

2022 A DOOM ODYSSEY

YOUR RETURN TICKET BACK TO HELL

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1. INFORMATION

2022 A Doom Odyssey is a complete replacement for id software's game Ultimate Doom. It is a tribute to the original 2002ado released 20 years ago but with all new maps and music. The megawad took over 5 years to create.

Features:

- *5 episodes for Ultimate Doom*
- *Evolving Theme that is similar to the original Doom game*
- *Realistic levels*
- *Tons of secrets*
- *All new music*
- *Co-op and Deathmatch starts (though 2022ado is designed for Single Player)*
- *All difficulty settings*
- *All in one WAD -- no complicated start-up*
- *Built in MAPINFO*
- *Built in UMAPINFO*
- *Built in DEHACKED*
- *Designed for Boom compatible source ports*

2. REQUIREMENTS

2022 A Doom Odyssey is designed to run under a Boom Compatible Sourceport. Most maps will not run under Doom.exe due to its limits and features (like MIDI music and possible Visplane Overflows). To play 2022ado you'll need to download one of the following source ports.

MINIMUM

- *The (Ultimate) Doom Game (Doom.wad)*
- *TeamTNT's Boom Engine (www.teamtnt.com), Note: may not be perfect.*

RECOMMENDED

- *Prboom-Plus (latest version 2.62 that supports UMAPINFO)*
- *Zdoom or Gzdoom (versions that support MAPINFO)*

3. INSTALLATION

Firstly you'll need a copy of the game Ultimate Doom by id software installed on your PC. This is required since 2022ado will not run standalone.

Unzip 2022ado.WAD into your Doom directory. If you've downloaded Zdoom. Drag 2022ado.WAD into the ZDOOM.EXE icon and if you have the DOOM.WAD IWAD it will automatically run 2022ado using the DOOM IWAD. With Boom please use the -file parameter to play this wad. (-iwad doom.wad -file 2022ado.wad)

If you are using DOS to run 2022ado.wad. Go into your doom directory and type boom -iwad doom.wad -file 2022ado.wad and press ENTER. However this is untested.

4. STORY

20 years later an unknown signal has been detected from Jigoku, a hellish place from the Proxima Centauri system originally thought to have been defeated. Sounds kinda disturbing, but the hellspawn has been resurrected and you have been sent on a mission to block their path. Upon arrival, you enter the base and fight your way though the dark corridors. As you progress things start to turn nasty, it gets darker, the stench increases and the sweat blisters out of your oily skin. With the earth base and nearby hell cooked, you are teleported to Proxima Centauri D (Jigoku) to finish the job. So grab that gun, lock, load and rip and tear and show those Demons who the boss truly is.



5. LEVEL CREDITS

EPISODE 1 - STARBASE ANTIPATHY			
MAP	NAME	AUTHOR	COMPLETED
E1M1	ENDOOM TRANCE	KA & PC	29 Oct 2017 (4)
E1M2	ATOMIC RESEARCH	PC	4 Apr 2018 (9)
E1M3	COMPUTER PLANT (secret exit to E1M9)	PC	22 Feb 2019 (18)
E1M4	ROBODEN	PC	3 Sep 2017 (3)
E1M5	SUSPENSE BASE	PC	28 Jul 2019 (22)
E1M6	ENGINEERING	CH & PC	25 May 2018 (11)
E1M7	ALPHA STARPORT	PC	11 Sep 2019 (23)
E1M8	PARADIGM	PC	20 Aug 2017 (1)
E1M9	CENTRAL REFINERY (exit to E1M4)	CH	18 May 2018 (10)
EPISODE 2 - GATEWAY TO JIGOKU			
MAP	NAME	AUTHOR	
E2M1	SHOGUN	KA & PC	1 Oct 2018 (14)
E2M2	STRONGHOLD	PC	13 Jun 2018 (12)
E2M3	BUDONOKI	PC	16 Dec 2019 (24)
E2M4	SHIPPING	PC	1 Oct 2020 (28)
E2M5	AKUMA (secret exit to E2M9)	PC	20 Nov 2021 (34)
E2M6	DAMNED OUTPOST	PC	10 Dec 2017 (5)
E2M7	OSORE	PC	24 Dec 2018 (17)
E2M8	ESCAPE FROM BABEL	PC	31 May 2020 (27)
E2M9	INFERNAL SCORN (exit to E2M6)	PC	10 Feb 2018 (6)
EPISODE 3 - AL DANTE			
MAP	NAME	AUTHOR	
E3M1	DISTURBING COMFORT	KA	28 Aug 2017 (2)
E3M2	THE RAVENOUS CANYON	KA	14 Jun 2019 (21)
E3M3	ESSENCE OF BLOOD	KA	9 Jul 2021 (32)
E3M4	DISQUIETUDE CONSTERNATION	PC	12 Feb 2021 (29)
E3M5	PUTRESCENT DIRGE	KA	30 Mar 2022 (35)
E3M6	LAMENT CONFIGURATION (secret exit to E3M9)	KA	18 Oct 2022 (36)
E3M7	LOVIATAR	KA	22 Apr 2020 (26)
E3M8	DEMENTERTAINMENT LOOP	KA	15 Mar 2018 (8)
E3M9	LEMARCHAND'S RETREAT (exit to E3M7)	PC	22 Apr 2021 (31)
EPISODE 4 - TORMENTED SUFFERING			
MAP	NAME	AUTHOR	
E4M1	TORMENTAL	PC	1 Apr 2019 (19)
E4M2	BLOODGORE (secret exit to E4M9)	PC	10 Aug 2018 (13)
E4M3	MYSTERIES OF HADES	PC	16 Oct 2018 (15)
E4M4	VALLEY OF AFTERLIFE	CH & PC	11 Jun 2019 (20)
E4M5	TREPIDATION	RG, CH & PC	5 Jan 2020 (25)
E4M6	FORT DOCKS	PC	28 Feb 2018 (7)
E4M7	IMPIOUS ALCAZAR	PC	8 Oct 2021 (33)
E4M8	GATEWAY TO SIGIL	PC	17 Apr 2021 (30)
E4M9	THE CALM (exit to E4M3)	PC	3 Nov 2018 (16)

EPISODE 5 - INCENDIO CRUCIO			
E5M1	PHENEX	PC	13 Jan 2020 (A)
E5M2	ANDREALPHUS	PC	27 Nov 2020 (D)
E5M3	UKOBACH	PC	27 Jan 2022 (E)
E5M4	LERAJE (Secret exit to E5M9)	PC	20 Mar 2022 (F)
E5M5	OROBAS	PC	27 May 2022 (H)
E5M6	RONOVE	PC	18 May 2022 (G)
E5M7	ELIGOS	PC	8 Apr 2020 (B)
E5M8	NABERIUS	PC	5 Jul 2022 (I)
E5M9	A DOOMED ODYSSEY (exit to E5M5)	PC	17 Apr 2020 (C)
BONUS MAPS			
E1M10	BARON'S PACMAN DELIGHTS	PC	
E2M10	FROG.WAD	PC	
E3M10	BUNNY.WAD	PC	
E4M10	PIGEON.WAD	PC	
E5M10	PLASMA	PC	
SUMMARY OF COMPLETED MAPS			
YEAR			
2017 (5)	E1M8, E3M1, E1M4, E1M1, E2M6,		
2018 (12)	E2M9, E4M6, E3M8, E1M2, E1M9, E1M6, E2M2, E4M2, E2M1, E4M3, E4M9, E2M7		
2019 (7)	E1M3, E4M1, E4M4, E3M2, E1M5, E1M7, E2M3		
2020 (8)	E4M5, E5M1, E5M7, E5M9, E3M7, E2M8, E2M5, E5M2		
2021 (6)	E3M4, E4M8, E3M9, E3M3, E4M7, E2M5		
2022 (7)	E5M3, E5M4, E3M5, E5M6, E5M5, E5M8, E3M6		
AUTHORS			
PC = Paul Corfiatis (Pcorf), KA = Kristian "Nebula" Aro, CH = Christian N. Hansen, RG = Richie "Skarj" Gay			
E2M1 and E4M5 were rejects from 2002ADO but finished by Pcorf.			

MAP COMPTATIBILITY			
MAP	Vanilla	Limit Removing	Boom / Prboom / Zdoom
E1M1	Yes		
E1M2	Yes		
E1M3	Yes		
E1M4	Yes		
E1M5	Yes		
E1M6	Yes		
E1M7		Yes	
E1M8	Yes		
E1M9	Yes		
E2M1		Yes	
E2M2	Yes		
E2M3		Yes	
E2M4		Yes	
E2M5		Yes	
E2M6		Yes	
E2M7		Yes	
E2M8		Yes	
E2M9			Yes

MAP	Vanilla	Limit Removing	Boom / Prboom / Zdoom
E3M1			Yes
E3M2			Yes
E3M3			Yes
E3M4			Yes
E3M5			Yes
E3M6			Yes
E3M7			Yes
E3M8			Yes
E3M9			Yes
E4M1		Yes	
E4M2		Yes	
E4M3		Yes	
E4M4			Yes
E4M5		Yes	
E4M6		Yes	
E4M7			Yes
E4M8			Yes
E4M9		Yes	
E5M1			Yes
E5M2			Yes
E5M3			Yes
E5M4			Yes
E5M5			Yes
E5M6			Yes
E5M7			Yes
E5M8			Yes
E5M9			Yes
Bonus Maps		Yes	

KNOWN ISSUES

During the public beta development we have tried our best to eradicate mistakes and we can thank the community for their inputs.

Many maps contain minor slimetrails due to the extreme detail in them. If playing in Gzdoom the slimetrails are not an issue.



6. MUSIC CREDITS

TITLE, INTERMISSION AND TEXT
TITLE: A Doomed Prelude © 2022 Pcorf INTERMISSION: Intermission Odyssey © 2000/2019 Pcorf README: Doom Odyssey Whisper Remix © 2019 Pcorf README (Episode 5): Hate Machine © 2015 Jimmy
EPISODE 1
E1M1: Barrels Divine © 2019 Pcorf E1M2: Imp Hunter © 2018 Pcorf E1M3: The Challenge © 2018 Pcorf E1M4: Kinetical © 2017 Pcorf E1M5: Sexy Demons © 2018 Pcorf E1M6: Into The Darkest Halls © 2017 Pcorf E1M7: Powerzones © 2018 Pcorf E1M8: Imperial Maniac © 2017 Pcorf (2002ADO E1M8 rock remix) E1M9: Shake Off The Rast © 2019 Pcorf
EPISODE 2
E2M1: Insomnic Demonic © 2018 Pcorf E2M2: The Swamp Feeling © 2018 Pcorf E2M3: Blacktech © 2018 Pcorf E2M4: Death Pandemic © 2020 Pcorf E2M5: Killing Evil Is My Thing For © 2018 Pcorf E2M6: Gateway To Babel © 2017 Pcorf E2M7: Claustrophobia © 2018 Pcorf E2M8: Battle Scarred © 1998 2018 Pcorf (2002ADO E2M8 rock remix) E2M9: Fight Your Fears © 2018 Pcorf
EPISODE 3
E3M1: Dead Stench © 2019 Pcorf E3M2: Haunted Dreams © 2019 Pcorf E3M3: Bathed in Blood © 2021 Nebula E3M4: Infernal Torment © 2021 Pcorf E3M5: Hell Braiser © 2021 Pcorf E3M6: Boiling Point © 2022 Pcorf E3M7: Raised In Hell © 2020 Pcorf E3M8: Fractal Fighters © 2018 Nebula BUNNY: Is It The End? © 2019 Pcorf E3M9: Evil Story © 2000/2021 Pcorf
EPISODE 4
E4M1: Demonic Parade © 2002 Pcorf (Revised in 2016) E4M2: The Firestorm Of Terror © 2019 Pcorf E4M3: Daemonizer © 2019 Pcorf E4M4: Running With Beasts © 2019 Pcorf E4M5: Shammy © 2019 Pcorf E4M6: Into Battle © 2018 Pcorf E4M7: Flamin' Yumis © 2019 Pcorf E4M8: The One God © 2020 Pcorf E4M9: Cold Feet © 2021 Pcorf

EPISODE 5







E5M1: Black Gold Sea © 2013 Jimmy
E5M2: Halfway Decent © 2015 Jimmy
E5M3: Ampersand © 2016 Jimmy
E5M4: Cyanide Downpour © 2016 Jimmy
E5M5: Unyes © 2016 Jimmy
E5M6: Waning Hall © 2013 Jimmy
E5M7: Adirgio © 2015 Jimmy
E5M8: Octarine © 2015 Jimmy
E5M9: Barrel In The Corner © 2010 Impboy Jimmy (2002ado remix)*


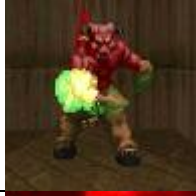
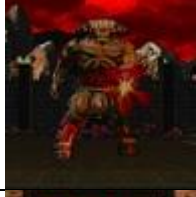

BONUS MAPS

E1M10 Citywoman Solutions © 2015 Pcorf
E2M10 Into a Sandy City © 2021 MegaSphere
E3M10 Sweet Little Bunny © 1993 Robert Prince
E4M10 Running From Evil © 1994 Robert Prince
E5M10 Plasma © 1996 Lee Jackson

ENEMIES

2022ADO is based on the Ultimate Doom. The existing enemies are used.

Enemy	Description	Appearance	First Seen
FORMER SOLDIERS (Zombieman)	<i>Once a Marine, always a Marine - except in this case. These guys may look like your old buddies, but now they're nothing more than pistol-toting, bi-pedal maggots. Waste 'em!</i>		E1M1
FORMER SERGEANTS (Shotgun Guy)	<i>Same as the Former Soldiers, but much meaner, and tougher. These walking shotguns will provide you with a few extra holes if you're not careful.</i>		E1M1
IMPS	<i>You thought an imp was a cute little dude in a red suit with a pitchfork. Think again. This Imp heaves balls o' fire down your throat and takes several bullets to die. It's time to find a better weapon than a pistol if you're going to face more than one of these mutants.</i>		E1M1
DEMONS	<i>Sorta like shaved gorillas, except with horns, big heads. They don't kill easy. Get too close and they'll rip your sorry head off.</i>		E1M3
SPECTRES	<i>Great. Just what you needed. A nearly invisible monster.</i>		E1M4
LOST SOULS	<i>Dumb. Tough. Flies. On Fire. 'Nuff said!</i>		E2M2

Enemy	Description	Appearance	First Seen
CACODEMONS	<i>They float in the air, belch ball-lightning and boast one horrendously big mouth. You're toast if you get too close to these monstrosities.</i>		E2M2
BARONS OF HELL	<i>As tough as a dump truck and nearly as big, these bruisers are the worst thing on two legs since Tyrannosaurus Rex.</i>		E1M8
CYBERDEMON	<i>Half unfeeling machine, half raging horned devil. This walking nightmare has a rocket launcher for an arm and will definitely reach out and touch you. Make sure you're loaded with bear before you get to this guy.</i>		E2M8
SPIDERDEMON (Spider Mastermind)	<i>Think of the pain a Black Widow causes when you disturb her nest. Then think what happens when you stir up one the size of a M60 tank. She shoots a chaingun. Could put a Big Hurt on you.</i>		E3M8

7. BETA RELEASE HISTORY AND FIXES

14 SEP 2022

- First Public Beta release.

16 SEP 2022

- Fixed UMAPINFO exits and secret exits.
- Fixed typo in E2M9 WILV18 graphic.
- Changed saviour to savour in the episode 5 ending text.
- Telefrag barrel in E1M8 death exit to allow 100% kills.
- Fix some misaligned textures in E1M1.
- Made improvements to the flow in E1M9.

17 SEP 2022

- Updated E3M5 with DM Starts
- Fixed typo in MAPINFO. E3M10 should go to E3M7 not E3M8.
- Various minor fixes in E1M1, E1M6, E3M8, E4M1, E4M6, E4M10, E5M2, E5M8

19 SEP 2022

- In E1M5 Thing 119 Demon was stuck in wall. Now unstuck.

20 SEP 2022

- Cacodemons and Lost souls can now enter the window near the Cyberdemon in the northern part of E4M3.
- Fixed floating radiation suit in E4M4.
- Made a few changes to the Spiderdemon platform in E5M2 to prevent it from possibly falling through the floor.
- Added a filler E3M6 room with exit switch to allow continuous gameplay.
- E3M3, E5M2 nodes built with ZokumBSP.

21 SEP 2022

- Episode 1 and 2 various texture alignments.

22 SEP 2022

- Few minor cosmetic adjustments in E1M4, E1M5, E2M4 and E5M10

23 SEP 2022

- E2M9 linedef 3251 changed from 112 S1 to 115 SR so Coop players hopefully don't get stuck.
- E3M9 had 2 player 3 starts by mistake. FIXED.
- E4M5's player 4 start was a DM start by mistake. FIXED.
- More spice to E1M4's MIDI track, esp the Brass section.

24 SEP 2022

- Fix secret plasma gun skill setting mistake in E2M7.
- Minor cosmetic touchups in E2M6, alignment at end of E2M9
- E1M9 MIDI remastered.

25 SEP 2022

- Various texture alignments in E2M7, E2M9, E3M3, E4M2, E4M6

26 SEP 2022

- Various texture alignments in E3M4, E4M1, E4M3, E4M4

27 SEP 2022

- Various texture alignments and architectural enhancements in E4M3, E4M7, E5M5, E5M7
- Some light transfer fixes in E5M6 (yellow key area).
- Second Public Beta release.

28 SEP 2022

- Slight fix to MAPINFO.
- Moved armor bonus off the step near the start of E2M3.
- Secret exit puzzle in E2M5 a little more easy.
- A few minor touchups in E2M9.

29 SEP 2022

- Minor cosmetic changes and texture alignments in E4M1 and E4M2.
- Some texture alignments and various minor fixes in E5M5.

30 SEP 2022

- Some secrets made 1 sided on automap in E4M6, E4M7, E4M8, E5M8, E5M9.

1 OCT 2022

- The invulnerability sphere in sector 982 of E5M9 is now all skill levels.
- E5M9 various touchups.

2 OCT 2022

- A few UMAPINFO changes.

10 OCT 2022

- Remove double medikit/stimpack in E2M6 (stimpack retained)
- Some retexturing in E2M8.
- Fix awful slimetrail in E3M5 by rebuilding BSP.
- UMAPINFO typo correction.

11 OCT 2022

- Made Episode 5 sky slightly darker.

18 OCT 2022

- E3M6 completed.
- Public Beta 3.

19 OCT 2022

- *A few minor fixes to E5M7.*
- *UMAPINFO typo fix.*
- *Powerlines removed from Episode 5 sky + slight edits.*
- *Tiled the Episode 4 sky so it looks better in E4M6.*

24 OCT 2022

- *Internal demos recorded.*
- *Text files complied.*
- *Final testing.*

25 OCT 2022

- *Fixed malfunctioning crusher at E3M6 secret exit. It did not work in Prboom-Plus so the linedef action was changed from generalized to a standard type (87) and now it is working fine both 0in Zdoom and Prboom-Plus.*

26 OCT 2022

- *Fixed slimetrails in E3M2 and added more line actions to make lost soul teleport more efficient.*

31 OCT 2022

- *Released!*

8. WHERE TO FIND FILES

PaulCorfiatis.com - www.paulcorfiatis.com

www.doomworld.com/idgames/

9. HOW TO GET HELP

Press F1

Check out the Doom Wiki website with the level playthrough guides. (when published)

I think you are a pretty good Doom player by now.