

WHITE NOISE

A Mod for Duke Nukem 3D by uLTra

INSTALL:

- Unzip the files and folder to your Duke 3D game directory
- Start *whitenoise.bat*
- have fun!

Important: Use the whitenoise.exe file which is included in the zip file. Otherwise there will be major TROR issues. You get squished when you enter specific sectors or you get stuck.

The **light** is made with **polymer only**. If you turn it off you see nothing. I made it that way due to atmospheric reasons.

It's highly recommended to play with as little as possible ambient light.

But if it seems a little **too dark** just **brighten** it a little bit **up**. I set Gamma to 1.15 and it works fine for me.

What is White Noise?

It's a mod with **horror elements**. Originally I intended to create just a user map with just a few new textures and sprites, but it ended in a complete Mod / TC.

It has a **different gameplay** compared to the usual Duke 3D. Runningspeed is decreased, Duketalk is disabled (this would disturb the atmosphere). There is no map overview und no static background music. There are new enemies with new behavior and you also take more damage from them. So, be careful and don't waste your ammo... you will need it.

What's the plot?

Not much to say. Just like the protagonist you don't know what's going on. You wake up from a strange dream with no memories from the past. Knowing nothing. Where are you? Who are you? Time to survive.

Well, this is the whole first part. Like I wrote before, the last upload was just like a demo. Now it contains three maps. The first one with some changes. The first level is now a little more easier. Even gameplay changed a little. Autorun is now enabled and there are laying messages around for clues about the story.

Great thanks to [Zykov Eddy](#) for helping me with con-coding and providing some of his code. Also thanks to [XThX2](#) for providing your footsteps code.

Hope you like it. Have fun.

ULTra

Graphics were used from:

[cgtextures.com](#), [sketchuptextureclub.com](#), Half Life 1+2, Quake2, Doom, Blood, other Build Game Classics and [High Resolution Pack](#)

SFX used from:

All Sounds, sound fx beats, Primal Xenolith, Clayborne Hunt, Sound laboratory, Music Free Library, SOUND and IMAGE FX, Primal Xenolith, Soundbible (Mike König), AR Sound Effects, iWav, Film & Sound Effects, Audio Productions

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