

Lotan's Tomb

Game Manual

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1 What is this?



Figure 1: An old, but hella sick, Lotan's Tomb screenshot.

Lotan's Tomb is a **fork** of **Freedoom**¹, a complete, playable set of **free/libre**² and **open source**³ game assets for the id Tech 1 engine. It is made available under the modified **BSD licence** meaning that anyone is free to share it, modify it and reuse parts of it subject to that licence's terms.

The game itself is a real-time first-person shooter (FPS). You explore a series of environments (typically called "maps") looking for an exit. An assortment of computer-controlled hostiles (typically referred to as "monsters" in the code comments) will try to stop you, and you may need to use weapons to defend yourself. Some paths are inaccessible until you find a particular key or switch. Gameplay mixes hidden-object exploration puzzles and real-time action puzzles about placing and timing your attacks.

¹<https://freedoom.github.io/>

²<https://www.gnu.org/philosophy/free-sw.html>

³<https://opensource.org/osd/>

1.0.1 Open Sesame Nacho Libre BTS? Are you high!?

Imagine if the *Doom* franchise got sold to [private equity](#)⁴ and they [enshittified](#)⁵ every possible way to obtain the games, but you still wanted to play [Marine Doom](#)⁶ or any of [these](#)⁷ or you needed to demo the Harris Levels for a talk about the psychology of spree shooters or something. Freedoom will still be there for you-along with forks like this one.

Fraggle puts it better.

1.0.2 What happens when *Doom* becomes public domain?

Lotan's Tomb is a wholly independent fork and is not endorsed by anyone in charge of *Freedoom* or *Doom*. Let whoever is somehow alive and has access to a computer after all these ongoing horrors eat [one more cake](#)⁸.

1.1 Using this manual

Like *Freedoom*, the *Lotan's Tomb* manual may be printed as an A5 booklet; however, in LT's case it is recommended that you view it electronically if possible as it makes liberal use of hyperlinks and colour.

This manual is intentionally written in hopes of being usable even if the reader had no idea what [Doom](#)⁹ was (e.g., if somehow the talking jellyfish digging up the ruins of our civilization found a copy of this before they found *Doom*). Skip whatever you do not need explained to you.



⁴<https://talkingpointsmemo.com/tpm-25/private-equity-killed-media>

⁵<https://en.wikipedia.org/wiki/Enshittification>

⁶https://en.wikipedia.org/wiki/Marine_Doom

⁷https://doomwiki.org/wiki/List_of_notable_WADs

⁸https://fanlore.org/wiki/Two_Cakes_Rule

⁹[https://en.wikipedia.org/wiki/Doom_\(1993_video_game\)](https://en.wikipedia.org/wiki/Doom_(1993_video_game))

2 How do yo use it?

Since Lotan's Tomb is only the assets of the game and not the code, you'll need to download a program to run it all. Any major "source port" (a program [based on the original Doom source code](#)¹⁰) that you can play Doom with will do.

2.1 Installing and running

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The Doom Wiki [source ports page](#)¹¹ has a comprehensive list of source ports The following are a good start:

- [Chocolate Doom](#)¹² strives to emulate the original *Doom* behaviour as much as possible while providing an experience that works for people using modern machines. It is as close as you're ever likely to get to running the original DOOM.EXE without emulating [MS-DOS](#)¹³.
- [Nugget Doom](#)¹⁴ is a heavily modernized source port with numerous in-game quality-of-life improvements and support for the modern [MBF21 map standard](#)¹⁵.
- [UZDoom](#)¹⁶ is a feature-rich port designed for extensive modification including entirely new games with totally different gameplay mechanics.

Each source port should ship with its own instructions, but the following steps will work for any of the above:

¹⁰https://en.wikipedia.org/wiki/List_of_Doom_ports#Third-party_source_ports

¹¹https://doomwiki.org/wiki/Source_port

¹²https://www.chocolate-doom.org/wiki/index.php/Chocolate_Doom

¹³<https://en.wikipedia.org/wiki/MS-DOS>

¹⁴https://doomwiki.org/wiki/Nugget_Doom

¹⁵<https://doomwiki.org/wiki/MBF21>

¹⁶<https://doomwiki.org/wiki/UZDoom>

1. Create a folder for all your Doom-related stuff if you haven't done so already.
2. Take the following ".wad" files from the archive file and put them into this folder:
 - (a) `1t1.wad` - *Phase 1: Jailbreak*
A 36-map campaign split into 4 episodes.
Use this to run custom maps made for *Doom* or *The Ultimate Doom*.
 - (b) `1t2.wad` - *Phase 2: Judgment*
A 32-map fully contiguous campaign with an additional weapon and monster types.
Use this to run custom maps made for *Doom II: Hell On Earth* or *Final Doom*.
 - (c) `1tdemo.wad` - *Demonstration of Power*
A 9-map campaign with minimal assets.
The demo will not run with any mods or custom maps, as it will not contain needed resources and it will be parsed as the [shareware version](#)¹⁷ of *Doom*.
3. Put the source port's files into this folder, or install from your Linux repository.
4. Navigate to this folder in the command line terminal. For *Nugget* and *UZDoom*, skip to the final numbered step in this list, then when the program loads, go into the Options [menu](#) and configure your [controls](#) and other things.
5. Enter one of the following to enter the setup program:
`chocolate-doom-setup`
`chocolate-setup`
6. For *Chocolate Doom* only, go into the "Compatibility" section and make sure "Vanilla savegame limit" is unchecked.¹⁸
7. Bookmark this page of the manual and go down to the [Controls](#) section. Read it and see what you need, then

¹⁷<https://en.wikipedia.org/wiki/Shareware>

¹⁸This feature emulates a crash in the original *Doom* when you try to save when too much is happening in game, breaking an arbitrary memory buffer.

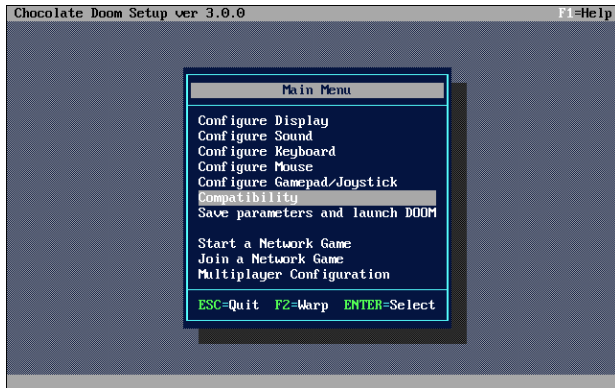


Figure 2: Chocolate-Doom setup menu, with the "Compatibility" item highlighted.

configure the controls ("Configure Keyboard", etc.), resolution, etc., then save your changes and exit.

8. Back at the command line, enter the following command:

```
<source port> -iwad <iwad>
```

where `<source port>` is "chocolate-doom", "nugget-doom" or "uzdoom" and `<iwad>` is "lt1.wad", "lt2.wad" or "ltdemo.wad" as the case may be. (Choose "lt1.wad" if this is your first time playing.)

When you see the title screen, press Esc to bring up the game menu. Navigate in the same way as the setup.



2.2 Menus

The topmost menu generally has the following:

- **New game:** Start a new game.
- **Options:** View the options menu, which will vary significantly between source ports.
- **Load Game:** Load a saved game.
- **Save Game:** Save your current game.
- **Read Intro:** View a basic help screen and a sample of what certain important objects in the game world look like.
- **Quit:** Terminate the program.

The cursor can be moved using the arrow keys. Pressing **Enter** activates the selected item.

2.2.1 Keyboard shortcuts

The function keys replicate some menu functions (bold items are found deeper in the Options menus):

| | | | |
|-----|----------------------|-----|-------------------------|
| Esc | Menu | F7 | Exit to title screen |
| F1 | Read Intro | F8 | Toggle in-game messages |
| F2 | Save Game | F9 | Quickload |
| F3 | Load Game | F10 | Quit Game |
| F4 | Sound & music volume | F11 | Cycle brightness levels |
| F6 | Quicksave | | |

2.2.2 Loading and saving the game

"Save Game" brings up an array of slots for saved games. When saving, try to enter a recognizable description (e.g., "Map11 Star Passcard Room"). You can overwrite any slot at any time.

Quicksave: Pressing F6 the first time during a session will bring up the "Save Game" menu as usual. After your first save this way, hitting F6 will save the game in the same slot, with the same name, bypassing all menu selection screens. Hit F9 to quickload this saved game.

2.3 Starting a new game

Choose "New Game" from the menu.¹⁹

Phase 1's episodes are listed in chronological story order and increasing difficulty, but they do not need to be unlocked and you can choose any of them at any time.

Skill level affects placement and number of weapons, items, monsters and objects; the two extreme settings also change the way the game behaves. This cannot be changed mid-game. The names may differ between games.

1. **Visiting Hours:** Easy, except ammo pickups give you twice the ammo and all the damage you take is halved.
2. **Drunk Tank:** Easy skill level.
3. **Escape Attempt:** The default, medium skill level.
4. **Maximum Security:** Hard skill level.
5. **Solitary Confinement:** Hard, except that monsters are twice as fast and attack constantly, and killed monsters reset after about 40 seconds. Cheat codes are disabled. Ammo pickups give you twice the ammo.

¹⁹The menu system is set up so that, if at the title screen you just keep pressing Enter, you will end up opening the menu, selecting the default option on everything that appears, and start a new game in the first episode on the medium skill level.

2.3.1 Starting from the command line

You can also use these command line parameters to go straight into gameplay without the ingame menu:

| | |
|-----------------------|---|
| -skill x | sets the skill level, as above. |
| -fast | give you fast and respawning monsters |
| -respawn | respectively, regardless of skill level. |
| -nomonsters | does not spawn any monsters at all. |
| -warp x ²⁰ | starts you at the specified map, e.g. "-warp 3 2" for Episode 3 Map 2 (typically referred to as "E3M2") in Phase 1 or "-warp 5" for Map 5 ("MAP05") in Phase 2. |

3 How to play: the basics

3.1 Controls

Please take some time to review the controls below and go into your source port's setup program or options menu accordingly. This manual will generally assume keyboard and mouse but most source ports will let you configure controls for a variety of game controllers and pointing devices.

Doom's defaults are widely considered suboptimal. Check your source port for how to reconfigure your controls; the most common options are provided as starting recommendations but there is no one "best" solution that works for everyone—you may need to experiment.

²⁰On *Doom* and some source ports the above command line parameters only affect the game started with the "-warp" call.

Move/"Strafe": Move forward, backward, left, and right.

- Default: Up/Down and ,/.; vertical mouse movement; Mouse2 for forward.
- Recommended: Put your non-mouse hand on the keyboard naturally. Try pressing four keys as though you were moving a cursor around using those keys. Assign those keys to forward, backward, left and right.

Conventionally W, S, A and D are used, as the furthest-left letters on a QWERTY keyboard that are placed analogously to the arrow keys.

Turn: Turn around and look at things and aim your weapon.

- Default: Left/Right; horizontal mouse movement.
- Recommended: Mouse movement, but you may want to set the mouse sensitivity using the setup program rather than the in-game options menu, as for historical reasons the latter may not go as high as you need.

In classic *Doom* gameplay, if something shootable is crossing the middle of your view when your weapon discharges, the game will adjust your vertical aim for you. Some source ports let you disable this and aim manually instead, giving you modern FPS behaviour in which vertical mouse movement makes you look up and down.

Fire: Hold this down to have your character discharge the weapon shown in the main view.

- Default: Ctrl; Mouse1.
- Recommended: Whatever you can most easily hold down while moving and turning at the same time.

Use: While facing a door or switch, hit this button to attempt to use the switch or open the door. Also used to restart a map (or respawn in **multiplayer**) if you die.

- Default: Space.

- Recommended: Anything you can easily reach and remember. On WSAD setups this is usually E, since Space is now typically used in other FPS games for jumping.

Run: Hold this down to move at double speed (or regular speed on some source ports if "Always Run" is enabled).

- Default: Shift.
- Recommended: Whatever you're comfortable holding while moving and turning, but it may be good to enable "Always Run" in the setup program because there is no fatigue in this game and the only reason to go slower is for the occasional need for very precise movement.

Switch Weapons: Doom's 9 different weapons all have distinct roles-you will need to switch to specific ones and not just keep firing until you automatically switch when the ammo for the selected weapon runs out.

- Default: Number keys; some source ports have an additional control (typically the mouse wheel) to cycle through available weapons.
- Recommended: It's best to leave the number keys as they are, since documentation and mods will frequently organize and refer to weapons using the corresponding slot numbers. Nearly all source ports will provide an option to cycle through whatever weapons you have: use whatever you want, if anything at all, since Doom's weapon switching animation is so slow the additional hand movement time for an awkwardly placed key makes minimal difference.

Strafe On: When held down, turns your turning input into sideways movement.

- Default: Alt; Mouse2.
- Recommended: Whatever lets you freely move your mouse while it is held down. Mastering precise maneuvering with this can be a great help against **necromancers** if your only sources of cover are very narrow.

3.2 A tutorial



Figure 3: Your starting view.

This tutorial will introduce you to every basic action you need to play and beat all of Lotan's Tomb.

Start a new game in Phase 1, Episode 1 on easy. Skip anything that bores you or confuses you; redo anything you find challenging as long as you like.

3.2.1 Moving

Tap your forward, back, move right and move left buttons and watch how your view changes. Watch how things block your movement, and how you coast to a stop when you let go.

Try moving into that **wiggling, bulbous, orange thing** and see how that affects your status bar.

3.2.2 Turning

Move your mouse to turn left or right.

Try to turn one entire circle. Go at your own pace, stopping or reversing to look at anything whenever you want. (If you need to pick up the mouse, increase the sensitivity!)

Try moving while you turn. Watch how that changes the perspective and how sideways movement can help you gauge how far away something is.

Wander around inside the room looking at things, getting used to turning and moving at the same time. There's a secret in here but it is not included in the tutorial-try to guess what it might be, but don't worry about it for now.

3.2.3 Using things



Figure 4: The first door.

Move through the broken doorway until you see a grate revealing the larger area beyond, blocked by a wall section with warning stripes on the bottom. Move up to that section, face it, and press Use.

(Not all doors look like this. When in doubt, walk up to anything distinct-looking on a wall and press Use.)



Figure 5: A key door.

Move through the now open doorway and turn right. You will see another object with warning stripes, this time with a **fringe showing what key it needs**. Using it won't work until you have the blood key.

3.2.4 Aiming and taking cover

Go down the stairs and look a little to your left. At the bottom of the raised wall you will find a line of barrels.

When you're at the bottom, turn so that your gun is pointed directly at the foremost barrel.

Now try moving left, so the barrels are just out of sight.

Alternate between the two positions. Try to make sure that every time you're in view of the barrel your gun is pointed directly at it.



Figure 6: Peek-a-boo!



Figure 7: Where's mommy?

3.2.5 Shooting (and saving)

Press F6 and **quicksave** your game.

Step out to face the barrel as before, but stop. Tap the Fire key once to shoot a single bullet. It should land dead centre

where you're aiming. Note how the barrel moves slightly when hit-all shootable actors get knocked around a bit when taking damage, including you!

Now take a few steps back and *hold* the Fire key to fire in rapid succession. Note how your shots go everywhere; eventually though the barrels will all explode. Good job!



Figure 8: "We're going to shoot all these barrels without wasting a single bullet..."

Hit F9 so you're back how you were before the shooting began. Face the barrel and take a few steps back as before, but this time take single shots-that is, tap the Fire key and do not touch it again until the pistol firing animation has *completely* finished. Note how it takes longer between shots but every shot should hit the barrel. The damage is random but it normally takes 2-3 hits to explode.

3.2.6 Shooting and taking cover

Hit F9 again and try the same shooting stuff as before, both rapid and single shots, except:

1. Get a bit closer and be alternating positions the whole

time, like we were doing with "Aiming and taking cover".

2. Try to keep the barrels visible only for as long as necessary for you to hit it. If you can time it *really* well you can start pressing Fire right before the barrel comes into view and the gun will go off just in time.

The ideal is *not* to see the explosion.



Figure 9: "Stupid gun!"

Try both sustained fire and single shots. Reload the game as often as you want.

3.2.7 Shooting at vertically offset targets

Hit F9 again and go back up the stairs.

Shoot at the back wall, well clear of the line of barrels. Note how the bullet puff appears at the same elevation as you.

Shoot at a barrel. Note how even if you miss slightly the puffs will appear at their elevation rather than yours.

Reload as necessary to experiment to see how sustained fire interacts with this.



Figure 10: The vertical auto-aim only kicks in if you're closer than a certain distance. This screenshot is just barely within range.

3.2.8 Your first mission

Hit F9 again to avoid wasting ammo.

Turn left and make a right just past that big elevator. Stop when you hear the growls and see the movement.

Take cover behind the elevator. Move back into view to shoot the **zombies**, just like we were doing with the barrels before. (Except they don't conveniently blow each other up when they die so you may have to do it for all of them; the zombies also move and change position, which means you may need to improvise new spots to retreat to for cover. Think fast!)

Once everything up on the catwalk is no longer moving, move further in and turn right. You will find some **medical pickups**; take whatever you feel you need.

Move back upstairs and follow the railing on the catwalk until you get to where the zombies had been. Inside the very last cell, just barely reachable from outside, is the blood passcard. Move into it to pick it up. You now have full



Figure 11: They're easier to see when they're moving ingame.

access to all the cells in this cell block-as well as that fringed door we saw earlier.

3.2.9 Continuous moving fire, a.k.a. the art of "shoot it until it dies"

Return to that fringed door. Hit F2 and save to a new slot. (Hit F3 later to load this new save.)

Press Use to open the door, then press Use again to hit the switch behind the door before going down the stairs.

Move towards the elevator. As it descends it will reveal what's been causing all that fucked-up murmurin' this whole time: a flesh worm. It doesn't have a gun but it does have extra hitpoints to help it get into biting range before you can kill it-unless you can move away first.

Let it move towards you while you constantly move to keep it a safe distance from you. Try as much as you can to move sideways more than backwards, and keep turning with every move, in order to stay in the general vicinity.



Figure 12: Maybe a little too close...

Think back to when you were practising sustained fire and how far off target the bullet puffs appeared. As you move, try to keep a distance so that the flesh worm always takes up that much of the centre of your view.

Then keep doing it with the Fire key held down until it stops chasing you.

3.2.10 Tactical positioning

Start a brand new game, but don't go down the stairs yet. Instead, turn left and go down the catwalk.

Once you're facing the zombies, stop and hold down the Fire button with your gun pointed their way until they are dead.

1. You can't take cover anymore, but your attackers will frequently flinch and be unable to shoot back if you hit them. Prioritize targets accordingly.
2. Notice how they don't have room to move to the side to avoid your shots, and you don't need to line your shots up perfectly to hit when your target is level with you.



Figure 13: Prioritizing the wrong target.

3.2.11 Conclusion

Take any remaining items you need and then board the elevator. Use the switch to go up. Save before going down the walkway-the fight past that door is going to be much tougher.

Congratulations! You now know all you need to beat Lotan's Tomb-aiming, shooting, taking cover, using doors, switches and lifts, grabbing pickups, ²¹[savescumming](https://www.urbandictionary.com/define.php?term=save+scumming) and circle²²[strafting](https://en.wikipedia.org/wiki/Strafing)! All else here is just lore, meta and cheat codes.



²¹<https://www.urbandictionary.com/define.php?term=save+scumming>

²²<https://en.wikipedia.org/wiki/Strafing>

4 How to play: the details

4.1 The status bar



Figure 14: The status bar.

The bottom of the screen has the following sections:

1. **Ammo:** Number of units of **ammunition** remaining for the current weapon.
2. **Health:** How many more points of damage you can sustain before you have to restart or reload.
3. **Arms:** Which weapons you've found so far. Check out the **weapons section** for more information.
4. **Mugshot:** "Your" reflection. Shows overall health and will turn in the direction of where you've been hit (as a mirror image-if the mugshot looks towards your left, the hit came from your left).
5. **Armour:** If available, some of this may be depleted in lieu of your health. See the **armour section** for more information.
6. **More Ammo:** Global count of how many **cartridges, shells, fragmentation fireball drones and polaric energy charges** you have, and how many of each you can carry.

Despite being expressed as percentages, the health and armour numbers are literal hitpoint counts - the game just happens to be scaled so that 100 is your "normal".

4.2 The map view



Figure 15: The map view.

Hit the Tab key during play to bring up the map.

| | |
|--------|---|
| White | Your position. |
| Red | Walls (or possibly secret doors). |
| Yellow | Changes in ceiling height, including doors. |
| Brown | Changes in floor height (e.g., steps). |
| Grey | Undiscovered areas (not normally shown, revealed through cheats or the Area Survey Map). |

While looking at the map your movement and shooting work as usual, but additional controls also affect the map view:

| | | | |
|-----|--|---|---------------------------------------|
| Tab | Toggle map. | G | Toggle map grid. |
| + | Zoom in. | M | Add mark in the middle of the screen. |
| - | Zoom out. | C | Clear all map marks. |
| 0 | Zoom all the way out. | | |
| F | Toggle whether the map follows the player or can be browsed with the cursor keys. (<i>EDSF players may want to change the key for this.</i>) | | |

4.3 Keys and Objectives

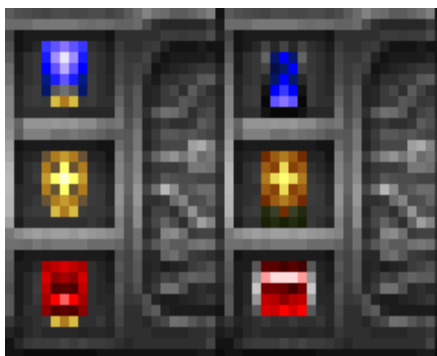


Figure 16: The keys as they appear on your status bar. Passcard on the left, objective on the right. Some source ports have a third icon showing when you have both. In classic *Doom* the objective/passcard distinction is purely cosmetic.

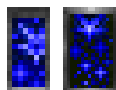
To pass through some areas you may need a passcard, or one of the retrievable McGuffins that constitute your mission objectives for that map. These are sorted into 3 classes:



Star Passcard



Data Tablet



Door markers

Figure 17: Star: points of light in the endless dark.
Void, outer darkness, data, scattering, blue.



Earth Passcard



Psionic
Lore-stone



Door markers

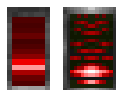
Figure 18: Earth: the prime liminal between
the divine and the living.
Gold, cross, stone, circle, yellow.



Blood Passcard



Biotic Sample



Door markers

Figure 19: Blood: the life to be raised
at the foundation of the world.
Organics, liquids, horizontal lines, red.

4.4 Items

Within the game you'll encounter various collectible items: **weapons**, **ammunition**, **healing**, **armour** and some **power-ups** which give you special abilities. At some point you may also be called upon to secure a **key** or two in order to progress.

To try to pick something up, simply move into it. If nothing happens, that means you have the maximum you can carry for that item (and any ammo it contains) and it's not one of those **special items** that you need to pick up to get a perfect item score for that map.

If you pick up an item that gives you more than you can carry, the difference is lost. Tread carefully.

4.4.1 Weapons

If you have a weapon, you can select it by pressing the number key corresponding to the number shown on this list.

Slot 1: Hand-to-Hand

Fist

The ammo... is you.

Does 1d10*2 damage per hand caught.



Ripsaw

The tool does not know wood from flesh.

Each tooth hits for 2 to 20 damage.

Press 1 again to switch back to fist, but only with the strength symbiote.

Slot 2: Standard Issue



Handgun

All-organic fabrication lets you carry it over interstellar teleports, at the cost of a spongy trigger and slow cycling.

Uses 1 cartridge per shot. Player bullets do 1d3*5 damage each, monster bullets 1d5*3.

Slot 3: Grunt Work



Warp Blaster

AGM stopped support for chemical propellant shotguns years ago. Shoots 7 bullets in a flat randomized pattern that can hit multiple targets. Uses 1 shell per shot.



Fulminating Warp Blaster

Bespoke synergizing warp core alternators iteratively teleport 50% more pellets for 20 impacts across a wider spread.

Only available in Phase 2.

Press 3 again to switch between warp blasters, in case precision is needed.

Needs to use 2 shells per shot.

Slot 4: Rapid Response



Machine Gun

Handgun but good. Your first two shots on each trigger pull are perfectly precise!

Uses 1 cartridge per shot, but always shoots a multiple of two if ammo allows.

Slot 5: Explosives



Fragzooka

Don't get caught in the blast! For safety reasons, you must release Fire after the weapon finishes switching before you can shoot.

Uses 1 fragball per shot. Does $1d8*20$ direct damage, plus n damage to every valid target within a 128-pixel radius, n being 128 in the middle of the blast and diminishing with distance.

Slot 6: Heavy Weapon



Polaric Energy Weapon

An experimental heavy support weapon based on poorly understood meta-hyperspatial principles reverse engineered from the workings of the Polaris Artifact, tentatively dubbed the *energeia Polaris*, or "polaric energies".

Uses 1 charge per shot for $1d8*5$ damage each.

Slot 7: Superweapon



Polaris Artifact

A weapon for brave gentlemen for a more civilizing age, write the court historians after the massacres. When the giant polaric energy ball detonates, a secondary energy blast emanates from your position in the same direction, which hurts even entities normally immune to explosions!

Uses 40 charges per shot. Direct hit does $1d8*100$ damage; blast consists of 40 shots of $15d8$ each.

4.4.2 Healing



If you have been injured, you may be eligible to use a nanobot tissue repair kit. The small gauze canisters restore 10 points, and the full kits 25, to a maximum of your starting 100.



4.4.3 Armour



Picking up a force field vest will get your armour up to 100 points immediately.

Armour normally absorbs one third of damage taken, rounded down. Start at 100 health/100 armour, get hit for 50 damage, lose 16 armour ($50/3=16.666...$) and 34 health ($50-16=34$).



Picking up an attuned force field armour will bring your armour up to 200.














As long as you have any attuned armour left, it will absorb half the damage you receive instead of one third. This effect lasts until the armour reaches zero or is replaced by a regular force field vest.

Touching an armour pickup makes you pick it up anytime your total armour count is less than what it gives you, so stay clear of the vests when you've got 99 attuned!

Armour gained by picking up up **force field mesh extenders** becomes attuned if you already have attuned armour, regular otherwise.

4.4.4 Ammo

The table below shows the four ammo types you will encounter and where you can expect to find them:

| | | | | | | | | |
|---------------------|---|----|---|-------------------|---|-----|---|------|
| Cartridges |  | x5 |  | x10 ²³ |  | x10 |  | x50 |
| chemical propellant | | | | | | | | |
| Blaster Shells |  | x4 | | |  | x4 |  | x20 |
| telefrag platform | | | | | | | | |
| Fragballs |  | x0 | | |  | x1 |  | x5 |
| fireball drone | | | | | | | | |
| Polaric Energy |  | x0 | | |  | x20 |  | x100 |
| cryptic reactor | | | | | | | | |

4.4.5 Powerups

These are always picked up on contact, even if you're full, as they count towards the "items" score at the end of each map:

Boosts

Ectoplasmic Cyst



They sprout like mushrooms wherever there is energy of pain and death. The yellow ooze in their sporocarps spreads through space and time to reverse damage to living tissue-even damage inflicted in the future. Consuming one gives 1 health, up to 200.

Force Field Mesh Extender



An optional amplifier for many improvised teleportation networks. Retrofitting one into your own defensive force field mesh adds 1 to your armour, to a maximum of 200.

²³As a general rule, if a monster drops something, it will have half the ammo of an equivalent pickup found on the map on its own. Weapons therefore, all else being equal, give twice the ammo of a small pickup.

Utilities



Low-Light Goggles

Everything at full brightness for 2 minutes.



Area Survey Map

Reveals unexplored areas of the current map, including some secret areas. Sometimes.



Rescue Operations Suit

Protects you from heat, toxins and radiation from damaging floors for 1 minute.



Strength Symbiote

Restores health to 100. As a side effect, your fists do 10x damage until the next map.



Backpack

2x normal ammo capacity until your inventory is reset. Gives 1 small pickup of each ammo type.

Temporal Bubbles



Vanguard Device

Makes you immune to all conventional damage for 30 seconds, letting you get past overwhelming defences.



Invisibility Cloak

The pauper's vanguard device. You can get hurt just fine, but the blur effect sends monsters' attacks wildly off target. Suboptimal against projectiles.



Ectoplasmic Surge

Like an ectoplasmic replete forced rhubarb. Gives you 100 health, up to a maximum of 200.



Negentropic Surge

Maxes you out to 200 health and armour.



4.5 Enemies

Here's a roster of cybernetically brain-scrambled ex-sapients who have no goal apart from killing you.

Health: 20
Damage: 1d5*3

"Stay Connected. Stay Human.TM" Who knows what that firehose of large language modeled content overloading that always-online neural implant is telling your fellow earthling workers about you. Drops a cartridge clip when killed.

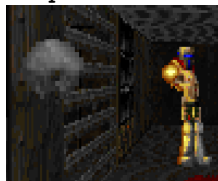
Health: 30
Damage: 3x 1d5*3

The implant inhibits the warp blaster's psionic de-locator, making each shot much weaker, but these nth-rate mall ninjas from the Near-earth Institute of Customs Enforcement outnumber you enough to make up for it. The blaster they drop when killed works fine for you, though.

Health: 70
Damage: 1d5*3 continuous stream

These corpo paramilitary goons keep going at it until their target is dead or out of sight, or they take a hit and get distracted. Find hard cover if you're not 150% sure you can one-shot or stunlock. Drops a machine gun when killed.

Slophead



NICEguy



Alpha Bravo²⁴



²⁴Only appears in Phase 2.

Health: 60
Damage: 1d8*3

You've heard that Earth was officially at war, but you've never seen the firespawn use their powers on anyone outside of AGM Colonial News. Again, who knows what the aliens' feeds are telling *them* about you.²⁵

Firespawn



Health: 150
Damage: 1d10*4

With no ranged weapons, they tend to lurk in deep places and burst through floodgates to overwhelm you. Some can bend light around themselves, leaving only faint waves flowing around transparent forms.

Flesh Worm



Health: 400
Damage: 1d8*5, 1d6*10 melee

The polaric charge that powers their flight also lets them shape and launch weaponized ball lightning. If you get too close, they'll hit you with a more painful, instant zap.

Raiju



Health: 100
Damage: 1d8*3

They haven't learned to use ball lightning yet, so they just charge at you. The energy burst fries their brains so they forget their target with every attack; play your cards right and you can sneak right past them in the middle of a firefight!

Hatchling



²⁵The implant isn't usually visible; most species lack the quirks of chthonian neurology that require headsets for total sensory immersion.

Health: 400
Damage: <no direct attack>

AGM has made abortifacient hormone replacement therapy for raiju who lose a hectocotylus [duel](#)²⁶ illegal, so they just angrily throw their spawn at you in "self-defence" and [hope](#)²⁷ for the worst.

Health: 300
Damage: 1d8*10, 1d10*6 melee

These bounty hunters' shaped-charge homing fireball drones are the third hardest-hitting projectile in the game, but they'd rather use their speed to close the distance and beat the shit out of you.

Health: 500
Damage: 1d8*5 continuous stream

A militant cult of cybernetic mercs that never leave home-or stay home-without their high-capacity polaric energy weapons.

Health: 600
Damage: 2x 1d8*8

Nasty, brutish law enforcement genetikonstructs fitted with long distance flame throwers for crowd control and area denial. All chimeras are bastards.

Ubume²³



Octaminator²³



Balor²³



Chimera²³



²⁶https://en.wikipedia.org/wiki/Penis_fencing

²⁷https://en.wikipedia.org/wiki/R/K_selection_theory#r-selection

Health: 500
Damage: 1d8*8, 1d8*10 melee

Dimension-hopping revanchists trying to restore their old galactic empire with AGM's generous support. Only the 1000-hitpoint golden ringleaders appear in Phase 1; both types use the same irradiated sludgeball attack.

Health: 700
Damage: 20 + 70 explosion

An ancient being with the power to reverse time itself for its chosen fallen-or blast you to smithereens with the force of primordial earth and fire from below.

Health: 3000
Damage: 3x 1d3*5 continuous stream

Vat-grown machine-minds built for the impossibly complex calculations needed to control interstellar teleporters. Their telekinetic manipulator doubles as a warp blaster that can fire nonstop for hundreds of shots. Immune to explosions.

Health: 4000
Damage: 1d8*20 + 128 explosion

Weaponized botched attempts to reconstruct the legendary giant spacefaring chthonians of the Holocene, the nephilim are fast, heavily shielded and equipped with a fragzooka equal to your own. Immune to explosions.

Pain Lord



Necromancer²³



Warp Ganglion



Naphil



4.5.1 Other shootable things

These aren't out to get you, but can still be shot for effect:

Health: 20

Damage: 128 explosion

Pressurized canisters of the energized sludge that runs the world. Explode with the same force as a fragball (without the direct impact).

Explosive Barrel



Health: 100

Damage: *<does not attack>*

It's not clear why these lizard baby things are imprisoned like this, but you can free them by shooting down the tubes. Freeing all of them on a map usually opens up a path somewhere.

Larval Specimen



Some walls and switches can also be shot. There's no real standard to them so no image is provided, but things that have appeared as hints have included:

- Wall sections that look like switches or secret doors, but have no path for you to get close enough to use.
- Obvious cracks or other things suggestive of rotting wood, weakened walls, etc.
- This guy, for whatever reason:

Only bullets, not projectiles, work on these switches and walls.



4.6 Environmental hazards

Even without enemies the map itself can kill you:



Damaging Floors: Lava, radiation, teleporter sludge, insufficiently fed *saangriil* blooms, you name it.

A **rescue suit** helps, but is limited by time-and the strongest damage still trickles in a little. Monsters are immune.



Crushing Ceilings: Once you're caught in the grip of one, you're stuck in place and they damage you every gametic until you are dead or the ceiling moves back up-with the paradoxical effect of the slow ones being near guaranteed (but hardly instant) death. Keep your ears open or the platform sound, and duck to get out if your source port allows it.



4.7 Dying



Figure 20: Player dead and in danger of ragequitting.

Eventually you will get into a situation you can't handle and your player avatar will die. You can take this as a sign to take a break from playing, or reload your last saved game, or press Use to restart the map with full health but no gear except your handgun and 50 rounds.

There is no lives limit.

(Some source ports and **mods** will change some of this behaviour, of course...)



4.8 Tactical tips

4.8.1 General

Put time into setting up your controls-both button/key assignment and mouse/joystick turning sensitivity. There is no One True Configuration fit for everyone and it is a good idea to experiment: whatever helps you dodge projectiles and pop in and out of cover while keeping your weapon pointed at the enemy, and provides the least distraction as you move about the map looking for things, is good.

Enemies, projectiles, doors and platforms all make locatable sounds. Consider headphones and/or turning off music (in the setup, the menu or using the "-nomusic" command line parameter). Neither *Doom* nor most source ports do any acoustics calculations so the sound will always seem to be coming from its actual location.

If you press forwards or backwards, and at the same time press move left or move right, your total thrust is the *sum* of both directions. This means you move faster diagonally, letting you make jumps you normally cannot. [The Doom Wiki has an entire article about this, plus other speed tricks.](#)²⁸

4.8.2 Combat

Take cover! As in real life, when someone's coming at you with a gun, the safest thing to do is to [put as much distance and hard cover between you and the shooter as possible](#)²⁹. Unlike real life, however, the monster AI always stops shooting as soon as it loses sight with its target, so even if you can dodge something it might be good to take cover to reposition or lure the shooter into FWB range.

- Doom's AI only recognizes *hard* cover-generally any opaque, solid map geometry represented by a red, brown or

²⁸<https://doomwiki.org/wiki/Straferunning>

²⁹<http://www.nononsenseselfdefense.com/activeshooter.html#school-shooter>

yellow line on your **map**. Concealment only works against you or a **deathmatch** opponent.

Stay away! All monsters shoot by *pointing directly at the target's exact position, then adding any further modifiers* (inaccuracy, invisibility, shot pattern), so you are always in the middle of the cone of fire the moment the shot goes off no matter how fast or erratically you move. Unless you can take cover or it's a slow-moving projectile, your only option is to reduce your size relative to that cone.

If you know anything about *Doom* you've probably seen the "shoot it until it dies" meme, so here's a variant: *hold down the Fire button until you **know**³⁰ your target is dead*, or otherwise intend to stop engaging.

- Don't button mash or admire your work after each shot! Every weapon except the machine gun goes into a cooldown sequence when its shooting animation ends and you aren't pressing the Fire button at that moment, costing you time and giving your target more opportunity to return fire.

If your pistol keeps missing, *stop!* Your weapon sprite drifts off centre when you move, but then locks into place while you fire. Stop, reset, start firing and *then* move.

If you're having trouble landing trick barrel kills:

- The barrel's hitbox is shorter than your firing height. This means you *must* aim directly at it, from within vertical autoaim range, with nothing else shootable in between to attract the autoaim instead. This results in far more "no shot" situations than you would expect with an equivalent enemy.
- The maximum distance the blast can do any damage is only the width of a standard big door, so you will need to experiment (e.g., cheating with the fragzooka) to get the hang of what the blast can and cannot do.

³⁰https://en.wikipedia.org/wiki/Justified_true_belief#Justified_true_belief

If one monster is hurt by another, it may begin targeting that monster instead of you; you can save ammo by not shooting anything that's busy retaliating against its former ally. (If you see the term *monster in-fighting* elsewhere, that is about this.) Try to [enfilade](#)³¹ the enemy wherever feasible-the ones in the back will hit the ones in the front.

- Slow visible projectiles generally won't hurt non-hostile monsters of the same kind as the shooter, so firespawn, pain lords, tripods, etc. will only infight if a missed melee attack or a barrel explosion is involved.

Monsters always try to move towards their targets. Continually circling a group out in the open will make them cluster in one area that's easier for you to target-and easier to start in-fighting.

[Don't read this one if you value suspension of disbelief]
Doom's collision system represents every object as a square on the map, always oriented in the cardinal directions, extruded on the Z axis by height and elevation. This means:

1. Targets are easier to hit diagonally (northeast, etc.). This works both ways.
2. Trick jumps into narrow corridors require more clearance on each side if the path is not orthogonal.
3. If you back into a right-angle corner while pursued by flesh worms, only one worm can attack you at a time-the difference in hitbox size is enough to prevent a second worm from getting into bite range.

4.8.3 Navigation

Damaging floors inflict damage every 32/35 seconds-relative to *when the level started*, not how long you've been touching that floor, so it's effectively random. If you must touch a damaging floor, consider saving your game before the attempt.

³¹https://en.wikipedia.org/wiki/Enfilade_and_defilade

Press F8 to check if in-game messages are enabled, especially if you have been taking screenshots recently. Some key-requiring doors and switches are not as clearly marked as they should be; the message might help tell if you need to find a key or if there's a remote switch you need to activate.

If you don't know where to go next, try looking for a differently-textured section of a wall, often recessed, often at a dead end or the middle of a long corridor, and press Use on it. It could be a door, a lift, or even a switch!

If things get really bad, you can try downloading [SLADE](https://slade.mancubus.net/)³², opening the map, and viewing the sector/line actions to see what needs to be done to open a new passage somewhere. Sometimes you might even discover the problem is a bug with the map itself!

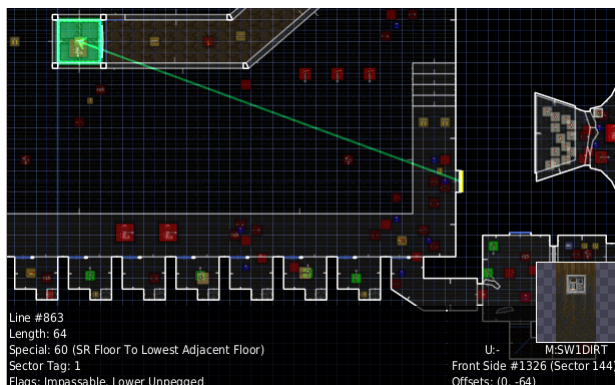


Figure 21: SLADE map editor screenshot with the first switch in E1M1 selected. A glowing line points to the lift it activates.



³²<https://slade.mancubus.net/>

5 Playing with mods



Figure 22: Hell Revealed MAP01 played using Lotan's Tomb, featuring HR's map and custom status bar (and Lynn Forest's FEMDOOM player mugshot).

The *Doom* games have over 30 years' worth of custom maps and graphics, sound and gameplay modifications by thousands of different people. Lotan's Tomb works with almost all of them.

Mods³³ can be found all over the World Wide Web, including:

- [Doomworld's Top 100 WADs Of All Time \[sic\]](#)³⁴ was written in 2003 and is still a great list of classic mods.
- [Doomworld's annual Cacowards](#)³⁵ recognizes some of the best community releases in each past year.
- [Doom Wiki's list of notable WADs](#)³⁶ includes screenshots, map layouts and per-map statistics.
- [Doomworld's interface to the idgames archive](#)³⁷ includes rankings by visitors to the site.

³³you'll often see the term "WADs", for the .wad *Doom* data format, and sometimes "PWADs" ("patch WADs") in contrast to IWADs like Lotan's Tomb

³⁴<https://www.doomworld.com/10years/bestwads/>

³⁵<https://www.doomworld.com/cacowards/>

³⁶https://doomwiki.org/wiki/List_of_notable_WADs

³⁷<https://www.doomworld.com/idgames/index.php>

For mods designed for the original *Doom* or *Ultimate Doom*, use Phase 1 ("lt1.wad"); for others designed for *Doom 2* or *Final Doom*, use Phase 2 ("lt2.wad").

If you're using the command line, start the game with "-file"³⁸, followed by the mod file path, e.g., to load a file named "hr.wad":

```
crispy-doom -iwad lt2.wad -file hr.wad
```

Some source ports also let you drag and drop mod files onto the program icon in your file manager.

Any *Doom* mod or map will load with Lotan's Tomb and be playable, but anomalies do sometimes happen:

- A sprite mod might replace only some actor frames, leaving inconsistent animations.
- A texture change marking a secret that is very subtle in *Doom* is now as visible as a regular door, or vice versa.
- "Welcome back, Corporal Taggart! The forces of Hell..."



³⁸In Chocolate Doom, use "-merge" instead if any mods contain any actor sprites or floor or ceiling graphics.

6 Playing with people

Doom has always been playable over local network or Internet. Each source port has its own unique way of dealing with the technologies and protocols that have arisen since 1994, so you must check your source port's specific instructions.

They generally have some things in common:

1. When you **die** in a multiplayer game, instead of the level restarting you reappear at the appropriate player start position with 100 health, a handgun and 50 cartridges.
2. If you add the "-deathmatch" parameter when starting a network game in the command line, the players will start in randomized places and the objective becomes to score points (called "frags" in *Doom*) by killing other players. You lose a point for killing yourself, to disincentivize people from denying their attacker what may be a very hard-earned point.
3. Some additional command line parameters can help keep gameplay from getting stupid (along with anything else your source port or mod might provide):

| | |
|-------------|---|
| -nomonsters | keep things strictly PvP |
| -respawn | suffer constant, unending mayhem (does nothing with "-nomonsters" enabled) |
| -altdeath | keep the map supplied with ammo |
| -timer | forcibly advance the map rotation |

6.1 Warning about desynchronization

For the original *Doom* and some source ports, unless you know what you're doing you need to make sure every player loads **exactly the same version** of both the game and every mod added to it. In these programs *the only information being sent over the network is each player's input*, and the result of that input is being determined independently on each player's machine. If even one player is interacting with a slightly different level or weapon, monster or player behaviour, the difference will **butterfly effect**³⁹ and ruin the experience for everyone, as *every person is sending inputs in response to a version of events that bears no relation to anyone else's*.

Loading different IWADs or mods can be done safely only as long as all differences are *purely cosmetic*. This can get tricky to determine, because some mods are advertised as purely cosmetic when they actually affect the playsim (new actors spawned for smoke and ejected casings, etc.), while other mods might use a property that *should* have had no effect on gameplay to affect something gameplay-related (e.g., waiting until a sound has finished playing before another event occurs). It will take care and experience (and **SLADE**³¹) to properly audit everything you load.

Generally, if you're all playing with absolutely **no gameplay modifications or custom maps** whatsoever and nobody is loading any mod that contains anything other than **graphic, music and sound assets**, you are probably safe, but you might want to insist everyone add the "-noautoload" parameter as well in case someone's setup has something being automatically loaded.



³⁹https://en.wikipedia.org/wiki/Butterfly_effect

7 Meta

7.1 From upstream: Freedoom is about freedom

When people hear about Freedoom, they often assume the name refers to price—that the only thing this project aims to do is to provide an alternative to *Doom* that can be obtained without paying money. But this is not the case.

The word "free" has two different meanings in English. We say "free" to mean that something costs nothing, but we also use it to refer to freedom-like "free speech" or "the free press". Freedoom is about the latter. That might sound confusing. What does it mean?

Imagine a world where artists could only buy paints from a single company. A monopoly like that would mean paints would probably be more expensive, but the price wouldn't be the main concern. The bigger issue would be the power that it would grant to that company. The freedom of those artists to express themselves would depend on the company supplying them their paints.

For over 30 years now, the *Doom* modding community has produced thousands upon thousands of levels, mods and even entirely new games built upon the original *Doom* games. These are works of art and ought to be recognised as such. [Doom is an art scene](#)⁴⁰. The raw material these works of art are made from is not paint or ink, but the original game itself—endlessly modified, reused and remixed into new variations.

The authors of *Doom*, id Software, have historically been very generous to the *Doom* community. From the time of the game's release they went out of their way to share technical details with fans, and they later released *Doom*'s source code under a free software licence—something that was unknown in the games industry at the time and should be commended. But despite this benevolence, they have always held a position of power. Today, rather than being a small independent studio, they and

⁴⁰<https://www.youtube.com/watch?v=KxYND6K6u8w>

the Doom franchise are owned by a large multinational corporation.

Everybody deserves to be able to experience the wonder that is Doom and take part in its vibrant modding community that has endured for so many years. But that community also deserves its freedom and independence. By providing a free alternative that anyone can play, share, modify and reuse, we hope that's something that Freedoom can help to provide.

- fraggle

<https://soulsphere.org/>

7.2 Why this fork?

When *Lotan's Tomb* was first posted to Codeberg in October 2023, Freedoom was in its third decade of development. As people came and left and gaming and cultural trends went from one thing to the next, hundreds of individuals from the community over that span of time have haphazardly pulled various bits and pieces of the project in every direction throughout its history. Smaller, less community-accountable forks like *Lotan's Tomb* can explore where these assets can go if given a more unified direction over time.

Here are my current priorities with this fork:

1. It must still be usable, in a pinch, as an archival asset for playing *Doom*-based [user-generated content \(UGC\)](#)⁴¹.
 - (a) This means that all assets must continue to be free-and probably permissively so, if for no reason better than to match Freedoom's existing BSD licence.
 - (b) Every PWAD made for one of the *Doom* games should *load and run in its intended source port*, if not necessarily have everything in the right place.
 - (c) That said, I don't want to touch *anything* connected to the post-Zenimax/Bethesda/[Microsoft](#)⁴² IP. No

⁴¹https://en.wikipedia.org/wiki/User-generated_content

⁴²https://en.wikipedia.org/wiki/Criticism_of_Microsoft

support is planned for any proprietary port, *Legacy of Rust* or ID24. (If you want a flamethrower, [ZScript](#)⁴³ is right there.)

2. *Lotan's Tomb* should be a game in its own right. This means every way it's similar to *and* different from *Doom* must be justifiable without reference to *Doom*.
 - (a) Overall colours, materials and themes should still be more or less within similar ranges to *Doom* originals. While I'd love to, e.g., turn all the hell maps into psychedelic rainbow 70s-sci-fi trips, there's simply no way to account for all the different ways mappers might build those aesthetics from *Doom* resources (or even *Freedoom* ones).
 - (b) Some things simply don't have honest alternatives to what they are in *Doom*. A point-and-shoot weapon of limited power which main advantage is being small enough to sneak into situations where you can't bring other weapons must be some sort of handgun.
 - (c) While I want to move away from the gory Halloween decorations, getting rid of all the bloody altar blood sacrifice stuff would leave many maps incomprehensible. Instead of moving away from religious imagery, the baddies are implied to be a violent dominionist Christian sect (if one more shamelessly syncretistic than [the real one](#)⁴⁴).

One thing that made *Doom* such bottled lightning back in 1993 was the way its aesthetics synthesized tropes from a broad range of other popular media and subcultures-some explicitly political, some intentional deviations from established iconography. Being able to manage this-without alienating half your contributors-is not really something that can be done through the vaguely anarchistic, conciliar decisionmaking process that *Freedoom* works in. *Lotan's Tomb* can hopefully be one way to bring these assets to one true potential.

- apophis

<https://www.sapronym.net/>

⁴³<https://zdoom.org/wiki/ZScript>

⁴⁴<https://www.lifeisasacredtext.com/heifer/>

7.3 A plot

It doesn't matter who you are or what you did. Seven years ago you watched your public defender pull a cheap bottle of synthetic 100 proof out of her purse as she walked away, having just told you there was nothing in the budget for an appeal. They shipped you off to some foggy grey rock in the far reaches of human civilization, where you spent your days casting bullets for the army while watching the slow trickle of emails from your family go from monthly to holidays to every other big holiday and then finally none at all.

At least you had friends inside. And enemies. Convenient acquaintances and gullible guards. Your life had structure and routine. Stability. Security, even.

And then they sold the prison to AGM.

All the stuff they put in you was by consent, of course. Lots of rules under new management that you could easily get caught breaking; no one could blame you for taking the opportunity to cut down a few weeks of solitary just by signing a few documents and spending a few minutes in a lab each day. You'd sometimes overhear something about metanthropous polaric warp network heuristic neurocorpus optimization and onto-ascendant integration re-colonializing man's nephilimous inheritance blahblahblah. Sometimes the treatments would cloud your thinking, or put you to sleep for who knows how long. The happy dreams were almost as numerous as the nightmares, so it all balanced out.

(One time they offered you one of those new "rehabilitative" AI brain implants for a shorter sentence, but while thinking about it during latrine duty you found yourself scrubbing a *fRee SOUL IN JAIL > 1K sYCoPhT+COWrd IN STReeT-DeBs WAS RITE*⁴⁵ written in shit off the ceiling. By the time they let you out of solitary all your friends were dead or transferred.)

You watched the staff get more gullible, but meaner, because

⁴⁵https://www.nicholasevangelos.net/__all/_1898-1950_US/_New-Deal_Books-Arts/Debs_1918_The-Canton-Speech.pdf

no one was never stationed there long enough to know anything anymore. They'd never notice when inmates went through dramatic personality changes, or would come back and something about their face wouldn't be quite right, or there'd just be an empty spot in the exercise yard one day and that was the end of it. There were the occasional muffled screams and explosions, but sometimes prison drama was like that.

The weird mind games only started later. They'd hook guys up to full-sensory AR headsets, give them a gun and lock them in a room with another inmate to see how long they lasted. Sometimes new rules would be added at random to make it easier or harder to pull the trigger. If the victim survived, they'd take the opportunity while patching them up to wire some new stuff into them, make them dumber and meaner-easier to control, in a way. After a few months it wasn't just the inmates this was happening to, but a few staff too-even senior staff, almost like everybody was being indoctrinated into doing this to themselves. Like it was a good thing.

You're not proud of the shots you took. They were all that you could do to survive.

Until one day when you woke up from one of your drug-infused blackouts surrounded by corpses with a gun in your hand, the interview room door blasted open and some disturbing, not-quite-sentient-sounding murmurs down the hall...



8 BSD Licence

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
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9 Cheat codes

If you're stuck, or want to experiment with game mechanics, try typing one of these ingame.

| | |
|------------|---|
| IDDQD | Toggles god mode. You take no damage from anything short of the instant death that happens when another player (or a monster on the final map of Phase 2) teleports into you. |
| IDCLIP | Toggles noclip mode, which ignores all player collision checks except for floor and ceiling. |
| IDKFA | Gives all weapons, ammo and keys. |
| IDFA | Gives all weapons and ammo, <i>without</i> the keys. |
| IDDT | Cycles through fully revealed map, fully revealed map with actors, and back to normal. Must be typed while viewing the map. |
| IDCLEVxy | Starts a new game (which resets everything) on ExMy (Phase 1) or MAPxy (Phase 2). |
| IDMUSxy | Changes the background music to that of ExMy (Phase 1) or MAPxy (Phase 2). |
| IDBEHOLDx | Gives one powerup, where x may be: Vanguard device, Strength symbiote, Invisibility cloak, Rescue suit, Area survey map, Low-light goggles. |
| IDCHOPPERS | Gives the ripsaw. |

Other cheats may be available in some source ports, but these are the ones native to *Doom*.