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CHAPTER [10]: Can someone tell me how to...?

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- _____ This chapter is full of spoilers for people who are "stuck" in the game. Enjoy!

- [10-1]: Where are the DOOM secret levels?

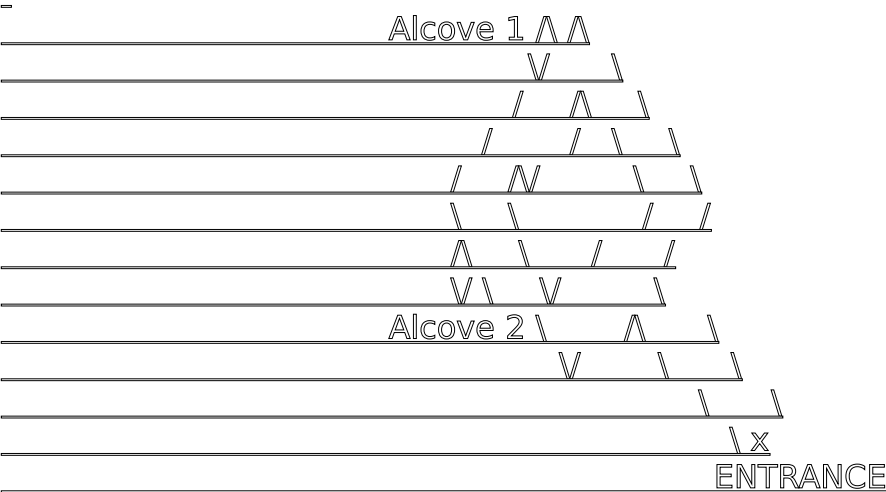
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- [10-1-1]: Knee-Deep in the Dead

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You must be on level three to access the secret level in DOOM. First, there is a room with an elevator with armor on it in the northwest corner of the map. Press the red button in this room. This opens a corridor in the room where you can see a glowing sphere. The room it leads to has some lighted alcoves. Walk up the stairs. You should be able to hear a mechanical sound. This is the sound of two alcoves being lowered. The map

looks similar to this drawing. (I love the beauty of ASCII art)



- _____ Walking into this room normally, the alcoves rise before you can see them. But, if you run up the stairs to one of the alcoves fast enough, you can get in it and rise to a secret door. Alcove 2 leads to the blue glowing sphere. Alcove 1 leads to an island surrounded by ooze. You can get a rocket launcher here. In alcove 1, follow the ooze down the tunnel. The tunnel leads to a switch that raises the bridge over the opening ooze pit. A secret door is also near the switch, but the bridge leads to the secret exit. REMEMBER TO >BOOK< TO THE ALCOVE! :)

- [10-1-2]: The Shores of Hell

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When you get to Command Center, walk out the elevator door, and turn right. Walk up the stairs in the far right corner. At their top of the stairs, enter the door to the right. Walk to the end of the hallway. Open the door, and look to the right. Open that door and turn the switch immediately on the right in that room. That switch raises stairs in the hall you just left. Walk up those stairs, get through the red curtain, and get on the transporter. Kill the lost souls in the room you are transported to and open the hidden door there (a lion head marks it). Again use the transporter, and you will find yourself walking towards a marked EXIT-door. Enter and turn the switch!

(10-1-3): Inferno

The process of getting to the Inferno secret level is probably one of the most creative things in DOOM, and the most difficult to figure out. The way to get there is from level 6, "Mt. Erebus". You must get inside a blue box with no ceiling which is in a large triangular depressed area with "water" at its bottom. Inside it is a skull switch ending the level. Getting inside the box counts as one of the secret passage units for the level. Next to the box is a large red building which one can get on top of. To get on top of it, you must use the secret teleporter in the building with the berserk pack and stairs in it, with the four Imp cages by the entrance. For specifics, the teleporter leading to the ledge above the blue box is located at <0x27ed486,0x2315201>. Upon entering the building, you will see a secret

opening to the teleporter on the left. The teleporter takes you to a ledge on the top of the red building. If you go to the right along the ledge you will be looking down at the blue box. Unfortunately, the distance is too far to jump. The key is to shoot a rocket at the ledge wall, the explosion of which will throw you into the box! The area on the ledge where you want to fire the rocket at the wall is located at <0x375bead,0xa900072>. There is

a rocket launcher on the level, on a platform out in the open with a chaingun and a bunch of monsters. Finally the exit inside the blue box itself is located at <0x37f436d,0xc1ffa3c>. You will take a lot of damage in the process, even with lots of armor and health, however, there are a few invulnerability artifacts on the level which will protect you. One is next to the wall where the launcher and chaingun are, and the other is inside a central shack that opens when you enter a nearby enclosure to pick up the green armor.

(10-2): Where are the secrets in DOOM?

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10-2-1: DOOM I Secrets

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- A HUGE thanks to Paul Falstad for making this section possible.

10-2-1-1: Secret Master List

SECRET IDMYPOS DECIMAL
SECTOR COORDINATES COORDINATES SECRET
DESCRIPTION

E1M1:

- 1 68 < b700000,f1000000> (2928, -3840) (oddly color wall after zigzag)
- 2 69 < ccd0000,f0f00000> (3277, -3856) (shotgun behind tower in zigzag rm)
- 3 70 < dda0000,f0e00000> (3546, -3872) (elevator behind tower in zigzag rm)

E1M2:

- 1 21 < 5ec0000, 3c80000> (1516, 968) (door to outside in NE)
- 2 106 < 2200000,fc800000> (544, -896) (door to E rm w/backpack in maze)
- 3 116 < 1380000, 1200000> (312, 288) (door on SE side of small structure at beginning)
- 4 140 <f9b80000, 5b80000> (-1608, 1464) (door before lift to ridge w/imp)
- 5 188 <f7270000,fe8d0000> (-2265, -371) (path to chainsaw in W part of maze)
- 6 194 <f8500000, 1400000> (-1968, 320) (door to extra armor on way to chainsaw rm)

E1M3:

- 1 40 <fbc00000,fad80000> (-1088, -1320) (door N of level 9 switch)
- 2 51 <fa200000,f6b00000> (-1504, -2384) (corridor N of drawbridge to level 9)
- 3 73 <fd8c0000,f7a00000> (-628, -2144) (door in E corner behind blue door)
- 4 134 <f3c40000,f8240000> (-3132, -2012) (door behind SE niche in yellow key rm)
- 5 159 <f66d0000,fc140000> (-2451, -1004) (rm w/backpack past green tunnel)
- 6 167 <f5240000,fb240000> (-2780, -1244) (corridor behind N niche in yellow key rm)
- 7 174 <f6c80000,fbe00000> (-2360, -1056) (secret door to chaingun)

E1M4:

- 1 71 < 61d0000, 80000 > (1565, 8) (rm E of green trench)
- 2 88 < 6000000, 1250000 > (1536, 293) (supercharger)
- 3 118 < 7880000, 3d80000 > (1928, 984) (backpack rm at start)

E1M5:

- 1 7 < f8aa0000, 3390000 > (-1878, 825) (hidden door W of 2-pillar chamber)
- 3 5 < f8a00000, 2f80000 > (-1888, 760) (hidden door S of #1)
- 2 3 < f8a00000, 2c00000 > (-1888, 704) (steps outside, S of #2)
- 4 49 < fc700000, 5000000 > (-912, 1280) (hidden door E of N elevator behind yellow door)
- 5 58 < fdb00000, 7740000 > (-592, 1908) (shortcut to W side of darkroom)
- 6 69 < 1660000, 1480000 > (358, 328) (shotgun room E of 1st stairs)
- 7 95 < 46c0000, ec0000 > (1132, 236) (hidden door in toxic lake)
- 8 99 < 59c0000, 2f50000 > (1436, 757) (path to computer map rm)
- 9 110 < ff040000, 5c00000 > (-252, 1472) (niche with light amp)

E1M6:

- 1 65 < 2640000, 55b0000 > (612, 1371) (room S of door to outside)
- 2 169 < fce30000, f8d00000 > (-797, -1840) (supercharger in SW tunnel in toxic lake behind red door)
- 3 181 < f8500000, f6c00000 > (-1968, -2368) (exit from toxic lake behind red door)
- 4 190 < 37d0000, fc760000 > (893, -906) (rocket launcher + invisibility)

E1M7:

- 1 71 < fdb80000, ffa00000 > (-584, -96) (supercharger W of door)
- 2 94 < 2a00000, fa800000 > (672, -1408) (path outside to invisibility)
- 3 147 < ff1f0000, f72d0000 > (-225, -2259) (ledge in toxic lake S of big pillar)
- 4 153 < fe500000, fa100000 > (-432, -1520) (path behind door E of radiation suit in lake N of big pillar)

E1M8:

- 1 59 < 2040000, 1800000 > (516, 384) (rm E of corridor to 1st door)

E1M9:

- 1 20 < 4200000, 4800000 > (1056, 1152) (door to NE room)
- 2 65 < 5000000, fe000000 > (1280, -512) (chaingun in lake in SE)

E2M1:

- 1 3 < 1ee0000,ffde0000> (494, -34) (rm with plasma gun)
- 2 5 < 4180000, 800000> (1048, 128) (red key)
- 3 52 <ff200000, 800000> (-224, 128) (thin corridor with health bonuses)
- 4 91 < 1940000,fe480000> (404, -440) (computer map behind red door)

-E2M2:

- 1 26 < 4010000,fff40000> (1025, -12) (chainsaw N of crushing ceilings)
- 2 45 < 4200000, 2100000> (1056, 528) (plasma rifle on pillar)
- 3 60 < 8160000, 3920000> (2070, 914) (corridor N of 3rd circle in SE)
- 4 109 < 9e00000, 5e00000> (2528, 1504) (supercharger NE of blue key)
- 5 128 < 480000, 7200000> (72, 1824) (way to backpack, N of blue light rooms)
- 6 137 < 33b0000, 7110000> (827, 1809) (hidden room E of #5)
- 7 140 < 3dd0000, 55b0000> (989, 1371) (computer map, S of #6)
- 8 146 < a700000, fda0000> (2672, 4058) (rocketbox behind E yellow door)
- 9 160 < a520000, f200000> (2642, 3872) (rocket launcher behind E yellow door)
- 10 164 < a5a0000, e700000> (2650, 3696) (ammo box behind E yellow door)
- 11 176 < 4a00000, fc00000> (1184, 4032) (chaingun on pedestal in N)
- 12 236 <ffdc0000, ac00000> (-36, 2752) (shotgun ammo behind lowering box)

-E2M3:

- 1 37 < 1e00000,fff80000> (480, -8) (door in N of pentagram lake rm)
- 2 65 <fbc60000, e40000> (-1082, 228) (plasma rifle in SW)
- 3 97 < 2780000,fea00000> (632, -352) (door in SE of pentagram lake rm)
- 4 103 < 3600000, 680000> (864, 104) (way into imp cage w/backpack)
- 5 119 < 5780000, 3020000> (1400, 770) (rad suit S of toxic)
- 6 121 < 8550000, 3d50000> (2133, 981) (supercharger E of toxic)

-E2M4:

- 1 10 < 8000000,fd400000> (2048, -704) (supercharger room N of big toxic O)
- 2 16 < a000000,ff6b0000> (2560, -149) (niche just N of computer map)
- 3 19 < 5800000,ff130000> (1408, -237) (plasma rifle E of northern O)
- 4 36 < 68e0000, 2280000> (1678, 552) (stimpacks in N part of lava room)
- 5 53 < a0b0000, 970000> (2571, 151) (room S of crushing ceiling, E

of lava room)

6 107 < 5700000,fe300000> (1392, -464) (mega armor SW of lava room in NE)

7 120 < 3800000,fb300000> (896, -1232) (room w/invisibility W of toxic O)

8 165 < 3600000,f5200000> (864, -2784) (berserker S of zigzag in S)

9 182 < 7e80000,f5480000> (2024, -2744) (supercharger near exit)

10 188 <fecf0000,f4f80000> (-305, -2824) (hidden rm just S of starting point)

E2M5:

1 8 <fbc00000, a00000> (-1056, 160) (chainsaw in S middle)

2 11 <f9c80000,fe780000> (-1592, -392) (anti-rad suit in circular stairway)

3 121 <fea00000, 9000000> (-352, 2304) (rm near exit to level 9)

4 126 <fb840000, 8920000> (-1148, 2194) (secret imp rm E of starting point)

5 186 <f28d0000, 1f30000> (-3443, 499) (niche N of fake fire)

6 188 <f2250000, 4730000> (-3547, 1139) (rm with baron in cage)

7 219 <f83c0000, 87b0000> (-1988, 2171) (secret imp rm W of starting point)

8 229 <f2a40000, 8c00000> (-3420, 2240) (energy cell in NW niche in toxic

lake in NW)

9 234 <f3c30000, 4a00000> (-3133, 1184) (room W of #10)

10 238 <f4e10000, 4a00000> (-2847, 1184) (lost soul rm thru teleporter in #5)

E2M6:

1 0 <ff800000, c200000> (-128, 3104) (invisibility, etc. by skull pedestal in NW)

2 16 <fbc00000, 9400000> (-1088, 2368) (long N-S room in NW with chaingun & lite amp)

3 48 < 6190000, c600000> (1561, 3168) (corridor leading N out of fake exit)

E2M7:

1 44 < 200000,ffa50000> (32, -91) (room w/rocket launcher & teleporter in SW)

2 72 <ffe00000,fd140000> (-32, -748) (rm w/switch behind red door in SW)

3 250 < d0c0000, 3a40000> (3340, 932) (computer map rm in E middle)

4 284 < 900000, 5ce0000> (144, 1486) (plasma rifle rm in NW)

5 294 < 5e00000, 7e00000> (1504, 2016) (supercharger just E of starting pt)

6 301 < 18d0000, 7750000> (397, 1909) (chainsaw rm in NE)

E2M8: [none]

E2M9: [none]

E3M1:

1 25 <fc5c0000, 7600000> (-932, 1888) (rocket launcher rm)

E3M2:

1 19 < 6e40000, 7d40000> (1764, 2004) (wall blocking way to chaingun in NE)

2 28 < 2720000, c080000> (626, 3080) (hallway to rocket case at tip of middle finger)

3 58 < 24a0000, 5280000> (586, 1320) (plasma rifle near 2nd finger fm W)

E3M3:

1 71 < 4600000, ffa00000> (1120, -96) (rm E of northern niche in E corridor with dark niches)

2 110 <fd900000, 1f00000> (-624, 496) (rm just N of lava maze with BFG9K)

3 154 <fec00000, 3a00000> (-320, 928) (computer map in SW corner of

N chamber near exit)

4 164 < 47a0000, 4510000> (1146, 1105) (rm with rocketlauncher N of #1)

5 184 < 1c80000, 1c00000> (456, 448) (chaingun in SE niche of toxic lake)

6 187 < 00000, 3a00000> (0, 928) (ammo in SE corner of N chamber

near exit)

E3M4:

1 91 < 4fe0000, 2630000> (1278, 611) (rm in NE with SW window where you

can shoot demons)

2 98 <ffe00000, fd040000> (-32, -764) (BFG9000)

3 124 < 6c00000, fd9c0000> (1728, -612) (radiation suit in NE)

4 177 <feb80000, fae00000> (-328, -1312) (secret rm with rockets in W side of

rm S of BFG9000)

E3M5:

1 1 <faa00000, fc400000> (-1376, -960) (light amp rm)

2 97 < 30e0000, 730000> (782, 115) (chainsaw E of center

chamber)

3 106 <ff200000,ffb60000> (-224, -74) (S stony structure in center)

4 108 < 8a0000, 1200000> (138, 288) (E stony structure in center)

5 128 <f7420000, 25d0000> (-2238, 605) (westernmost room with plasma rifle)

6 132 <fdb60000, 1200000> (-586, 288) (W stony structure in center)

7 178 < 1e40000, 8e00000> (484, 2272) (rocket launcher in most northern rm)

8 204 <ff200000, 28a0000> (-224, 650) (N stony structure in center)

9 237 <fad80000, 5a00000> (-1320, 1440) (secret door to NW in W part of

N corridor; leads W to lava room)

10 257 <fab40000, 6200000> (-1356, 1568) (radiation suit in NW chamber)

- E3M6:

1 77 < 3e40000, 39c0000> (996, 924) (energy cell in NW-SE oriented structure with cages at entrance)

2 88 < 3800000, bdc0000> (896, 3036) (in front of door to level 9)

3 92 < 1800000, a400000> (384, 2624) (chainsaw)

4 121 < 8030000, 19c0000> (2051, 412) (plasma rifle on NE end of small building with 2 teleporters)

- E3M7:

1 80 < 7800000, 5350000> (1920, 1333) (BFG9000, in NE)

2 84 <fb600000,fe680000> (-1184, -408) (supercharger in pentagram)

3 98 <fd2c0000,fc940000> (-724, -876) (secret rm SE of pentagram rm)

4 119 <fd800000, 7920000> (-640, 1938) (plasma rifle & energy cells, past teleporter in SE)

- E3M8: [none]

- E3M9:

1 23 <fcdc0000, 7600000> (-804, 1888) (secret rm W in rm just S of fake exit)

- *10-2-1-2*: Secrets in Detail

- KNEE DEEP IN THE DEAD

- E1M1: HANGAR:

- # Just after the zigzag look right for the oddly colored wall <0xBA389D6, 0xf0e054ec>. Push it for corridor to an open place with a blue armor vest.

After you cleaned out the exit room, go back to the zigzag room and look right for the shotgun (the tower with the Imp should be lowered now) <0xd68473b,0xf2510f63>.

For DOOM v1.2, a secret area has been added in the above secret room: look in the SE corner <0xdeff476,0xf0effdc2> for the elevator. You'll find some armor bonuses up there. The elevator lowers when you are at the entrance <0xb96c465,0xf4879655> in the north, so you'll have to run fast to get it.

- E1M2: NUCLEAR PLANT:

The small structure you face when you begin, has a secret door in the SE corner (the lighter wall part)

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=SECTION THREE= DOOM ADD-ON SOFTWARE

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