K02M1K 5N4K3 2K7

1. Introduction

"K02M1K 5N4K3 2K7" is a silly yet ambitious project.
Based on the mighty motto "**One compiler to rule them all!**",
I decided to make an Inter-Gamepack(Q3, EF, WOLF, JK2, SOF2) mappack.
Though it's called mappack, all of the maps share the same theme, again,
which is called "K02M1K 5N4K3 2K7"

2. Generic Info

Title	K02M1K 5N4K3 2K7
Theme	SFX
Author	a13n a.k.a qes & q3map

3. Gamepack Specific Info

There are a few differences between gamepacks.
Below is a comparison table.

	BSP Name	Game Type	Start Method	PK3 Size	Silliness
Q3	dm-5n4k3	MP(FFA)	In-Game Menu	1,200 KB	Excessive
EF	hm-5n4k3	MP(HM)	In-Game Menu	1,400 KB	**Low**
WOLF	sp-5n4k3	SP	¥spmap sp-5n4k3	4,200 KB	High
JK2	ffa-5n4k3	MP(FFA)	In-Game Menu	1,900 KB	Normal
SOF2	sp-5n4k3	SP	¥map sp-5n4k3	**280** KB	You Crazy

One thing they have in common is the fact they support bots!

4. Construction Info

Editor	GtkRadiant 1.2.13
Compiler	q3map2 2.5.14 (The Red Swingline)
Build Time	Unknown
Complie Time	Within 30 secs for each gamepack
Build PC	PentiumIII 804MHz 512MB of SD-RAM GeforceIII
OS	Windows NT 5.0 SP3

5. External Credits

MrCleaN for the teleporter model. (Q3, EF, JK2)
Rgoer for the skybox model. (Q3)