DOOM: SEMPER FIDELIS
A QUICK 24-HOUR SOLO RPG BASED ON THE COMPUTER GAME `DOOM`

Doom: Semper Fidelis
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Your goal is to save earth without losing your soul in the process.

"DOOM: Where the sanest place... is behind a trigger."
(original slogan, [TM] ID Software)

UAC researchers on Mars' moon of Phobos have inadvently opened a gate into an infernal realm. Demons have plunged through and slain everyone on the base. It is now a beachhead for a demonic invasion of Earth. A soul survivor remains on Phobos, a lone individual who must fight the forces of Hell itself. That survivor is you-- and you, my friend, are first and foremost a Marine.

As a marine, you have loyalty to the Corp and to your Country, for the rest of your days and beyond. And so you must travel through the 6 levels of demonic hell on Mars in order to stop the demon invasion of Earth.

You will face former marine Sergeants and heavy weapon soldiers, now mind-controlled into being your enemy. Strange demonic fireball-shooting Imps and pink gorilla-like Demons, plus their invisible kin the Spectres. The dead humans were turned into the flying skulls dubbed Lost Souls. Strange gaseous Cacodemons float the halls. Barons of Hell and the larger Hell Knights lead the forces. A Cyberdemon giant and the Spider Mastermind will threaten you. Will you prevail?

CHARACTER GENERATION:

After you choose a name, decide on your Stance. After that, allocate 12 points as you wish among **Health**, **Time Left** and **Bodycount**. You may put as many or few of your points into each one as you wish.

Marine Stats:

Name: _____

Health: __
Time Left: __
Bodycount: __

Stance: _____

You choose your player's *Stance*. This can be:

DRIVEN: You wish to get to the end as quickly as possible in order to save the world. You must keep *Time Left* as high as possible.

PURIFIER: You are there to sweep out every monster you find. You want a high *Bodycount*.

SURVIVOR: Your goal is to have as little conflict as possible while trying to get to the end. You want to keep *Health* above zero.

MORALE CHECK:

At the end of the game, and from time to time, you will have to check your *Morale*. Simply see if the criteria required by your *Stance* is *above zero*. If not, you must abandon that *Stance* and choose a new one. You may never go back to an abandoned *Stance*.

WEAPONS:

You start the game with a full kit-- everything below.

- *Fist, Pistol:* does **1 Bodycount**
- *Shotgun, Chainsaw:* does **2 Bodycount**
- *Chain gun, Super shotgun:* does **3 Bodycount**
- *Rocket Launcher, Plasma Gun:* does **4 Bodycount**
- *BFG:* does **5 Bodycount**, when ammo is gone, you cannot use it again on that *Level*

PLAY:

Time to lock and load. You open the door to look into the next room, choose your weapon, and decide what to do next.

ACTIONS:

ROCK AND ROLL: You rush into the room firing. After several rounds, all enemies are Dead. You suffer Damage. You made good Time. You used up most of your Ammo and cannot use this Weapon again until you do a Get Items.
 Health -1, Time Left +1, Bodycount +W

FIND COVER, circle strafe, and whittle down enemy: You rush in to fight. After several rounds, all enemies are Dead. You are Undamaged. You used up most of your Ammo and cannot use this Weapon again until you do a Get Items.
 Health +0, Time Left -1, Bodycount +W

RUSH/EXIT for the door and try to get through: You rush in and enter a new room. If any enemies were still alive, you suffer Damage; if all were killed you suffer none.
 Health +0/-1, Time Left +1, Bodycount +0, move to next room

GET ITEMS: You rush and any items are obtained. You suffer Damage, but can replenish 1 weapon.
 Health -1, Time Left -1, Bodycount +0 and revives one weapon

GAIN HEALTH: You rush and grab medikits. Despite suffering damage, you end up with a net gain in health.
 Health +1, Time Left -1, Bodycount +0

FALL BACK, FIRING: You're back 1 room, enemies are wounded and pursuing you here. You still have to complete that room or try a different door (new room).
 Health +0, Time Left -1, Bodycount +0

RUN AWAY: You're back 1 room, enemies are not pursuing. You did not complete the room, but must try a different door instead.
 Health +0, Time Left -1, Bodycount +0

NEGOTIATE: Offer to join the demonic forces if they will first let you through to do a little errand, and give them a portion of your soul as a sign of your promise. Roll *1d6*... on a *3+* they agree:
 Health -10, Time Left +1, Bodycount -1
 But on a *1 or 2*, they do not, and you must take a time penalty and choose another action:
 Health +0, Time Left -1, Bodycount +0

MAPS:

There are **6 Levels**. Each **Level** has many rooms, randomly generated. Each room has possible monsters, hazards, and items. You must **Rush/Exit** each room to get to the next, but of course can do other actions in the room first. You get to leave a level when you find its **3 Keys** and reach the Exit.

Roll **1d6** for each room you face, add **+1** for each **Key** for this **Level** that you currently possess:

1. Open area with monsters. Choose your **Action**.
2. Corridor with monsters. Choose your **Action**.
3. Room with monsters. Choose your **Action**.
4. Hazard/puzzle area: Stuck! Take **-1d6 (Time Left** or **Health)**, player's choice, to get through.
5. Room with monsters and window. Choose your **Action**. Also, if you choose to take **-1 Time Left**, you can roll twice for the next room and use the better of the rolls.
6. Horrific scene of demons torturing humans. Too many enemies. Gain **1 Key**, **-10 Bodycount**, and do a **Morale Check**.
7. Secret chamber opens-- gain **1 Key** and roll for a new Room.
8. A Teleporter sends you into room with monsters. Choose your **Action**, **Fall Back** and **Run away** are not allowed.
9. Exit found! Move to next **Level**!

END OF GAME:

The game ends when you complete **6 Levels**, or you fail three **Morale Checks**. Assess your success:

Did you complete all **6 Levels**? If so, success! If not, you succumbed to demonic insanity and joined the hordes of demons that have overtaken Mars, becoming the very enemy you fought.

Are you alive? If **Health** is **above 0**, success! But if not, you are just an undead Sergeant like the rest and are quickly shot by the liftoff crew waiting for real marine survivors.

Do a final **Morale Check**. Do you pass? If so, success! If not, you're quite insane from your experience. But the military does offer you a nice pension and a padded cell.

Finally, did you complete your mission (finish all **6 levels**) with **Time Left greater than 0**? If you did manage it in time, success! But if **Time Left** is **below zero**, you were too slow and gates opened all across Earth, unleashing horrific demons on a nearly helpless populace.

DEBRIEFING:

Some **Stances** and tactics are better for completing the mission in time, but at a cost to your own health or sanity.

1. Did your original **Stance** remain intact during your run?

2. Did you succeed in saving the world?

3. Would you call the situation you were put in unfair?

4. What should a Marine do in a situation such as this?

5. Would this game be more enjoyable if you had an entire squad of players to help you complete the mission to save Earth?

In most computer games, you are a lone individual keeping the forces of doom at bay. In the real-world Marines, you do not stand alone. The team is the basic structure that allowed humans to overcome obstacles and create civilization. And in most roleplaying games, you create a team with the other players, all the better to survive and prosper in your adventures.

"Semper Fidelis" means 'ever faithful'.

CHEAT MODE

To enable cheats for this game, just say the word 'idkfa' while playing and you get all **Keys** for that level.

CREDITS AND THANKS