

# New York Rebellion + Orbital Oblivion ReadMe! Text File

*Two custom Duke Nukem 3D episodes for Atomic v1.4*

*Adobe Acrobat Reader document format*

## About this file

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This file shows a brief set of instructions on how to install the custom mod to a fully functional running copy of Duke Nukem 3D. While it is not a general set of rules to follow, it will ensure a proper installation without any further issues to the installed copy of the game.

The document was converted to Adobe Acrobat using the Microsoft Office Word 2007 (12.0.6331.5000) PDF converter. If, for some reason, the document doesn't display properly or doesn't open at all (which of course you should not be able to read this file at all), open any of the Microsoft Office Word documents found in the root directory of the original zipped release.

## About the release

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This is a most-up-to-date collection of two new episodes for the classic Duke3D game. The first episode, New York Rebellion, sets up in the already staple Los Angeles setting and consists of eleven levels; the first 6 are part of the game canon while the rest can be only accessed by command parameters (see file listing for more information). Previously released among sites, as standalone maps, such as [Duke Nukem Repository](#) (and later hosted as a full-fledged episode), [Mikko Sandt's Duke Nukem Page](#), [Alejandro's Mapping Center](#) and many, many more, it was just some of the most basic BUILDing skills I would end up showing to the community. The second episode, Orbital Oblivion, was just as simple in story and concept, but gameplay and design improved a lot over its predecessor. Set in outer space and climaxing in our own moon, the gameplay of this episode is much longer and more expanded than New York Rebellion. Unlike the first episode, Orbital Oblivion is marked with its first official release as an episode with this bundle.

While this release was prepared to install and play in the original Duke3D DOS executable, we are in an era where DOS is no longer the king of games and pretty much we won't hassle with an OS which is pretty much forgotten by Microsoft designers to support; therefore four command scripts are bundled, which the purpose of each one is listed in the installation section.

## First-time installation

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If you have never installed a custom add-on for Duke3D you can pretty much follow these instructions which are quite similar to most of the other add-ons around the WEB. To install FM2X, follow the next list of instructions:

1. Extract the contents from the “./bin” folder into your Duke3D root folder. If you happen to have multiple copies of the game, unzip the files to your preferred

installation of the game. For optimal performance and to avoid any file usage clashes it is better to prepare a clean copy of the game.

2. If required, re-configure your game files to be able to run the game properly.
3. Now, running the add-on depends on which port you're using:
  - a. For the original Duke3D DOS executable or Jonof's Duke3D port, run FM2X-duke3d.cmd (Rename to .BAT if running for the DOS executable).
  - b. For the eDuke32 Win32 executable, run FM2X-eDuke32.cmd
  - c. For the xDuke Win32 executable, run FM2X-xDuke.cmd
  - d. For Rancidmeat's Duke3D Win32 executable, run FM2X-duke3d\_w32.cmd
  - e. If you happen to run any other available port, modify the FM2X-duke3d.cmd file to accomodate the port's binary name.

## Release file contents

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The following files should be present after correct unzipping operation. Current version of the FM2X add-on is 1.0.020209. If you happen to have a different version than the one enlisted here, it is advisable to download a most current version. Also, if at least one of these files is missing, either you downloaded a modified/corrupted archive or pre-selected separate files from within the archive itself.

./bin	Main binary folder.
./bin/FM2X-duke3d.cmd	DOS Duke3D/Jonof's Duke3D port run batch.
./bin/FM2X-duke3d_w32.cmd	Rancidmeat's Duke3D port run batch.
./bin/FM2X-eDuke32.cmd	eDuke32 port run batch.
./bin/FM2X-xDuke.cmd	xDuke port run batch.
./bin/FM2X.GRP	Main GRP datafile.
./bin/FM2XGAME.CON	Game.con file to call the FM2XUSER.CON
./bin/FM2XUSER.CON	User.con file for the add-on.
./FM2X-Docs/	Level templates text files.
./FM2X-Docs/FM1X01.TXT to FM1X11.TXT	New York Rebellion (FM1X) template files.
./FM2X-Docs/FM2X01.TXT to FM2X11.TXT	Orbital Oblivion (FM2X) template files.
./Readme/	ReadMe document files.
./Readme/FM2X-ReadMe-Word97-2003.doc	Microsoft Office Word 97-2003 document file.
./Readme/FM2X-ReadMe-Word2007.docx	Microsoft Office Word 2007 document file.
./Readme/FM2X-ReadMe-AdobePDF.pdf	Adobe Acrobat document file.

## Level listing

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This table shows the listing for all the levels included in this add-on. Additional comments follow on the Dukematch-exclusive levels (FM1X07 to FM1X11) and special contribution for two of the levels.

- New York Rebellion (FM1X)
  - FM1X01.MAP: Sweeney Slime Refinery

- FM1X02.MAP: Dark Palm Hotel
- FM1X03.MAP: Lonely Streets
- FM1X04.MAP: Sewer Confines
- FM1X05.MAP: The Lava Reef
  - This level has a special contribution by Kim Robinson.
- FM1X06.MAP: Launch Center
- FM1X07.MAP: Damned Space Life
  - Hidden level: Can be accessed by entering "<name\_of\_executable> /xFM2XGAME.CON /gFM2X.GRP /v1 /l7"
- FM1X08.MAP: User Map
  - Same as FM1X07, but ending with /l8.
- FM1X09.MAP: ClipArt Gallery
  - Same as FM1X07, but ending with /l9.
- FM1X10.MAP: Spinning Rooms
  - Same as FM1X07, but ending with /l10.
- FM1X11.MAP: Skyscrapers
  - Same as FM1X07, but ending with /l11.
- Orbital Oblivion (FM2X)
  - FM2X01.MAP: SS Obseatory
  - FM2X02.MAP: Intercommunication
  - FM2X03.MAP: GnuStella Network
  - FM2X04.MAP: Optical Demounter
  - FM2X05.MAP: Alpha Core
  - FM2X06.MAP: Lunar Crossroads
  - FM2X07.MAP: Terran Moonshaft
  - FM2X08.MAP: Alien Fusion Tower
    - This level has a special contribution by Fernando Calvo.
  - FM2X09.MAP: Viewport
  - FM2X10.MAP: Cycling Perimeter
  - FM2X11.MAP: Asteroid Stronghold

## Conclusion

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With this release I can truly hope many fans out there will have at least some time to spare in enjoying this bunch of levels. While they're not the best Duke can put out with its engine, they can truly be enjoyable for those who want a fast-paced action game. Is it a crime to focus solely on graphics when we can have truly wonderful gameplay and decent design? I do think many people may think graphics are everything, but that's surely my opinion and I can be pretty much wrong. ☺

To end up this document, I wish to thank all the people out there in the Duke community who keeps fighting for Duke to keep still alive after all these years, for all the positive response,

and the negative as well. We have to be fair and equal. And finally to the developers of this great game, as many games have passed by but not any single other has impacted and endured as much as our beloved Duke. Hail to the king, baby. Now for the third...

P.S: For contact, enquiries and questions, use any of the following e-mails (if one fails try another):

- [cristomarquez@udec.cl](mailto:cristomarquez@udec.cl)
- [cristomarquez@gmail.com](mailto:cristomarquez@gmail.com)
- [fm.dnr@bur.st](mailto:fm.dnr@bur.st)
- [fernando@startlogic.com](mailto:fernando@startlogic.com)

Text file written and corrected by Fernando Márquez.  
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