



Morpheus Unbounded Owners Manual

Thesis: Inspired by the original Morpheus map, this map has 3 playable towers in space. The familiar low gravity gameplay remains, but on a larger scale. It's like the real Morpheus map except for the fact this one is worse in every aspect because it was made by KingJosh.

Map Info: Ideal settings for this map are 4/10 up to 7/10 brightness to achieve the best visuals. Since there are some higher res textures, using a modern rendering upgrade such as D3D9 is recommended with S3TC enabled.

Additional Map Info: Due to the low gravity and long distances, the stock UT99 slow projectile weapons didn't produce the best gameplay, so they have been replaced by CS weps. Reason that this map had to end development at this current stage is because of the node limit, otherwise there would be much more detail.

Credits:

KingJosh (also known as MiniMe)– Map Author
FragBrag- Textures <https://sites.google.com/site/fragnbrag/>
AngelHeart- Textures <http://www.mapraider.com/profiles/Angelheart/maps>
CrazyBastard – Textures <http://cr4zyb4st4rd.co.uk/textures.html>
CGTextures – Textures <https://www.textures.com/>
Dave Ewing- Author of original Morpheus
SpEcTra_7 – CS weapons conversion <https://ut99.org/viewtopic.php?f=34&t=11520>
Philip Klevestav – Textures <http://www.philipk.net/>

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