

ZONE 400

(final version)

Zone 400 is a sequel to my 2013 megawad Zone 300 which contains 32 vanilla compatible levels for Doom 2 in which each map must not exceed 400 linedefs apart from MAP32. Like Zone 300, the sequel Zone 400 also contains an original MIDI soundtrack composed by the author. But unlike Zone 300 which stuck to mainly standard Doom 2 textures, Zone 400 uses textures from Doom 1, Heretic, Hexen and contains original skies. Also Zone 400 contains mini episodes split into different themes and each episode has it's levels named after a unique category such as street names, ex partners or friends, exoplanet names and the names of amphibians. Zone 300 was criticized heavily for its meat corridors to maximise monsters and even one of the maps in Doomed Space Wars had a reference to a meat corridor. In Zone 400, the meat corridors have been retained for nostalgic purposes but more randomized, alive, dead, or nonexistent.

MAP	NAME	AUTHOR	LD	MUSIC TRACK NAME	MEAT	BOSS
STREET NAMES I'VE LIVED IN (Swampy Base, Pink sky)						
MAP01	COOMBE	PC	400	ROCKTRACTION	ALIVE	
MAP02	TAIT	PC	400	DAEMONIC ROMANCE	DEAD	
MAP03	DIAL	PC	400	GOODBYES ARE HARD	-	
MAP04	ALLAMBIE	PC	400	SWAMPS OF BISLIG	DEAD	
MAP05	SOUTH	PC	400	MOLDY PASSAGES	ALIVE	
MAP06	OATES	PC	400	POUND FOR POUND	DEAD	
MAP07	JERLING	PC	400	BRUTAL MINDS	-	SPIDER
WOMEN I'VE DATED (BEFORE MY WIFE) (Space Stations)						
MAP08	NATASHA OZONE RESEARCH	PC	400	EMPIRE OF THE AURORAS	DEAD	
MAP09	CATH'S COMMUNICATIONS	PC	400	SAPPHIRE COSMOS	-	
MAP10	KATHERINE SPACE SECURITY	PC	400	I WONDER HOW	ALIVE and DEAD	
MAP11	TANYA'S CYBERNETICS	PC	400	SPACE ROMANCE	-	CYBER
EXTRASOLAR PLANET NAMES (Heretic/Hexen medieval mix, Blue cloudy sky)						
MAP12	DAGON	PC	400	BURROWS	DEAD	
MAP13	LIPPERHEY	PC	400	HEXENIZED	-	
MAP14	DULCINEA	PC	400	THE INTREPID KING	DEAD	
MAP15	MAJRIITI (Secret exit to MAP31)	PC	400	DENS OF THE DARK	ALIVE	
MAP16	HYPATIA	PC	400	THE CRAZED QUEEN	DEAD	
MAP17	UGARIT	PC	400	FORGOTTEN TYRANT	-	
MAP18	HALLA	PC	400	ROMERO AND JULIA	DEAD	
MAP19	VIRIATO	PC	400	LOST IN TIME	DEAD and ALIVE	
MAP20	JANSEN	PC	400	AMPHIUMA	BONES	SPIDER
AMPHIBIAN NAMES (Hellish, Gold lightning sky)						
MAP21	PLETHODONTIDAE	PC	400	DOLPHIN WARS	-	
MAP22	LITHOBATES	PC	400	IT'S NOT OVER YET	DEAD	
MAP23	TRIDACTLUM	PC	400	NOW THAT I ZONE	DEAD	CYBER
MAP24	RHINELLA	PC	400	YOU'LL ALWAYS BE MY ZOMBIE	-	
MAP25	GYMNOPHIONA	PC	400	FORGET THE PAST	ALIVE	
MAP26	PHYLLOBATES	PC	400	WITHIN THE BATTLE	DEAD	SPIDER
MAP27	AMBYSTOMA	PC	400	TINGRINUM MOLE	-	
MAP28	TARICHA	PC	400	YOU GOT ME ARCHIE	ALIVE	
MAP29	DERMOPHIIDAE	PC	400	400 MILLION YEARS	-	SPID & CYB
MAP30	ALLEGANIENSIS	PC	400	CHILD OF WAR	ICON OF SIN	SPID & 2 CYB
SECRET LEVELS						
MAP31	SPOOKY (Secret exit to MAP32)	PC	400	SPOOKED OUT	-	CYBER
MAP32	DEVONIAN	PC	Over 400	PERVERTS OF PREHISTORY	-	CYBER
MAP33	GANGAJANG (accessed by IDCLEV33 code in Zdoom)	PC	Over 400		-	CYBER

NOTES

* MAP04 was originally submitted to a 30 minute speedmap contest which was never released. The map was enhanced for Zone 400.

* MAP31 is a dark haunted and abandoned (?) town in a Heretic/Hexen medieval mix. The style is similar to the spooky maze in Zone 300's MAP31, very dark but much more free flowing, non linear and interconnected.

* MAP32 is set 400 million years ago in a dense jungle-like environment with a heavy usage of vine textures. A moldy Dr. Sleep-inspired base is located in the middle. How it was built back then is totally unknown.

* All music in the wad is in MIDI Format, not MUS format. The music was composed to sound good using both MIDI and OPL sounds.

* The title and text screen music are rejects from 2002ADO, but the mixes were re-done and improved for Zone 400.

* The music used for MAP04 was originally intended for the Raven midi pack.

* The music used for MAP13 was originally intended for the Deathkings midi pack. But I decided not to use it for Deathkings due to the style been a little different from Hexen's rather strict composition.

* The music used for MAP25 was inspired by Shpongles Remember The Future. Some other songs have a similar style as well.

* The music used for MAP31 was originally intended to be used in Zone 300.

* Some maps can be completed faster due to shortcuts and clever thinking.

VERSION HISTORY

July 17 2021: First release

July 19 2021: Fixed several issues in MAP03, 04, 06, 17, 18. Retextured and redesigned areas in MAP04 and MAP06 due to nodebuild problems causing monsters to become stuck. MAP33 included in list. New demos recorded.