Lotan's Tomb Manual

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What is this?

Lotan's Tomb is a fork of Freedoom, a complete, playable set of free/libre and open source game assets for the id Tech 1 engine. It is made available under the modified BSD license, 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 referred to as "maps") trying to find the way to the exit. An assortment of computer-controlled hostile combatants (interchangeably referred to as "monsters" or "mobs" (**m**oving **ob**jects)) will try to stop you, and you'll need to use weapons to defend yourself. Portions of maps may be inaccessible until you find a particular key, or trigger a switch to open a passage. Gameplay will involve hidden-object exploration puzzles as well as real-time action

puzzles about placing and timing the shots of your weapons.

There's no actual Lotan character in the game.

Open Sesame Nacho Libre BTS? What are you on about?

Imagine if the *Doom* franchise got sold to some VC and they enshittified every possible way to obtain the base *Doom* games, but you still wanted to play Marine Doom or any of these or you even needed to demo the Harris Levels for a talk about the psychology of spree shooters or something. Freedoom is still going to be there for you—along with forks like this one.

A less concise but less flippant summary appears later in this manual as well.

How do you use it?

Installing and running

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) that you can play Doom with will do.

The Doom Wiki source ports page has a comprehensive list of source ports The following are a good start:

- **Chocolate Doom** 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 DOS.

- **Crispy Doom** is based on Chocolate but allows lifting of some of the limits (view resolution, some physics behaviour, etc.) of the original program.

- **GZDoom** is a feature-rich gaming platform that can read Doom data files, designed for modern rendering hardware and extensive modification.

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

1. Create a folder for all your Doom-related stuff if you haven't done so already.

1. Take the following `.iwad` files from the distribution package and put them into this folder:

- `lt1.iwad` — *Phase 1: Jailbreak*
  A 36-map campaign split into 4 episodes. (Use this to run custom maps made for *Doom* or *The Ultimate Doom*.)

- `lt2.iwad` — *Phase 2: Judgment*
  A 32-map fully contiguous campaign with an additional weapon and mob types. (Use this to run custom maps made for *Doom II: Hell On Earth* or *Final Doom*.)

- `ltdemo.iwad` — *Demonstration of Power*
  A 9-map campaign with only the assets needed to run the game at all. (This is not intended to be run with any mods or custom maps; it is not included in the main Lotan's Tomb distribution and this demo version will not include the other two.)

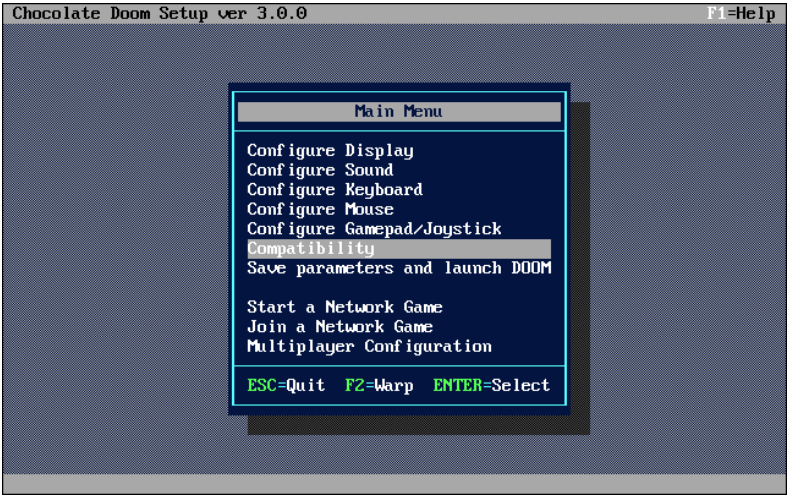
1. Put the source port's files into this folder, or install from your Linux repository.

1. *For GZDoom only,* skip to the final numbered step in this list, then when GZDoom loads, go into the Options menu and configure your controls and other things. *(Protip: Display Options → Texture Options → Texture Filter Mode, "None (trilinear)". You're welcome.)*

1. Navigate to this folder in the command line terminal, and enter one of the following to enter the setup program:

```
chocolate-doom-setup
chocolate-setup
```

```
crispy-setup
```



1. *For Chocolate Doom only*, go into the "Compatibility" section and make sure "Vanilla savegame limit" is unchecked. (This feature emulates a crash in the original *Doom* when you try to save on larger maps.)

1. Bookmark this page of the manual and go down to the Controls section. Read that section and see what you need, then configure the controls ("Configure Keyboard", etc.), resolution, etc., then save your changes, exit the program and proceed to the next step once done.

1. Navigate to this folder in the command line terminal (if you haven't already), and enter the following command:

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

   where <*source port*> is `chocolate-doom` or `crispy-doom` and

<*iwad*> is `lt1.iwad`, `lt2.iwad` or `ltdemo.iwad` as the case may be. (Choose `lt1.iwad` if this is your first time playing.)

When you see the title screen, press *Esc* to bring up the game menu which can be navigated in the same way as the setup.

Using the menus

Pressing the **Esc** key at any time opens a menu that will generally contain the following:

1. **New game:** Start a new game.
2. **Options:** View the options menu, which will vary significantly between source ports.
3. **Load Game:** Load a saved game.
4. **Save Game:** Save your current game.
5. **Read This!:** View a help screen with the items you can pick up ingame.
6. **Quit:** Terminate the program.

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 - Blue Key"). You can overwrite any slot at any time.

Quicksave: Pressing **F6** during play will bring up the "Save Game" menu appears 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.

Keyboard shortcuts

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

Esc	Menu
F1	Read This!
F2	Save Game
F3	Load Game
F4	**Sound and music volume.**
F6	Quicksave
F7	**Exit to the title screen.**
F8	**Toggle in-game messages.**
F9	Quickload
F10	Quit Game
F11	**Cycle through brightness levels.**

Starting a new game

To start a new game, choose "New Game" from the menu.
The way the menu is set up means that, from the title screen on startup, you can just keep pressing Enter to open the menu, select the default option on everything that appears, and start a new game in the first episode on the medium skill level.

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, mobs and other objects; the two extreme settings also change the way the game behaves. This cannot be changed mid-game. The names of the skill levels are just flavour text and 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 mobs are twice as fast and attack constantly, and each killed mob resets after about 40 seconds. Cheat codes are disabled. Ammo pickups give you twice the ammo.

Starting from the command line/console

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

- `-warp <number>`: 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.
- `-skill <number>`: sets the skill level, as above.
- `-fast`, `-respawn`: give you fast and respawning mobs respectively, regardless of skill level, without the other features of the actual skill level 5.
- `-nomonsters`: does not spawn any mobs at all. (Source ports vary as to whether these last 3 do anything without `-warp`.)

How to play: the basics

Controls

Please take some time to review the controls below and go into your source port's setup program (or options menu in GZDoom) accordingly. These descriptions assume keyboard and mouse but you can adapt them to whatever controller you are using as long as your source port supports it.

Doom's defaults are widely considered suboptimal; check your source port for how to reconfigure them. 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.

- **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 similarly to 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.

- Some source ports let you have 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 auto-switch when the ammo for that weapon runs out.

    - *Default:* **Number keys;** mouse wheel in some source ports 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, however, 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.
    - *Recommended:* Any spare mouse button. The only real use for this is to let you sidestep using your pointing device, whether because you want the extra precision or because you're playing with only one hand.

Vertical aiming

If you have something shootable crossing the middle of your display when your weapon discharges, the game will adjust your vertical aim for you. Some source ports will let you disable this behaviour and aim manually instead.

A tutorial

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

Figure 1. Your starting view.

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.

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. It brings your health up by 1 point when consumed.

Turning

Move your mouse (or joystick, etc.) 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 see how

long a wall or how far away an object 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.

Using things

Figure 2. 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.)

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 because you don't have the horizon key yet.

Figure 3. The first key door.

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 to the left, so the barrels are barely out of sight.

Alternate between the two positions. Don't turn too much, but try to make sure that every time you're in view of the barrel your gun is pointed directly at it.

Figure 4. Peek-a-boo!

Figure 5. Where's mommy?

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 6. "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.

Shooting and taking cover

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

- Get a bit closer and be alternating positions the whole time, like we were doing with "Aiming and taking cover".
- 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.

Try this with both sustained fire and single shots. Reload the game as often as needed or desired.

The ideal is *not* to see the explosion.

Figure 7. "Stupid gun!"

Shooting at vertically offset targets

Figure 8. The vertical auto-aim only kicks in if you're closer than a certain distance. This screenshot is just barely within range.

Hit **F9** again and go back up the stairs.

Shoot at the back wall, off to the right of the line of barrels. Note how the bullet puff appears on the same level as where you are pointing.

Shoot at the rearmost barrel. Note how even if you miss slightly the bullet puffs

will appear at the correct vertical level.

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

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 to do it for all of them.

(Also unlike the barrels, the zombies will 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.

Figure 9. They're a little easier to see when they're moving ingame.

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 horizon passcard. Move into it to pick it up. You

now have full access to all the cells in this cell block—as well as that fringed door we saw earlier.

Continuous moving fire ("Shoot it until it dies")

Return to that fringed door. Open it to reveal a switch.

Hit **F2** to save a new slot. (Hit **F3** later to load this new save.)

Press Use to hit the switch and move 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 10. 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.

Once you've gotten the hang of doing that, keep doing it with the Fire key held down until it stops chasing you.

Tactical positioning

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

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

Figure 11. Example of me prioritizing the wrong target.

- 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.
- 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.

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, ~~savescumming~~ and circlestrafing! All else here is just lore, meta and cheat codes.

How to play: the details

The status bar

At the bottom of the screen, you'll see the status bar, which is divided into 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. **Ammo:** How many rounds, shells, rockets and polaric energy charges you have, respectively, along with the maximum of each you can carry.

Despite being expressed as percentages, the health and armour counts are actual literal hitpoint counts.

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. A flash, sound and confirmation message will happen on success. Failure means you have the maximum you can carry for that item (and, in singleplayer for map-spawed weapons, maximum ammo) 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.

Weapons

You start the game with only a handgun, 50 rounds and your fists. Exploring the map will reveal more weapons and ammo that you can pick up and use.

Pressing the number key on the keyboard switches to the given weapon if you have it. Each ranged weapon consumes one of four types of ammo.

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 between 2 and 20 damage.

Press 1 again to switch back to fist, but only while under the influence of the strength symbiote.

2. *Standard Issue*
   - **Handgun:** All-organic fabrication lets you carry it over interstellar teleports, at the cost of a spongy trigger and awful recovery time. At least you can hit shootable switches without wasting a second round.
     Uses 1 round per shot. All bullets do 1d3*5 damage each.
3. *Grunt Work*
   - **Warp Blaster:** AGM stopped support for chemical propellant shotguns years ago. Shoots seven bullets in a randomized fan pattern, letting you hit multiple targets.
     Uses 1 shell per shot.
   - **Fulminating Warp Blaster:** Synergizing warp core alternation technology iteratively teleports almost half the bullets shot for a total of 20 impacts, but across a much wider spread. Expensive to produce, the F.W.B. is not entrusted to the rank and file and can only be found stored in certain locations. *Only available in Phase 2.*
     Press 3 again to switch between warp blasters.
     Uses 2 shells per shot; cannot use only one.
4. *Rapid Response*
   - **Machine gun:** Handgun but fast and good. Your first *two* shots on each trigger pull are perfectly precise!
     Uses 1 round per shot, but always tries for doubles.
5. *Explosives*
   - **Rocket Launcher:** Don't get caught in the blast! For safety reasons, you must release Fire after the weapon finishes switching before you can fire.

Uses 1 rocket per shot, each doing 1d8*20 damage + *n* damage to all valid targets in a 128-pixel radius, *n* being 128 in the middle and diminishing with distance.

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.
7. *Superweapon*
   - **Polaris Artifact:** A weapon for ~~war criminals~~ *gentlemen from a nobler age.* When the single massive polaric energy projectile detonates, a secondary energy blast emanates from your position in the same direction, which hurts even mobs normally immune to explosions!
     Uses 40 charges per shot. Direct hit does 1d8*100 damage; blast consists of 40 shots of 15d8 each.

Ammo

Ammo type	Small	Large
Bullets	x10	x50
Shells	x4	x20
Rockets	x1	x5
Batteries	x20	x100

Mob-dropped weapons provide one small pickup’s worth of ammo, map-placed weapons two.

Healing

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

Armour

You start with no 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 raw damage; you'll 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, and will cause your armour to absorb **half** the damage you receive instead of one third. This effect lasts until the armour reaches zero or is replaced with a . (The latter can happen as soon as your armour count dips to 99 or below. Tread carefully.)

Powerups

- *Boosts*
  - **Ectoplasmic Replete**
    Barnacle-like creatures that sprout like mushrooms wherever there is energy of pain and death. The yellow ooze in their sporophores spreads through space and time to numb pain and reverse age and damage to living tissue—even damage inflicted in the future. Consuming one gives you 1 health, up to a maximum of 200.

- **Force Field Emitter**
  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.

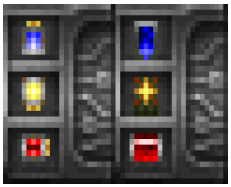
- *Utilities*
  - **Low-Light Goggles**
    Reveals everything at full illumination for 2 minutes.
  - **Area Survey Map**
    Reveals unexplored areas of the current map, including some secret areas that may not be immediately visible.
  - **Rescue Operations Suit**
    Protects you from heat, toxins and radiation from damaging floors for 1 minute.
  - **Strength Symbiote**
    Instantly restores health to 100. As a side effect, your fists do ten times their usual damage for the rest of the map.
  - **Backpack**
    Double normal ammo capacity until your inventory is reset. Gives you 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 mobs' 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.

Keys and Objectives



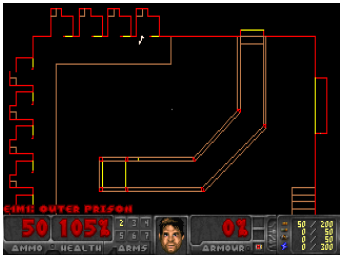
To pass through some areas you may need a passcard, or one of the retrievable McGuffins that constitute your mission objectives for that map. These are sorted into 3 classes:

- **Midnight:** The dormant sun beneath the waters of the world-disc.
  Pickups: **Door patterns:**
  Circles, waves, bottom, blue.
- **Zenith:** The triumphant sun shining down from its height.
  Pickups: **Door patterns:**
  Cruciform sunburst, rays, top, yellow.
- **Horizon:** The liminal sun at dawn or dusk.
  Pickups: **Door patterns:**
  Horizontal lines, middle, red.

Some maps for advanced sourceports may distinguish objectives from passcards. If the objective is specifically required over the passcard, the larger pattern is typically used, and vice versa.

Using the map

Hit the Tab key during play to bring up the map. While looking at the map your movement and shooting work as usual, but with additional controls.

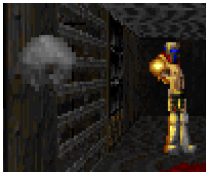


White	Your position.
Red	Walls (or possibly secret doors).
Yellow	Changes in ceiling height, including doors.
Brown	Changes in floor height (e.g., steps).
Grey	Undiscovered areas (not normally shown, revealed through cheats or the Area Survey Map).

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

Enemies

Here's a roster of cybernetically brain-scrambled ex-sapients who have no goal apart from killing you. An asterisk (*) marks enemies that only appear in Phase 2.



Goon
Health: 20
Damage: 1d3*5
"Stay Connected. Stay Human.™" Who knows what that algorithmic firehose of AGM slop being fed into their always-online neural implants is telling them about you. Drops a gun clip when killed.

Henchman
Health: 30
Damage: 3x 1d3*5
The implant slop receiver interferes with the warp blaster's iterator, making each shot much weaker, but the implant users still outnumber you enough to make up for it. The warp blaster they drop when killed works fine otherwise.

Stormtrooper*
Health: 70
Damage: 1d3*5 continuous stream
Once they lock on, they'll hold down the trigger until their target is dead or out of sight, or they get hit and get distracted. You will need cover—or something to hit them a lot of times real fast. Drops a machine gun when killed.

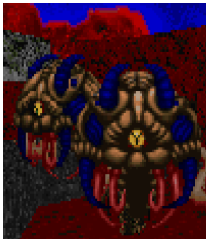
Serpentipede

Health: 60
Damage: 1d8*3
You've heard that Earth was officially at war, but you've never seen the firespawn cast at someone outside of AGM Colonial News. (The implant isn't usually visible - most species lack the quirks of earthling neurology that require the obvious headpieces for total sensory immersion.

Flesh Worm

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.

Trilobite



Health: 400
Damage: 1d8*5, 1d6*10 melee
Their three-lobed eyes double as capacitors for shaping and launching ball lightning that just turns into a big, invisible, noticeably more damaging zap on contact if you get too close.

Hatchling

Health: 100
Damage: 1d8*3
The larvae haven't learned to control ball lightning yet, so they just charge at you.

Matribite*

Health: 400
Damage: <*no direct attack*>
Spit hatchlings like fireballs and whatever happens, happens. Weaponized permissive childrearing at its worst.

Pain Lord

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.

Octaminator*

Health: 300
Damage: 1d8*10, 1d10*6 melee
Their homing fireballs are the third strongest projectile in the game, but they'd rather use their speed to close the distance and beat the shit out of you up close.

Necromancer*

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.

Manticore*
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.

Chimera*
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.

Warp Ganglion
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.

Naphil
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 rocket launcher equal to your own. Immune to explosions.

While not enemies, the following can also be shot:

Explosive Barrel
Health: 20
Damage: 128 explosion
Pressurized canisters of the energized sludge that runs the world. Can blast anything in their vicinity—enemies, other barrels, or you!

Larval Specimen*
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.

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.

Crushing Ceilings: These moving ceilings are often placed above high-traffic areas and tempting-looking items. Be careful not to get caught beneath one!

Dying

Eventually you will get into a situation you can't handle and your player avatar will be killed. 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.

(Some source ports will save your game at the start of every map and pressing Use loads that game.)

In multiplayer, pressing Use will reset your health and inventory and put you at the starting position (or, in deathmatch, *a* starting position) while the game itself continues normally.

There is no lives limit.

Tactical tips

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.

- The game has many sound cues about the positions of enemies, projectiles and remote-triggered doors and platforms. Consider playing with headphones, or turning off the music (in the setup, the menu or using the `-nomusic` command line parameter).

- 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.

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. Unlike real life, however, the mob 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 yellow line on your map. Concealment only works against you or a PvP opponent.

- Stay away! All mobs 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 dodgeable 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 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 don't have the Fire button pressed 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 getting 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 enemy in that same situation.
    - The barrel's explosion is exactly equal in all ways to the rocket's, lacking only the direct hit damage. If you're having trouble getting the blast to do what you want, try replaying the early levels and cheating to obtain a rocket launcher, so you can get a feel for how far the explosions go in a more controllable setting.

- If a mob is hurt by another mob, it may begin targeting that mob 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 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 mobs 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.

- Mobs always try to move towards their targets. Continually circling a group 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:

    - Targets are easier to hit if you're diagonal (northeast, etc.) from them. This works both ways.

    - Trick jumps into narrow corridors require more clearance on each side if the path is not orthogonal.

    - 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.

Navigation

- If a map is getting *too* confusing, don't be ashamed to take screenshots of the map combined with the first-person view and switch windows to view multiple screenshots at once.

- Damaging floors inflict damage every 32 gametics (1 second = 35 gametics). This is relative *to the total time spent on the level*, not how long you've been standing on that floor, so it's effectively random. If you must touch a damaging floor, consider saving your game before the attempt.

- Press F8 to check if in-game messages are enabled, especially if you may have been taking screenshots recently. Some key-requiring doors and switches might not be 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 against it. It could be a door, a lift, or even a switch!

- If you've completely run out of ideas for what a switch or trigger line might be doing, you can use the map cheat, zoom out, and see if any lines change colour as a result of triggering that line. If things get *really* bad, you can try downloading SLADE, 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!

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. You are not stopped by collisions with walls or actors.
IDKFA	Gives all weapons, ammo and keys.
IDFA	Gives all weapons and ammo, without the keys.
IDDT	Cycles through fully revealed map, fully revealed map with actors, and normal. Must be typed while viewing the map.
IDCLEV*xy*	Starts a new game (which resets everything) on E*x*M*y* (Phase 1) or MAP*xy* (Phase 2).
IDMUS*xy*	Changes the background music to that of E*x*M*y* (Phase 1) or MAP*xy* (Phase 2).
IDBEHOLD*x*	Gives one powerup, for each value of *x*: **v**anguard device, **s**trength symbiote, **i**nvisibility cloak, **r**escue suit, **a**rea survey map, **l**ow-light goggles.
IDCHOPPERS	Gives the ripsaw.

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

Playing custom content

Figure 12. Hell Revealed MAP01 playing with Lotan's Tomb, featuring HR's map geometry and custom status bar (along with Lynn Forest's FEMDOOM player mugshot), but LT assets for everything else.

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

If you're using the command line, use the `-file` (or `-merge` in Chocolate Doom) parameter when you start the game. For example, to load the file `hr.wad`:

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

Some source ports also let you drag and drop the `.wad` file onto

the source port icon in your file manager.

*[**Note for GZDoom users playing with mods:** If you need anything that has special lump filters that target Freedoom (but not Lotan's Tomb), you will need to rename the IWAD files to* `freedoom1.wad` *and* `freedoom2.wad` *as appropriate. A subfolder to keep these may be in order.]*

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

- Some mods only replace some but not all of an actor's sprites, causing it to change form midgame.
- A texture change marking a secret that is extremely subtle in *Doom* is now as visible as a regular door.
- "Welcome back, Corporal Taggart! The forces of hell..."

Finding custom content

You have over 30 years' worth of thousands of people's stuff all over the World Wide Web, but here's a couple bigger places:

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

Meta

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. 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 license—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 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/]

Why this fork?

When Lotan's Tomb was first posted to Codeberg in October 2023, Freedoom was in its third decade of development, revision and renewal—the work of hundreds of contributors as a volunteer community project. As people join and leave and as gaming and cultural trends come and go various individuals from the community at various times have haphazardly pulled various bits and pieces of the project in every direction throughout its history. Smaller one-person forks like Lotan's Tomb can explore where these assets can go if given a more unified direction over time.

Here are my priorities with this fork (which may be updated

from time to time—I said unified, not stable):

- It should still be usable, in a pinch, as an *archival asset* for preserving *Doom*-based UGC.
- 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.
- 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.
- That said, I don't want to touch anything connected to the post-Zenimax/Bethesda/Microsoft IP. No support is planned for the Unity port and *Legacy of Rust* (which frankly shouldn't have much specific UGC when the ability to create new actors with ZScript is right there).
    - *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*.
- Overall colours, materials and themes should still be more or less within similar ranges to *Doom* originals. While I'd love to, e.g., make it so that all the hell maps get turned into Lewisian sterile white nightmares, there's simply no way to account for all the different ways mappers might build those aesthetics from *Doom* resources (or even *Freedoom* ones).
- Some things simply don't have honest alternatives: a weapon that fires bullets of limited power which main advantage is being small enough to sneak into situations where you lose all other weapons is going to be some sort of handgun.

- While I want to move away from the Halloween-decoration gore anyway, 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 members of a violent dominionist Christian sect (if one more shamelessly syncretistic than the real one).
    - 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 falling into copyright traps or alienating half your contributors—is not really something that can be done through the vaguely anarchistic, conciliar decisionmaking process that Freedoom works in.

— apophis [https://www.sapronym.net/]

Contributing and using

This being a personal project, I'm generally not looking for submissions, but *bug* reports (visplane overflows, softlocks, graphical anomalies, accessibility regressions, monster/item names that are slurs in your language, PWADs not loading, etc.) are always welcome.

If you'd like to contribute to Freedoom (or even suggest something from LT belongs upstream!), please check out its respository at https://github.com/freedoom/freedoom, the discussion forum at https://www.doomworld.com/forum/17-freedoom/, and the Discord guild at https://discord.gg/9DA3fut.

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 malt liquor 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 getting them to cut down a couple weeks of solitary just by signing some documents and spending a few minutes in a lab each day. You'd sometimes overhear something about teleportation network optimization and xenobiotic ontology-ascendant polaric warp integration 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.

(There was that one time when they offered you one of those new "rehabilitative" 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"* written in shit off the ceiling.)

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