

SURVIVAL GUIDE



ED DILLE



DOOM II SURVIVAL GUIDE

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BASIC TRAINING

Alright, jarheads, the first indication you may get about things getting out of control is an inability to bring your tactical display up in the first place. No problem, listen up here and we should be able to square that problem away.

SYSTEM REQUIREMENTS

DOOM II: Hell on Earth requires an IBM-compatible 386DX machine or better, running DOS 5.0 or higher, with at least 4 megabytes of RAM, a VGA graphics card, and a hard disk with at least 15 megabytes free. For enhanced speed and better play value overall, a 486 or Pentium system with at least 8 megabytes of RAM is recommended. In fact, either of these latter choices is necessary to remain competitive in a head-to-head modem or network environment. All network play is supported only by the IPX protocol.

DOOM II: Hell on Earth supports the following sound cards: General MIDI, Adlib, Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE 32, Roland Sound Canvas, Gravis Ultrasound and Ultrasound Max, Wave Blaster, and equivalent compatibles. The game also supports keyboard, mouse, and joystick control, or a combination of any of the above. In practice, keyboard-specific control not only seems the most responsive, it also precludes stress-induced wear and tear on more delicate peripherals.

INSTALLATION PROCEDURES

Follow the installation procedures that came with the game. If you experience any problems loading or configuring *DOOM II*, call Id's Technical Support Line. What's that, you don't have a shrink-wrapped version of the game? Hey dude, tough, you're supposed to be a Marine, not a pirate.

THE OPENING MENU

Once you have successfully booted the game, you will come to a screen that looks like this:



Use whatever control method you prefer to move the skull up and down and highlight the desired menu choice. Hit the **Enter** key, left mouse button, or joystick fire button to activate the option. Here are the options and what they do.

Options

This is the place you want to go if you find yourself attempting to make do with antiquated equipment. If your tactical display (your computer) bogs down while you're running around in Hell, that's a bad thing. The Options menu gives you several alternative configurations to bring your display up to speed. The two with the greatest impact are lowering the size of the main display and reducing graphic detail from high (the default) to low. Play with both of these to find the best combination for your machine. Remember, however, the smaller your display size, the harder it will be to pick out those fine tactical details that just might mean the difference between life and death.

You can also adjust the sensitivity of your mouse, turn screen messages on or off, and set your sound level from the Options menu.

Load Game

This is a place you *will* visit frequently, provided you had the foresight to save your games now and then.

Save Game

This main menu selection saves a game in progress at your present location. Use this option often, particularly before attempting any of the difficult timing puzzles, many of which will require multiple attempts to complete correctly. You can save up to six different positions using this option.

Quit Game

This is *not* an option for any of my Marines. Good Marines do not know how to quit. Give out, gentlemen, never give up.



BASIC NAVIGATION

You will be operating under low light conditions most of the time you are in the field. Darkness can be an enemy or a friend, depending on how well you learn to use it. You may be operating on his turf but, in DeathMatch mode, the enemy's vision is impeded as much as yours. Learn to seek out dark corners from which you can stage ambushes, and always look for him to be hiding in the same areas.

You will encounter a huge variety of terrain in the field. The more you learn to use terrain to your advantage, the greater your chance of survival. We will touch on a few such tactics in this lesson, then round out your knowledge of the tactical use of terrain during the course of instruction on fire and movement in Chapter 5. First, let's cover the basics of doors, switches, and teleports.

Teleports: The Express Train to Hell

The only exception to the aforementioned dead-end rule has to do with teleports. The instant you step on them, teleports take you into new areas of the level. Teleport travel is a necessity to complete most of the missions you will be given. It is also the fastest way to jump out of the frying pan and into the fire. You *will* be greeted by a welcoming party on the other end, only they will be looking at you like an hors d'oeuvre tray. As such, it's a good idea to have a little more firepower in your hand than what God gave you when you step onto a teleport.

Generally, teleports appear as flashing red pentagrams on the floor, and they may be surrounded by one or more candles. If you find a gray penta-



gram, it may be an exit to the current level as well. If you are boosted up with items and ammo, go ahead and take the exit. If not, you may want to go back and stock up a bit before proceeding to the next level.

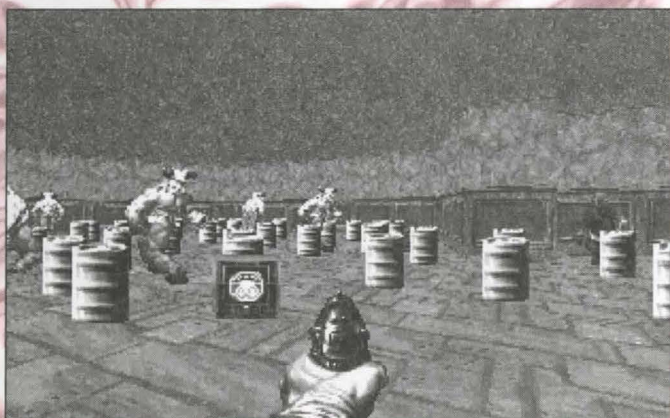
OBJECT RECOGNITION

You will encounter hundreds of objects in the field. Your survival depends on recognizing each of them and immediately understanding their tactical benefit or danger to you. I know that the use of the word “hundreds” has some of you concerned, probably those of you in the back row with the bulging eyebrows and sloped foreheads. Don’t get your panties in a wad, peabrains, I will group them in categories even you should be able to keep straight.

Maps

As you move through a level, your Automap (which is accessed via the **Tab** key) will update itself to reflect where you have been so far. Your position on this map is depicted by a white arrow, the tip of which denotes the direction you are facing. Pressing **Tab** again returns you to normal view. The Automap feature is nice, but being able to see where you haven’t gone yet is even nicer. To do this, you need to find a computer map.

Once you have a computer map of the level you are currently on, you also call it up with the **Tab** key. The difference is that this map contains a view of the entire level, though maybe not on one screen. To find out how to view more of the map, see the “Magnification” and “Follow Mode” sec-



tions below. On the computer map, areas that you have not yet entered are grayed out, but still visible. Use this knowledge to guide your exploration and tactics. Look for unusual structures or other visual clues to secret doors, traps, and tripwires.

Magnification

Whether you are using a computer map or the Automap feature, you can increase or decrease the scale of the map by pressing the **+** or **-** keys, respectively. Zooming in will often reveal fine details about the particular room you are in that are not apparent at smaller levels of magnification. When you zoom out, more of the level will be revealed, but the entire level still may not fit on a single screen. When this is the case, you must also disable “follow mode” to scroll the rest of the map into view.

Follow Mode

Under normal operating conditions, follow mode is enabled. This means that, while you are in map mode, if you use the directional arrows to try and scroll the map, you are actually moving in the environment. If you press **F** to disable this mode, you can scroll the map with the arrow keys or your mouse while the arrow icon, which represents your position, remains fixed in place. Press **F** again to return to normal movement.

The Tactical Grid

Another method of getting your bearings in complicated levels is to use the tactical grid overlay. The grid, which is toggled on or off via the **G** key, assigns a Cartesian coordinate number (an x,y position) to everything, including your position. Used in conjunction with the computer map active and follow mode disabled, you can go anywhere on the map and note the grid position for future reference, should you so desire.

Positional Marks

Finally, should you have a need to remember where a critical object might be found at a later date—such as a box of ammo that you did not have room



for when you found it—you can mark the position of that item electronically on your map. Press **[M]** to mark your present location, and it will be assigned a numerical locator digit between 1 and 9. Only nine such locations can be noted on a given level at any time, but you can also clear marks to restart that sequence by pressing **[C]**. In practice, nine marks are usually sufficient for all but the most unorganized jarheads.

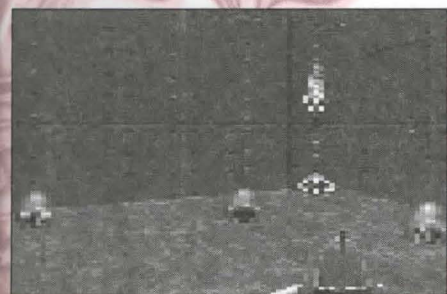
Keeping Up Appearances

As you know, the Marine Corps not only expects you to think smart and fight smart, you must also look smart while you are doing so! I realize this may be difficult for some of you, but you have no option. If you look sloppy, you will fight sloppy, and I *will not* tolerate that from any of my Marines. Understood?

Good! Now, here is what the well-dressed Marine will be wearing for the fall season in Hell.

Body Armor

You will find two types of body armor scattered throughout the levels. Green ones boost your armor rating to 100 percent, which is nice until you must stroll “across a crowded room.” Blue armor boosts you to 200 percent, which is usually enough for a small margin of comfort for a little while. Remember, however, you will still take some damage to health and armor when you are hit, regardless of which type you are wearing.



Spiritual Armor

Spiritual armor appears as helmet icons. Each one of these that you find adds 1 percent to your overall armor rating, even above the 100 percent and 200 percent ratings provided by



the body armor. The order in which you obtain these two items has a bearing on your final armor rating. If you pick up five spiritual armors, then a green vest, the latter will override the spiritual armor, and you max out at 100 percent. If you are in a room with the same body armor and five spiritual armor icons, for example, pick up the body armor first, then the spiritual armor, and you will be at 105 percent.

Radiation Suits

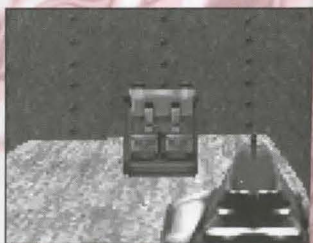
OSHA may not like it, but to get this job done you've got to play with a little toxic waste now and then. Hey, don't complain about it, the world doesn't need any of your kids anyway. You do need to live long enough to get the job done, however, and that means finding and using these rad suits to navigate through the numerous radioactive pools and pits you will encounter.

Look over the edge of any pits you find a need to go in. You might see one of these suits hanging nearby for the convenience of passing Marines. If you do, try to maneuver yourself so that you will jump right into the suit when you hit the pool.

Once your suit is on, your view will be tinted green to indicate that the suit is actively protecting you. This protection only lasts 60 seconds, so don't dawdle around practicing your backstroke in the slime puddles. When your time is almost up, the view screen will begin to flash. This means *everybody out of the pool!* Got it?

Backpacks

Backpacks are rare but, when you find them, you can almost bet you are going to need them. In addition to doubling the total amount of ammo you can carry for each weapon, backpacks also come prestocked with 10 bullets, 4 shells, 1 cell, and 1 rocket.

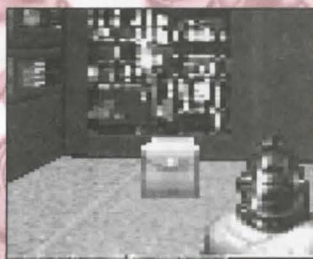


An Apple a Day Keeps the Demons at Bay

The Marine Corps believes that your personal hygiene and overall health is critical to battlefield performance. In other words, we don't want you panty-waists crapping out from a staph infection because you didn't take the time to bandage those little cuts and bruises. If you're gonna win, you gotta be *strong*. And you can't be *strong* if you aren't *healthy*! Fortunately for you, there are some items you can find to aid this goal.

Stimpacks

Stimpacks are nothing more than a glorified first-aid kit, so don't expect to stop any sucking chest wounds with this one (use the cellophane from your cigarette pack for that little annoyance and keep fighting). They will give you up to a 10 percent boost in health but, if your health is low and this is all you can find, take two aspirin and call me from the grave.



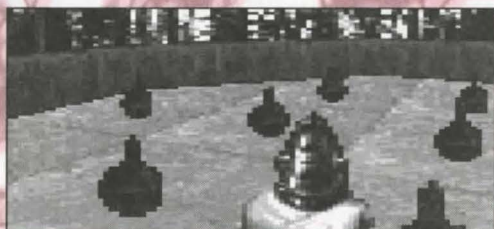
Medikits

In need of a quick transfusion and a change of bandages? If so, a well-stocked medikit is the thing to find. Crack the top on these bad boys and you can restore up to 25 percent of your health instantaneously. Trust me, that beats a sharp stick in the eye any day.



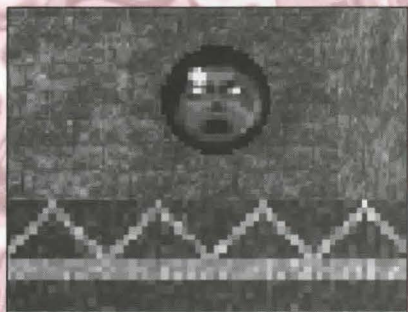
Health Potions

Blue health potions work very much like the spiritual armor icons. Each one increases total health by 1 percent, but they can increase health above the maximum as well. In other words, use up any stimpacks or medikits in the room before picking these items up.



Berserker Packs

Some things in life are just better than having sex. And finding a berserker pack is definitely one of them. Not only will it yank you back to full health in a jolt of adrenaline, it will also pump you full of quick-acting steroids. With those in your system, it really is time to rock and roll. This effect only lasts until the end of the level, or until you die. All the capillaries in your eyes burst at once and your vision turns red for the remainder of the level. As a “supermaggot,” you will be able to run faster, jump farther, and squeeze the life out of nearly anything you run across. Put those weapons away boys and save the ammo for later. Put on those spiked brass knuckles and watch the Imps fly backward in a shower of blood spray! God, I love my job, gentlemen! UUUUURAAH!



Soul Spheres

Have you eaten so much demon flesh that indigestion has got you down? Or maybe you've come down with a sudden loss of bladder control induced by a Mancubus. Either way, nothing calms your nerves and gets you back on track faster than finding a soul sphere. These goodies boost your health rating by 100 percent straight out of the chute, up to a maximum of 200 percent. It's like eating 27 cans of Kal-Kan, dogface. You will look and feel like a new man!

Odds and Ends

Weapons and ammunition, which are a big part of the items you will find, will be covered in Chapter 3. That leaves just a few odds and ends to wrap up this part of the lesson. There are two big odds and just one little end, however, so don't fall asleep just yet, girls.



Light Amplification Goggles

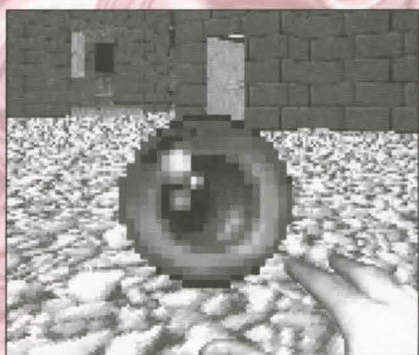
Face it, a lot of the places you will have to operate in are just not well lit. I guess there aren't that many interior decorators in Hell . . . go figure. Anyway, if you pick up a decent pair of these goggles, you will be a lot less surprised when something nasty tries to sneak up on you. In fact, these will give you the tactical



advantage if you stay at a distance where you can see the enemy but he can't see you. Unfortunately, most of the batteries in these units can't stand the acrid fumes in the levels, so the effect only lasts 120 seconds.

Blur Artifacts

Blur artifacts are not common at all, and you almost wish you could save them up to use at a later time . . . but you can't. When you pick up a blur artifact, you become semi-invisible, much like a Specter demon. Opponents may still have a rough idea where you are, but the effectiveness of their attacks is reduced considerably. Use blur artifacts either to get in some timely attacks or get the hell out of Dodge quickly, for the effect only lasts 60 seconds.



Invulnerability Artifacts

The power of an invulnerability artifact is so strong that your vision will go negative for the duration of its effect, which is 30 seconds. This is your "moment in the sun," maggots, take advantage of it! While you are invincible, it is up to you to inflict as much pain as possible. Trust me, when you've got them by the curlies, their hearts and minds will follow.



The Megasphere

These glowing silver balls are a godsend in the later missions. Pick one and your health and armor both immediately shoot up to 200 percent.



TOOLS

Welcome back, devil dogs! Our next course of instruction will be on weaponry. Please do not refer to them as guns. If you do not know the difference, stay after class and I will explain it to you, dipdunk. Weapons are like any other tools. If you use the right one for the job, things will go smoothly. If you don't, you won't have the opportunity to make the same mistake twice.

THE WEAPONS

Each of you will be issued a standard service handgun and 50 rounds of ammunition at the beginning of the mission. Though reliable, these pieces do not pack much stopping power. Consider them to be effective against all varieties of Former Humans and of marginal use against Imps and Demons. Their greatest strength is that they have a reasonable rate of fire. The weapon is a semiautomatic and will discharge just as fast as you can twitch your finger.

Lesson number one for the pistol, maggots—never shoot an enemy just once, then stop to see how good you were. Double tap everybody at a minimum, then follow up as necessary. Once they go down, immediately acquire your next target and repeat the procedure.



Lesson number two, and this one applies to all your weaponry—*always* aim center of mass on the target. Focus your eyes on the front sight of your weapon, not downrange. You will know when you are doing this correctly because potential targets will seem slightly out of focus. That's alright, don't try to bring them back into focus, or you will lose track of where the hell you are aiming. When the largest part of the target moves in front of your sight picture, *squeeze* off a round and you should be shooting dead-on center of mass. Don't jerk the trigger or you will pull your shots off target.

Shotgun

Shotguns were the weapon of choice for close quarters work in Vietnam. Their effectiveness in that respect has not diminished in the least to this very day. They feed easy, never jam, and throw up a wall of lead that mow down most lesser enemies, including Imps, Demons, Specters, and all varieties of Former Humans.

The shotgun will be your minute-by-minute workhorse on most missions. Upgrade to one as soon as possible and always keep it handy. There are two models of shotguns available in *DOOM II*.



Pump Shotgun

The pump shotgun should be considered your trustworthy traveling companion and, for those of you who are veterans of the original *Doom* campaign, it will probably feel like finding an old lover. Each shotgun that you recover off of fallen opponents comes with four shells. The ones you find stashed generally have eight shells. Because of the limited amount of ammunition, it is imperative that you make each shot count. The only other drawback of the shotgun is that it kicks, which means you will have to recover your sight picture after each shot, resulting in a slower rate of fire than other weapons.



Combat Shotgun

This weapon is a new acquisition to the Marine Corps inventory and some of the troops have taken to calling it the “supershotgun.” It uses the same ammo as the pump shotgun, but at twice the rate. It also kicks twice as bad, which doubles your recovery time between shots. On the upside, however, it offers three times the stopping power. If you want to let the air out of floating gasbags like Cacodemons and Pain Elementals, stick one of these in their eye sockets and pull the trigger. Sayonara slimeball!



Chaingun

I don't know about you but I *hate* crowds, especially the hostile kind. When you find yourself in an unexpected riot, a chaingun can be the great equalizer. Simply squeeze the trigger and wave the damn thing around. Let God sort them out when it's over.

The greatest strength of the chaingun is its rate of fire, which is also its biggest weakness. You can sling a lot of lead in a short amount of time when you need to, but those bullets have to be replaced as well. When you pick up a chaingun from fallen enemies, it will come with 20 bullets. But it's always a good idea to horde bullets away whenever you can.



If you are really accurate, you can use your chaingun like a surgeon as well. Draw a bead on a Pain Elemental, for example, and keep your finger on the trigger. The constant spray of bullets will damage him but, more importantly, it will also keep him distracted and prevent him from working up the energy to spit out lost souls at you.

Rocket Launcher

Ranged attacks can come in very handy at times. Want to clear a high ledge of five or six pesky snipers? Here is the ticket to do that job. Make sure you're out of range of the blast, however, or you can take some damage as well. *Never* use a rocket launcher in close quarters unless it's your last great act of defiance.



Rocket launchers are preloaded with two rounds, but you can find a limited number of reloads scattered here and there in the levels. You *must* make every shot count when using a rocket launcher because some of the bigger beasties can absorb quite a few of them before going down. Barons of Hell take 5 direct hits and Cyberdemons require 20 hits. Now *that's* scary.

Plasma Rifle

Think of the plasma rifle as big brother to the chaingun. It also consumes ammo at a prodigious rate, but each shot is much more deadly. Plasma rifles use energy cells as ammo. Because replacement cells are quite rare, don't waste precious plasma shots on enemies who can be killed with less powerful weapons.

To place the power of this weapon in perspective, it takes about 10 plasma hits to equal 1 rocket hit.



BFG 9000

Just what does the BFG in the nomenclature for this weapon refer to? I'll leave that up to your discretion, as if you puked had any. The BFG 9000 is simply the finest assault weapon money can't buy. You can't *buy* the respect one of these babies will bring you, you've got to *earn* it.

Each time you discharge this behemoth, it eats up the equivalent of two entire energy cells, but it only takes one direct hit from a BFG to send a Baron of Hell back where he came from. His big brother, the Cyberdemon, is banished with four solid BFG blasts. If there is a downside to using this weapon, we haven't found it.



Chainsaw

Hey, face it, if it was good enough for your mother, it should be good enough for you. Once you've found a chainsaw, it becomes the weapon of choice for up close and personal wet work against Imps, Demons, and Specters. Remember, however, you can only saw them in half one at a time,

so don't let your current victim's buddies flank you while you're busy. A toast to the vanquished: Here's blood in your eye!



THE AMMO

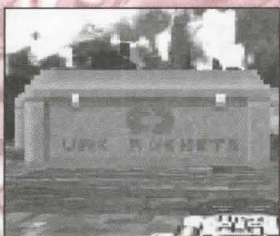
One of the big problems with urban overcrowding is that there never seems to be enough ammo to go around. Scavenge all you can from your dead enemies but always be on the lookout for secret stashes that others have left behind as well. Learn to conserve ammunition whenever possible, but don't hold back when it looks like your position is being overrun.





Bullets can be found in two quantities. Clips, which are frequently left behind by dead enemies, contain 5 bullets. Ammo boxes contain 50 bullets.

Shotgun shells are found in small bandoliers of 4 shells and standard paper cartons of 20 shells.



Rockets are in short supply. You will find them as individual shells and, occasionally, in cases of 5 rounds.

Energy cells are used to power both the plasma rifle and the BFG 9000.



TACTICAL RECAP

Know your weapons, both how to use them and what to use them for. Always focus on your front sight and shoot to *kill*, not to wound. Fire in bursts of mass on all targets. You should pick up blood spray that confirms you're being effective, even without refocusing on the target. Conserve ammo when you can, but not at the expense of losing the battle. It doesn't make sense to die with full bandoliers. If it looks like you are going down regardless, take as many of the SOBs with you as you can.





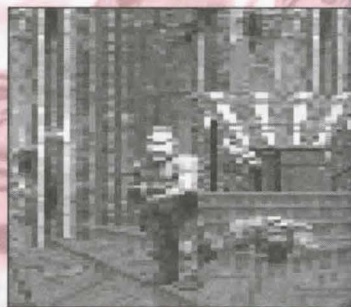
TROUBLE

Well, kiddies, now it's time to meet what you are going up against. If any of you feel a sudden urge to leave the room in the middle of this briefing, don't. Just go where you are and wallow in it. You might as well get used to a little extra weight in your boots and lightness in your bowels now, because you will feel this way again.

Former Humans

These guys are basically clueless and weak. Hey, you might see someone you know out there. They wander around like rejects from a George Romero movie and take potshots at you if you are stupid enough to stand still for them. If one of them hits you, your armor and health decrease between 1 percent and 15 percent, depending on where you get hit.

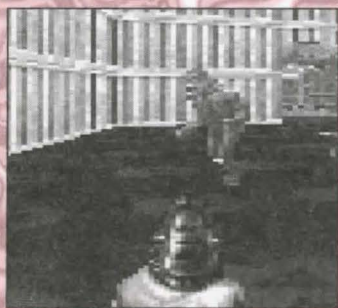
One pistol round to the brainpan and these guys go belly up. Their corpses are a nice place to find some ammo, however.



Former Human Sergeants

A little more of what you would expect from a former Marine, these zombies are a bit faster on the draw than their privates, and they also pack shotguns. If you get clipped by one of their shots, you will take between 9 percent and 45 percent damage to health and armor, depending on how far away you are at the time you get shot and the percentage of the pattern that hits you.

Keep moving to avoid their fire and learn to return fire on the run. Three rounds to the vital areas or a clean shot to the head will usually silence these enemies. When things calm down, make sure you loot their bodies for all the shotgun ammo you can carry.



Imps

Despite their cute name, these little devils are nasty, especially in large quantities. From a distance, they hurl fireballs at you, one right after another, each of which can deal between 3 percent and 24 percent burn damage to your health.



armor. If you manage to avoid these and get right in their faces for a little
vet work, they can still rip you to shreds with their razor-sharp claws.
When there are lots of Imps and you have little room to maneuver, well-
placed shotgun blasts can keep them at bay. When there are only a few, use
the chainsaw to "burger-ize" them.

Demons

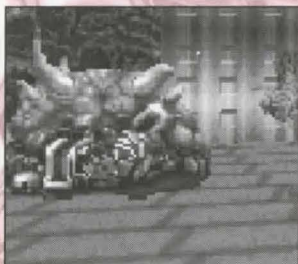
Imagine a pink bull with a mouthful of
razor blades that walks erect and looks
very pissed. That, young man, is a
Demon. The best thing about Demons is
that they do not have a ranged attack, they
have to get right in your face to eat you.
Unfortunately, if they do get the opportu-
nity to take a healthy chunk out of your
butt, count on 4 percent to 40 percent
damage, which is one helluva love bite.



Demons are slow and easy to kill with a couple of shotgun blasts, but
you should back peddle away from them while you are firing those rounds
to preclude a lucky hit in between your shots. If you step on a tripwire that
releases multiple Demons, run backward, firing as you go, or lure them
down a narrow passageway so that they stack up behind each another and
cannot flank you. Then break out the chainsaw and hack your way back to
daylight. Demons also seem to have trouble navigating stairs, so use these
errain features to your advantage.

Specters

Now you see them, now you don't. Specters are not completely invisible,
but they can be nearly so in a dark room. If sufficient light exists, you will
be able to pick up the faint, flickering outline of a Specter in front of you.
Shoot first and ask questions later.
Aside from their partial invisibility,
Specters are almost identical to
Demons, with the same 4 percent to
40 percent bite attack, and they can
also be dealt with in the same way
as their more visibly irate cousins.



Lost Souls

These flaming skulls are the tiki lanterns the demons have put up for the party they are hosting in your honor. Their method of attack is to hover overhead for a brief period (which is when they are the most vulnerable to a well-placed series of three shotgun blasts), then dive down to bite and burn you. Each such attack will do between 3 percent and 24 percent damage to your health and armor. Don't stand still and they will have a harder time coordinating attacks. In addition to appearing naturally, these monsters are also spawned from the mouths of Pain Elementals.



Cacodemons

These beasts kind of remind me of your sister. They are one-eyed, snaggle-toothed gasbags that couldn't find a date if their lives depended on it. Of course, if you have anything to say about it, they will get a date with destiny. Cacodemons float majestically over the battlefield and, if it weren't for the fact that they are so damned deadly, you could almost think of them as graceful.



Cacodemons have two primary methods of attack. They can hurl bolts of blue lightning at you from a distance, any one of which can turn your boots into ashtrays, or they can bite your head off for between 6 percent and 60 percent damage up close and personal. To keep them from building up enough energy to let loose with the lightning attack, keep hosing them down with either a chaingun or plasma rifle. If they insist on making it personal, stick your chainsaw between their teeth and fire that baby up.



Barons of Hell

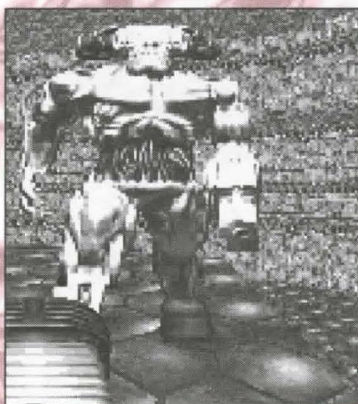
These nightmares may not be everywhere in *DOOM II*, but they will turn up a lot more often than you would like them to. Try to snipe at them with a rocket launcher from a position of cover if you can. It will take 5 direct hits to take them out, provided you are carrying that many rounds. Alternately, you can spoil their day with 50 shots of highly potent plasma or a single BFG 9000 enema.



The problem is, they don't want to stand still for the kind of rough handling you have to give them. If you try to deal with them from a distance, expect a constant barrage of return fire not unlike that of a plasma rifle. Each one of these searing energy blasts can toast your hide for between 8 percent and 64 percent of health and armor. Also, if you are unlucky enough to get caught in close quarters with a Baron (which happens at least once in *DOOM II*), he will bat you back and forth between his claws to the tune of 8 percent to 80 percent damage per round at bat.

Cyberdemons

Be afraid, be very afraid. These cybionic beasts are half monster, half machine, and all murderous mayhem. They attack with a deadly accurate rocket barrage and every hit can strip up to 160 percent of your health and armor. In other words, if you can avoid the encounter at all, run like hell



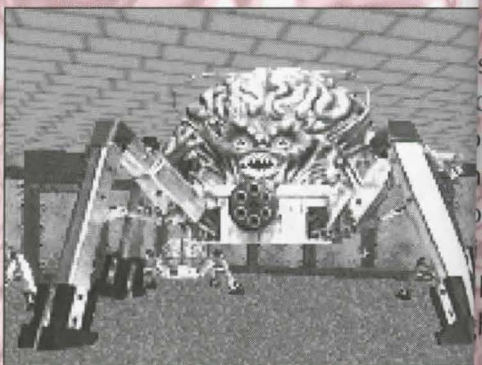
in the other direction. Luckily, this monster is so HUGE, he usually won't be able to follow you down the narrow passageways.

If you must fight him to get where you need to go, good luck! The best solution is to lure him into a cross fire from other nearby bad boys, so that the fallout of their attacks will weaken him. Without the benefit of "friendly fire," it takes either 200 plasma shots, 20 rocket hits, or 40 BFG blasts to topple this titan.

The Spider Mastermind

Daddy longlegs doesn't show up often in *DOOM II*, and when he does you often have some alternate methods of killing him. For the full details on those encounters, refer to the intelligence briefings contained in Chapters 6, 7, and 8.

The boss spider has a chaingun imbedded in his face, but he has to spot and acquire you before he can fire. Fortunately, he often seems preoccupied with other matters, and is not the best at tracking a fast-moving target. Once you learn to control fluid fire and movement, this guy is actually a lot easier to polish off than the Cyberdemon. It takes either 150 plasma hits, 15 rocket hits, or 3 BFG 9000 blasts to unravel this guy's evil web.



Mancubus

The Mancubus is a grotesquely obese creature with two massive metal guns for arms. Once the Mancubus sights you he will quickly fire off six rounds, then resight and conduct follow-up attacks as necessary. Unfortunately, they aren't necessary very often.



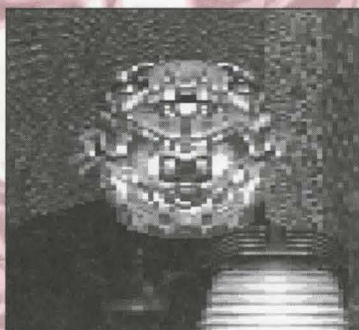
Revenant

A rocket-launching skeleton with a mean fight hook when he is up close and personal. From a distance, he fires slow guided projectiles that are easy to outrun, but always hit in target.



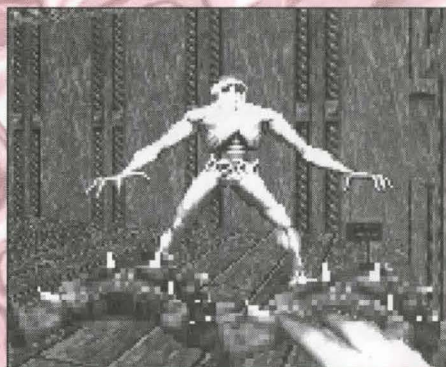
Pain Elemental

A skull-spitting floating brown ball that resembles a Cacodemon from the original Doom. The Pain Elemental actually spits out Lost Souls, which makes it extremely deadly. This is because, even though you are being bombarded with flaming skulls, you must still concentrate some of your effort on killing the Pain Elemental itself, or you'll be fighting forever.



Arch-Vile

A long-legged, massive attack, raise-the-deadies-from-the-dead nightmare, the Arch-Vile is probably the hardest demon to defeat. He has a fire attack that is similar to the awesome BFG 9000. If you're in his sight during an attack, you will quickly become marine flambé. To top it all off, the Arch-Vile runs around the levels raising demons from the dead, undoing all your fine work up to that point.



Former Human Commando

Big brother to the Former Human Sergeants, this ugly post-Marine boasts a large chaingun and can dump heavy amounts of firepower on you in short order. By the way, he is not nearsighted either.

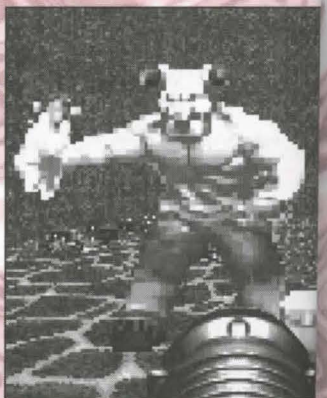


Arachnotrons

The small offspring of the Spider Demon that was the final boss in the original *Doom*. They can sling lead as good as their daddy, but can't stand the same level of damage before going legs up.

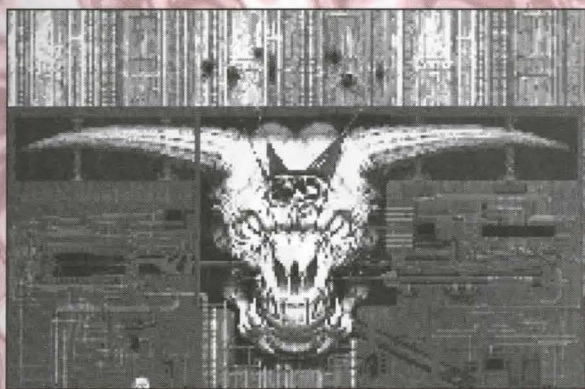
Hell Knights

The guardians of the Castles of Hell lay on as much firepower as the Barons of Hell from *Doom*, but also can't take quite as much damage.



Final Boss

It's a huge surprise, and I would hate to spoil it for you Maggot, but if you really can't stand the wait, turn to the intelligence briefing for Mission 30 and you will find the answer.

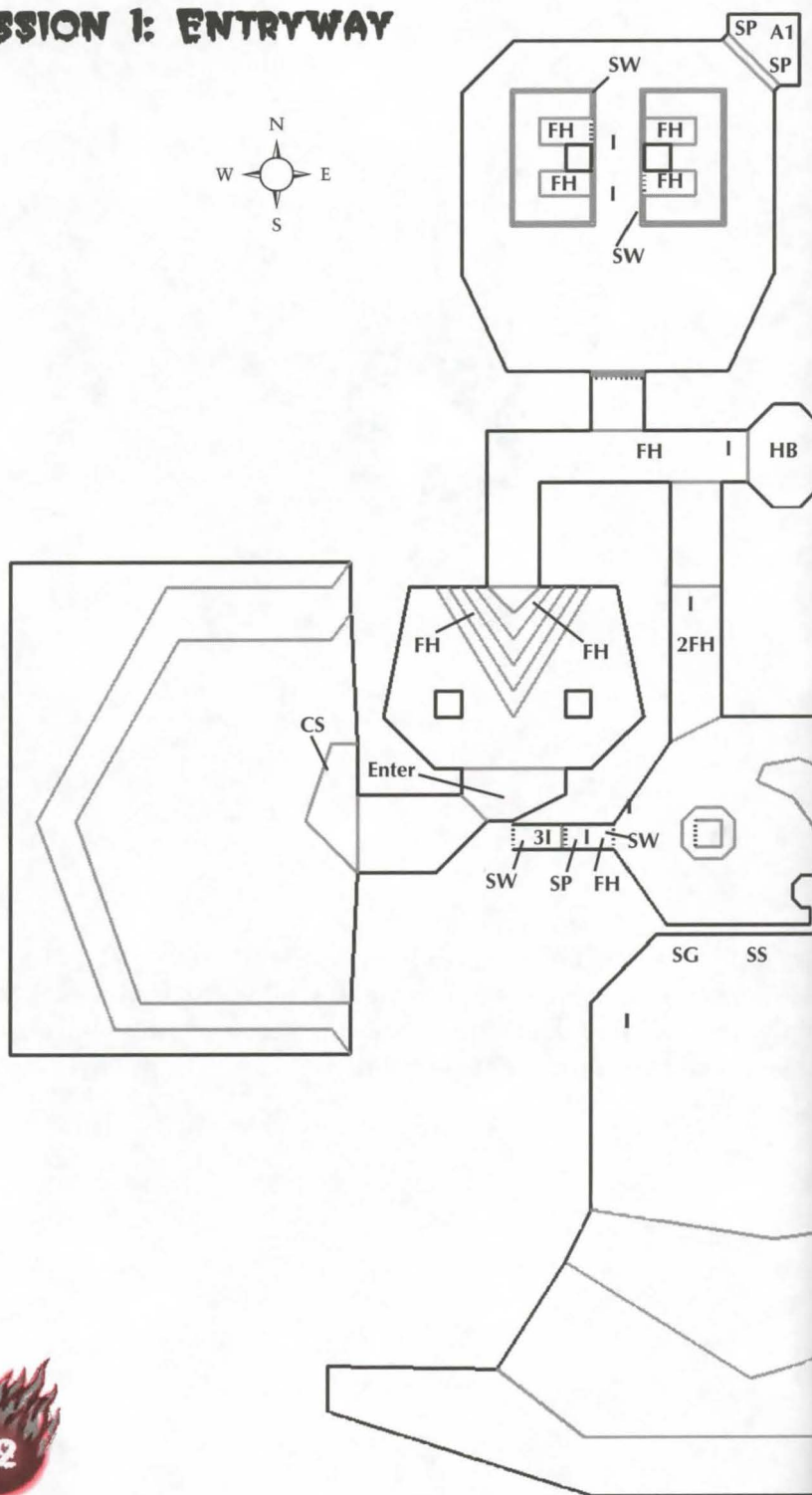
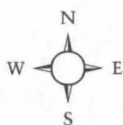


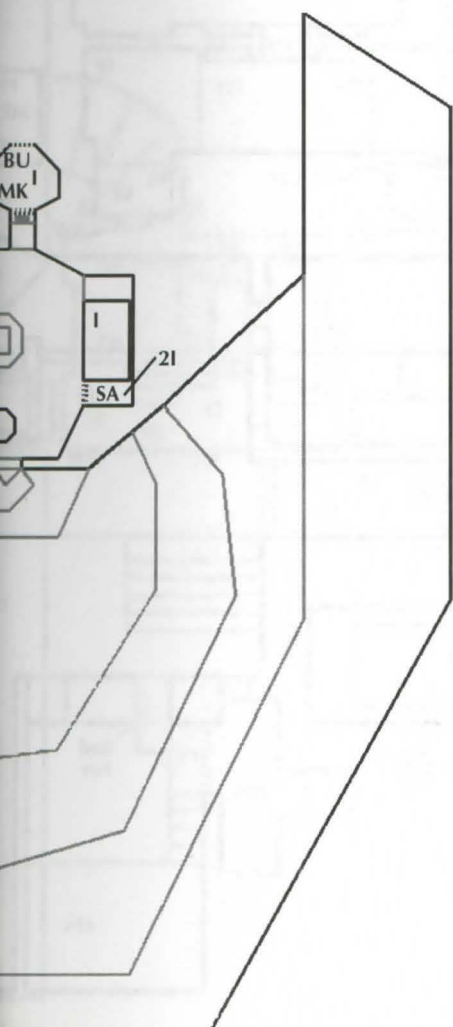


MAPS

Having a little trouble finding your way, Marine? That's ok, your "sea-daddy" is here to hold your hand with some solid scuttlebutt. In the pages that follow, you will find detailed tactical maps for each of your missions. Guard them well Marine, the computer maps you find in the field are few and far between.

MISSION 1: ENTRYWAY





Mission 1: ENTRYWAY

The Bestiary

- FH** Former Human
- I** Imp

Locations

- SW** switch

Special Items

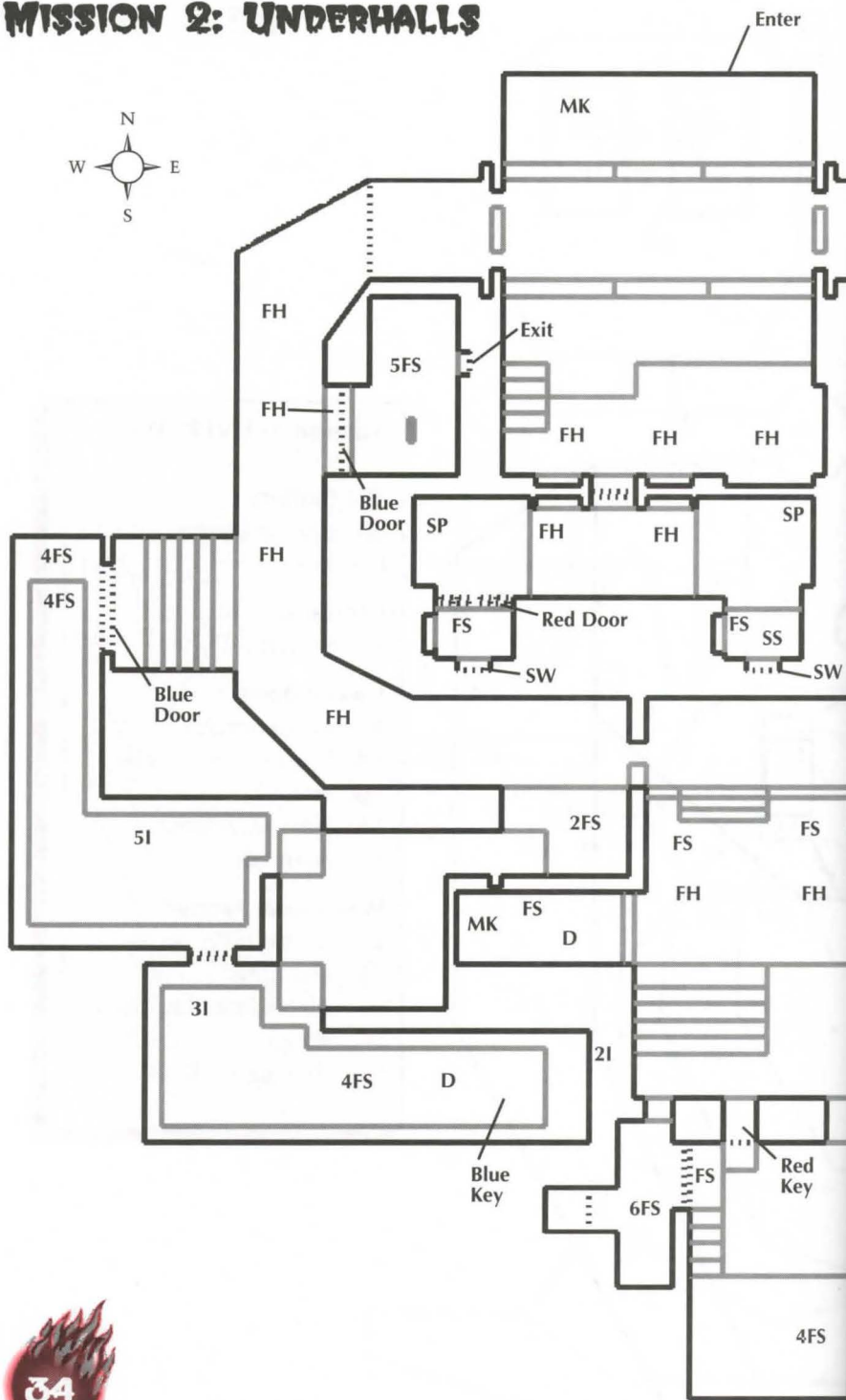
- A1** green armour
- HB** health bonus (vials)
- MK** medikit
- SA** spiritual armour
- SP** stimpack

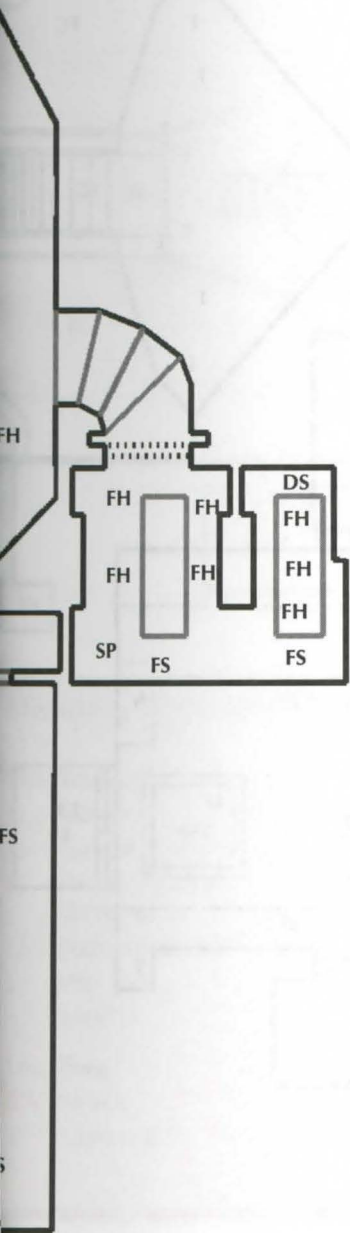
Weapons & Ammo

- BU** bullets (10)
- CS** chainsaw
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



MISSION 2: UNDERHALLS





Mission 2: UNDERHALLS

The Bestiary

- D** Demon
- FH** Former Human
- FS** Former Human Sergeant
- I** Imp

Locations

- SW** switch

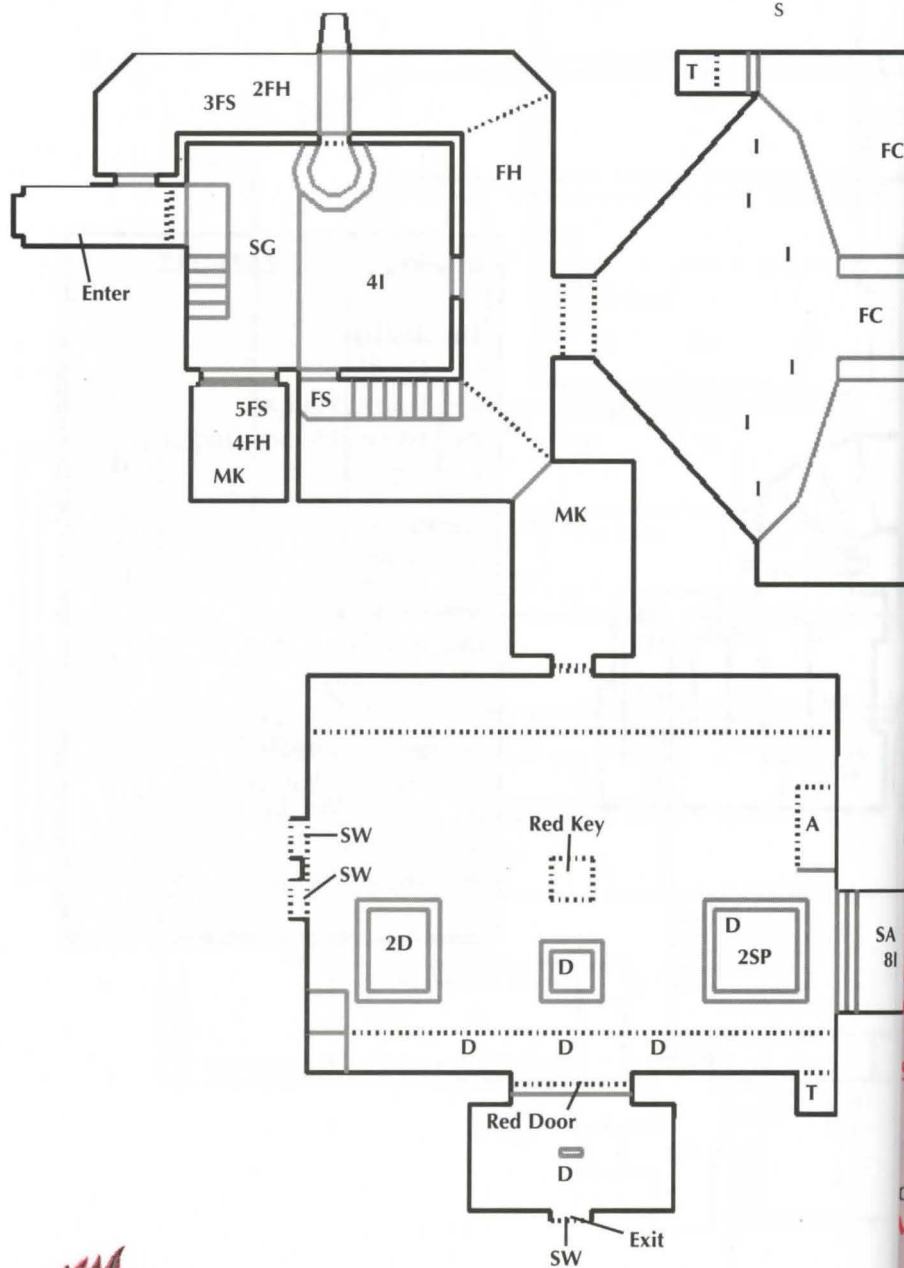
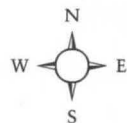
Special Items

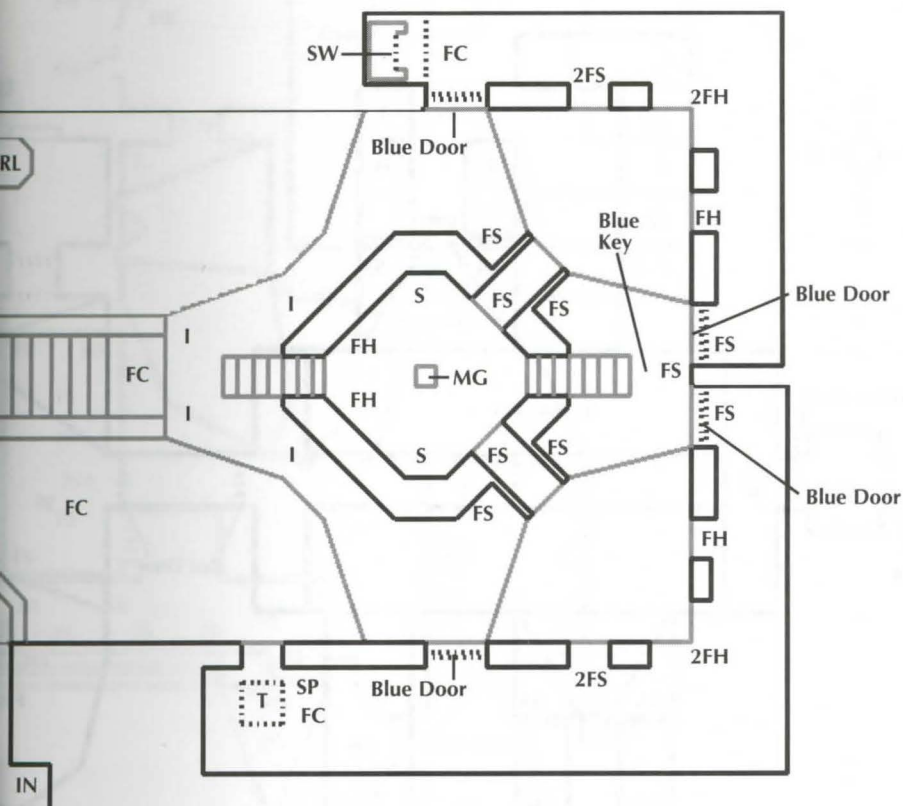
- MK** medikit
- SP** stimpack

Weapons & Ammo

- DS** combat shotgun (super shotgun)
- SG** shotgun
- SS** shotgun shells (4)

MISSION 3: THE GANTLET





Mission 3: THE GANTLET

The Bestiary

- D** Demon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- S** Spectre

Locations

- SW** switch
- T** transporter

Special Items

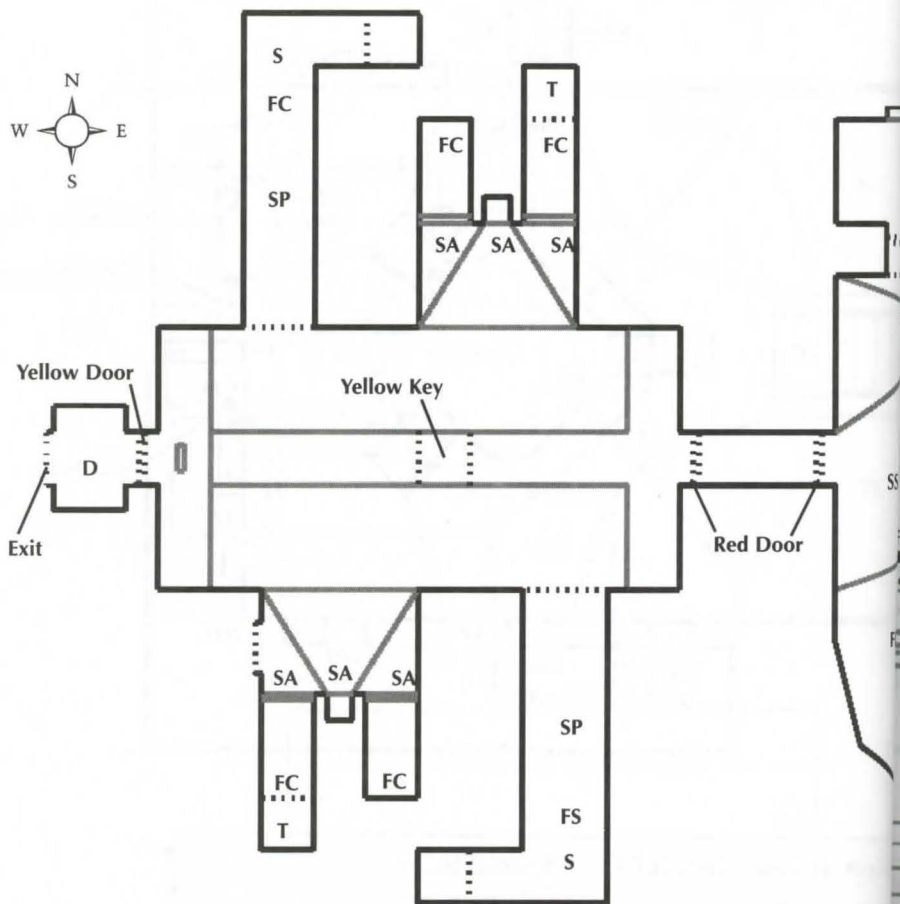
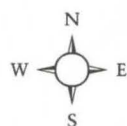
- A2** blue armour
- IN** invisibility sphere
- LC** large energy cell
- MK** medikit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- CS** chainsaw
- MG** machine gun (chain gun)
- RL** rocket launcher
- SG** shotgun



MISSION 4: THE FOCUS



Mission 4: THE FOCUS

The Bestiary

- D** Demon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- S** Spectre

Locations

- SW** switch
- T** transporter

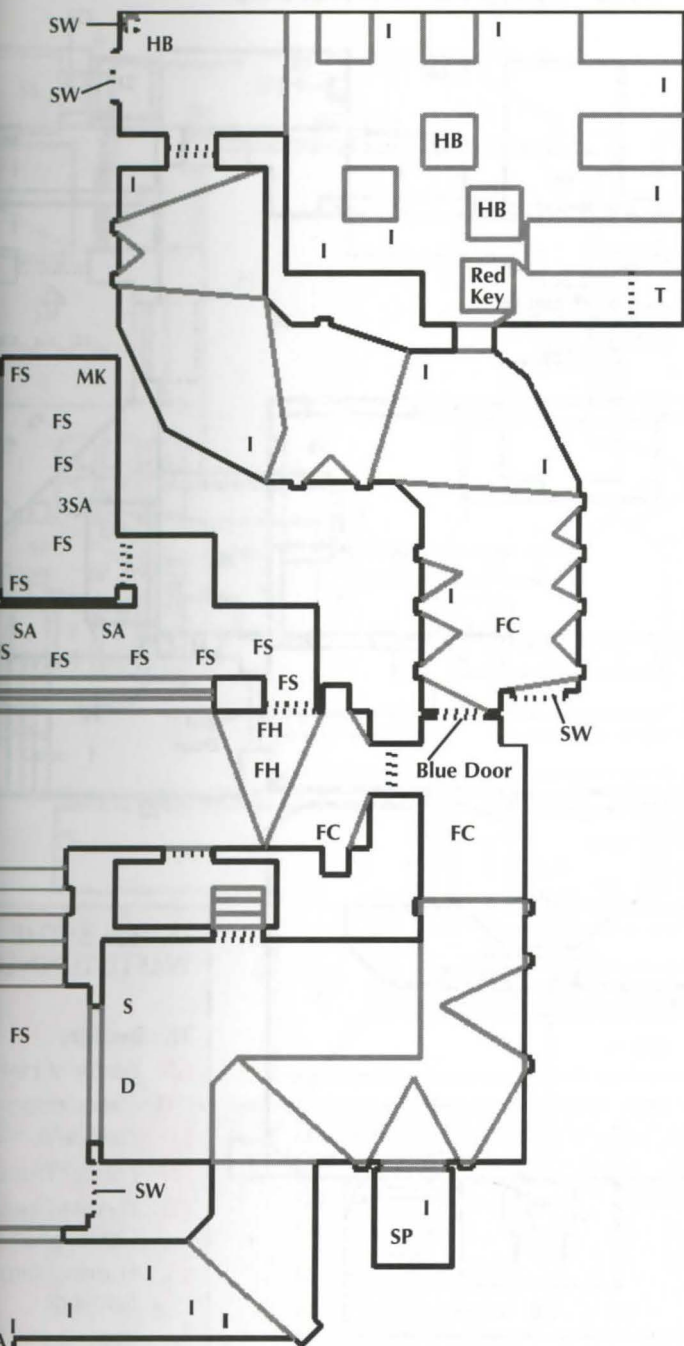
Special Items

- HB** health bonus (vials)
- MK** medikit
- SA** spiritual armour
- SP** stimpack

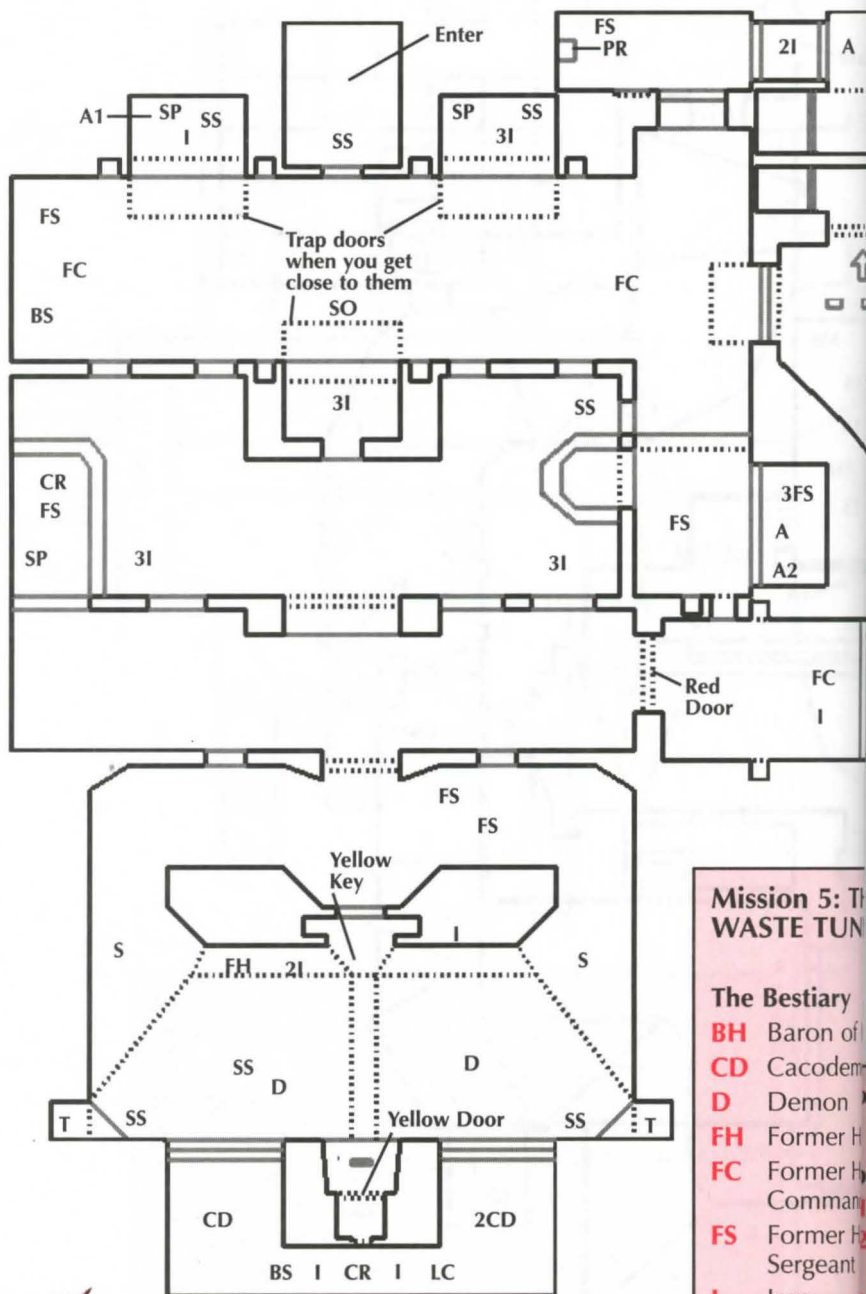
Weapons & Ammo

- SS** shotgun shells (4)





MISSION 5: THE WASTE TUNNELS

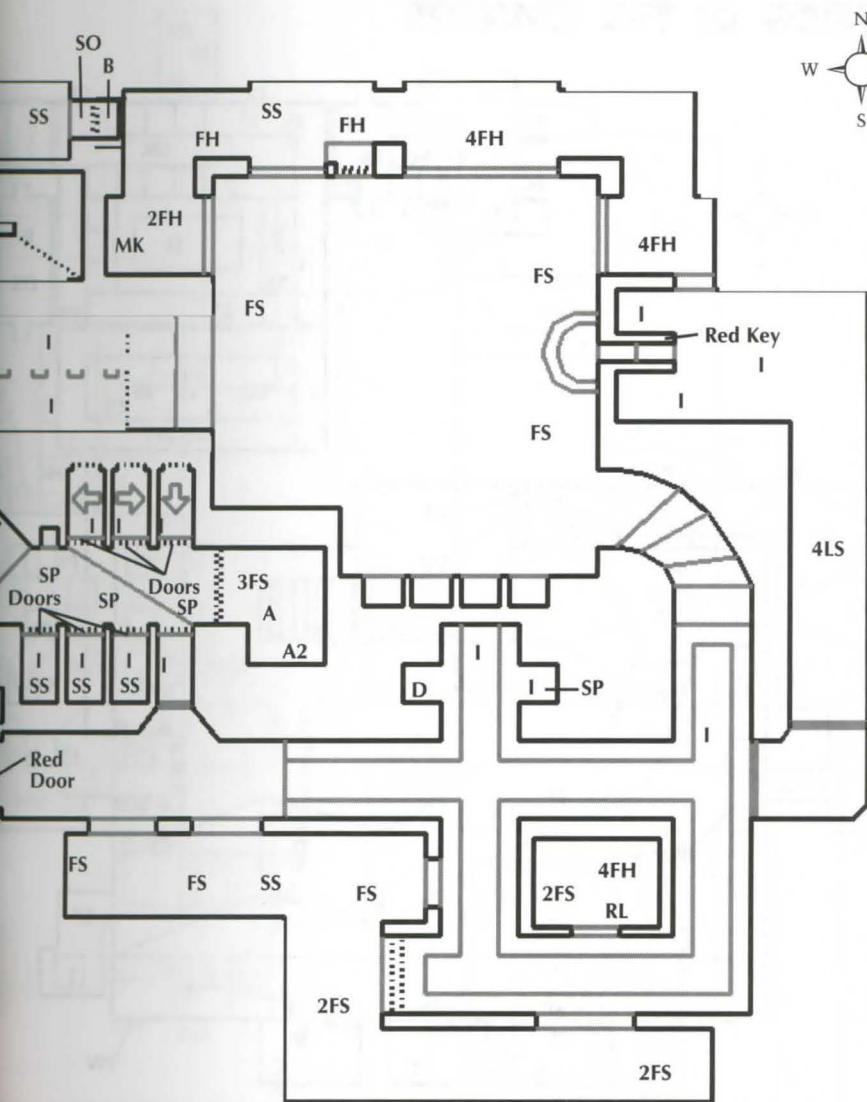


Mission 5: THE WASTE TUNNELS

The Bestiary

- BH** Baron of
- CD** Cacodem
- D** Demon
- FH** Former H
- FC** Former H
Comman
- FS** Former H
Sergeant
- I** Imp
- LS** Lost Soul
- S** Spectre





Locations

T transporter

Special Items

A1 green armour

A2 blue armour

B berserker pack

IN invisibility sphere

LC large energy cell

MK medikit

SO soul sphere

SP stimpack

Weapons & Ammo

A box of ammo

BS box of shells

CR case of rockets

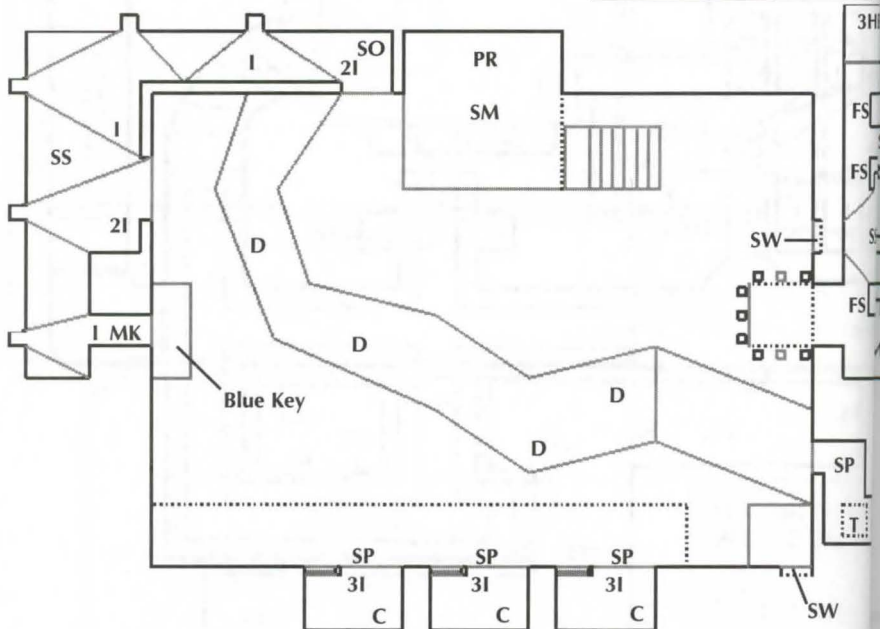
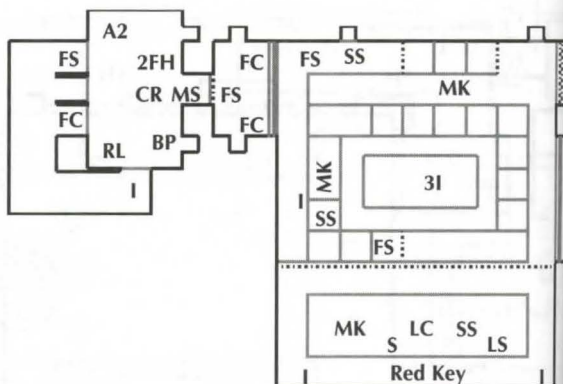
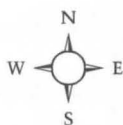
PR plasma rifle

RL rocket launcher

SS shotgun shells (4)



MISSION 6: THE CRUSHER



Mission 6: THE CRUSHER

The Bestiary

- D** Demon
- FH** Former Human
- FC** Former Human
Commando
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul

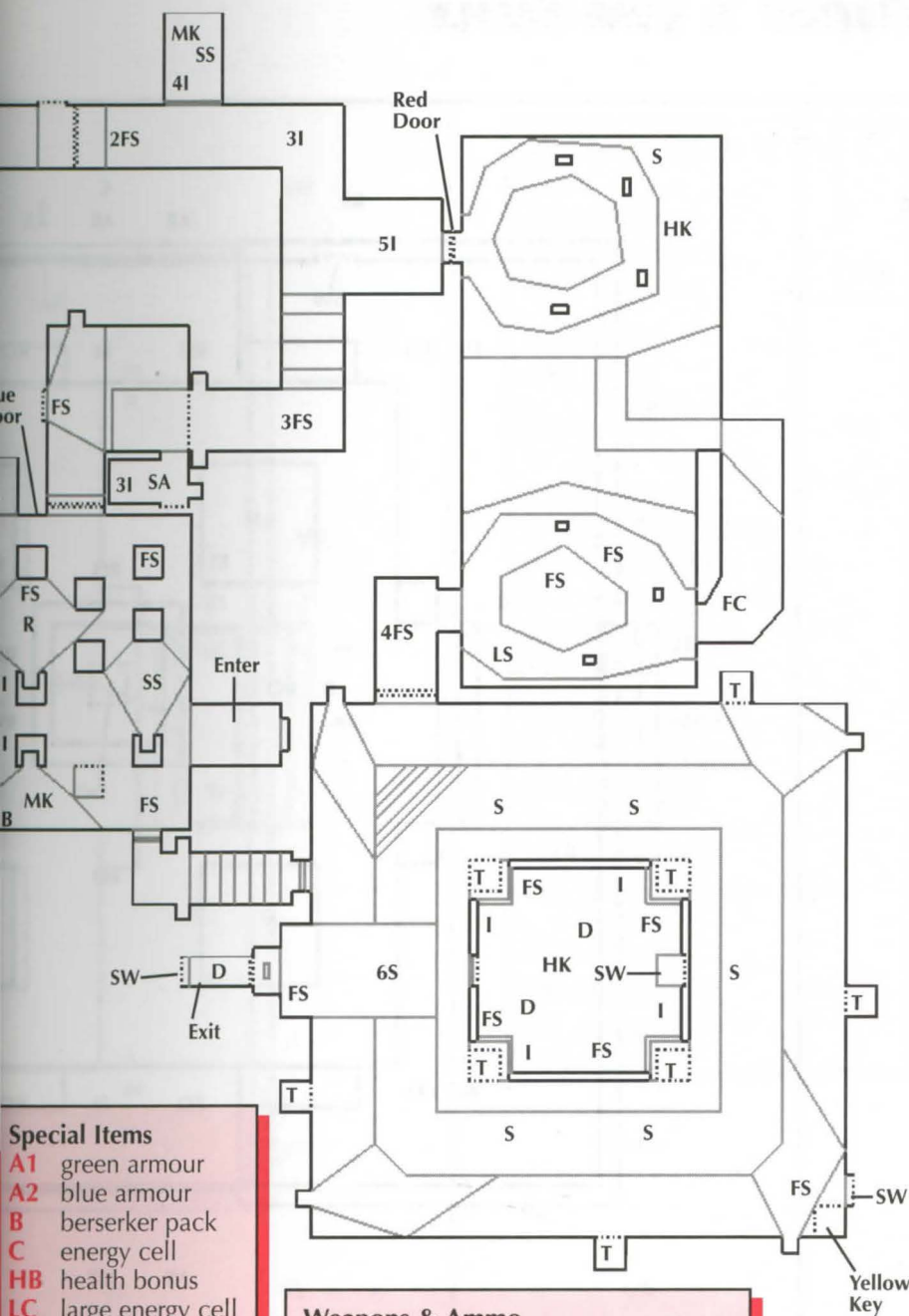
- R** Revenant
- S** Spectre
- SM** Spider Mastermind

Locations

- SW** switch
- T** transporter

Locations

- SW** switch
- T** transporter



Special Items

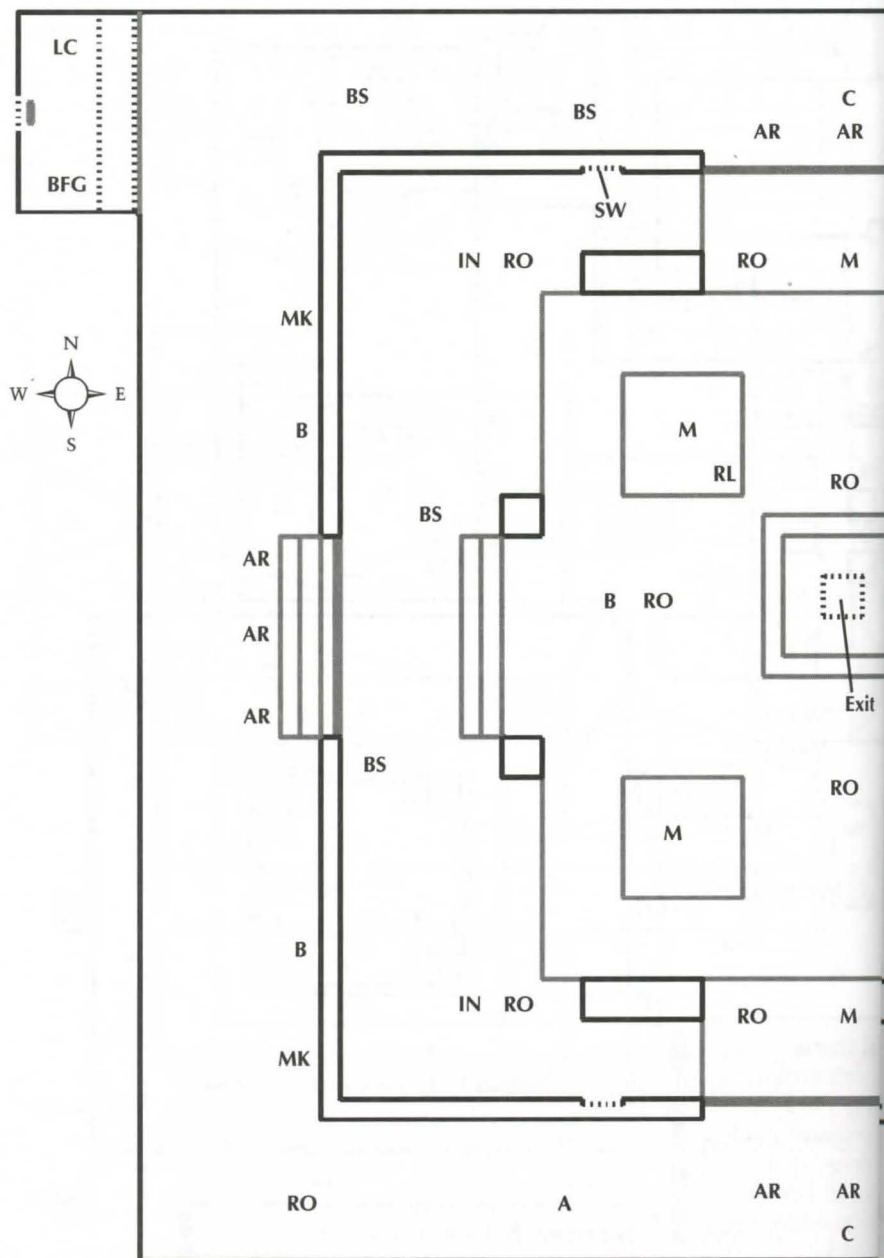
- A1** green armour
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus
- LC** large energy cell
- MK** medikit
- MS** megasphere
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

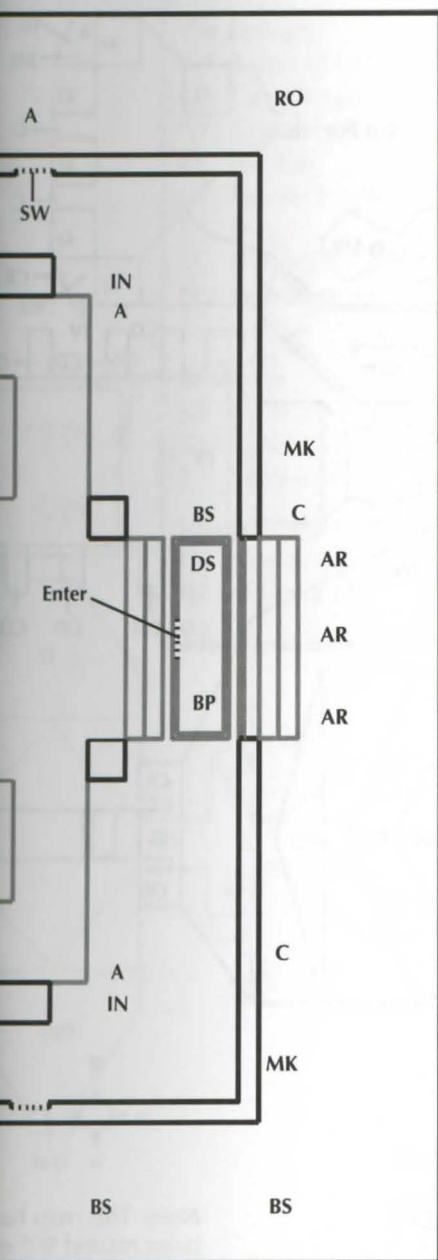
Weapons & Ammo

- CR** case of rockets
- DS** combat shotgun (super shotgun)
- PR** plasma rifle
- RL** rocket launcher
- SS** shotgun shells (4)



MISSION 7: DEAD SIMPLE





Mission 7: DEAD SIMPLE

The Bestiary

AR Arachnotron

M Mancubus

Locations

SW switch

Special Items

B berserker pack

C energy cell

IN invisibility sphere

IV invulnerability sphere

LC large energy cell

MK medikit

MS megasphere

Weapons & Ammo

A box of ammo

BFG BFG 9000

BP backpack

BS box of shells

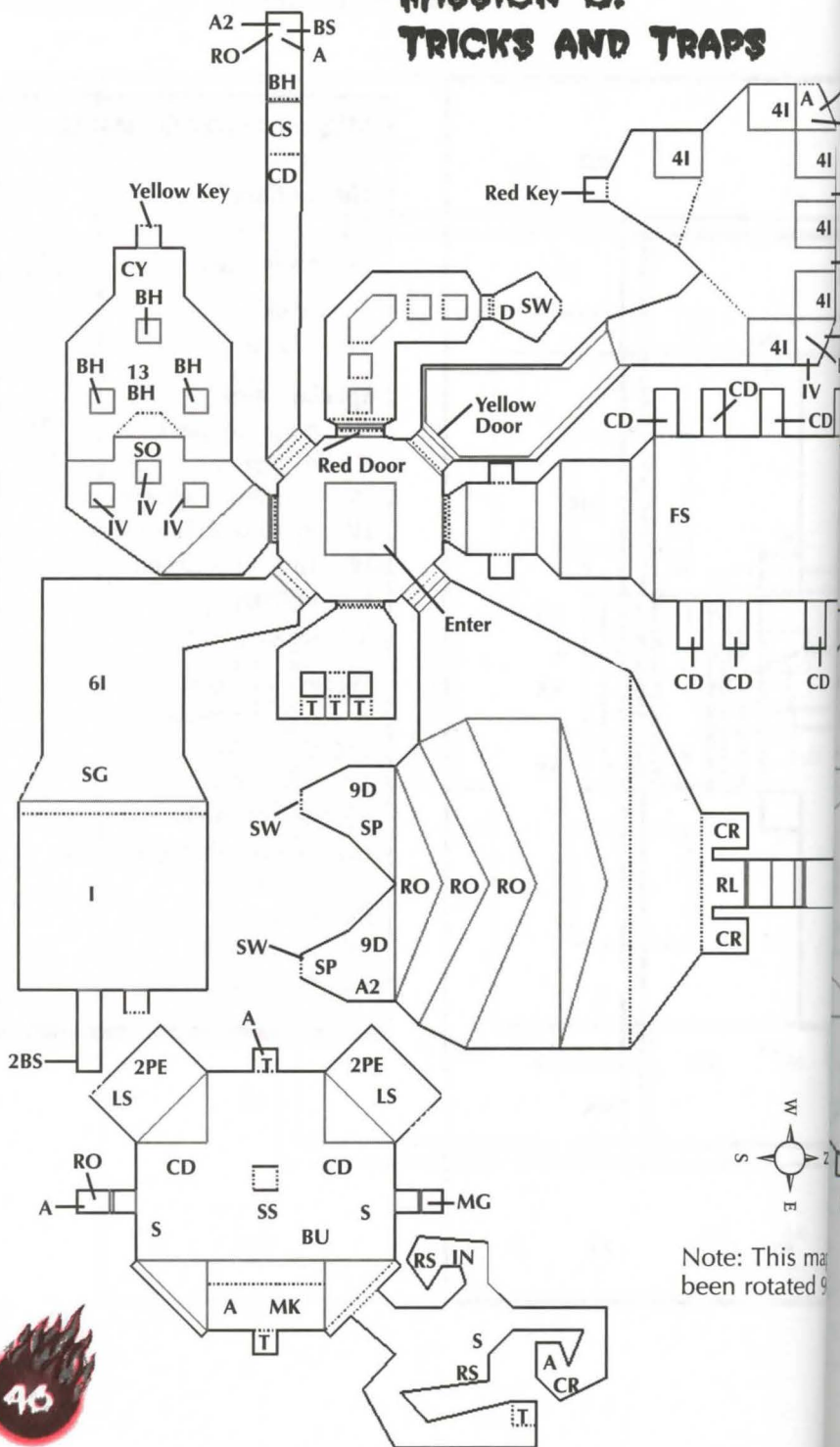
DS combat shotgun (super shotgun)

RO rocket

PR plasma rifle

RL rocket launcher

MISSION 8: TRICKS AND TRAPS



Mission 8: TRICKS AND TRAPS

The Bestiary

- BH** Baron of Hell
- CD** Cacodemon
- CY** Cyberdemon
- D** Demon
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- PE** Pain Elemental
- S** Spectre

Locations

- SD** secret door
- SW** switch
- T** transporter

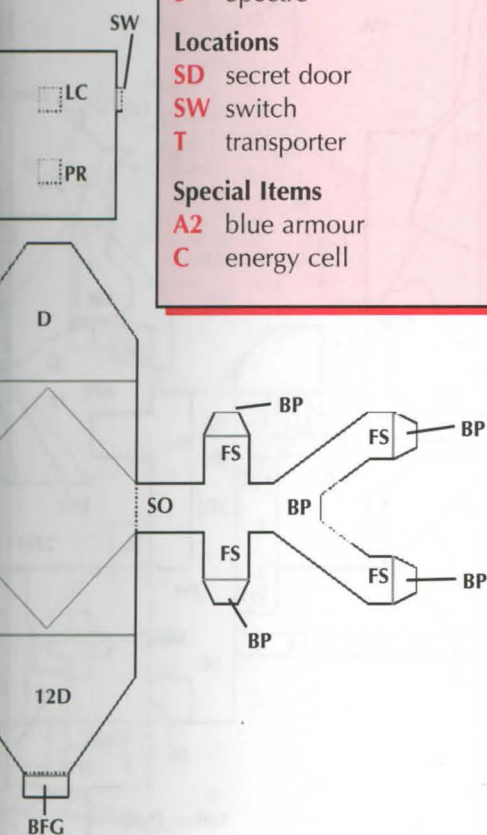
Special Items

- A2** blue armour
- C** energy cell

- IN** invisibility sphere
- IV** invulnerability sphere
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- CS** chain saw
- MG** machine gun (chain gun)
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



Mission 9: THE PIT

The Bestiary

- BH** Baron of Hell
- CD** Cacodemon
- CY** Cyberdemon
- D** Demon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- M** Mancubus
- PE** Pain Elemental

Locations

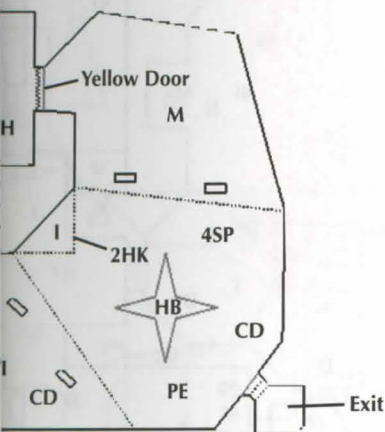
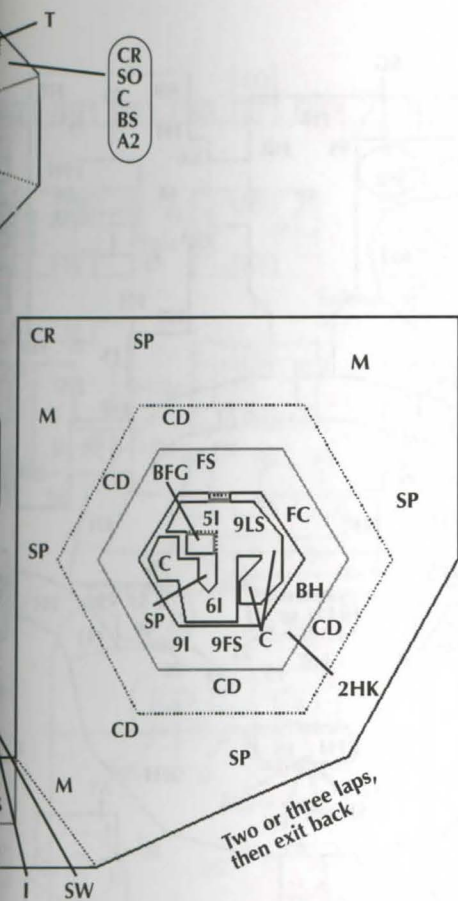
- CM** computer map
- SW** switch
- T** transporter

Special Items

- A1** green armour
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- SG** shotgun
- SS** shotgun shells (4)



Mission 10: REFUELING BASE

The Bestiary

- AR** Arachnotron
- D** Demon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- PE** Pain Elemental
- R** Revenant
- S** Spectre

Locations

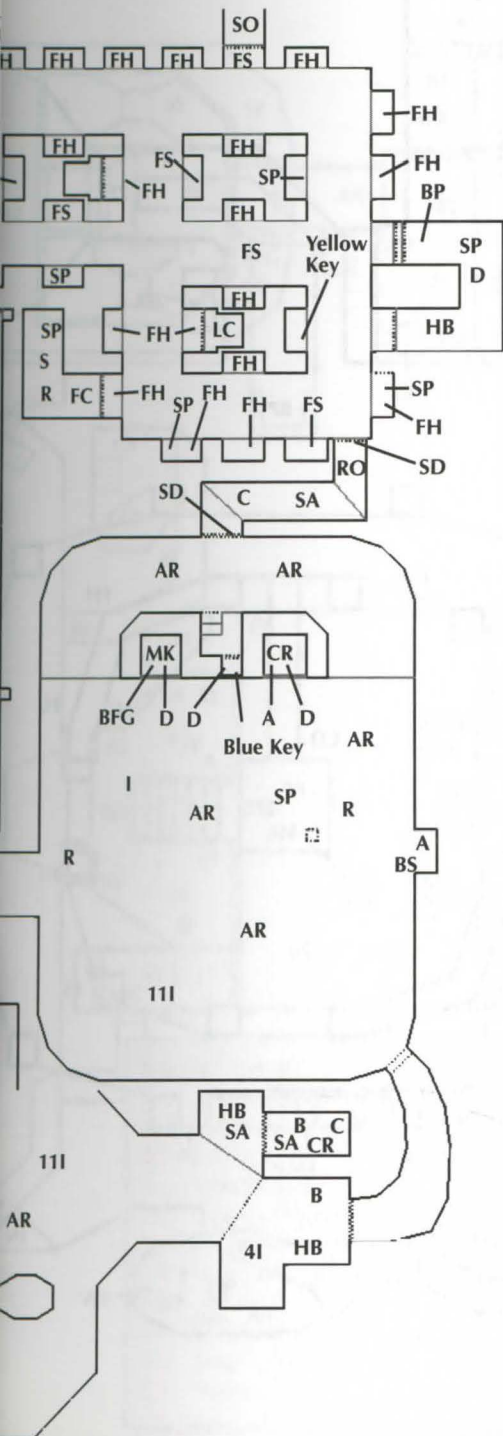
- SD** secret door
- SW** switch
- T** transporter

Special Items

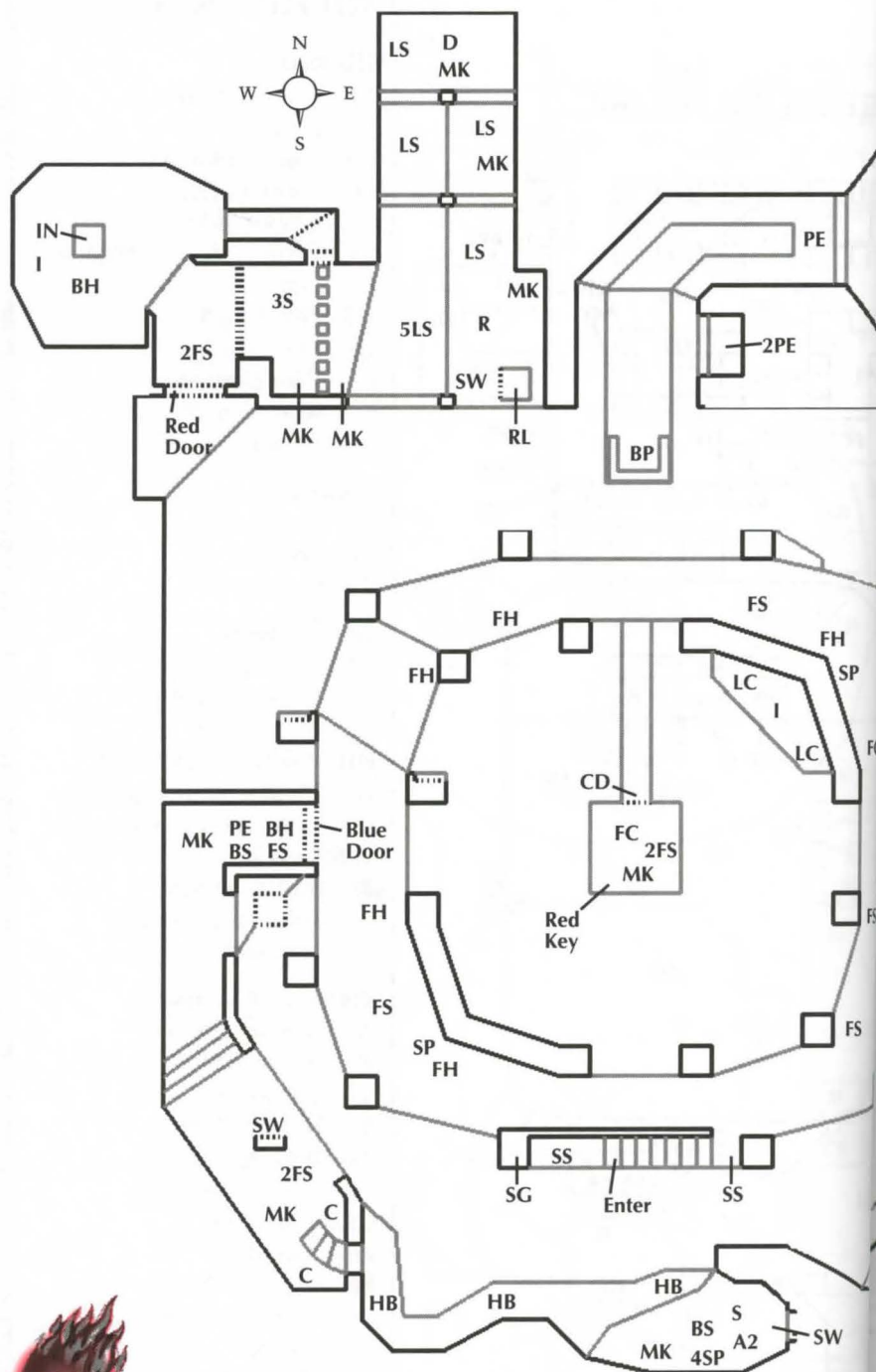
- A1** green armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- IV** invulnerability sphere
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- CS** chain saw
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



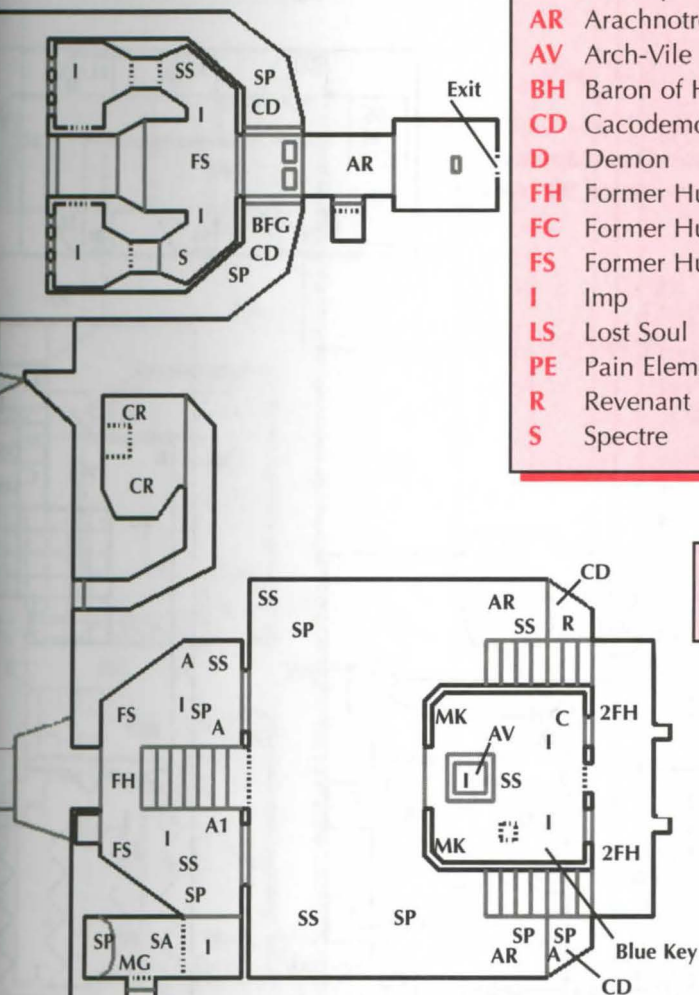
MISSION 11: 'O' OF DESTRUCTION!



Mission 11: 'O' OF DESTRUCTION!

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- BH** Baron of Hell
- CD** Cacodemon
- D** Demon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- PE** Pain Elemental
- R** Revenant
- S** Spectre



Locations

SW switch

Special Items

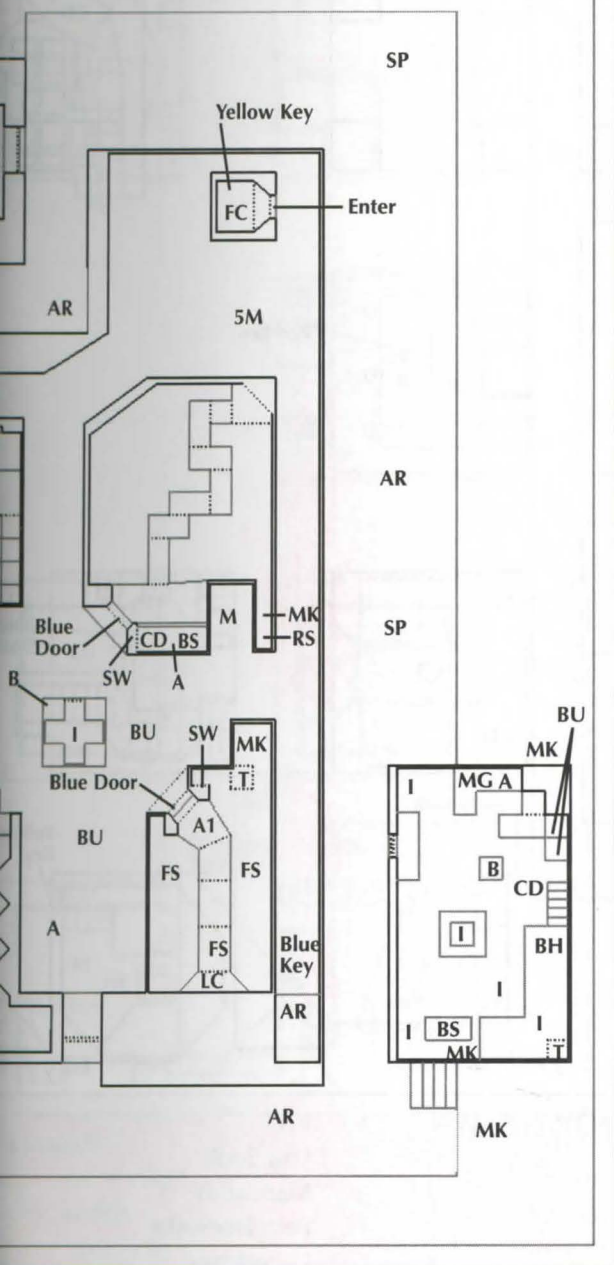
- A1** green armour
- A2** blue armour
- BP** backpack
- C** energy cell
- HB** health bonus (vials)
- IN** invisibility sphere
- LC** large energy cell
- MK** medikit
- SA** spiritual armour
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- MG** machine gun (chain gun)
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



MK



Mission 12: THE FACTORY

The Bestiary

- AR** Arachnotron
- BH** Baron of Hell
- CD** Cacodemon
- FC** Former Human
Commando
- FS** Former Human
Sergeant
- I** Imp
- LS** Lost Soul
- M** Mancubus

Locations

- SW** switch
- T** transporter

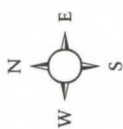
Special Items

- A1** green armour
- B** berserker pack
- C** energy cell
- IN** invisibility
sphere
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SP** stimpack

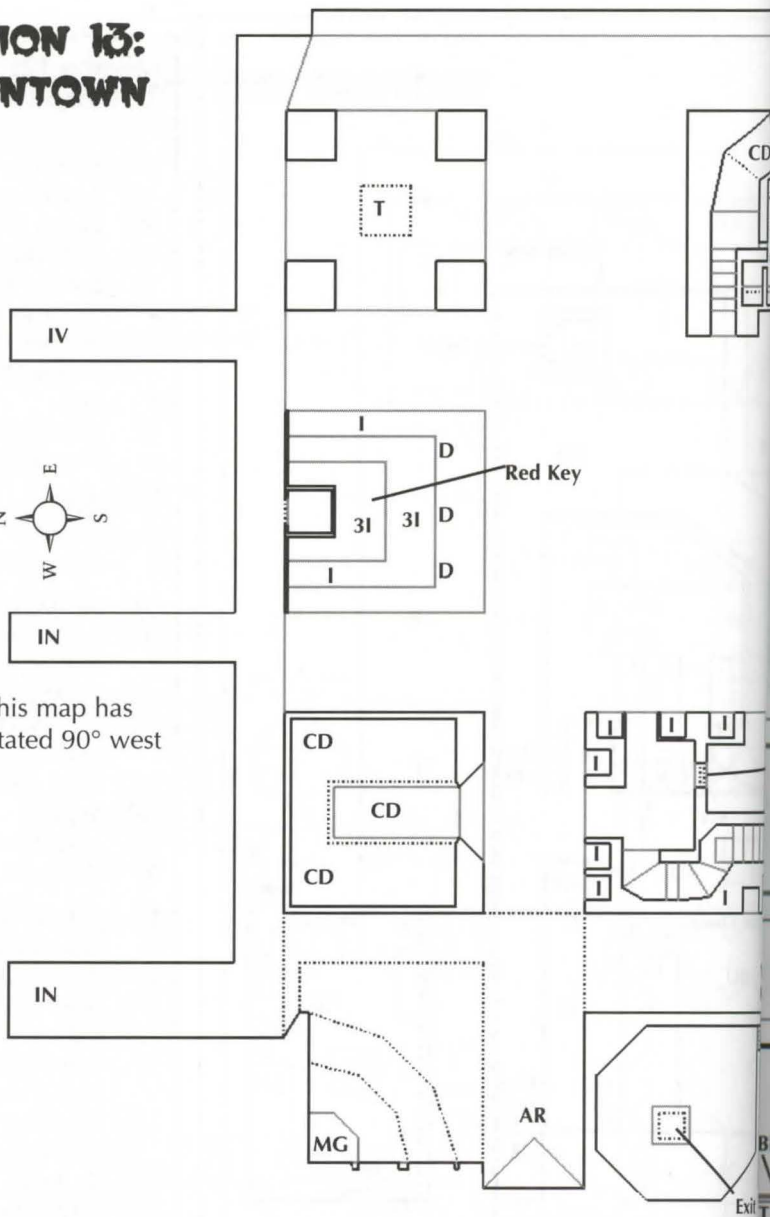
Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BS** box of shells
- BU** bullets (10)
- DS** combat shotgun
(super shotgun)
- MG** machine gun
(chain gun)
- SG** shotgun
- SS** shotgun shells
(4)

MISSION 13: DOWNTOWN



Note: This map has been rotated 90° west



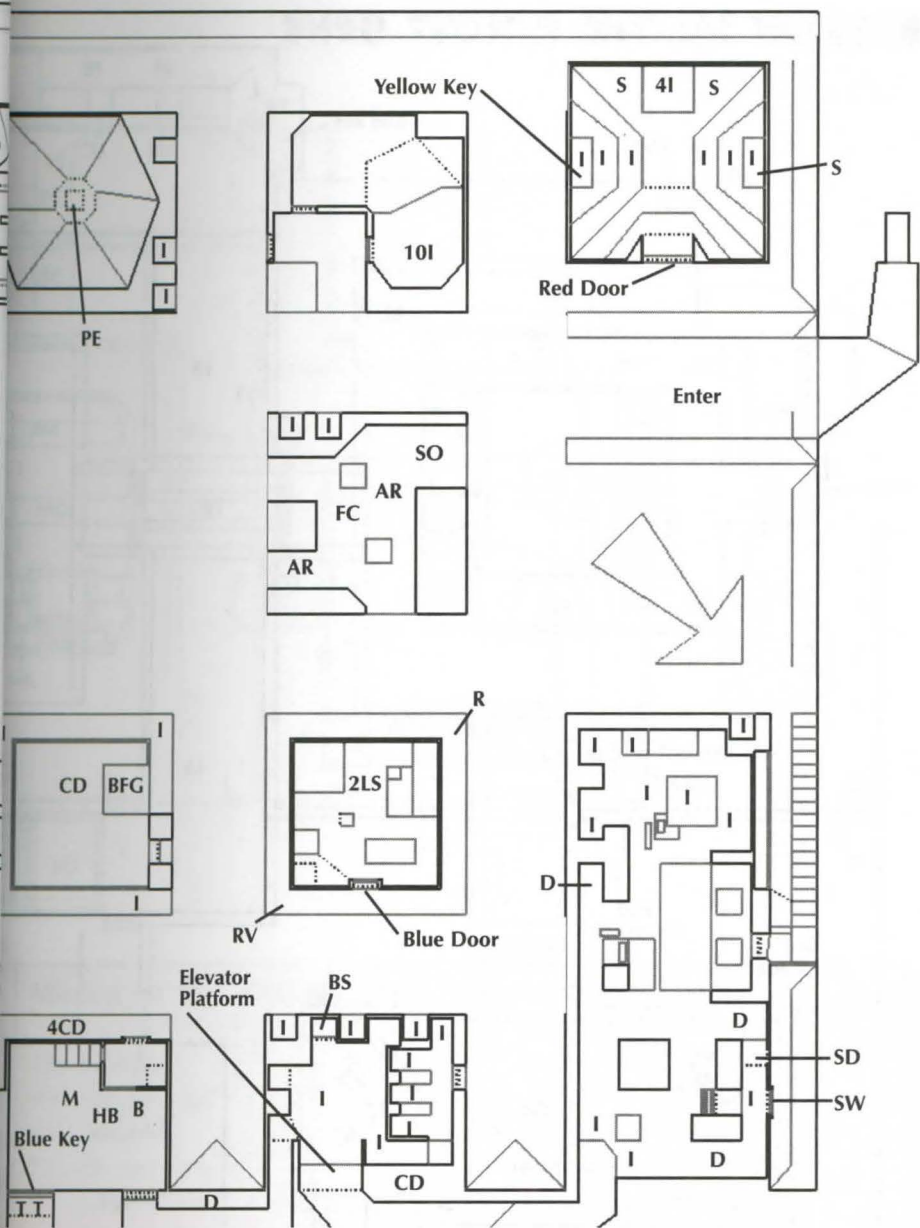
Mission 13: DOWNTOWN

The Bestiary

- AR** Arachnotron
- CD** Cacodemon
- D** Demon
- FC** Former Human Commando

- I** Imp
- LS** Lost Souls
- M** Mancubus
- PE** Pain Elemental
- CD** Cacodemon
- R** Revenant
- S** Spectre





Locations

SD secret door

SW switch

T transporter

Special Items

B berserker pack

HB health bonus

IN invisibility sphere

IV invulnerability sphere

SO soul sphere

B berserker pack

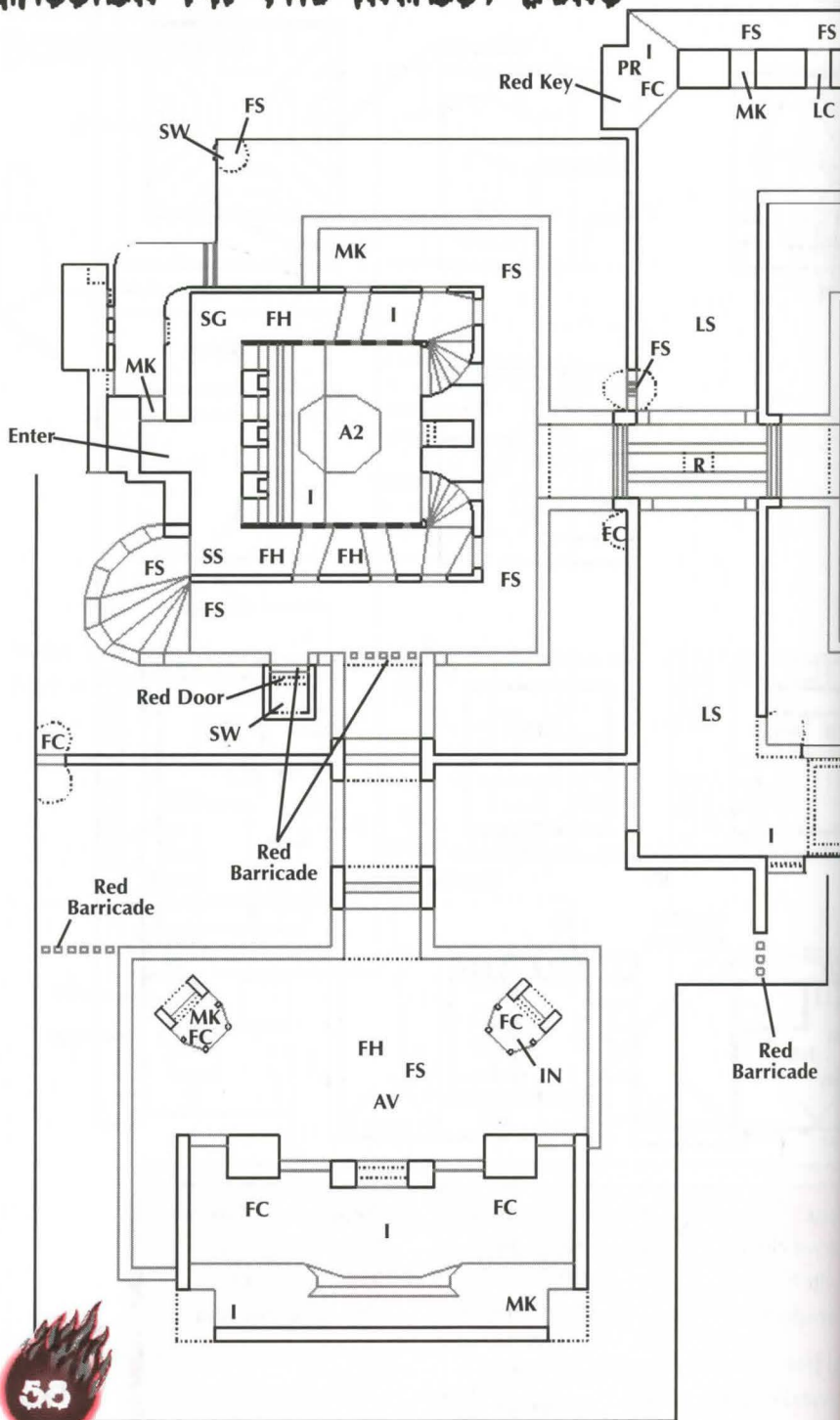
Weapons & Ammo

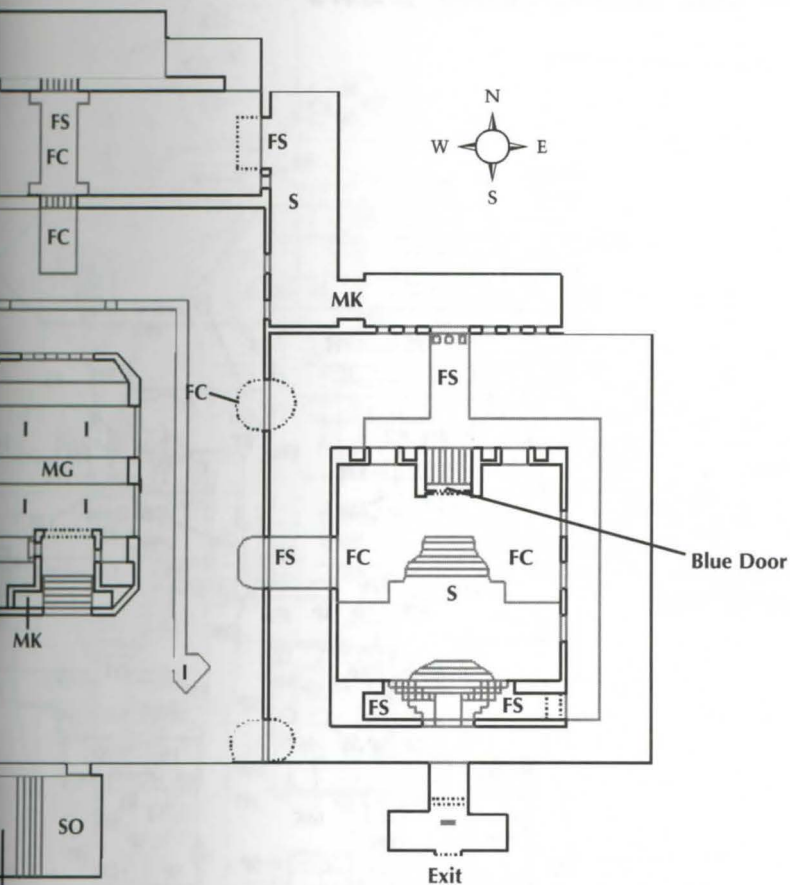
BFG BFG 9000

BS box of shells

MG machine gun

MISSION 14: THE INMOST DENS





Mission 14: THE INMOST DENS

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- R** Revenant
- S** Spectre

Locations

- SW** switch

Special Items

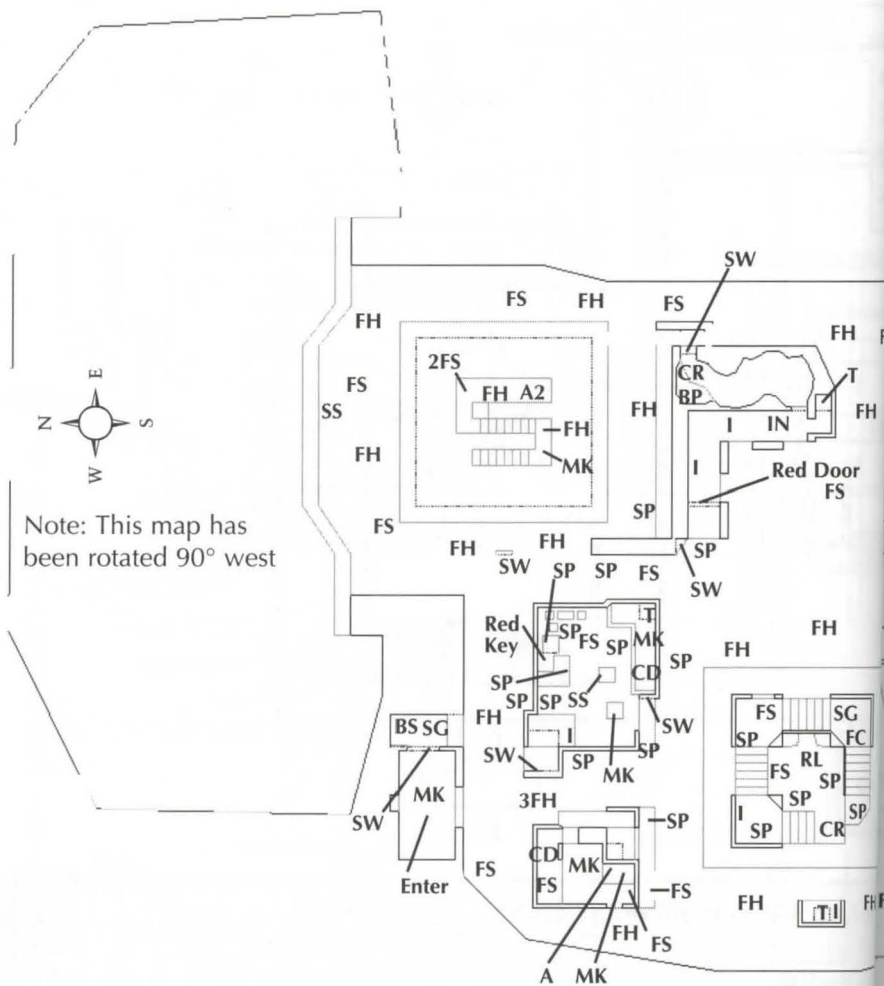
- A2** blue armour
- C** energy cell
- IN** invisibility sphere
- MK** medikit
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

- MG** machine gun (chain gun)
- PR** plasma rifle
- SG** shotgun
- SS** shotgun shells (4)



MISSION 15: INDUSTRIAL ZONE



Note: This map has been rotated 90° west

Mission 15: INDUSTRIAL ZONE

The Bestiary

- AR** Arachnotron
- BH** Baron of Hell
- CD** Cacodemon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- HK** Hell Knight

- I** Imp
- LS** Lost Soul
- PE** Pain Elemental
- R** Revenant
- S** Spectre

Locations

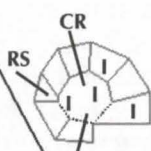
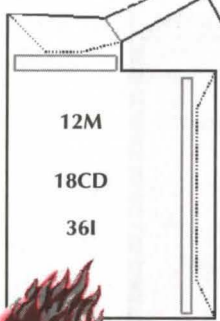
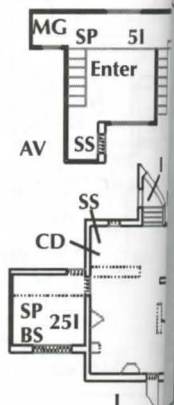
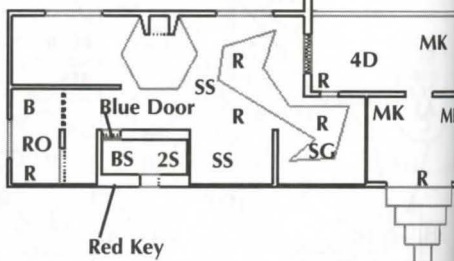
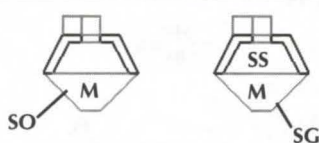
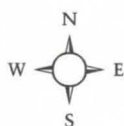
- CM** computer map
- SW** switch
- T** transporter

Special Items

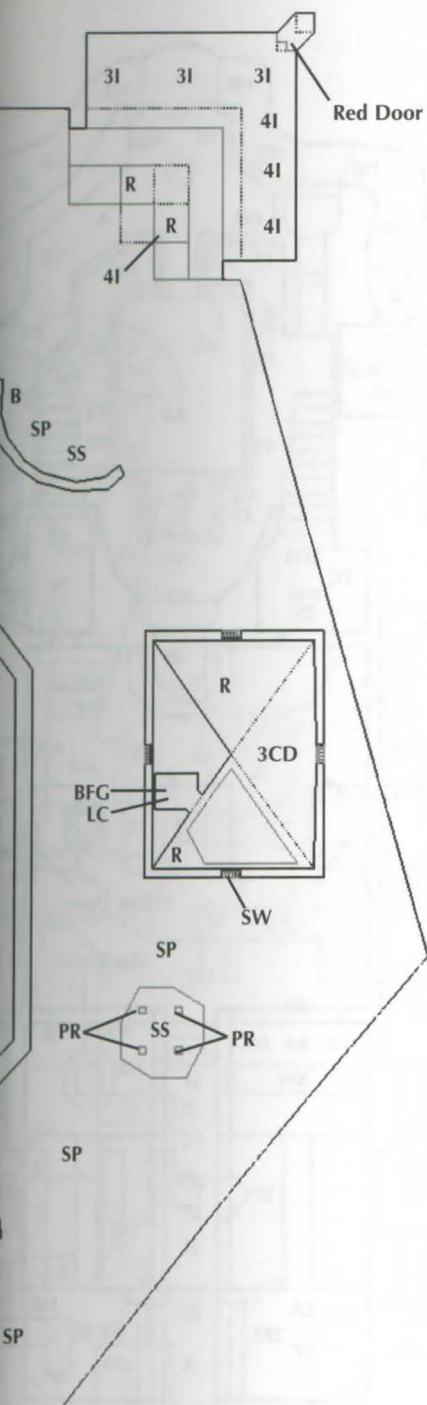
- A1** green armour



MISSION 16: SUBURBS



Blue Key



Mission 16: SUBURBS

The Bestiary

- AV** Arch-Vile
- CD** Cacodemon
- D** Demon
- I** Imp
- M** Mancubus
- R** Revenant
- S** Spectre

Locations

- SD** secret door
- SW** switch
- T** transporter

Special Items

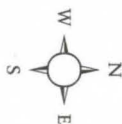
- B** berserker pack
- IN** invisibility sphere
- IV** invulnerability sphere
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

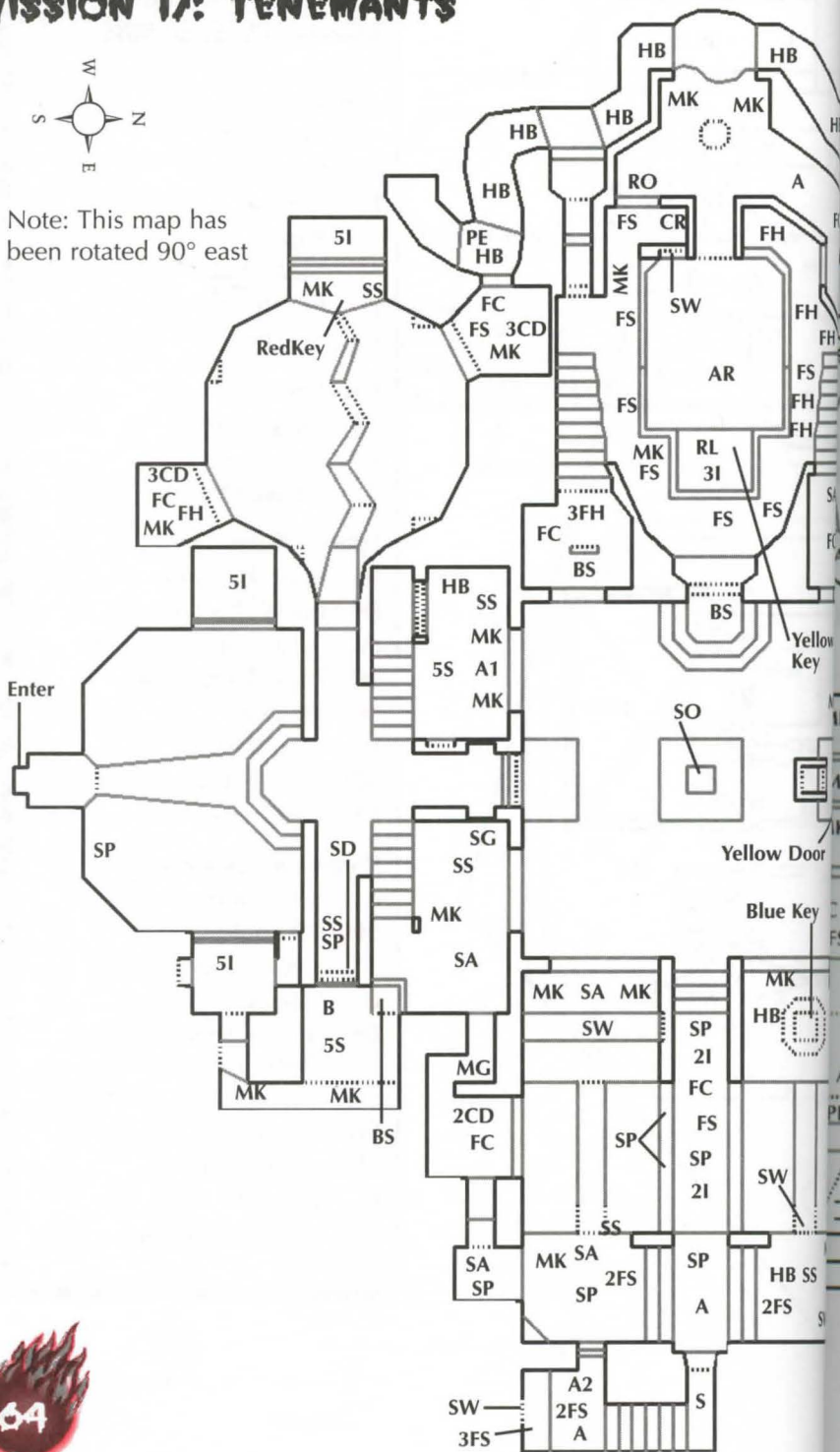
- A** box of ammo
- BFG** BFG 9000
- BS** box of shells
- CR** case of rockets
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- PR** plasma rifle
- SG** shotgun
- SS** shotgun shells (4)



MISSION 17: TENEMANTS



Note: This map has been rotated 90° east



Mission 17: TENEMANTS

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- CD** Cacodemon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- PE** Pain Elemental
- R** Revenant
- S** Spectre

Locations

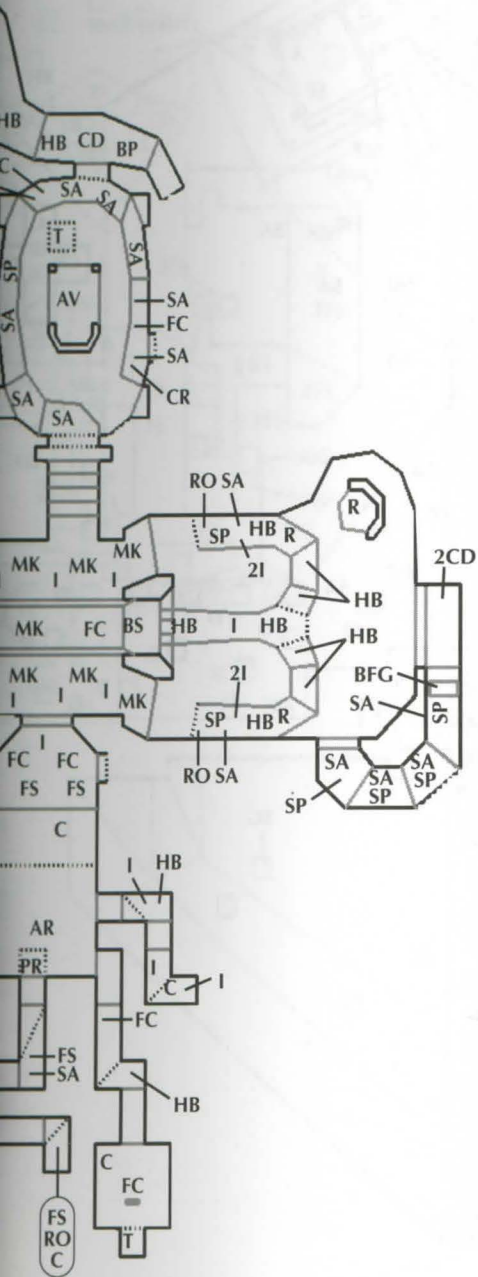
- CM** computer map
- SD** secret door
- SW** switch
- T** transporter

Special Items

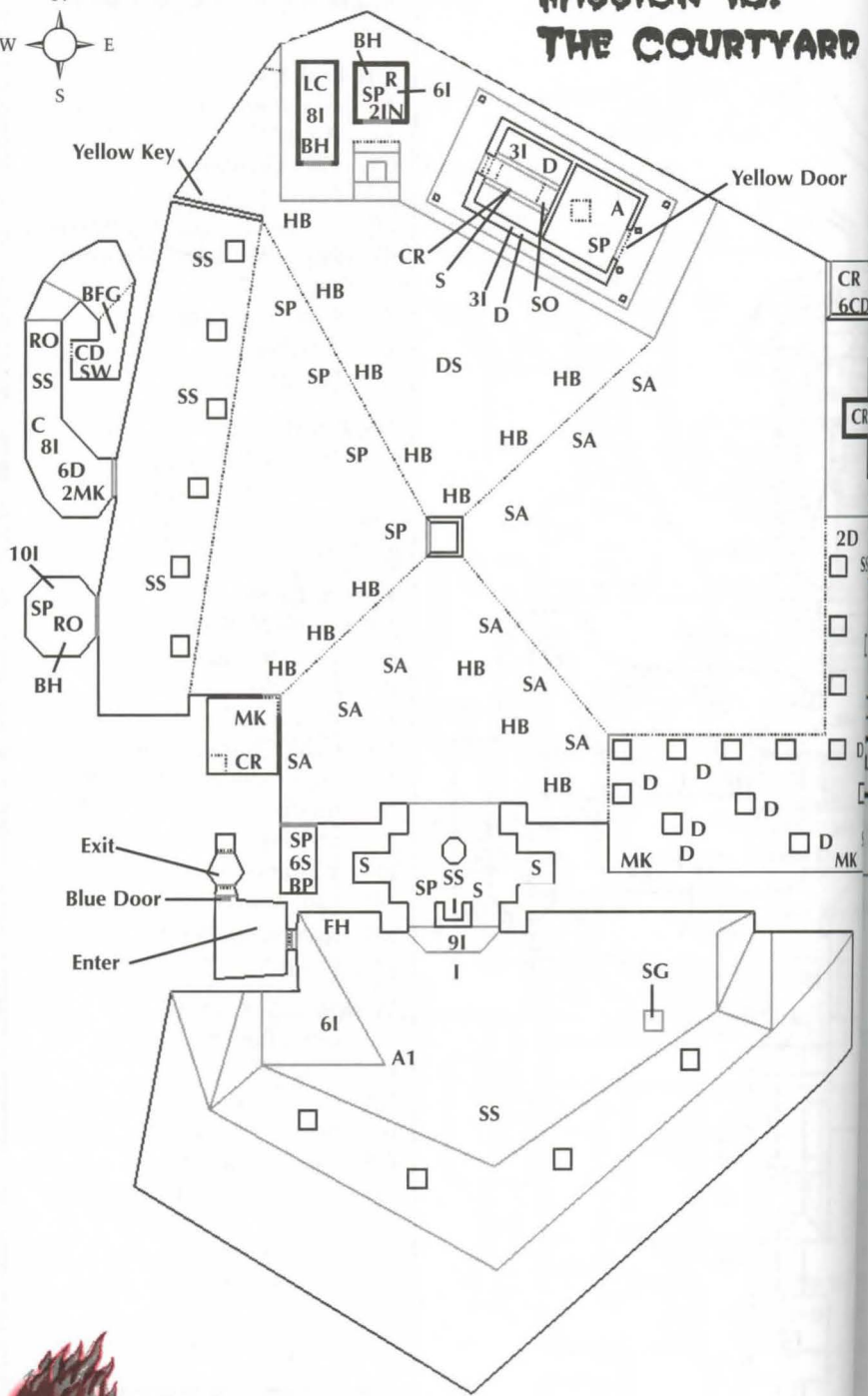
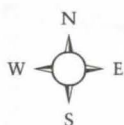
- A1** green armour
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- LC** large energy cell
- MK** medikit
- MS** megasphere
- RS** radiation suit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

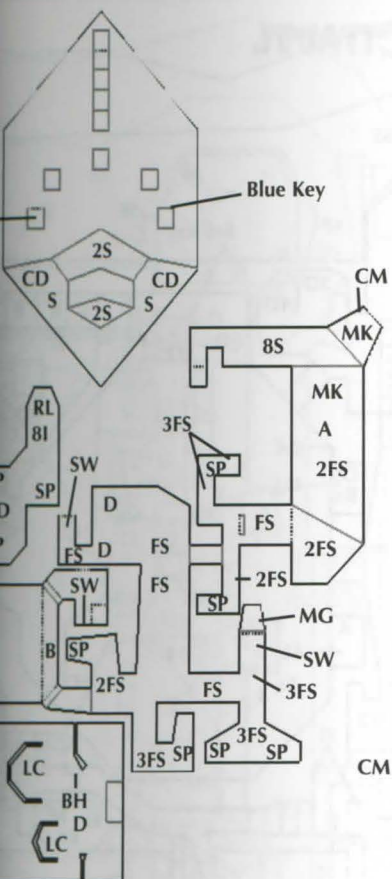
Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- CR** case of rockets
- MG** machine gun (chain gun)
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



MISSION 18: THE COURTYARD





Mission 18: THE COURTYARD

The Bestiary

- BH** Baron of Hell
- CD** Cacodemon
- D** Demon
- FH** Former Human
- FS** Former Human Sergeant
- I** Imp
- R** Revenant
- S** Spectre

Locations

- CM** computer map
- SW** switch

Special Items

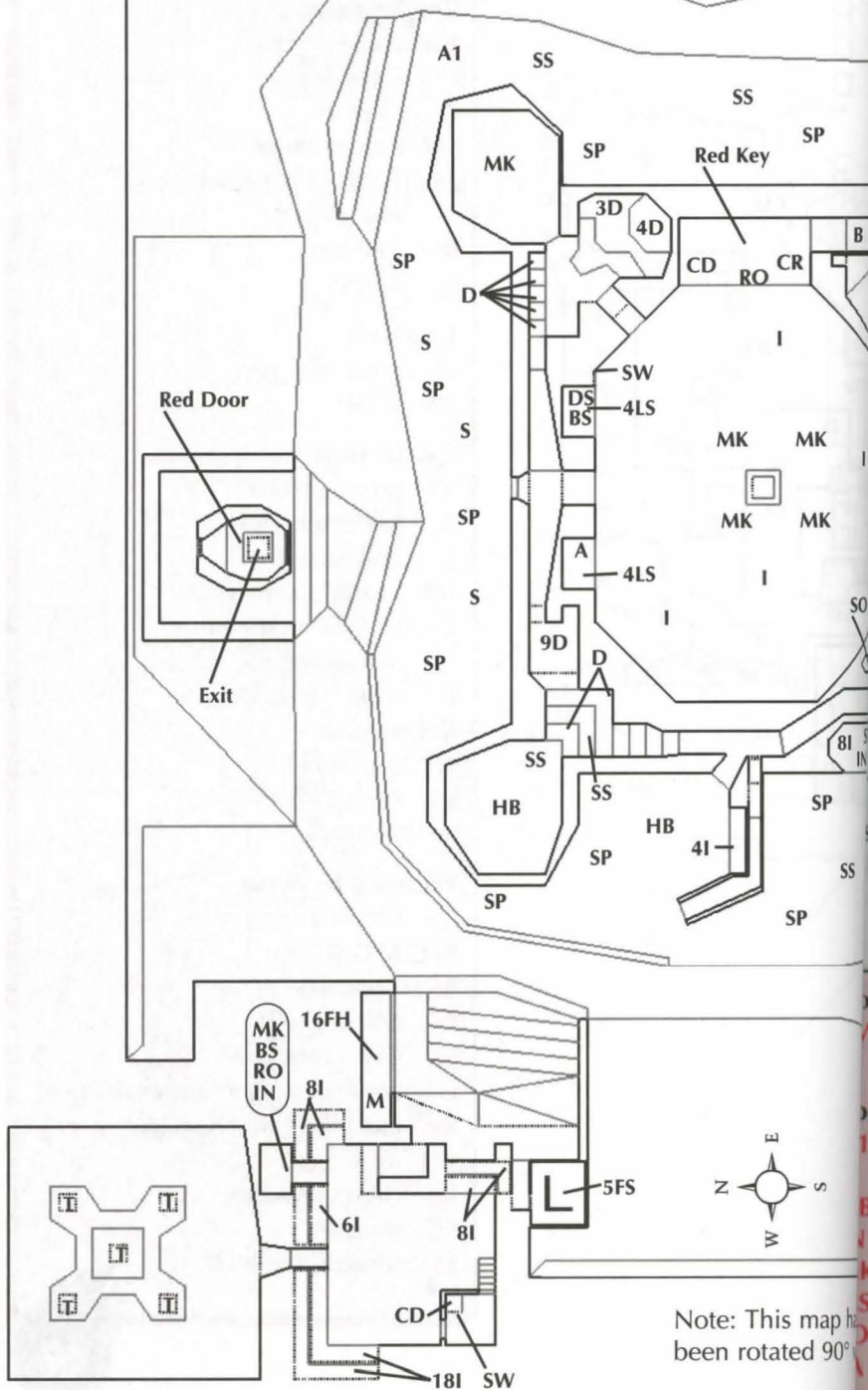
- A1** green armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- IN** invisibility sphere
- IV** invulnerability sphere
- LC** large energy cell
- MK** medikit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- CR** case of rockets
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)



MISSION 19: THE CITADEL

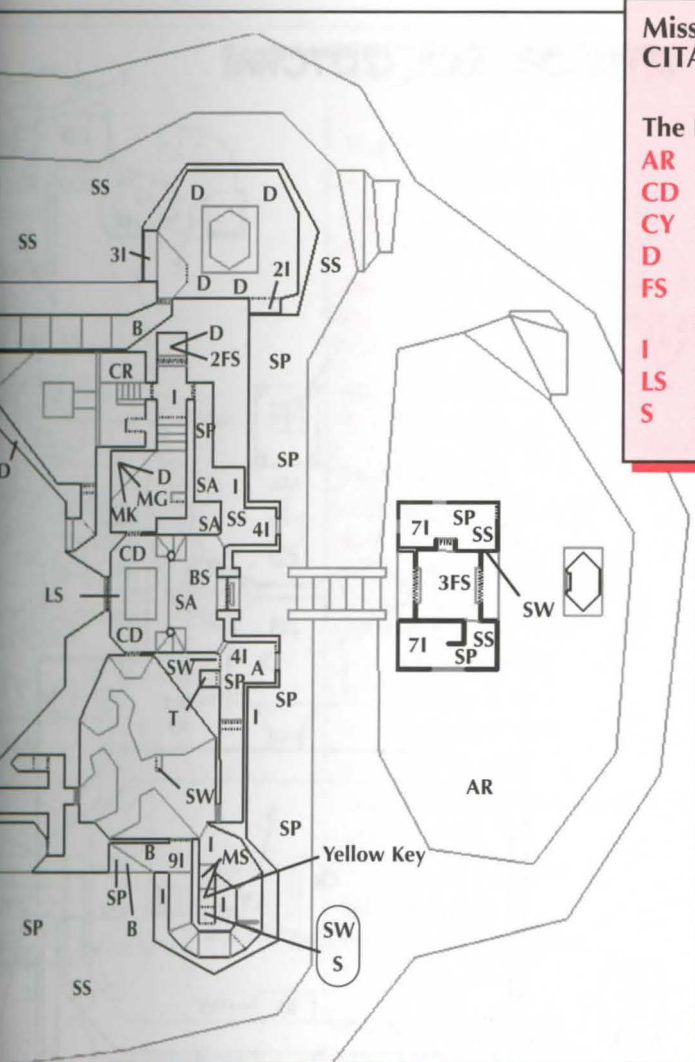


Note: This map has been rotated 90°

Mission 19: THE CITADEL

The Bestiary

- AR** Arachnotron
- CD** Cacodemon
- CY** Cyberdemon
- D** Demon
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- S** Spectre



Locations

- SW** switch
- T** transporter

Special Items

- A1** green armour
- B** berserker pack
- HB** health bonus (vials)
- IN** invisibility sphere
- MK** medikit
- MS** megasphere
- SO** soul sphere
- SA** spiritual armour

- SP** stimpack

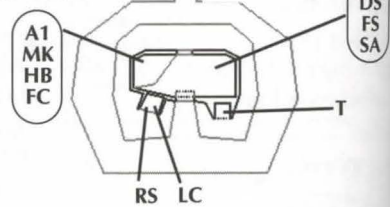
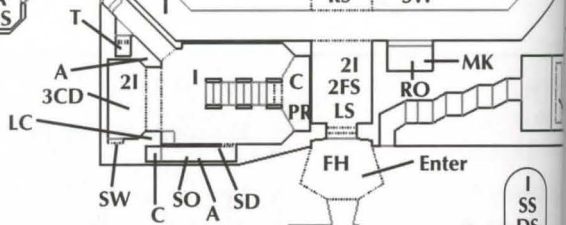
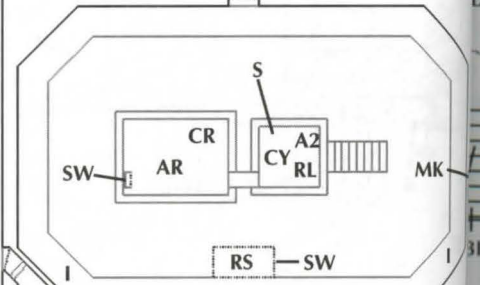
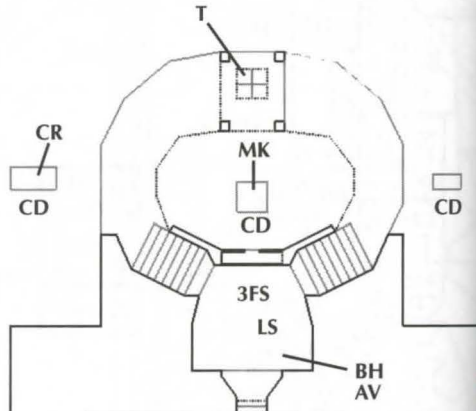
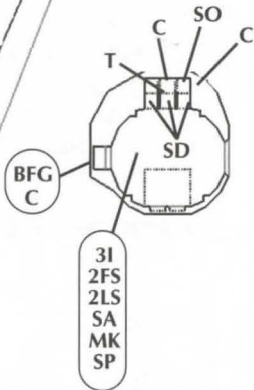
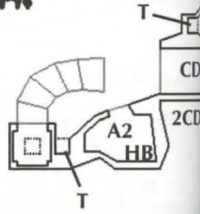
Weapons & Ammo

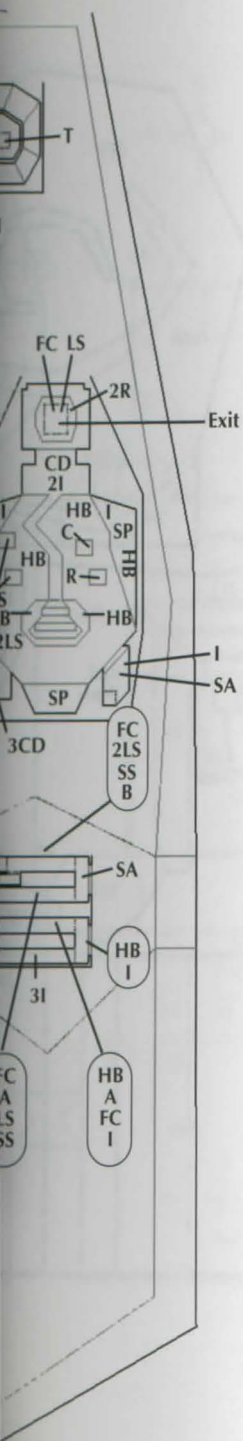
- A** box of ammo
- BP** backpack
- BS** box of shells
- CR** case of rockets
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- SS** shotgun shells (4)





MISSION 20: GOTCHA!





Mission 20: GOTCHA!

The Bestiary

- AR** Arachnotron
- CD** Cacodemon
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- R** Revenant

Locations

- SD** secret door
- SW** switch
- T** transporter

Special Items

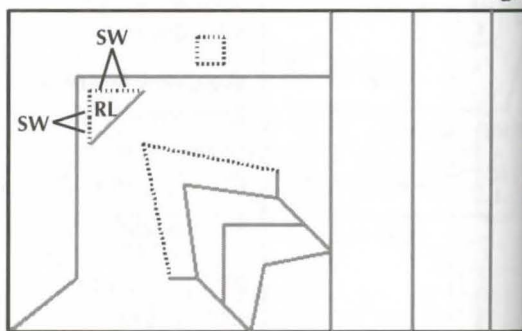
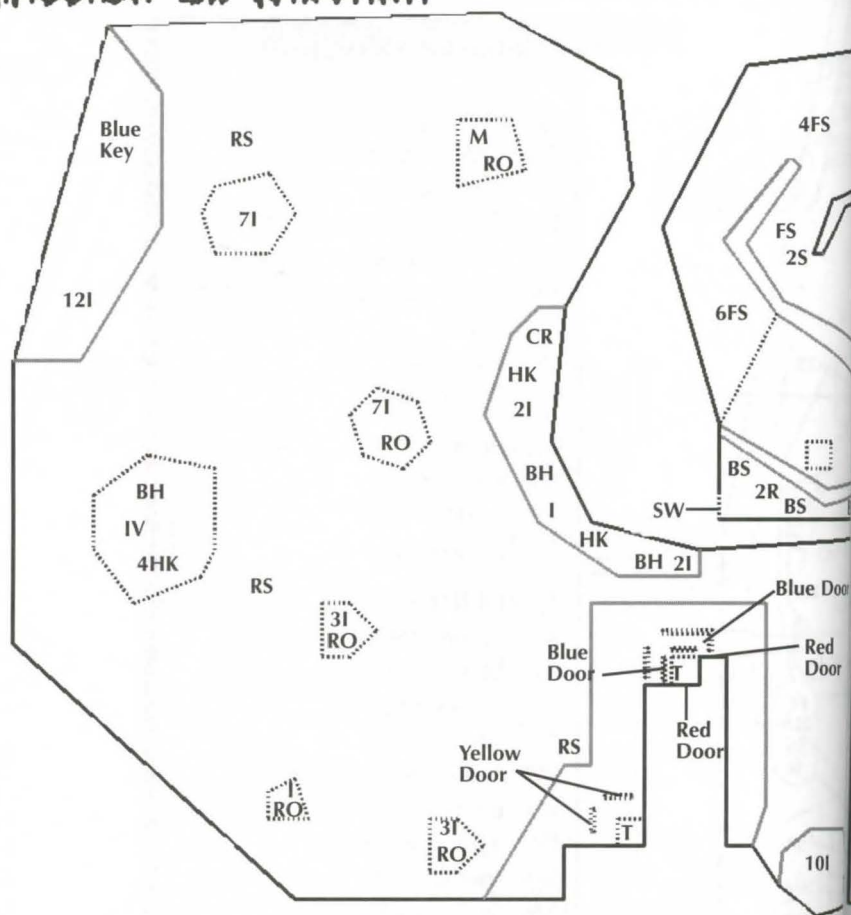
- A1** green armour
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- MK** medikit
- RS** radiation suit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- CR** case of rockets
- DS** combat shotgun (super shotgun)
- PR** plasma rifle
- RO** rocket
- SG** shotgun
- SS** shotgun shells (4)



MISSION 21: NIRVANA



Mission 21: NIRVANA

The Bestiary

- BH** Baron of Hell
- FC** Former Human Commando
- FS** Former Human Sergeant
- HK** Hell Knight
- I** Imp
- M** Mancubus
- PE** Pain Elemental
- R** Revenant
- S** Spectre

Locations

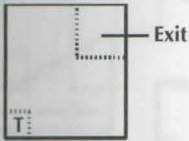
- SW** switch
- T** transporter

Special Items

- HB** health bonus (vials)
- IV** invulnerability sphere
- MK** medikit
- RS** radiation suit

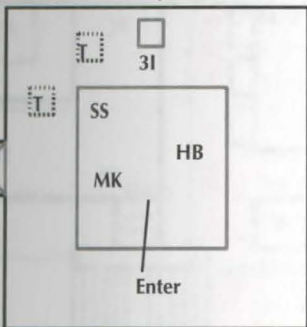
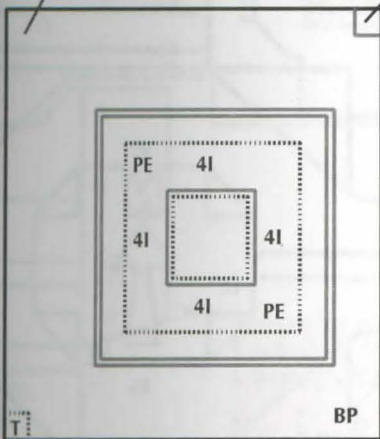
Weapons & Ammo

- BP** backpack
- BS** box of shells
- CR** case of rockets
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SS** shotgun shells (4)

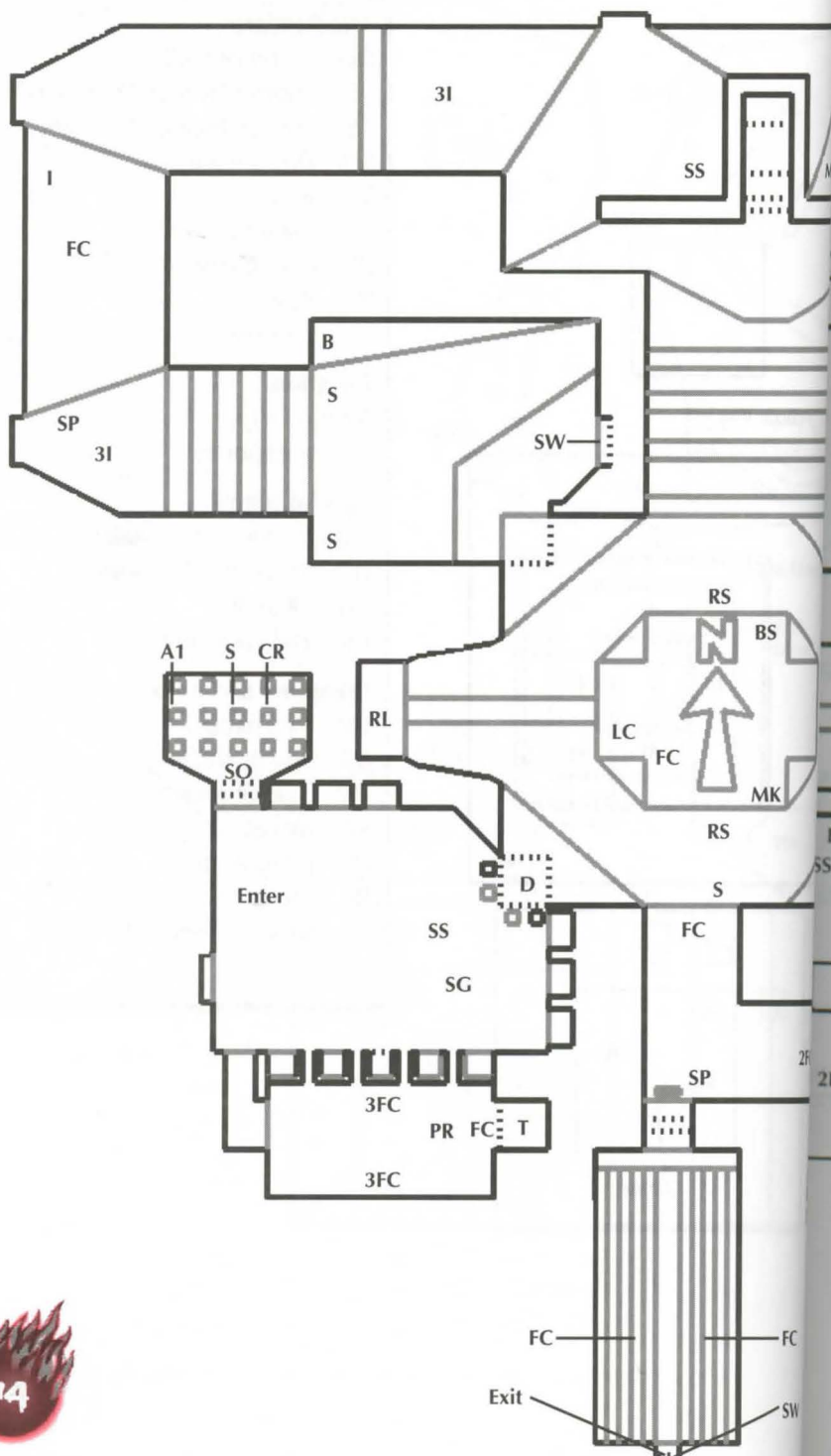


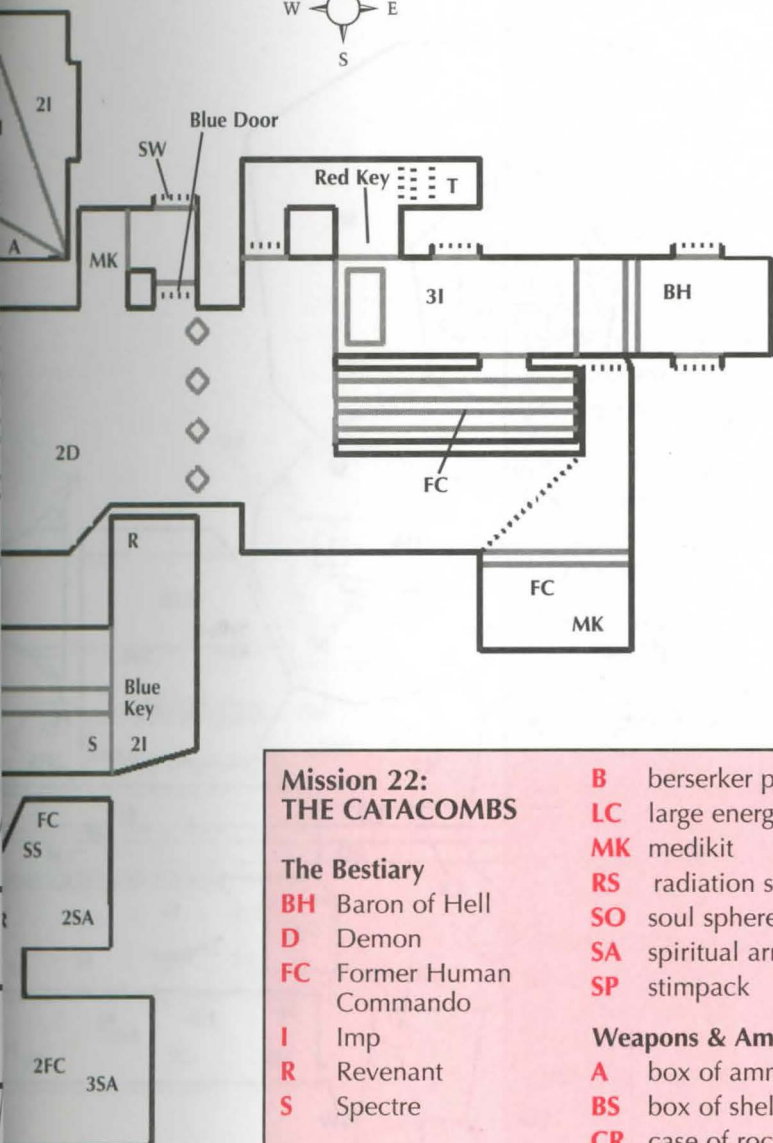
Yellow Key

SO



MISSION 22: THE CATACOMBS





Mission 22: THE CATACOMBS

The Bestiary

- BH** Baron of Hell
- D** Demon
- FC** Former Human Commando
- I** Imp
- R** Revenant
- S** Spectre

Locations

- SW** switch
- T** transporter

Special Items

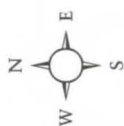
- A1** green armour

- B** berserker pack
- LC** large energy cell
- MK** medikit
- RS** radiation suit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

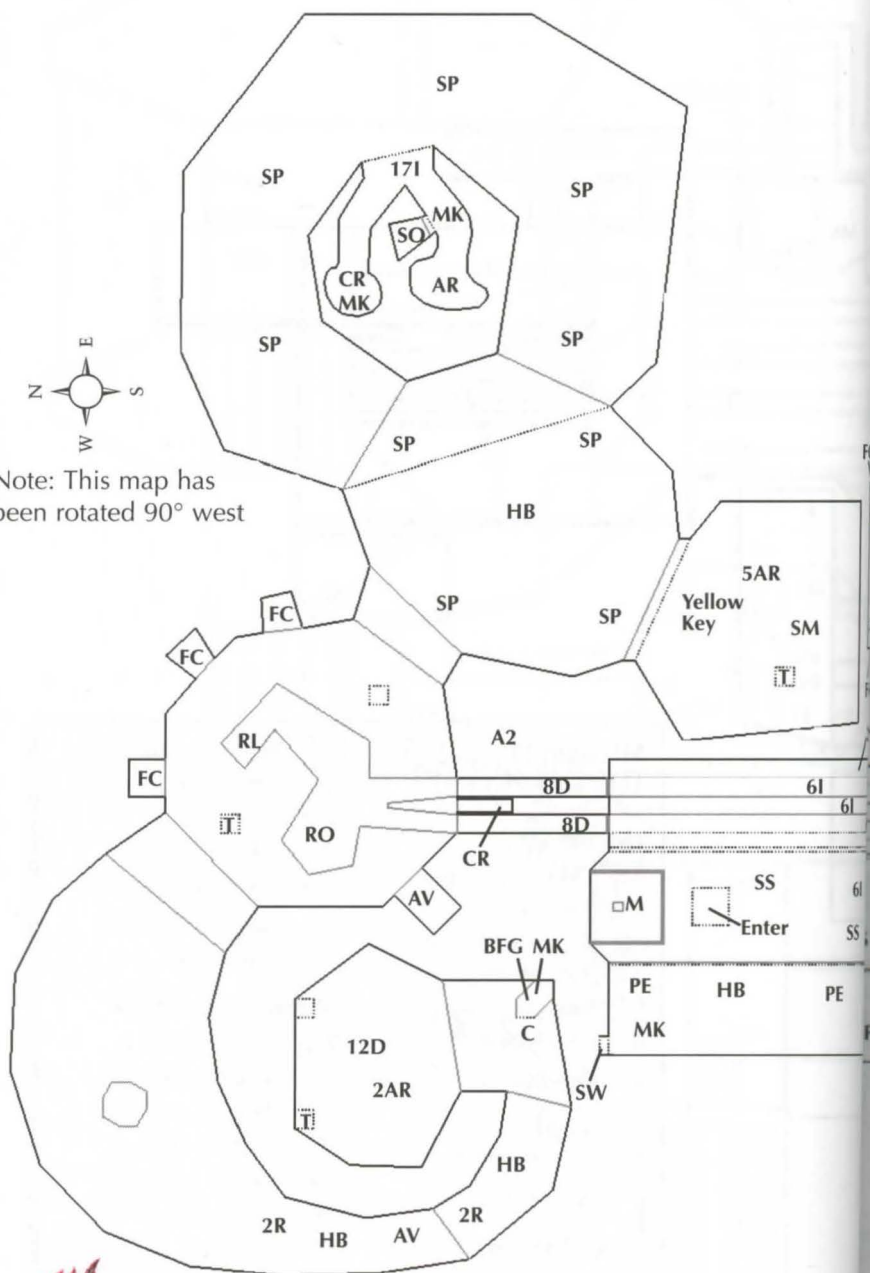
Weapons & Ammo

- A** box of ammo
- BS** box of shells
- CR** case of rockets
- PR** plasma rifle
- RL** rocket launcher
- SG** shotgun
- SS** shotgun shells (4)

MISSION 23: BARRELS 'O' FUN



Note: This map has been rotated 90° west



Mission 23: BARRELS O' FUN

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- D** Demon
- FC** Former Human Commando
- HK** Hell Knight
- I** Imp
- M** Mancubus
- PE** Pain Elemental
- R** Revenant
- SM** Spider Mastermind

Locations

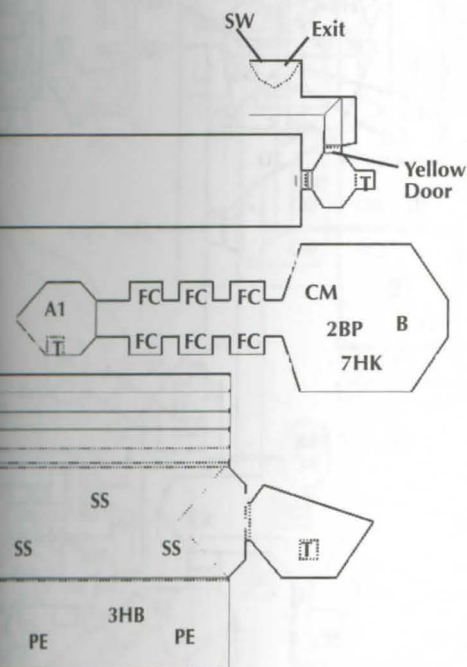
- CM** computer map
- SW** switch
- T** transporter

Special Items

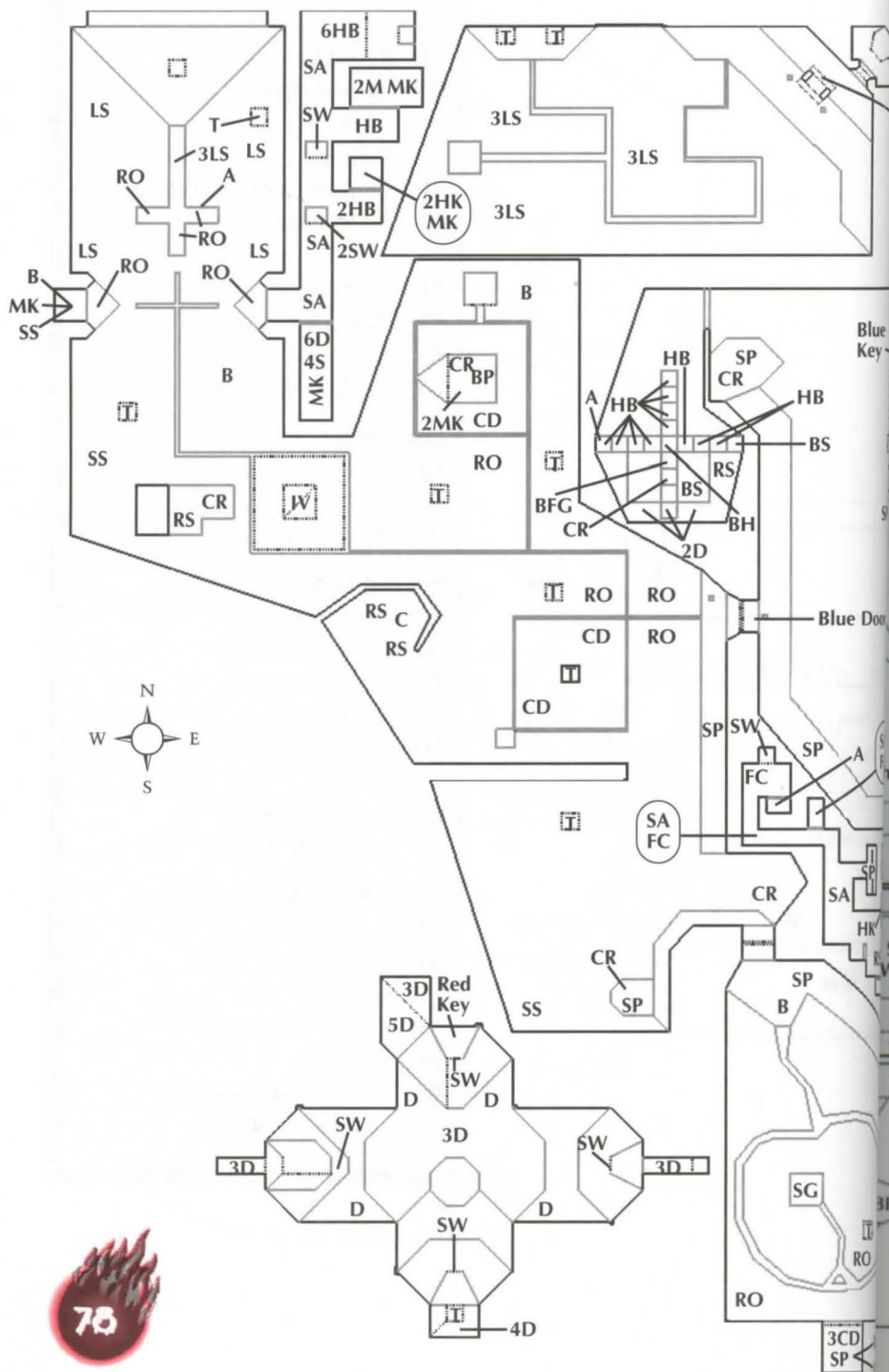
- A1** green armour
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- MK** medikit
- SO** soul sphere
- SP** stimpack

Weapons & Ammo

- BFG** BFG 9000
- BP** backpack
- SW** switch
- CR** case of rockets
- RO** rocket
- RL** rocket launcher
- SS** shotgun shells (4)



MISSION 24: THE CHASM



Mission 24: THE CHASM

The Bestiary

- BH** Baron of Hell
- CD** Cacodemon
- D** Demon
- FC** Former Human Commando
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- M** Mancubus
- S** Spectre

Locations

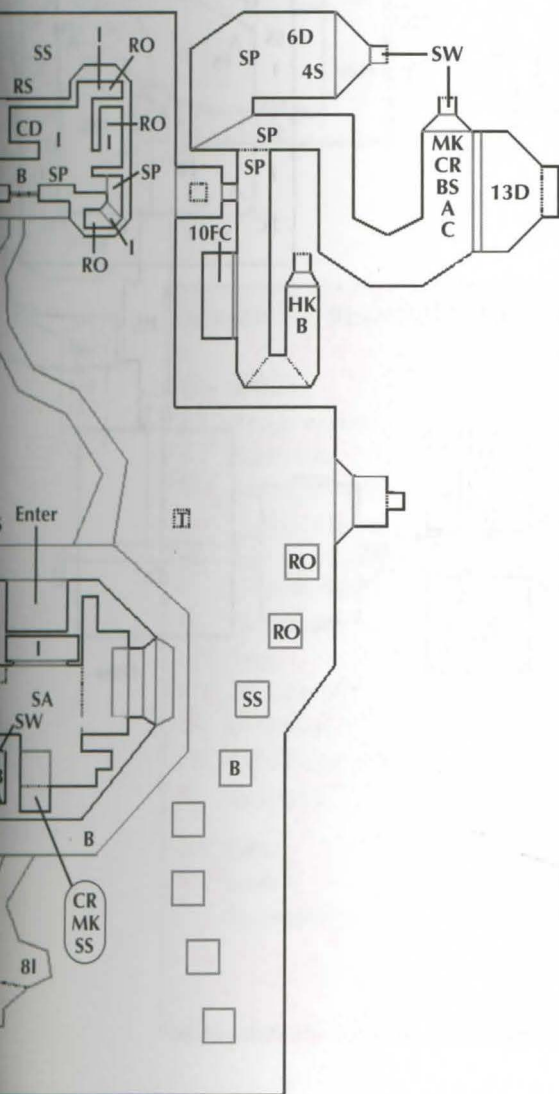
- SW** switch
- T** transporter

Special Items

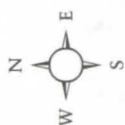
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- IV** invulnerability sphere
- MK** medikit
- MS** megasphere
- RS** radiation suit
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

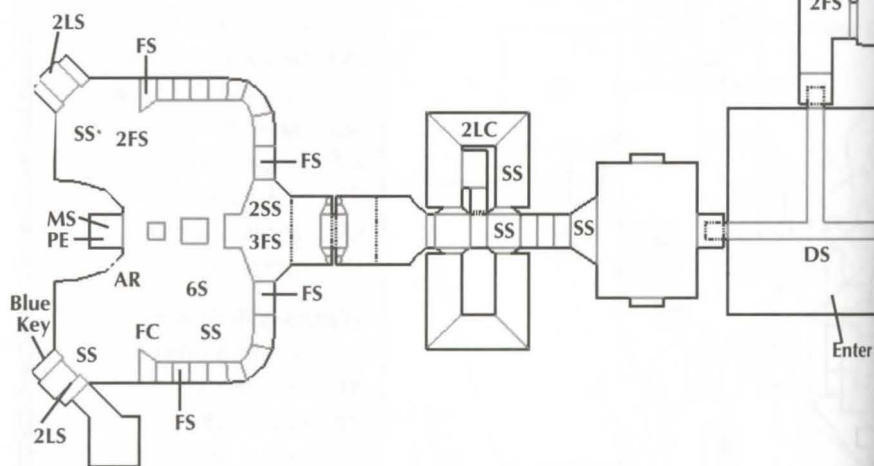
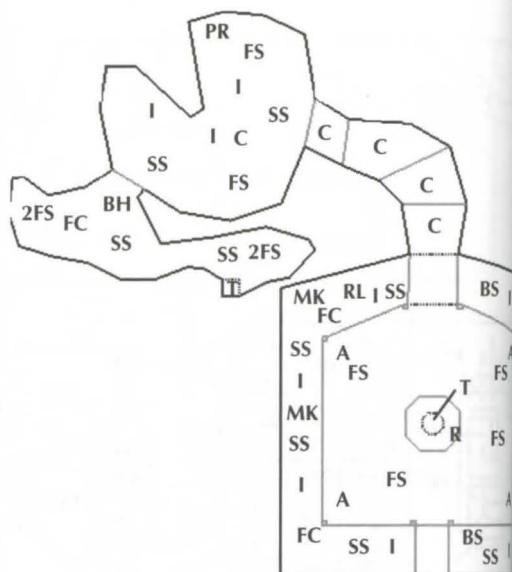
- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- CR** case of rockets
- RO** rocket
- SG** shotgun
- SS** shotgun shells (4)

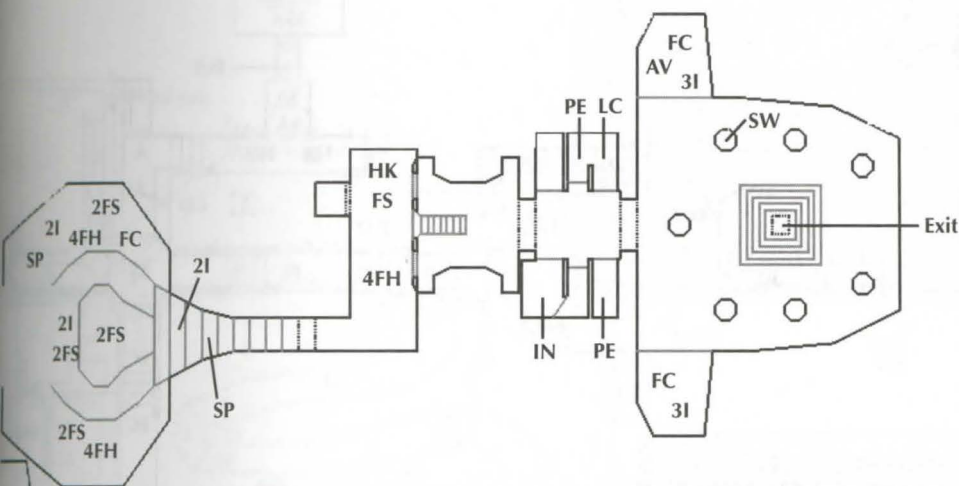


MISSION 25: BLOODFALLS



Note: This map has been rotated 90° west





Mission 25: BLOODFALLS

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- BH** Baron of Hell
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- PE** Pain Elemental
- R** Revenant

Locations

- SW** switch
- T** transporter

Special Items

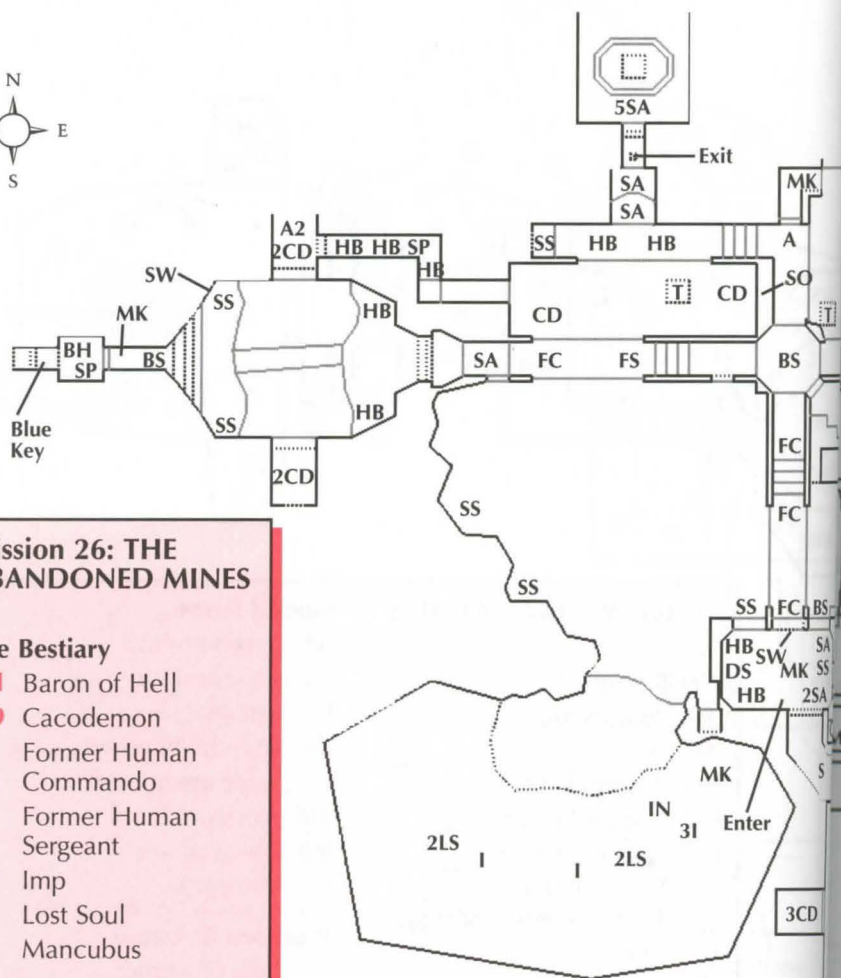
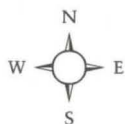
- A1** green armour
- A2** blue armour
- C** energy cell
- IN** invisibility sphere
- LC** large energy cell
- MK** medikit
- MS** megasphere
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BP** backpack
- BS** box of shells
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SS** shotgun shells (4)

MG
A2
5SP
4FS
4FH

MISSION 26: THE ABANDONED MINES



Mission 26: THE ABANDONED MINES

The Bestiary

- BH** Baron of Hell
- CD** Cacodemon
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- LS** Lost Soul
- M** Mancubus

Locations

- SW** switch
- T** transporter

Special Items

- | | |
|--------------------------------|----------------------------|
| A2 blue armour | RS radiation suit |
| C energy cell | SO soul sphere |
| HB health bonus (vials) | SA spiritual armour |
| IN invisibility sphere | SP stimpack |
| MK medikit | |



Mission 27: MONSTER CONDO

The Bestiary

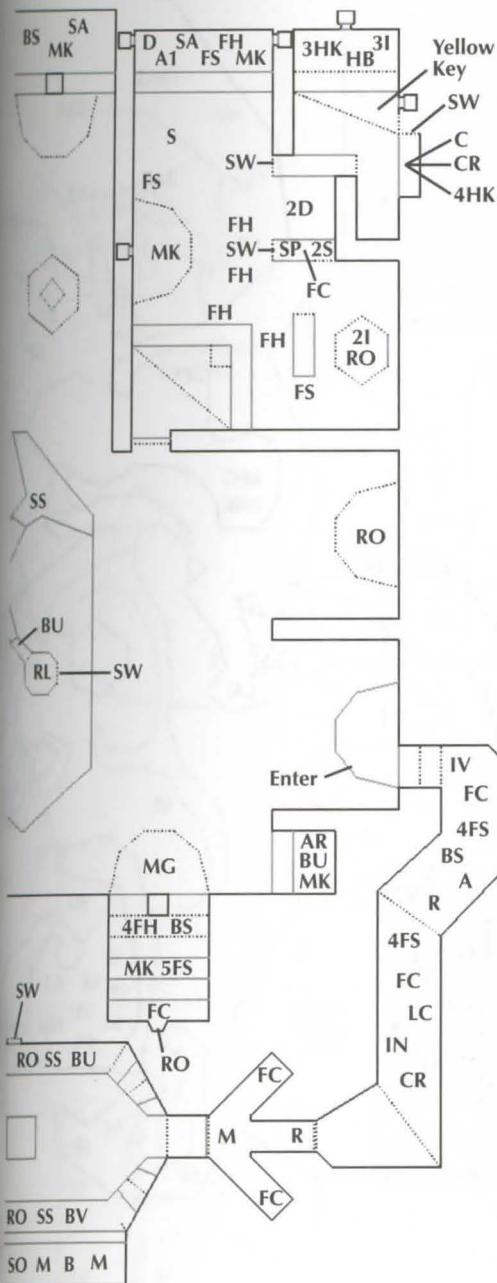
- AR** Arachnotron
- AV** Arch-Vile
- BH** Baron of Hell
- D** Demon
- FB** Final Boss
- FH** Former Human
- FC** Former Human Commando
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- M** Mancubus
- R** Revenant
- S** Spectre
- SM** Spider Mastermind

Special Items

- A1** green armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- IN** invisibility sphere
- IV** invulnerability sphere
- LC** large energy cell
- LG** light goggles
- MK** medikit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- CS** chain saw
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- RL** rocket launcher
- SS** shotgun shells (4)



Mission 28: THE SPIRIT WORLD

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- CD** Cacodemon
- CY** Cyberdemon
- D** Demon
- FH** Former Human
- FC** Former Human Commando

- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- LS** Lost Soul
- M** Mancubus
- PE** Pain Elemental
- R** Revenant
- S** Spectre
- SM** Spider Mastermind

Locations

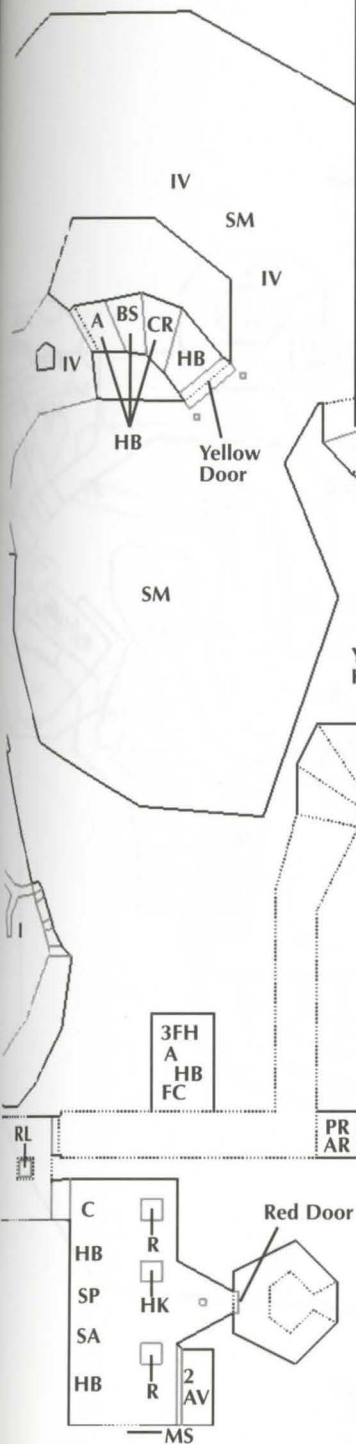
- SW** switch

Special Items

- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- IV** invulnerability sphere
- LC** large energy cell
- MK** medikit
- MS** megasphere
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- CS** chain saw
- DS** combat shotgun (super shotgun)
- MG** machine gun (chain gun)
- RO** rocket
- PR** plasma rifle
- RL** rocket launcher
- SS** shotgun shells (4)



Mission 29: The Living End

The Bestiary

- AR** Arachnotron
- AV** Arch-Vile
- BH** Baron of Hell
- CD** Cacodemon
- CY** Cyberdemon
- FH** Former Human
- FS** Former Human Sergeant
- I** Imp
- HK** Hell Knight
- M** Mancubus
- PE** Pain Elemental
- R** Revenant
- S** Spectre

Locations

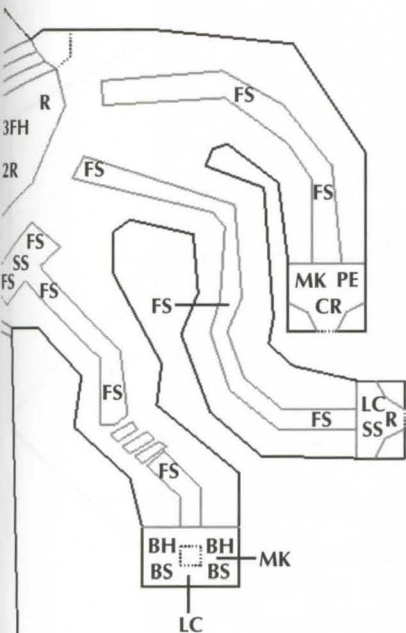
- SW** switch
- T** transporter

Special Items

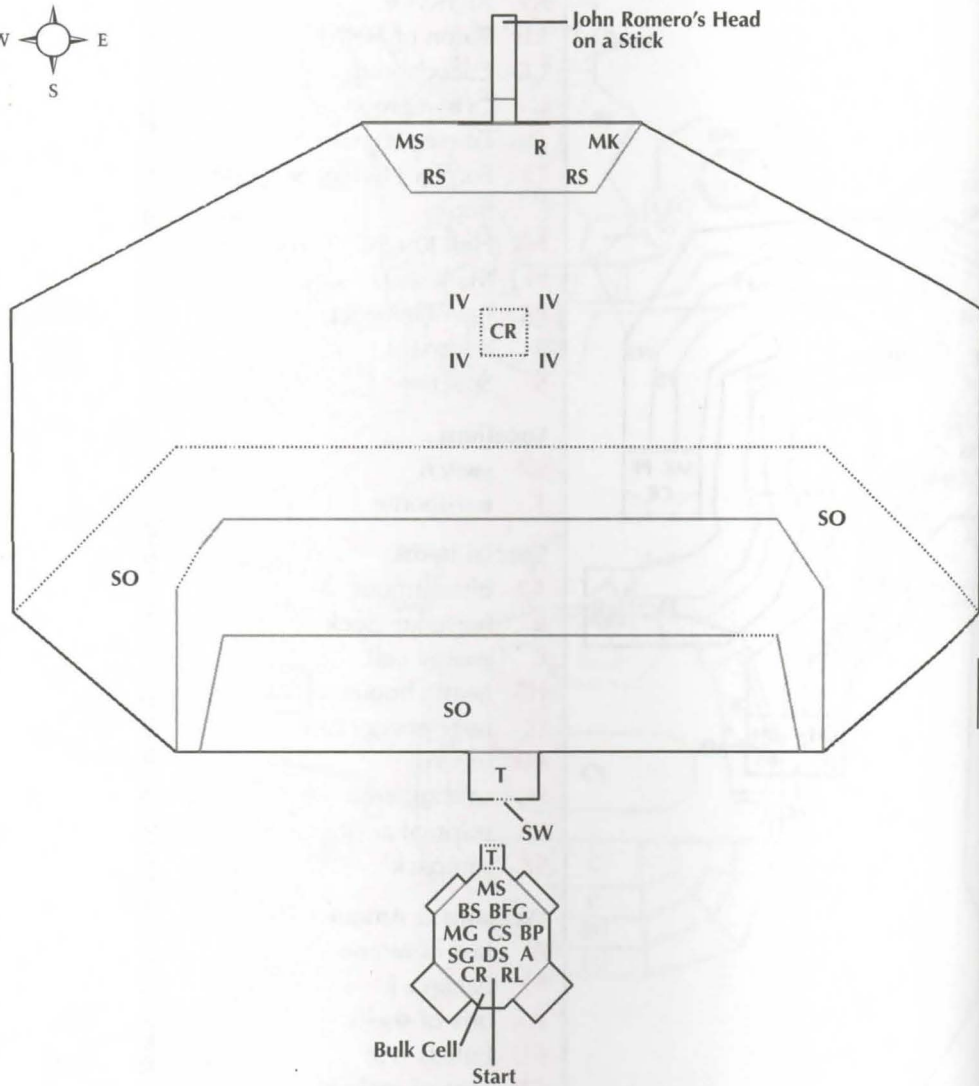
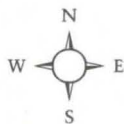
- A2** blue armour
- B** berserker pack
- C** energy cell
- HB** health bonus (vials)
- LC** large energy cell
- MK** medikit
- SO** soul sphere
- SA** spiritual armour
- SP** stimpack

Weapons & Ammo

- A** box of ammo
- BP** backpack
- BS** box of shells
- BU** bullets (10)
- CR** case of rockets
- DS** combat shotgun
(super shotgun)
- MG** machine gun (chain gun)
- SS** shotgun shells (4)



MISSION 30: ICON OF SIN



Mission 30: ICON OF SIN

The Bestiary

- R** Revenant
- S** Spectre

Locations

- SW** switch
- T** transporter

Special Items

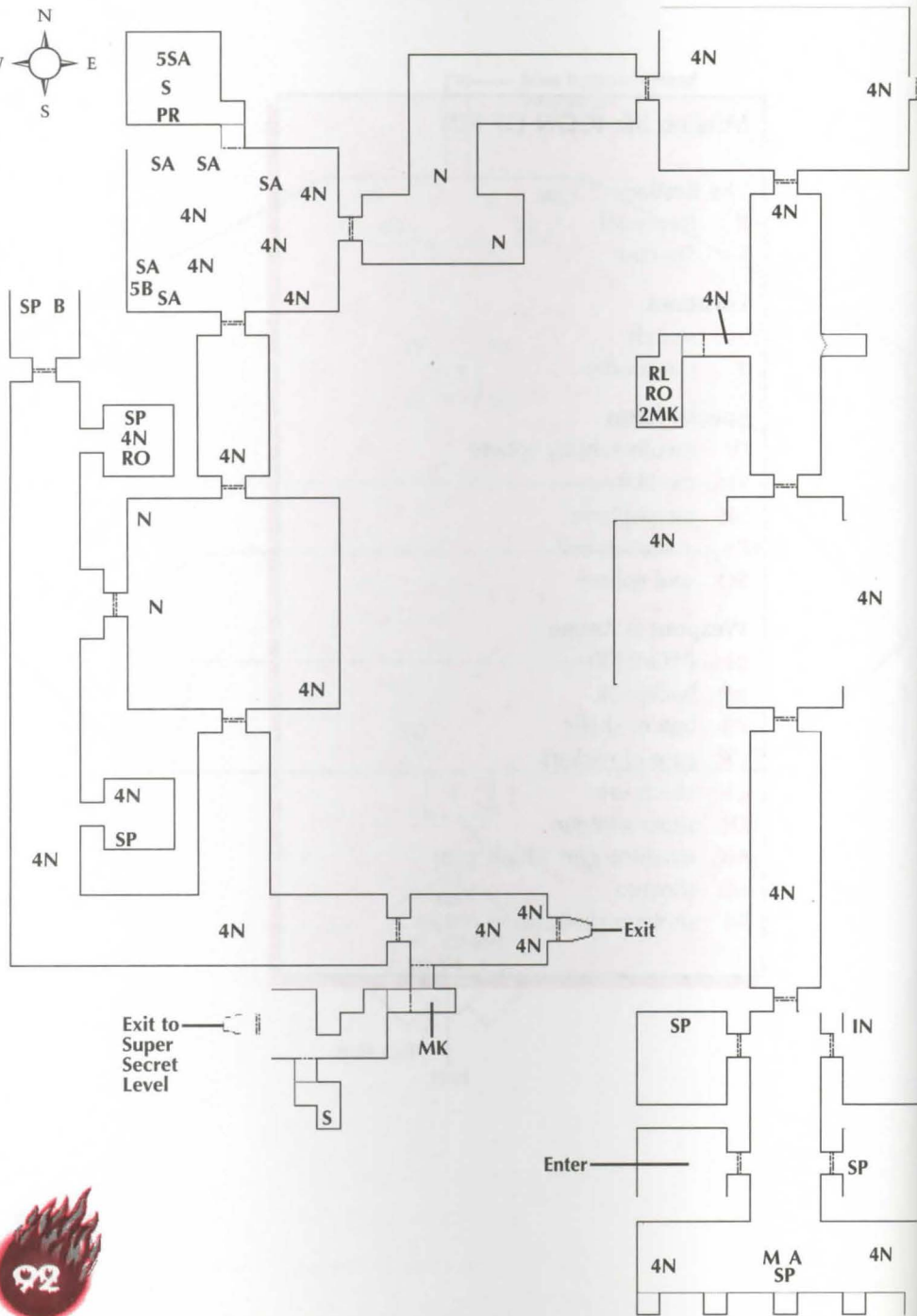
- IV** invulnerability sphere
- MK** medikit
- MS** megasphere
- RS** radiation suit
- SO** soul sphere

Weapons & Ammo

- BFG** BFG 9000
- BP** backpack
- BS** box of shells
- CR** case of rockets
- CS** chain saw
- DS** super shotgun
- MG** machine gun (chain gun)
- SG** shotgun
- SS** shotgun shells (4)



MISSION 31: WOLFENSTEIN



SG
4N
6SS

**Mission 31:
WOLFENSTEIN**

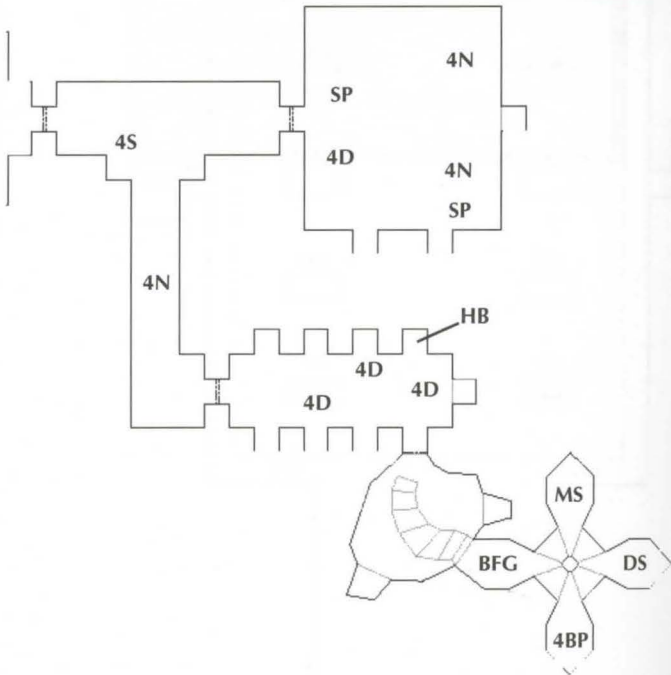
The Bestiary
D Demon
N Nazi
M Mancubus
S Spectre

Locations
SW switch
T transporter

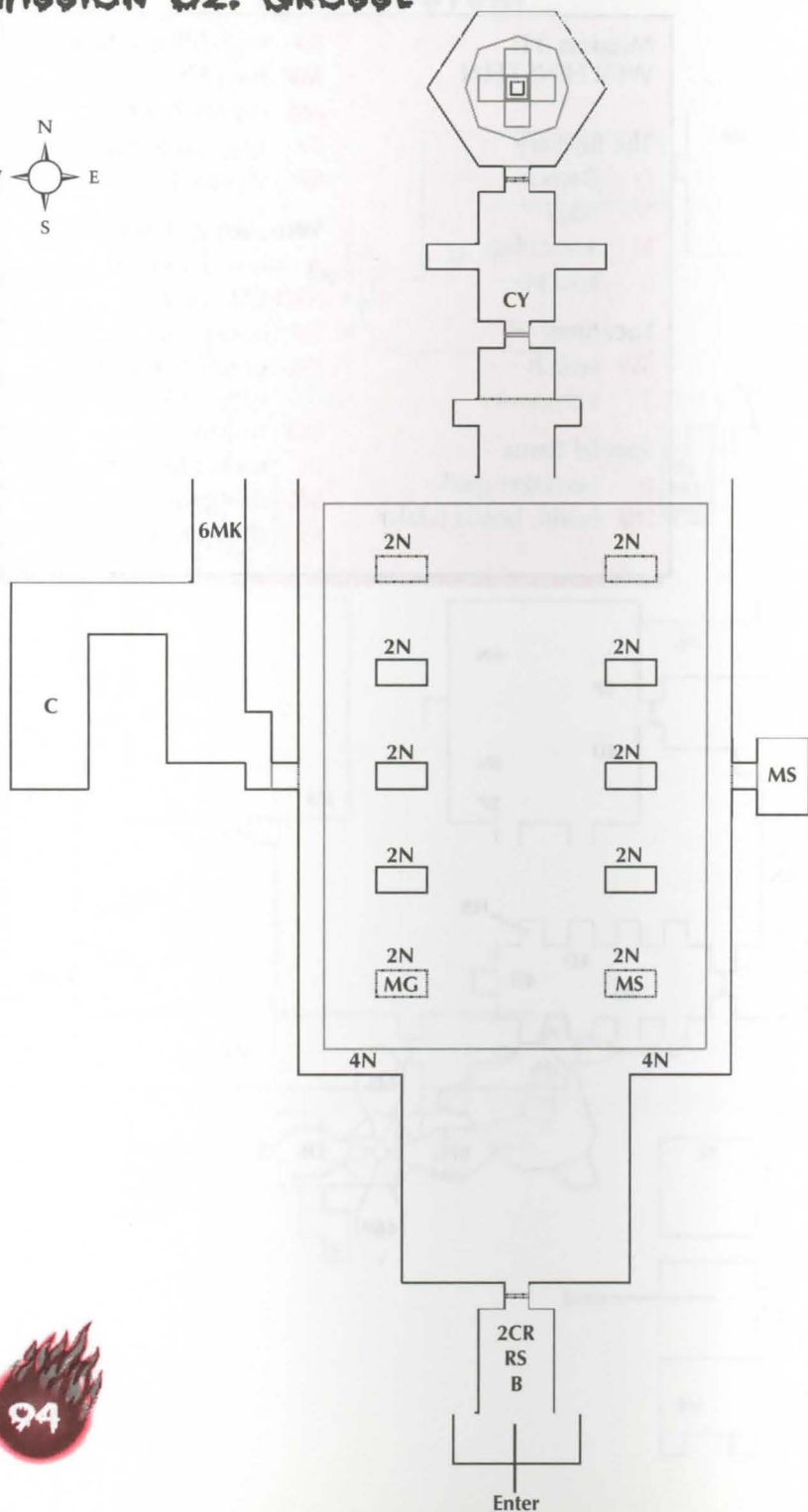
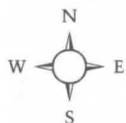
Special Items
B berserker pack
HB health bonus (vials)

IN invisibility sphere
MK medikit
MS megasphere
SA spiritual armour
SP stimpack

Weapons & Ammo
A box of ammo
BFG BFG 9000
BP backpack
DS combat shotgun (super shotgun)
RO rocket
RL rocket launcher
SG shotgun
SS shotgun shells (4)



MISSION 32: GROSSE



Mission 32: GROSSE

The Bestiary

CY Cyberdemon

N Nazi

Locations

T transporter

Special Items

B berserker pack

C energy cell

MK medikit

MS megasphere

RS radiation suit

Weapons & Ammo

CR case of rockets

MG machine gun (chain gun)

Do You Think You've Got All the Answers? Don't Bet Your Life On It.

So you went ahead and got the hint book for *DOOM II*. Good move. Winning *DOOM II* is murder. But there's an entire underworld of hellish tactics, demonic cheats, and scorching game secrets you're missing out on . . . unless you have *DOOM II: The Official Strategy Guide*.

With *DOOM II: The Official Strategy Guide* you'll have:

- ALL of the *DOOM II* cheat codes: now you too can have god-like powers—instantly
- Stunning maps and hard-hitting text that give you the fastest possible route through absolutely every *DOOM II* level
- Unlimited access to all of the *DOOM II* secret and super-secret levels
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