

ISSUE #2



Issue #2



JUNE 2021



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BanjoZine
Issue #2—June 2021
www.banjodave.com

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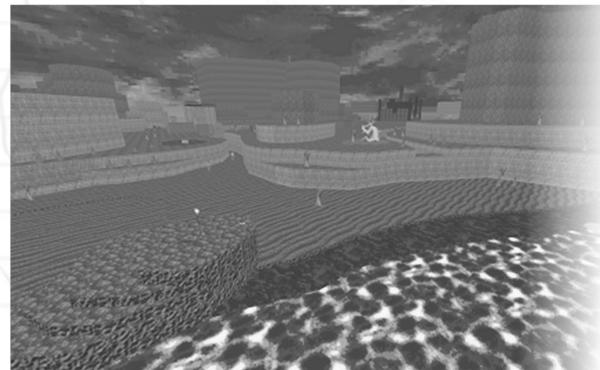
MALAGARD

I started learning how to use Ultimate Doom Builder in November 2019 and by late December 2019 I was ready to release MALAGARD. The island of MALAGARD is surrounded by a sea of magma and you arrive there on a boat made of stone (because that made sense in Super Mario Sunshine of course). Mount your one man assault on the island through temple ruins, precarious cliff faces, the remains of an ancient city, the black gates and tower, and more than one castle/keep.

This is a pretty large, mostly outdoors sort of map. Landmarks which you will need to visit are visible in the distance between the strange island plateaus. It is a comparatively easy DOOM map with built in save points (so please don't cheat and use autosaves).

By the time I got to finishing this map I was a bit sick of it and wanted to start some other projects, so the end is a little rushed and there are plenty of places in the map that I would have done differently both in terms of level design and the technical side. If I knew what I was doing at the start, I could've had this map run in basic ports (right now it uses 3D floors). That all sounds about right for a first map though.

Uses only stock DOOM II textures. Difficulty levels are implemented, with increased monster counts and decreased health/ammo caches where applicable. Jump and crouch disabled. Mouselook is optional. Enjoy.



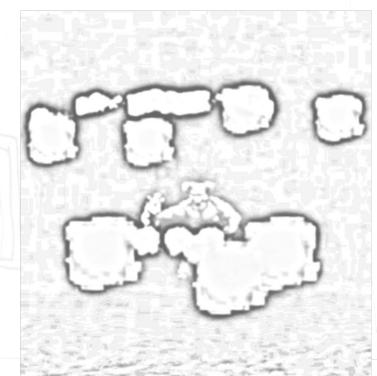
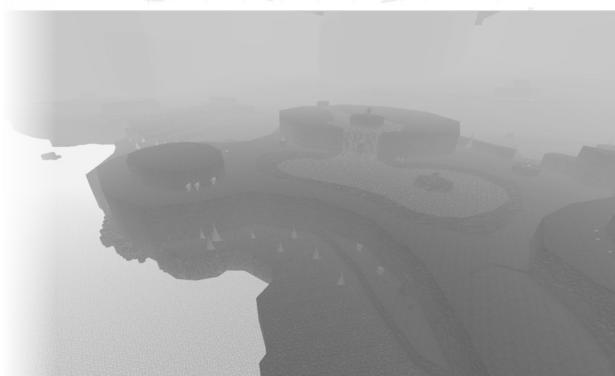
BLAZING BEACHHEAD

This map started as an attempt to recreate MALAGARD with more advanced mapping techniques that I learned in the interim. To make this map I utilised slopes, custom modded weapons and monsters, 3D floors etc. This is a massive map - one huge outdoor area with plenty to discover. Jumping is required to explore certain sections.

While developing Blazing Beachhead I started encountering strange glitches where the player and enemies would fall through the floor and get stuck under the map. I think this was a node builder issue caused by the map being too big and open so I had to actually cut it down a bit.

The mods I added to the enemies are a little bit wild and your player is more fragile than usual. You will run slower when injured, take damage from long falls, and take significant damage from the hot environment. Enemies are much more aggressive and fire many projectiles but will die quicker than normal. I also added custom difficulty levels and I must recommend against playing on Wrathful... the enemy placement is significantly more fiendish to the point of being unreasonable.

Requires GZDoom and OTEX 1.0



LULLABY BY DANLEX

After Danlex and I collaborated on a map for Mapwich 2, Danlex went on to create Lullaby—a surreal and dreamlike single map for GZDoom. Lullaby was released on February 15th and on the 21st an article was written for the map on the PC Gamer website.

Lullaby is very technically impressive, making good use of the advanced features available in GZDoom and looks absolutely stunning as a result. The stars falling behind the distant mountains outside the teal-lit oneiric fortress really set the enchanting mood in the opening section of the map. As I continued into the belly of the fortress, details like the twisting bookcases of the library continued to blow me away. Make sure you have dynamic lighting activated because that's where most of the light comes from on this map.

The map itself is not too difficult so experienced players won't have much trouble making it through, but the aesthetics of the map are enough to overcome anyone's thirst for difficulty and leave them satisfied anyway.

So, definitely worth a play, and probably a 2021 Cacoward too. Definitely looking forward to whatever Danlex comes out with next.

Artist:



[Unknown language (illegible)]

Album:



[篆书: 宇宙蛇; English: Cosmic Snake]



Year: ~1.4 kAE (Late Stelliferous Era)

Origin: RS 5444-2265-8-11983871-1317 3, NGC 4258,
Canes Venatici II, Virgo Supercluster

Genre(s): Post-totalist Neoantiquitarianism /
Degenerate Prophecy / Dissolution

Duration: 7 Years, 14 Days, 21 Hours

Fissure

Last year I found a pile of old CD-ROMs tucked away in the corner of a drawer. One of those discs contained some of my old files from 2007 (when I was 14, literally half the age I am now, *shiiit*). One of the files on that disc was an Microsoft Excel spreadsheet. One of the tabs on that spreadsheet contained my oldest attempt at creating a map pack for *N*. I had completely forgotten most of these maps and re-discovering them was a blast.

I filled in the missing spaces with more old ass maps and finished the project. Three full columns making 150 maps PLUS a special F column for a further bonus 25 maps, totalling 175.

Available for download from my website (www.banjodave.com) under N Mapping > DW40 Collection > Fissure.

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Advanced Techniques

There are many ways to abuse the mechanics of *N* discovered by players over the years. Here's a few of them—

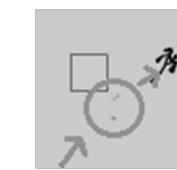
Corner Jump (CJ): Due to the Ninja's collision model being a circle, you may catch the angular corners of tiles from time to time. Simply time a jump to coincide with this type of collision. In *N++* this technique is much easier due to buffered inputs but in *N v1.4* you sometimes have only a single frame to input a jump.

Reverse Corner Jump (RCJ): Similar to a regular CJ but you release the directional key to get a perpendicular jump. This technique can create significant jump height seemingly out of nowhere.

Double Bounceblock Walljump (DBBJ): A must-learn tech for even casual players. Simply time two consecutive jumps on the same bounceblock rebound to gain extreme height or distance. Can be a walljump or a regular jump.

Triple Bounceblock Walljump (TBBJ): It is possible to do three

jumps off of one bounceblock swing but it is much more difficult than the DBBJ. A quadruple is also possible but, again, magnitudes more difficult than a TBBJ.



Backwards Bounce-block Walljump (BBBWJ): Also possible on Thwumps, you can time a jump as you graze the corner of a bounceblock from above or below.

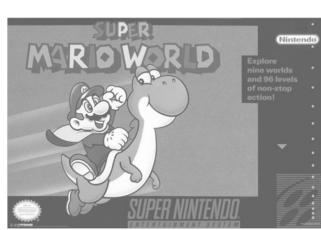
Triple Jump: If there is an angled or curved tile at the base of a wall you can perform the following three jumps for a super speed ascent: first tiny jump from ground onto the tile, second jump from the tile to the wall, finally walljump. Requires fast triple tap execution.

Layered Objects: Some objects have larger hitboxes than they appear to have. With some precision, objects under other objects can be activated without activation of the one on top. Object size order from largest to smallest: gold, remote terminal, access panel, trap door trigger, mine.

Games from the 1990s...

Okay, I realise that six of these are DOOM related and there are many games that I could have listed instead, but I wanted to create a manageable checklist for my retrospective replay adventure.

It will take me the best part of a year to play my way through this list because I don't actually spend that much time playing games these days. What do you mean there are new games being released every day that I could be playing instead? Not interested.



Super Mario World
1990-11-21



Sonic the Hedgehog 2
1992-11-21



Sonic the Hedgehog 3
1994-02-02



Sonic the Hedgehog
1991-06-23

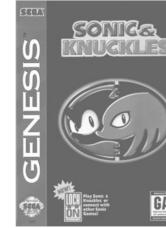


The Legend of Zelda: A Link
to the Past
1991-11-21



DOOM
1993-10-10

Super Mario All-Stars
1993-07-14



Sonic & Knuckles
1994-10-18



DOOM II
1994-09-30

...that I most want to re-play

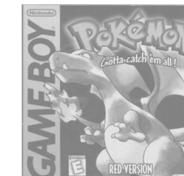
Why not tick off which of these games you have played or something idk



The Ultimate DOOM
1995-04-30



Master Levels for
DOOM II
1995-12-26



Pokémon Red
1996-02-27



Final DOOM
1996-06-17



Super Mario 64
1996-06-23



Sonic 3D Blast
1996-11-07



DOOM 64
1997-03-31



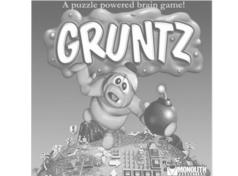
Diddy Kong Racing
1997-10-31



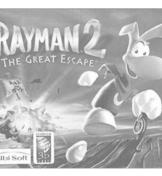
Banjo-Kazooie
1998-06-29



Buck Bumble
1998-11-18



Gruntz
1999-02-28



Rayman 2: The Great
Escape
1999-10-29



Pokémon Silver
1999-11-21



Donkey Kong 64
1999-11-22



Since I did a page on the Nintendo 64 in Issue #1, I thought I'd do a follow up for the console's successor. Yeah I grew up with the Nintendo consoles. If you grew up with PlayStations then I'm sorry but we can't be friends, that's just the way it is. The Nintendo GameCube sold 22 million units, 2 million less than the Xbox and a whopping 133 million less than the PlayStation 2. I think these sales numbers are criminal for how iconic the GameCube is.

While there are fewer third-party developed and "mature" games for the GameCube I still hold the console's library of games in higher regard than other sixth generation consoles. The available games also outshine the Wii's library in my opinion. Backwards compatibility and the Virtual Console was the only thing the Wii had going for it... I actually hate the Wii's motion controls and mountains of shovelware trash. Anyway, enough about the Wii.

Super Smash Bros. Melee is the console's best seller and the only game that has spurred me to travel to other countries to play it against new opponents. I'll probably do some more pages on SSBM in future issues. Just looking at the rest of the GameCube's library fills me with a sense of nostalgia I can't quite put into words. I remember reading about the Nintendo's new console in magazines when it was still being alluded to as the 'Dolphin'. The first screenshots of Super Mario in SSBM blew my tiny mind. You could actually see the stitching in Mario's denim overalls. Not even the jump (crawl) to 4K and VR and RTX and whatever else has amazed me as much as the leap between N64 and NGC. I imagine only the switch from 2D to 3D would beat that in terms of amazement had I been old enough to recognize it.

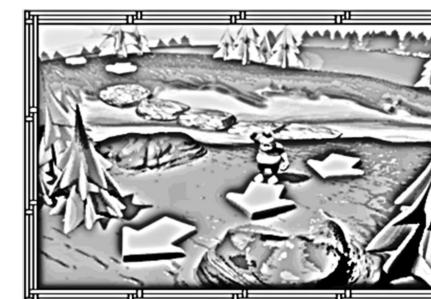
*"Why does everybody have to say they got a Draco? I'm f***** on a shawty with the Gamecube Nintendo"* - Slug Christ



GRUNTZ is a puzzle RTS game released in 1999, developed by Monolith Productions—the same developerz that brought us Blood and F.E.A.R., two classic FPS giantz. Unlike those gamez however, **GRUNTZ** is a light-hearted and comical caper.

Gruntz are squidgy little cartoon orc-like creaturez made of goo which you control from an overhead perspective through fiendish puzzlez and combat encounterz. Your Gruntz have a tendency to say what is on their mind and often come out with little quipz, tunez, and outdated referencez.

Some interesting toolz, toyz, and environmentz can be found within the game. Take the drinking straw, the giant spring, the spy gear, the spongegun, and the skipping rope for example. You may find yourself using them in a casino or a mini-golf course or on cloudz made of candy. The game also comez with a level editor which is something I really appreciate in gamez personally.



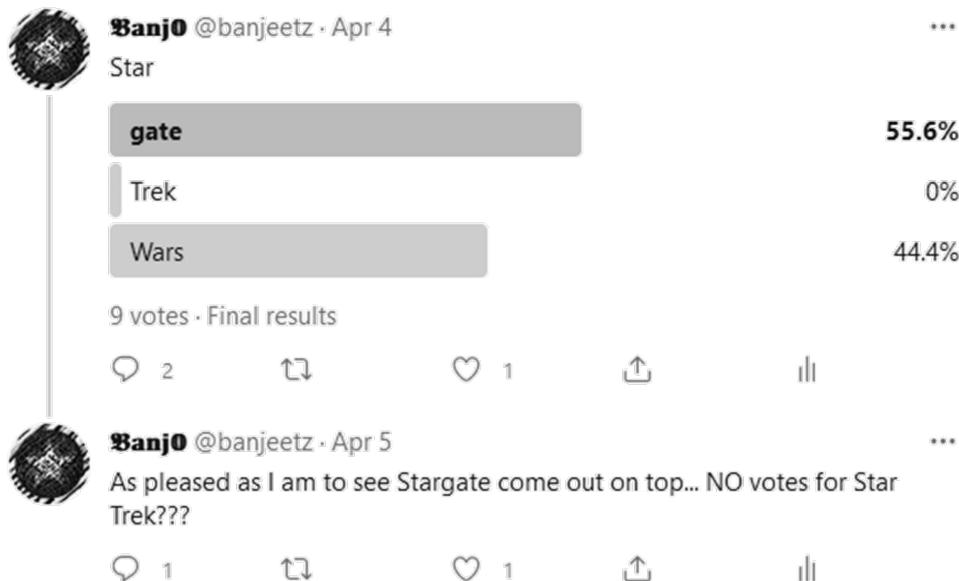
This is a game that I remember playing as a child on the family Windows 98 PC. It is now abandonware, available online for free (although it can be a little tricky to get running smoothly on modern machinez).

Star _____ ?

So I ran a poll on Twitter to gauge my follower's thoughts on Stargate vs. Star Trek vs. Star Wars. Only nine people voted but what other chance would I get to bother nine people at once with a nerd question like this?

Anyway, I think it's a travesty that four people voted for Star Wars over Star Trek. What the hell is wrong with y'all mofos? Okay, Star Wars is lit, especially the original trilogy, but Star Trek is incredible. The Next Generation? Voyager? Sooo many good episodes. In all seriousness though you are entitled your opinion here and I'm not actually going to judge anyone for their Sci-Fi preference. It's not important, they're all great anyway.

I really love SG-1.



The Mushroom King

I'm planning on making a big platform adventure/fighter game at some point. I have many documents with plans outlining characters, abilities, items, levels, and more. This little guy was a test to make a Mario style character with a small and large form. In the end I decided to go a slightly different direction with the art style though so you won't be seeing this guy again. The Mushroom King is dead, long live the king!



Πυρρώνειοι Έπιπλοι & मूलमध्यमककारिका

(*Pyrrhoneioi Hypotyposeis & Mūlamadhyamakakārikā*)

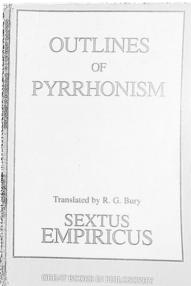
While I have no formal education in philosophy, I do have an interest in philosophy and have a few books on Hellenistic and ancient Eastern philosophies and religion. I've been reading these two books the last couple months: *Outlines of Pyrrhonism* by Sextus Empiricus (*Translated by R. G. Bury*) and *The Fundamental Wisdom of the Middle Way: Nāgārjuna's Mūlamadhyamakakārikā* (*Translation and Commentary by Jay L. Garfield*). Both books were written around about 200 CE.

Pyrrhonism was founded in the fourth century BCE. It is a school of philosophical scepticism that basically boils down to "suspension of judgement". *Outlines of Pyrrhonism* asks such questions as "Does anything True Really Exist?", "Does Anything Cause Anything?", and "Does there exist an art of living?". It also contains some of my favourite criticisms of Stoicism.

The Mūlamablahblah can be shortened to *MMK* and is the foundational text of *Madhyamaka* school of Buddhism written by the great Indian scholar-saint Nāgārjuna. A philosophy of emptiness—It argues that all things are empty of inherent existence.

There are many similarities between these philosophies and I definitely recommend looking into them if you have the inclination and value this kind of wisdom. I can't go to much in to detail here as one page is hardly enough to cover two whole philosophies, I'm afraid the longer I go on about

this the higher the chance I'll get something wrong, and honestly I just wanna get this fuckin zine finished lol. Anyway if you want to read more there's literally a Wikipedia page called "*Similarities between Pyrrhonism and Buddhism*" which is a great place to start.



ドラゴンボールZ 愛する者のために... ベジータ散る!!

(Dragon Ball Z - For Those Whom He Loves... Vegeta Perishes!!)

According to ratingraph.com and IMDB, episode 237 of Dragon Ball Z, "Final Atonement", is the highest rated episode in the series and it's not hard to see why. Vegeta is often cited as fans' favourite Dragon Ball character, largely I think due to his wild villain to hero character arc, and no episode showcases that change more than this one. In this episode Vegeta uses Final Explosion to sacrifice himself in a bid to obliterate Majin Buu.

Vegeta's last moments before the blast occurs are quite intense viewing making good use of dramatic silence and facial expressions. He gives his son Trunk's a first and final hug before knocking him out with a swift chop to the neck (for his own safety). Vegeta also asks Piccolo what will happen to him after he dies, finding out that he won't continue his life in Otherworld due to the negative karma incurred by his past actions yet he resolves to sacrifice himself anyway. He tells Piccolo to take Trunks and Goten to safety, makes his final goodbyes, and unleashes his energy in a swirling golden blast that levels the surrounding mountains and (almost) completely destroys Buu. For the first time, Vegeta commits a selfless action and sacrifices himself for the sake of his loved ones, even Kakarot.

I think this is the episode where Vegeta changes from anti-hero to hero and it's definitely one of the more memorable episodes from the later DBZ sagas. Don't forget that this is also the episode where Piccolo kills Babidi, another satisfying and memorable moment. Two pivotal plot points for the price of one. So yeah, it's no surprise that this is the top DBZ episode of all time.





Three Poisons

Attachment • Aversion • Delusion

BOP DRUMPS

Know how to play?

	JAMES	5 silly 4 strong 4 mass 2 mystery
	MUSHROOM BOY	4 silly 2 strong 3 mass 4 mystery
	HELL RAIDER	0 silly 10 strong 8 mass 6 mystery

cut it out

