

# DUNGEON DOOM

## THE ROGUE-LIKE

VERSION 8.1

A character in a dark, gothic-style dungeon corridor, holding a glowing sword. The character is seen from behind, wearing dark armor and a helmet. The corridor is dimly lit by wall sconces, and a set of stairs is visible in the distance.

PLAYER MANUAL

# INTRODUCTION:

AFTER A LONG JOURNEY THROUGH THE DEADLY SWAMPS OF KANDOR, YOU FINALLY ARRIVE AT THE GATES OF THE CITY ASIRIS. YOUR PAST IS LEFT FAR BEHIND AND YOU LOOK FORWARD TO NEW OPPORTUNITIES. WHAT WILL ASIRIS OFFER? WILL THIS CITY BE YOUR SALVATION OR WILL IT BE YOUR DOOM...

WELCOME TO DUNGEONDOOM, THE ROGUE-LIKE DOOM3 MODIFICATION. THE BASIC GOAL OF DUNGEONDOOM IS PRETTY SIMPLE: DESCEND DEEPER INTO THE DUNGEONS AND KILL THE MONSTERS THAT YOU ENCOUNTER ALONG YOUR WAY. NO GAME OF DUNGEONDOOM IS LIKE ANOTHER: THE MAZES ARE GENERATED RANDOMLY AT THE START OF YOUR ADVENTURE AND YOUR CHOICES WILL AFFECT THE STORY THAT UNFOLDS AFTER YOUR ARRIVAL.



# MAP8:

## THE WILDERNESS

You begin  
your quest  
here

GATES OF  
ASIRIS

PYRAMID OF  
KANDOR

Dungeon  
entrance

MOUNTAINS OF KANDOR

## THE CITY ASIRIS

MYSTICAL PORTAL

HEALER

SHOP

GATES  
OF  
ASIRIS



# GAMEPLAY MODES:

## ADVENTURE:

THE ADVENTURE GAME BEGINS WITH THE CREATION OF YOUR CHARACTER. YOU CAN THEN EXPLORE THE WORLD OF DUNGEONDOOM FREELY AS YOU WISH. YOU START YOUR QUEST IN THE WILDERNESS IN FRONT OF THE GATES OF THE CITY ASIRIS. A PATH LEADS TO THE MYSTICAL PYRAMID OF KANDOR, SOUTH OF THE CITY GATES. BELOW THIS PYRAMID, YOU WILL FIND A DEEP, EXTENSIVE DUNGEON, WHICH HOUSES NUMEROUS TOUGH ENEMIES... THE CITY ASIRIS OFFERS A VARIETY OF EQUIPMENT IN IT'S SHOP. SEVERAL SMALLER, OPTIONAL QUESTS CAN BE TAKEN FROM VILLAGERS, AND YOU CAN FIND SOME REST AND REGAIN YOUR STRENGTH AT THE LOCAL HEALER. DURING YOUR EXPLORATION YOU WILL FIND OUT MORE ABOUT THIS WORLD AND YOU MIGHT GET INVOLVED IN SOME SERIOUS BUSINESS...

## ARENA:

THIS GAMEPLAY VARIANT IS QUICK AND TOUGH! IF YOU DO NOT CARE ABOUT RPG ELEMENTS OR STRATEGIC PLANNING, THIS IS THE GAMEMODE FOR YOU! ALL CHARACTER DEVELOPMENT IS SKIPPED. YOU ENTER THE ARENA WITH A VERY POWERFUL VERSION OF THE SELECTED CHARACTER CLASS. INSIDE THE ARENA, YOU FIGHT AGAINST A NEVERENDING STREAM OF MONSTERS UNTIL YOU DIE!

## CHALLENGE:

IN CHALLENGE MODE YOU SKIP MOST BUT NOT ALL ASPECTS OF CHARACTER DEVELOPMENT. IF YOU PLAYED DUNGEONDOOM BEFORE AND IF YOU WANT TO GET INTO INSTANT DUNGEONDOOM ACTION, THIS IS THE GAMEPLAY MODE FOR YOU! YOU FIRST CHOOSE FROM FIVE DIFFERENT LEVELS WHICH PRESENT AN INCREASINGLY TOUGH CHALLENGE. THEN, YOU RECEIVE A GIVEN AMOUNT OF EXPERIENCE AND GOLD. YOU CAN UPGRADE YOUR SPELLS OR ABILITIES BEFORE YOU ENTER THE SHOP TO BUY EQUIPMENT. YOU ARE THEN IMMEDIATELY PLACED IN THE DUNGEON, CHALLENGED TO FINISH THE NEXT 4 DUNGEON LEVELS. STAIRS LEADING UPWARDS ARE CONSTANTLY BLOCKED! YOU CAN ONLY DESCEND DEEPER TO BEAT THIS CHALLENGE.



# CHARACTER DEVELOPMENT:

## EXPERIENCE AND ABILITIES:

BY KILLING ENEMIES YOU WILL EARN EXPERIENCE, WHICH WILL ENABLE ADVANCES IN CHARACTER LEVEL. YOU WILL EARN TWO ABILITY POINTS AT EACH LEVEL ADVANCE. USE THE TAB KEY TO ENTER THE STATUS SCREEN. SELECT AN AVAILABLE SPELL OR ABILITY USING THE MOUSE. CLICK "SELECT" TO LEARN/UPGRADE THAT ABILITY. MORE SPELLS/ABILITIES AND HIGHER LEVELS WILL BECOME AVAILABLE LATER IN THE GAME. AT HIGHER SPELL LEVELS, CASTING IS MORE LIKELY TO SUCCEED AND COSTS LESS MANA. HIGHER ABILITY LEVELS IMPROVE WEAPON EFFICIENCY.

## STATUS, REQUIREMENTS AND EQUIPMENT:

SOME SPELLS/ABILITIES HAVE CERTAIN STATUS REQUIREMENTS (SUCH AS 12 STRENGTH OR 13 INTELLIGENCE). 10 STATUS POINTS ARE AVAILABLE AT THE BEGINNING, BUT BE CAREFUL AND SPEND THESE POINTS WISELY. THROUGH THE PROCEEDINGS OF THE GAME YOU WILL ONLY OBTAIN 4 MORE STATUS POINTS (ONE FOR EACH END BOSS

KILLED). IF YOU WANT TO BECOME MOST POWERFUL, YOU WILL NEED TO AUGMENT YOUR STATUS VALUES WITH YOUR EQUIPMENT. AFTER OBTAINING SUCH ITEMS, YOU CAN EQUIP THEM THROUGH THE STATUS SCREEN (TAB KEY). PLAN WISELY, AS SOME OF THESE ITEMS THEMSELVES HAVE STATUS REQUIREMENTS.

choose display type in the header menu

The screenshot shows the 'STATS SCREEN' interface. At the top, there is a header menu with tabs: 'items', 'abilities', 'spells', 'equipment' (highlighted), and 'quests'. To the right of the tabs are buttons for '?' and 'EXIT'. Below the tabs, a red text message 'insufficient stats' is displayed. The main area is divided into two columns. The left column is a list of items with their names and types. The right column shows a character model with various equipment slots labeled: 'neck', 'head', 'arm', 'body', 'ring', 'belt', 'legs', and 'feet'. Below the item list, there is a section for the selected item, showing its name, armor value, and status requirements.

choose from available items

click buttons to change equipment

access information about active item

name	type
Scepter of Plasma	arm
Sabre of Sparks	arm
Holy Staff of Vitality	arm
Used Robe of Agility	body
Heavy Sword	arm
Broadsword of Deadly Poison	arm
Heavy Sword of Ice	arm
Holy Focus Cap of Strength	arm
Normal Staff of Wisdom	arm
Holy Staff of Intelligence	arm
Good Amulet of Vitality	arm

selected: Holy Focus Cap of Strength

armor: 12(+2 str)

requires: int(18)wis(18)



## MAGIC SPELLS AND USEABLE ITEMS:

SPELLS AND ITEMS ARE ACTIVATED USING ICONS PLACED IN THE PLAYER HUD. USE THE STATS SCREEN (PRESS TAB TO ACTIVATE) TO ASSIGN AVAILABLE SPELLS/ITEMS TO HOTKEYS 1-9. AT THE BEGINNING ONLY ONE SPELL IS AVAILABLE, BUT MORE SPELLS CAN BE LEARNED AT HIGHER LEVELS. A MAXIMUM OF 15 ITEMS CAN BE STACKED.

USE THE V KEY AND SUBSEQUENTLY ONE OF THE HOTKEYS 2-9 TO SWITCH POSITIONS WITH HOTKEY 1.

HOTKEY 1 CAN ALSO BE ACTIVATED BY CLICKING THE RIGHT MOUSE BUTTON.

**STATS SCREEN** ? **EXIT**

items	abilities	spells	equipment	quests																				
USE		assign																						
<table border="1"><thead><tr><th>name</th><th>#</th></tr></thead><tbody><tr><td>health potion</td><td>15</td></tr><tr><td>mana potion</td><td>15</td></tr><tr><td>torch</td><td>1</td></tr><tr><td>lantern</td><td>1</td></tr><tr><td>the phial of galadriel</td><td>0</td></tr><tr><td>protection potion</td><td>9</td></tr><tr><td>pinky scroll</td><td>3</td></tr><tr><td>thunder scroll</td><td>4</td></tr><tr><td>lightning scroll</td><td>6</td></tr></tbody></table>		name	#	health potion	15	mana potion	15	torch	1	lantern	1	the phial of galadriel	0	protection potion	9	pinky scroll	3	thunder scroll	4	lightning scroll	6	<p>nameless the Neutral class: supernatural level: 15 experience: 40000000 next level: -39920000 spell points: 23 status points: 7</p> <p>(uses statpoints) <b>strength: 11</b></p> <p><b>intelligence: 13</b> (130 max mana bonus)</p> <p><b>dexterity: 12</b> (20% speed bonus)</p> <p><b>wisdom: 13</b> (13% exp bonus)</p> <p><b>vitality: 11</b> (120% staminarate)</p> <p><b>armor class: 0</b> (0% protection)</p>		
name	#																							
health potion	15																							
mana potion	15																							
torch	1																							
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the phial of galadriel	0																							
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pinky scroll	3																							
thunder scroll	4																							
lightning scroll	6																							

scroll

etc. potion potion scroll scroll scroll scroll scroll scroll scroll

Assigning items, abilities or spells to hetkeys using the stats screen (press TAB to activate)



# THE CARDMASTER CHARACTER CLASS:

THE 'CARDMASTER' RELIES COMPLETELY ON A DECK OF CARDS TO SURVIVE IN THE DUNGEON... THE CARDMASTER CANNOT LEARN ABILITIES OR SPELLS, DOES NOT DEVELOP STATS AND CANNOT EQUIP OR BUY ITEMS/WEAPONS. INSTEAD, THE CARDMASTER RECEIVES A RANDOM COLLECTION OF CARDS AT THE START OF THE GAME. THIS COLLECTION CAN BE EXTENDED BY BUYING NEW CARDS AT THE SHOP. A SELECTION OF CARDS MUST BE ARRANGED INTO A DECK, WHICH WILL BE SHUFFLED ON EACH DUNGEON-LEVEL TRANSITION.

DECK ARRANGEMENT IS HANDLED BY THE STATS SCREEN (PRESS TAB). CARD INFORMATION CAN BE RETRIEVED BY CLICKING A CARD ONCE. REPEATED



The cardmaster deck setup screen

CLICKING TRANSFERS CARDS ONE-BY-ONE FROM THE COLLECTION INTO THE DECK AND VICE VERSA.

IN THE DUNGEON, EVERY 5 SECONDS A NEW CARD IS PLAYED FROM THE DECK AND PLACED IN THE ICON BAR. MANA CARDS RAISE YOUR MAXIMUM CAPACITY FOR ONE OF THE FOUR DIFFERENT KINDS OF 'CARD MANA': BLUE, RED, LIFE OR DEATH. ACTION CARDS NEED A GIVEN AMOUNT OF SUCH MANA TO BE ACTIVATED. ACTION CARDS CAN TRIGGER SINGLE USE OR MULTIPLE USE MAGIC OR ABILITY EFFECTS, SUCH AS HEALING, SPAWNING OF LIGHTSOURCES, MAGIC PROJECTILES OR LIMITED ROUNDS OF SHOTS FROM A WEAPON.

TIPS FOR BUILDING GOOD DECKS:

YOU NEED TO ARRANGE YOUR DECK CAREFULLY, SO THAT A RIGHT MIXTURE OF MANA AND ACTION CARDS ARE INCLUDED. YOU ALSO NEED SUFFICIENT CARDS, TO AVOID RUNNING OUT OF FIREPOWER IN THE MIDDLE OF A DUNGEON LEVEL. AS A RULE OF THUMB, YOU SHOULD HAVE ABOUT AS MANY MANA CARDS AS SPELL CARDS. SOME ATTACK CARDS SUCH AS SPARK OR FIREBALL INCLUDE A RELATIVELY HIGH AMOUNT OF FIRE POWER. MAKING DECKS OF MORE THAN 3 COLORS CAN BE VERY CHALLENGING, AS IT MIGHT TAKE A WHILE



TILL YOU GET A USEFUL COMBINATION OF SPELLS AND MANA. CHANGE YOUR DECK DEPENDING ON THE CHALLENGE THAT IS AHEAD. IN BOOSROOMS YOU NEED TO QUICKLY GET STRONG FIREPOWER, BUT YOU DO NOT NEED TO STAY AROUND FOR LONG, SO A QUICK, SMALL DECK MADE OF ONLY ONE COLOR CAN BE MOST EFFECTIVE. IN A DEEPER DUNGEON LEVEL, YOU WILL NEED MORE FIREPOWER AND HEALING CAPABILITIES, SO YOU WILL NEED TO BUILD MORE COMPLEX DECKS FOR THESE SITUATIONS.

## EXAMPLE CARDS:



death mana  
generates death mana (d)



quick hands **bbb**  
increase the speed of card dealing



berserk **bb1**  
berserker rage



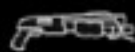
mana refresh **ll**  
refreshes all current mana cards



spawn pinky **dd2**  
a pet pinky that fights for you



lightning **bbbd**  
sends 15 lightning projectiles




weapon shotgun **r1**  
gives 8 shots from a shotgun



destruction **brld**  
remove monster from the game

## THE NINJA CHARACTER CLASS:

THE NINJA IS A MELEE FOCUSED WARRIOR THAT CAN WIELD A VARIETY OF SWORDS. IF YOU SELECTED THE NINJA CHARACTER, YOU FIRST NEED TO BUY A SWORD IN THE SHOP. YOU CAN SELECT THE ACTIVE SWORD USING THE STATS SCREEN (PRESS TAB AND THEN SELECT 'EQUIP'). CHOOSE THE SWORD IN THE LIST AND PRESS THE SELECT BUTTON. MAKE SURE YOU MEET THE REQUIREMENTS FOR THE SELECTED WEAPON. YOU CAN ALSO USE THE 'Z' AND 'X' KEYS TO QUICKLY CYCLE THROUGH AVAILABLE SWORDS.



The Ninja carrying the slow  
but powerful Heavy Sword

IN ADDITION TO MELEE FIGHTING, THE NINJA CAN ALSO USE VARIOUS



SPECIAL ABILITIES. IN THE STATS SCREEN, CHOOSE THE ABILITY SECTION AND SELECT USEFUL ABILITIES FOR FURTHER DEVELOPMENT. THE FORCEJUMP ABILITY IS A VERY POWERFUL COMBO TO FIGHT AGAINST MANY ENEMIES, INCLUDING IMPs AND PINKYS.

YOU NOW NEED TO MEMORIZE THE KEY COMBINATION(S) TO EXECUTE IMPORTANT COMBOS. PRACTICE KEY TAP TIMING IN THE OVERWORLD. FOR EXECUTING COMBOS IT IS IMPORTANT THAT THE KEY SEQUENCE IS NEITHER TOO SLOW NOR TOO FAST. THE KEY COMBOS SHOULD BE READ LIKE THIS:

L: LEFT   R: RIGHT   F: FORWARD   B: BACK   J: JUMP   C: CROUCH  
P: PUNCH (OR 'SLASH' IF YOU WIELD A SWORD)

THREE ADDITIONAL STANDARD COMBOS ARE ALSO AVAILABLE.

LL: QUICK SIDESTEP LEFT   RR: QUICK SIDESTEP RIGHT  
BB: QUICK BACKSTEP

TO EXECUTE THESE COMBOS, FIRST TAP THE KEY ONCE QUICKLY AND THEN PRESS AGAIN AND HOLD THE KEY. THESE EVASIVE MANEUVERS ARE KEY TO SURVIVAL WITH THE NINJA.

# ALTERNATIVE CONTROL SCHEMES FOR THE NINJA:

## AUTO FOCUS CONTROLS:

BEFORE STARTING THE GAME, IN ADVANCED OPTIONS, SELECT AUTO IN THE NINJA FOCUS MODE TAB. PROCEED AS DESCRIBED ABOVE, HOWEVER, THE MOUSE CANNOT BE USED TO CONTROL THE NINJA'S TURNING ANYMORE. INSTEAD, THE LEFT/RIGHT KEYS INDUCE BOTH TURNING AND STRAFING. TAP THE 'Q' KEY TO AUTOFOCUS ON AN ENEMY OR MAPOBJECT. PRESS 'Q' AGAIN TO SELECT THE NEXT ENEMY/OBJECT. PRESS 'E' TO DESELECT ANY ENEMY/OBJECT AND RETURN TO UNFOCUSED CONTROL.

## HYBRID CONTROLS:

IN HYBRID MODE, THE MOUSE IS STILL USE FOR TURNING AND LEFT/RIGHT IS USED FOR PURE STRAFING, HOWEVER, 'Q' AND 'E' CAN STILL BE USED TO SWITCH TO AUTOFOCUS MODE.



## Credits:

- GAME DESIGN, PROGRAMMING, MAPPING, 3D MODELING: HELLBORG
- ORIGINAL MAZE GENERATION CODE AND ORIGINAL MAP: MARTIN 'MWOODY' WOODARDS
- AAS, VISPORTALS AND PET PINKY: TIMMAN.
- TORCH MODELS: OBWANDO
- SHAMBLER: OBIBB
- LARCH AND INSANE GUY: COMBLOOD
- DUNGEOND00M THEME: WWW.GRAVITY-MUSIC.NET
- ENVIRONMENT MAP: SPEEDY
- ENHANCED DOOM3 MODELS: EVILENGINE
- IRIDESCENT AND WIREFRAME SHADERS: JOHN RITTENHOUSE
- CURRENT BETA TESTERS: VCATKILLER, THREEHAMS, JEHAR  
SPIKEYLOZENGE, DRAGON AND DISASTERPIECE
- PREVIOUS BETA TESTERS: MBOLUS, RETROBOY, JIZABOZ, DUFF,  
SIRT, DOOMRPG AND AUDIOCRAZ
- DOOM3WORLD.ORG AND ALL CONTRIBUTORS FOR MANY TIPS AND BITS  
OF CODE.

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