

# DevastationN's Map1 Strategy Guide

*Written, and based on current skill at January 6th 2003*

Hey, this is DevastationN here, I decided to write this text, in hopes that it may someday inspire people, or help someone learn how to play DooM 2 Map1 better. I have showed a few people somethings about DooM, and DooM 2 Map1, mainly OgreSlayR and FiMuS, who are zone players in which I have played a lot and knew since they very first started. You should prolly have some basics in DooM deathmatching before reading this, such as Plasma grab, how the BFG works, etc.

## **Background**

Here's abit of background on me, you don't have to read this, you can just skip ahead to right to my strategy guide if you wish, but some people might not know me, and might want to know who I am :)

I first saw DooM when I was at my best friends place once, when I was most likely around 8 years old. It looked like a pretty cool game; I didn't play it much because I didn't have a computer (I was 8 in 1995 or so btw). In the year 2000 I got a computer, but couldn't find DooM anywhere, it seemed to be outdated. During my birthday, February 2001, I found "The Ultimate DooM for Windows 95" at a local Wal-Mart (I live in Nova Scotia Canada) and decided to buy it, I played the game on keyboard, default like most people. I felt it was better movement than mouse, because the highest mouse sensitivity was still too slow. Needless to say, I played and beat the game on Nightmare! using keyboard (Save and Load, I've never done it speeding though, I was a slow player, taking it very careful). I played some E1M1 modem games with my local Capt'n Insano, IceDagger, and DistruktoR, that was about it.

Sometime during May 2001, I found out you could play DooM on zone, and met David Pease and NC, who told me to download DooM 2, and I did. I got royally beat down by NC, 50-2 and scores like that. Around June, my life changed though, I met Beefysnack, which was one of Dominus's old zone names. Needless to say, if you know Dominus, you know at a nice 70ms ping, he kicked my ass and put me into negative scores :)

Well, I asked Dominus if he would teach me how to play DooM 2 Map1, and how to get good at it, and luckily for me, he said yes!!! The first thing he taught me was to use ESDF, and high mouse sensitivity. I switched over as he said, and he taught me about the BFG, some Map1 tricks etc, and we played a lot all summer, mostly from 10PM til 3AM, even had a games with frags over 300.

Eventually I got better, very fast according to some people; I quickly got to play people like Dashiva, BahdKo, Xenos, NC, and others. After a while, I read BahdKo's player profiles on Doom2.net and started to like the style and playing tactics of a player named Sslasher, who unfortunately stoped playing in 1997, I was always pretty fond of watching the old DooMGoDs play. I always wanted to have a match with Sslasher, and during late 2001, amazingly, (When I was starting to become an IRC local on IRCNet #nightmare) HE LOGGED ON! and I was like "holy shit, it's really him, maybe I'll get my chance to play him!" and I did :)

During late 2001, and early 2002, my connection to Dominus became shit, so we never got to play at all, except a bit of ZDaemon, which I didn't like too much cause the aiming isn't good there. So I played a lot with Sslasher and Ocelot.

My initiative in DooM, was to become high skilled and a DooMGoD, which some people debate as being a bad goal, I should only play DM for fun. I have fun DMing, but I am a very competitive person by nature. I began to seek out and play world known DooMers, or people I have heard about. I got to play alot of highskilled people, the "DooMGoDs" that I have played are as follows, now before I list them, I understand that some people don't like being known as a "DooMGoD" but in my mind they are, so if you don't like being called one, and know you're on the list, sorry for offending you.

Dominus, Xenos, Sslasher, Ocelot, Anders Johnsen (Only on CSDooM) Adam Hegyi, Mihha, Sedlo, Thresh (Unknown if this is the real one) I've also played some other high skilled players such as Waldon, Spinal, Morpheus, Kream, NC, Esox, Chewy, and others.

During February 2002, I played alot of Dwangotag with Dominus and his room mate on ZDaemon, I'm only mentioning this because it kicked ass :)

I went from there and continued gaining skill, until now, some think I'm a very good DMer, some think I'm not very good. I haven't got to LAN a lot, only with my locals, which isn't near as cool as it would be LANing a DooMGoD or going to BahdKo's Virginia LAN, but those aren't options with my cash flow. I'll be 17 on February 12th 2003 :)

*My Favorite Levels:* Map1, D5M1, D6M1, D7M1, GothicDM Map11, Judas23\_, D5M2, Ssl2 and others I'm forgetting.

*Maps I Would Have Liked To Have Learned:* Map7 and Map11

Ok, that's enough about me and how I came into the DooM scene, here's my Map1 strategy for those of you who want to know, this isn't very good I guess, this is just some stuff I would do in certain circumstances.

## **Map1 Strategy**

### **The Beginning**

Ok, the beginning of a Map1 DM, you have a few options, you hear a lot about Indigo and Green openings, it's almost like a chess game, you have an opening, they have an opening, and soon everything is underway in a full scale war.

### **Green**

Ok, now there are 2 really good openings here in my opinion, and mind you, me and some of the top players like Johnsen, Ocelot and Sedlo may disagree. Some people tend to grab the BFG, and charge the other person, this is ok on LAN, you have the advantage, but on zone, you might not, personally, having only 5 BFG blasts isn't something I like, but it can work, mind you, Indy can go grab the Chaingun, take off some health, even killing you, or grab the plasma, and stop you dead in your tracks. Use this one if you're fast and careful.

I tend to go Sslasher's way of playing the Green opening, grab all 3 of the guns, I start with SSG and work over to Rocket Launcher, because, one of the Indy openings is to fall back and grab BFG, if you have the Rocket Launcher up, you can smack them with it. After grabbing all 3 guns, I usually walk to the ledge, see if they are by the BFG, throw a rocket or 2 there, and if they're not there, run up, and grab the Chaingun. If they are at the plasma, spamming away or something, go into the blue SSG room, open it up with both switches get the armor, and play a camping game :)

If they ran into the blue room, and are far back by the armor, try running in with a BFG blast, you should be able to get them without taking any damage. If not, you can fall back to the plasma room and grab the plasma, and open up that part of the level. Then continue for the campy game for the remainder of the DM.

### **Indigo**

Indigo openings suck: they have disadvantage on LAN and usually are BFG rushed by Green. I usually do 2 openings here, sometimes I fall back from the spot, grab the BFG and wait behind the post, for a suprise you know, or more commonly, I grab Chain Gun, try to open the door to the blue SSG room, then run down the hall and grab the plasma, by opening that blue door, they usually waste their BFG bullets spamming into that room thinking you're there. WARNING: Trying that tactic against a DoomGoD or someone who is very fast CAN and WILL get you killed! If it doesn't work the first time, don't try it again, just grab the plasma as quick as you can and start spamming it up the hallway. Some people also grab the Chain Gun, wait for Green to jump off the ledge, then go pump them full of bullets, this is dangerous but sometimes works.

Ok, so now you know how I open up a Map1 game, now what? Well, I'm not gonna cover every move Indy could make, and what Green can do or vice versa, but I will provide you in this text with some advice for certain situations.

Also, try playing a slow conservative game, you should have good movement and aim skills as well to expect this stuff to work usually. One of Dominus's laws he told me when I asked him how I

could possibly get better was "Don't make mistakes, missing is a mistake, hitting a wall is a mistake, not killing someone in one shot is a mistake, and being fraged is usually a mistake"

### **If your opponent is spamming Plasma from the plasma room up the hall**

Ok, this situation happens alot, most good players spam up the hallway a bit to try and suprize uncareful people, they will continue spamming hoping that you will get tired and rush in after them, giving them an easy frag. So what should you do? well, most people will get tired of this if you sit back, will run up the hallway, take an SSG or SG shot at you and then run back, this annoys you and causes u to rush in, so they start spamming again to try and confuse you. DON'T FALL FOR IT, do not rush in, unless you are very bored, have 100% health, and have alot of BFG bullets, you can fire one down near the ledge from the CG, continue holding down the trigger button, run over and halfway down the hall to let the 2nd one go, usually this double BFG hit will kill the Plasma spammer, and you wont die, but could be left injured alot.

I usually sit near the CG, the entrance to the blue room or around that area, it is very important that you always rotate camping spots, or else they can take a shot at you and run back before you can hit them. Be ready on your toes if they have a Rocket Launcher. Also firing a few rockets down the hall may hit them or cause damage, especially if you fire one luckily right as they're coming up to hit you.

If they come up and hit you, and start to run back, try not to let your reflexes fire at them, but rather run over past the mouth of the hallway, and fire downwards towards the plasma, then run back, you should be able to hit them, and if they hit a wall, you can kill them. If this camping goes on a bit too long, try standing at the mouth of the hallway and using precise CGing down at them, youll take off hit at a time, and it will eventually kill them. If they fall back because of your CG, and arent near the plasma, run down with 2 BFG blasts then switch to SSG and finish them off.

### **YOU are down in the Plasma room, and need to get them**

Ok, switching this problem around, making YOU in the plasma room is a bit difficult, you just heard how to counter it, so you should now know what to expect, they're gonna end up rushing after u with a BFG eventually, but as the above said, spam Plasma a bit up the hall to see if you catch someone by suprize, and take the occasional shot up there.

Now, you all know how to do silent Plasma, well, you can do Silent CG, and Total Silent BFG off that same wall, (Means you cant even hear the grunt) ok, CG is a very good choice here, cause its direct hit and if they just peak their head down the hall, they're get damaged, now, if you see them going back and forth firing down SSG, left to right, and back etc. Fire a few silent rockets up that way :D it really suprizes a person when they get smoked with one of those. Or if you're out of rockets, throw a Total-Silent BFG either from the back wall, or the farthest pillar (Right beside the entrance to go get SG) and try to hit them. They would eventually rush down with a BFG, you should have an SSG or RL repared as soon as you hear the grunt, or any signal that they may be doing this, and try to take a shot and run / dodge. If you don't have an SSG or RL, just run back by exit door or pillar and take a few SG shots. When the opponent takes a shot at you down the long hall from the main corridor sometimes its necessary to wallrun up there, take a shot at them with SSG and then fall back into the SSG room, or Rocket area, these maybe better places to get an advantage over your opponent.

### **Your opponent is camping the BFG room**

This is a cool spot, because there are mainly 3 scenarios, 1. The guy only has BFG, 2. The guy only has BFG and CG or 3. The guy is loaded up his ass with weapons.

Ok, if the guy only has BFG, wait right at the mouth of the hall right beside the SSG, you'll hear his BFG grunt or chargeup in enough time to get back to the blue room, and if he comes up, you're gonna smash him with your SSG right? :) Enough said on that scenario, the guy with BFG only is usually toast, just sit there and wait for him, remember, count the BFG blasts, he only has 5!

If he has BFG and CG, same thing, except when he uses CG, sit back by the blue room entrance, or the long hallway mouth, he's gonna try to BFG storm his way into the SSG room and grab the SSG, or blast his way past you to go get the plasma for more BFG storming shots :) Just wait around, and blast him when you can with SSG, also fire a few rockets near the entrance everynow and then, you'll be suprized how many people might just run into those or take damage.

If he has a bunch of weapons, try to fire a few rockets and BFG blasts to try and hit him, if not, stay near the SSG room entrance, and long hallway mouth, watch out for BFG rush and incoming rockets, especially if you're in the SSG room entrance. Good Luck here!

### **You are locked in the SSG blue room, and that buddy has a BFG!**

Ok, we're all been locked up here or had to fall back here sometime in our lives, so what should you do? If you hear him charging up the BFG or something, and you have the Rocket Launcher, by all means, KEEP FIRING IT!!! Preferably near the SSG room entrance and hallway, if you get lucky and they fall back, you can also run out and control the hallway again.

Now, if you only have an SSG, things are tricky, be prepared to die, but, here's a way you should at least be able to hit them, when you see the BFG blast fly down the hallway, or you think he's coming in, stay near the central room area, most people will do the dual BFG shot to get you out of here, so staying near the center will help you, also, you're right in front of the door :) blast'em with that SSG you have, and be prepared to run and dodge if they don't die.

### **Staying in the BFG room**

That's right, try to stay there, and outwait your opponents, watch out for incoming BFG balls and you should have an SSG, RL, CG and BFG to do anything good from here. If you only have BFG and/or CG, sit back close to the pillar and fire CG up by where you pick up the CG, they'll try to hit you from up there, or try to fake them out with fake BFG grunts, then blast your way out. If you have an RL, fire a few rockets from the steps to the CG, this will hold them back and make them think twice about rushing in. Eventually, people may rush in, and you finish them with an SSG. If they insist on waiting, most likely they are in the entrance to the SSG room, now, using an example from a game of Me vs ocelot, when he hears me grunt, he usually backs off into the entrance of the SSG room where I can't see him, but he's still there in the entrance far behind, this was risky, but I did it, I fired a BFG ball at the wall behind the CG (Facing North), ran over and entered the SSG room, as I hit the entrance, the BFG killed him. Try that against your SSG entrance campy opponents :)

## **Hallway Battles**

Ok, this can be pretty hard stuff, but can be learned with practice, when you fire, and you're reloading, you're gonna fall back so they don't kill you right? Well, amazing! That's exactly what your opponent is gonna do! So when they come up and fire, and go fall back, you run after them, fire a shot yourself, then you go and fall back, usually this ends with one person dieing cause he is pushed back too far, or, someone falls back to a safe campy place like the Plasma Room, BFG Room, or SSG Room. So, be careful and always fire while they're reloading, and fall back when you're reloading.

## **SG arena camping and how to kill them**

Ok, you're trying to kill a guy, he ran outside into the SG arena and grabbed the SG, all he has is an SG, and you have weapons, you should not run after them with an SSG and expect to win, SG reloads quicker, and if you miss, they will most likely kill you. You can however, run out after they took a shot, and try to get them with the BFG. If not, I suggest sitting inside with an SSG, waiting for them to come up, if they don't come up, taunt them at the window by knocking off their health slowly with SSG blasts and CG shoots, don't stay in the window too long, remember, if you can hit them, they can hit you.

If YOU ran outside to get the SG, I suggest standing near or in the blue water, it's harder to get hit with a BFG unless they run all the way out, and if they do that, you can knock off some health with that nice SG you have in your hands! Always stay moving in the arena though, or else it will only take them one BFG shot to kill you, if you're gonna die, you should always do 2 things: (1) try to make them waste more shots, and (2) knock off their health as much as you can.

Ok, this part covered the main parts of Map1 DM as I have seen it and played it, yes there are more different scenario's, such as ledge camping and other things, but mainly, if you think about what your opponent is doing, what they can do, and play a conservative and thoughtful game, you will be ok.

Try to always count how many rockets and BFG blasts they have left, don't forget to add 5 BFG shots if they're in the plasma room, and take away a shot or 2 depending on how much plasma they may spam at you.

Play a conservative game, and never rush in, it will only get you killed against the better players. Now, I have just one more thing I'd like to cover in this strategy guide, something most people say I do well... :) RESPAWN WHORING!

## **Respawn Whoring**

Ok, so you wanna know how to respawn whore? Well, here you go! After I kill someone, I always go to mouth of the long hallway, this is a very sensible spot, but if your opponent is very good and respawns well, or has a strong respawn from the CG, you should side right in front of the long hallway spawn, against the wall, soon as you see it, blast.

Now, why is the mouth of the hallway so good? Well think about it, there are 4 spawn points, this place covers 3 of them, and totally fucking whores 2 of them!

If the person starts by the Plasma, you run down the hallway, shoot them with SSG, or you blast them with BFG, if they bumped against the plasma be careful they might have picked it up, and backwards wallrun up the hall again. If they run out for the SG, you're right behind them, try to hit them with the SSG right as they exit the door, or if you're not faster enough, just run out with a BFG blast and you should be able to hit them.

If they spawn in the long hallway, well, you're right in their face with an SSG, blast them, but watch out for the fast Plasma grab from this spot.

If they start by CG, be careful, try to run over and if they run up for the CG, smoke them with your SSG, most of the time you can kill them, if they run back for BFG, read above for my BFG room camping with only BFG, if they run up, grab the CG, and you miss, they might rush back up at you with CG, depending on your health, fall back to the SSG room, or the mouth to take more shots at them.

If they spawn at ledge, play it conservative and wait for them to come to you, or fire a BFG down by the plasma and run over to the CG.

Also, a good way to piss your opponent off, is to whore them with the CG right as they respawn, there is no nicer feeling than having your health ripped away by the CG as soon as you get back into the game!

### **Spawn Points (Avoiding Respawn Whoring)**

- **Spawn on Ledge**  
Grab all 3 weapons, be careful because most players fire a BFG down by the plasma and run over by CG, this hurts... don't fall for it! Jump down off the ledge, and play the BFG room game :)
- **Spawn by CG**  
Ok, if you spawn here DO NOT run up and grab the CG if your opponent is good, run back and grab plasma, if you think you can make it, run up, grab CG then run back and get BFG. Play BFG room waiting game once again.
- **Spawn in Long Hallway**  
Ok, run forward a step or 2, run back and grab Plasma, the good plasma grab, this spot is a very strong spawn point, if your opponent is whoring you though, watch out, run as fast as you can, grab something, SG, Plasma, something to force them back!
- **Spawn by Plasma**  
Ok, spawning here is most likely the worst, try to grab Plasma, if they're right in your face, run and grab the SG, try to do something to get the Plasma, and work your way up the level,
- **General**  
If you spawn, and aren't being whored, or if they just died too, run and grab the SSG! But make sure, they aren't there first :)

I truthfully hope that this will inspire someone, or will help someone get better at DooM 2 Map1. For the most part, most of this stuff works for me against good and bad players, you know, still try to be unpredictable, and a fast moving, accurate aiming person.

### **Few last notes to get you on your way**

- Read Deathmatch Training Facility on doom2.net, it has alot of work put into it, and it's awesome for beginners.
- High mouse sensitivity rocks :) in my opinion, you should use it! My mouse takes about 1cm movement to do a 180° turn in DooM.
- If you turn the mouse slowly to make your turns, and not a very fast movement, it doesn't slow you down as much.
- Play good players as much as you can, learn from them.
- Watch DM Recordings!! Especially: Dominus, Xenos, Sslasher, Galiu, Ocelot, Sedlo and Johnsen.
- Try to grab every weapon that is possible, you might just need it :) Also, try to keep an eye on your opponent, you should know where he is at, if you don't know for sure where he is at, be careful when moving around.
- SSG Swingshots do more damage!
- Don't give up!
- Don't be an asshole to new players, or people you meet.

I wish you all the best of luck while DMing in the future, as you might be able to tell from my demos and this guide, I love the SSG, it's the person one shot kill gun.

Good Luck All! Have Fun wherever your life takes you!  
Keep On DooMing Everyone :)

Final Notes By:

Chris "DevastatioN" Felix

[chrischessmaster@yahoo.com](mailto:chrischessmaster@yahoo.com)

(I will never switch this Email, unless something happens to yahoo or my account)

[www.doom2.net/~dev/](http://www.doom2.net/~dev/)