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DooM II Deathmatch Bible
Volume I

The Author

My name is Chris "DevastatioN" Felix, and I have been one of the top DooM2.exe and ZDaemon deathmatching players since 2002. I have decided to write this guide, because over the years I have been asked by many people to teach them how to play, or just generally have been asked questions about advanced deathmatch technique.

I have written another guide, which was specifically a GLANCE at basic Map1 Theory, but it still consisted of more than nine pages of information. That guide is based around playing the most professional tournament map, "but what if I want to be good at DooM?" you might ask, well, this guide is the right place for you!

This guide will cover the basics of DooM itself, not teach you how to play a certain map. You can use this information in any map. It's about using your brain, applying that knowledge to all maps and even other games really. Also, this will go over the basics of skill, such as movement and aiming.

I have been very successful in many other games, not only DooM, and I hope that this knowledge can help anyone get better at the game, but also have a better understanding of what the game is all about, and a better understanding of what exactly it means to be a "world class player."

Introduction to Theory

DooM skill can be broken up into three main groups:

- Aiming
- Movement
- Strategy

These three categories, are the cores of DooM, and playing like the pros. This doesn't mean you have to be perfect at all three categories to be good, it does help though. You can be slightly weak in one area, and still be a great player. There have been many past DooMGoDs that are not perfect in all areas, but they are great in at least two of them, or they can minimize their weaknesses in one area, but being stronger in another, and avoiding certain situations.

If you are weak at aiming, you can make up for it by being extremely fast, and having good strategies to choose when you fight. If you have bad arena SSG, but can outsmart a player, then you would fight in areas that give you the advantage.

I do not want to get too far into that category now, so I will say, that there are many great players who are not perfect in every area. One of the best players in North America even to this day, has a weak SSG, but he's a tactical genius, and makes up for it. I myself have weaker movement than other world class players, but can still play well due to my aim and strategies.

Also note that, some maps take different skills than others. D5M7 takes more aiming skill, and less movement skill than other maps for example. Map1 is considered the professional DooM2 map, because it takes all three skills to master the map, and by playing this map, you work on all three of these skills equally.

Aiming. Aiming skill is exactly what it says, how well a person can aim right in the open. Can a person follow sound, and visual effects to aim weapons and not miss. The better your aim, the more damage you do as well, this skill consists of maximizing the damage you can possible give out, while dodging and minimizing the damage you take.

Someone who aims extremely well, will hit for a good amount of damage each time, and have a high consistency in the same scenarios. It's a very important skill to work on.

Movement. Easy to explain, this is how well a person can move, without hitting any walls, and how well they cut corners. It's possible to be able to move without hitting walls, but have horrible movement, because you don't understand how to move fast around corners, or are just generally disoriented. You should be able to make on the spot turns, and never lose your orientation of the map. Overall mouse coordination will help both aiming, and moving in the long run, as long as you understand the principles of each.

Strategy. One of the biggest aspects of DooM, you can have perfect movement and perfect aim, but if you are horrible at strategy, then you're a sitting duck against any player who has strategy. This refers to your weapon choices, your position choices, how you react to situations, and overall, how well you can predict your opponent and know what the basics of the maps and layouts are.

Although nothing has been taught here as of yet, this is just to give you an idea about certain things, and get you thinking. Some people can read that and say "wow, I see where I'm going wrong, it's right at the base of my understanding of this game" and another person go "well, I haven't learned anything yet, this is so far a waste of time" and I assure you, it's the person who is thinking about his own play, as he reads my guide, that has the incentive to put time into his game, and analyze things for himself, that will be the one to improve his game enough to become a world class player.

DooM skill takes work, you can't become world class if you don't put time into it, just like you can't be the best chess player in the world without reading books and playing a lot. I do

understand that not all of you are reading this to become world class, or great, but just want to stand a bit more of a chance in the game, it's up to you how you wish to use this guide, just don't expect to beat every single player, if you don't put any time at all into your game!

With that said, let's get into some actual talk about DooM, skill, and how the interesting facts that everyone who is reading this wants to see!

Choosing a Configuration

This is important enough for me to throw in this guide, since some of the readers may have a bad configuration, or are extremely new to DooM. Feel free to skip this section if you wish, however, be warned that an inadequate configuration can hold you back, or make certain tactics or overall technique impossible to master.

If you are left-handed, please talk to other left handed players who are good, for their ideas on how to use a key configuration for left-handed people, I will note that I *AM* left-handed and use a right-handed technique, in the end it shouldn't matter since you need both hands mastered to play well, just like playing a piano. If you're left-handed, your body movement will be better initially then your turning and aiming... and vice versa for right-handed players.

If you didn't get my hint in the last paragraph, the best-known configuration for DooM is clearly to use a mouse, or a track ball along with the keyboard. For obvious reasons, keyboard only cannot compete against anyone above average, and for obvious reasons, mouse only can't either.

I believe in a system like most others, that your left hand coordinates your body movements, such as walking forward, backward, side stepping, opening things, switching weapons, etc. Your right hand controls your eyesight, and your turning, your aiming, your firing. You need to be coordinated in both hands, and make them work together in harmony.

<u>Mouse (Right Hand)</u>. Well, there's not much to say about the right hand, you have a mouse, you have a hand... seems good enough to me, the only thing I can say about this part of your configuration is when your actually playing the game. Keep the mouse in a comfortable spot for you, make sure you have adequate room for turning left and right, and even doing full 180º turns. It's not ideal to have to keep lifting the mouse up and repositioning it during a match, although it's sometimes needed. Keep the cord on your mouse slack, not tight, and your pad clean, this way you won't have any resistance on your mouse.

What happens you have resistance on your mouse, even in the slightest (although it is clearly proportional to your mouse sensitivity), is that everyone has something called "muscle memory" which means that you get used to the exact positioning and strength that a certain task needs. The same with DooM, as you get better, your brain will know how much force you need to put on the mouse to do something that you have done over and over again. With any type of resistance, you will not be positioned were you WANTED to be, your turns will be off by at least

a few pixels, remember that a few pixels in DooM can be the difference between a 100% one shot kill, and a 70% shot, where your opponent reloads and kills you.

That's an odd scenario, a little speck of dust, or a mouse cord that is too tight, costs you a frag, gives you a worse position in the map, and your opponent is still alive! Whoever said that dust can't hurt you is dead wrong when it comes to deathmatch!

Keyboard (Left Hand). Now let's think about the left hand, the one that actually touches the keyboard. It would make sense that for moving purposes you will need four main keys:

- Move Forward
- Move Backward
- Strafe Left
- Strafe Right

The obvious formation for these keys would be something similar to your arrow keys, having the up and down arrows for forward and backwards, and left and right for strafing accordingly. This general formation is important for psychological reasons. Look down at that key formation from above, and you see that if you placed the doom marine direction in the middle of those four keys, that they correlate to the doom marine's movement in the game. This is very easy on your brain, you want to go forward, your fingers go forward, you want to go left, your fingers go left.

Now let's assume you had a very weird configuration, such as:

- A = Move Backwards
- S = Strafe Left
- D = Move Forwards
- F = Strafe Right

See how much harder that would be to use? Sure, once you get used to it, you CAN use it, but it's a waste of brain space, and even if you are used to it, subconsciously your brain is thinking more, and may subsequently take longer for certain reactions, or at a bare minimum, not being able to fully evaluate positions correctly.

There are some players who ask me for help, whom have played since 1995, and are good friends of mine, but they refuse to listen to me about their configuration. They say "well, I've used it since 1995, I'm used to it now" and "so and so wasn't a bad player, and he used this configuration as well." I'd like to say, that NONE of these players, are world class players, never have been, and in my opinion never will, and their configuration is a big part of it, whether they will admit it or not.

The best players, throughout all of history, with the exception of very few players back in 1995, have used a key configuration like the principles I described earlier, about the doom marine being the center of the keys. The obvious question is, "how do I choose what keys?" Well, let's think

about your other keys here first, you need a use key, which is by default space bar, and to switch weapons you need the number keys at the top left of your keyboard.

It would make sense that you would want these keys to be between both, this way you could use your thumb for space bar, and then just bring your fingers up along to change weapons. I recommend some of the following key configurations:

- WASD
- ESDF

Both of these fit the basic shape, close enough to the number keys to switch to any weapon easily, and you can use your thumb for space bar. If you have short fingers, you'd be more inclined to use ESDF, so that you can easily reach the "7" key, which is for BFG. If you have longer fingers, you might want WASD. Also note that the "Q" key, will automatically quit you out of DooM when you're recording, this should be taken into consideration while choosing your key configuration.

I personally use ESDF, and there's another reason besides "that's what Dominus (My Mentor) taught me." Let's think about this logically at first, I didn't go over this, but it's obvious that your 2nd finger will be on the right, your middle finger controlling forward and backward, and your 4th finger on the left. Your MAIN finger, is controlling your MAIN functions, forward and backward. Now, let's note that the SSG is the MAIN weapon in DooM, which is the "3" key, now let's also note that "D" "E" and "3" line up together, very easy for your main finger, it seems all your main functions are in one straight line. This is why I use ESDF.

Equipment. Well I can't really make suggestions to what type of equipment you use, because it's all personal preference for the most part. I will describe what I use however, for those of you who are interested. I use a newer styled optical mouse that has extremely good precision. This way there's no equipment error in my turns, only human error.

My keyboard is an old IBM keyboard with stiff and loud keys, I hate newer keyboards because the keys are not spaced out far enough. The stiff keys provide a backing on my fingers, so that I know easily what keys are pressed down, and when they are not, there's a sense of sturdiness and readiness in my fingers when using such a keyboard.

The only thing you have to look out for in a keyboard, is that you don't have one of the keyboards that only allow you to activate two or three keys at once, in DooM this will kill you. You need a keyboard that can potentially hold down at least four keys at once, so you can straferun, activate sr50, and switch weapons all at the same time.

THE THREE BASICS

Aiming

Of course, there's not much you can do with flat out aiming, all you can do is keep on practicing that, by playing aim oriented maps such as D5M7, D5M18, Map7 etc. or just by having a style to practice with that will improve your aim in the end. However, there are some helpful techniques you should all be aware about, and just general advice that will make your aiming experience a lot easier, and also perhaps understand some key factors in maximizing your damage. In the end, it's all about finding the right method for you, there is no exactly right method of playing DooM, every DooMGoD plays differently, however there are key factors that make their play seem extremely similar on the surface.

<u>Weapon Offset</u>. There is a weapon offset in DooM. Your weapon fires more to the left, than to the right, if you look at the bullets firing out of an SSG, you can clearly tell that there seems to be more bullets coming out the left barrel, than the right barrel. The reason for this is that the weapons graphics are slightly more to the right, than what your actual aim is.

The way to correct for this is to fire slightly off centered to the right of your opponent's sprite. When working with the SSG, you'll find that more bullets hit, and that you do more damage, also with a chaingun, you'll find that more of the bullets from the recoil will hit overall, and your opponent will die faster. Take a look at the diagram here, the RED line, is the center, and the BLUE line, is roughly where you should try to aim.

Such a small difference of only a few pixels can be the difference between good and great!

<u>Damage Calculation</u>. Damage calculation is an important part of DooM, you should be able to keep track of how much health your opponent has roughly, this will help make your decisions easier while in a deathmatch.

After a while, it simply becomes instinct, what health your opponent is at by looking at the blood splats that fly off your opponent. Every pellet that hits your opponent will be a blood splat. For the pistol, SG, SSG, and CG, the pellets can do between 5% and 15% damage. This allows you to roughly estimate how much damage you did to your opponent and know their remaining health, just practice it, after a while you'll understand how it works, and later in this guide be able to use it to your advantage.

With regards to rockets and BFG, you will gain the feeling by just playing the game a lot, and trying to notice the relationship between the distance, and the damage dealt. This can be tedious at first, but when practiced, and mastered, it will save you many hard choices in deathmatch.

SSG Swingshot. The swingshot is believed by some to be superstition, and that there is no solid evidence that it works. Me, Dominus, and countless other people however, do use it, and we do believe that it works so I am going to explain it in this guide.

The theory behind the swingshot is, that if you swing your mouse really fast, then fire, the movement of the player somehow calculates into your momentum. This has a tendency to concentrate your SSG blast, and deal out more damage to your opponents.

Going about this can be tricky, if a player is beside you, obviously all you have to do is quickly whip around to them and fire, but what if your opponent is in front of you? The way I normally do this, is run toward them (straferun actually, which will be described later) but I keep the center of my screen (imagine the center of your screen being a crosshair) about an inch or two away from my opponent, then when I am close enough to fire, I quickly swing over those two inches and fire (off centered to the right, as we explained in the last section).
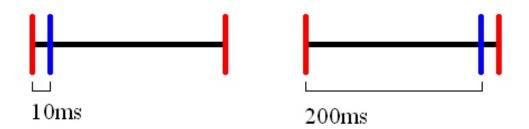
The other factor is red screen, the more damage you do the redder their screen gets. This will potentially blind your opponent slightly, which may make them miss their next shot, or not see what your doing. On the same token, you should learn to see through the screen, or find another way to trace your opponent while you are red screened.

Chaingun Recoil Control. While firing the CG, you notice that the recoil gets annoying and pretty spread out, however your first few shots are always accurate. The best way to make your CG completely accurate is to burst fire, you hold the trigger for a second, lift up, then start firing again. This ensures that your shots are accurate and you will not get the annoying recoil. This also works for the pistol, if you just hold down the trigger and continue firing at a person it gets inaccurate, but if you take many single shots at a time, it will be more accurate.

Patience. This is very important while aiming, believe it or not, when to take your shot, and how long you can wait before firing. Most people think that it's important to fire back as quickly as possible, which is not necessarily true. So let's think about this logically, you both have the same reload rate (we're talking SSG to SSG), so no matter what, as long as you fire after he fires, and before he reloads, you will always fire second, he will always fire third, and you will always fire fourth, and so on.

So WHY, do you need to fire immediately? You have his whole reload time to make sure you get the shot right. There's no use firing instantly as he fires, and doing a 40% shot, when he just reloads and fires back, when you can take your time, get your shot perfectly right, and do 100% damage so he never gets to reload and fire back.

Let us assume that in this diagram, the red bars are when the opponent would fire if he was holding down the trigger button, and the blue bar is when you would fire. This is a timeline of the firing sequences.

10ms   200ms

You can clearly see that in the left picture, you are firing directly after he fires. Meaning you have only 10ms to line up your shot, but on the right you have 200ms to make your shot work. Note that the times are not completely correct, but the idea is simple. In both diagram you fire between his shots, except in the right diagram you have more time to make your shot correct.

If you take more time, but get the job done, it's fine, you're not losing anything by waiting an extra half second to make sure your shot is right, and as time goes on, you will be able to do this faster and faster anyway. The same principle technically applies for when you're facing a CG, if you take a shot and miss, you'll be taking CG damage for your whole reload time, but if you take a little extra time to make sure your shot kills your opponent, you'll only be taking CG damage for that extra bit of timing, which in the long run, is a lot less damage. Don't be too worried about how much damage you're taking, if it's damage that is taken to make sure you get a frag, remember, that a frag is worth more than a little bit of damage to you. You can play safer or sounder with low health, you can't play safer if you're already fragged!

Principles of Engagement. Arena tactics are quite interesting when talking about SSG vs SSG in areas such as Dwango5 Map1, or Dwango5 Map18 or even Dwango5 Map7. Most maps will have an area where SSG engaging is possible. The main thing to know about engagement, is that your trying to move closer while your opponent is reloading, and should be backing away while you yourself are reloading. When you back away, it makes it harder for your opponent to close in on you and do a lot of damage, on the same token, when your opponent is reloading you try to get as close as possible to make your shot so that you can do the most damage.

Now, between two good players, you'll be moving forward and backing up quite a bit in a normal engagement, so your goal should be to make a bit of ground each time, and eventually close in on him or corner him. The second he backs off to where he would get a position advantage, you have to back off immediately, and find a better time to engage.

An example of this is D5M1, you just ran out of the BFG room and engaged your opponent immediately who was outside about midway. You forced him back all the way up the hill and he just ran inside the pillar room, by the stairs leading to the ledge. What do you do? It's SURE as hell not chase after him, because he now has a position advantage over you, he's in the halls, and could be virtually anywhere in that room using a number of strategies, and you have to rush in a

small area. Worse yet, if you get caught off guard, where are you gonna run? Back out into the outside area, and the only way back out there is through that small tiny space... you've just been trapped by an experienced player! Things you can do, are take pot shots through the opening, and then choose a new strategy or new mode of engagement. If you are sure however, that the person did use a particular strategy (went to the hall, went up to the ledge) then you might want to rush in, or maybe you're winning and feeling frisky, or you're a better player and feeling frisky and just wanna make a bad play in hopes that he messes up and you win. That's fine, but don't get too frisky against good players, you'll find your frag count dropping tremendously.
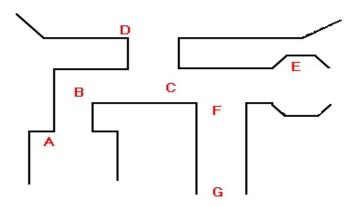
If you can get behind something, or stay behind something while you reload, that might give you a positional edge, go for it. In D5M7 you try to keep the middle exit button pillar between you and your opponent while you reload, in Map1 you hide behind pillars or halls (explained deeper in my hallway engagement section). In the outside of D5M1 you can hide behind that upper ledge with the spawn and armor, you hide, they fire, you pop out and fire at them, (be FORCEFUL! Make it so that you gain the ground).

A few other things, CG vs SSG... obviously the CG should be trying to stay farther away since he has a pinpoint weapon, and usually the SSG guy has two choices: 1) back off 2) charge in while getting the least amount of damage because his weapon is stronger. CG should be backing up and firing when the SSG guy is blindly charging at him, that's the way you take advantage of mistakes, by knowing WHY they are actually mistakes.

I'm going to make a fast comment here about the outside arena in Map1, yes it's a mistake to chase into the outside arena while your opponent only has an SG and you have an SSG, I will describe the best play later in this guide, but for now I'm just going to say that the SG player is far away, the SG is a better range weapon than the SSG, the SSG player is going to die before he gets to the SG player if both players play correctly. Now, if you see the SG guy make a mistake like blindly giving away SG shots and not staying far away at all, sure, rush in and show him that he made an error and you just owned him for it.

Hallway Engagement. It's sort of like arena engagement. Your goal is to take space and gain a positional advantage and dwell upon your opponent's mistakes. The objective is to stay extremely close to hallway entrances, while still having a view so you can run out and after your opponent while he's reloading (or unsuspecting) and then hide somewhere else, or back to the same spot. This is easier showed in scenarios in my opinion, so for all the following scenarios, let's use this diagram of a common hallway structure. This one is actually map1, but don't worry, the same principles apply to other maps and even other situations, so just try to realize what I'm saying is a logical way for a hallway battle to fall out is.

So here are some very common scenarios that happen between players, note that if one of the players isn't fast enough to do this accurately, they'll simply get shot at way before they hide. For these scenarios I'll simply say Green and Indigo instead of Player 1 and Player 2, simply cause it's probably easier to read that way.

Green is very strategically waiting at point A, just enough so that he can see a crack of the hallway B through C. Indigo decides to attack by running to point B, turning and firing, and immediately backs off inside to point D, however, as he's doing this Green knows what he is doing and runs out to point B and continues on to point C, when he reaches point C he turns and fires into the room at point D, then continues and hides at point E while reloading. However, if Indigo did not die, while Green is running to point E, Indigo runs out to point C and heads down to point G, however when he reaches point F he turns and fires at point E, and then continues along to point G. If Green did not die, then he would run over toward point C and fire down at point G along the way, and after this, if neither player has died, then the game just continues strategically from here, where both have most likely taken a few shots. Notice how the position advantage has shifted slightly, Green was at a worse position, but had a very strategic position at point A, and Indigo made a mistake and missed him, so now Indigo is down somewhere in point G and Green has the hallway advantage.

Adapting the previous scenario, if Green does NOT go to point E, he's going to run down to point G, or stay hiding around point F, and Indigo would simply run out from point D, and run toward point E himself, while firing down at point F and G. Another way for Indigo to continue would be to fire down at F and G but instead of running to E he could run back to D. When the player gets all the way to G, the hallway battle is pretty much over, because it's a long hallway.

A mistake (as some see it) would be for Green to fire in at point D and then run BACK to point A, or in that room. Normally Indigo will have enough time to run out and run to point B to take another shot in at point A, the only difference this time is, Green is gonna have to be moving at full speed to get back into the A room successfully, meaning he is NOT ready to chase back at Indigo, and if he does start chasing Indigo back into the hall, he's at a disadvantage, and will most likely die to one shot, since Indigo will be waiting for him.

Indigo himself could have at the start gone to E or G, then Green could go to D and fire along the way appropriately, then Indigo could come back and fire at D himself and then go back to A, or if

he was at G come up and fire at D and then run back down to G, leading to more hallway fighting.

One more possibility to mention is that Indigo could actually pop out of point D, take a shot and then go to point A himself, if Green was at E or G it all depends on the weapons each has, what positions they like to play, their health count, etc. It all plays a factor in strategy.

So as we see there are many lines of combat here, such as A to D, A to E, A to G, D to G, D to E etc. The points A, D, E and G are all positional points or camping points for when you're either stopped and waiting, or you're reloading. Points B, C and F are all action points or aiming points that you can hit the positional points from. As a rule of thumb, when you think of a hallway battle in terms of points like this, you always start from a position point, to an aiming point and fire appropriately, and then back to a positional point. You can apply the common strategies here to other hallways and similar situations, just try to figure out how to apply these principles to your own needs. Finding all the possible routes in this map would be a good exercise to do.

Now, wouldn't it be nice if everyone played hallway battles perfectly like this and you knew what to expect? Well that doesn't happen, there are many exploits, and some people hide in weird spots, this is why you need good reflexes and on the spot thinking. If you encounter someone NOT doing this, there is a way to take advantage of it, just try to figure it out.

One common trick people use, and I love doing it myself against weaker opponents who do not anticipate it, and even sometimes stronger players. Indigo went to B and fired, but only runs back a bit into the hallway toward C, and he KNOWS that Green is going to come up and try to attack, so Indigo runs back to the corner of B (the upper left most corner) and fires back down at A, because Green is in that hallway on his way up. Green will be taken by surprise and might not have fast enough reflexes to catch you. This is why you must always be on guard in hallway battles, there are many tricks of the trade, and lurking in uncommon spots to catch your opponent off guard is one of them.

Your pure aim is something that is completely practicable just by playing the game and thinking about what our doing. If you're looking for some cheap practice and are bored to death one day, run into a Dwango5 Map1 Free For All, and just use SSG only. There are enough opponents in an FFA normally to really work up your pure reflexes and instinct shots, just beware that playing too much FFA will eventually start to deteriorate your 1 on 1 game.

Movement

Movement is something that can take a lot of practice to master, and it's definitely something that you should master if you wish to get an edge over your opponent. Good maps to practice movement in are Map1, Dwango5 Map1, Dwango5 Map11, and probably a few more that I'm forgetting at the moment. Find some routes in the map that practice certain things, also practice common movements you'll have to use in the game. One of my other volumes will be

completely about how to practice, which will include many movement exercises that were given to me, ones I've done myself, and also the ones I tend to give my students.
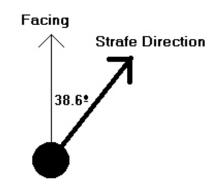
From here on out I am going to assume that you are using the ESDF configuration (explained earlier). If you use a different configuration, please adapt this to your configuration (It should be similar, if it isn't, your gonna need to use a similar configuration or you will not be successful at doing everything during a DM).

Straferunning. Straferunning is when you activate two movement commands at once to move in a single direction. Such as "Move Forward" and "Strafe Left," this would be straferunning in the left direction. So all in all, you have four straferunning directions, ES, EF, DS, and DF. ES and EF are forward straferunning, while DS and DF are backwards straferunning.

Straferunning is much faster than normal running forward. This is why you should get used to doing it. In essence you should have two fingers down on the movement keys at all times when you are moving practically. When your finger lifts off of S, your other finger should immediately be put down on F. Also, when your finger comes off of E, it should go right to D and press that key down. You can go from ES to EF... ES to DS... DS to DF... etc.
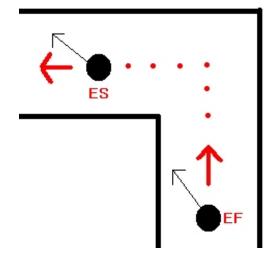
You adjust your mouse so that you move in the direction you wish, it takes a bit of getting used to at first, but in the end you will be able to straferun anywhere you wish, it's just like riding a bike. Straferunning actually moves you at a 38.6 degree angle (measured from your forward looking position, as if you were about to move straight forward).

Switch Strafing. Switch strafing is pretty much what it says, you switch the strafe direction as needed to get through hallways and around the level. From ES to EF, or from ES to DS, etc.
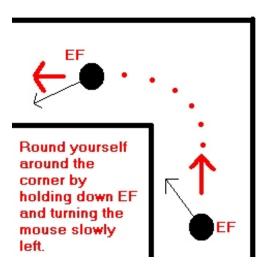
The main implications are to get through hallways or around places so that your always facing the correct direction. Moving around a map with your face stuck in the wall and your back to the wide-open area is bad. This is explained in greater detail in the section on point of view errors.

Turn Strafing. This is also kind of self explanatory. It has great uses in DM just like switch strafing. Turn strafing allows you to cut corners tighter, and may be a little bit faster than switch strafing. Normally I use turn strafing in positions where I need to be fast, such as running away from an opponent. It's ok to have your face in a wall, if you are sure you know EXACTLY where your opponent is, and that doing so will not kill you, or leave you open to a surprise attack.

Turn Strafing is the act of keeping the same strafe direction, such as EF, but turning the mouse and adjusting the angle to get around the turn. Going around the corner in a roughly circular motion, and you won't lose any speed.

Strafe50. Strafe50 is a special type of straferun that is slightly faster than normal straferunning at top speed, and the angle changes from 38.6º to 45º. The only drawback of using strafe50 (sr50) is that you cannot turn while it is activated, so you are stuck in a single direction until sr50 is taken off. As a result, movement sometimes seems choppier going around corners, etc. It is not really a necessity in DM, but it can definitely come in handy, but I suggest mastering normal straferunning before attempting to sr50.

Sr50 is activated by the following commands: Move forward, Strafe direction, Strafe on, Turn direction. So to sr50 in the left direction you must do the following: Move forward, Strafe left, Strafe on, Turn left, all at once.

So let's look at the configuration we chose earlier, and adapt it slightly so that sr50 can be done. We now need a strafe on button, so let's make the right mouse button strafe on. Then, to activate sr50 you would hold down EF, to straferun right, then you would hold down the right mouse button to activate strafe on, and move the mouse to the right, so that your turning right. Same for strafe50ing left, you would hold down ES, then the right mouse button and move the mouse left. You should notice that the angle slightly changes, and you will become slightly faster.

Personally, I don't like moving the mouse and not actually turning because it throws my mouse positioning off. So if you're like this too, there's a way to use sr50 without moving the mouse. But it requires further adaption of the configuration. Let's say you are using ESDF, well when your strafrunning right, you hold down EF, and your other finger which is hovering over S is not really doing anything, so why not use it in the sr50 configuration? EF and right mouse button (strafe on), the only thing missing is turn right, so let's make W as turn right. That way, to activate sr50 in the right direction you would hold down EF, then hold the right mouse button, and then hold down W (WEF+Mouse2). Much easier in my opinion!

Doing the same for the sr50 in the left direction, let's make R as turn left. Then we will have SER+Mouse2 to strafe50 in the left direction. This is more stable than using a mouse, if you are unsure whether turning the mouse is actually turning you inside the game, with a key button set to turn, as long as it's held down you are sure that you have the turn activated and sr50 will be activated.

Review. The most important thing about movement, and I'm going to stress it again is straferunning. You should be holding down two keys almost all the time, whether it's in hallways, right areas, or open areas, and you should be adjusting your movement path by moving the mouse. It's very important to practice this so that you can freely more around the map forwards and backwards on instinct, without hitting walls. Hitting walls will slow you down, and make you easier to frag. So it's an important thing to keep practicing, it may take some time to get over the urge to let go of S or F and only hold down E to move down hallways, but you'll do it eventually, with the correct practice.

Strategy

Strategy is the real meat and bones of DooM DM, without strategy and using your brain you're setting yourself up for failure no matter how good your basic aim and movement is. Similarly, if you have a weakness in the aim or movement categories, then outsmarting your opponent is what can overcome those weaknesses and win the DM. To me personally, strategy is the most important aspect of my game, and it also takes the longest to analyze and master.

This section will describe strategy, and give you certain ways to analyze different types of positions, it does tell you hardcore strategies to use in certain maps, but is an overall view of strategy that is quite common.

Aggressive Play. Playing aggressively is the mistake of most players I encounter, when you play aggressively usually you are at a positional disadvantage when running into a room, and you can also run into projectiles such as rockets, BFG, silent weapons, etc. Rushing into a room without using your head is a disadvantage because your opponent usually knows where you will come from, and you have no clue where in that room your opponent is. If you look the wrong way, or even if you look the right way usually your opponent already has their aim on you.

Aggressive play is not always wrong, it's fine if you can overwhelm your opponent, but if you intend to compete at the top levels of DooM, this just won't cut it anymore. You're going to have to be able to put up with some of the brightest minds in the game, and to do that you have to outsmart them at their own game. It should be noted that an aggressive style is usually the most fun to play, however it yields bad results overall.

Conservative Play. The most used strategy in DooM, and it's quite evident as to why. The basic idea of this strategy is to hold onto your positional advantages, slowly increase your advantages by playing calmly and outsmarting your opponent, and once your opponent makes a decisive mistake, you rush in as aggressively as possible to get the frag. Why is this different than the basic aggressive style? It's because you're rushing in when your opponent has made a mistake, and cannot fend off the aggression, whereas in the aggressive style you tend to rush in at all times whether you have the advantage or not.

The key to using this style is to use your head, think of all the possible scenarios, analyze them and be prepared for them. You should be the one that chooses the terms on how you encounter your opponent, and not vice versa. By limiting your opponents options as much as possible, a conservative style usually leaves the opponent feeling "controlled" in everything he does, with little room to breathe. Against experienced players you will need to know how to work with what you have, and get around being controlled. Usually control is swapped numerous times over the course of a DM with equal level players.

Map Control. This is arguably the biggest positional advantage you can obtain in DooM. If you control the map, you control the playing area, and your opponent is playing in your field. With map control you want to identify, and have under your possession, the biggest part of the map which connects to all the other parts. In Map1, this is the hallway, and in Dwango5 Map1, this is

generally the BFG room and outside green area, or the hallway and ledge. You need to be able to control the area so that when your opponent enters the area from any given entrance, you can control him in some way, such as by directly intercepting him with an SSG and he can't retreat, or firing rockets at the entrances so he cannot pass, or is less likely to want to pass.

You need to know when to give up control of the area, if your opponent is successful in rushing into your area and you feel you cannot frag him, or no longer have the advantage of the area, then it's usually time to retreat, give your opponent the area, and plan a counter attack later.

If you're the player without control, you have to try many different ideas to getting into the area and taking the control from your opponent. You can do this by trying different approach into the controlled area, using silent attacks, or making your opponent miss a shot and then rushing in while he reloads.   Every map is different and you have to find attacking methods that work for you. You can decide to control other areas and make it a patient waiting game, eventually one of the players will make a mistake and the other will gain the opportunity to rush in.

How do you know if you're opponent has control of the map? Generally, if you have very few choices, such as "go left… go right… maybe through this hole" and everywhere you go you feel your opponent is always a step ahead of you with firing at you, or stopping your path with rockets… your opponent has control.

A few more general rules to try and go by. Open Areas are best guarded by an SSG. Closed areas are best guarded by Rockets, Plasma if it's a hallway. BFG is a good weapon all around to rush in and surprise your opponent, or to camp with in case your opponent rushes in and doesn't expect it.

Limit the ideas of your opponent, and make them feel cramped. Eventually expand your position, let them make an error by themselves, and then run in and blast them.

Weapon Control. Weapon control is usually a bit misunderstood, or undervalued by many players. The idea is to keep your opponent from getting the weapons he wants, and on the reverse is gaining the weapons you want from your opponent.

Try and give your opponent as few weapons as possible, there are many maps such as ssl2.wad, Judas23_.wad, Dwango5.wad Map7, that the idea is to stop your opponent from getting the SSG, the most valued fragging weapon. You don't want to just give your opponent a weapon to use against you, guard the weapons in such a way that if your opponent goes for them, they will get hit heavily and maybe even fragged.

Other weapons to guard are usually Rocket Launcher, and BFG. The rocket launcher is very useful for guarding hallways and areas, so if you can keep this weapon away from your opponent then it directly goes back to map control, he will not be able to control parts of the map as effectively, giving you more opportunities.

You can evaluate on specific maps which weapons are best in scenarios, or simply which weapons your opponent is using that is easily causing you problems. Once you know the weapon that is causing you grief on that particular map, make your opponent work to get that weapon by trying to stop them from getting it. If your opponent spawns and runs directly for the weapon, prepare to intercept them or ambush them. This will them very cautious about getting the weapon, and work for it.

Similarly, if your opponent is exercising good weapon control you need to time very well when to get your weapons. If you are having problems getting certain weapons, most likely you need to have a bit of map control before you can get the weapon. Try and draw your opponent away from the weapon using other means, such as attacking him, making him retreat, or making him miss a shot and then grabbing the weapon while he reloads.

This all works out in map control by the weapons you have, if you have more weapons than your opponent you usually tend to have more options. Imagine a scenario where you have only the BFG, or only the SSG, you can see that your options are very small and predictable compared to as if you had the BFG, SSG, RL, CG, in the exact same position. Your opponent would have a lot more to worry about, and you will have a lot more room to do what you want.

The main thing to thing about for weapon control is to ask yourself "which weapons do I really like to have in this map, and which weapons can be used very well in this map" once you get your answer, usually a weapon order, control those weapons as much as possible, and on the reverse get those weapons as much as possible.

Spawn Control. The part of your game that matters most, cause it will yield the most frags in your game. If two players are equal in map control and weapon control and equal in playing out map scenarios, spawn control can easily decide the game.

The idea is simple, control the spawn points in such a way that when your opponent spawns he is easily intercepted. This will result in one of three things usually, either your opponent will die and you still maintain spawn control, your opponent will get hit and be put into a position where you now have map control and can play out the scenario with an advantage, or your opponent may not get hit but be forced into a tough position where you still have map control. All of these are good for you! It is possible that they grab a weapon and kill you, but you need to control them as much as possible, remember that your opponent spawns with only a pistol at first, get your opponent while he's weak.

The best weapons to spawn camp are obviously the SSG and the BFG. Everything else either doesn't deal enough damage, isn't controlling enough, or simply your opponent has the ability to dodge it. But where do you camp?

The best place to camp a spawn is generally where you can either intercept and control most of the spawns on the map, or have a clear shot at killing them. If you are in a map that you don't know anything about, usually run to the spot with the most spawn points around you and use the

SSG or BFG to intercept when they spawn. Make sure the opponent can't spawn and get behind you, never leave your back to a spawn you can't hear.

If you have more time to analyze a map fully, then note all of the spawn points and how many there are. Next, pick a camping spot in the map and work out which ones you feel you can easily kill on the spawn, and which ones you can clearly intercept or control. Make a note of how many you kill easily, how many you intercept, how many you control, and how many get away completely free. Do this for different spots in a map, and you should be able to use the information to determine the best spot. If you can't determine on paper, and in theory which is best, simply try all of the methods you analyzed in a map and see which you feel is the best to use.

This is the most important part, and it requires a lot of reflexes, and quick thinking. When you have your usual camp spot determined. The very instance you kill your opponent, you should immediately be running back to your camp spot with the appropriate weapon, this will ensure you get there as fast as possible for the opponent respawn. There is no use having respawn theory to use if you can't get to the place fast enough to use it. For example, in Dwango5.wad Map7, the very instance I kill my opponent I immediately am running back to the middle of the map to get into the respawn camp position in case my opponent has not spawned. If he has spawned and you notice him, intercept him as best you can, you've already got momentum to get back to the area.

Speed and quick thinking to get back to the best and closest respawn camp positions immediately after gaining a frag is the key to controlling the spawns.

Spawn Technique. On the flip side of our last section, it's extremely important to learn how to spawn correctly to make the best attempt possible to staying alive on the respawns. You can't just rely on luck, cause in some maps it may be common to have statistics like this on opposing spawn control: 20% of the spawns you will die by one shot, 50% of the spawns you will be intercepted immediately, 25% of the spawns you will be controlled, and only 5% of the spawns will you ever get away completely free. Not very good odds to start relying on luck!

There are two main types of ways to spawn, one of them is to wait to see where you spawned so that you can execute the plan correctly. The major advantage of this is that if there is a trick that requires you to not move off of the spawn, or moving off the spawn misaligns you, then you'll still be able to pull off the trick. The disadvantage is that with eyesight reflexes around 200 milliseconds or so, that is time you're standing still in a single spot, which gives your opponent more time to intercept you.

The next method is to quick spawn, this is where you hold down a certain movement key (such as move forward, or straferun forward and left) and then spawn, the result is that the instant you spawn you will start moving in that pre-meditated direction. The advantages of this are obvious, you will get a head start on spawning and gain some time, so your opponent has a harder time intercepting you. Your opponent also can't just aim at the spawn and shoot the instance he hears the respawn sound, because you'll have moved before his hearing reflexes kick in. The

disadvantages however, are that you cannot do certain spawn tricks (such as grabbing the plasma in Map1) and also that you might get disoriented. In extreme cases, it can put you into a bad position or closer to your opponent, which wouldn't have happened if you waited to see where you spawned. In general, this is pretty good if there is a certain direction you can off from every single spawn and not be hurt, otherwise there's always a probability that the predefined movement will hurt you. If there is no general direction you can move off of every spawn then it's generally a bad idea to quick spawn.

A hybrid method works pretty well as well, you can wait to see where you spawned if you know your opponent isn't close to his respawn control position, and you can quick spawn if you know your opponent is completely ready to intercept you. Work out what feels comfortable for you, but these are the main ideas.

One last thing about respawning technique, it's often a good idea when your opponent is having a hot moment with really good aim to just sit dead for a bit and not respawn immediately. This can cool down their adrenaline a tad, but the other advantages are sometimes your opponent will actually leave the respawn control area, giving you a free chance to spawn. Also, do NOT spawn immediately if your opponent is still firing BFG blasts everywhere, let him waste his shots, instead of you spawning into them.

Note that with damage calculation on your side, you should always use your pistol to take shots while running away when your opponent has very low health. It's important to use every resource you have to try and survive the spawn.

Position. Position is extremely important, you want to be in positions that you have an advantage, or at least equal. More importantly you also want to be comfortable playing in your current position. The best way to judge your position is to consider the weapons you currently have, the weapons your opponent has, the options you have with your current room and control of the map, and the options your opponent has. The more options you have, the better off you are.

A slight thing I want to throw in here, is that usually it's easier aiming down at your opponent rather than aiming up at your opponent. So staying high on ledges and aiming down is the more advisable position instead of staying on low ground and aiming up at your opponent.

Sounds. This is an advanced topic that I find even many advanced players do not understand and follow good rules. Sounds are very important in DooM because they can be pinpointed to an exact area. When your opponent makes a sound you should know exactly where is he. If he grunts on a wall, you should be able to determine where he was when he grunted. If he makes a reload sound, such as the reloading of an SSG you should be able to determine exactly where he is. Same goes for when they fire a weapon, make a jump, or make any noise you can hear.

On the same token, not only can you pinpoint where they are, but on longer sounds you can pinpoint where they're going! When my opponent reloads an SSG I can tell where he is, if he's staying still, if he's moving, if he's moving and then slowing down, the direction he's going, etc.

The advantage is obvious, but an added technique is to use that information to tell exactly what your opponent is doing and thinking!

If my opponent fires the SSG at a hall, and I don't hear him move, I can assume he's staying put in that area, and can aim my shot very well. If I hear him running away, but the reload sound slows down (meaning it's not full speed all the way) I can make a very good assumption that they started to run away, but are ready to jump back out at me after the reload, meaning I can play more cautiously, and not be surprised or caught off guard.

Learn how to interpret sounds to specific strategies, and common things players will do. It is also important to hide your sounds as much as possible from your opponent.

If you are reloading your gun, you shouldn't just continue going where you want to, cause your opponent can follow the sound and you gain no surprise value at all. However if you kind of dance around the same spot, and then only after your gun reload sound is finished you start running, your opponent can't follow you. A common trick in a hallway is to fire your SSG, wait for the reload sound to finish, and then move to another spot to wait, such as a different entrance. If your opponent is inexperienced he will assume you "stayed still" and place his shot there. Since you've moved, you gain the surprise value.

With experience you will be able to tell when an inexperienced player is really standing still, or when an experienced player is using his sounds to try and trick you. The key is to be aware of the sounds you make, the instant you make a sound, you are no longer in an "unknown position", you have to assume your opponent knows exactly where you are and what you're doing.

Silent Weapons. Silent weapons are a good aspect of DooM. This guide assumes you know about silent BFG, if you do not, please refer to the section "advanced techniques". But the real advantage of the silent BFG is to silence the grunt as well.

The farther you are away from your opponent, the quieter your weapon until it becomes completely dead silent. This means that you can fire rockets and plasma from far away and the opponent cannot hear them until they either see them coming, or they hit something (hopefully your opponent). There is no "firing sound" on silent weapons.

When silencing a BFG, try to do the silent grunt from as far away as possible, but close enough to still get the blast radius you want.

You should be wary of running into areas that you know weapons can be silenced, especially rockets. Running into silent rockets can be a mistake that costs you many frags, and control of the map. Use everything you can think of, and get inside the head of your opponent, it will do wonders for you.

Predictability and Timing. Predictability is bad, many people are predictable, they run the same way off the spawn everytime, or they attack the same way every time, or they have certain combinations that they always do and can be stopped. Such as "first they fire 2 rockets here, then

a silent BFG and 2 more rockets…. Etc." This will cost you so much it's not even equitable in terms of frags.

Everyone has a different way of avoiding predictability, my method is to have a set of moves to use in each scenario, I use the best option 70% of the time, the 2nd best about 20% of the time, and so on. Use "bad moves" or "refutable moves" only for surprise value when your opponent never expects it.

If you find yourself always going to certain areas using the same interval of time, your opponent can time you extremely well and fire rockets to intercept you. The best way is to start going to the area you want, and then all of a sudden turn back, and go back to where you were before, this throws off detectable rhythm. Another good way is to choose a random number of seconds to wait before proceeding with your common ideas, choose a different number of seconds each time, usually between 3 and 20. This makes you a bit slower or a bit faster at going to certain areas, which is more or less, unpredictable.

When timing, make sure you know how long it takes for a player to go around the map. If a person can circle the entire map in five seconds, you should never leave your back unattended more five seconds or longer, usually I will sit and wait facing a certain direction, if the opponent does not come within 5 seconds, I turn around and assume they're coming from the other direction. This kind of timing is very important, and when combined with a predictable style you can easily time rockets and BFG blasts to kill your opponent just as they come around the corner.
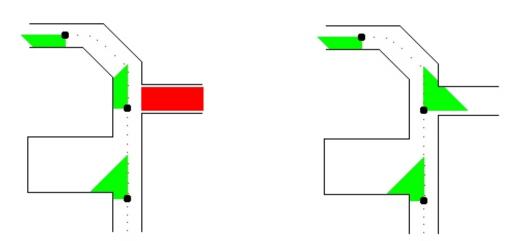
By the later half of the game, you should know your opponent inside out and how he is going to play. This allows you to make better predictions on where they will sit, and techniques they will use.

Point of View Errors. Point of view errors occur when you cannot see a section because of the way you are turned when moving. You should always move around in such a way that you see areas where players might be hiding. Don't move facing a wall, when the side you're not looking at has a hallway that your opponent can be hiding in.

This is extremely important when switch strafing, because as you switch from ES to EF, you are leaving half of your view open to an error. By turn strafing through hallways you are actually scanning the area as you turn, and can see in most of the directions.

In many maps you need to use combinations of turn and switch strafing along the same long to see all of the areas where players could be hiding or run out from, to find the best way to do this, you will have to practice and find out where your "blind spots" are.

In the following diagram, green is the vision area. As you can see on the left, the person never switches to face the hallway on the right. The red box is the area of point of vision error. On the right, the player makes a switch strafe to check the hall, and then switch strafes back to the original direction and continues going, resulting in no point of vision errors.

<u>Provoking Weaknesses</u>. Now that you have all the knowledge of having control, how can you provoke weaknesses of mistakes on your opponent? This can be more difficult than it seems, the idea is to use as many tricks and techniques as you can to confuse your opponent as to your real ideas.

Around hallways, you can pop your head out and run back, hoping that your opponent fires an SSG. And once he's reloading you can run out and take a shot at him or force him back and take control of the map, this is one way of provoking a weakness.

Other ways is to disguise your sounds as much as possible, grunt on walls to pretend you're activating the silent BFG, this could make your opponent waste rockets and ammo thinking that you're actually going to rush up. Sometimes your opponent can catch on and stop firing, this is when you can catch them by surprise and really use your attack.

Hide in areas that you don't think your opponent can see, this is exploiting point of view errors as described earlier in this guide. It's important to know what your opponent can see and can't see, usually by the direction of the sprite you can tell if your opponent really saw you and will come back, or has completely missed you and you will catch him by surprise. Use everything you can think of to confuse your opponent, this will provoke your opponent to make errors which you can take advantage of.

<u>Overview</u>. It's about using your brain! Think through as much as you can and use your advantages such as map control, weapon control, and respawn control and convert those advantages into frags. Use your head, and use every resource possible to overcome the challenges your opponent is laying down for you. Note that by using damage calculation learned earlier, and knowing the health of your opponent you can make wiser decisions on when to rush in for a frag, and what type of weapon to use. If your opponent has very little health, maybe running in with a CG is better than an SSG, since one bullet will kill them anyway.

Advanced Techniques

<u>Silent BFG</u>. Because of the way the DooM sound channels work, the "grunt sound" from pressing the use key close to a wall, and the BFG charge-up sound can block each other out. Effectively you can silence your BFG charge-up sound by pressing the use key against a wall, directly after starting to the fire the BFG. Simply press your trigger button and then immediately press the space bar close to a wall, and the charge-up sound will disappear.

<u>ZDaemon SR50</u>. As explained earlier, the SR50 activation keys I recommended for ESDF were W and R. In ZDaemon you can double bind these keys so you no longer have to hold down the right mouse button. So instead of FEW+Right, you have only FEW, and vice versa.

To use this, open up your zdoom.ini file and make the appropriate edits as shown:

```
[Doom.ConsoleAliases]
Name=+sr50l
Command=+strafe;+left;
Name=-sr50l
Command=-strafe;-left;
Name=+sr50r
Command=+strafe;+right;
Name=-sr50r
Command=-strafe;-right;

[Doom.Bindings]
w=+sr50r
r=+sr50l
```

<u>ZDaemon Weapon Switch Toggle</u>. ZDaemon has two methods of weapon switching while in NS mode (New School, ZDaemon Duel Mode), you can always switch on pickup, and never switch on pickup.

The disadvantage of never switch on pickup is that you are horribly slow when you pickup weapons that you need, since they don't come up automatically there is a delay between when you pick up the weapon and when you press the button. Usually on maps where you respawn on a weapon, such as Dwango5.wad Map1, you are visibly much slower in bringing up your weapon, which leads to being fragged on the respawn.

The disadvantage of always switch is that if you're running around and don't want to switch weapons, if you accidentally hit a weapon you will switch annoyingly.

The way to overcome both of these disadvantages, and use only the advantages of both is a hybrid system of using both. Have always switch on when you want the weapon (like when respawning), and then have never switch on when you don't want new weapons. You can assign a key to be a toggle key, to toggle always switch on and off. You bind this key with the

command "shift=toggle pickup_switch_method" in your zdoom.ini file. For example, I always turn always switch on when spawning, and then turn never switch on whenever I pickup the SSG. I toggle back and forth whenever I know I want or do not want weapons.

The key to use is up to you, with the ESDF system and W/R as sr50 keys, I recommend using the left SHIFT key. You can easily activate this using your pinky finger without hurting your movement at all, since your pinky is never used on the movement keys.

Note, you will receive a ZDaemon message whenever you use this toggle key, "False" refers to always switch, and "True" refers to never switch.

Wallrunning. Wallrunning or "Wallhumping" as some people used to call it, is a technique that be used on walls that are straight, and facing north-south. In OS mode you can only Straferun in the north direction, in NS mode, you can straferun both in the north and the south direction.

To execute the wallrun you need to be straferunning extremely close to the wall, you should be touching the wall and moving exactly parallel to the wall, either facing the wall, or facing away from the wall, forwards or backwards.

Ammo Calculation. Ammo calculation is an important skill to master, much like damage calculation. The only difference is instead of keeping track of health in your head, you keep track of how many rockets your opponent has, and how many BFG blasts your opponents has. Do not forget to make adjusting entries in your mind for ammo you know your opponent has picked up either from ammo boxes, or plasma (Plasma adds 200 cells for the BFG to use).

Note that the BFG blast takes 40 to use, but if your opponent has 200 from picking up the BFG and hasn't used any blasts and picks up the plasma, it's only 300, which leaves 7 BFG blasts and 20 plasma bullets. This brings up a point of not necessarily grabbing the plasma for ammo unless you've already used some BFG blasts. Using 5 BFG blasts and then getting an additional 5 from plasma is a total of 10 blasts instead of only 7 blasts you get when picking up BFG and plasma together.

How To Improve

Ok, I have laid out how to choose a configuration and what basic theory means. I have provided a detailed explanation of many things inside of basic theory, and I feel a good overview that can help many players in any area of the game. This section provides more detail in how to go about improving your skills.

Self Analysis. If you don't understand yourself what you are doing wrong, how can you possibly correct it. Every time you make a mistake you should note it and try to fix it, think about why you make that particular mistake, what goes through your mind, and figure out ways around it. Watching demos of yourself and picking out errors and fixing them one by one is the right way to go.

<u>Learn from Others</u>. Watch recordings of other players, especially good players, and pickup their tricks. The idea is to see what they do in the same scenarios that you don't do. And try to think of why the good players are doing what they're doing, and if it makes sense, you should start doing the same in your own games. Compare yourself to them, and maybe you'll see mistakes in your game that you don't consider a mistake, that really are mistakes. Notice subtle differences in how players move, weapons they use and when, and how they seem to beat their opponents.

There is nothing better than watching a recording from an opponents point of view that can beat you 50-25. The amount of weaknesses they exploit in your game are amazing, and it's a great learning tool.

<u>Practice</u>. This is the big one, once you figure out mistakes or weaknesses in your game you have to actually practice them! I personally found that playing good opponents over and over was the best way. What I did when I was learning was set goals for myself. If I usually score 20 frags consistently on an opponent, I would shoot for 25 frags, and I would try my hardest every game to get those 25. Then work your ay up to 30, and so on. On the reverse side, weaker players can show us a lot as well, players you beat consistently, make goals to beating them slightly worse. If you beat them 50-40 usually, then make goals of beating them 50-35 and 50-30. This will teach you to exploit more and more weaknesses, and play every scenario as hard as possible.

The other method of practicing is to simply go into a single player game with no monsters and run around, trying not to hit walls. Also practice BFG blasts, and other techniques by yourself. I didn't find this method as good for me personally, but I know many people who love to practice by themselves, I always preferred live game learning.

<u>Confidence</u>. Have confidence in your abilities, and don't get down on yourself. Everyone takes a different amount of time to learn to play well. Don't go into games with a bad attitude saying "well I know I'm going to lose anyway so why bother". You should be making goals of how many frags to obtain against good players instead of worrying about only winning. You need to be able to get 25 consistently, and then 30, and then 35, and then 40, before you can start thinking of winning. Take it slowly, some of the best players in the world have been the most helpless newbies in the world too. My first DM games were 50 to (-2) against Dominus.

CONCLUSION

In conclusion, I hope that everyone who reads my guide picks up at least one thing that they didn't know, regardless of the level of the player reading this guide. If this helps at least one person become a good player, then taking the time to write this in plain English was well worth it!

I have received lots of good feedback from players reading the uncompleted version of this guide between 2003 and 2007, so I am very happy to have completed this basic guide in the vision I originally had 5 years ago, and completed this in the year 2008. I would like to thank Dopefish, an elite player from the Czech Republic and one of the best players in the world, for giving me the motivation to complete this guide finally, and the kind words he had to say about the guide in general.

I intend to write a few more map specific guides, on the most played maps. And for those of you who found the information in this guide a bit too basic, I will also look into completing a more advanced guide on specific things in DM theory.

-Chris "DevastatioN" Felix