End of Destiny* came out and changed the world – literally.

This episode is dubbed "The Chain-gun" which is stupid and fragmented. I would've originally wanted to call it "Never Break the Chain-gun", as me and my younger brother dug Fleetwood Mac's "Rumours" at the time, but that title (in a Wolf 3D setting) makes zero sense. But hey, at least it gave me a reason to make that crappy little image you see when you select the episode.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 2 (#73)

Built: November-December 2004

I'd always wanted to make a big level using the gray concrete wall from *Spear* – also known as the "cobblestone" texture. *Chemical Warfare* levels 4 and 28 were a huge inspiration for that, but I did not have the chops back then to pull it off, so I just made it into a small, haphazard affair. Luckily, about a year later I would make my first major cobblestone map, *All This & Wolf* 3D level 5 – "Secrecies".

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 3 (#74)

Built: November-December 2004

Yet again I utilized the orange/brown brick wall – I have no idea whether I put it there from the get-go or if it was inserted near the end, 'cause I have absolutely no recollection of ever building a level with it. Either way the level is OK in terms of size, and it plays through pretty well – nothing major though. But definitely, this is a big improvement over most of *Abandon*.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 4 (#75)

Built: November-December 2004

The size of this is pretty respectable. This particular red brick texture has only been used by me once, in this mod only. I liked the sheen of it back then, and it fitted in quite well, but I wouldn't even dream of using it now. I don't know. I've just developed this aversion to it for some odd reason. It has nothing to do with this level though – the only big throwaway here would be the hallway leading to the elevator.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 5 (#76)

Built: November-December 2004

Perhaps the number of guards here is a little over the top, at least compared to the sparseness of sprites in here. I can't really remember much about making this, either.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 6 (#77)

Built: November-December 2004

Though this is a bit on the short side, it doesn't matter, because my personal view of this is that the attention is mainly on the slightly cartoony brown stone wall. It doesn't really fit in with anything in this game, really, so I'm glad this level isn't that large.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 7 (#78)

Built: November-December 2004

The opening rooms have structures reminiscent of what I do today – which is good... There's a fully functioning marching guard – which is good... Sadly, it gets a bit uneven near the end, but aside from that this is a pretty good level for its time. I suppose the resurfacing of the prison slab wall may have been inspired by the then-recent *End of Destiny* which I played the first few levels of then without music (as there were some hardware/software problems) and it wasn't until late 2006 I finally got to play it the way it was meant to.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 8 (#79)

Built: November-December 2004

Balancing the different brightness of the blue walls and the green slimy bricks was a bit hard and in the long run I don't think it worked out. It brings up memories of *Abandon* which was just a completely random palette with way too many colors. Substantially, the design of this level is OK, but the colors ruin it for me. The blue cave wall certainly doesn't make it better!

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 9 (Originally Wolfenstein 3D, Episode 3, Level 9)

Built: November-December 2004

#### **Boss level**

This level is just awful. All in all it's just a cheap rehash of the original E3L9, and the boss is a chain gun guard from Ben Blaufarb's vaporware mod *Tekkoudan*. I am not proud of this in any way. The only positive thing about it is that the ending triggers are facing correctly, but still there's an elevator door nearby... Again, I was just dying for seamless level flow.

OPERATION: ACHTLIEBE, EPISODE 3, LEVEL 10 (#80)

Built: November-December 2004

## Secret level

This is just another cheap knockoff filled to the rafters with crowns. I hate it.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 1 (#81)

Built: November-December 2004

We move a tiny baby step up the ladder here again, in this quite extensive opening level which is a big, fat blue cargo/whatever kind of level. I don't know – sometimes it's good to make a level with a theme already decided upon, other times not. There aren't any dogs in this game either, they were replaced with what I saw as a Hitlerjugend kind of guard, a young-looking modified *Lost Episodes* guard from probably *Kristallnacht*, a *The Final Solution*-based mod I was heavily into shortly after I started playing add-ons. This episode is dubbed "Hitler's Hell" as Hitler himself acts as boss, though it's not actually Hitler, it's a boss nicked from *Operation Heimzahlung* which used a different palette, so his outfit turns out pink here. It's amazing what you thought could get away with when you were starting out.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 2 (#82)

Built: November-December 2004

Though it's a bit on the small side and a bit disjointed, it still holds water, 'cause as I said earlier – this particular cartoony, oddball looking texture is not meant for major levels. It just isn't. If I had to play a level using the 64x64 to its fullest with this as the only texture I swear I'd go crazy.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 3 (#83)

Built: November-December 2004

This level uses the bright blue wall texture from *The Final Solution* v3.0 together with the gray slab prison texture. They do not interfere that well. That aside, it's a pretty fair level.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 4 (#84)

Built: November-December 2004

All in all this level is pretty good. It prominently features a tan brick wall. I think it originally came from *Kristallnacht* but I could be wrong. I know a similar looking wall appeared in *Operation Letzterschutz* and I suppose that was more my catalyst for using it than the former mentioned mod.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 5 (#85)

Built: November-December 2004

A lot of sprites here inside walls... Some cannot even be accessed... Choice of guards is awful as well – way too many mutants. It's a very short, compact level but it's not as fashionable (or acceptable) as the compact levels I would later make.

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 6 (#86)

Built: November-December 2004

Yet again I reutilize *Totengraeber* ideas on autopilot. A prison should **not** be jammed with stoves, utensils, desktops and stupid plants in pink pots! In terms of color, décor and general flow this level gets a big F from me. Overall a very poor effort – what really makes it stink big time for me is the secret corridor leading to a room filled with regular guards (and literally nothing else) near the end. What on earth was I thinking?

### OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 7 (#87)

Built: November-December 2004

Here we have yet another throwaway. The gray concrete wall turned into a long and winding maze meant for nothing but passing time and meant to be difficult (mainly because of endurance, I suppose) – my firm apologies.

**OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 8 (#88)**

Built: November-December 2004

There are numerous references to other projects in this level. First of all the opening room, the oil barrels guarding the elevator came from *The Tower* by Poet, and the silver key amongst floor lamps came from *Chemical Warfare* level 1. There is also a secret area where you can see a door blocked by barrels, which comes from *The Final Solution* level 13. Other than that, it's a pretty large level, quite fair, but this particular gray slime shade is way too bright for me, looking at it now. I took this from *The Final Solution* v3.0 and haven't used it since. I prefer my slimy walls to be more on the darker side in terms of nuance.

**OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 9 (#89)**

Built: December 2004

**Boss level**

Here we have yet another unsatisfactory boss level, this time featuring the brown concrete texture. I am sure that by this time I had established contact with Kyle Albert, and I had been sent the executable for what would become *Project Wolfgeist*. I was therefore busy with this, and so anything related to *Operation Achtliebe* was completely irrelevant for me and all I wanted to do was to get it out of this world, much as this had forced *Abandon* to be quickly finished.

**OPERATION: ACHTLIEBE, EPISODE 4, LEVEL 10 (#90)**

Built: December 2004

**Secret level**

Looking at this now, I have no idea whether or not it can be completed without dying – on skill 4. I always wanted a level, preferably secret, where BJ has zero time to think but just has to run, run, run... But it got cheap and too gag-relying, and as a secret level even it's horrible. But after Kyle Albert entered the picture with the neat EXE he put together for me in mid-December, I couldn't care less about this mod.

**OPERATION: ACHTLIEBE, EPISODE 5, LEVEL 1 (#91)**

Built: December 2004

Though this episode was "blocked off" (in writing only) the first two levels were still playable – there were no other levels made. All in all this mod counts 42 levels. As mentioned previously, a new mod dawning took away all attention from this mod, and I tried to make this episode the best I could, but I couldn't see the point. I just finished what I could and sent it off to Brian as a so-called demo (though I could never imagine 42 out of 60 levels being only worthy of being called demo) on December 20. This was later rehashed in *Project Wolfgeist* as level 26.

**OPERATION: ACHTLIEBE, EPISODE 5, LEVEL 2 (#92)**

Built: December 2004

My final endeavor with *Operation Achtliebe* ended firmly in the middle of this. I didn't even finish it off properly! I seem to remember I had more rooms planned but I just couldn't care. On to the next one!

## **Project Wolfgeist**

(Released February 2, 2005) Built: December 11, 2004-February 1, 2005

**PROJECT: WOLFGEIST, LEVEL 1 (#93)**

Level name: "Wardrobe"

Built: December 2004

I have no recollection on how it happened, but I'm certain it was me who started messaging with Kyle on MSN. This must've been early December 2004. He was younger than me, making me immediately jealous, as he had been around in the Wolf community for a couple of years, releasing his first mod (with an EXE that had new bits of code in it!) at age 9 or 10. My English skills were also quite poor then, at least in communicative writing – I could easily find the right words, but I could never place them right, and I tended to use irony, questions and other thing that work out way better orally than in writing far too much. I still do that occasionally. Nevertheless, Kyle made an EXE that was sent to me around noon on December 11, 2004. Noontime for me in Denmark was 6AM in Cleveland where Kyle lived, so I was very, very lucky to have met him. Obviously he was a determined guy. I got free reign to do most anything I wanted with this mod. At last – seamless levels! Textured floors and ceilings, which was my idea, a missile launcher – all sorts of features that seemed impossible just mere days before. Just hours before I got this EXE sent to me I'd cranked out another crappy map in *Operation Achtliebe* and now the whole Wolf world lay at my feet – that was how I felt. Sadly, the fate of this mod was short-lived and looking at it now, the mapping was extremely poor – it almost reaches *Abandon* level in most places. As an opening, I suppose this was appropriate – light, large and introductory to the many faces of this mod (including the lab areas which I had longed to make for many months) but it still lacks in overall quality and fastidiousness.

**PROJECT: WOLFGEIST, LEVEL 2 (#94)**

Level name: "Main Hall"

Built: December 2004

Thanks to Kyle, I learned how to use MapEdit v8.4. Before that, I was using MapEdit 4.2 which even then was ancient, buggy and bereft of any smoothness. I still use MapEdit v8.4 (the 8.5 patch, actually) to this day. He also taught me how to copy stuff, delete stuff properly, and I think he also taught me how to back up levels even though I didn't – this forgetfulness would later see me lose a big bulk of levels in *Secrets of Offenbach* and I've backed up everything ever since. This level is large and fun, though. Thanks to the floor texture, it feels like a lobby, a large hall, something spacious and refreshing from soggy old *Abandon* and *Achtliebe* – it's hard to explain how relieved and delighted (and thankful) I felt to be able to make levels in this lovely environment. Inspiration came in heaps, but near the end, of course, another new dawning project overshadowed the entire effort and it quickly became yesterday's news.

**PROJECT: WOLFGEIST, LEVEL 3 (#95)**

Level name: "Wehrmacht Planet"

Built: December 2004

The level itself is all right, but the title is misleading. There are no Wehrmacht guards in this mod – the replacement guards either come from *Assault on Castle Totenhammer*, an obscure beta mod with numerous changes for its time (2003) which sunk without a trace, *Coming of the Storm*, *The Lost Episodes* and *Kristallnacht*. Compared to what I could've dug up, the officer sprite is incredibly poor.

**PROJECT: WOLFGEIST, LEVEL 4 (#96)**

Level name: "Getouttahere!"

Built: December 2004

There are a lot of guards in this level, but in terms of texture and diversity it's way too one-sided. The multicolored red brick texture is meant to be placed randomly between ordinary red bricks – not meant to be a texture on its own. The silver key is placed in a secret laboratory, which is all right, I guess. I don't know how widely used multiple textured floors and ceilings were in 2004 and if Kyle was able to do it or not (I think he was, anyway) – but the smooth tile ceiling and brown stone floor do not sit well with anything related to laboratories.

**PROJECT: WOLFGEIST, LEVEL 5 (#97)**

Level name: "Leaved Lab"

Built: December 2004

Apparently, “leaved” is a word, but it never sounded right to me. Anyway, my aspirations with the level itself were probably big, but the output was poor, disjointed and way too short. Also, landscape textures and laboratories are a bad combo.

**PROJECT: WOLFGEIST, LEVEL 6 (#98)**

Level name: “Lock ‘n’ Load!”

Built: December 2004

I have no idea where this blue texture comes from – I think it was a wall pack or something. It only had one shade, which sat well with my idea for this mod anyway, as many projects with textured floors and ceilings only had one-shaded walls, along with the custom that no objects or guards cast shadows. Looking at it now, I don’t think it interferes that well at all with the floor and ceiling. I remember Kyle saying he had no problem with changing the floor/ceiling textures level per level but either I didn’t understand or pretended to have everything under control. So floor/ceiling textures only change for each 10 levels.

**PROJECT: WOLFGEIST, LEVEL 7 (#99)**

Level name: “Freundschaft”

Built: December 2004

This is another one that does not compliment the ceiling/floor textures that well. A modified purple stone, here in a bright blue sheen, supposedly some sort of cave... Again, my storylines would wander off and then on again. I have no idea how, from a slightly realistic point of view, a cave would be on the seventh floor of a castle or whatever. I was just on a roll when I made these levels. I was so enthralled with the new features that the levels around them became redundant and just something that had to be done, rather than a well thought out idea. Though “Freundschaft” means friendship in German, I don’t think I knew that at the time. I just liked the look and the sound of the word.

**PROJECT: WOLFGEIST, LEVEL 8 (#100)**

Level name: “Quickwalk”

Built: December 2004

I liked the look of the blue wall from *The Lost Episodes*. I remember I played a lot of Sandy’s add-ons at this time – Sandy released a bunch of projects which stole pretty much anything from Wolf Skevos-Jones. However, the levels were a guilty pleasure for me – so small, concise, and direct. I am not sure whether or not Sandy’s levels had influenced me here, but they probably did. All I remember is the days up to and including New Year’s Eve 2004 I played several projects of his like mad. While this particular level is small, it’s not very concise or direct, really. It’s just another excuse to move on to the latter part in the mod.

**PROJECT: WOLFGEIST, LEVEL 9 (#101)**

Level name: “Storage”

Built: December 2004

Ever since playing *Operation Letzterschutz* I always wanted to make a level taking place in a storage facility. I didn’t even have the chops to pull off a small, meaningful level at the time, so this was just a disaster! And yes, I ended up taking the coward’s way out, making a maze, at the end just to finish it off. There’s a long secret door passage that eventually leads to the missile launcher. Boy, did I have fun with that one! Though the guards didn’t explode it was just so fun shooting those missiles – in my own mod! So yes, by focusing on the gadgets and the visual aspects of this mod rather than the substantiality and the mapping, the entire mod ended up being a horribly disjointed affair with an excellent EXE that I never did anything near justice. This level is no exception. This is also my first map to utilize one of Chris’ tunes, “Control Deck 17”, originally heard in *Chemical Warfare* level 29. As the music order in this mod is pretty terrible (all my fault of course), it’s interesting that I would pick that particular one. I’ve always loved it. But how on earth I got it here I don’t know. I did not know anything about WDC at this point, and I’m not sure how good I was with FloEdit. Perhaps Kyle found it for me.

PROJECT: WOLFGEIST, LEVEL 10 (#102)

Level name: "Schwarzsicht"

Built: December 2004

**Boss level**

Compared to my previous boss levels, this is actually rather good as it has something close enough to an actual level around it rather than just an overtly decorated, colossal room with a boss randomly placed in it. I can also see that this was where my short obsession with humongous hallways began – I took this from Wolf Skevos-Jones. But he made them look the part, whereas I just made levels based around the hallways as the only thing, not thinking about the aesthetics, so it could be 8 squares wide facing north, 6 facing south etc... I was obviously not ready for something this brilliant, but I nevertheless threw myself into it on a whim.

PROJECT: WOLFGEIST, LEVEL 11 (#103)

Level name: "Farmmler Entry"

Built: December 2004

From level 11 onward the textured floor and ceiling consists of checkerboard and plank, respectively. It looks brilliant, but my mapping ideas did not fit these at all. This level uses the familiar *Lost Episodes* blue wall, so it sort of dies on the vine. This level is the first of a number of levels in an area where mutants have the power. I took this from levels 13-18 of *Totengraeber* and pretty much any storyline I may have worked out through time always has a mutant-only part. It's just a familiar place for me. The elephant-sized hallways continue on.

PROJECT: WOLFGEIST, LEVEL 12 (#104)

Level name: "Mutant Charge"

Built: December 2004

This is basically just a continuation of the previous level, with grand hallways, my old staple of toilets and landscape and a load of random sprites. I have no idea how Kyle could put up with this.

PROJECT: WOLFGEIST, LEVEL 13 (#105)

Level name: "Complexes"

Built: December 2004

This is probably one of the better levels from this mod. In terms of size it's much more acceptable; in diversity it's just as good. The dirty brick texture came from *The Final Solution* and it was also used in *Dark Dungeon*, which is probably where I picked it up in the first place. The library part was something I've always wanted to do. This came into full fruition on level 15. This ends in a long, titanic hallway like so many other levels in this mod, but there you go.

PROJECT: WOLFGEIST, LEVEL 14 (#106)

Level name: "Leaved Castle"

Built: December 2004

As "Abandoned" could not fit I had to call it "leaved". The level itself isn't that exciting, way too small. The idea of using gray stone #3 came from *Totengraeber* level 14; otherwise I didn't really use that particular texture at all until way into *Nazi Operation*.

PROJECT: WOLFGEIST, LEVEL 15 (#107)

Level name: "Lost in Library"

Built: December 31, 2004

I had this obsession with a library-only level, and now I had the right environment to make it in. The concept is pretty good, but it doesn't really hold water – anymore. I was still keen on this well after it had been released, but I found I made up for it in a level I submitted to the *Map of the Month Contest* in September 2007 which contained a major library section. This and the next level were made on New Year's Eve.

**PROJECT: WOLFGEIST, LEVEL 16 (#108)**

Level name: "Stretch Pursuit"

Built: December 31, 2004

This is just downright embarrassing. Overblown, too wide hallways, ridiculously little time spent on this... If only one could go back.

**PROJECT: WOLFGEIST, LEVEL 17 (#109)**

Level name: "Prison"

Built: January 2005

In terms of design, for me, this is a first. Whenever I make prison levels now, I use 3x3 cells, but I hadn't done up until this point – and I don't think I did for some time after. I wanted to make the prison door graphic look realistic, so I made these major cells. Like so many other things, that idea came from *Dark Dungeon* as well. So all things considered, this level is all right.

**PROJECT: WOLFGEIST, LEVEL 18 (#110)**

Level name: "Runaway"

Built: January 2005

This level is silly and disjointed. I was obviously inspired by *Chemical Warfare* level 29 in terms of a wacky level popping up in the middle of everything. The steel panel makes for an excellent "cage" overall, but there are so many redundant features, like the 4 secret doors that can never be opened so that all 4 have been released, making 100 % secrets impossible. The boss from level 10 pops up again, and to this day I still think the only acceptable boss you can place randomly is Hans Grosse. He was in E2L8 and E6L10 so it's "legitimate", you see... But once he is no longer there, there's no pussyfooting with bosses. To cut a long story short, this level is horrendous.

**PROJECT: WOLFGEIST, LEVEL 19 (#111)**

Level name: "Desolate It All"

Built: January 2005

As soon as I got hold of Kyle, and chatted with him for hours on end on MSN, I wanted to hear how *Operation Todpfad* and *Operation Elimination* were coming along. I used to surf the news archives like mad in those days, so I pretty much knew each and every mod that had ever been announced, let alone released. So via this, I got Kyle to rework and eventually release *Operation Todpfad*. He had already sent me a beta version in December 2004 just to get inspiration. And my jaw dropped. He kept saying he wasn't really good at mapping, but his levels were terrific. I got so jealous about this. I was cranking out one shitty level after another, and here was this golden palace of levels that just sat in the cans, literally, at the time. I suppose that was the catalyst behind this level having wood panels, 'cause *Operation Todpfad* level 2 had wood panels and I just fell in love with that particular level, which in time would also heavily influence *All This & Wolf 3D* level 6. The stupid ending hallway aside, this level is okay. It still doesn't make the cut – but it's playable...

**PROJECT: WOLFGEIST, LEVEL 20 (#112)**

Level name: "Kill the Mehrer"

Built: January 2005

**Boss level**

... And we're back to substandard boss levels again. The enemy placement looks like it didn't take more than a minute... The



rest of the level is crap, if not non-existent... And the boss is a re-colored Submarine Willie from *The Lost Episodes*, courtesy of Mega Luigi. They renamed this below-par re-coloring "*Mehrerkrutengehlingeguhrrer*" or something insane like that.

PROJECT: WOLFGEIST, LEVEL 21 (Originally Wolfenstein 3D, Episode 1, Level 1)

Level name: "Abandoned..."

Built: January 2005

I tried to write an "archeological" storyline to fit with the fact that my mapping juice was running low – and probably had been for a while. In a mere two months I'd released over 100 levels. That's a lot! Whether or not they were any good, they were still levels that I spent time on, sat me down to do. So I nicked this level, spiced it up to look like how the old E1L1 would look like if BJ was to go back. But as no original textures survive, it sort of dies there... The presence of textured floors and ceilings didn't make it better, either. Everything about this is just abhorrent.

PROJECT: WOLFGEIST, LEVEL 22 (#113)

Level name: "Archaeological"

Built: January 2005

I did not play *Return to Castle Wolfenstein* until late 2005, so I didn't know about the archeological aspects of that mod when I did this. I was, however, a big fan of *Coming of the Storm* and I am certain that the inspiration came from there. But this is just abysmal – checkerboard floors in a supposed cave? What the hell? This is just so bereft on any imagination whatsoever. It really embarrasses me!

PROJECT: WOLFGEIST, LEVEL 23 (#114)

Level name: "Old Castle"

Built: January 2005

I cannot think of any old castles that may have had bright blue brick walls. It is a pretty large level, all things considered, but it still doesn't make the cut for me.

PROJECT: WOLFGEIST, LEVEL 24 (#115)

Level name: "Tod!"

Built: January 2005

This particular level was actually made as an attempt to create a map set for Spear, something that never really took hold until late 2011. I ran dry and got fed up with Spear's limitations, so I changed a little here and there and added it to this project instead. It's compact and intense, and judging by most levels in this mod it's probably one of the best ones here.

PROJECT: WOLFGEIST, LEVEL 25 (#116)

Level name: "Enemy Epidemic"

Built: January-February 2005

It's all right, I guess, but it's still very sub-standard compared to what I had at my disposal. Animated objects, even. I never did these features any justice. This particular level is all neat and shiny, but the same textured floor and ceiling does get tedious after a while as it most definitely does not fit each and every wall there is.

PROJECT: WOLFGEIST, LEVEL 26 (Originally Operation: Achtliebe, Episode 5, Level 1)

LEVEL name: "Steel Labyrinth"

Built: December 2004

This was taken from *Operation Achtliebe* E5L1 as that episode was marked "not available" while still being open for people to play. I added some throwaway bits, but nothing major. So this was a cheap way to fill up level slots. I had already tinkered with

a number of lab levels – I am certain the first couple of lab levels were made in mid-December shortly after I had gotten the EXE – so it was all about patching up for me, really.

PROJECT: WOLFGEIST, LEVEL 27 (#117)

Level name: “The Mystery”

Built: January 2005

I was the world’s biggest *Chokage* fan. I felt it went places that no mod ever did or have done since. It took original Wolf, but with a bizarre and unique cartoony twist that nobody’s ever been able to duplicate. I always wanted some wacky, out-of-the-box kind of level in one of my add-ons, which finally came from the author behind *Chokage* himself, Chris, in the now-legendary *All This & Wolf 3D* level 69. Until that got made, I had a stab at making pseudo-weird levels myself, with this being one of the first. It’s just horrendous. Weird levels do not fit in well with textured floors and ceilings, and the entire atmosphere of this mod just does not fit at all. This is probably my worst level out there.

PROJECT: WOLFGEIST, LEVEL 28 (#118)

Level name: “Port Pottswieg”

Built: January 2005

Compared to the previous level, I’m delighted to see that this has actual structure in it. But my interest in this project had begun to wane at this point. During January, I’d begun speaking to a guy by the name of Flamer46. He was a great coder, fast and reliable, right until he quit the project shortly after he had sent me the first beta EXE which had a lot of loose ends – but it was still a lot of fun for me. According to my MSN chats, Flamer46’s older brother (using his account) told me that Flamer46 had been hospitalized and wouldn’t be able to help me anymore. I don’t know how much truth may be in that, but what’s done is done. It was then I first started to speak to Havoc, who salvaged the EXE and turned into something more concise and also, he did it fast! I had the first EXE to what would become *Secrets of Offenbach* about a week before I wrapped up *Wolfgeist*. So I consider this particular level the last real spark of something, for me, in this mod – as lab levels 31-34 were, with certainty, done before I’d contacted either Flamer46 or Havoc. Also, according to the Dome news archive, I had started a project entitled *Über Deutschland* which was basically just the usual sprites with new walls and Wolf Skevos-Jones’ *Heer* guards pack. I think I wanted to do something similar to *Operation Letzterschutz* in terms of aesthetics... But like so many other projects I did in late 2004/early 2005 it died prematurely. I remember I did 1 or 2 levels for it, which I deleted and never backed up – which was a shame. Level 1 was a great level. It could’ve easily been in this project, instead of numerous crappy levels. A screenshot exists of this, posted on January 13, 2005 on the Dome.

PROJECT: WOLFGEIST, LEVEL 29 (#119)

Level name: “Big Complex”

Built: January 2005

I was freewheeling here, not knowing what was exciting and what wasn’t. As I mentioned earlier, my interest in this project was dying, and I was moving away from it. Also, what became *Secrets of Offenbach* was made on my own computer, rather than the one in my younger brother’s room next door. In that sense it offered a lot more freedom, for me anyway.

PROJECT: WOLFGEIST, LEVEL 30 (#120)

Level name: “Goal Goering!”

Built: January 2005

**Boss level**

Again, I was dying to get out. This is beyond horrific – as an early boss level even... There’s no relief in this at all.

PROJECT: WOLFGEIST, LEVEL 31 (#121)

Level name: “Lab Entry”

Built: December 2004-January 2005

Ever since playing *Operation Heimzahlung*, *Project Eisenritter* and *Castle Totenkopf* in late 2003 when I first started getting into Wolf beyond the original, I always wanted to make lab levels. I always did. Whenever I got bored at school I'd write storylines, map guides, sketch out castles and in which spots the labs should be. I remember I always wanted 120 floors... This idea still hasn't been lived out to this day. But, anyway, the atmosphere of labs hung heavily in the air even before I got the EXE. I knew exactly what I wanted to do, so levels 31-34 were done with determination rather than just goofing off, making as many levels as quickly as possible. The lab levels were done intermittently between the early castle maps and in early January 2005.

**PROJECT: WOLFGEIST, LEVEL 32 (#122)**

Level name: "Guards Aboard"

Built: December 2004-January 2005

The floor and ceiling textures for the laboratories were done by me, or rather, I just took and copied various patches of the white lab panel from *The Lost Episodes* and the "asylum" wall from *Totengraeber* and it worked out OK. Nothing here looked as oddly out of place as so many earlier castle levels do. I enjoyed making the lab levels, and playing them was a blast. It's a shame it didn't last that long – looking at *Operation Achtliebe*, for example, it seemed that my mapping was improving near the end, but so many levels in this particular project just seemed a return to infancy.

**PROJECT: WOLFGEIST, LEVEL 33 (#123)**

Level name: "Medlab"

Built: December 2004-January 2005

The level name sounded cool, but I didn't really know what it meant. This is the first lab level that drifts off course, as there's a small but vital part behind green oil drums – an Episode 1-like scene with gray stone, a stove, a dead guard... It's kind of ridiculous. I was obviously dying to get back to original Wolf, before all the madness with the graphics, the sounds, the coding, everything. Worst of all, I was being a dick to Kyle Albert for doing this, but I was just so insecure which way I should go with my mapping. Eventually I chose correctly in taking on the original atmosphere and keeping it low-key ever since *Secrets of Offenbach* and later *Nazi Operation* took hold. Kyle was quite rightfully enthralled with *End of Destiny* as so many others whereas I was still raving about *Operation Panzerschiff*. I think that explains a lot.

**PROJECT: WOLFGEIST, LEVEL 34 (#124)**

Level name: "Muted Hall"

Built: December 2004-January 2005

A selection of this level retains the original maze from E4L4 with small additions. This was a very poor move from my side, but it is what it is. This was, in my view, the last level I ever did for *Wolfgeist*, at least, the last one in the released chronology. This was a short, disjointed mod that I regret doing even more than *Abandon*, and I was very, very lucky to have Kyle Albert working out the EXE for me.

**PROJECT: WOLFGEIST, LEVEL 35 (#125)**

Level name: "SS Krieger"

Built: January 31/February 1, 2005

**Boss level**

After a couple of days without doing anything for *Wolfgeist*, instead turning my focus to either *Über Deutschland* (if it hadn't been dropped already) or *Secrets of Offenbach*, I took a final stab at mapping for this project, just haphazardly finishing the levels as quickly as I could. So I dug up some ancient boss sprite, padded out the level blindly and hoped for the best.

**PROJECT: WOLFGEIST, LEVEL 36 (#126)**

Level name: "The Wolfgeist"

Built: January 31/February 1, 2005

## Boss level

So this ends with the final boss from *Project Eisenritter* morphing into a mutant Hitler, which ultimate ends the game. Of course, as I never played this, or didn't care, I thought he dropped a gold key, leading to an elevator, but... At this point, I just didn't care. I'd do anything to finish anything off, despite it being a kick in the face to Kyle, to myself, even... The phrase "anything goes" was pretty much my mantra until *Nazi Operation*.

PROJECT: WOLFGEIST, LEVEL 37 (Originally the Final Solution, Level 1)

Level name: "TFS Backwards"

Built: January 31/February 1, 2005

I loved *The Final Solution* and I always tried to pay as much homage to it as I could in my Possum days. As this wasn't playable due to the previous level's boss having a death cam scene, it just stood there... Like nothing... Apparently Dr. Schabbs is in there somewhere as he never had his much deserved showdown. And yes, the ending triggers face the wrong way... Again, a return to infancy... I still think this is the worst mod I ever made. I didn't even change the sprites! There are toilets next to tables in one room! And Brian, bless his heart, asked if those particular sprite pairings were a new Nazi idea! Those were the days...

## Abandon 2: Purgatory!

(Released March 23, 2005) Built: February-March 21/22, 2005

ABANDON 2: PURGATORY!, LEVEL 1 (#127)

Built: February-March 2005

Though this came out well before *Secrets of Offenbach*, it was not thought up until mid-February or so. As with so many other short-lived projects of mine it received a premature release, utilizing then-unreleased levels from *Secrets of Offenbach*, instantly ruining the entire surprise of my improved mapping. Between March and July my mapping skills improved vastly, but due to a backup error, the only maps released from *Secrets of Offenbach* were all relics from February-March, already released here, and I do not consider my mapping salvaged (or play-worthy) until the demo release of *Nazi Operation* in August 2005. This level is pretty good. The entire EXE is actually that of *Countdown to Disaster*, a mod by Gary Ragland which I never played until I beta tested the SDL release. The only reason I used it was that he had left the mapping data files behind, so it was an easy pick. This was also my first experience with the wall variation #1/wall variation #2 decoration, something I've used ever since. The level itself is not a great improvement over then-recent affairs, but it's still pretty good. I have no idea why I re-utilized the gray guard from *The Final Solution*. It's very old hat.

ABANDON 2: PURGATORY!, LEVEL 2 (#128)

Built: February-March 2005

The opening room is excellent, and this level is proof that my mapping skills were excelling, and got more room to do so in a more original setting. I didn't feel I had to make up for anything in a more original environment, I suppose. The daytime landscape hadn't been used in any mod of mine until this, so that was refreshing as well... There are a couple of bugs (including one with a key) but it is what it is.

ABANDON 2: PURGATORY!, LEVEL 3 (#129)

Built: February-March 2005

I probably did have major aspirations with this mod, but I just could not take it slow. I had to get something out there, and fast. I had to prove something for myself. So this level was a rush job, the remaining levels were tagged on from *Secrets of Offenbach* which was on hold at the time because of this mod, and it got released in the middle of March. It was received quite well compared to what it was, but I regretted releasing it shortly after. I was planning on revising numerous levels in *Secrets of Offenbach*. During the summer of 2005 I re-made a lot of levels, mainly early ones, as well as levels 19-40. So I suppose, in a way, if things had turned out like they should've, *Purgatory!* could have stood on its own as the *Offenbach* maps were either

removed from the original *Offenbach* or re-made in such a fashion that they couldn't be recognized. But sadly that wasn't to be.

#### ABANDON 2: PURGATORY!, LEVEL 4

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 5

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 6

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 7

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 8

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 9

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 10

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 11

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 12

Built: February-March 2005

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

#### ABANDON 2: PURGATORY!, LEVEL 13 (Originally Totengraeber, Level 13)

As *Totengraeber* level 13 was a big favorite of mine and a huge inspiration, I thought I'd just as well nick it. I gave BJ Rowan

credit, and some people actually thought it was a new level constructed by BJ for this mod alone!

#### ABANDON 2: PURGATORY!, LEVEL 14 (#130)

Built: March 2005

##### **Boss level**

This is yet another rushed boss level made for the sole purpose of sealing this deal and sending this out there. Apologies go out to Gary for molesting his mod.

#### ABANDON 2: PURGATORY!, LEVEL 15

Built: February-March 2005

##### **Secret level**

Though this was first released in *Purgatory*, it was constructed as part of *Secrets of Offenbach*, and so it is listed there.

### **Secrets of Offenbach**

(Released July 28, 2005) Built: February 4-July 26, 2005

#### SECRETS OF OFFENBACH, LEVEL 1 (#131)

Built: February 2005

To set the record straight: By January 2005, I had a lot of projects going. *Uber Deutschland* which got canceled, something called *Schabbs 7000* (later released in May 2006) which was an early incarnation of this – a standard executable made by Havoc featuring gray ceilings on all levels, and a number of features which was used in *Secrets of Offenbach*. Something I thought I had to mention was the EXE that I actually coded myself around this time. It was sort of a gap between *Uber Deutschland* and this. It featured some of the same sprites. I was never a coder, but somehow I managed to get the executable to work. Guards got tougher, the scores got funnier numbers, and I even managed to make the map name show on the “Get Psyched!” screen. However, something happened along the way causing the guards to walk backwards, have random noises playing, which I thought was hysterical. But I canceled it along the way and deleted everything. One level was made. I do not recall any more.

*Secrets of Offenbach* took off in February, though the title was tinkered with (as mentioned earlier) a couple of times. This opening level was not the first level made for it, as witnessed in *Schabbs 7000*. But I made it and played it through and I liked it a lot. Along with a number of other early levels, it was redone in July 2005 but this was never backed up and therefore lost. I still think the released product of *Secrets of Offenbach* is misrepresentative – some of my better levels were never released as they got lost. On top of that, most of the remaining levels had already seen release in *Purgatory*.

#### SECRETS OF OFFENBACH, LEVEL 2 (#132)

Built: February 4, 2005

I was thoroughly enjoying making levels for this mod back then. This was just after I had gotten all needed files to work on my own computer, so I could stay up for longer hours and get better ideas flowing. This level is one of the better early ones, but I also remember this being remade in a much more smooth and elegant fashion, which never saw the light of day. One of the most amateurish things about this mod, though, is the fact that the scientists replace the mutants, and so there are no mutants to guard or keep in the laboratories. Perhaps this was coded into the EXE later, but as I mentioned earlier, all work on *Offenbach* from April through July is forever lost and I have no detailed memory of what happened in those months whatsoever, sadly. This made a reappearance as secret level 20 in *Gex’ Spear Levels Pack*, a community set assembled between 2004 and 2005 which was released September 25, 2005.

#### SECRETS OF OFFENBACH, LEVEL 3 (#133)

Built: February 6, 2005

This was made on a smooth Sunday evening, with the TV going, and me enjoying making levels in a traditional blue prison. Until this point I hadn't made, officially anyway, an old fashioned blue stone prison level. The following week was winter break, so I didn't have to worry about bedtime. Those were the days... This was also one of my contributions to the *Gex' Spear Levels Pack* which was released on September 25, 2005.

#### SECRETS OF OFFENBACH, LEVEL 4 (#134)

Built: February 2005

A thing I should note is that this was released in July, whereas all levels except very few were made in February. I had changed the VSWAP by then, and if there's the odd machinery, kitchen utensils or whatever in unorthodox places, it's simply because I hadn't cleaned the levels that I managed to release up. The *Secrets of Offenbach* that came out on July 28 was pretty much a backup from mid-March or even earlier. I do not remember making this level, but it's the first of many true "castle" levels I made, and so it deserves an honorable mention.

#### SECRETS OF OFFENBACH, LEVEL 5 (#135)

Built: February 2005

The opening room was inspired by various scenes from *Coming of the Storm* and the "archaeological" levels therein. There's also homage to E6L5, but other than that it's a pretty standard level, nothing major but definitely a step up the ladder from previous efforts like *Wolfgeist* and *Abandon*. This was also a part of the *Gex' Spear Levels Pack* that came out September 25, 2005.

#### SECRETS OF OFFENBACH, LEVEL 6 (#136)

Built: February 2005

The texture used in this level comes from an old mod called *Western Wall* which is also where the scientist comes from. In terms of mapping it didn't influence me, but it was a fun play, incredibly ahead of its time (it's from 1999, I believe) ... The key pickup in the "battlefield" was probably inspired by episode 3 of *Project Weltuntergang*.

#### SECRETS OF OFFENBACH, LEVEL 7 (Originally Wolfenstein 3D, Episode 1, Level 9)

All in all this is just E1L9 with a lot of cheap bullshit around it. I am not proud of it.

#### SECRETS OF OFFENBACH, LEVEL 8 (#137)

Built: February 2005

In some wall pack I found this variation entitled "gray stone #4" which looks way too fragmented. It does not flow as well as the other textures. The level structure itself is pretty refreshing, a tiny sign of things to come. The ceiling color is way too bright though. In those days, it was Havoc who assigned ceiling colors to me. This was before I knew "9f" and "6f", in my mind they were "dark blue" and "dark green".

#### SECRETS OF OFFENBACH, LEVEL 9 (#138)

Built: February 2005

What I remember most about this particular level was that I remade it in July into something bigger, bolder and more beautiful. This does obviously not show here. It's a bit too messy and over-decorated in places, but I'm glad to see I was experimenting with ceiling light placement in those days. I was obviously progressing from the horrors of previous levels. This was also a part of the *Gex' Spear Levels Pack* that came out September 25, 2005.

#### SECRETS OF OFFENBACH, LEVEL 10 (#139)

Built: February 2005

Overall, this is a pretty good level. It's mainly a big, gray brick compound of sorts with a small library area. The new gray brick/library texture isn't that good though – I put it together myself.

#### SECRETS OF OFFENBACH, LEVEL 11 (#140)

Built: February 2005

Here we have yet another crappy maze. Obviously this was (again) a cheap excuse to move on in the game.

#### SECRETS OF OFFENBACH, LEVEL 12 (#141)

Built: February 2005

What I remember the most about this level was that I was begging Havoc for an end level trigger – just like *Chemical Warfare* level 17/27 – an object that just finishes the level rather than having to go to an elevator. Either he did not understand me or was not capable to do so – I believe the former. The exit was meant to be an “epic gateway” to the lab area.

#### SECRETS OF OFFENBACH, LEVEL 13 (#142)

Built: February 2005

The reason why I wanted an end level trigger in the previous level, was that it was supposed to open a large lab level. Well, here it is. Clearly this is my first good lab level. I was absolutely thrilled when I made it. Even for now it's quite good, as it introduces designs that I hadn't used up until then – one of the best in the mod.

#### SECRETS OF OFFENBACH, LEVEL 14 (Originally Shankenstein, Episode 2, Level 4)

I have no idea what the purpose was to put this level into this mod. I had never played *Shankenstein* in my life, I just knew of it, and sneaked it out of it to use here – I suspect it was in late July after I'd lost all my recent levels that I just decided to patch it up in a pathetic manner.

#### SECRETS OF OFFENBACH, LEVEL 15 (#143)

Built: February 2005

This was originally made for yet another stab at a Spear map set. This was level 1. It was a big, dank cargo with truck rears, barrels, water puddles – I remember it being very atmospheric. It was also chaotic, as I was still learning to understand the concept of floor codes better and better, so it also became truly difficult, but still fun. I was really happy when I finished it and played it through. It had to be tagged on to *Secrets of Offenbach* – otherwise it would've probably been deleted or forgotten. Shortly after I finished this, I took my first break from mapping which lasted almost a month. I did bits and pieces for *Purgatory* and released that nearing the end of that month but I did not make a level until April 1. This was the first time since September 2004 that more than one day passed where I did not do anything Wolf-related.

#### SECRETS OF OFFENBACH, LEVEL 16 (#144)

Built: April 1, 2005

I remember listening to live radio as I made this level on a Friday night, springtime around the corner. It was lovely. I wanted to get back up on the Wolf horse and do a classic-type level. And I really did. To me, this is a landmark – it has much smoother design and better ideas, and its size is much larger and more thorough. I made it completely free-form, and by the time I had finished I realized it had 440 static objects. Every detail mattered to me, so the fact that I had to empty the last couple of rooms before the elevator, it dawned on me that my future mapping would, in order for me to grow, depend on an EXE able to handle more than 399 objects – also because in mid-2005, it was embarrassing to be a slave to the original game's limitations. It was shortly after this that Chris Chokan sent me an EXE which could handle the insane amount of 999 objects (!) and 249 guards. Out of this came *All This & Wolf 3D*.



#### SECRETS OF OFFENBACH, LEVEL 17 (#145)

Built: April 2005

I do not know the genesis of this particular level. There's a gold key boss near the end... It begins in a room with nothing but columns which could imply that it had been made for a map set which originally had landscape behind the columns... Either way, it was a silly addition to this mod.

#### SECRETS OF OFFENBACH, LEVEL 18 (#146)

Built: April 2005

I've got a hunch that this level is in fact unfinished. It was probably finished off in May, June or July as with so many other levels but never backed up and as such this is the only surviving part. Sadly this is the last functional level for this mod, which saw me finally progressing up the final step of the ladder. The pink ceiling came from Chris' *Weird33*. I remember Havoc gave me a lot of flak for using it!

#### SECRETS OF OFFENBACH, LEVELS 19-40

Built: April-July 25, 2005

Level 19 in the actual release was just a haphazard base built in order to finish off the game instead of getting stuck. But the real maps after level 18 – they were my babies – I mean, actually, I did get very sad when all these 20-25 levels got lost. Eventually I got on with it, and I compensated by making what would eventually become *Nazi Operation* – anyway, I lost those levels but they really underlined my improvement. I mean, they were brand new, and you could easily say that it was the warm-up to *Nazi Operation* – at least they were in style with those. I remember level 19 had long spiral hallways, well designed main areas, level 22 was an okay boss level, level 24 had a great design using the sandstone wall, level 25 was a wooden cabin which worked excellent – levels 26 and 27 were slightly off-the-cuff, using inspiration from *Assassinate Hitler* using the black marble wall and having pipes and barrels almost everywhere. I don't remember much about the rest, though I recall level 39 as being like level 6, but bigger and more castle-like, possibly inspired by *Project Weltuntergang*. There were also lab levels – and boy, were they great. If you remember the original title screen for *Project Verdammt*, you'd see the room with all the scientists marching behind glass windows by nuclear tables – I recreated that, and it worked great, and nobody got to see how much I had improved, and what I did to survive in the community. This was really devastating for me, and I still miss the levels as much now ever. Luckily, I did manage to carry on and eventually blossom into a quite respectable map maker. But this whole affair taught me the vital importance of using backup, which I've done on a constant basis ever since. The only stuff I've lost since has been deleted by me personally for whatever reason.

#### SECRETS OF OFFENBACH, LEVEL 51 (#147)

Built: February 2005

I remember taking a stab at creating a secret level immediately after the level it was accessed from, level 3. But my imagination ran dry. As I never got on with it, it just got released this way. *Schabbs 7000* has a slightly different secret level, but I think that was made before this came along.

#### SECRETS OF OFFENBACH, LEVEL 53 (Originally The Final Solution, Level 0)

I haven't got the slightest idea why this was added. I loved level 0, cheated my way to it tons of times, loved zooming around it, but it was never accessible from the actual game and I have no idea how to get to or from it. I've also got a feeling that I merely added it for my own enjoyment, and that it was never meant to be permanent... Oh well.

### Nazi Operation

(Released January 1, 2006) Built: July 29, 2005-December 21, 2005

## NAZI OPERATION, LEVEL 1 (#148)

Built: August-December 2005

What I remember most about this mod was that it was the first release of mine that I was satisfied with, personally. It had been a smooth ride for me during the latter half of 2005. Though *Secrets of Offenbach* initially showed rapid improvement, pretty much all levels that underlined this fact got lost and never saw the light of day. I felt I had to prove my worth, so I managed to put together some simple levels with a few changed graphics and the status bar from *Project Weltuntergang* and put out a demo in early August. The 4 levels used were later part of the actual game in widely spread slots.

Around the same time I'd started another mod. I remember it used the *Lost Episodes* SS guard with the blue features re-colored gray by none other than Wolf Skevos-Jones. In mid-2005 I'd started emailing him, and he was incredibly welcoming and humble even though he had no reason to be so – especially to me, as I was a bit of a hothead, slightly arrogant and pretentious and did not exactly sit well with everybody at the DHW forums. The mod had a number of levels, I do not think that any got used for *Nazi Operation*, all I remember was that I found some odd sounds in a mod I don't recall (I remember an odd SS dying sound), and the levels were great and fun to make – if only they had survived.

Around the same time, in either late June or early July, I'd been sent an EXE by none other than Chris, which I mentioned earlier – the one which allowed 999 static objects and 249 guards. I had been messing with it, but never made any actual levels. But the idea was there, and I decided to keep it as I knew I'd get fed up with limitations eventually. Until then, I held my horses and carried on with a simpler, sparsely-decorated mod.

I kept with the simpler theme for some time. In October or November, I chose to replace the guard and SS sprites with those from *Totengraeber* as the dark purple dots (obviously graphic bugs) drove me crazy. I also changed a few objects here and there, but I did not change the music as I was never able to hear digitized sounds and music (due to an error with soundcard configuration, obviously) on both my own computer (which I had been using for modifying Wolf since February 2005) or the Win98 stationed in my younger brother's room (which I had been using for modifying Wolf since September 2004). I had not played a mod with full digitized sounds or music since early 2004.

That was about to change. On December 28, 2005, as my English skills got better and my general understanding of software, emulators and all that began to increase; I downloaded VDMSound and ran *Nazi Operation* with it. I was blown away. Even though I was 15 years old at this time and I must've seemed like a complete maniac, I jumped up and down and started singing along with the Wolf theme... Yes, I know it's a Nazi anthem... So that was embarrassing... But I was still happy that I could finally hear music, ammo pickups, all that, again. So what was the first thing I did? Found some new tunes! Ever since playing *The Golden Episodes* in August/September 2003 (it was one of my earliest experiences with a mod) I'd wanted to nick some tunes off of it. I just went mad. I found tons of tunes I'd longed to hear ever since 2003/early 2004 and for a couple of days that was the most important thing for me. I had set myself a deadline for *Nazi Operation* which was December 31. This also halted Chris' entry, as we had agreed that Chris would make a bonus level for me which got assigned to level slot 53. I'm glad I decided to make a level myself – maybe his level 69 juices would've been spilled already.

Since November, 2005, I had been working on the EXE that Chris sent me – which later became *All This & Wolf 3D*. I finished the first level in mid-November, which initially halted *Nazi Operation*. I had already been talking with Loki at this point, who contributed 2 fine levels... I also managed to get WLHack to do a couple of levels (quite fast, actually) so everything went smoother than I thought. I was missing 1 level though, and I had no idea where else to turn. I never got to play *acktung!* but I remembered his maps from *Letzterschutz* and was initially impressed when I opened up the MapEdit editor in one of his map sets, though never having played them in earnest – I also liked *Alliance of Powers* – I'm of course talking about ack. In a matter of days since contacting him he sent a map off to me which to me looked like something that must've taken more than one week to finish. In terms of strategy, it was beyond my capabilities, and the freeform design, like a cubic canvas, twisted... It did not match any other levels in this mod at all, but I loved the fact that it was there. It was fun to have so many different mapping styles in on this. After all the levels were in place, all my new tunes had been located, I play tested it (for the first time) and sent the zip off to Brian Lowe on December 31. It was available to download as the first mod of 2006. This was my first "good" mod.

Back to level 1 – this level was not the first done for *Nazi Operation* past its demo stage. I am certain that level 34 was the first after the demo levels had been made. I know it was inspired by *Assassinate Hitler* and it was the first opening level I made I felt that said something.

#### NAZI OPERATION, LEVEL 2 (#149)

Built: August-December 2005

I had not created many levels using the brown weave texture until this came out. I suppose there's some of *Assassinate Hitler* level 6 in there, it's all Gary Ragland. Gary himself didn't use the brown weave in *Schabbs 2000* – but he did use it in *Assassinate Hitler*. The mixture of mutants, SS guards, regular guards and officers in the same levels was also something I picked up from Gary. *Schabbs 2000* had really influenced me during 2005. It was then it dawned on me that my mapping ideas would thrive better in an original Wolf environment.

#### NAZI OPERATION, LEVEL 3 (#150)

Built: July 29, 2005

In the wake of the loss of my new and improved levels from *Secrets of Offenbach* I felt I had an awful lot to prove. I decided to put a small demo together, about 4 levels. This was the first I made. I put a little VSWAP together on the side, didn't take more than an hour. This was the second-to-last Friday of the summer holidays. But even though I did (and still do) consider Wolf as an autumn/wintertime activity, I could still make a decent level even though the sun was shining and birds were singing... It was small and compact, but signaled things to come – a more laid back, original style without too many fancy graphics and landscape/object experiments. I'd done all that. After the VDMSound "revelation" five months later I assigned the "When Johnny Comes Marching Home" tune from a hardly-known mod named *Fuchsenstein*. I always liked the organ sound and found it a cozy kind of tune, not knowing it was an actual war song – I thought it was either homemade or came from a different video game.

#### NAZI OPERATION, LEVEL 4 (#151)

Built: August 4, 2005

Unlike many of my previous projects I do not remember exact dates, incidents etc. about *Nazi Operation*. It was all done so smoothly. I'm sure that this was the first mod that I decided not to rush. If I was not inspired or had any good ideas, I wouldn't open MapEdit. I think it paid off. This mod took 5 months to make, 53 levels from my part and 7 contributions. That's a far cry from *Abandon* which took 5-6 weeks and had 51 levels in it, or *Operation Achtliebe* which had 42 but didn't take more than 3 or 4 weeks. I was rapidly improving here. Until the spring of 2005 I insisted that all my projects had new wall patches otherwise I'd "get bored" though I don't know whether or not this is true. Either way, it had been a long time since I'd made a level with a standard red brick texture like this map. This also featured in the demo as level 2. There are ridiculously many secret doors here as well, one of which contains a teaser for level 51 (the door behind barrels and vines) – it doesn't make a lot of sense, realistically, if you use the elevator to go up a floor, but as many maps contain a flat door rather than a flat elevator I'm sure I wanted the end level object I'd originally thought up in *Secrets of Offenbach* more than ever here. Michael Collin, the British Chris Chokan (as I like to call him) was a good, fast and reliable coder. He had the crassest humor I'd ever encountered and we used to have hilarious chats on MSN. When he realized he couldn't take the EXE any further, the task went to Havoc who put the EXE in the direction I wanted it to. But up until then, Michael did a very good job and it was a pleasure working with him. I always was a fan of his wacky projects, and what got to me the most was the fact that his levels were pretty great compared to what one could expect. Some levels in *Castle Hasselhoff* are just magnificent and actually in return inspired me.

#### NAZI OPERATION, LEVEL 5 (#152)

Built: July 30, 2005

This appeared as level 3 in the demo version. It was built the day after the first level (level 3 in the full version) around midnight. For this level I did something I hadn't done before – I just made a structure there and then. I didn't think of anything before I sat down to do it, other than I wanted a purple stone level, as I'd never earnestly done one of those before – it feels

larger than it actually is – actually it's horizontal and only occupies about one third of the 64x64 – but the idea of it being large though it isn't was something I took directly from Gary Ragland. I got shocked when I finally got to see the overview levels of *Schabbs 2000* in mid-2006. They looked so tiny but felt enormous!

#### NAZI OPERATION, LEVEL 6 (#153)

Built: August-December 2005

Obviously this was influenced by *Totengraeber*, though having a mutant-only level in the middle of "straight" levels (which even include mutants in them alongside "straight" guards) was/is unusual for me. Also, this level mainly uses the red brick texture, though it had been prominent two levels before. I wouldn't do that now – unless it's a concept, I tend to keep maps with similar walls as far apart as possible to create diversity and excitement. I was obviously still learning my trade in terms of ceiling lights, but this is pretty large in size and an obvious bold step up the ladder for me. The tune came from *The Golden Episodes* and is also featured in the menu. The bubbling intensity always made me connect it with a laboratory level, but there you go.

#### NAZI OPERATION, LEVEL 7 (#154)

Built: August-December 2005

I don't know what initially inspired this level. I don't know if I'd yet acquainted myself with Laz Rojas (I remember I got into his WolfenDOOM add-ons sometime in 2005) but I sense there's a touch of his work in there. The fact that BJ starts where guards are marching indicate that this is something I've never tried before – the gold key pickup in the gray slime compound was also new to me. Obviously I was experimenting. But unlike my experiments of *Abandon* and *Wolfgeist* this actually work and can be played without irritation or disgust.

#### NAZI OPERATION, LEVEL 8 (#155)

Built: September 2005

All of a sudden, for whatever reason, I decided I wanted to try make a shareware map set. Eventually I dug up the map definition files, found a version of MapEdit old enough to handle it, and made what became this level. This explains the high concentration of regular guards and not too many sprites. In the end I decided it was too silly and dropped the idea altogether and incorporated the level into *Nazi Operation* instead. The tune's origin I'm not sure of, but I first encountered it in *The Final Solution* level 17. I always found it was a perfect suspense tune, an exquisite level-before-the-boss tune, and I've used it frequently since in equal situations. As this is level 8, nowhere near a boss or a final level of any kind, I don't know why I used it, but I just replaced chunks rather than move around the music order. At least, that's how I remember it.

#### NAZI OPERATION, LEVEL 9 (#156)

Built: August-December 2005

I was playing *Chemical Warfare* again by the time I did this level. I suppose this explains the variations in textures – from blue stone over wood panel to brown marble, with a touch of gray stone to red brick to steel panel – obviously I was experimenting with ceiling colors and how far you can take them. I always felt the dark blue ceiling played well with brown/reddish textures. I still do, but I'm more of a color purist now. This is quite a good level though. My only regret is probably the cow carcass as a standard prison sprite. It just doesn't fit in there at all.

#### NAZI OPERATION, LEVEL 10 (#157)

Built: August-December 2005

Though it's still well over the cut, it's still a weak effort in that it reutilizes parts of the original levels, something I'd never do now unless it was a concept or a particular idea. This was just done out of laziness. E6L7 and E2L7 is in there somewhere, and I just patched up things around it. I'm not proud of it, but it is what it is.

#### NAZI OPERATION, LEVEL 11 (#158)

Built: August-December 2005

Apart from some of the earliest stabs at mapping in *Abandon* and later the EXE I put together in early 2005 as an ancient predecessor to *Secrets of Offenbach*, I had never really used the brown stone texture before. I was new to it, and had no idea what to do. I absolutely loved episode 6, but I never felt I connected with it as much as I did with the blue stone, gray stone/slime stone, red brick etc... I wasn't that much of a map maker yet to master so many different styles. That was about to change. Via this and into *All This & Wolf 3D*, the brown stone (or "sandstone" – I think Tricob referred to it as "canyon" which is also very accurate) became one of my favorite textures to use. This level is a tad chaotic, but its size is respectable, and there are some pretty good and more detailed than before secret areas in there too. I am not sure where the tune came from. I remember I downloaded it at a site that had numerous MIDI files, and I think this was called "Doom 64". I have no idea why. It's only in my later years I managed to read and find out about Sega, Nintendo and all that. I never played any of it as a kid, we didn't own any consoles, my friends didn't own any – if they did we never played/talked about it... It was never a part of my life. I liked the tune though.

#### NAZI OPERATION, LEVEL 12 (#159)

Built: August -December 2005

##### **Boss level**

As a boss level this is inspired by *The Final Solution* level 5, but what gets to me the most now is that there's a big, fat bug in there – the eagle behind the silver key should actually be a secret door, but I forgot to place it there, so the extra life it leads to cannot be obtained. Whether or not this was intended (as my overview level signature is in the one-up room) I don't know, but it still makes 100 % treasure impossible, but I suppose it went unnoticed as boss levels have no end level stats.

#### NAZI OPERATION, LEVEL 13 (#160)

Built: August -December 2005

Now that I finally have the chops to make a decent level, as well as seamless level flow, I can finally make my own "level 13" which I've dreamt of ever since playing *Totengraeber* level 13 for the very first time. The influence of that is, like so many others of my levels, felt here. It's a difficult level, lots of mutants, slime walls, bringing to mind more Episode 2 than *Totengraeber*, perhaps. Sadly I'm reminded of *Wolfsgeist* when I look at the monstrous wooden hallway, but it's still a respectable level.

#### NAZI OPERATION, LEVEL 14 (#161)

Built: August -December 2005

The stone wall from *Spear* makes this level. It would later become one of my most frequently used textures, as it can be used for most anything. It's sort of like the original gray stone. It can fit in any atmosphere you want it to. In terms of size, it's also quite respectable, and the whole mutant-only feel is retained quite well here. The inspiration from two of my favorite add-ons, *Totengraeber* and *Schabbs 2000* is quite clear here.

#### NAZI OPERATION, LEVEL 15 (#162)

Built: August-December 2005

I believe *Nazi Operation* was one of my first (and probably only) experiences with placing levels in random slots and just start building them from there. I remember when this was done; there was no level 14 or 16... I suppose it was all in a number for me. I don't know what it is. The level itself is pretty nice, one of my first gray brick complexes that actually worked. And as *Totengraeber* never had a mutant-only level with the gray brick texture in prominence, I thought even higher of it. I'm most proud of the opening room. I would experiment with spirals later on, eventually culminating in the latter levels of *All This & Wolf 3D*.

#### NAZI OPERATION, LEVEL 16 (#163)

Built: September 16, 2005

This level uses the dark gray stone texture, which was a re-coloring of the blue stone from *The Lost Episodes*. It was assigned level slot 28 when I originally made it. I think I changed it to fit with the storyline as these levels were mutant-only levels, so there may have been “actual” guards in this level. Why Queen’s “Another One Bites the Dust” was the assigned tune was simply because I’d always wanted to hear it in a Wolf mod. Sadly, as I was an amateur and IMFCreator couldn’t quite handle this rather large MIDI file, it has some blips here and there, but it still has that cool riff. This map was first released in *Gex’ Spear Levels Pack* on September 25, a mere ten days after it had been made.

#### NAZI OPERATION, LEVEL 17 (#164)

Built: August-December 2005

The inspiration behind the landscape immediately behind columns was Gary Ragland. Up until then, I’d used a wide space between whatever object it might be and the landscape texture. The rest of the level was a mix between ideas from both Gary as well as BJ Rowan. It’s a subtle, little level which may be a tad on the difficult side due to the mutant-only “policy”.

#### NAZI OPERATION, LEVEL 18 (#165)

Built: August-December 2005

Havoc, who tested this over Christmas, said this was his favorite level, praising its “dark” and “mystic” dynamic. He was never a fan of huge levels, for starters, nor was he a fan of projects with more than 20 or 30 maps. So he wasn’t exactly having a field day testing, but he did his job quite well aside coding. There’s a wide hallway which I regret, but other than that it’s a nifty little mutant map which craves ammo.

#### NAZI OPERATION, LEVEL 19

Built: November-December 2005

This level was made by Loki. The tune was “Control Deck 17” from *Chemical Warfare*, an old favorite of mine. I enjoyed the level. Loki used a style which was entirely different from mine, but I liked it nevertheless. It’s much more subtle and old school.

#### NAZI OPERATION, LEVEL 20 (#166)

Built: August-December 2005

I had never really gotten myself into *Spear Resurrection* and AReyeP’s mapping ideas in general until around this time. I remember when I first played *Spear Resurrection* in the summer/fall of 2003 I got stuck in level 10 aka I could not access the secret behind the standard light (as I did not know it just needed to be shot at to become “pass-through”). This level takes a lot of inspiration from AReyeP in the usage of floor lamps and some of the trickery in here. The gold key can easily be blocked as there’s a flawed (it’s impossible to get a full 100 % ratio if you want the key – which you need) secret door section that needs to be tampered with first. There’s still a high concentration on mutants here, too.

#### NAZI OPERATION, LEVEL 21 (#167)

Built: August-December 2005

This is a lab level, one of many by me... Obviously, the main catalyst behind this was, again, *Schabbs 2000*. There’s a part where the nuclear barrel is prominent in a wood panel area. Looking back, those two graphical atmospheres don’t sit that well with each other, but back then I liked it ‘cause I’d seen similar things in *Schabbs 2000*. This has a nice secret area with officers and treasure and its overall size is quite satisfying.

#### NAZI OPERATION, LEVEL 22 (#168)

Built: August-December 2005

**Boss level**

This level could've been better. I'm not proud of the ridiculous mutant-only maze, as this would've driven me crazy personally as a player. I'm also not sure if there's enough ammo compared to this being a heavily guarded boss level. But what's done is done.

#### NAZI OPERATION, LEVEL 23 (#169)

Built: August-December 2005

This is a neat, little *Schabbs 2000* pastiche. I suppose its subtleness has a point – it was really just a gateway to the next level, which was a cave level. Again, it's easy to see just how much I wanted an end level object. The elevator should've been a locked door and BJ should've just vanished into it. But either Havoc or Michael Collin did not understand me or perhaps it was beyond their ability – I doubt Havoc wouldn't be able to make it, as *Absence* was on its way at this time, which was filled with heavy, major groundbreaking coding.

#### NAZI OPERATION, LEVEL 24 (#170)

Built: August 1/2, 2005

This appeared as the last level in the demo. I made the entrance a bit longer for its appearance here in the full version, in keeping with the cave entry atmosphere I tried to create. I suppose it's a pretty healthy level, I was still new to the brown weave, but it contains some nice secret door trickery including a secret passage to the gold key, something I picked up in *Schabbs 2000* level 5.

#### NAZI OPERATION, LEVEL 25 (#171)

Built: August-December 2005

The softwood partition is another wall I hadn't gotten that much into before I did this mod. I always saw it as a homey, simple Episode 1 kind of texture but it came to be used in numerous situations, including offices in *All This & Wolf 3D*. I was steadily improving in terms of guard placement as well.

#### NAZI OPERATION, LEVEL 26 (#172)

Built: August-December 2005

I do not remember much about making this, let alone when. Its size is enormous, though, and I was obviously enjoying utilizing the Spear stone wall in a manner it deserved – I always envisioned it as the main texture of a titanic castle.

#### NAZI OPERATION, LEVEL 27 (#173)

Built: August-December 2005

This is incredibly cheap of me. At this time, I did have the chops to pull off decent levels, so I don't know why I did this. As a maze, it's quite unimaginative – it holds no excitement or suspense, it's just a big, blue mush of nothing.

#### NAZI OPERATION, LEVEL 28 (#174)

Built: August-December 2005

I haven't got the faintest idea why this level is littered with crowns. Perhaps it was started as a secret level or something – I don't remember. What I do remember was that it was one of the first levels I did with the blue wall texture. Together with the brown stone it was one of the original textures which I just did not see eye to eye with early on in terms of design, ideas and inspiration. Also, bones, skeletons etc. do not fit at all with this texture, I think – at least not in a more "straight" connection. In order for it to work the level itself would need to be a gory kind of place.

#### NAZI OPERATION, LEVEL 29 (Originally Wolfenstein 3D, Episode 1, Level 9)

Built: August-December 2005

## **Boss level**

This is just below the belt for me in terms of additions for me to call it one of my own levels. It relies way too much on the original E1L9 which was an incredibly cheap move – it's sad that level 27 and 29 were so close, 'cause they were both horrible levels.

### **NAZI OPERATION, LEVEL 30 (#175)**

Built: August-December 2005

I liked the head-on excitement the moment you start this level, as if there's no place to hide. I made it as fair as I could, though. Tough opening rooms were always a guilty pleasure of mine, even though they can be a pain if you're not ready for them. *Assassinate Hitler* level 14 may have played its part here. Other than that, I can see that there are Hitler ghosts in this level as well. I was experimenting with those after having replaced them with flamethrower guards in every other mod until this one. I kind of missed their goofiness and the fact that they are pretty good if you need a protection shield. But in case of realism and whether or not they have a place outside Episode 3 I'm still not sure. There are times I like to use them and times that the very idea of them makes me shake my head in disagreement.

### **NAZI OPERATION, LEVEL 31 (#176)**

Built: August-December 2005

I remember this was done on a Sunday. I never liked Sundays. It always seemed like the end of something, even though I didn't have to go to school or anything. I could always comfort myself by making a level, which I did in this instance. I see the Hitler ghosts are here again... I suppose my excuse to use them was that Hitler is in fact boss of this "unit".

### **NAZI OPERATION, LEVEL 32 (#177)**

Built: August-December 2005

I remember this originally had gray stone #3 in it as well, but somehow I removed those in the end. I like the lazy, murky gray ceiling color rather than the standard dark gray one, something I picked up in *Operation Letzterschutz*. There's a nice, large secret area here – overall this is pretty good in terms of design and excitement. This is probably one of the best of this mod.

### **NAZI OPERATION, LEVEL 33 (#178)**

Built: August-September 2005

This first appeared in *Gex' Spear Levels Pack*, released on September 25, 2005. This was not made for Spear; this was for certain made for *Nazi Operation*. I was still finding my feet in the brown stone environment. This contains a secret elevator, which it also did in the Spear set where it was assigned level slot 4.

### **NAZI OPERATION, LEVEL 34 (#179)**

Built: August 5, 2005

After the demo had been released on August 5, I decided to continue making levels. I went to level slot 34 (because I liked the number – probably *Schabbs 2000* level 34 was an inspiration too) and began work on this level – one of my earliest with the blue wall prominent. We've got various marching guards, a lot of objects... Things were good then. The gray brick part played well with the blue ceiling color – something I picked up in *Schabbs 2000* level 41.

### **NAZI OPERATION, LEVEL 35 (#180)**

Built: August-December 2005

I envisioned this as being an intense, confusing, large bunker-unit meant as a housing area for guards. Unfortunately, as I was (and still am to a degree) a bit paranoid about the pairing of locked doors and guards running may make keys redundant, each



room got its separate floor code, and it instead feels like a deserted or boring hotel. It's okay in terms of design but it could've been way better.

#### NAZI OPERATION, LEVEL 36 (#181)

Built: August-December 2005

I like the ceiling color. Some would call it bronze, others cheddar, some might even call it vomit – I just felt it suited the brown stone texture, so there you have it. After Dean came on the scene I also started to use it in connection with the brown marble texture – quite frankly, I think it works rather well with that. I don't think it interferes that well with the gray brick. A bright orange/gray brick concoction would later be seen in *All This & Wolf 3D* level 8.

#### NAZI OPERATION, LEVEL 37 (#182)

Built: August-December 2005

I remember I enjoyed making this map rather much. Meanwhile I was no stranger to the blue stone prison idea I don't think I'd actually released a level at this point which contained it. But I was learning my trade – the cells are placed in odd spaces, we even have a suit of armor guarding landscape rather than columns... The cow carcass resurfaces – I think I liked it at the time but now I wouldn't even dream of putting it in a "straight" level. In years to come, blue stone prisons would be easy for me to make and most of the time I would enjoy doing so.

#### NAZI OPERATION, LEVEL 38 (#183)

Built: July-December 2005

There's a cheapness here, I'm not afraid to say it. I suppose I was on a roll from the previous level (they were probably done in the same day) and wanted to recreate that atmosphere here yet again. Obviously I'd forgotten the fact that this level contained a secret elevator, so I tagged it on near the end without really giving the player anything difficult to do to get there – not a clever move.

#### NAZI OPERATION, LEVEL 39 (#184)

Built: August-December 2005

##### **Boss level**

In all fairness, the original boss levels had secret doors in them which really made them easier to play. I could not imagine running around E6L9, for example, without having opened the secret door right next to the starting point. I suppose I wanted the player to do the same here. However, having 6 Hitler ghosts in one room is ludicrous. I would never do that now. Though there are ammo boxes and health nearby I don't know if it's enough – especially as you're subject to mutant fire from behind columns in the silver key room.

#### NAZI OPERATION, LEVEL 40 (#185)

Built: August-December 2005

Obviously the toilet in one of the first rooms was placed by mistake. It should've been either a sink or a well of some sort. This does not change the fact that I see this as probably my first great lab level (make that *released* great lab map) – *Schabbs 2000* hung heavily in the air, judging from the checkerboard texture and the teal ceiling. *Chemical Warfare* played its part as well, judging by the tune... "Control Deck 17" yet again. There's some good secret door trickery in here, an intense atmosphere and overall a fun play.

#### NAZI OPERATION, LEVEL 41 (#186)

Built: October 15, 2005

At least I have a date on this one. This was done on a roll in my autumn break. Gary Ragland was the catalyst, yet again. I would

never have dreamed of making a lab environment in a gray stone setting. But somehow, I think it worked. I was really thoroughly enjoying making levels at this point. There was nothing better and more fun – I’m still trying to recreate that feeling whenever I do something new these days, but it’s just not the same.

#### NAZI OPERATION, LEVEL 42 (#187)

Built: August-December 2005

As the previous level had a stab at lab environment in gray stone, this used the Spear stone wall instead. Again, would I do it now? Probably not. But then I thought of it as exciting and groundbreaking for me, though it was pretty old hat – *Schabbs 2000* was the main inspiration yet again. My only regret here is that the secret elevator isn’t concealed that well – or, at least, it’s not hard to get there. There’s no effort around it. It’s just like my early boss levels. It was all about the battle and the boss, not about the actual substance around it.

#### NAZI OPERATION, LEVEL 43 (#188)

Built: August-December 2005

Though this is a bit long-draught, it’s still all right – the checkerboard had already been used in level 40, but I was just in awe of *Schabbs 2000* and *Chemical Warfare* still.

#### NAZI OPERATION, LEVEL 44 (#189)

Built: August-December 2005

For the first time I confined myself to something in regards to mapping – I made a big square in the middle of the 64x64 and just started from there. It annoyed me at first, but eventually I enjoyed making it and actually thought about doing a map set or a mod where it was the standard! That would’ve been silly. People like Ron, ack and Poet can pull it off, but I don’t think I could. This level was a blast to make, though, and it plays amazingly well compared to what I thought it would turn out like.

#### NAZI OPERATION, LEVEL 45 (#190)

Built: August-December 2005

##### **Boss level**

Though this is a bit on the short side, it’s still a respectable boss level. I like the silver key cheat trick.

#### NAZI OPERATION, LEVEL 46 (#191)

Built: August-December 2005

I think *The Road to Neuschwanstein* was an influence on this level – I remember it used a lot of softwood/column imagery as well. I also think that’s where the large portion of oil drums idea came from. There are some secret door oddities here like the treasure room accessed by silver key – either I wanted the secret doors to move 4 squares rather than 3 or else I was just fiddling around.

#### NAZI OPERATION, LEVEL 47 (#192)

Built: August-December 2005

This was inspired by two things – *The Nazi Lodge* from *Schabbs 2000* (level 37) and an old idea I first had when I started my very first mapping in September 2004 – a large kitchen/bed/sink area, you know, domestic quarters for the guards. Though there is a large room in this one (which brings up past fears like *Wolfgeist*) and the odd cell here and there, the idea still stands.

#### NAZI OPERATION, LEVEL 48 (#193)

Built: August-December 2005

There's an awful lot of secret doors here – whether or not that's a good thing I'll leave up to the player. The closer you get to the final level, I feel it's in its place to make it tougher and stretch everything out.

#### NAZI OPERATION, LEVEL 49

Built: November-December 2005

This was Loki's second contribution. By this time, I'd begun sowing the seeds for what would become *All This & Wolf 3D* and so, my interest in *Nazi Operation* began to wane. However, I did it justice by instead of releasing it with empty map spots, asked around to see if anybody out there would be interested in contributing the final levels I needed. Most of them were secret levels as I was never good at those, really. The levels I received did not particularly bear the "secret level" atmosphere, but then again, having 10 secret levels all trying to be funny or odd would've been a huge downer. So I was satisfied with the outcome.

#### NAZI OPERATION, LEVEL 50 (#194)

Built: August-December 2005

##### **Boss level**

I suppose I was running out of ideas for boss levels. In the future, I would do my best to avoid many boss levels in one mod – something that didn't really take hold until *Castle Assault* – this level is probably (along with levels 27 and 29) my only deep regret of this mod. It should've ended with a louder bang instead of a whimper-bang crossover. I was never that into Spear, but I always liked the Barnacle Wilhelm boss and thought he hadn't been used enough in other projects, so I decided to use him as the main villain here. I don't know... Nothing about him signals true evil, he's just really a middle-of-the-road boss in an ugly vest with a receding hairline. Either way this curtailed my first "true" mod, I loved every minute of it and I was so happy that the community also appreciated it and it moved me from nuisance to nuisance with a flair for mapping instead.

#### NAZI OPERATION, LEVEL 51 (#195)

Built: August-December 2005

##### **Secret level**

I made this level early on, I suppose – I somehow confuse its beginning from a similar secret level I did for *Secrets of Offenbach* which got lost. I think it was my first secret level which had an actual level around it, with a challenge, rather than just 2 guards and a sick amount of crowns.

#### NAZI OPERATION, LEVEL 52

Built: December 2005

##### **Secret level**

WlHack came to my rescue in December when I wanted to wrap this baby up and get it out there as *All This & Wolf 3D* took all my attention. This particular level took my breath away. I had no idea he was capable of making such genius levels. I knew he had something going for himself in terms of coding and graphics, but mapping was another skill of his. Some of his levels actually inspired me to make some more scaled-down work for *All This & Wolf 3D* here and there. They carry that understated yet still difficult and unconscious grandiosity about them that I always wanted to replicate in my levels.

#### NAZI OPERATION, LEVEL 53 (#196)

Built: December 2005

##### **Secret level**

Originally Chris was scheduled to make this level. As I was very naïve and wanted *Nazi Operation* out there before January 1 more than anything in the world, apparently, and Chris' laid-back and unpredictable yet funny behavior never did see eye to eye, I made this sometime in December and used it as secret level 53. I am not sure whether or not this was made specifically for *Nazi Operation* or not – but it got out, and it's a fine level considering I did it on a whim – at least compared to my whims of the Possum days.

#### NAZI OPERATION, LEVELS 54 & 55

Built: December 2005

##### **Secret levels**

WLHack did these levels for me – I was still amazed that he could pull off such great levels in such a short time. All he got was a ceiling color, and off he went!

#### NAZI OPERATION, LEVEL 56 (#197)

Built: August-December 2005

##### **Secret level**

This was done immediately after level 42 from which it was accessed. I rarely do that now, but I always try to do so, so that the secret level won't end up being something that needs to be done near the end. There's an awful lot of treasure here, but it is a secret level after all and so it's acceptable – also, the fact that this had an actual level and décor around it made it acceptable for me. I was getting into floor lamps, something I probably took from *AReyeP*.

#### NAZI OPERATION, LEVEL 57

Built: December 2005

##### **Secret level**

WLHack's fourth level in such a short time – I remember zooming through this and thought he had upstaged me in terms of making a level using the brown stone/brown marble interplay.

#### NAZI OPERATION, LEVEL 58

Built: December 2005

##### **Secret level**

I remember receiving this on either December 29 or 30, it was very late, and I still cannot remember how I managed to contact ack and in which manner he agreed to do so. We never spoke that much; all I heard was that later I remember him saying he didn't care much for *Time to Kill* without giving a reason why. I'd always been interested in knowing what he actually thought of my mapping as so many people saw him as the definitive Wolf map maker. I have to say I never played that much of ack's levels. There's definitely a unique style there, and something to marvel about, but I was more into more "traditional" mapping like Gary Ragland or BJ Rowan and *AReyeP*. I never disliked ack or ack's levels or anything, but I still wonder why he said he didn't care for *Time to Kill* without specifying a reason why. I suppose his slightly withdrawn, humble attitude came at odds with my "fat mouth" image on the message boards, in particular the Haven forum, but he always did stand up for newcomers and disliked the "elitist" approach some people from the DHW forums practiced back in the day. So I'm proud that he wanted to contribute a level to *Nazi Operation*, I was thrilled to see how he managed not to use a blue texture beneath a dark blue ceiling color and still make it fit. This was definitely an inspiration for me to use "unorthodox" ceiling colors in future efforts like *All This & Wolf 3D*.

#### NAZI OPERATION, LEVEL 59

Built: December 2005

##### **Secret level**

Again, I remember feeling upstaged by WLHack again, as he proved that I still had a long way to go in terms of using the idea of mazes and the usage of the purple stone wall. But I was only thankful that he managed to pull off 5 astonishing levels in such little time.

#### NAZI OPERATION, LEVEL 60 (#198)

Built: July-December 2005

## Secret level

Okay, this is the fourth level I regret making for this game – it's very cheap (originally it had guards in it, I remember) and filled with way too much treasure. But 49 out of 53 levels being good, some even great, was a new high for me. I was definitely improving and just wanted to keep on making levels. This came out on the first day of 2006, a year which would see me release numerous old projects that I never should've released in the first place, rush-releasing a grandiose work which I quickly withdrew to redo which later blossomed into what many believe to be my best mod ever, the startups and shutdowns of various projects with a great deal of coding in them due to my new "partnership" with Dean.

## Abandon [First Version]

(Released February 12, 2006) Built: September 2004

### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 1 (#199)


Built: September 2004

Brian Lowe told me one day out of the blue that he had found an old zip file I'd sent him way back when. It contained, for reasons unknown, my first incarnation of *Abandon*, which I still have no idea why he had. According to the read-me he sent it to me on October 1, 2005 which was interestingly enough one exact year after the game map files had been edited. So though this does not contain my very first level (which was really nothing but blue stone, tables and chairs, landscape, water puddles and barrels) it does contain some of my very earliest – probably second or third levels and thereafter, so in that respect it was fun to see how much I'd progress in less than one year – but to release it as an actual mod? That was a stupid idea. I still regret it immensely. This level contains a lot of my wet Wolf dreams I never saw anybody else do back then – landscape shielded by beds with a marching guard – weird secret doors, a lot of kitchen utensils... I was totally new to this whole thing and my English skills were nowhere near what they are today. This is evidenced in that there are no actual floor codes. And I never knew what "deaf guard" actually was back then. I thought all guards had to have that code assigned in order to work, which was sort of true as I never learned about floor codes until Kyle Albert entered the picture.

### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 2 (#200)

Built: September 2004

What I remember the most about this level is when I first play-tested it. This was long before SDL. For some reason, an officer placed in the major room with tables and chairs never got out of there. For some reason, the actor froze and permanently became this officer frame:

Which never moved. It just  stood there. I thought this was odd, and scared me into believing I couldn't make a level at any point without screwing things up. Luckily this wasn't the case. I haven't been able to recreate the bug since, sadly.

### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 3 (#201)

Built: September 2004

This level was utterly idiotic, but as this was my first stab at mapping I suppose it's standard to try a room with as many guards as possible, and see how many you're able to whack without getting killed. This was an indirect "inspiration" for *Abandon* E2L2.

### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 4 (#202)

Built: September 2004

I always wanted a humongous room filled to the rafters with sprites, some landscape and an epic boss battle in the midst of it all. As this was the standard EXE, the ability to show that many sprites at once wasn't an option, so I left out the guards, but it still didn't change that numerous sprites got lost in the "mist".

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 5 (#203)

Built: September 2004

Basically this just continues my fascination with various objects, guards and wall textures. I've got a feeling that many of these levels, if not all, were done in the same sitting. I have never been able to replicate the excitement I felt when I made these.

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 6 (#204)

Built: September 2004

I liked the colossal opening room filled with objects. It almost felt like a scrap yard. The secret door with the well maze was fun to try out, but only worked in theory. I always thought vases and floor lamps worked well with slimy walls. I suppose E2L3 played its part in that. Judging from my experiments here, it was obvious I was bound to get back to original Wolf at some point or another. I wasn't interested in *End of Destiny*. I wanted to scope my ability to make good levels.

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 7 (#205)

Built: September 2004

I suppose the opening room paid tribute to my very first Wolf level which never survived. Perhaps the original was made using these game mapping files, but overwritten with the current E1L1 later on. MapEdit 4.2 was very blunt when it came to deletion/insertion etc... The mapping definition files were not thoroughly worked out, either, I remember using sprites and walls that were merely listed as "unknown" and then memorizing what was what.

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 8 (#206)

Built: September 2004

Again, I was experimenting... As a release, *Abandon [First Version]* is one of the weakest in Wolf history ever.

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 9 (#207)

Built: September 2004

I was on a roll making levels, having either forgotten or didn't care that level 9 was a boss level. So there are no proper end level stats here... Which is just as well 'cause the level itself isn't really "proper"...

#### ABANDON [FIRST VERSION], EPISODE 1, LEVEL 10 (#208)

Built: September 2004

This has the basics of an OK boss level, a large area, the obligatory ammo and health separate secret areas, but it doesn't hold any water at all. But I was having a ball just making levels for the first time.

#### ABANDON [FIRST VERSION], EPISODE 2, LEVEL 1 (#209)

Built: September-October 2004

*Abandon [First Version]* should only have been used as an archival reference point or sent to Andy or whoever may have been interested. It should never have been released on its own. After I made this level I either got tired or morphed it into what became episode 1 of the actual *Abandon* all of which was lost shortly after it was completed. Why I didn't patch it together using these levels I still don't know – I'd probably deleted them or forgotten about them at that point. So many levels were made in such short time.

### All This & Wolf 3D [Demo Version]

(Released April 14, 2006) Built: January-March 2006

#### ALL THIS & WOLF 3D [Demo Version], LEVEL 1 (#210)

Built: January-February 2006

I think this was specifically made for the demo version. I'd long envisioned releasing a game with a demo coming out a couple of months earlier which contained levels not found in the final version, making the demo worthwhile to play but still displaying what was coming. This came out in April. Not long after, I got an epiphany and so decided to release *All This & Wolf 3D* as yet-another, unfinished scrapheap. Luckily I changed my mind and it got withdrawn. But this level along with the four others (which featured in the final version as well) gave the public a taste of my new grandiose ideas, all made possible by using the aforementioned monstrous EXE Chris had constructed for me in the summer of 2005.

#### ALL THIS & WOLF 3D [Demo Version], LEVELS 2-5

Though these were first released in the demo, it was later released in the full version, and so it is listed there.

### Schabbs 7000

(Released May 1, 2006) Built: January-February 2005

#### SCHABBS 7000, LEVEL 1 (#211)

Built: February 2005

This was basically just *Secrets of Offenbach* in its embryonic form. It contains this opening level which I obviously scrapped for the released version and levels 2 and 3 as we know them. Together with Flamer46 and later Havoc I experimented in adding new guards, but they never really worked out. I suppose I retired the ideas and rewrote the plot and general idea of what *Offenbach* should be, and I retired this early incarnation dubbed *Schabbs 7000* along with it. This was immediately after I got heavily into *Schabbs 2000*; an influence that would later pay off in *Nazi Operation* which commenced about six months after this mod was begun.

#### SCHABBS 7000, LEVELS 2-3

Built: February 4-6, 2005

These two had already been released in *Secrets of Offenbach* and are described there.

The remainder of levels in *Schabbs 7000* was really nothing but false starts, tests and ideas. As with *Abandon [First Version]* and later *Wolfram* this was unfinished, archival and had really no reason to be released to the general public. But you can't go back.

### All This & Wolf 3D [40 Level Version]

(Released May 18, 2006) Built: November 25, 2005-May 2006

#### ALL THIS & WOLF 3D [40 Level Version], LEVEL 1 (#212)

Level name: "Startout"

Built: January-May 2006

For some strange reason I decided, in the middle of it all, to release *All This & Wolf 3D* before I'd even finished the damn thing. I was hardly half way! This was a silly idea, and numerous people, including Dean, Chris and others thought it was a dumb idea. But I just couldn't be reasoned with at that point. However, a few days after release I received a private message from Chris where he immediately committed himself much more than he had done up to that point (which may have played a part in me releasing it so haphazardly) and this 40 level version got withdrawn. This level did not appear in either the demo or in the full version, as I seem to remember starting a map set at this time. Perhaps that played a part in me releasing this prematurely too. I don't know. I don't remember much about this particular level, though, other than Chris reviewed it (as one of my very few maps to be actually "reviewed") and whether or not it was slated to be a part of the aforementioned map set I still don't know.

ALL THIS & WOLF 3D [40 Level Version], LEVELS 2-32 and 39  
Built: January-May 2006

Though these were released in the 40 level version they were later released in the full version, and so they are listed there.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 33 (**#213**)  
Level name: "The Crunge"  
Built: January-May 2006

I think this was done for the map set as well – it was probably only added to *All This & Wolf 3D* as an afterthought or in order for it to be released as a "40 level version". It's all right but nothing major – some cheap décor and the odd aesthetic screw-up.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 34 (**#214**)  
Level name: "Lock n' Load!"  
Built: April 2006

Obviously this came from the map set as well. The idea with the skill 4 officer marching through the wall in the opening room came to me out of the blue, and it acts as a sort-of "reward" to those who play skill 4 – there's a room containing food and ammo in the hallway he leaves behind as he marches through the wall. The rest of the level was just me winging it. Obviously it would've looked out of place in the actual *All This & Wolf 3D* as there aren't any interesting objects used here – most definitely this was used for the map set.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 35 (**#215**)  
Level name: "All Snook Up"  
Built: January-May 2006

This came from a Spear map set – see, I was branching out too much at this time. This affair taught me to focus on one project at a time, something I still struggle with to this day. I added a little here and there for it not to look too out of place in this mod. However, the gold key is blocked as this was made for a secret door that only moves 3 squares. This is a major bug but it went unnoticed 'cause I didn't care and neither did the playing public – with ample reason.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 36 (**#216**)  
Level name: "Fowty-Sixth"  
Built: January-May 2006

Everything about this map is just amateurish. The title implies that this had been level 46, the opening room has a botched opening with screwed-up aesthetics in terms of the gray brick/map texture – the two different mazes leading to the gold key room are just horrific and off-the-cuff... Overall an embarrassing affair, but compared to the Possum Trot output it's outstanding.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 37 (**#217**)  
Level name: "King Kong-krete"  
Built: January-May 2006

This was the opening level of the aforementioned Spear map set, using that drab, god-awful gray concrete texture that I never went anywhere with otherwise. It's an OK level, but I still see the entire 40 level version as a big, fat mistake.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 38 (**#218**)  
Level name: "Last Call... Not"  
Built: January-May 2006



It was during making this particular level that everything just fell apart. I just could not go on. I look at this particular instance as a turning point, and since then I've always taken it easy when it comes to making levels and not gotten angry with myself for not having proper inspiration. Though this had great ideas, interesting turning points for guards and the like, it never got finished and just stood there like something out of the blue.

ALL THIS & WOLF 3D [40 Level Version], LEVEL 40

Map name: "Free at Last"

Built: 2006

**Boss level**

This level was made by Dean, who was very supportive through this entire period, yet he never understood why I chose to release this as a 40-level version. I remember rushing him to finish this level just to get this damn thing out there.

## Wolfram

(Released July 1, 2006) Built: May-June 2006

WOLFRAM, LEVEL 1 (#219)

Level name: "Sub-Access"

Built: May-June 2006

After having used the original Wolf as a base for almost one year, I suppose the ghost of *Uber Deutschland* and other failed projects with aspirations beyond the standard Wolf came back to haunt me. I managed to put together this VSWAP, Dean put together an excellent EXE, and off I went to make this level. I had big ideas with this mod. It never went anywhere, though. It lay around for about a month without me really doing anything, eventually sitting myself down to make a skeletal level which I quickly deleted and went back to whatever else I was doing at the time. *All This & Wolf 3D* had resurfaced after only 10 days or something, so I was back on the original Wolf horse again and *Wolfram*, sad as it was, became yesterday's news while still being in development. My firm apologies go out to Dean, who put a lot of effort and trust in me for making this mod; it never went anywhere, which it should have. There were many good ideas in here. I suppose this would in turn inspire the first attempt at *NovoWolf* one year later.

## All This & Wolf 3D

(Released January 27, 2007) Built: November 25, 2005-December 21, 2006

ALL THIS & WOLF 3D, LEVEL 1 (#220)

Level name: "The Break-In"

Built: July 2006

*All This & Wolf 3D* has a long, strange genesis. As I've mentioned before, Chris sent me an EXE in the summer of 2005 which made able the use of 999 objects and 249 guards. I had it lying around and toyed with it here and there, and made my first level for it in late November that year – this level appears in this version, the final (and definitive) version as level 16. Numerous opening levels were made on and off, including this level, which was done on a whim. I suppose the inspiration came from *Assassinate Hitler* in that it starts in a gray brick complex.

ALL THIS & WOLF 3D, LEVEL 2 (#221)

Level name: "Cellar Junction"

Built: December 2, 2005

For a brief time, levels 2-6 were replaced with newer levels (that got released as levels 55-59, I think) but I decided to keep these, not as much for historical sake (though my mapping styles from late 2005 and late 2006 differ quite a lot) but also for

flow, as this was meant to be a level 2. And in my world, level 2 conjures up what's about to happen in the mod while not revealing too much. But with more than 60 levels ahead, it was tough to "tease". I liked this level though. The gray slime interplay with the cornfield texture worked out quite well.

#### ALL THIS & WOLF 3D, LEVEL 3 (#222)

Level name: "SS Rendezvous"

Built: December 21, 2005

In the days between making levels 2 and 3 I was finishing off *Nazi Operation*. I suppose I hurried it up because of this mod stealing all attention. I was in awe of the EXE, and as I finally had the proper chops to make levels, it of course exploded into a series of monster-levels being made.

#### ALL THIS & WOLF 3D, LEVEL 4 (#223)

Level name: "Bunker 666"

Built: December 23, 2005

This was a tad small compared to what was to come – I enjoyed making it, though. The brown marble played off well with the red bricks.

#### ALL THIS & WOLF 3D, LEVEL 5 (#224)

Level name: "Secrecies"

Built: December 31, 2005-January 1, 2006

I look back in awe on how much fun I had making this particular level. It was done over a cozy New Year's Eve... The snow had just fallen... I started it in the afternoon. I worked and worked on this level, added more sections here and there, spiced it up with a ridiculous amount of secret doors which eventually lent this level its name. I was so happy with the end result. For a long time this was my personal favorite that I had ever done.

#### ALL THIS & WOLF 3D, LEVEL 6 (#225)

Level name: "Bunker 999"

Built: January 4, 2006

This was done in the wake of the previous level's velocity. I remember making the first few rooms and then running dry. A couple hours later, I finished the remainder. It was partly inspired by *Operation Todpfad* level 2, mainly the domestic parts. There's a 3x3 room/column area I'm not proud of, and though the previous level was built around the fact that it had numerous secret doors, this actually had more!

#### ALL THIS & WOLF 3D, LEVEL 7 (#226)

Level name: "Bluesville"

Built: December 24, 2005

This was one of the early levels. Originally I had written it out of the mod, and it was only because I found it in the 40 level version shortly before release that I insisted it come back in. I suppose this was when I wanted the first couple of levels to be "renewed" – eventually I chose to retain the early levels in fitting level slots rather than re-assigning them to others. I remember this was slated to be level 61 at some point, in which its design would've really looked out of place. So I did a "vice versa" and switched the levels' places.

#### ALL THIS & WOLF 3D, LEVEL 8 (#227)

Level name: "Bunker Compound"

Built: January 7, 2006

The bright ceiling color contrasted well with the brown stone/gray brick interplay – I could easily imagine this being outside, with the main gray brick premises being inside. Again, there's a lot of overkill on secret doors, but that's what it was. I finally had the option to make levels as crazy as I wanted, with as many guards, objects, anything... Ideas would come thick and fast.

#### ALL THIS & WOLF 3D, LEVEL 9 (#228)

Level name: "Mutant City"

Built: January-February 2006

Had it not been for the cheapskate mazes this could've been a good level. I was obviously trying out some new design ideas with the gray slime and the domestic sprites and see how well they could hold each other up, especially wells and columns.

#### ALL THIS & WOLF 3D, LEVEL 10 (#229)

Level name: "Houses of Hans"

Built: January-February 2006

##### **Boss level**

All things considered, this is a fair boss level. I was still a bit uncomfortable in using the blue wall texture, but it turned out OK.

#### ALL THIS & WOLF 3D, LEVEL 11 (#230)

Level name: "Officer's Lounge"

Built: January-February 2006

Whereas level 3 was exclusive to SS guards, this level was exclusive to officers. I suppose my original skeletal idea of this was to gradually introduce the guards, so that levels 1-2 were regular guards only, SS started appearing from level 3 onwards, and officers weren't introduced until level 11. That all changed when I decided to redo the early levels, as is clearly evidenced by all 4 guards appearing in the first level. This particular level I don't remember much about other than I liked experimented with the different textures that fit with the brown ceiling.

#### ALL THIS & WOLF 3D, LEVEL 12 (#231)

Level name: "Soddy Galore"

Built: January-February 2006

This was inspired by levels 12 and 18 in *Schabbs 2000* which respectively used the cornfield texture and the brown concrete from Spear. I was really getting into using the 64x64 to its fullest. I had a ball making most levels for this mod.

#### ALL THIS & WOLF 3D, LEVEL 13 (#232)

Level name: "Castly Complex"

Built: January-February 2006

This is one of many "true" castle levels in that it contains surroundings as well as what is supposed to be the actual castle. I was still learning my trade in this department, and I suppose I padded it out a little in using major hallways amidst smaller rooms.

#### ALL THIS & WOLF 3D, LEVEL 14 (#233)

Level name: "Czech Residence"

Built: January 14, 2006

Here we have yet another colossus... In the early days of this mod I still used the checkerboard texture from *Schabbs 2000*. It was only when I started a thread at DHW about ceiling colors that Ringman, who is excellent with graphics, posted a checkerboard texture based on the brown marble that he'd done himself. It was just fantastic and had way more edge and root in the Wolf graphics than the original *Schabbs 2000* checkerboard had. I have no idea where it comes from originally though.

#### ALL THIS & WOLF 3D, LEVEL 15 (#234)

Level name: "Strongholded"

Built: January-February 2006

This level originally retained the original E2L5 ceiling color, which was bright blue. It then became dark green. I was experimenting with ceiling colors again.

#### ALL THIS & WOLF 3D, LEVEL 16 (#235)

Level name: "The Prison"

Built: November 25-December 1, 2005

This was the first level I ever did for this project. I had a terrific time making it. I started it on November 25 and finished it off six days later whilst putting the finishing touches to *Nazi Operation*. Originally as level 1 it had BJ starting in a cell, which was rebuilt as a small elevator room in order for it to fit with the chronology. All things considered, looking back, I suppose I should've kept it as level 1 as the overall chronology/improvement would make a lot more sense, but then I'd have an excellent opening level with which I wouldn't know what to do!

#### ALL THIS & WOLF 3D, LEVEL 17 (#236)

Level name: "Purple Rain"

Built: February 11, 2006

This level uses purple textures exclusively. It also features a secret area which is accessible from more than one place, something I didn't dabble in for very long. Even though it's a colossal level and its surroundings are of similar size, I don't think it holds water. In my mind, the purple color isn't capable of convincingly capturing the player for more than 5 minutes.

#### ALL THIS & WOLF 3D, LEVEL 18 (#237)

Level name: "Brick House"

Built: February 2006

I had a blast making it, and shortly after playing it myself I thought it was one of the best I'd ever made. This probably explains its appearance in the 5-level demo.

#### ALL THIS & WOLF 3D, LEVEL 19 (#238)

Level name: "Officer Down!"

Built: February 2006

Here's yet another officer-laden level using what I'd like to call "their" textures as I often connect officers with brown marble and brown stone.

#### ALL THIS & WOLF 3D, LEVEL 20 (#239)

Level name: "Fatman Returns"

Built: February 2006

##### **Boss level**

The sky blue ceiling came out of the DHW thread I'd started in which Ringman praised the coupling of brown weave and that particular shade of blue. I liked its openness, slightly maritime feel contrasting with the drabness and despair of being in a cave. Obviously E6L9 was an influence here as General Fettgesicht is the boss of this level as well.

#### ALL THIS & WOLF 3D, LEVEL 21 (#240)

Level name: "La Concesia"

Built: February-March 2006

This originally used the gray tile texture from *The Lost Episodes* which worked out pretty good. As it did not sit well with the original Wolf feel I swapped it for the drab gray concrete texture from Spear which I never liked in the first place. There's a mess of different textures in this level, some which do not fit together too well.

#### ALL THIS & WOLF 3D, LEVEL 22 (#241)

Level name: "Czychoslovakia"

Built: February-March 2006

Despite its horrible name, I had fun making this level. This again uses Ringman's checkerboard texture along with the stained glass textures he also redid for me in a smoother fashion. The ceiling color was subject to much debate in the DHW thread as I started out with the brighter purple originally from Spear level 9 but ended up using the more acceptable teal instead.

#### ALL THIS & WOLF 3D, LEVEL 23 (#242)

Level name: "Soft Dogs"

Built: February-March 2006

The mellow ceiling color sat well with the lightness of the softwood partition. This level also had a high concentration on dogs, something I was still getting used to. I always had a soft spot for animals, and early on I wasn't too fond of killing dogs. But things change. It's just a game and as Havoc once told me rather stoically, *it's either kill or be killed*. Though my mapping skills were improving at an exceeding rate and I had been making levels for almost 18 months, I still hadn't taken into account that dogs and guards had different marching speeds and that I could not include guards and dogs in the same marching pattern.

#### ALL THIS & WOLF 3D, LEVEL 24 (#243)

Level name: "Castlemania"

Built: February-March 2006

This is a rather sparse, "retro" type level seated amongst all these ridiculously large affairs. This reprises the sky blue ceiling color from level 20.

#### ALL THIS & WOLF 3D, LEVEL 25 (#244)

Level name: "Stoned"

Built: February-March 2006

The stone wall from Spear always suited monster-size levels, in my opinion. This is just another *Totengraeber* pastiche.

#### ALL THIS & WOLF 3D, LEVEL 26 (#245)

Level name: "Rotten Bottom"

Built: March 17, 2006

This was fun to make. I was experimenting with large, spiral, winding hallways. There's an overall sewer/cellar feel to the level, which I don't think was intended. The inspiration, most interestingly, was actually *Chokage* E1L3. I always admired Chris' mapping even though many people probably don't know he's capable of pulling off great levels in addition to his coding.

#### ALL THIS & WOLF 3D, LEVEL 27 (#246)

Level name: "Dead Simple"

Built: March 2006

This was obviously inspired by *Chemical Warfare* levels 4 and 28 which also used the gray concrete wall from Spear. I had tremendous fun making this, and it seemed for a while I could go on forever in making large levels.

#### ALL THIS & WOLF 3D, LEVEL 28 (#247)

Level name: "Romanova"

Built: March 24, 2006

I was on a roll and just kept producing large levels. I was very satisfied with this, and included it in the 5-level demo as well.

#### ALL THIS & WOLF 3D, LEVEL 29 (#248)

Level name: "Safe n' Sound"

Built: March-April 2006

I began to run out of steam. This used the blue wall texture which I still had some issues with; I could never get a big idea for a level going with it then.

#### ALL THIS & WOLF 3D, LEVEL 30 (#249)

Level name: "Saint Otto"

Built: March-April 2006

##### **Boss level**

I was quite satisfied when I'd finished this. I felt it was the first grand boss level I'd done, even though the 3x chain gun pickups obviously compensated for the lack of ammo boxes.

#### ALL THIS & WOLF 3D, LEVEL 31 (#250)

Level name: "Labsters Avenue"

Built: June-December 2006

As with *Project Wolfgeist* and later *Wolf Overkill*, the laboratory levels were done separately from the "regular" levels, often with weeks between them in order to gather inspiration. I did not begin work on the lab levels until some of the new graphics were in place. This first lab level starts in a "normal situation", gray bricks, but quickly turns into standard lab fare from my part, with inspiration primarily coming from *Schabbs 2000*, *Chemical Warfare*, *Totengraeber* and Wolf Skevos-Jones.

#### ALL THIS & WOLF 3D, LEVEL 32 (#251)

Level name: "Between"

Built: June-December 2006

As I was playing *Return to Castle Wolfenstein* for the first time in the months surrounding making these first few lab levels its influence is quite clear to me. The opening room is a straight take on the opening room in mission 5. Of course, it's hard to duplicate a large, grandiose environment from a newer game into this cramped, old engine, but I gave it my best! The shower sprites were nicked from *Operation Hundscheisse*, which I loved when it came out, and I always felt that shower sprites were a missing link in the domestic sprite department, together with toilets, urinals, dressers, drawers, chairs and filing cabinets.

#### ALL THIS & WOLF 3D, LEVEL 33 (#252)

Level name: "Leekbarrel City"

Built: June-December 2006

As these lab levels were my first stabs at making true lab levels after getting more and more skilled, I was of course experimenting with what could be pulled off and what could not. This is mainly a large, narrow hallway-based level – I'm just thankful you don't lose health when you step on the puddles of nuclear waste! The title contains a spelling error, as "leek" should obviously be "leak"... But imagine... Nice, green, healthy and crunchy leek instead of nuclear waste...

#### ALL THIS & WOLF 3D, LEVEL 34 (#253)

Level name: "Labborateral"

Built: June-December 2006

Aside from the obvious Wolf Skevos-Jones inspiration, I cannot remember much about this level other than it took its time coming along. Various lab levels were stretched over long periods of time – the second half of the lab portion wasn't even finished until November!

**ALL THIS & WOLF 3D, LEVEL 35 (#254)**

Level name: "Tortural Garden"

Built: June-December 2006

Using "traditional" sprites such as cages and hanging skeletons inside lab levels was still something I wasn't sure worked. However, it did turn out pretty good in the end. The same goes for the columns used in the previous levels. I was trying to balance the teal sheen of the steel panel with the bright white lab panel from *The Lost Episodes*. Looking back, the gray/metallic steel panel from *Totengraeber* would've suited it better, but I guess you can't have everything.

**ALL THIS & WOLF 3D, LEVEL 36 (#255)**

Level name: "Reflections"

Built: November-December 2006

I suppose the purple stone texture in the beginning was me experimenting with how far you can take the flourishes of original Wolf within a new, more clinical lab approach. There are mutants in this level which haven't been "released" yet, so to speak. I took this from Wolf Skevos-Jones and *Project Eisenritter*. I remember Dean reporting them as bugs while he tested the mod back in the day, but they were meant to be "dumb". Of course, they're easier to kill, but the lab levels to come are pretty heavily guarded, so it's not as if the difficulty factor suffers from this.

**ALL THIS & WOLF 3D, LEVEL 37 (#256)**

Level name: "Deep Whiteness"

Built: November-December 2006

There's a fair sense of snow blindness in this level. I remember winters where the frost would hang heavy in the air, the sun would belt down but nothing would melt, and the bright, clear snow would almost blind you as if you were in a desert on a hot day in July. Though it was the complete opposite it still had the same affect – and I tried to translate this into tempting the player into a near-mania state by making insufferable overtly bright lab levels with a lot of difficulty to boot.

**ALL THIS & WOLF 3D, LEVEL 38 (#257)**

Level name: "WASTED!"

Built: November-December 2006

This is one of my favorite steel panel-based levels. I seemed to pull it off pretty good. It's a pretty monstrous level, and this was the eighth lab level – I could've scaled things down, but decided not to – I wanted the player to beg for the boss level to come around soon enough. Though no wall textures from *Totengraeber* were used, that mod was a huge influence on how I decided to handle the skeletal lab levels – where and how the secret doors should function and what they should contain and so forth.

**ALL THIS & WOLF 3D, LEVEL 39 (#258)**

Level name: "Steel and Glass"

Built: November-December 2006

This was the last lab level before the boss. I remember I strived to make it as long-draught and dreary as possible.

**ALL THIS & WOLF 3D, LEVEL 40 (#259)**

Level name: "The Schabby One"

Built: November-December 2006

### **Boss level**

I was always hugely disappointed with the original E2L9 as I wanted the final showdown of the mutant maker's den to be heavy, gory, filled with mutants and other nuclear sprites – I took those childhood fantasies into this level and made the most of it. I remember Dean reporting he missed some sort of treasure award in this level, and in hindsight he was right. I suppose I had planted some treasure in the elevator room, but as the next level started in this similar room (though it had been made 8 months earlier) I didn't feel pickup sprites would fit/make sense in this particular instance.

### **ALL THIS & WOLF 3D, LEVEL 41 (#260)**

Level name: "Mashed Tater"

Built: March-April 2006

This was done after Otto's boss level as I still didn't have the appropriate resources to start the lab levels at that point. This continues the "colossus" approach I was going for, and though the level title is a throwaway the actual level is not. It utilizes a large number of textures as well, which was inspired by Gary Ragland. In some of my levels, especially latter day-ones I tend to be a bit conservative in my selection of textures, often aligning them with the given ceiling color or textures with the same color, but here it was more free-form and I like that.

### **ALL THIS & WOLF 3D, LEVEL 42 (#261)**

Level name: "Dark Dungeon"

Built: March-April 2006

... And so ended the first mapping epoch of *All This & Wolf 3D*. After doing this average prison level I just ran dry, completely. I sat down and tried to start new levels but nothing ever worked. Instead of holding on to it, I decided to pair it with my then-emerging map sets and release that as the 40 level version. I'm sorry I did it and I'm glad I withdrew it and started anew about a week after it all happened. I suppose one of the main factors was that I couldn't get hold of Chris who was the main coder in this mod. After he committed himself a lot more the whole thing felt fresh and new again.

### **ALL THIS & WOLF 3D, LEVEL 43 (#262)**

Level name: "Scheissekopf!"

Built: May 2006

I suppose another factor in my stagnation of ideas was the fact that I'd begun to play games that weren't based on original Wolf or Doom. In January, I had reacquainted myself with a video game I played the first time when I was 9-10 years old back in the youth club (where I also got reacquainted with the shareware version of Wolf) – *Unreal Tournament*. I had so much fun playing it. I love the spacey, futuristic, cyberpunk kind of feel that game retains, the psychotic music and the goriness of it – not to mention the weapons. I loved it. I kept playing it on and off for a number of years, the last time being in early to mid-2012. However, the defining moment of "new" video games was when I first played *Return to Castle Wolfenstein*. I was blown away. I had never played a video game with that much excitement, class, everything – the music, the atmosphere, the fact that it was based on good old Wolf... I just fell in love with it and played it for hours on end. I had no interest whatsoever in Wolf 3D for a good month or so. This level was done as I was trying to get out of my *Return to Castle Wolfenstein* phase. It is way more cubic and realistic in its approaches. It's inevitable that the old school feel resurfaces – the light brown ceiling and gray stone #3 came from *Operation Panzerschiff*.

### **ALL THIS & WOLF 3D, LEVEL 44 (#263)**

Level name: "Scumbag Heaven"

Built: May 28, 2006

Whether or not this or the previous level was the first level to be made after the May 18 release of the 40-level version I'm still not sure of. I remember this level put my feet back firmly on the ground in terms of making maps for *All This & Wolf 3D* with



certainty, though. The gray concrete from Spear, or cobblestone, was a nice catalyst for interesting levels that could go both ways. I enjoyed making this level immensely and immediately decided to withdraw the 40-level version and resume work on *All This & Wolf 3D* until it was just right. Unlike *Nazi Operation* this had no “deadline” so I never felt like I had to rush anything.

#### ALL THIS & WOLF 3D, LEVEL 45 (#264)

Level name: “Big n’ Green”

Built: May-June 2006

Together with *Return to Castle Wolfenstein* I was also playing Wolf Skevos-Jones stuff again. Remember, I had only had VDMSound for a few months. I often got the itch to play all the old Wolf things I loved so much when I was 12 and first got into the entire Wolf mod scene. It was all possible again after a long while of not being able to hear music or digitized sounds, and especially without music, Wolf gets a bit boring to play, especially if there’s new music around. This level started as a checkerboard thing which I got bored with quickly, obviously, and turned it into a gray slime affair. This was called “Big ‘n Green” and so is also noted on the map itself, but an earlier draft had it named “Ca-razy Mutants” without this being actually written on the level. Much confusion! Both titles are horrible though.

#### ALL THIS & WOLF 3D, LEVEL 46 (#265)

Level name: “Cleaveland”

Built: May-June 2006

This must’ve slipped my mind for some time – looking at it now I think it’s one of the more subtler, smoother levels of this mod. It’s also one of my earliest with the blue wall which actually works as a smooth, spacious thing rather than the old Episode 5 pastiche with a lot happening in not too much space. The fact that the mutants roam this particular part of the level is even better.

#### ALL THIS & WOLF 3D, LEVEL 47 (#266)

Level name: “Purp-n-Blurp”

Built: June 2006

Each time I’d start a purple stone level I’d have massive aspirations. If it didn’t turn out like a monstrous maze-like nightmare colossus level in the vein of E2L6 I’d be disappointed. I suppose I wasn’t too keen on this at first, but on second sight it’s OK.

#### ALL THIS & WOLF 3D, LEVEL 48 (#267)

Level name: “Bloody Patterns”

Built: June 10, 2006

I was back on the high horse of high concept yet again – colossus levels coming like they did when I started this mod. I’m really satisfied with levels like this.

#### ALL THIS & WOLF 3D, LEVEL 49 (#268)

Level name: “Klassic Kastle”

Built: June 25, 2006

This level continued the roll from the previous level. I enjoyed making it. As with the earliest levels of what became *Nazi Operation* this was done on a hot summer night with the windows open.

#### ALL THIS & WOLF 3D, LEVEL 50 (#269)

Level name: “Blow the Bro”

Built: June-July 2006

**Boss level**

I remember this took its sweet time in coming along. I remember attempting three different openings before settling on the one I ended up with. As a boss level, it's all right, it doesn't really lack anything but it's also nothing special. Shortly after making this level I retired from *All This & Wolf 3D* but did not release it or anything, in fact I didn't even tell anyone that it was on "hiatus". I had started *Wolfram* at this point which I quickly regretted; also, the first seeds had been sown for what would become *Quest for the General* so all my creative juices went out on that instead.

#### ALL THIS & WOLF 3D, LEVEL 51 (#270)

Level name: "Comonthen!"

Built: August-September 2006

After making and releasing *Wolfram*, starting up and partly shutting down *Quest for the General* and redoing the opening level for *All This & Wolf 3D* as well, I took a small break to concentrate on a community map set – the idea had been started by me in January 2006. As my interest in the map set died out quickly, as I was never any good at community efforts, I went back to *All This & Wolf 3D* and started this. At the time, a friend of mine had shown me how to play Doom and WolfenDoom projects in an emulator which worked much smoother. And so, I played both of these which inspired me to do more spiral designs. I don't know about the gore – Doom was good on that but I don't know if I replicated it that well here.

#### ALL THIS & WOLF 3D, LEVEL 52 (#271)

Level name: "Mindbender"

Built: October 7, 2006

I was still keen on using spiral hallways, some of which were probably too over-decorated. I always thought that gray brick sat well with the teal ceiling color, just like good ole' E6L7.

#### ALL THIS & WOLF 3D, LEVEL 53 (#272)

Level name: "Sawed in Two"

Built: October-November 2006

This level is one of several colossuses bookending the mod – some of the wall decorations in here were used without any limitation whatsoever, and the level looks quite cluttered and over-the-top. It was inspired by *Schabbs 2000* and *Operation Todpfad* level 2 as so many other wood panel maps of mine were.

#### ALL THIS & WOLF 3D, LEVEL 54 (#273)

Level name: "Little Kremlin"

Built: October-November 2006

This reprises the mellow blue ceiling from levels 20 and 24. I found it went well with the red bricks and numerous other textures. The red brick section was inspired by *Schabbs 2000* level 10. There's some hollow wall/secret area trickery in here in getting to kill all guards, but it can be done.

#### ALL THIS & WOLF 3D, LEVEL 55 (#274)

Level name: "BJ in a Bubble"

Built: October-November 2006

I was quite keen on this level once I finished it. The black ceiling really gave it a dark, brooding character which sat well with the "Into the Dungeons" tune and this was also an early effort of mine to mess with gray slime together with regular gray stone and features some interesting ideas in utilizing the spear rack.

#### ALL THIS & WOLF 3D, LEVEL 56 (#275)

Level name: "Castle of Doom"

Built: October-November 2006

This reprises the idea of *Operation Achtliebe* E1L3 in that it's a surrounded castle with peephole corners. Other than that, it was inspired by *Schabbs 2000* and parts of it looks like what I later put into the opening level of *NovoWolf*.

**ALL THIS & WOLF 3D, LEVEL 57 (#276)**

Level name: "Nusshaus"

Built: November 18, 2006

Here we have yet another level fitting in the colossus category – apparently I just couldn't stop once I got started! This was inspired by Episode 6 and WlHack.

**ALL THIS & WOLF 3D, LEVEL 58 (#277)**

Level name: "Blackening Out"

Built: October-November 2006

For a while this was slated to be level 3, as I wanted to replace the older levels with newer once as I felt they had more meat on the bone. In the end I abandoned the idea, which in turn I thought was a good move. This particular level was fun to make. It's another colossus, this time utilizing the softwood panel.

**ALL THIS & WOLF 3D, LEVEL 59 (#278)**

Level name: "The Last Breath"

Built: October-November 2006

This was originally supposed to be the new level 2. I view this as one of the better gray slime levels and I have done a lot of these in my time. The title is pretty lame, though – this later appeared in *The Bitter End* as I held it in high regard, and still do to some extent.

**ALL THIS & WOLF 3D, LEVEL 60 (#279)**

Level name: "Gingerhouse"

Built: October-November 2006

**Boss level**

Excepting the clever E4L4-inspired secret areas in the opening room, this is a pretty poor effort compared to its place as one of the last levels I did for *All This & Wolf 3D*. 7 boss levels had to be made, and I had to run dry at some point. What I regret the most is the ending. Horrible, horrible usage of softwood littered with vines and landscape, some of which is viewable from more than one angle! Oh no!

**ALL THIS & WOLF 3D, LEVEL 61 (#280)**

Level name: "Prisonality"

Built: January-April 2006

This was made early on, originally appearing in the 40 level version. I decided to use it here, as it originally appeared as level 7. It's a fine prison level, but nothing major – this was level 61, the first level I ever played in any mod that surpassed the 60 level limit. In that manner, it was very exciting.

**ALL THIS & WOLF 3D, LEVEL 62 (#281)**

Level name: "Sewicide"

Built: November-December 2006

The title owes to its small, claustrophobic feel which was obviously taken from Gary Ragland – big surprise.

#### ALL THIS & WOLF 3D, LEVEL 63 (#282)

Level name: "To WSJ!"

Built: November-December 2006

I was playing a lot of Wolf Skevos-Jones stuff at the time, apparently in such a fashion that I became inspired to drag some of its impressions into this much more originally-based, roots-type mod in which my inspiration from WSJ may not be that obvious. The placement of objects was new to me though – and ever since making this, I'm no stranger to large rooms, objects placed outside corners or in booths of their own and so on.

#### ALL THIS & WOLF 3D, LEVEL 64 (#283)

Level name: "Classico"

Built: December 8, 2006

I finally made a level based on the blue wall texture to my liking. It's humongous and extremely enjoyable. It was partly inspired by *Operation Panzerschiff* and E6L7.

#### ALL THIS & WOLF 3D, LEVEL 65 (#284)

Level name: "Knee Deep"

Built: December 9-10, 2006

AReyeP, Wolf Skevos-Jones, *Schabbs 2000*, *Totengraeber* and *Operation Panzerschiff* were all inspirations to this particular level. I enjoy the lazy gray ceiling which I think has the same nuance as the floor, making this a tad claustrophobic – but with its many wide open spaces there is no cramped feeling in this level at all. It's a very good level.

#### ALL THIS & WOLF 3D, LEVEL 66 (#285)

Level name: "Dank You!"

Built: December 2006

This was inspired by *Coming of the Storm* level 8. The idea of a large, dank cave really stuck with me, so with some inspiration from *Nazi Operation* and the inevitable *Schabbs 2000*, I cranked this out one evening. I'm not happy with the *Jazzin' Them Nazis* tune, though. I still believe it suits a secret level better.

#### ALL THIS & WOLF 3D, LEVEL 67 (#286)

Level name: "The Final Cut"

Built: December 2006

This was the last "straight" level I did for this mod, as the final boss level had already been done and level 68 was to have some kind of concept. This level is huge, partly inspired by the Ramparts level from *Spear*, I guess. It was just me freewheeling, a bit too large and overblown, but as I was scaling things down for the then-nascent *Castle Assault* I decided to go all in for one last time.

#### ALL THIS & WOLF 3D, LEVEL 68 (#287)

Level name: "No Quarter"

Built: December 21, 2006

This was inspired by the Led Zeppelin song of the same name and was made in a few hours. The fog effect and ghosts/abandoned castle scheme was an old idea of mine I'd long wanted to implement somewhere, and though it got a bit boring and repetitive in the end, I had a blast making it. This was the last level I did for *All This & Wolf 3D*. A few days later I was sent the last patch before testing which included level 69.

#### ALL THIS & WOLF 3D, LEVEL 69

Level name: "Chris' Spot"

Built: 2006

This was a game changer. Shortly after playing this on skill 4 I realized that this would probably make the mod. Did it depress me? Not really. I loved making this mod, it was fun having a project that took well over a year to make that a lot of people loved when it came out, and this level is still part of much lore in the Wolf community. I still think it's the best level ever made in any Wolf mod, and not just because it appears in a mod of mine. I was really thankful for Chris' coding skills and his contribution of this fabulous level. I felt it encompassed every great aspect of Wolf; the numerous reprises of the original levels, the challenge in that it's all timed... The music is a slowed-down version of the 1998 pop punk song "Pretty Fly (For a White Guy)" which again appealed to the youthful, carefree atmosphere that I personally felt Wolf nurtured, in my case, and probably many others'. All things considered, I do believe somewhat that this level should have ended the mod, rather than just being the passé partout to a rather disappointing, repetitive last level. Again, a monster such as this level is an extremely hard act to follow!

#### ALL THIS & WOLF 3D, LEVEL 70 (#288)

Level name: "Approaching..."

Built: December 4, 2006

I decided to sit down and make this level, not because I had any particular inspiration, but because I felt like doing something I wouldn't quit soon after starting. I padded it out. As a follow-up to the previous level it was terrible, and as a final level to this tremendously sized mod it was very disappointing. It was fun to make it though, it was way more free-form than anything I'd ever done, but it was still not suitable for this mod.

#### ALL THIS & WOLF 3D, LEVEL 0 (71) (#289)

Level name: "Showdown!"

Built: December 2006

This was done in 30 minutes. I regret it immensely. The Hitler ghosts with chain guns were Chris' idea – pretty good, actually. The level itself was a pathetic excuse for an ending, and as Hitler was supposed to be in there somewhere I think I should've made it a bunker type level rather than a cave or whatever. Again, it was all right to end the mod, but I still think I should've put more effort into these last two levels. The end level object effect made me ecstatic – I'd long wanted an effect like that! Shortly after making this level I'd continue with the last pair of levels for the mod and then eventually scale things down and start on *Castle Assault*.

### Castle Assault

(Released February 12, 2007) Built: December 18, 2006-February 6, 2007

#### CASTLE ASSAULT, LEVEL 1 (#290)

Built: December 18, 2006

As *All This & Wolf 3D* came to an end, I was ready for my next project. As *All This & Wolf 3D* had been a long affair with radically large levels, mainly, I decided that this mod should be a bit more scaled down, and so I knew from the start that the changes there may be wouldn't be major. The mapping, likewise, would be nothing fancy, but still be a lot of fun both to make and play. The idea of having the MAC BJ on the status bar was something I'd long wanted, just to try something new. So I edited it out of a WolfenDoom project and off I went. This opening level is a cozy, light-brown affair which signals a new start, compared to the monster opening levels of *All This & Wolf 3D* and to a certain extent *Nazi Operation*. Shortly after I had finished this level I asked Havoc if he could brew together an EXE with small changes I'd already jotted down in a notepad file. It didn't take long before I received the EXE. The landscape in this level was originally daytime but in the end I switched to the nighttime one instead.

#### CASTLE ASSAULT, LEVEL 2 (#291)

Built: December 20, 2006

This was primarily inspired by BJ Rowan but I suppose the gold key room owe a lot of E6L1. It was around then I started to use cells as secret doors, always making sure that it terminates inside a wall so that it cannot be viewed from two or more sides. I think I'd wanted to introduce the officer a bit later, but I was coming off of *All This & Wolf 3D* which had everything head-on from level 1 and up, so it was hard to hold back.

#### CASTLE ASSAULT, LEVEL 3 (#292)

Built: December 22, 2006

The usage of daytime landscape was rare for me at this time. I felt it gave the levels a different, brighter, brasher twist, and so I set out to build another fine brown marble affair. Of course, by the time I'd released this I had "reverted" to the more familiar nighttime landscape, and so my impression wore off a little – but the level was still good. Though *All This & Wolf 3D* could've drained me, I popped out levels at an almost alarming rate in these couple of weeks.

#### CASTLE ASSAULT, LEVEL 4 (#293)

Built: December 25, 2006

This used the gray brick wall, one of my favorites, and did not take that long to make. I'm certain that Gary Ragland was in there somewhere – again.

#### CASTLE ASSAULT, LEVEL 5 (#294)

Built: December 26, 2006

I was still happy about level 68 from *All This & Wolf 3D* and I suppose some of that's in here as well. This was a rare level of mine in which a compound can be surrounded and scoped before it can be entered, even though there are no keys in there. I was quite satisfied with how this level turned out and how it concealed the secret elevator. This was done in the early afternoon.

#### CASTLE ASSAULT, LEVEL 6 (#295)

Built: December 26, 2006

This level was done in the evening, whilst on Christmas break – a great time to make levels. I used ideas here I hadn't used until then, and I suppose *Schabbs 2000* level 3 had a lot to do with it as well.

#### CASTLE ASSAULT, LEVEL 7 (#296)

Built: December 27, 2006

I remember originally using the new checkerboard texture from *All This & Wolf 3D*, but as this was a lot more old school in so many other respects, I never felt it fit in, so I swapped it with the old one from *Schabbs 2000*. I was experimenting with blockage, oil drums and surroundings as in level 5. I was really proud of this level once I'd finished it.

#### CASTLE ASSAULT, MAP LEVELS 8, 9, 16, 17, 19, 20 & 28

Though these were first released in *Castle Assault*, they were constructed as part of *The Wolf 3D Community Map Pack* and so are noted there.

#### CASTLE ASSAULT, LEVEL 10 (#297)

Built: December 29, 2006

Here's yet another brown marble level. This showcases I was getting more and more into symmetric patterns in terms of lighting, object placement and wall spacing.

#### CASTLE ASSAULT, LEVEL 11 (#298)

Built: December 30, 2006

Obviously I still had a lot to learn in terms of spacing with ceiling lights in wider corridors. This is a big Spear stone wall level mainly influenced by BJ Rowan.

#### CASTLE ASSAULT, LEVEL 12 (#299)

Built: December 31, 2006

I think this signaled things to come – I was beginning to thin out in terms of ideas. This was why I padded *Castle Assault* out with levels from a community map set (which at the time had not been released) – a thing I regretted then, but looking at it now I think it was reasonable enough. I mean, they were my levels. And at that point they hadn't been released to the general public. The cobblestone concrete was limited in its usage – it could only go so many ways.

#### CASTLE ASSAULT, LEVEL 13 (#300)

Built: January 1, 2007

And here comes the softwood! This is an OK level, it was fun to make and it was a cozy night just sitting down and doing this.

#### CASTLE ASSAULT, LEVEL 14 (#301)

Built: January 2007

My only regret here must be the awkward landscape textures which do not fit in that particular area of the level. Other than that, I like the design. There was a point where I just churned out levels like crazy, for a very brief while, that is. From then on I just maxed myself out completely. At this point, I had been making levels constantly with very few breaks (none longer than one week or so) since April 2005 – almost two years!

#### CASTLE ASSAULT, LEVEL 15 (#302)

Built: January 2007

There's some clever secret door trickery in here for the player to enjoy, only to find out there's a couple of crowns in there. The usage of the steel panel as more than a cargo/lab texture was new to me – any atmosphere can be conjured up with that texture.

#### CASTLE ASSAULT, LEVEL 18 (#303)

Built: January 2007

Though the blue wall and the blue stone shared the same color they were two entirely different atmospheres, to me. Nevertheless they can interfere quite well – this level was a favorite of mine at the time inasmuch it appeared as one of my two older maps in *The Bitter End*.

#### CASTLE ASSAULT, LEVEL 21 (#304)

Built: January 2007

This was another gem to come out of that sudden burst of creativity. I suppose there's a bit of E6L8 in there in terms of texture usage – the fact that the marching guards cover a bit more territory was an old dream of mine. Ever since reading it in a thread in early 2005, I always wanted to pull off a level that featured guards marching all over the entire level in one long motion – though I've been making levels for a good 10 years now I still haven't managed to pull that off.

#### CASTLE ASSAULT, LEVEL 22 (#305)

Built: January 2007

This was again inspired by *Schabbs 2000* and *Totengraeber* – especially the latter’s level 23 as it also contained a secret level and used the same Spear stone wall texture.

#### CASTLE ASSAULT, LEVEL 23 (#306)

Built: January 2007

I seem to remember playing either *End of Destiny* or *Spear Resurrection* or both around this time. I had never really played *End of Destiny*, at least not with music and digitized sounds – and it had been a number of years since I’d set foot in *Spear Resurrection* beyond level 10. I’m pretty sure I played these around this time as VDMSound still worked wonders for me. The gold key area was definitely inspired by AREyeP. The rest of the level was just another Gary Ragland spinoff.

#### CASTLE ASSAULT, LEVEL 24 (#307)

Built: January 2007

This features the opening area from *Schabbs 2000* in stolen form as the gold key room. The rest of this level took a long time to make, as my inspiration often thinned out whenever I used the brown stone texture.

#### CASTLE ASSAULT, LEVEL 25 (#308)

Built: January 25, 2007

Not wanting to make the same mistake as with the previous level, I chose a familiar texture that I apparently never tired of then – the gray brick. This level was primarily inspired by Episode 6, with some flourishes from good ole’ Gary.

#### CASTLE ASSAULT, LEVEL 26 (#309)

Built: January-February 2007

I don’t know how well I fared using the purple brick texture here. I was also over-using blood, bones and debris way too much and in pretty much any level I made. It just got too much in the end. This features a clever quick exit with the silver key, and I suppose the AREyeP hung in the air here – but it’s still too stuffy, in my opinion. This is not one of the better ones from this mod. It was during this time *All This & Wolf 3D* got released, so I was always worried that *Castle Assault* might get forgotten in the aftermath of it ‘cause I had enormous aspirations to how well it would fare in the Wolf community.

#### CASTLE ASSAULT, LEVEL 27 (#310)

Built: February 4, 2007

The white panel from Spear is something I wouldn’t use now at all. It’s too plain and one-sided and everything seems to “disappear” into it. I suppose this is why it was never used in Spear at all (correct?) This level is all right, though – I was pretty tired when I made this, it being a Sunday evening and me having been away since Friday. The secret level access was cheap and preposterous. But – it is what it is.

#### CASTLE ASSAULT, LEVEL 29 (#311)

Built: February 5, 2007

It was during making this level I replaced the daytime landscape (which I’d only used in *Purgatory* until then) with the nighttime landscape in order for it to fit the overall theme. This was inspired heavily by *Schabbs 2000* level 8 and *Assassinate Hitler* level 2. I still think it’s one of the best gray slime maps I’ve ever made.

#### CASTLE ASSAULT, LEVEL 30 (#312)

Built: February 6, 2007

**Boss level**



The new bosses were made by a fellow called Bruno deo Virgilio, a Brazilian graphic artist. I don't think he ever made a mod or anything, but he was good with re-coloring the original bosses and giving them new, exciting twists. Likewise he was easy to talk to and very friendly. So while the boss sprites are quite nice and interesting, this level itself is rather mixed. The opening room could signal a grandiose, castle-like scenario, but instead it turns into this pseudo-originally themed mess with slight hints of the original Wolf. There's a landscape area where I assigned a different floor code to a marching guard so that he would never react – I loved it but of course some people thought it was a bug – so that was my *The Final Solution/Chokage* homage – there's also some inspiration from *Nazi Operation* in here. In reprising these old influences I think I knew I'd have to stop making levels for a while after *Castle Assault* got released.

#### CASTLE ASSAULT, LEVEL 31 (#313)

Built: December 2006

##### **Secret level**

Though this contains my worst treasure placement since the days of *Operation Achtliebe*, it also owes a lot to the more symmetric approaches I would follow in the future. The idea of a secret level using the checkerboard texture had been an old idea of mine ever since playing *Chemical Warfare* level 40.

#### CASTLE ASSAULT, LEVEL 32 (Originally Wolfenstein 3D, Episode 1, Level 1)

Built: January 1, 2007

##### **Secret level**

This was done immediately after level 13, the level from which it was accessed. I pulled this E1L1 impression off better than the horrendous *Project Wolfgeist*-one. There are some nice additions here, including secret doors I'd always envisioned being there from the embryonic days of playing Wolf.

#### CASTLE ASSAULT, LEVEL 33 (#314)

Built: January 2007

##### **Secret level**

I knew that I would be using Hans Grosse at one point or another, so I never replaced him with anybody. This level is a bit on the long-draught side, perhaps, and it's a bit on the cheap side, but on the other hand it's pretty good compared to my previous secret level affairs.

#### CASTLE ASSAULT, LEVEL 34 (#315)

Built: January 2007

##### **Secret level**

I was quite proud of this at the time I'd made it. Obviously the symmetric approach, floor lamps and blue wall usage owes a lot to AREyeP but I suppose Ariel is in there somewhere too. The maze part could've been avoided, though – but there it is.

#### CASTLE ASSAULT, LEVEL 35 (#316)

Built: February 8, 2007

##### **Secret level**

This was one of my first successful (in a way) "weird" levels. I'd always wanted to make odd Wolf levels while still retaining a nod to the original game, heavily inspired by *Chokage* and stuff like *Temporary Insanity* which wasn't "weird" but actually quite intelligent and interesting. It didn't work out too well in a mod with numerous graphic changes. There's a ridiculous dancing banana in there as well. This was the last level I made for *Castle Assault*. In only seven or eight weeks I'd pulled off a mod which took me a step further than *All This & Wolf 3D* – sadly I knew I hadn't enough juice in me to keep going on, so instead of shelving it and waiting it out I chose to incorporate levels from map sets and the then-unreleased *Quest for the General*. It got

released a mere 16 days after *All This & Wolf 3D* hit the street – not a clever move – but still, people downloaded it and I know Dean in particular is quite fond of it. I’m also happy I made it. But once this was finished, I took my first long break from making maps, the first actual break since I started, which at that time had been two and a half years. That’s a lot when you’re 16!

## Map of the Month Contest

(Entries made for July, August, September and November 2007)

### MAP OF THE MONTH CONTEST (JULY), LEVEL 6 (#317)

Level name: “Out of the Blue”

Built: June-July 2007

After experiencing heavy burnout in the wake of *All This & Wolf 3D* and *Castle Assault* I did consider packing it in for a while and let Wolf out of my life, ‘cause it did take up a lot of my time, ‘cause I was just hooked on it. I could not wander around forever without making anything related to Wolf, though, and so after a well-deserved hiatus I returned to find that a mapping contest had started. I had no idea about this, and immediately contributed. This level was a bore, though. I liked making it but the end result was too monotonous – however, after a handful of months without making a level it was pretty good. I can fully understand how it did not receive many votes in the contest, though – compared to the rest, it was pretty old hat. I remember Jack Ryerson, who I had adored for years, said he found it a bit boring as well, and that hurt – but it was the truth, damn it!

### MAP OF THE MONTH CONTEST (AUGUST), LEVEL 14 (#318)

Level name: “Redux”

Built: July 2007

After Jack Ryerson’s comment on my previous contribution, I wanted to show that I still had some crazy creative juice left in me. Compared to the end result, I should’ve used one of the better maps for *Castle Assault* or even *Quest for the General* or something instead of this. I went crazy with colors and objects as an attack on my previous, one-sided level. It did not work out the way I wanted it to, though.

### MAP OF THE MONTH CONTEST (SEPTEMBER), LEVEL 1 (#319)

Level name: “Facing Hell”

Built: July-August 2007

All of a sudden my creativity was boiling. At this point in time I had commenced work on *NovoWolf* with Dean and some new ideas had been tossed around and I was getting hooked on and interested in Wolf again. I loved making this level. It was so much fun. I had never used switch-operated secret doors or anything of the like – it was too advanced for me, which was probably why my levels never went down well in these contests. This level contained so many features unique to the contest that I could not pull it off later, as I did with the other three entries in my gather-all “compilation” mod *Odds and Ends* in 2012. So the only way to play this is to dig up this particular contest. I personally have not played it since I beta tested it.

### MAP OF THE MONTH CONTEST (NOVEMBER), LEVEL 3 (#320)

Level name: “Oblivion”

Built: September-October 2007

I absolutely loved making this level, and though the previous entry of mine was good, this was even better. For a long while I thought of this as one of the best levels I had ever made. I loved making it and testing it was a blast. Obviously the design and general ideas owe a lot to Gary, and I also named it “Oblivion” because what was hot and happening in the Wolf community in 2007 did not have much to do with teal ceilings, grandiose mapping and original sprite appreciation.

## The Wolf 3D Community Map Pack

(Released August 26, 2007) Entries built: August 22, 2006-September 13, 2006

#### THE WOLF 3D COMMUNITY MAP PACK, EPISODE 2, LEVEL 1 (#321)

Built: August 22-23, 2006

In January 2006 I suggested making a map set, a community map set. It finally came into fruition during the summer, at which time I had lost interest completely in anything related to any community effort, as I'm always horrible in such functions. I am much better making levels and projects on my own. I wanted Episode 2 and got it, and off I went. This level is pretty good for an opener, and uses the red brick/multicolored brick beneath the olive ceiling along with the familiar and fitting gray slime, something I always thought worked out well. As these levels were made in the late summer of 2006 but not released as part of this map set for which they were made until a year later, I tossed them around in my various projects. Luckily they were never released as a part of *All This & Wolf 3D* though I seem to remember I toyed with that for a while.

#### THE WOLF 3D COMMUNITY MAP PACK, EPISODE 2, LEVEL 2 (#322)

Built: September 3-4, 2006

I was quite pleased with this as well. As early as the days of what eventually became *Secrets of Offenbach* I always had an easy time envisioning the brown weave in an Episode 2 situation. I suppose that was what drove this. Of course, this contained my new free-form mapping so we've got officers all over as well – whether or not that's a clever move, I don't know. I still never felt I made a true-to-life Wolf map set until I released *Thomas' Wolfenstein 3-D* in 2012.

#### THE WOLF 3D COMMUNITY MAP PACK, EPISODE 2, LEVEL 3 (#323)

Built: September 8-9, 2006

There's an overindulgence in textures here, but I think I pulled it off all right. I was puzzling with spiral hallways again. The room to your left which is only 3x5 has both floor lamps and ceiling light in it – something I wouldn't do today.

#### THE WOLF 3D COMMUNITY MAP PACK, EPISODE 2, LEVEL 4 (#324)

Built: September 8-13, 2006

I started this as a skeletal level, eventually finishing it off a couple of days later. This utilized the hallway-bit again which got a bit old after a while. Either way, I was on my way out of this map set and did not believe it would survive, let alone get released, but it did nearly a year after I stepped out of it. The remainder of my contributions, E2L10 and E6L1 were taken from *All This & Wolf 3D [40 Level Version]* and *Quest for the General*, respectively.

### Quest for the General

(Released September 11, 2007) Built: July-September 2006

#### QUEST FOR THE GENERAL, LEVEL 1 (#325)

Level name: "On the Road"

Built: July-September 2006

I'm not too sure what started the wheels turning on this particular mod. Part of me was feeling a bit sorry for Dean who had put so much time and effort into making *Wolfram* work, so I wanted to let him know that his skills were still much needed by me. Another factor was perhaps *All This & Wolf 3D* – as much fun as I had making it, I wanted to try something else as well. This uses gray doors, some Spear sprites here and there, but otherwise looks an awful lot like the original Wolf. So I don't think I was "escaping" from *All This & Wolf 3D*. One thing's for sure though – the design of this level came out of nowhere. ack was in there. WLHack was in there too – some of my earliest Wolf experiences with Brian Lowe's levels were probably in there too... I was trying out different things, definitely. This is a very good level – and it's quite varied as well.

#### QUEST FOR THE GENERAL, LEVEL 2 (#326)

Level name: "Gone Wild"

Built: July-September 2006

In terms of levels this wasn't half bad. In terms of utilization of the VSWAP it was not too clever, though. I would never replace the mutant with anything else now. Having an SA guard not belting out an alert sound seems stupid. WSJ did a good job in re-coloring the General's weapons, as he was the only boss here, I think... I'm not too sure how much water my storyline held and whether or not I stuck to it. I just liked making the levels.

#### QUEST FOR THE GENERAL, LEVEL 3 (#327)

Level name: "Splendid!"

Built: July-September 2006

I was throwing some random block objects in here and there... There are some off-the-cuff experiments with winding hallways not taking up too much space... It was fun to make this and play for the first time, but recently I've come to think of these levels (and those made for the map set around the same time) as unfocused and random. They're still utterly playable, though!

#### QUEST FOR THE GENERAL, LEVEL 4 (#328)

Level name: "Prison-o-Rama"

Built: July-September 2006

This level is a tough one from the get-go. It's also one of my better prison levels made at that point in time. Sadly, this was the last original level I managed to do for *Quest for the General*. I padded out the rest with levels made for the community set that was going on and the time and levels from the then-withdrawn/obscure/happily forgotten 40 level version of *All This & Wolf 3D*. The level 12 jump was named "Sorry Man!" to Dean. After having started two projects with me which failed in less than three months and experienced me at my worst, demanding cynical self in community set I would've thought he'd been fed up with me. So I shelved *Quest for the General* and only made it available to those interested before I released it in September 2007, eleven months after it originally had been assembled in October 2006 as an afterthought. I regret its release immensely, but you can't change the past. Even through all this, in September 2007, Dean and I were working together again on a project that only failed due to a tiny memory bug. It would not see release for two more years, and was the first project of mine that failed, got salvaged and turned out incredibly good. That mod was *NovoWolf*.

#### QUEST FOR THE GENERALS, LEVELS 5-11

Though most of these were released in *Quest for the General*, they were made for other projects (*All This & Wolf 3D* and *The Wolf 3D Community Map Pack*) and so are described there.

### Escape from Castle Holle

(Released December 3, 2007) Built: May 2007

#### ESCAPE FROM CASTLE HOLLE, LEVEL 13 (#329)

Level name: "Get Down, Make Love"

Built: May 2007

I made two entries for Dean's mod, but I remember nothing of the process. I got surprised when years later I found out that there were two levels here that weren't released anywhere else. I thought I had used them in one of my own projects, but no. So I dusted them down and changed bits and pieces and put them out along with other levels used in projects or map sets in the *Odds and Ends* project in 2012. This is just a level I made for Dean because he'd helped me out so much over the years, and I didn't do a good job. This was made at a time where I had little interest in mapping, but it's all right – though it features stuff I'd never do now (like flag poles in front of decorated textures, e.g. banners/pictures). The title was taken from a Queen song.

#### ESCAPE FROM CASTLE HOLLE, LEVEL 29 (#330)

Level name: "In the Light"

Built: May 2007

This is a pretty good level! I suppose the creative juices hadn't completely run out. *Schabbs 2000* level 8 is in there somewhere.

## The Bitter End

(Released April 21, 2008) Built: October 2007-April 2008

### THE BITTER END, LEVEL 1 (#331)

Level name: "Great Wide Open"

Built: October-November 2007

In the summer of 2007 I started *NovoWolf* with Dean which was from the get-go meant to be different to anything I had done up to that point – and I don't think I had used so many different guards and sprites since the Possum days. The atmosphere was quite *Lost Episodes*-laden, something I never dabbled in much, and also featured a fair share of coding. Again, being a big fan of the original Wolf approach by heart, I needed something to suit me as *NovoWolf* went on hiatus due to a memory bug. I am so glad and proud I did not release it in its unfinished form, having learned from past mistakes. Dean was again aboard for coding, as this was quite simple to make having only 10 levels, all seamlessly played and not that many changes above that, except that guards and objects could come a-plenty. I started an originally-themed mod with only 10 levels, which was agreed upon early, something otherwise unheard of from my part, and featured a hark back to the colossus approach from *All This & Wolf 3D*. This level was the first I did for this project – and it was so much fun to make. I loved every minute of it. It's gigantic, but features mainly one atmosphere, which is a pity. I am still satisfied with it.

### THE BITTER END, LEVEL 2 (#332)

Level name: "Safe Keep"

Built: November 6-8, 2007

After joining the Haven forum in September 2007, and finding out they had a mapping contest, I decided to contribute to polish off my skills and try my way in a new community. For some reason, I forgot about this level entirely until moving on with *The Bitter End* in March 2008. It's a great level, so I plucked it from there and put it in *The Bitter End*. This has more (and better) variation in textures.

### THE BITTER END, LEVEL 3 (#333)

Level name: "BJ Sees Red"

Built: March-April 2008

This seems a bit disjointed and all over the place. It was OK though – I was going for a cargo kind of feeling but don't know how well I fared. I liked toying with water puddles and dogs, something I hadn't really done before. This was the first map I did after a long break from Wolf, so that maybe explain the slightly unfocused atmosphere.

THE BITTER END, LEVELS 4 & 9 were taken from *Castle Assault* and *All This & Wolf 3D*, respectively. I put them in here simply because I liked them and that (especially the *All This & Wolf 3D*-one) I felt they were hidden away too much in the original game (as levels 18 and 59 respectively).

### THE BITTER END, LEVEL 5 (#334)

Level name: "Trick n' Treats"

Built: November 3-5, 2007

This was the first level I made for the Haven map set. I did it on a whim, as I remember it I had troubles starting it up. But once I got going and made it into "crusts" (the brown weave is furthest out, then the wood panel, then the softwood "core") I got on with it with tremendous speed. I suppose I felt a bit intimidated by people like Ron whom I've always been friendly with, but he obviously had some skills I could never come close to having. So I played the colossus card again and pulled off a fun level. As the map set was not released until September 2008 I of course used my entries in my own mod.

### THE BITTER END, LEVEL 6 (#335)

Level name: "Down the Cave"

Built: October-November 2007

The idea for this came to me in a dream. I would sometimes dream I was playing Wolf – no matter how freaky that sounds, it happened to me. This was a mod called *WolfBel 6* (which makes no sense as Brian only made three of them), the ceiling color was teal and the main textures were purple stone and gray stone. The guards were those from *The Final Solution* and the tune playing was a mix between *Enemy Around the Corner* and E1L10 from *The Golden Episodes*. The idea of this flooded my head while I made it, and when I finished it (around noon) I'd forgotten the tune, which, as most occurrences within dreams oozes out of your conscience as you eventually wake up through the day, so that was a shame – but the level itself was pretty good, though. I always had issues getting started with purple stone levels, but as this inspiration was fresh in my mind when I made it, it turned out wonderfully.

### THE BITTER END, LEVEL 7 (#336)

Level name: "Madness Manor"

Built: November-December 2007

I remember this as a barrel of fun to make. The dog room was inspired by *Chokage*, from which I learned that the brown stone texture could easily be used in any situation rather than just those from Episode 6, e.g. no prisons, bunker residence etc. But that's all bullshit, 'cause you can make anything you want with any texture you want – if you feel like it. So I progressed with this, and yes, it is a bit monotonous and a bit of a pastiche of Episode 6, but it was fun to make. This was the last level I did for *The Bitter End* before packing it in for almost four months. I made levels in the 10 slots at various times as ceiling colors were predetermined. I remember starting up a level at level spot 5 a couple of days after this which was mainly a cargo-type thing with wood panels. I think I had made about 33 % of it or so before I deleted it and forgot about Wolf for a while. Perhaps I resurrected this particular idea when I made what became level 3.

### THE BITTER END, LEVEL 8 (#337)

Level name: "Old and Grey"

Built: November-December 2007

I remember Dean mentioned this as his favorite level from the mod, and I'm pretty sure I agree with him. I was playing *End of Destiny* again when I made this, and AREyeP's ideas stuck, but I was still very much hooked on Gary Ragland. Its original black ceiling color came from my past experience with *All This & Wolf 3D* level 55 in which an otherwise normal-looking level can suddenly turn ominous. This was later reverted to standard dark gray as level 10 got a black ceiling color near the end.

### THE BITTER END, LEVEL 10 (#338)

Level name: "The Bitter End"

Built: March-April 2008

#### **Boss level**

Even though it's a pretty old mod now, I still look at this particular boss level as pretty much the best I've ever done. As the entire mod was based on Episode 3, the utilization of Hitler ghosts here (and in other levels) was sort-of legitimate. There's a hollow wall feature here in the flat elevator, which may seemed a bit odd, but I liked it then and it's OK now. There's a Commander Keen Easter egg, also seen in *All This & Wolf 3D* level 69 originally from Doom. This level goes through all kinds of textures and emotions, and eventually you encounter Hitler himself. I am proud of this level and of this mod. It showed that I still had lifeblood in me and that I did not have to release everything I had lying around merely to prove a point. *NovoWolf* was still shelved until October 2008 when I pulled it out and did a few more levels for it.

## **TEAM AARDWOLF MAP SET**

(Released September 13, 2008) Built: April-May 2008

### TEAM AARDWOLF MAP SET, LEVEL 26 (#339)

Level name: Thomas 2008

Built: April-May 2008

I remember absolutely nothing about making this level, but according to posts from the Haven forum I had it lying around already by May 7 – supposedly it was made for a map set or whatever after *The Bitter End* had been released (or maybe even before – I have no idea) and it looks like an E4L1 to me, inspired by the very same E4L1 from *Conflict in the Fatherland*. The name “Thomas 2008” was assigned by whoever coordinated – it makes no sense as a level name, but there it is.

## W.O.L.F.

(Released December 4, 2008) Built: May 11, 2008-November 28, 2008

### W.O.L.F., EPISODE 1, LEVEL 1 (#340)

Level name: “The Escape”

Built: May 11, 2008

Out of the blue, three weeks after the release of *The Bitter End*, I felt like doing a true-to-life Wolf map set. Of course, I ended up spicing it up slightly near the end, but the skeletal idea was still very much an original, no-bull map set. This level was the first I did for it. It was evening/nighttime and I was just relaxing, enjoying springtime, and made this level with daytime landscape and vines, something taken from *Conflict in the Fatherland*. For an opening level its size was quite big, but I still had fun making it and got a lot of positive reviews when it got released seven months later.

### W.O.L.F., EPISODE 1, LEVEL 2 (#341)

Level name: “Castle Keep”

Built: May 11-18, 2008

The skeletal idea of this was laid down immediately after playing through the previous level. But after a while, I looked at the clock and it was 3AM! I was tired, of course, as it was a Friday. The gray stone design appealed very much to me, and I just went with that Episode 1 flow. I finished it off some days after. This was probably the first Wolf project I ever did where I did not force myself to do anything I did not want, and let myself take as much time as I needed – in that way, levels came more naturally and concise.

### W.O.L.F., EPISODE 1, LEVEL 3 (#342)

Level name: “Tricky Brix”

Built: May 20, 2008

I liked using the red brick texture in a more calm way than I had done with *All This & Wolf 3D*. The steel panel area was inspired by AREyeP. I suppose this mod owed more to BJ Rowan and AREyeP than Gary Ragland, which was nice for a change.

### W.O.L.F., EPISODE 1, LEVEL 4 (#343)

Level name: “Decay”

Built: May 24, 2008

Though this looks a lot more like Episode 2, I always thought it was OK to mix gray slime with Episode 1 as the texture (along with the essence of Episode 3 – gray stone #3) is included in the shareware version’s VSWAP. There’s a maze here which is not overkill or annoying, and a nice, refined slimy feel while not being too overtly decorated.

### W.O.L.F., EPISODE 1, LEVEL 5 (#344)

Level name: “Klassic Kastle”

Built: June 16, 2008

I was messing around with wood panel and managed to make a nice, little Episode 1 type level. Of course I had to spice it up with the odd brown weave and brown marble, but there you go! I still think it works.

**W.O.L.F., EPISODE 1, LEVEL 6 (#345)**

Level name: "Cold Steel Hall"

Built: June 22, 2008

I had always wanted to make a stuffy steel panel level with the only relief being open spaces and daytime landscape. I think I pulled it off greatly here. I remember I was pleased with the entire *W.O.L.F.* when it came out and I still am.

**W.O.L.F., EPISODE 1, LEVEL 7 (#346)**

Level name: "Purple Relics"

Built: June 2008

This was originally done with the "cobblestone" texture – I had added all walls from *Spear* before removing them a few months after as I wanted the original Wolf to shine through more. Either way, this level is a bit repetitive, as purple stone never really did sit well with me. I was getting heavily into aesthetics and symmetry here.

**W.O.L.F., EPISODE 1, LEVEL 8 (#347)**

Level name: "Blue Moves"

Built: June 2008

The opening room was heavily inspired by *Assassinate Hitler* level 8. But whereas its opening room is more fluid and free-form, this was very meticulously measured and vertical. I did not manage to create the effect I wanted, but it was still OK. The remainder of the level uses the blue wall, and I think I did a good job with it compared to previous efforts.

**W.O.L.F., EPISODE 1, LEVEL 9 (#348)**

Level name: "Grosse's Lair"

Built: June 2008

**Boss level**

This originally used the *Spear* stone wall. It then got the gray brick treatment, which in hindsight I think was silly. It should've just been regular gray stone. The jammed door traps were some of my first of the sort, and they have stuck with me ever since. AREyeP was the main inspiration behind that particular trick.

**W.O.L.F., EPISODE 1, LEVEL 10 (#349)**

Level name: "Safe 'n' Sound"

Built: June 2008

**Secret level**

This originally used the purple brick texture, suitable for a secret level. However, it got the softwood treatment instead when I removed the *Spear* walls. It's nice to see a secret level with an actual level in it, but whether or not it's too strict I'll leave up to the player.

**W.O.L.F., EPISODE 2, LEVEL 1 (#350)**

Level name: "Old Castle I"

Built: June 2008

Interspersed with large 7x7 rooms is a crammed, vine-filled skeletal level which recalls Episode 2 quite well.

**W.O.L.F., EPISODE 2, LEVEL 2 (#351)**



Level name: "Down Roots"

Built: June 30, 2008

As I did not use the brown marble #2 variation at the time, I felt it appropriate to keep one Spear texture – the brown concrete, which I always felt suited the Episode 2 atmosphere. I pulled it off quite well, I think. The title stems from the fact that I always called this texture the "root wall" and it was only later on I opened up the original map data file for Spear and saw the words "brown concrete".

W.O.L.F., EPISODE 2, LEVEL 3 (#352)

Level name: "The Red Hell"

Built: July 2008

Inspired by *Totengraeber* this level uses an idea of an Episode 1 type map suddenly visited by mutants who of course eradicated all guards purely by instinct. The black ceiling again gave it a twist of evil.

W.O.L.F., EPISODE 2, LEVEL 4 (#353)

Level name: "Old Castle II"

Built: July 2008

Though I now think of the coupling of green ceiling and gray slime as old hat, I suppose the vines look a lot better with the appropriate ceiling color. This level is quite large, and I enjoyed making Episode 2 as I seemingly never tire of maps where mutants run the business, the castle looks all horrible and messy – ideas come thick and fast.

W.O.L.F., EPISODE 2, LEVEL 5 (#354)

Level name: "Bunker 10538"

Built: July 2008

This is a schizophrenic level, with part of it being a supposed cargo and the rest being an ordinary bunker. The number was inspired by a song called "10538 Overture" by the Electric Light Orchestra which I dug at the time. This level contains the odd officer here and there as I always felt that, had it not been for the mutants, the officers would've appeared in the original Episode 2 – which is a silly thing.

W.O.L.F., EPISODE 2, LEVEL 6 (#355)

Level name: "Chasing Cave"

Built: July 2008

I always felt the brown weave would've suited Episode 2 like a glove as well. I had practiced this earlier. This level is quite large but still holds excitement. It could've been more morbid if it hadn't been for the light-brown, "positive" ceiling. And I still don't know whether dogs and mutants would've coexisted peacefully, but they seem to do fine in this level!

W.O.L.F., EPISODE 2, LEVEL 7 (#356)

Level name: "Mutant Control"

Built: July 2008

Here I toyed with the idea of mutants, in addition to murdering the guards, also jailed some. So we have guards in locked cells and guards behind oil drums in the passageway to the gold key.

W.O.L.F., EPISODE 2, LEVEL 8 (#357)

Level name: "Old Castle III"

Built: July 2008

I had borrowed my dad's old monitor, which was an old, white, quadratic colossus, 24" wide! It was fun to make maps on this, 'cause I had never seen MapEdit projected into such a size before. This level was the first made using that monitor (which I kept through to December 2008 before purchasing a whole new computer which included a widescreen monitor – my first), and it pays its tribute to *Schabbs 2000* level 8 in its opening room. The black ceiling gives it a much darker twist, and also allows inclusion for the brown concrete.

**W.O.L.F., EPISODE 2, LEVEL 9 (#358)**

Level name: "Doc for Cover"

Built: July 2008

**Boss level**

This was also made on the huge monitor. I was in the mood for a nice, large boss level which used a lot of features I personally thought was crucially missing from the original E2L9. I was always disappointed there weren't any actual battles or strides to get to Schabbs' room, so I made this level into somewhat an ordeal.

**W.O.L.F., EPISODE 2, LEVEL 10 (#359)**

Level name: "Guns on the Run"

Built: July 2008

**Secret level**

This originally used the Ramparts wall from Spear, complete with a fitting teal ceiling. As the Spear textures went out the window I had to make something else out of this, so I chose the blue wall which I'd otherwise not use very much. Is it that good a level? I don't know. I suppose *Spear Resurrection*'s secret level which also pays homage to the Ramparts level was an inspiration. But I'm not sure. Either way it all died when I removed the Ramparts wall.

**W.O.L.F., EPISODE 3, LEVEL 1 (#360)**

Level name: "Bad First Day"

Built: August 3, 2008

I always found it a bit odd that the original Episode 3 just started in front of a flat elevator. Here I gave the impression that BJ had to crawl through a sewer or tunnel or whatever to get there. Like the original Episode 3 this uses the gray stone #3 variation heavily and the entire level is pretty much a spoof on everything Episode 3 had to offer. It was also nice being able to use the officers again without any confinement.

**W.O.L.F., EPISODE 3, LEVEL 2 (#361)**

Level name: "Steely Plan"

Built: March-April 2008

Prior to releasing *The Bitter End* and even longer before this came about, Dean and I had planned to make a joint Spear map set the same way Ariel and I did with *Alliance of Powers*. We set out to do so, but it never really materialized, and so I had a couple of levels to spare. This was one of them, a scrapped Spear opening level, remade into something not remotely resembling anything from the original Episode 3. But beneath a teal ceiling, anything goes...

**W.O.L.F., EPISODE 3, LEVEL 3 (#362)**

Level name: "Taninzania"

Built: August 2008

Before making the VSWAP more traditional, this used the checkerboard texture which had taken over brown marble #2's slot. It worked quite well there, but it also worked out fine with brown stone – but looking at it now it looks like something from Episode 6 rather than Episode 3, but it's still a good level.

W.O.L.F., EPISODE 3, LEVEL 4 (#363)

Level name: "Easy as Slime"

Built: August 13, 2008

This featured some trickery in that the elevator is hidden, and the main quest is only about one key. The structure of the level was well-measured and there was no senseless padding out – I was going all in here.

W.O.L.F., EPISODE 3, LEVEL 5 (#364)

Level name: "Wooden Bloc"

Built: March-April 2008

As with level 2 of this episode, this was taken from a failed Spear map set. It's an OK level, nothing major though.

W.O.L.F., EPISODE 3, LEVEL 6 (#365)

Level name: "Second Hand-Gun"

Built: August 2008

I liked the red brick part, but the softwood maze was not a clever move.

W.O.L.F., EPISODE 3, LEVEL 7 (#366)

Level name: "Dead Simple"

Built: August 2008

Using softwood yet again was not a good idea, but the steel panel part was fun to make and this signaled things to come – for later episodes I would crank out several levels a day.

W.O.L.F., EPISODE 3, LEVEL 8 (#367)

Level name: "Wolfie's Blues"

Built: August 2008

This features an usually wide and symmetric opening room. The rest of the level was done on a whim, as I still had issues with ideas for the blue wall – nearly four years on.

W.O.L.F., EPISODE 3, LEVEL 9 (#368)

Level name: "Hit the Hitler"

Built: August 2008

**Boss level**

It had only been four months or so since I'd last made a Hitler boss level. Originally I wanted to recreate a scenario akin to that of his final days in a bunker environment but it got too tough when all you've got is the original Wolf graphics. Instead I turned it into an abandoned castle/underground type of thing, and I don't think I pulled it off that well. There's some questionable placement of the Hitler ghosts as well, but compared to a vast array of my other boss levels it's certainly acceptable.

W.O.L.F., EPISODE 3, LEVEL 10 (#369)

Level name: "Pacman Forever"

Built: August 20, 2008

**Secret level**

This is my only true regret of this mod. I loved the original E3L10 when I first played it but I've had an aversion towards it in later years. Recreating it is impossible, and this level is a disaster. I don't know how I managed to pull it off, but I did.

W.O.L.F., EPISODE 4, LEVEL 1 (#370)

Level name: "Rough Start"

Built: September 2008

I love the sneaky placement of the silver key, but I hate the opening room – the gray brick/vent texture viewable from all four sides is a no-go – something I only did there and never did again with ample reason. It looks odd and out of place. That aside, it sticks true to the original Episode 4 in terms of décor and selection of wall textures.

W.O.L.F., EPISODE 4, LEVEL 2 (#371)

Level name: "Killing Floor"

Built: September 2008

I'm quite pleased with this level, though it might evoke Episode 6 way more than Episode 4 – the daytime landscape fits the lightness of the brown stone like a glove.

W.O.L.F., EPISODE 4, LEVEL 3 (#372)

Level name: "Jailbird Jam"

Built: September 2008

Typical of my prison levels (and other levels too) of the era it's just littered with blood, bones and debris. It was probably a little too over the top, but it came naturally to me. I had issues making prison levels 'cause I did not think of them "believable" unless you walked into a maelstrom of gore!

W.O.L.F., EPISODE 4, LEVEL 4 (#373)

Level name: "Brick Away"

Built: September 2008

Off I went on making the remaining levels, often once a day or even twice a day. I just cranked out levels at an ever excelling rate. I don't remember much in particular about this other than I kept seeing the multicolored bricks as being quickly built to close off areas that the Nazis chose to no longer use – this is why I've left an abandoned elevator "locked" inside these, for example, something which is only visible if you open the level in an editor.

W.O.L.F., EPISODE 4, LEVEL 5 (#374)

Level name: "Spectrum"

Built: September 2008

This originally used the checkerboard texture before I went back to the originals. The large room acting as a decoy/leading to the gold key room was heavily inspired by AREyeP. Perhaps I was playing either *Spear Resurrection* or *End of Destiny* again.

W.O.L.F., EPISODE 4, LEVEL 6 (#375)

Level name: "Dynamo Disaster"

Built: September 2008

This took a long time to make, as my inspiration had started to slip away again. Eventually I got a grip and continued, making it into a large, wooden/concrete affair with a brown tinge. It's an excellent level and I like the secret door in the "dead" elevator – something I always thought of as acceptable to do.

W.O.L.F., EPISODE 4, LEVEL 7 (#376)

Level name: "Marble Play"

Built: October 2008

Another colossus, this time inspired by *Totengraeber* level 20. I don't remember much, I was just going through the motions.

W.O.L.F., EPISODE 4, LEVEL 8 (#377)

Level name: "Creepy Caverns"

Built: October 2008

I was very, very pleased with this when I'd made it and still are to this day. It's one of the very few maze-laden levels I've made which really holds water and plays without any annoyance or carelessness whatsoever. *Schabbs 2000* level 38 was the main inspiration behind this as it both shares its spot (E4L8) and the name came from there as well.

W.O.L.F., EPISODE 4, LEVEL 9 (#378)

Level name: "Ottomania"

Built: October 2008

**Boss level**

This is very meticulously prepared, positioned and the symmetry took some time to make. Though it's built with a texture completely alien to Episode 4, it still retains the old gold key/silver key trick. So even if it's on the small side, it's still a good boss level.

W.O.L.F., EPISODE 4, LEVEL 10 (#379)

Level name: "BJ's Bolero"

Built: October 15, 2008

**Secret level**

The title had come to me long before, but I never managed to make a level using that title until I made this. This level isn't that good. It's awfully prepared, and the ammo being spread over a narrow hallway was just cheapness as its worst. The only thing I like about it is the fact that you're presented with the end elevator head on.

W.O.L.F., EPISODE 5, LEVEL 1 (#380)

Level name: "Beer Hall Putz"

Built: October-November 2008

This level couples cave and residential ideas all under a name which is a pun, as "putz" is a Yiddish derogative. I suppose the notable presence of barrels make up for the "beer hall" in the title.

W.O.L.F., EPISODE 5, LEVEL 2 (#381)

Level name: "Solid Rocks"

Built: October-November 2008

Around this time I'd started messing with *NovoWolf* again. Nevertheless, I could still pull off levels at an excelling rate, and thoroughly enjoyed doing so. Of course, designs would get a bit repetitive now and then, but I still think that most levels of this mod worked well then and still do so today.

W.O.L.F., EPISODE 5, LEVEL 3 (#382)

Level name: "The Fuzz"

Built: October-November 2008

I don't remember anything particular about this level, other than my teal ceiling fetish was still in full spin.

W.O.L.F., EPISODE 5, LEVEL 4 (#383)

Level name: "Prison Boogie"

Built: October-November 2008

This was probably done in the same sitting as the previous level, explaining its soullessness while still being utterly playable.

W.O.L.F., EPISODE 5, LEVEL 5 (**#384**)

Level name: "Bunker Stroll"

Built: October-November 2008

The secret elevator was probably added after realizing this level had to have one. It doesn't seem like there's a grand scheme behind it.

W.O.L.F., EPISODE 5, LEVEL 6 (**#385**)

Level name: "Castella Nova"

Built: October-November 2008

This was probably inspired by *Schabbs 2000* level 5. I remember basking in the fact that it only took 45 minutes to make.

W.O.L.F., EPISODE 5, LEVEL 7 (**#386**)

Level name: "Sewicidal"

Built: October-November 2008

Here's a king-size slime level spiced with some multicolored bricks. There's an embarrassing bug in the opening room in which a guard marches through a door rather than towards it and opening it.

W.O.L.F., EPISODE 5, LEVEL 8 (**#387**)

Level name: "The Lurkout"

Built: October-November 2008

Other than being inspired by Episode 6 I don't recall the faintest about making this level.

W.O.L.F., EPISODE 5, LEVEL 9 (**#388**)

Level name: "She's the Boss"

Built: October-November 2008

**Boss level**

As with the original E2L9 I felt E5L9 was too easy and quickly over too, so I created an actual challenge in getting to the boss here. I think I succeeded quite well.

W.O.L.F., EPISODE 5, LEVEL 10 (**#389**)

Level name: "Purple Nurple"

Built: October-November 2008

**Secret level**

Here's a secret level in which the player actually has to work to get a big bite of the treasure cookie! *Totengraeber* level 92 played a part here too.

W.O.L.F., EPISODE 6, LEVEL 1 (**#390**)

Level name: "Entryway"

Built: November 2008

I remember doing my best to keep this episode nice and clean, but give or take a minute and it was all blood and bones again.

W.O.L.F., EPISODE 6, LEVEL 2 (#391)

Level name: "The Citadel"

Built: November 2008

I threw myself into making a big, gray brick level and so I did.

W.O.L.F., EPISODE 6, LEVEL 3 (#392)

Level name: "Gloomy Cavern"

Built: November 2008

Since commencing Episode 5 all levels had each been done in one sitting. This one was the first for a while in which I took a break in the middle of making it, finishing it off the following day. It was pretty refreshing to have a cave level that worked. The secret elevator is also respectably hidden here compared to past efforts in this field.

W.O.L.F., EPISODE 6, LEVEL 4 (#393)

Level name: "Iron Curtain"

Built: November 2008

What I remember the most about making this was the fact that it only took 39 minutes. Whether or not that's a positive thing, I don't know, because there's nothing that special about it looking at it now, except for maybe the gold key room.

W.O.L.F., EPISODE 6, LEVEL 5 (#394)

Level name: "Brick House"

Built: November 2008

Structurally this is very impressive. I like the reward in the gold key room – you don't have to rush all the way back through the level to get to the end elevator.

W.O.L.F., EPISODE 6, LEVEL 6 (#395)

Level name: "Das Plaza"

Built: November 2008

Looking at levels for *W.O.L.F.* and countless others of the period, what I regret the most is that while many of the levels are well done, there's still way too much ammo and health. It's as if the player never has to battle for survival, which is something I often get to do in things that I love – *Totengraeber*, *Schabbs 2000*, *Spear Resurrection*, *Chemical Warfare* etc... It would take three more years before finally realizing that I was being way too generous in my levels. This one is certainly no exception.

W.O.L.F., EPISODE 6, LEVEL 7 (#396)

Level name: "Berlin Deep"

Built: November 2008

I always loved the original E6L7 because of its schizoid nature – it's Episode 6, big and beautiful, but the tune is murky and dreary and there are cave mazes that owe a lot to Episodes 2 and 4. I tried to conjure that feel here and I think I succeeded – incredible how I could just pound out one colossus after another after all these years.

W.O.L.F., EPISODE 6, LEVEL 8 (#397)

Level name: "The Last Resort"

Built: November 2008

For the first time in weeks, I took a 5-6 day break or so from mapping before returning to do this. I enjoyed making it – there's

some clever structuring here and there – got it all from AREyeP.

#### W.O.L.F., EPISODE 6, LEVEL 9 (#398)

Level name: “Geniralia”

Built: November 2008

##### **Boss level**

This owe a lot to E3L4 of this mod, as dabbling in surrounded castles in an aesthetic manner was new to me. I think this is one of the best boss levels I ever did. I’m still happy that there no thoroughly crappy boss levels appear in this mod compared to what could’ve been. This ends one of my best add-ons ever, done in around seven months.

#### W.O.L.F., EPISODE 6, LEVEL 10 (#399)

Level name: “Wacky Wolves”

Built: November 28, 2008

##### **Secret level**

This was a barrel of laughs to make, and the play-trough was quite enjoyable too – but again, perhaps I should have made a more conservative secret level instead. Of course, anything I do with a pink ceiling I view as being wacky and radical.

## **Hard Cell**

(Released May 7, 2009) Built: May 2-3, 2009

#### HARD CELL, LEVEL 1 (#400)

Built: May 2, 2009

At this time, I had already started *Endlösung* but apparently I had a craving for something more. I tried yet another stab at a Spear map set, and for a brief period it looked quite promising. This is a very good opening level. It’s a shame I didn’t take it further, but as is tradition, I tire of Spear the minute I reach level 5 – a boss level? Already?

#### HARD CELL, LEVEL 2 (#401)

Built: May 2, 2009

In another manic phase of mapping I churned out this nugget. It can’t have taken more than 45 minutes – all I remember is that it was done immediately after playing through level 1.

#### HARD CELL, LEVEL 3 (#402)

Built: May 2, 2009

I was freewheeling again as this was the third level done in a jiffy after the two first. I quickly tired of Spear as I was used to the heap of domestic sprites (stove, sink, bed etc.) found in Wolf.

#### HARD CELL, LEVEL 4 (#403)

Built: May 3, 2009

This is a pretty good level. I suppose my aspirations for this map set soared as I had made 4 levels in only two days, all of which were sizeable and acceptable for play.

#### HARD CELL, LEVEL 5 (#404)

Built: May 3, 2009

##### **Boss level**

Of course, by the time I reached level 5 and had to make a boss level it all dried up for me, horrendously. Instead of packing it in for a while I decided to let it all out there, even after I’d made a skeletal level 6 which went nowhere. As I sent the zip file to



Brian with all original files in it and insisting it got put out as such (which was pretentious and silly on my part) it never received an upload on the Dome server and to this day still is not. In 2012 I released all levels from this set as part of the *Odds and Ends* “compilation” mod which was clever enough. I never regretted making the levels as they were all good but one, but I regretted the release.

## Endlösung

(Released May 31, 2009) Built: March 20-May 1, 2009

### ENDLÖSUNG, EPISODE 1, LEVEL 1 (#405)

Level name: “Start Me Up”

Built: March 20, 2009

I don’t remember much about making this mod, which I always found odd. I still don’t know to this day why I don’t remember as much specifics as I do with my earlier output, but there it is. I started up this mod after three months of no Wolf activity, and on board with me for the first time was Ron, who put together a nice little EXE for me to use. I think he suggested something based on the then-nascent SDL which I couldn’t be bothered with at that point. I did this mod on my newly acquired Windows Vista with a widescreen monitor, meaning I had to do all of my mapping, testing, everything in DosBOX and in windowed mode which got tiring after a while. As a starting level this is OK – nothing major.

### ENDLÖSUNG, EPISODE 1, LEVEL 2 (#406)

Level name: “Honey Roll”

Built: March 22, 2009

This is a fine level. The white marble texture came from some obscure old wall pack or something. Did it fit entirely? I don’t know. Personally I thought it was cool at the time but shortly after I started shaking my head. The structure is great though.

### ENDLÖSUNG, EPISODE 1, LEVEL 3 (#407)

Level name: “Silvio”

Built: March 22, 2009

This was done immediately after the previous level. Apparently, in spite of having had a three-month break, I hadn’t slowed down my mapping prowess.

### ENDLÖSUNG, EPISODE 1, LEVEL 4 (#408)

Level name: “Cocaine”

Built: March 23, 2009

I think I was feeling OK with the fact that not all levels had to be humongous to be acceptable, hence the scaled-down size of this.

### ENDLÖSUNG, EPISODE 1, LEVEL 5 (#409)

Level name: “Setting Me Up”

Built: March 24, 2009

#### **Boss level**

This is a sub-par boss level with questionable usage of the purple stone. The fact that there’s a challenge in getting to the boss is more than enough for me though.

### ENDLÖSUNG, EPISODE 2, LEVEL 1 (#410)

Level name: “Revolution 1”

Built: March 27, 2009

This level was heavily inspired by the opening level of *The Final Solution*. The checkerboard texture, an old stalwart from the *All This & Wolf 3D*-days, was firmly in place... This is a pretty good level.

**ENDLÖSUNG, EPISODE 2, LEVEL 2 (#411)**

Level name: "Sad Songs"

Built: March 28, 2009

I dug the Nazi signs on the softwood panels, but I cannot remember where they came from originally. This is a fine level.

**ENDLÖSUNG, EPISODE 2, LEVEL 3 (#412)**

Level name: "Immigrant Song"

Built: March 29, 2009

The Hitler ghost aside, this is a good level with an acceptable and tastefully decorated maze area.

**ENDLÖSUNG, EPISODE 2, LEVEL 4 (#413)**

Level name: "Knock Me Down"

Built: April 3, 2009

The large gold key area was inspired by *Schabbs 2000* level 16. This couples Episode 2 and Episode 4 ideas quite well.

**ENDLÖSUNG, EPISODE 2, LEVEL 5 (#414)**

Level name: "Porterville"

Built: April 3, 2009

**Boss level**

In terms of size and overall décor I am quite pleased with this boss level. The storyline was done on the spot, and I don't know where the 30's theme with the title screen and everything came from... It all seems a tad cheesy in hindsight. But it was fun having some new bosses for a change.

**ENDLÖSUNG, EPISODE 3, LEVEL 1 (#415)**

Level name: "Suspicion"

Built: April 5, 2009

This was a nice little level, quick to make, quick to play. The residential area is nice, and the green plants in the prison area came from BJ Rowan.

**ENDLÖSUNG, EPISODE 3, LEVEL 2 (#416)**

Level name: "Tight A\$"

Built: April 5, 2009

This was done immediately after the previous level. There's a lot of triviality in here, maybe because of that fact. The odd Hitler ghost replacement, flamethrower guards in the old blue SS uniform here and there... I'm not a fan of those anymore.

**ENDLÖSUNG, EPISODE 3, LEVEL 3 (#417)**

Level name: "Whiskey Man"

Built: April 6, 2009

The ghost of *Castle Assault* levels 23 and 29 came back to haunt me... I suppose those were what drove this level. At this point already I'd made so many levels I looked to myself for inspiration! How pretentious.

**ENDLÖSUNG, EPISODE 3, LEVEL 4 (#418)**

Level name: "Black Sabbath"

Built: April 9, 2009

I like a lot of this level, nice variety in textures.

**ENDLÖSUNG, EPISODE 3, LEVEL 5 (#419)**

Level name: "Whispers"

Built: April 9, 2009

**Boss level**

This is a short and concise boss level made just after the previous level. It's all right.

**ENDLÖSUNG, EPISODE 4, LEVEL 1 (#420)**

Level name: "Idiot Wind"

Built: April 12, 2009

This is a nice level containing a dog/skeleton/cage area not littered with bones and blood for a change.

**ENDLÖSUNG, EPISODE 4, LEVEL 2 (#421)**

Level name: "Captain Jack"

Built: April 12, 2009

I love the opening area where the player is faced with the end elevator head first. The rest of the level is quite spacious but not tiring. This is a good level considering I had made another one before it.

**ENDLÖSUNG, EPISODE 4, LEVEL 3 (#422)**

Level name: "Stand"

Built: April 12, 2009

I was always afraid to place guards next to locked doors in fear that they might open them, taking away the key hunt challenge. I know it's silly and a tad cheap, but there you go. I like the cornfield texture though. It had been a while since I'd used that at this point.

**ENDLÖSUNG, EPISODE 4, LEVEL 4 (#423)**

Level name: "Maybe Your Baby"

Built: April 14, 2009

Here's a colossal purple stone level that apparently just got made. I have no idea how I could pull one off as I seem to remember having issues with this certain texture at this point in time.

**ENDLÖSUNG, EPISODE 4, LEVEL 5 (#424)**

Level name: "The Rising"

Built: April 14, 2009

**Boss level**

This boss level is abysmal! I hate myself for pretending to be okay with this ending up in the release.

**ENDLÖSUNG, EPISODE 5, LEVEL 1 (#425)**

Level name: "Penny Lane"

Built: April 16, 2009

This is a cozy opening level. I have nothing more to say, sorry. I still cannot fathom how I forgot this mod ever got made. It's not as if it's crappy – aside from E4L5.

**ENDLÖSUNG, EPISODE 5, LEVEL 2 (#426)**

Level name: "Sixty Years On"

Built: April 17, 2009

This is a checkerboard colossus, bringing up memories of the already then-ancient *All This & Wolf 3D*.

**ENDLÖSUNG, EPISODE 5, LEVEL 3 (#427)**

Level name: "Cover Me"

Built: April 18, 2009

Obviously this was inspired by E2L3 – and is quite a good gray slime level. I'm still not too keen on that silly flamethrower guard.

**ENDLÖSUNG, EPISODE 5, LEVEL 4 (#428)**

Level name: "Love Street"

Built: April 18, 2009

Two varieties of wood, marble, cornfield and brown stone all neatly fitted beneath a puke-colored ceiling. It's a pretty nice map. I'm not too keen on the Spear level 17 tune though.

**ENDLÖSUNG, EPISODE 5, LEVEL 5 (#429)**

Level name: "Back in Black"

Built: April 18, 2009

**Boss level**

As this was the third level done in a day it of course got cheap as hell, especially as it was a boss level which I apparently still had issues making though I'd been at it for well over four years at this point. I liked the new boss though.

**ENDLÖSUNG, EPISODE 6, LEVEL 1 (#430)**

Level name: Innuendo

Built: April 20, 2009

This just confirms my paranoia with guards being closed to locked doors – I mean, it's almost ridiculous! I love the level though. There are some good, original-inspired designs here.

**ENDLÖSUNG, EPISODE 6, LEVEL 2 (#431)**

Level name: "Song for Guy"

Built: April 27, 2009

This level signaled what was to come in the latter half of 2009 with *Overkill* and each and every level having to be extremely huge to be accepted by me. The tune had nothing to do with Wolf or gaming or anything – it is Elton John's "I Need You to Turn To", an old favorite of mine.

**ENDLÖSUNG, EPISODE 6, LEVEL 3 (#432)**

Level name: "Water of Love"

Built: April 28, 2009

This level has some nice ideas like the opening room and the 1x1 locked door passage. Again we're faced with Ringman's awesome checkerboard which should've been in the original Episode 6. It would've just killed.

**ENDLÖSUNG, EPISODE 6, LEVEL 4 (#433)**

Level name: "The River"

Built: April 29, 2009

Here we have another titanic level, this time using the Spear stone wall. It ends up in a crammed-up steel panel room though.

**ENDLÖSUNG, EPISODE 6, LEVEL 5 (#434)**

Level name: "The Last Time"

Built: May 1, 2009

### **Boss level**

The treasure in the landscape area was a straight take from the super secret level "1" from *Totengraeber*. Other than that, this is a boss level, there are way too many textures in use here – I was just looking for a cheap shot to get out of this mod and get it released. I am not sure that the 5 levels per episode idea was the original thought. Again, all things considered, this is a pretty good mod. Sadly I kid you not when I say there was a point in time, in fact not too long after, that I'd completely forgotten it. I think it was in early 2011 or something when somebody mentioned the word *Endlösung* in a thread I just said to myself: "Hey, that's mine! I don't remember making that!"

## **NovoWolf**

(Released December 2, 2009) Built: August-November 2007, October-November 2008

### **NOVOWOLF, LEVEL 1 (#435)**

Level name: "First Encounter"

Built: August 2007

I am proud of myself for this particular mod. The reason why is that instead of releasing it unfinished or even deleting it, I chose to shelve it and wait it out till the timing was right and somebody could help me. This was a wise decision, as many now rate this amongst my best work. It was the first time I tinkered solely with *Lost Episodes* graphics and guards, it was the first time in a while that I had animated objects, shading and an extra guard... It was so much fun to make. It was originally Dean that gave me the EXE. And what floored us both was the fact that, though he'd never done that much coding before, the new guard worked! Full on! It was amazing. The first 13 or 14 levels were done during summer/fall 2007 until we encountered some memory bugs. We sent it to BrotherTank who couldn't help us out at that time, and I think it went around to various others. Either way it was for a while permanently shelved.

Getting bored during the latter half of 2008, apparently as a side project to *W.O.L.F.*, it must've been, I decided to finish off the last levels as only a handful were missing. I then let them be and flash a good year forward, and in the middle of making/discussing *Wolf Overkill* I mentioned this old mod to Havoc. By 2009 everybody was well into this new thing called SDL which I knew nothing about until Havoc gave me the *Wolf Overkill* EXE in August that year. This was amazing. Not only did Havoc fix the memory bug which turned out to be minor, he also gave it a kick and a lift and helped me put it out there. By then, almost 36 months has passed since its inception. What got me the most was the fact that levels made long before December 2009 seemed fresh and new, still. But I did strive to change my style and open up for other design ideas to conform to the *Lost Episodes* atmosphere.

Level 1 is your classic opening level – a shady affair with columns guarding nighttime landscape, a truck area and an actual castle/citadel type of thing. I had fun making this, as it was all quite new to me. Until August 2007 all my projects since *Project Wolfgeist* or whatever had been with your usual original Wolf guards, walls, sounds, the whole bit. So this was interesting and felt like a new world to conquer.

### **NOVOWOLF, LEVEL 2 (#436)**

Level name: "The Cistern"

Built: August-November 2007

I'm quite sure the name of this level stems from the small area with blue panels and pipes. One of the lost levels of *Secrets of Offenbach* had this pipe/boiler room kind of atmosphere, originally an idea from Barry Christian's *Armageddon*. The rest of the level looks fine to me. I was still finding my way with the *Lost Episodes* scenery. I still see bloody bones where they shouldn't be and so on, but that's okay!

### **NOVOWOLF, LEVEL 3 (#437)**

Level name: "Ballhaus"

Built: August-November 2007

This goes through a number of textures which I actually managed to pull off all right.

#### NOVOWOLF, LEVEL 4 (#438)

Level name: "Pullin' Teeth"

Built: August-November 2007

I was always afraid that the *Lost Episodes* environment would demand a lot more streamlining in design and decoration to be sellable. However, I could still experiment with sprites and textures as madly as ever without ending up with a mess. I think *ack* was an inspiration for this, as it's pretty open and tough from the get go. The SS behind floor lamps came from *Chemical Warfare*.

#### NOVOWOLF, LEVEL 5 (#439)

Level name: "Count Down"

Built: August-November 2007

##### **Boss level**

The name is an awful pun (the boss' name is Count von Richthofen). This was partly inspired by Wolf Skevos-Jones.

#### NOVOWOLF, LEVEL 6 (#440)

Level name: "Blastaway"

Built: August-November 2007

There's some fine interplay between the different blue textures here – I was quite pleased with the standard lights as well. I always liked animated sprites but rarely used them in my projects for some odd reason.

#### NOVOWOLF, LEVEL 7 (#441)

Level name: "Dark Dungeon"

Built: August-November 2007

This level uses an old favorite wall of mine, the dark gray brick wall which I always found suitable for dungeons, originally from *Project Weltuntergang*. The size of this level is pretty good too – it adds to the excitement of otherwise long-draught dungeons.

#### NOVOWOLF, LEVEL 8 (#442)

Level name: "Wolfo Reversum"

Built: August-November 2007

The pseudo-Latin title just came to me out of the blue for no reason. I suppose I wanted it to mean "Wolf in reverse" or some silly stuff like that. This level is anything but in reverse – I was progressing in terms of mapping, I was really pleased with this when it came out and still am. I felt rejuvenated by using the *Lost Episodes* atmosphere.

#### NOVOWOLF, LEVEL 9 (#443)

Level name: "Pipeline Blues"

Built: August-November 2007

The sad story behind this is that I had originally made a large, lovely level with tasteful and decent mazes which you did not tire of immediately, but something happened and the level got lost and so I had to start all over again with this. The pipeline part turned into this dreadful, random maze which I remember tiring of when I had to play it through.

#### NOVOWOLF, LEVEL 10 (#444)

Level name: "Dead on Demand"

Built: August-November 2007

##### **Boss level**

This is a pretty good boss level. However, the usage of the chain gun guards may be a bit over the top. The boss was custom-made by Bruno deo Virgilio, who also helped out with *Castle Assault*, which, when I made the first 14 levels for *NovoWolf*, was my most recent project.

**NOVOWOLF, LEVEL 11 (#445)**

Level name: "White Room"

Built: August-November 2007

It was great finally having the chops to pull off a hospital-based level with textures and all (from *The Final Solution*) for the first time. I had tremendous fun making these lab levels. The scientist, which was added flawlessly by Dean, was sent to me by Wolf Skevos-Jones as I asked him via e-mail to help out with a scientist guard I wanted. I was amazed that he would send me such a perfect looking guard. This was mid-2007. Years later he would use this guard in *Totenkopf SDL*. Wolf always lends a hand.

**NOVOWOLF, LEVEL 12 (#446)**

Level name: "Toast n' Boast"

Built: August-November 2007

The throwaway title aside, this is a good level and I just loved making these lab levels.

**NOVOWOLF, LEVEL 13 (#447)**

Level name: "The Wastelands"

Built: August-November 2007

This had more of a theme to it in that it is a supposed nuclear waste cargo. Again, it was a joy to make and turned out nice.

**NOVOWOLF, LEVEL 14 (#448)**

Level name: "Nuke-o-Rama"

Built: August-November 2007

In laboratories and hospitals I always felt like using the window sprite, though it should've been 3D-dimensional in order to work out convincingly. After making this level, I ran out of inspiration and at the same time, a memory bug began to appear in the EXE, hindering me from playing these levels for almost two years. I am so proud that I did not discard this mod – though I was close to. By late 2009 I had switched computers a handful of times and did not have *NovoWolf* in my possession anymore – however, Alumiun, who was eventually handed the code before Havoc got it into his possession and revamped the EXE, sent me all the files. If it had not been for him, this mod would have been lost entirely. I'm still not certain whether or not Dean had a copy lying around in late 2009.

**NOVOWOLF, LEVEL 15 (#449)**

Level name: "Ditch the Dittz"

Built: October-December 2008

**Boss level**

As neither *The Bitter End* nor *W.O.L.F.* had any all-in lab or hospital areas, I suppose that drove me to finish off *NovoWolf*. At this time it was just an old relic I had lying around which I couldn't do anything with – the EXE could not run properly so I never played these levels until a year after I made them.

So I made this level. This uses the "Control Deck 17" tune that I've used in countless other projects, perhaps a bit too much. This boss level is pretty good, full of suspense and the design is pretty good too. It was an idea of mine from day one to have Dr. Dittz ending this part of the game instead of the old thing where he drops a key or whatever. This was one thing we had a problem with in the original 2007 EXE. However, by 2009 it'd become much easier to do such a thing, and Havoc certainly knew his trade. So this ended like I hoped.

#### NOVOWOLF, LEVEL 16 (#450)

Level name: "Schwarzenborn"

Built: October-December 2008

This is supposed to be a dank, cellar-like environment, or rather, a muddy back entry to an old castle as there are truck rears and so forth. The murky castle bit gets a run for its money though with the small hospital/lab part, however, but realism only dawned on me in my mapping much later. This is pretty good though, I recall I had some issues getting started with these last few levels, but in the end I budged and got on with it. Levels 17-19 are pretty good and large compared to what I felt myself suited to at this time.

#### NOVOWOLF, LEVEL 17 (#451)

Level name: "The Morgue"

Built: October-December 2008

This level lives up well to its name. The castle environment merges pretty well with the morgue/hospital/laboratory feel, I think. Looking at it now it seems a bit silly, but in late 2008 it had indeed been a while since I'd made something with the slightest hint of laboratories or morgues. *The Final Solution's* latter levels were a huge inspiration here.

#### NOVOWOLF, LEVEL 18 (#452)

Level name: "Old Settlement"

Built: October-December 2008

This one of my many attempts to recreate the atmosphere found in *Totengraeber* level 13. I had fun making this; it was an entirely different atmosphere than that of the previous level.

#### NOVOWOLF, LEVEL 19 (#453)

Level name: "Ol' Castle"

Built: October-December 2008

Again, this is a large castle level with *Totengraeber* influences. The level itself is pretty standard, though, your standard before-the-boss fare. I'm still quite pleased with it.

#### NOVOWOLF, LEVEL 20 (#454)

Level name: "Eisenwolf"

Built: November-December 2008

##### **Boss level**

This is the final level, made in either late November or early December. The placement of the boss is pretty unorthodox, but I just thought to hell with it. For some reason I also think this carries the influence of *The Golden Episodes*, a game I'd almost forgotten at that point though it was one of the first I played – it would eventually experience a renaissance with me in 2012. This level ended a mod I am so proud of, I'm glad it survived and many people view this as one of my best. I certainly don't disagree.

#### NOVOWOLF, LEVEL 21 (#455)

Level name: Hitler's Hell

Built: October-December 2008

##### **Secret level**

This was just done out of the blue with no inspiration or general idea. I just thought by sticking some unorthodox objects in here and there that it would work. We also have Hitler ghosts which fall well out of favor with the *Lost Episodes* atmosphere and a pretty basic, hallway-laden level. I'm not proud of it, but it's there. I suppose the absence of Hitler and the original Wolf atmosphere in general made me long for something homier in my next projects.



## Super Haven Mapset

(Released February 13, 2010) Built: December 2009

### SUPER HAVEN MAPSET EPISODE 5, LEVEL 4 (#456)

Level name: "Patch It Up"

Built: December 11-12, 2009

This was either shortly before or immediately after my interest in *Wolf Overkill*'s original draft had waned. I can judge by the "TW" inscription on the levels that I started another failed project, *Wolf Overdrive*, around this time as well. I visited the Haven forum and one of the hot topics there was this map set they had going on. I decided to join as I wanted to burn some original Wolf juice after months of fancy features. It's quite large, but features a poor dog setup, but the decoration is tasteful and understated, and signaled what was to become the second incarnation of *Wolf Overkill* later in 2010.

### SUPER HAVEN MAPSET EPISODE 5, LEVEL 6 (#457)

Level name: "Brown Sugar"

Built: December 13, 2009

This was done shortly after level 6, and it was a job I did out of both pleasure and service to the Haven forum which is a good community though vastly different from DHW. This level features, again, more tasteful design than what had been made in *Wolf Overkill* up to that point, even if there are a handful of mutants in there.

### SUPER HAVEN MAPSET EPISODE 6, LEVEL 1 (#458)

Level name: "The Start"

Built: December 1, 2009

This was the first level I did for this community effort. I remember Eric being surprised about how fast my levels were made.

### SUPER HAVEN MAPSET EPISODE 6, LEVEL 3 (#459)

Level name: "Front Door"

Built: December 2, 2009

I made this level the following day. It features a bit more tricks as it holds the secret level access.

### SUPER HAVEN MAPSET EPISODE 6, LEVEL 7 (#460)

Level name: "Harmony"

Built: December 14, 2009

E6L7 was always one of my original favorite levels, and so to be able to take over its spot here was a great honor. It was fun making as well, as the teal ceiling color was a favorite of mine for many years. I always felt it allowed the usage of numerous textures, objects and atmosphere all underneath the same roof.

### SUPER HAVEN MAPSET EPISODE 6, LEVEL 8 (#461)

Level name: "Brownstone Shuffle"

Built: December 16, 2009

This level is fairly large, which suits the E6L8 atmosphere as well, the original level was pretty gigantic as well, and there's a boss waiting around the corner. Again, my contributions in the Haven map set were vital for me in realizing what my mapping style should be like. It was only mere weeks after this I decided to shelve and rethink the general idea of *Wolf Overkill* for good.

## DHW SDL Mapset

(Released January 7, 2011) Built: August-December 2010

#### DHW SDL MAPSET, EPISODE 4, LEVEL 1 (#462)

Built: August 18, 2010

I was never good at community efforts, but after some positive experiences from the Haven forum I felt comfortable in participating in this map set alongside competent old-timers like ack and AREyeP. I asked for Episode 4 and was allowed to make 10 levels for it, and the first handful of levels went smoothly. However, by mid-2010 I was well into *Wolf Overkill* and as usual I needed an original vanilla outlet as well, so it just went perfectly. Here's yet another E4L1 inspired by the one in the very same level spot in *Conflict in the Fatherland*, however, I used mutants alongside other guards which I had not done for a while. It was fun to make this episode.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 2 (#463)

Built: August-November 2010

Like the original E4L2 I wanted a tricky secret door section, and made one I think turned out all right. Another new fetish was using columns in prison areas, something I hadn't really tampered with that often.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 3 (#464)

Built: August-November 2010

This level features a large citadel environment complete with a secret level. This also features one of my experiments with brown stone (Episode 5/6) as a bone yard/bloody bones keep (Episode 2).

#### DHW SDL MAPSET, EPISODE 4, LEVEL 4 (#465)

Built: August-November 2010

This level features the brown weave prominently, and also uses a guideline still applying to this day: only use blood textures where skeletons, bones or bodies lie in front. A lot of new ground rules were laid down to me during my mapping in 2010, reinvigorating my thirst for creating and exploring new designs and ideas.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 5 (#466)

Built: August-November 2010

This one's probably my favorite of the bunch. A lovely diverse level sheltered by brown weave and gray brick environments, entirely different, given new life when re-released in the *Odds and Ends* "compilation" in 2012 with a light/medium blue ceiling color that I for some reason always felt went well with the brown weave.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 6 (#467)

Built: August-November 2010

Along with level 5, this is large and quite well crafted as well. I dare say that the levels in this map set are some of the best I've ever done.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 7 (#468)

Built: August-November 2010

This is equally large and perhaps slightly over the top in terms of decoration. It's still good though.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 8 (#469)

Built: August-November 2010

I remember one of my favorite gray slime levels is level 38 from *Schabbs 2000, Creepy Caverns*. I had already paid homage to it in *W.O.L.F.* E4L8. I wanted to recapture some of my impressions from it in here.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 9 (#470)

Built: August-November 2010

##### **Boss level**

Housing Otto, this is one of my better boss levels. It ends an episode which was always a favorite of mine, and my participation in this great map set as well.

#### DHW SDL MAPSET, EPISODE 4, LEVEL 10 (#471)

Built: August-November 2010

##### **Secret level**

As I always thought the original E4L10 was an unparalleled letdown (though I recall a mate of mine back in fifth grade reminiscing on how he once played a level where the “white men” became invisible which always struck a chord in me) I wanted to make something that had nothing to do with it whatsoever. As a secret level, and especially as one of my bonus levels, I think it’s pretty good, but it wouldn’t work anywhere else.

## **10 New Ones**

(Released October 16, 2011) Built: August-September 2011

#### 10 NEW ONES, LEVEL 1 (#472)

Built: August-September 2011

With *Wolf Overkill* being on hiatus, still, and excepting my 10 entries into the *DHW SDL Mapset*, it had been almost 2 years since I had released anything, making 2010 the only year I never released anything in under my own name. It was via *Wolf Overkill* that I reinvented my style; I took new approaches to mapping and wanted to weigh more on quality than quantity. This was originally slated to be a map set for the original *Wolf*, but I had no interest in it anyway at the time – I would soon release one though. But I felt that these 10 levels were good and interesting and deserved to be seen. I remember I put them in odd spots all over the entire 60 level slate rather than just doing them from the top, with this originally being at E3L1.

#### 10 NEW ONES, LEVEL 2 (#473)

Built: August-September 2011

Whether or not this would’ve been a part of a map set, I don’t know, as I can’t think of a suitable original level spot where this would fit... Maybe E4L6? I don’t know. It’s a fairly large level, a tribute of sorts to E2L5 with the well sheltering the mutant.

#### 10 NEW ONES, LEVEL 3 (#474)

Built: August-September 2011

This is fairly large and carries an Episode 5/6 atmosphere. I like the large, open spaces; I was still a relative newcomer to areas not marinated in water puddles, bloody bones and whatnot. I’m also sure that this was an early effort of mine to use both brown marble #1 as well as #2. I’d usually just replaced #2 with something else, but I felt more open to go all-in original at this point. Since then I’ve used both brown marble variations.

#### 10 NEW ONES, LEVEL 4 (#475)

Built: August-September 2011

I’m fairly certain that this was meant to take over either E2L6 or E2L8, judging by the red brick walls. I don’t know... It seems to be a bit rushed, but along with the gray brick texture I always feel I need to go large whenever I use the slimy walls. Blame it all on *Assassinate Hitler* level 2!

#### 10 NEW ONES, LEVEL 5 (#476)

Built: August-September 2011

I'm much prouder of this than I am of the previous level. This sums up everything I love from Episode 2. The purple stone was obviously too much for me at that point, but I liked its layout, so I used the black/gray variation I'd otherwise only used in *Abandon* way back. I think it worked out pretty good here.

#### 10 NEW ONES, LEVEL 6 (#477)

Built: August-September 2011

I'm quite sure that this, and not level 4, was my bid on E2L6. It's vast, tricky, filled to the brim with mutants and was quite difficult, but I had a policy: If I could complete the level on skill 4 starting with a Luger and 8 bullets, it'd get the stamp of approval from me. This is truly an astonishing level, one of the best I ever made (if not the best) in a gray slime environment.

#### 10 NEW ONES, LEVEL 7 (#478)

Built: August-September 2011

I know for a fact that this was slated to replace E6L5. I'd never really realized the idea in a respective manner to pair the gray slime walls with the brown stones/marbles, leaving the gray slime with a dark brown ceiling, but here it worked out to great effect – another fine effort.

#### 10 NEW ONES, LEVEL 8 (#479)

Built: August-September 2011

A fair bit of guarding and a quite revealing starting point makes this level seem a bit harsh. It has a handful of large rooms and is overall quite clean.

#### 10 NEW ONES, LEVEL 9 (#480)

Built: August-September 2011

##### **Boss level**

The idea of this level is pretty good, in particular I like the interplay between Hans and Gretel and the fact they drop different keys. As a boss level I remember I felt it was a huge improvement on my part. It sort of marries the ideas from Episodes 4 and 6 via Episode 1, and I think it was a fine way to get back into the groove.

#### 10 NEW ONES, LEVEL 10 (#481)

Built: August-September 2011

##### **Secret level**

This may seem a bit weak when compared to the rest of the levels in this game, and I remember Dean wasn't too pleased with it. I cannot really blame him for that... However, it is a secret level and I still followed the philosophy that it had to be strange and offer things unseen in the regular levels. Oh well... I was glad when this came out, a fine, solid play, even if it was a bit on the short side.

## **Operation Mutant Strike 3**

(Released October 27, 2011) Built: July-October 2011

#### OPERATION MUTANT STRIKE 3, LEVEL 8 (#482)

Level name: "Getting Closer"

Built: July-October 2011

I do not remember when I made this particular level, but I remember it took forever. I was in no fit shape to make any levels at this time, as the 18 month-spark of *Wolf Overkill* was dying out and I was fed up with mapping. I was not being too friendly about the whole affair; eventually Ron helped out. I made a slightly messy, haphazard level in about an hour and then it took me days to get back to it. As I've only ever worked with MapEdit, Ron helped me out in adding the correct data for it to fit the EXE, and I think I was the only one involved who used MapEdit. But it got out there – thanks to Ron. I've always admired Matt

and his work so I saw this as a big honor, but I never felt I did it complete justice. I play tested it in original Wolf and to this day I have no idea how it plays in *Operation Mutant Strike 3*.

## **Spearfishwolfbones**

(Released: January 15, 2012) Built: December 2011-January 2012

### **SPEARFISHWOLFBONES, LEVEL 1 (#483)**

Level name: "Spear Me Out"

Built: December 2011

Until sometime in 2011 I thought Spear was pronounced like "Hair" as I never heard the word mentioned anywhere. But when I found out it was pronounced like "ear" it got easier to figure out new names. This map set was constructed with the aim of making a full-on map set for Spear. But I found it so boring, there was no chance of toying around the same way as in Wolf as you had no Hitler ghost, stoves, beds, whatever, and the overall atmosphere was quite dull and with a dark green ceiling, what can you do? So I went the other way and created something I'd wanted to do for a while – make "weird" levels. Some turned out good and playable and others were just for the sake of experimentation. Either way, I learned a lot in the process and started utilizing many design ideas in projects that featured more "straight" mapping.

### **SPEARFISHWOLFBONES, LEVEL 2 (#484)**

Level name: "Antler & Ass"

Built: December 2011

I wanted to have small, weird passages and unorthodox arrangements in relation to guards and objects, but I don't know. Looking at it now, it's a pretty good level, and it was probably the first time since the Possum days where I made hallways that were 2 spaces wide rather than 1, 3 or 5 – the main difference from then to this was that this actually worked.

### **SPEARFISHWOLFBONES, LEVEL 3 (#485)**

Level name: "Woof Woof"

Built: December 2011

I remember I wanted a ridiculously tough opening, and so I made one. I remember having issues completing it with the usual 8 ammo start on skill 4 – but for some reason I pulled through. The rest of the level is above average.

### **SPEARFISHWOLFBONES, LEVEL 4 (#486)**

Level name: "Knock on Wood"

Built: December 2011

A lot of wood textures here. I was just freewheeling when I made these levels, this is why it took me only 2-3 weeks to make this and put it out.

### **SPEARFISHWOLFBONES, LEVEL 5 (#487)**

Level name: "Transformation"

Built: December 2011

#### **Boss level**

Another one of my dislikes of Spear is that you're forced to come up with a boss level for every 5 levels. You just run dry, you know? So I'm glad that I decided to make this entire map set wacky and unorthodox from the get-go, 'cause then you can just make anything and put a boss in it and it's a boss level.

### **SPEARFISHWOLFBONES, LEVEL 6 (#488)**

Level name: "Hellbound"

Built: December 2011-January 2012

The silliest wall of all, the blood wall, is prominent here, simply because it's red and Spear level 6 is assigned the red ceiling color. The level itself is pretty good though, the two blocks idea could appeal to realistic levels as well like those from *Batman* – remember that one?

**SPEARFISHWOLFBONES, LEVEL 7 (#489)**

Level name: "Thingummybob"

Built: December 2011-January 2012

For some strange reason I wanted to make a level with a big, goodbye flavor for whatever reason (this was level 7 in the middle of the whole thing) ... So I removed almost all guards and let the beyond 64x64 gray mush show, just to add some weirdness to it. I considered recently taking this level and clean it up a little and adding guards to it.

**SPEARFISHWOLFBONES, LEVEL 8 (#490)**

Level name: "Shoot 2 Thrill"

Built: December 2011-January 2012

This is yet another level with great designs and good flavor that almost stands out in this "weirdo" set of levels. I'm pretty sure I further developed the blue wall area where you get the silver key into some levels in then still-to-be-released *Time to Kill*.

**SPEARFISHWOLFBONES, LEVEL 9 (#491)**

Level name: "\* Purp \*"

Built: December 2011-January 2012

As 2011 became 2012 I was yet again hooked on playing *Unreal Tournament*. I played that video game like a beast. I've always loved it, and I wanted to put some of that spacey, surreal and extremely bloody atmosphere into Wolf. So I made this level as a reply to that. I don't know if that shows, but it's nevertheless still a fun play. If this had a Doom treatment, with a parallax sky, gun bobbing, the whole bit, then I think my idea shines through.

**SPEARFISHWOLFBONES, LEVEL 10 (#492)**

Level name: "Will 'Em All"

Built: December 2011-January 2012

**Boss level**

This is a monstrous, disjointed level (the point of the entire map set) with the worst pun of all as its name – a hybrid of "Kill 'em all" and Barnacle Wilhelm. Yikes... Oh well. It had some good secret areas and was fun to test, but as a player not expecting such it was probably a bitch to play through and through.

**SPEARFISHWOLFBONES, LEVEL 11 (#493)**

Level name: "Hip 2 B Square"

Built: December 2011-January 2012

As the title suggests, this was meant to be as square-shaped as possible, not realizing how many guards would hunt you simultaneously. But it went through my test standard, which as you may know by now is that if you can make it with 8 bullets and a luger on skill 4, starting fresh with 100 % health, it's a go.

**SPEARFISHWOLFBONES, LEVEL 12 (#494)**

Level name: "Quickie w00d"

Built: December 2011-January 2012

The title is awful... Otherwise, it's a quick, tricky level with some nice autopilot designs and an awful lot of mutants for some reason.

**SPEARFISHWOLFBONES, LEVEL 13 (#495)**

Level name: "Quick Brown Fox"

Built: December 2011-January 2012

I remember I liked this so much I decided to slot it into a later, more streamlined release called *The Iron Dream*. It's a proper level, deeply symmetric, nice with a light landscape and bright, brown textures – one of the best in this set.

**SPEARFISHWOLFBONES, LEVEL 14 (#496)**

Level name: "Sit, Adele"

Built: December 2011-January 2012

The name is a pun on "Citadel" – the guards, pickups and wall decorations are meticulously placed, a total opposite to the messier, more freeform designs of earlier in this map set. This was the way I followed when I made my map set for Wolf shortly after this. Truly a great level... This later became a boss level in *The Iron Dream*. I do regret that I did not use the stone wall #1/#2 variation in this level, a rare occasion. I just cranked out levels like crazy, so I must have forgotten to do so.

**SPEARFISHWOLFBONES, LEVEL 15 (#497)**

Level name: "Flin Flon"

Built: December 2011-January 2012

This map is OK and more square than earlier efforts of this map set, but as with all other levels I just wanted to go nuts and do all levels in one sitting, so I did not do the usual brown marble #1/#2 designs, just as I did not do the stone wall variations in level 14. I regret that now.

**SPEARFISHWOLFBONES, LEVEL 16 (#498)**

Level name: "Big Cutie Mutie"

Built: December 2011-January 2012

**Boss level**

With the advent of SDL came something I'd dreamed of since I started mapping way back in 2004 – the fact that you can have enormous, spacious rooms with tons of sprites and guards showing without any of them going invisible. So I milked that here and as it was a mutant boss level I decided to make it extra tough. This shows a clear Doom influence.

**SPEARFISHWOLFBONES, LEVEL 17 (#499)**

Level name: "Pigbits"

Built: December 2011-January 2012

The name is a pun on "Ramparts". Either way it is a pretty decent, if not more, ramparts level than most... And I used this in *The Iron Dream* as well. I'm pretty happy with many of the latter levels in this set. I think the main inspiration behind this particular level was *Executor's Spear Revisited*.

**SPEARFISHWOLFBONES, LEVEL 18 (#500)**

Level name: "SODding About"

Built: December 2011-January 2012

**Boss level**

This was done out of desperation, just to close this short affair of madness and small, compact genius. I'd never used the Death Knight in anything before, the entire Spear franchise has always been alien to me compared to Wolf, so I just did it on a whim.

**SPEARFISHWOLFBONES, LEVEL 19 (#501)**

Level name: "Tempus Fuck-It"

Built: October 14, 2011

**Secret level**

This was actually the first level made for the *Time to Kill* project. Then, the red bricks were the dank, cellar-like wall which is actually the stained glass Hitler without the stained glass. I don't know who originally did it or used it, but I recall Chris used it in *All This & Wolf 3D*'s level 69 main room with the two softwood tunnels and the elevator. I always liked it, and I used it there, put some dogs in there, and did the AReyeP thing with wells being block objects and decorative at the same time... It's a pretty OK level, but it was a bit of a handful as a starting level. It also had to be fun, so I saved it and put it in here. By January 2012, it had been replaced in *Time to Kill* for a long time, so it was just lying around.

#### **SPEARFISHWOLFBONES, LEVEL 20 (#502)**

Level name: "Hip Revisited"

Built: December 2011-January 2012

##### **Secret level**

The purpose of this one was what level 11 would look like once BJ had left and some mutants had camped here. The concept is pretty interesting, but a bit on the cheap side as it was done in 10 minutes or so shortly before releasing the game. But it was fun to make.

#### **SPEARFISHWOLFBONES, LEVEL 21 (#503)**

Level name: "Happy New Spear"

Built: December 2011-January 2012

##### **Boss level**

You're sent here the instant you pick up the spear. I always wondered why level 21 had to have the same ceiling color as level 18, so instead of using the blood wall here I used the brown concrete which fit the whole thing an awful lot better. Other than that, it's pretty poor and was quickly done, but with all these boss levels up against each other...

### **DHW SDL Map Set [Spear Edition]**

(Released February 8, 2012) Built: June 2011

#### **DHW SDL MAP SET [SPEAR EDITION], LEVEL 9 (#504)**

Built: June 2011

This was my first level for the Spear edition of the DieHard Wolfers' community map set. It was fun to contribute, yet again, though this particular level doesn't ring a bell. It may or may not have had its roots in an original map set I tried to pull together over the summer of 2011 which went nowhere, with some levels being deleted or used here – many of the design ideas eventually survived in *Time to Kill*.

#### **DHW SDL MAP SET [SPEAR EDITION], LEVEL 13 (#505)**

Built: June 2011

This most certainly had its origins in the original summer 2011 map set. I remember making it clearly, though the stone walls were then traditional gray stone and some sprites were arranged differently.

#### **DHW SDL MAP SET [SPEAR EDITION], LEVEL 17 (#506)**

Built: June 2011

I remember I persisted on certain levels which was a stupid thing, especially as this "Ramparts" level turned out pretty shoddy compared to what it should be. Oh well. I made the level, participated, and together with the crème of mapping geniuses from the forums it got out there.

### **Time to Kill**

(Released March 20, 2012) Built: October 2011-March 2012



#### TIME TO KILL, LEVEL 1 (#507)

Level name: "Sentry Entry"

Built: October 19, 2011

Shortly after making the first level (which ended up as level 19 in *Spearfishwolfbones*) I realized I had to do things differently this time. In late 2011, I was coming off the wagon that was *Wolf Overkill* and felt I needed to breathe new life into my wolfing ways. So I took a more realistic design approach, and wanted to streamline the colors as well. So I made the slimy walls green rather than olive/snot-colored, and almost every cyan, purple or magenta I could find was either discarded or made gray. I was quite happy with it, and I still think that *Time to Kill* is my most complete mod even though its later levels borrow from the cr me of *Wolf Overkill*. This opening level is quite tough and unfair in that it only introduces the standard guards. It's also much cleaner for a slime level than usual for me.

#### TIME TO KILL, LEVEL 2 (#508)

Level name: "Blue Moves"

Built: October 2011-March 2012

A wee bit of repetition here... Either my projects start with a castle, then prison or prison, and then castle... And here it is the former way I chose. Marching guards were never my bag, but I tried to integrate them here, marching between rooms and so on. It's a quite large level, pretty fun to play too.

#### TIME TO KILL, LEVEL 3 (#509)

Level name: "Bunker Bust"

Built: October 2011-March 2012

Yet another large level, this works out better and more smoothly than the previous, I think.

#### TIME TO KILL, LEVEL 4 (#510)

Level name: "In the Woods"

Built: October 2011-March 2012

This uses the castle/outside design but it's a wooden citadel rather than one made of stone or brick, which is quite unusual and sort-of unrealistic, but who cares. It was fun to make as I hadn't made that many of them at this point, and the 3-key solution here really works out for the better.

#### TIME TO KILL, LEVEL 5 (#511)

Level name: "Verdammt!"

Built: October 2011-March 2012

This level introduces the death artifact. I had never used one like it before, nor had I ever used a god mode artifact. It was fun to toy around with these, and this level complimented it all pretty well.

#### TIME TO KILL, LEVEL 6 (#512)

Level name: "The Waking Edge"

Built: October 2011-March 2012

It looks to me like another solid affair, I had finally figured out how to use the blue wall without hassle.

#### TIME TO KILL, LEVEL 7 (#513)

Level name: "Castle Complex"

Built: October 2011-March 2012

The name says it all. This is a classical castle design utilizing the Spear stone wall interspersed with the brown re-coloring of the familiar blue wall. I'm very proud of this level. The first half of *Time to Kill* is just spectacular, I'm not afraid to say it.

#### TIME TO KILL, LEVEL 8 (#514)

Level name: "Bleak"

Built: October 2011-March 2012

This may very well be my favorite of the entire mod. I specifically went for bleakness, as the title suggests; everything in gray, almost as if you've lost all sense of color. I used the angel statue here for decorative effect and personally think I got away with it pretty good – it's always been hard to use, and the Angel of Death not appearing in this mod may make this look a bit pointless. But it was fun to make and I was oh so happy when I play-tested this, 'cause it summoned up the bleakness perfectly. There's a god mode artifact hidden here in a such manner that there's just enough time to slaughter the insane amount of SS guards mauling you once you pick up the gold key.

#### TIME TO KILL, LEVEL 9 (#515)

Level name: "Slaughterhouse"

Built: October 2011-March 2012

I think the weakest thing about this level is its name. Other than that, I like the blood wells though they're also "unrealistic" but to me this mod was always about streamlining, whether or not it be realistic or not. I've made countless levels using the gray slime walls, but I sincerely believe this is in my top 3 along with level 59 from *All This & Wolf 3D* and level 6 from *10 New Ones*.

#### TIME TO KILL, LEVEL 10 (#516)

Level name: "Old Stalag"

Built: October 2011-March 2012

This level utilizes the brown brick, taken from the familiar red brick. It's a prison area of sorts, but still pretty good.

#### TIME TO KILL, LEVEL 11 (#517)

Level name: "Dungeon Hack"

Built: October 2011-March 2012

I read that there's an old map set or something out there called *Dungeon Hack*, and I always liked the name. As using it as a name for a mod would limit the expectations (dungeons only?) I chose to use it for a level. Here I merged the prison cells previously only found on the blue stone walls onto the good old gray stone as well, making a prison area much bleaker and dank/gray than what you would have with your colorful blue stone walls. I'm also proud of the modified officer guard I did for this game, making him bald to give him a tough-guy look and topping it off with a beret was a wise choice. If only I could've assigned him different alarm/death sounds.

#### TIME TO KILL, LEVEL 12 (#518)

Level name: "Jail on, Jailor"

Built: October 2011-March 2012

Here we have a rather large prison level which is pretty good, and I've always liked the elevator/end tease near the beginning.

#### TIME TO KILL, LEVEL 13 (#519)

Level name: "Fear's Fortress"

Built: October 2011-March 2012

I remember this took forever to make, but in the end I was proud. I like the two-split here, its vastness and the fact that this was a dank castle level placed on level slot 13 as in *Totengraeber*. Of course, one of the five secret levels is also accessed from here. Perfect!

#### TIME TO KILL, LEVEL 14 (#520)

Level name: "Right on Slime"

Built: October 2011-March 2012

The title is pretty stupid, but the rest is very good.

**TIME TO KILL, LEVEL 15 (#521)**

Level name: "Dead Simple"

Built: October 2011-March 2012

Here we have a huge, difficult, bloody blue stone prison level which I'm really proud of. I remember it took some time to beat as well!

**TIME TO KILL, LEVEL 16 (#522)**

Level name: "Tidy Hideout"

Built: October 2011-March 2012

I don't remember much about making this, but the title speaks for itself.

**TIME TO KILL, LEVEL 17 (#523)**

Level name: "Marble Arch"

Built: October 2011-March 2012

This is a pretty good brown marble level. I remember I struggled with finding the right layouts here and there but in the end it turned out pretty good.

**TIME TO KILL, LEVEL 18 (#524)**

Level name: "FUBAR"

Built: October 2011-March 2012

As the title suggests, this is indeed fucked up beyond all reason. The silver key room is unbearable! No mercy shown here. The large open area behind the silver key door was inspired by some of the roomy areas seen in Laz Rojas' work both for the Wolf and Doom engine.

**TIME TO KILL, LEVEL 19 (#525)**

Level name: "Showdown"

Built: October 2011-March 2012

Streamlined is probably the best word for this, the brown ceiling fits all textures like a glove. And the shield and sword graphic on the wood panel... Don't know who originally made it... But I do know that I saw it both in *Schabbs 3000* and some of Laz Rojas' work. So I re-colored it for the occasion.

**TIME TO KILL, LEVEL 20 (#526)**

Level name: "The Long Walk"

Built: October 2011-March 2012

Here's one I do remember making. I remember the SS whom you must stalk and not shoot had a much weirder walk pattern rather than just the straight line, to confuse the player. But in the end I decided against using it – which was a wise decision. The rest of the level is pretty good. I remember Luke Strauman's *Area 51* had a level where you had to follow a guard to open a door – otherwise you couldn't get in – no secret doors or anything. So choose wisely! Of course, with my good heart I placed a death artifact in the adjacent elevator so that if you should shoot the SS guard you can easily start over. Gentlemanly!

**TIME TO KILL, LEVEL 21 (#527)**

Level name: "Brick House"

Built: October 2011-March 2012

I don't recall much of making this, but I can see some complicated secret door work here and there... Looks OK to me.

TIME TO KILL, LEVEL 22 (#528)  
Level name: "Castrum Humdrum"  
Built: October 2011-March 2012

Yet another large, stone wall-based level with some clever secret areas.

TIME TO KILL, LEVEL 23 (#529)  
Level name: "Subdivisions"  
Built: October 2011-March 2012

This level features a lot of mutants, it's quite difficult if you start with only a gun, I can also see some Hitler ghosts here and there – overall a pretty tough affair. I think I wanted to give AREyeP a run for his money in terms of difficulty when I made this mod. I had serious issues testing this with 8 bullets and a Luger only – I still cannot remember whether I got out of there or not without cheating.

TIME TO KILL, LEVEL 24 (#530)  
Level name: "A Mute Affair"  
Built: October 2011-March 2012

And so, the mutant-only area wheel is in spin. Besides that, this is just a standard large prison level with some interesting décor here and there and some good open spaces as well as limited room in places.

TIME TO KILL, LEVEL 25 (#531)  
Level name: "The Void"  
Built: October 2011-March 2012

This was one I had issues testing as well because of the mutant-only "policy" appearing in levels 23-28. I still had fun making this and the subconscious me probably aimed for *Totengraeber* level 13 – again.

TIME TO KILL, LEVEL 26 (#532)  
Level name: "Toten Recall"  
Built: October 2011-March 2012

The *Totengraeber* level 13 influence is more apparent and outspoken here. The title says it all. I was pretty satisfied with this though, one of the first times I felt that I'd reached the goal and the atmosphere that *Totengraeber* level 13 holds.

TIME TO KILL, LEVEL 27 (#533)  
Level name: "Famine"  
Built: October 2011-March 2012

This particular level is inspired by the concept of actual famine as there are no food pickups. The only health sources are medical kits, but from my experience you'll be just as busy sucking up bloody bones because of the many mutants around. It's an enormously difficult level but I'm forever thankful that I was able to make it. These mutant levels are just the crème de la crème for me, I think.

TIME TO KILL, LEVEL 28 (#534)  
Level name: "Hard Cell"  
Built: October 2011-March 2012

Usually I would not allow levels with similar textures being so close to each other (level 24 is also a blue stone prison) but I just went with it anyway. It is also much different from level 24 in that it's much sparser in mercifulness and way more uncomfortable. Also, you get a secret level here.

#### TIME TO KILL, LEVEL 29 (#535)

Level name: "Parallels"

Built: February-March 2012

Okay, so by this time it's probably February or March, and I'd been going on this *Time to Kill* magic juice for a good couple of months. At one point, I just had to break. *Time to Kill* started out as a side-project, or rather, an antidote, to *Wolf Overkill*, but by this time I'd started an antidote for *Time to Kill* which was a straight map set 'cause I found myself missing the bright colors of the original Wolf! Apparently *Spearfishwolfbones* wasn't enough. This was built as E1L5 in what was released as *Escapism* shortly after, but it was withdrawn as I wanted this shareware set to appear in my full map set as episode 1 – and quite rightly so. This level comes from there. I tinkered with it so it fit in much more, 'cause I was just so hooked on its simple, yet complicated arrangement and its tasteful difficulty. I also enjoyed the loftier, lair-like environment in the opening, between the two wings.

#### TIME TO KILL, LEVEL 30 (#536)

Level name: "Shields of Gold"

Built: May-August 2010

As this was originally level 38 in *Wolf Overkill* version 2 (which was to be the final version) it must've been made sometime in mid-2010. I liked the idea of having a tunnel connecting 4 treasure stashes outside the actual level, not interfering with anything and hopefully confuse the player as to where this might be. Some of the decoration sticks out like a sore thumb in *Time to Kill*, but it was one of the better brown marble/upper "posh" Episode 4-6-kind of levels from *Wolf Overkill*.

#### TIME TO KILL, LEVEL 31 (#537)

Level name: "Entrapment"

Built: April-May 2010

This was one of the first levels I did for the second version of the fabled *Wolf Overkill* project. It originally had the blue panels from *Totengraeber* (the ones that also had a gray counterpart; their only decoration being the banner from the Spear stone wall) and some of the secret doors were switched around as *Wolf Overkill* had exploding oil drums/nuclear barrels and collapsing columns. This was originally an office, explaining the table/lamp arrangements in one of the first rooms of the level. Looking back, it was a pretty poor attempt to create an atmosphere. I had nearly 150 levels to choose from. Why it had to be this one in particular, I don't know.

#### TIME TO KILL, LEVEL 32 (#538)

Level name: "Good Ol' Time"

Built: October-November 2010

##### **Boss level**

This level's name is taken from a mispronunciation of Hans Grosse's "Guten Tag!" and was also the name of the level in its original incarnation as *Wolf Overkill*'s level 86. This level must've been made in late 2010, judging from its placement at level 86 out of 100. Either way, it only held Hans Grosse as boss in *Wolf Overkill*, so the clever addition of Gretel and Trans as respective key-holders was a solution I came up with early on. I'm glad this wasn't flushed down the toilet like the rest of the second incarnation of *Wolf Overkill*. There are some brilliant ideas here.

#### TIME TO KILL, LEVEL 33 (#539)

Level name: "Stone by Stone"

Built: September-October 2010

I'm not sure, but I think this was level 79 or something in *Wolf Overkill*'s second incarnation (level 77 was a boss level featuring the Ubermutant, level 78 was a stone wall level, and this was the beginning of the Hans Grosse part eventually culminating in his boss level in level 86). It was one of the later levels, judging from both design and memory. It's a pretty standard affair... But looking at these designs, it's like looking at ruins from an ancient civilization you can't resurface or recall. From April 2010 through to the fall of 2011 I worked out between 150 and 200 maps, reinvented my style twice, and made 20 laboratory levels,

numerous castle and office maps and many, many more. It's both sad and good to see some of them survive, but you can't help lingering on the thought that this could've been so much more. I've even started (luckily) to forget how most of them were like.

#### TIME TO KILL, LEVEL 34 (#540)

Level name: "Clusterfuck"

Built: August-October 2010

This was originally level 60 in *Wolf Overkill*'s second incarnation. I liked the treasure stash in the middle of the opening room, and as *Wolf Overkill* had all guards being unable to open locked doors, it was easy to maintain as well. But I think it survived pretty good here.

#### TIME TO KILL, LEVEL 35 (#541)

Level name: "Slimeballed"

Built: August-October 2010

I think this was level 62 in *Wolf Overkill*'s second incarnation, but I'm not sure. It's an enjoyable, yet stuffy level that could benefit from what *Wolf Overkill* held for it – exploding oil drums and collapsing columns. It was always a monster going into a room with your rocket launcher, fire away, watch guards get scorched while columns fell down around them and oil drums exploded one by one...

#### TIME TO KILL, LEVEL 36 (#542)

Level name: "Beer Hall Putz"

Built: April 2010-July 2010

I'm almost sure this was level 20 or something in *Wolf Overkill*'s second incarnation. I remember the "checkpoint" area near the end guarding the silver key. I'm still not sure though. *Wolf Overkill* is beginning to be a distant memory for me now – it tapped a lot of mapping energy out of me.

#### TIME TO KILL, LEVEL 37 (#543)

Level name: "Bereft"

Built: April 2010-September 2011

I'm almost sure this was level 63 in *Wolf Overkill*'s second incarnation, but again, nothing is certain... It marries mutants with all the other guards, which most of *Wolf Overkill* did as well.

#### TIME TO KILL, LEVEL 38 (#544)

Level name: "Grand Junction"

Built: April 2010-September 2011

This was most certainly level 66 in *Wolf Overkill*'s second incarnation. *Wolf Overkill* had a truckload of new guards. 8, I think. One of them was the SA guard, the beloved monkey shit brown-clad officer replacement originally worked out by Zach Higgins for another pompous projection that suffered the same fate as *Wolf Overkill*, *Projekt Vertilung*. This level's concept is that the SS and the SA tried to cooperate but had historical issues doing so, with each area having dead guards from the opposite force splattered across the level. You start in what was originally the SS part, reach the "checkpoint" area with the brown bricks and enter the brown marble area, here belonging to mutants rather than SA. I miss that level and its original idea like hell, I'd even made a wall graphic with an SA logo which was pretty good, but the point of the level comes across just as strongly here, I think.

#### TIME TO KILL, LEVEL 39 (#545)

Level name: "The Last Straw"

Built: November-December 2010

This came about quite late in the *Overkill* process. Anyway, the level itself is huge and overpopulated and chaotic to the brim. Maybe this was one of the very last before meeting Hitler in level 90? I recall level 88 had an ending where you were taken

prisoner a la *Chemical Warfare* level 27 or *Spear Resurrection* level 13, and you began level 89 by breaking out of the prison to get to Hitler's bunker.

**TIME TO KILL, LEVEL 40 (#546)**

Level name: "Confrontation"

Built: November-December 2010

**Boss level**

This has lost none of its original ideas, as it was level 90, the final grand slam, the real deal with Hitler himself in *Wolf Overkill*'s second incarnation. Sure, you could benefit from the missile launcher here, and it would be awesome to see some of those oil drums exploding, but I guess you can't have everything. This concludes a great work of mine, starting with original fabulous levels and then some of the better remnants from a monster project I should've learned to control when I started it.

**TIME TO KILL, LEVEL 41 (#547)**

Level name: "Lap of Luxury"

Built: October 2011-March 2012

**Secret level**

I like the idea that you spoil the player in your secret levels. As a player, I loved it when I was spoiled with gold in the secret levels I found. It may seem a bit too easy in places... But there you go.

**TIME TO KILL, LEVEL 42 (#548)**

Level name: "It's Yourself"

Built: October 2011-March 2012

**Secret level**

I wanted to create a weird, otherworldly atmosphere for this level as well in having BJ kill himself. This was inspired by the old *Prince of Persia* game, where Aladdin or whoever he is supposed to be kills his reflection in level 12. There are some Hitler ghosts here and there, adding to the oddness atmosphere, and of course the devastation in killing yourself – one of my better experimental ideas.

**TIME TO KILL, LEVEL 43 (#549)**

Level name: "Death Mute"

Built: October 2011-March 2012

**Secret level**

A kind of short level, but respectful in the manner that it offers difficulty as well as reward. I also like the gray stone #3 that I used here, as coupling this with mutants only brought back fond memories of *Totengraeber* level 14.

**TIME TO KILL, LEVEL 44 (#550)**

Level name: "Wine Cell R"

Built: January-March 2011

**Secret level**

This was originally level 95 in *Wolf Overkill*'s second incarnation, a secret dogs-only level. Here, it was converted into a wine cellar of sorts, placing bottles on the floor instead – it flowed easy as the wine bottles replaced the dog food sprite. As the new guard's marching sprites also overwrites those of the dog, I dare say that this was a pretty cheap way out...

**TIME TO KILL, LEVEL 45 (#551)**

Level name: "Crowning Touch"

Built: April-May 2010

**Secret level**

This was originally level 11 in *Wolf Overkill*'s second incarnation, the first boss level featuring Trans Grosse as boss. It used the same stone walls as those here. Here it's made into a treasure area, but still has the same elevator arrangement where the hallway leading to it is surrounded by the level itself. Lovely!

## Kilroy Was Here

(Released April 19, 2012) Built: March-April 2012

KILROY WAS HERE, EPISODE 5, LEVEL 1 (#552)

Level name: "Kilroy Was Here"

Built: March-April 2012

This takes the crown for being the most stupid release ever. I'd made this level, it's quite all right actually, slightly inspired by *acktung!* E6L1 (not too sure if it shows though) but was too impatient to let it be used anywhere. At the time, I was making my map set, and I think I wanted to release Episode 6 just as I had released Episodes 1 & 2 on February 21 (as *Escapism & Eisenfaust Overdrive*) but got stuck. I don't know! It's just a shockingly bad idea to release one level only and I would never do anything like this again. I enjoyed making the level though.

## Wolf Overkill

(Released April 24, 2012) Built: August-November 2009

A thorough description on *Wolf Overkill* is specified at the top of this mapping anthology.

WOLF OVERKILL, LEVEL 1 (#553)

Built: August 8, 2009

For a starting level this is fairly large. I always took ack's advice to heart – you have to make an opening level that captures the player. I'm not sure if this one does. It certainly takes time to complete, but perhaps it leaves the player longing to explore? I don't know. It's still fun to play, though. At this point (August 2009) it had been months since I'd last made a level.

WOLF OVERKILL, LEVEL 2 (#554)

Built: August 9, 2009

This level encompasses a lot of different atmospheres; brown weaves, wood panels, white panels even (with a crappy custom-made Hitler picture!) and stone walls. It was fun to play once it was finished. I always dug the "all right!" BJ exclaims when picking up the chain gun.

WOLF OVERKILL, LEVEL 3 (#555)

Built: August 24, 2009

I remember starting slowly with this one, eventually breaking for two weeks and then resume work on it. The usage of the gray-green brick wall from *The Final Solution* was unexpected, as I hadn't used this wall in my work for quite a while at this point. It's a bit unorthodox, and the shading feels all out of place when you use a color with this shade of green. The level itself is pretty good and interesting though, originally the guard #2 (prison guard) should've been introduced here, but I can see I planted him in level 2 as well.

WOLF OVERKILL, LEVEL 4 (#556)

Built: August 26, 2009

As it's a monotonous red brick level, it runs dry quite quickly. It does however have a clever area with the two keys and the secret door – I later reinstated this in a remake of this which ended up in *Time to Kill*.

WOLF OVERKILL, LEVEL 5 (#557)

Built: August 29, 2009



This is yet another large level, this time containing a blue stone prison. In recent years I've begun tiring of the skulls on stick/bloody well/cow carcass sprites within prison levels, as they look at times ridiculous and way out of place, but back when I made this I thought they added to the imagery.

#### **WOLF OVERKILL, LEVEL 6 (#558)**

Built: August 30, 2009

What I remember most about this was when I remade this for the second incarnation of *Wolf Overkill*. This was one of very few levels to keep parts of it intact. The large, spacious feel of gray brick walls and animated standard lights really worked out fine, in my opinion. Also appearing here in a checkerboard area is the missile launcher, which works perfectly, but this early draft of *Wolf Overkill* has not got the exploding enemy frames added yet, so it's not as cool to shoot it. Nah, it's still plenty of fun!

#### **WOLF OVERKILL, LEVEL 7 (#559)**

Built: September 1, 2009

A monstrosity in size, this cave level had a way too light ceiling color to my taste. I was still inexperienced within the field of shading and how colors are cast. Again, it's one of the many levels I remade half a year later, and so this original pales in comparison. Looking on it objectively is near impossible, I still think it's ridiculously huge and overblown – but it seems to me that this was what this mod was about anyway.

#### **WOLF OVERKILL, LEVEL 8 (#560)**

Built: September 2, 2009

This weakens in comparison to its remake, however, I'm quite fond of the way I placed the secret elevator. It's totally out of view for the player, and you need to find quite a few secret doors to get there.

#### **WOLF OVERKILL, LEVEL 9 (#561)**

Built: September 4, 2009

In keeping with the overblown and pretentious nature of this mod, this featured one of 4 (!) re-colored sets of the gray brick wall – a cyan/teal/turquoise-whatever you want to call it. Color-wise, it works OK, but in the long run, this color is not suited for walls whatsoever. The structure of this level is pretty good though.

#### **WOLF OVERKILL, LEVEL 10 (#562)**

Built: September 5, 2009

This level features checkerboard textures, a small library and some large secret areas. Along with level 6, this also kept some of its original flair in its remake, though it had a more extensive ending with exploding nuclear barrels, oil drums and mutants. Though it starts in what is probably the dullest texture of all, the gray concrete from Spear, it's a fun play once you get going.

#### **WOLF OVERKILL, LEVEL 11 (#563)**

Built: September 5, 2009

##### **Boss level**

This features yet another re-coloring of the familiar gray brick, this time in green. It houses Trans Grosse, the first boss of this mod, in an underdeveloped, slightly rushed level. This could very well be because of the fact that I'd just made the previous, king-size level the same day.

#### **WOLF OVERKILL, LEVEL 12 (#564)**

Built: September 6, 2009

The purpose of this level was to give the SA some room. I'd always taken an interest in the history of the Third Reich, even before WWII, so to have these guards in my mod I had to come up with a good story. I imagined that Hitler wanted to keep select guards just to gain more security. Of course, the SS and SA had some "altercations" as history shows, so in this level the

SA just slaughtered anybody and took it over. That's my take on it, anyway. I originally wanted 5 or 10 standard alert sounds for all guards, randomizing them, and 30 or 40 death screams, equally randomized. It worked in the second incarnation, WJS supplied the new sounds and it was fabulous, but in this early 2009 draft all SA guards have the same alert and dying noises – and therefore, playing a level with only these guards can be a bit hard on the ears.

#### WOLF OVERKILL, LEVEL 13 (#565)

Built: September 9, 2009

Symmetrically this level has some silly errors and it is kind of too much – but when I made these levels, I was on a roll and just made everything ten times bigger than it ought to be, with guards and sprites to match.

#### WOLF OVERKILL, LEVEL 14 (#566)

Built: September 11, 2009

And so begins this mod's mutant-only part. It's a pretty large level, kind of a fun play... Here, I'm reminded that I conservatively used the concrete pillar (as I called it) aka the column from *The Final Solution* as the only columns that could separate landscape texture from the rest of the level, as the original Wolf columns were collapsible. I mean really! Silly, but... When you have the opportunity to add endless hordes of sprites, you just go with it.

#### WOLF OVERKILL, LEVEL 15 (#567)

Built: September 12, 2009

I've always felt that the cobblestone, or gray concrete, whatever, is best suited for basement or cave areas, so to put in the middle of it all seemed a bit silly – but as this was a mutant-only part, it worked out all right. The torches and collapsing columns and exploding barrels also went together with it quite well.

#### WOLF OVERKILL, LEVEL 16 (#568)

Built: September 17, 2009

Still riding on the old, abandoned castle-wind, this level looks and plays all right to me. However, like the rest of this remnant of *Wolf Overkill*, it's a bit too much in places but eventually you get to the end where you face the old familiar guards again – safeguarded from mutants behind columns and oil drums.

#### WOLF OVERKILL, LEVEL 17 (#569)

Built: September 18, 2009

Ha-ha, here we go again with "Control Deck 17"... The level number even fits... I guess I was eager to try out my new lab environment and go all in with health vials (inspired by those of *Unreal Tournament*), nuclear barrels, scientist guards and the whole shebang.

#### WOLF OVERKILL, LEVEL 18 (#570)

Built: September 19, 2009

This is another autopilot-level with lots of rooms all rolling on one sole texture; the green brick previously seen in level 11. I don't know; it just seems too silly, having a neat green brick. But the other choices are cyan, yellow and purple, so I guess it seems realistic enough when compared to those.

#### WOLF OVERKILL, LEVEL 19 (#571)

Built: September 25, 2009

This level features the re-colored blue stone from the *Lost Episodes*, here in gray, complete with a sign variation as well, nicked from *The Final Solution*. Its size is gigantic like the rest of the levels, and it carries that dark and gory atmosphere that I wanted to display. I always wanted the prison areas to look like hell on earth. This was partly inspired by *Totengraeber* level 28.

#### WOLF OVERKILL, LEVEL 20 (#572)

Built: October 2, 2009

All walls here are purple in one shade or another. The level is quite large and carries a heavy original atmosphere, in that it uses the colorful purple stone interspersed with vases, plants and bloody bones all over the place. It also features one of my showcases (rather than strategic placement) of exploding oil drums, which really can go up in flame when trying to obtain the orange key.

#### WOLF OVERKILL, LEVEL 21 (#573)

Built: October 2, 2009

This features yet another prison environment, though there are some minor exceptions.

#### WOLF OVERKILL, LEVEL 22 (#574)

Built: October 3, 2009

At last, a level with wider open spaces and less cramped up rooms. This utilizes the familiar brown stone texture, while the bright yellow ceiling suffers from shading which it is obviously unsuited for.

#### WOLF OVERKILL, LEVEL 23 (#575)

Built: October 3, 2009

Another colossus ordained re-colored gray brick, this time the purple variation. As a color, you easily tire of it. The trouble with the early draft of *Wolf Overkill* was my reluctance to have several textures to the forefront in levels. It had to be 95 % this or that all the time. As this incarnation of *Wolf Overkill* had no plans for textured floors or ceilings, it only felt natural. But once the second incarnation took hold and I found out the textured floors and ceilings feature was available, I blended textures much easier.

#### WOLF OVERKILL, LEVEL 24 (#576)

Built: October 3, 2009

This level features the familiar gray slime as well as the gray-green wall from *The Final Solution*. The compact opening is taken from *Schabbs 2000* level 45, though the rest of the level is yet another grandiose over-decorated affair. The surprisingly bright ceiling was not as I imagined and does not fit. This and two other humongous levels were done in the same day – this is how crazy it all was.

#### WOLF OVERKILL, LEVEL 25 (#577)

Built: October 4, 2009

Here we have yet another fairly large level, though I think this one works out all right. It uses the dank, dark dungeon brick wall from *Project Weltuntergang* and the only guards here are mutants. This also features access to a secret level, level 93, which, like all secret levels of the first *Wolf Overkill* incarnation, were made immediately after the rest, hastily done out of necessity.

The new level 25 utilized the fact that level 26 would be the entrance to the labs guarded by Schabbs and took place just as much outside as it did inside. I even had a special end level trigger porting you to level 93 if you found the correct nooks and crannies out in the woods... It was great. And of course you'd dig up a motorbike and run down the guards. Sadly this is not a part of this incarnation of *Overkill*.

#### WOLF OVERKILL, LEVEL 26 (#578)

Built: October 9, 2009

##### **Boss level**

This is the supposed entry to the 11-level long lab area, guarded by none other than Dr. Schabbs himself. I thought it was pretty fun to make, but immediately after making this I tried to go for the next level, but immediately grew tired with labs. So I

skipped to level 37 and continued from there on instead. It's odd that there aren't any exploding nuclear barrels here. Perhaps they hadn't been coded in yet when I made this, or maybe it was deliberate – there are plenty of them in later lab levels.

#### **WOLF OVERKILL, LEVEL 27 (#579)**

Built: November 3, 2009

After breaking from the lab environment for almost a month, I came back with some fresh ideas. This level is more condensed than other levels, though still being new to the whole missile launcher bit; I've been too kind with the ammo pickups. It's too easy to go on a spree here – but it is massive fun as well.

#### **WOLF OVERKILL, LEVEL 28 (#580)**

Built: November 3, 2009

Again a fairly large level, and I can see I used various bloody sprites here (cages, skulls on stick etc.) and looking back that wasn't a very wise decision. Labs symbolize (to me) a more modern outlook, more scientific and such, where as hanging skeletons and the like symbolizes medieval ages, old-time pain and enslavement, which totally falls out of everything in a lab environment.

#### **WOLF OVERKILL, LEVEL 29 (#581)**

Built: November 3, 2009

There are lots of explosive barrels here! Obviously I made numerous rooms just for fun, and decorated it as I saw fit. I rarely went into levels with one solid concept; it was mainly just improved the whole way through and then littered with some of the more extravagant features of this engine.

#### **WOLF OVERKILL, LEVEL 30 (#582)**

Built: November 4, 2009

I tried to marry a concept of work tables and desks here, giving the scientists more character than just guards and people found in labs. Some fine secrets here as well...

#### **WOLF OVERKILL, LEVEL 31 (#583)**

Built: November 6, 2009

This level features hospital walls and environment alongside the lab area. We also have a fun blow-up when trying to get the silver key. As someone who hadn't seen this much coding in his own projects before, this was heaven. I initially thought I was going to hate it as I'd gotten myself used to ordinary Wolf with no bull, but I came to love all these features and eventually, in this project's second incarnation, I would learn to master them properly.

#### **WOLF OVERKILL, LEVEL 32 (#584)**

Built: November 6, 2009

Apparently this level was done the same day as the previous... Wow. We have an end/elevator tease near the beginning, a lot of over-decoration here. I'm glad that it was possible to get a dead guard sprite for each enemy – this was not a "randomized dead guard" sprite like the one found in *Totengraeber*.

#### **WOLF OVERKILL, LEVEL 33 (#585)**

Built: November 7, 2009

Seven levels into the lab area we finally get one with steel panel. This holds ordinary guards as well, as I always felt the steel panel is more wholesome than the white panel from *The Lost Episodes*.

#### **WOLF OVERKILL, LEVEL 34 (#586)**

Built: November 9, 2009

This took some time to make, I recall. It was most likely started the previous day and then finished the day after. This is a supposed cargo guarding a huge laboratory – lots of dead guards and sprites here. I even see standard lights which have no place here (they only work in castle environments) and it is also here one can access a secret level. I think I hid it away pretty good.

#### **WOLF OVERKILL, LEVEL 35 (#587)**

Built: November 9, 2009

How I managed to make this gigantic level right after the previous one, I have no idea, but it's there. The red panel to me signaled more panic and disorder in the lab areas, and so I took that idea and added guards and sprites to match. I may have been generous with ammo and health here, but you're going to need it!

#### **WOLF OVERKILL, LEVEL 36 (#588)**

Built: November 9, 2009

##### **Boss level**

I must've been on a roll, 'cause having just finished two king-size levels I still had steam enough left to finish a boss level as well! This one features Otto, but I seem to recall the second incarnation's take on this level better though, it had a smoother transition and a tricky secret allowing B.J. to collect health vials like crazy, eventually reaching the total health percent possible which is 666 % - Havoc slid that in for me into the coding. Judging from the date, this is the last surviving *Wolf Overkill* level found in its original incarnation – meaning that over the next 4 weeks (through to mid-December 2009) I'd have made 37 additional levels, as I made 97 levels for the original incarnation of *Wolf Overkill*. Overkill indeed! I do not recall specific dates, but I do recall how some of the levels looked. Either way, all 2009 levels for this project paled in comparison to those from the second incarnation.

#### **WOLF OVERKILL, LEVEL 37 (#589)**

Built: October 10, 2009

This was made while resting my chops for the lab levels. This was Saturday morning. Aside from the opening which is a sort-of cave kind of thing, it's a complete SA level, even featuring a library. This was 1 out of 5 levels I made on this date, and judging from their size it's probably the most output I've ever done in a day.

#### **WOLF OVERKILL, LEVEL 38 (#590)**

Built: October 10, 2009

So, this was Saturday around noon/early afternoon. We have the yellow brick wall (another gray brick variation) which looks more like cheese or melted butter and real silly and fantasy-like. The rest of the level is pretty good though, some spaces here and there and not too many objects there needn't be there.

#### **WOLF OVERKILL, LEVEL 39 (#591)**

Built: October 10, 2009

... And so we reach Saturday afternoon, early evening. I still cannot fathom I made 5 levels this big in one day! It's pretty good, I suppose, but indeed overkill in its truest sense.

#### **WOLF OVERKILL, LEVEL 40 (#592)**

Built: October 10, 2009

This has a lot more room compared to the previous levels, and I'm pretty glad I made this; I was close to hitting the bricks shortly after finishing it. We get some nice variations with gray textures: checkerboard, stone and brick. We had now reached Saturday night and I thought I was beat...

#### **WOLF OVERKILL, LEVEL 41 (#593)**

Built: October 10, 2009

... But for some reason, I just kept going! 5 levels in a day! This carries the influence of level 39 more rather than level 40, as it's much more over-decorated and featuring unorthodox colors. I see a lot of different officer guards here. There's a lot of purple too...

#### **WOLF OVERKILL, LEVEL 42 (#594)**

Built: October 11, 2009

To make matters worse, I actually made the skeleton of this level (the surroundings) Saturday night as well, but by then my juice had well worn out. This is otherwise a typical, square-shaped castle level with brown nuances. There's a high usage of sprites here but luckily not too much filler.

#### **WOLF OVERKILL, LEVEL 43 (#595)**

Built: October 11, 2009

This was made immediately after level 42 and features the turquoise brick in an SS-only environment. I'm pretty sure the main inspiration behind this was *All This & Wolf 3D* level 3.

#### **WOLF OVERKILL, LEVEL 44 (#596)**

Built: October 12, 2009

I'm pretty proud of this level. I'm sure I retained most of this for the second incarnation of *Wolf Overkill* as well. I know the big room near the beginning where the secret elevator behind the window is flaunted at the player was retained, and many secret areas too. Though it's a blue stone area this does not milk the usual prison idea which is largely non-existent here.

#### **WOLF OVERKILL, LEVEL 45 (#597)**

Built: October 12, 2009

This is just bright and shiny overkill. We've got lots of treasure, the yellow brick wall and an otherwise neatly designed brown stone area. But this is not one of the better levels. I found it was way too glossy and very superficial.

#### **WOLF OVERKILL, LEVEL 46 (#598)**

Built: October 12, 2009

With level 42 being quite similar in structure, it was probably too soon to make a level like this at this exact level spot. However, this was the third level I did this day, so it was more like "anything goes" than anything else here. There are some nice ideas here, but it's just over the top and boring, especially as a similar level had appeared a mere four levels before.

#### **WOLF OVERKILL, LEVEL 47 (#599)**

Built: October 15, 2009

This level features the red brick prominently and also uses another re-colored gray brick from me, this time in red. It works out OK I suppose, but when you have an actual brick wall you really don't need improvisation, and you certainly don't need yet another wall that goes well with red ceilings (brown marble, wood panel and softwood work out pretty good with it too) – quite a large affair, this...

#### **WOLF OVERKILL, LEVEL 48 (#600)**

Built: October 26, 2009

Apparently I took an 11-day break before I did this! It looks a bit neater and more clean and roomy than the previous handful of levels. I guess that's what marathon mapping can do to you – you lose all sense of originality, freshness and excitement quite quickly and just turn into a piece of machinery.

#### **WOLF OVERKILL, LEVEL 49 (#601)**

Built: October 26, 2009

This level sees BJ starting with only 75 % health, 8 bullets and a gun. I suppose I wanted to originally recreate the prison atmosphere from *Spear Resurrection* level 13 or *Chemical Warfare* level 28, where BJ has to start all over again to obtain weapons and re-escape a prison area. Apparently I'd forgotten all about this when I made these levels, as a hardcore prison area makes no sense in between these otherwise Episode 6-inspired levels.

#### WOLF OVERKILL, LEVEL 50 (#602)

Built: October 27, 2009

As this level is based primarily on the brown marble, I have no idea why I added the torch there. It makes no sense. It belongs in caves and old, abandoned castles and such. Same goes for the stone wall part. What was I thinking?

#### WOLF OVERKILL, LEVEL 51 (#603)

Built: October 27, 2009

This is a clean, wooden affair with a library and some nice flourishes in decoration – which for once is not over the top. There's a small gray-green brick part as well which sticks out like a sore thumb. Today I would never dream of using that texture again.

#### WOLF OVERKILL, LEVEL 52 (#604)

Built: October 28, 2009

Incredible how I could just churn out one colossal blue stone level after another – there's nothing special about this one though, just a prison level nothing out of the ordinary.

#### WOLF OVERKILL, LEVEL 53 (#605)

Built: October 28, 2009

##### **Boss level**

General Fettgesicht's boss level with its brown brick layouts was inspired by *Quest for the Amulet*, believe it or not, and *Operation Letzterschutz*. I liked the outside jungle feel of *Operation Letzterschutz*'s Episode 4, the sun-baked brown/orange walls, and tried to put some of that in here... It didn't work out at all!

#### WOLF OVERKILL, LEVEL 54 (#606)

Built: October 29, 2009

Using gray textures, this level is a bit more controlled and not as littered with unnecessary sprites and pickups. It's still way too much, it wasn't until *Time to Kill* I finally learned not to let ammo and health be in plenty consumptions for the player. It all got too easy.

#### WOLF OVERKILL, LEVEL 55 (#607)

Built: October 30, 2009

Here we have yet another nightmare featuring gray slime and brown concrete. Each time I coupled these two into one level, I wanted to make a big, epic, spooky vine-and-bloody-bones drenched level. To me now it just looks silly.

#### WOLF OVERKILL, LEVEL 56 (#608)

Built: October 30, 2009

This features primarily softwood partition with slight hints of wood panel. I don't know – doing entire levels in softwood seems quite alien to me now, I like the texture, but using it to such an extent as this is just downright silly and you grow tired.

#### WOLF OVERKILL, LEVEL 57 (#609)

Built: October 30, 2009

Like level 44, this is also a big, blue stone monster level featuring access to a secret level. There are some blue walls as well. I don't know. It just seems way too big and overdriven like so many other levels.

#### **WOLF OVERKILL, LEVEL 58 (#610)**

Built: October 30, 2009

What in blazes?! Four levels in one day here. What a feat. No wonder I had reached 97 come December. As I said, quantity and quality did not go hand in hand in this instance. This level is a prime example – large, repetitive designs and a horrible, outdated main texture. Not a wise decision!

#### **WOLF OVERKILL, LEVEL 59 (#611)**

Built: October 31, 2009

This was inspired by *Chemical Warfare* level 7 where you get SS guards behind columns all through the level. I wanted to further explore this idea, by having a system of tunnels leading to a large gold stash run outside/around the level. It didn't work out as well as I hoped, but it is playable and the idea is something I still contemplate to do properly one day.

#### **WOLF OVERKILL, LEVEL 60 (#612)**

Built: November 1, 2009

Here is another bombastic affair, this time featuring the familiar brown weave. A supposed conflict between guards and mutants mar the level where you need to get the gold key. This is the highest placed level that survived. As a release, this is pretty poor as level 60 just ends as this EXE only holds 60 level spots, but in the future I may revisit this and either put it out as a decent thing with condensed mapping or maybe use the EXE for fun or a future mod. It still has lots of potential. I'm still sad about what happened to this project. Whether or not it sounds saccharine and silly, I don't think I'll ever get over it. I made so many great levels that never saw the light of day, and it took me a really, really long time to come back properly to Wolf again.

### **Thomas' Wolfenstein 3-D**

(Released August 19, 2012) Built: January-August 2012

#### **THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 1 (#613)**

Built: January-February 2012

For the first time I released something I'd long wanted to put out – a map set without any changes whatsoever. The only files released were map files, and I had lots of fun making it. In the finishing stages for *Time to Kill* I managed to put together a shareware set, eventually borrowing one of the levels from here in *Time to Kill* (as level 29). I was really hooked on this, as I had never had a shareware set out either. It was fun to play around with MapEdit with so few things in it. I released the finished Episode 1 as *Escapism* on February 21, 2012, before *Time to Kill* came out, which was a silly decision, but as I wanted this entire affair to coincide with Wolf's 20th anniversary I did not mind initially, and I thought I'd have all levels finished by May 5.

The opening level is based on a level I originally made during May, June and July 2011 for the original Wolf, which I deleted later for stupid reasons. It included the same type of opening, dogs and columns in a prison environment, and I just went from there. For the first time I also promised I would stick to a certain guideline that appealed to all levels: I would not use textures or sprites where they weren't used in the original levels – e.g. no gray stone #3 until Episode 3, no officers likewise, no silly PacMan/Hitler ghosts or brown stone/brown marble until Episodes 5 and 6 and so on. I made it pretty good – I'm proud of this map set and think it's one of my most solid efforts.

#### **THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 2 (#614)**

Built: January-February 2012

This enjoyable level originally featured occasional slimy stone walls and hanging vines and the like, but I cleaned it up in order to keep with the traditional Episode 1.



### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 3 (#615)

Built: January-February 2012

Just like the original E1L3, we have large corridors and an overall broad and inclusive use of the 64x64.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 4 (#616)

Built: January-February 2012

Though this may be a bit out of the Episode 1 norm, it does maintain a large construction in the middle of it all. The secret leading to the crowns teased at the beginning of this level originally had vines, and I think I even put a Hitler ghost in there. As I had major issues using MapEdit 7.2, I used the original 60 level version and MapEdit 8.5 to work out these shareware levels, and of course I fell for temptation once in a while – but for the sake of the guidelines I chose to follow I removed the silly features.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 5

Built: January-February 2012

When *Escapism* was released, *Time to Kill* was still 1 month away – but this level fits *Time to Kill* better, I think, and so is described there.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 6 (#617)

Built: January-February 2012

I remember the opening part with wood panel was originally steel panel, but it got too clinical and took away the purist feeling of Episode 1. I know steel panel was utilized various places in Episode 1, but not in this fashion, so I replaced it.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 7 (#618)

Built: January-February 2012

This is fairly large and slightly bombastic, but luckily the original EXE could only hold 399 objects. This gave me a much-needed collar in regards to decoration, and caused me to rethink my approach to what a level should look like and to differentiate necessity and excess. The ending corridor featuring the elevator originally had landscape texture behind the armor (originally columns), but as that was not featured in such fashion in the original Episode 1, that had to go as well.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 8 (#619)

Built: January-February 2012

I obviously wasn't as conservative as I hoped to be when I look at this level, as I can see the landscape texture featured (albeit in a secret area!) which is interesting, 'cause the part where you get the gold key originally had landscape texture as well around it.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 9 (#620)

Built: January-February 2012

#### **Boss level**

I could've taken the chicken's way out and created a level exactly like the E1L9 we all know and love, but I wanted to try something different. The ending trigger area being relatively close to the starting point was pushing it a little, but all in all, this concludes an episode that's a fun play.

### THOMAS' WOLFENSTEIN 3-D EPISODE 1, LEVEL 10 (#621)

Built: January-February 2012

#### **Secret level**

I remember I wasn't keen on this level when I'd taken the beginning steps and made the skeleton of it. Because of using conservative textures, I'd taken a dislike to anything purple or remotely color-wise different to what I was used to. It took forever to make, but it got done. And it's probably one of my first secret levels that aren't either too easy or too kind.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 1 (#622)

Built: January-February 2012

Apparently, the same day I released Episode 1, *Escapism*, I released this episode as well and dubbed it *Eisenfaust Overdrive*. I look on it now as a not very wise decision. I'd already teased one sixth of this set of levels, now it was two sixths! But things would get worse shortly after. The levels, though, were pretty well done, and as I still remember the excitement fondly of going into Episode 2 for the first time on an autumn Monday evening when I was a kid and just took in the atmosphere of all the levels, it was a joy to revisit it and make changes to what to you felt quite familiar.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 2 (#623)

Built: January-February 2012

While this is fairly large, I recall playing E2L2 and originally found it to be humongous, I felt. I wanted to recreate that feeling here. It uses some modern designs otherwise not found in the original Episode 2 but I wanted to get a personal stamp on this as well rather than just copy the originals inch by inch.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 3 (#624)

Built: January-February 2012

While this has not much to do with the original E2L3 which had a neatly designed beginning and the lovely large, spacious secrets with gold that went on and eventually terminated in a small room with an extra life and a dozen of SS guards, it still uses the tune ("Going After Hitler") quite well. Dead guards to me symbolize a somewhat mutant rebellion, or whatever, and so I used them here. In the original Episode 2 they weren't used quite enough, I found.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 4 (#625)

Built: January-February 2012

This utilizes the old 4-way inferno idea originally found in E6L7, while still staying quite original and taking a liberty of using the gray ceiling to avoid the slimy stone, which is otherwise all over the episode.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 5 (#626)

Built: January-February 2012

Ever since playing the original E2L5 I've always had affection for the bright blue ceiling. Only few walls go along with it quite well, but I decided to make this part blue stone (which fits) and red brick, which in my opinion comes closest to otherwise fit this color. I've also taken the liberty of using jammed doors in this entire map set though none were used in original Wolf, but I feel it was an innocent feature to use – after all, they did appear in the Alpha version (correct?)

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 6 (#627)

Built: January-February 2012

Since purple stone dominated the original E2L6 though I don't think the dark yellow ceiling goes together with it well at all, I chose to use the usual gray slime here which fits like a glove. The designs are quite pretentious and nothing like the original E2L6, but I still had a ball making this and likewise playing it.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 7 (#628)

Built: January-February 2012

I play tested this the usual way, skill 4 and 8 bullets/pistol. This took forever to get started (!) which is ridiculous, as it was made with the same purpose as the original E2L7: that you can get to the elevator quickly, while the actual level lies hidden behind

secret doors. So if I started with a chain gun which I reckon most players have by now, it's quite easy to get to the elevator on par time. The rest of the level just rewards the player with fair amounts of gold.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 8 (#629)

Built: January-February 2012

I remember the wood panel area was brown marble when this was first constructed. It was later reverted to fit the mood of Episode 2. Like level 6, I never understood why the original level utilized so much gray slime with a red ceiling. I think I did it justice here – and I avoided making homage to the silly nowhere-going maze the original E2L8 had as I never enjoyed it personally.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 9 (#630)

Built: January-February 2012

##### **Boss level**

As with the previous boss level, I felt the original counterpart was way too poor and offered zero excitement. I wanted to put that in here. Here, you actually have to struggle just to get to the boss.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 2, LEVEL 10 (#631)

Built: January-February 2012

##### **Secret level**

This level hasn't got as much punch as a secret level ought to have, but it's still OK. I always felt that "Into the Dungeons" made such a great tune and it should've been used in the actual episode rather than in the secret level. I could easily see this replace the ominous Nazi theme which sounds too off-balance and bit of a novelty when compared to other tunes.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 1 (#632)

Built: February-May 2012

Again, in keeping with the original theme, the levels of episode 3 would not be large. This paved the way for me doing multiple maps a day – I'm certain that I did all 4 levels in one day, maybe even more. I do recall making 2 maps in one sitting – something I'd never done before – so that when I play tested, I played both levels. That was good fun.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 2 (#633)

Built: February-May 2012

Like its predecessor I decided to keep things simple in this episode. There's even a chain gun behind a secret door in the opening room like the original. Episode 3 was always fun for me to play through when I was a kid, all levels were so quickly done and I just raced out there. I'd skip the PacMan level, of course, 'cause after playing it once when I found it (Christmas Eve 2001 – it was fantastic) the fun quickly went off.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 3 (#634)

Built: February-May 2012

There's a fairly big red brick area, a tiny gray stone #3 area and the tiniest prison I ever made. It's all topped off with a wooden ending.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 4 (#635)

Built: February-May 2012

This pushes the boundaries a little as there's a gray slime here, but it's still a fun play. It's also slightly larger than the previous levels.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 5 (#636)

Built: February-May 2012

This features a slight interpretation of the opening of the original E3L5. There are some red bricks areas and the usual barrel/wood panel thing too... It all looks nice.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 6 (#637)

Built: February-May 2012

Just like the original E3L6, this has a secret area with lots of gold which the player is able to view quickly. There's also an unorthodox design with steel panels and guards whose ammo you cannot obtain, adding to the difficulty.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 7 (#638)

Built: February-May 2012

Though I was initially reluctant to do so, I added a tricky maze in the same manner as the original one in E3L7. The rest of the level follows suit and borrows ideas from its original counterpart, but still maintains an original outlook. The silver key's secret door was a cheap stab though.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 8 (#639)

Built: February-May 2012

The original E3L8 is fairly large as well, so this borrows some of its ideas as well. There's even a tiny oil drum maze!

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 9 (#640)

Built: February-May 2012

##### **Boss level**

For the first time in my mapping history, a level that legitimately utilizes the Hitler ghosts! There's some traditional guarding here even though the original E3L9 only held officers and Hitler ghosts, but it added to the excitement. This is the big cheese's level, after all!

#### THOMAS' WOLFENSTEIN 3-D EPISODE 3, LEVEL 10 (#641)

Built: February-May 2012

##### **Secret level**

This is perhaps the only level in this set I'd throw away had I had the chance. This all stems from my reluctance to make a PacMan level, as I find the ghosts uninspiring and the idea of one big maze as the only design tedious and repetitive. But, alas, I made it, got it out there and that's what matters. I released the first 3 episodes on May 5, Wolf's 20th anniversary, which was sort of silly, as the first two episodes had already been released on their own. Once I'd have all 6 episodes ready, the first two episodes would have been released three times in six months!

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 1 (#642)

Built: March-April 2012

The opening level of this episode utilizes the exact same walls as those in its original counterpart. The brown weave is more in the forefront here rather than just clever usage for a small maze area and it features one of my many two-way key pickup ideas.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 2 (#643)

Built: March- April 2012

I took some inspiration from the original E4L2 on this one too, though the big secret door area isn't represented or reprised well here. However, there are some clever secret doors to get to the stash behind the columns at each corner of the citadel, and with the columned landscape this makes a pretty good level.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 3 (#644)

Built: March- April 2012

This is quite large and of course holds the secret level. The steel panel and floor lamp area borrows ideas from AREyeP.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 4 (#645)

Built: March- April 2012

The large wooden corridors had some origin in the original E4L4 though they were nowhere near as bombastic and large as these. I suppose this also has ideas from back when, I was 10 years old, my mom and brother called me to come down to the TV, as Wolf was being shown, played, in a gaming/comic book TV show clip! It was outrageous. The level shown in the clip was E4L4, which I knew, but somehow it looked different.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 5 (#646)

Built: March- April 2012

As the original E4L5 had long, narrow paths and took place in a bone-filled, dusty, brown weave level I always felt as though I was in a western when I played it. This might sound crazy. So I tried to conjure up that feeling here. I think I succeeded all right.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 6 (#647)

Built: March- April 2012

Though this has prison areas, it features astonishingly little blood and bones and what-have-you that I usually overdose on when making such areas. I liked its clean taste, the steel panel tease... It's a pretty good level.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 7 (#648)

Built: March- April 2012

As I always thought the opening of the original E4L7 was way too easy, I wanted the player to actually need to pick up the gold key himself in this level. It's a standard level, but through 2012 I began using 5-square wide hallways more often, featuring two adjacent ceiling lights rather than just one. It gave it a new twist, I thought.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 8 (#649)

Built: March- April 2012

The silver key area obviously borrows from the original E4L8 in ideas, but everything here was otherwise fresh. I always liked the original E4L8 'cause it was so varied with brown weave, blue stone and slime. And of course, the red brick area where there's a stove and a steel panel, 'causing the young me to run around the level for hours looking for a steel panel area!

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 9 (#650)

Built: March- April 2012

##### **Boss level**

As a boss level it may seem a bit tame, but as a take on E4L9 that we all love, it's right in the pocket. But oh no! There is no way to get the keys through a secret door like the original!

#### THOMAS' WOLFENSTEIN 3-D EPISODE 4, LEVEL 10 (#651)

Built: March- April 2012

##### **Secret level**

I always felt the original E4L10 needed a kick up the butt, and though this isn't as good as I hoped it to be, it certainly upstages the original.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 1 (#652)

Built: May-August 2012

Episodes 1 through 3 were made quite easily, as I had lots of creative juice and Episode 3 were not really demanding in that the shortness of the levels wouldn't require as much energy. Episode 4 took a little longer though, but it still got done in acceptable time. I'm still not certain about the exact date and time Episode 4 was done, but I have an inch that it was before May 5, the supposed day of release. Episodes 5 and 6 were untouched, so instead of releasing all 4 episodes I decided to go with 3 episodes – still a pretty unwise decision, as Episodes 1 and 2 had already been released. I've forgot whether or not I was quick enough to withdraw them. Anyway, I remember Episode 5 took a long time to get started, I know I nearly did half a level that I deleted, started over and eventually ended up with this. I think it's pretty acceptable, though I always loved the long hallway you quickly face when starting the original E5L1.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 2 (#653)

Built: May-August 2012

This borrows heavily from the original E5L2 with the SS/barrel area, the steel panel ending with guard/column tease and the blue wall room – the room with the gray bricks, the SS and the dogs as well! In the back of my mind I've always been a big fan of E5L2 but it seem to slip my mind when thinking up favorites.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 3 (#654)

Built: May-August 2012

As the original E5L3 was relatively short, I figured this was a good excuse not to waste too much time and energy on this either. I still think it plays pretty well.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 4 (#655)

Built: May-August 2012

This also relies on the original level as well, though there are some things I'd like to change about it, still. Nevertheless it fit the episode smoothly.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 5 (#656)

Built: May-August 2012

With a tricky secret door in order to access the secret level and a 5-square wide hallway with ceiling lights next to each other this level is a first for me in many ways. It's also one of the best of the episode, I think.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 6 (#657)

Built: May-August 2012

This is a pretty good impression of the original E5L6, also one of my favorites.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 7 (#658)

Built: May-August 2012

Like the original E5L7 this also has a hectic straight-on opening. We also get the first usage of the brown marble texture, also first seen in the original E5L7.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 8 (#659)

Built: May-August 2012

I don't think I'd made a level with so many rooms in such compact fashion for a long time up until this point.

THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 9 (#660)

Built: May-August 2012

**Boss level**

Obviously this borrows heavily from the original Gretel level, but it still holds something of its own.

THOMAS' WOLFENSTEIN 3-D EPISODE 5, LEVEL 10 (#661)

Built: May-August 2012

**Secret level**

This is a pretty poor impression of a pretty poor original. Nevertheless, it's there, and it is just an inch more challenging than the original.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 1 (#662)

Built: May-August 2012

Before making this, I think I wanted to make something that took the long 1X1 officer corridor idea and made it even worse, but it got too old in the end. The opening room with its spaced columns and chandeliers doesn't look too good, though.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 2 (#663)

Built: May-August 2012

I was always disappointed in the original E6L2 so I wanted to make something far away from that. It wasn't until late 2011 I finally got to play it as it was meant to, with secret doors moving only 2 squares, and that made it a little better.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 3 (#664)

Built: May-August 2012

As "The Twelfth Hour" is the tune for this level spot I wanted to make something misty and murky featuring the gray slime, but as that wasn't used in the original Episode 6 that often I let go of that idea. The result was a pretty good level, nevertheless. I wanted to make access to the secret elevator as difficult as possible, explaining the many SS guards in the silver key room.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 4 (#665)

Built: May-August 2012

This was partly inspired by *Schabbs 2000* level 15, but otherwise it was me freewheeling on ideas from the original Episode 6.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 5 (#666)

Built: May-August 2012

While having little to do with the original E6L5, reprising *Schabbs 2000* level 6 with the opening secret door and the odd turning points in the jammed door room (obviously a mistake?) it still makes for a fun play and a rather clean brown weave area.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 6 (#667)

Built: May-August 2012

The chaotic nature of this is obviously inspired by E6L6, though it's way more hectic and also a lot larger and more spacious. I remember I wanted to use this as my entry in the John Bucksnot tribute set, but when considering how much fun I had playing his levels and how much they inspired me, it seemed a half-ass effort to contribute a level done for an entirely different thing, so I made a completely new and original level for that.

THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 7 (#668)

Built: May-August 2012

Though the original E6L7 reign amongst my favorites and I've used its opening area in so many ways over years, I felt it appropriate not to use it here, and make something completely different.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 8 (#669)

Built: May-August 2012

The silver key room utilizes a hallway design I haven't used before or since – it looks quite clever. The rest of the level is quite large, but I don't really have that much to say about it.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 6, LEVEL 9 (#670)

Built: May-August 2012

##### **Boss level**

This level's design is pretty unorthodox seeing it's a boss level, but I think it works out for the better. Compared to the amount of guards and ammo I think it adds up pretty good, I think both the skilled player and the weak player will benefit from this.

#### THOMAS' WOLFENSTEIN 3-D EPISODE 6 LEVEL 10 (#671)

Built: August 14, 2012

##### **Secret level**

Using both Hans and Gretel, dropping the same key, might seem a bit silly and outdated, but I felt it fit the moment pretty good. The opening area with the mutants in the brown marble maze that the player cannot access was pretty mean, and I'd never done anything like it before. Symmetric trap mazes were never my bag until I made this. As it's a bonus level it's pretty unrewarding, but it gives the player a run for his money and you know, sometimes you need to toughen up a little! And so my first original map set is concluded. This was the last level for the set, done on a Friday. After double-checking everything worked as expected, I sent it to Brian Lowe. I am immensely proud of this map set, and I still hope to make both a Spear counterpart (as *Spearfishwolfbones* is a tad too experimental to be considered an "actual" map set, in my opinion) and perhaps another one for full Wolf again.

## **The Iron Dream**

(Released November 7, 2012) Built: October-November 2012

#### THE IRON DREAM, LEVEL 1 (#672)

Level name: "At Wolf's Gate"

Built: October-November 2012

Having tired with the classic graphics for the first time in many years, I wanted to make a mod that streamlined guards, walls, sprites, sounds, everything. My main inspiration behind this came after testing *The Golden Episodes* when it was readied for SDL release. However, it took months before I got myself together to do something about it (though having assembled various VSWAPs through the year) and I made this level just out of the blue. It's quite easy, and as shading is featured you don't need to litter your horizon with various pass-through sprites. The neat graphics went well with the speedy opening tune, the familiar opening tune from Doom, "At Doom's Gate".

#### THE IRON DREAM, LEVEL 2 (#673)

Level name: "Fade to Blue"

Built: October-November 2012

Though this features a lot of rooms, there's still an opportunity to race around and enjoy the scenery.

#### THE IRON DREAM, LEVEL 3 (#674)

Level name: "Cry WOLF"

Built: October-November 2012



This continues the steam of previous levels, plenty of room for racing and shooting while pacing through large, tastefully decorated rooms.

#### THE IRON DREAM, LEVEL 4 (#675)

Level name: "Chili Con Crete"

Built: October-November 2012

Utilizing the gray panel walls from *Totengraeber*, this level takes a little more time than the previous ones. It kind of reminds me of what *Wolf Overkill* looked like anno 2011.

#### THE IRON DREAM, LEVEL 5 (#676)

Level name: "Tunnel of Hate"

Built: October-November 2012

This uses the slime wall to create a typical tunnel feel. My main inspiration, looking back now, was obviously one of my earliest maps, E2L3 from *Abandon*. Maybe *Conflict in the Fatherland* played a part too.

#### THE IRON DREAM, LEVEL 6 (#677)

Level name: "Cazzle Dazzle"

Built: October-November 2012

As the first 8 levels of this game were made at an insane pace, all jacked up on the new graphics, I don't remember much detail about making them. What I do remember is that it was so great to see some beautiful modern sprites instead of the same old boring stuff!

#### THE IRON DREAM, LEVEL 7 (#678)

Level name: "Brickwalled"

Built: June-July 2012

I do not remember exactly when I made this, but it was a good while before *The Iron Dream* was even thought up. This should've opened a map set for *Spear*, which should've seen release on December 21, 2012, *Spear's* 20th anniversary, just as *Thomas' Wolfenstein 3-D* should've come out on May 5, 2012, *Wolf's* 20th anniversary. But as is tradition, it never materialized as *Spear* remain as alien to me as Cantonese.

#### THE IRON DREAM, LEVEL 8 (#679)

Level name: "The Cornfield"

Built: October-November 2012

This was the last original level made for this mod, a truly great level in terms of decoration and design. I really felt rejuvenated from working with unfamiliar graphics (though not entirely unfamiliar – I'd played numerous games in which they appeared)..

Levels 9-18 are either rehashes of some of the better levels from *Spearfishwolfbones*, which got a much better airing here, and then some of the levels from the less appropriate original *Wolf Overkill*, which were added out of desperation. They do not fit well in at all. I regret using them here. Had this ended with level 18 as level 10 or whatever, it would've just been a perfect, little racy mod.

## Guten Tag!

(Released December 16, 2012) Built: November 23-24, 2012

#### GUTEN TAG!, LEVEL 1 (#680)

Built: November 23, 2012

This is the only level I've ever released a screenshot of before it was released, on the Haven forum. *Guten Tag!* Was actually supposed to be a map set for *The Lost Episodes*, but with me having issues already with *Spear* didn't make it easier. It was a short affair, but this level is pretty good though. And the *Lost Episodes* environment wasn't half as bad as I imagined.

#### GUTEN TAG!, LEVEL 2 (#681)

Built: November 23, 2012

I'm not sure if this was made immediately after. But I remember it used the gray/blue panels from *The Lost Episodes* originally, and that the large cargo room had the UAC textures which were slotted into it for some odd reason. Why did I trash this so quickly? I'm certain I could make a *Lost Episodes* set one day.

#### GUTEN TAG!, LEVEL 3 (#682)

Built: November 23, 2012

This was done quickly after as well, with the SS part guarding the gold key being inspired by Ariel. I think the *Lost Episode* sprites opened up for the usage of large, roomy hallways.

#### GUTEN TAG!, LEVEL 4 (#683)

Built: November 24, 2012

##### **Boss level**

... And the party's over. I'm not sure whether or not this was destined to be a boss level to start with, but it turned out to be an OK one at that. 4 levels down the road, probably 15 minutes or less of playing – a quick release, a bit silly, but it was OK fun to tinker with the *Lost Episodes* stuff for a while. A couple of weeks after finishing these four levels I made them into a shareware-based set instead, losing the original feel of *The Lost Episodes*. I merely did this because I wouldn't want the other 17 levels from *The Lost Episodes* to appear at the end. It was very tacky, but it still held up all right as a shareware set – hopefully some day in the future I'll release a map set for *The Lost Episodes* as planned.

## **Beyond Mutantstein SE Special Edition**

(Released December 25, 2012) Built: October-November 2012

#### BEYOND MUTANTSTEIN SE ANNIVERSARY EDITION LEVEL 17 (#684)

Level name: "Zomby Woof"

Built: October-November 2012

I do not remember when I made this level, but I think it was near the end of final submission date. This was the first level I did outside of my "normal environment" – this being a standard 4:3 flat monitor stationed at my desk. I used my TV as monitor, a huge 32" flat screen and sat in my comfy TV chair with the keyboard and wireless mouse being dragged around the room! The level is of course homage to the late, great John Bucksnort who I sadly never experienced when he was alive, but I've played his projects for hours on end and always found myself amazed at the excitement, gore and special pace that his levels held. I was flattered when it became my task to beta test the SDL ports during early 2013. I had so much fun making this and was glad about the positive response my level got, as this was exactly what I hoped. I used some designs and ideas I wouldn't use in my own projects, as they fit this certain Bucksnort atmosphere a whole lot better.

## **Abandon III**

(Released December 5, 2013) Built: September-October 2013

#### ABANDON III, LEVEL 1 (#685)

Level name: "Catacomb"

Built: September-October 2013

This came about after a long, long time not having made any levels full out. I started bits and pieces through the first half of 2013, but nothing ever took hold. Fast forward a few months – having recently played *The False Spear* and loved it to bits, I

wanted some realism while still maintaining the original Wolf feel. So I took the *Time to Kill* EXE, which marked the fourth time it was used, and got cracking. This level utilizes, for the first time, the gray concrete texture from Spear in a doable manner, creating a good and realistic approach to a true catacomb. Think *The False Spear*, level 2 (though that one's actually a mine...)

**ABANDON III, LEVEL 2 (#686)**

Level name: "Cellar"

Built: September-October 2013

OK, so we're one unit up. There's still some fog and dust in your vision, but it's nevertheless a civilized design featuring some clever secret doors. Mind you, ten months had passed without me hardly opening MapEdit. I was just finding my feet again.

**ABANDON III, LEVEL 3 (#687)**

Level name: "Tunnel"

Built: September-October 2013

This was inspired by *Totengraeber* and Spear. I was really proud when I finished this. Originally this had a green ceiling which fit like a glove, but due to my constant hard-on for odd ceiling colors, sprite overkill and other things cool in 1999 I'd pollute this vision soon after making it.

**ABANDON III, LEVEL 4 (#688)**

Level name: "Lower Castle 1"

Built: September-October 2013

I think the solid gray slime idea here came partly from *Totengraeber* and latter-day *Wolf Overkill*. This had a fitting dark yellow ceiling before things went wrong.

**ABANDON III, LEVEL 5 (#689)**

Level name: "Lower Castle 2"

Built: September-October 2013

The old familiar brown concrete makes its entry here. There are some hints of Bucksnot in here, but I also draw on the madness and the deliberate lack of a machine gun, even well into the game.

**ABANDON III, LEVEL 6 (#690)**

Level name: "Lower Castle 3"

Built: April-June 2013

Though most of this project is fresh in my memory as it's fairly recent, I still get to doubt when I look at this level. I am quite certain that this was made before or maybe at the same time as the first level here. This was originally meant for a map set entitled *Luger Me Now* which features only the Luger throughout, blocking out all access to machine guns or chain guns. This applies to the entire mod here, though, but whether or not it was planned I'm not sure. This was originally made for original Wolf before becoming a part of this.

**ABANDON III, LEVEL 7 (#691)**

Map name: "Prison 1"

Built: September-October 2013

This features a large prison, and I'm sure that it was here I wanted to let my inner fantasies loose. I always wanted to make a blue stone prison level with a shiny, orange ceiling, though the player needs to acquire the taste first. This level is lovely, but after changing the ceilings I altered the entire point of this entire mod, sadly.

**ABANDON III, LEVEL 8 (#692)**

Level name: "Prison 2"

Built: September-October 2013

While the first handful of levels were built weighing on realism and less-is-more, by level 8 I had gone absolutely bonkers. First of all, I've never used the blood wall in a serious mod before, so this was new. The design here is awfully bloody and when you've only got a Luger it's terribly difficult as well! In that respect, I OK'd the release of this, but I so wish I had had the self-control to separate the experimental and wackier side of my mapping into a project of its own and keep the delightful, new, crisp, large and realistic ones in this project. I'm certain this stems from all the testing I did of Bucksnot SDL ports in early 2013.

#### ABANDON III, LEVEL 9 (#693)

Level name: "Prison 3"

Built: September-October 2013

Here we've even got tricks and traps, and a ceiling in an almost pink-tinged purple color. The usage of sprites is wacky, the number of guards is insane and in the long run this level gets a bit too over the top in terms of difficulty considering the Luger is your only weapon. It's only in the room where you get the final key, on skill 4, that you face an SS guard. However, after having creative mapping juices flow in my veins for the first time in nearly one year, I quickly burned out after this and released *Abandon III*, a title thought up as I could think of nothing else, and as this mod was more or less abandoned to fight for itself, being a hodgepodge of three different ideas, the title actually fits. Level 10 is just painful and made just to finish this off. I chose to withdraw this, or rather delete the link from its thread – as the Dome was on hiatus when I finished this mod, it was never sent off to Brian – luckily. I regret its release immensely. Four of these levels will appear in a much more cohesive manner as various levels in the first episode of my current project in the works, *Victory of Faith*.