WARNING: OPENGL IS NOT SUPPORTED AT ALL.

Note: For this demo I wanted to introduce cutscenes in, but I don’t have them done yet.

Note2: Lot of things will change with 2.2, also entire thing still lacks subtitle.

Note3: Per request I gonna remove every SATM reference, but you don’t have to really worry. There isn’t much anyway including knothole base zone’s name.

Demo of remake of prequel that doesn’t deserve it, but SRB2 does.

>>>> SRB1 Rethought Credits <<<<

>>>> Mapping

\*Davee0 - Ugh, I have to write some messages again ? Please leave me alone.

I Said leave me alone !

>>>> Art

\*Davee0 - Jeez, fine I did everything and that's why it sucks.

Now, leave. NOW.

>>>> Music

\*CobaltBW - Ring ring ring.

- Done: KHZ BGM.

MB Profile: <http://mb.srb2.org/member.php?u=835>

\*Davee0 - Well, shit.

- Done: Few Edits

>>>> Soc Scirpting

\*Davee0 - AAAAAAAAAAAAAAAAAAAAAAAAAAAAA, leave me alone already.

>>>> Lua Scripting

\*Lach -

- Done: Boss AI

>>>> Play Test

\*Davee0 - \*Screaming Intensifies\*

\*RazeC - Low Specs Playtester

MB Raze Profile: <https://mb.srb2.org/member.php?u=6505>

\*LazyMK - Low Specs Playtester

MB LazyMK Profile: <https://mb.srb2.org/member.php?u=6222>

\*Lach - Random Tester

MB Lach Profile: <https://mb.srb2.org/member.php?u=6601>

>>>> Used Free Resources

\*Dirk - Art and Lach - Script = Horizontal Springs

MB Page : <https://mb.srb2.org/showthread.php?t=42993>

MB Dirk Profile: <https://mb.srb2.org/member.php?u=6593>

MB Lach Profile: <https://mb.srb2.org/member.php?u=6601>

>>>> Special Thanks to these Beautiful poeple

\*ID software - For creating the ultimate video game DOOM

\*Old School Doom Legacy Team- For stealing some Code from Quake

and then putting it into their Doom Legacy Source port

\*Sonic Team JR - For creating this BAD girl video game

\*Minecraft - for shaping my skills in such low resolutions

\*SRB2 Community - For being supportive and unsupportive