

Game Manual

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This is the English version of the Freedoom manual. Translations into other languages can be found on the Freedoom website.

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Introduction



Welcome to Freedoom, a complete game that is free and open source software. Freedoom is made available under the modified BSD license, meaning that anyone is free to share it, modify it and reuse parts of it.

For more details, see the website at https://freedoom.github.io/.

Installing Freedoom

Freedoom is distributed as three files named `freedoom1.wad`, `freedoom2.wad` and `freedm.wad` which contain the artwork, levels, music and sound effects that make up the game.

To actually play the game, you can use one of many adaptations ("source ports") of the original Doom program that fans have developed for modern systems.

The Doom Wiki source ports page has a comprehensive list of such programs. As a starting point, you can try:

- GZDoom, a modern source port that includes hardware

rendering and extended mod capability.

- Crispy Doom, a more minimalist source port that retains an "old school" feel.

Setup depends on the source port you use, and it's best to refer to the instructions for that source port. Generally though, you can try one of the following:

- Place the Freedoom `.wad` files into the same folder as the source port before launching. The source port may be able to automatically detect them.
- If launching from the command line, try eg. `my-favorite-port -iwad freedoom1.wad`.

Freedoom is split into *Freedoom: Phase 1* (`freedoom1.wad`) and *Freedoom: Phase 2* (`freedoom2.wad`). *Phase 1* is split into four separate episodes of eight levels each, while *Phase 2* is a single, 30 level campaign. This gives 62 levels to play through, plus the secret levels — if you can discover how to reach them.

FreeDM (`freedm.wad`) is a monster-free set of levels, made specifically for player-versus-player. For how to host a multiplayer game, check the instructions on your source port.

Using the Freedoom Menus

The main menu can be brought up at any time by pressing the *Esc* key on your keyboard.



New game	Start a new game, abandoning the current game (if you're already playing).
Options	Brings up the options menu. The appearance of this menu and the available options depend upon the source port you're using.
Load Game	Load a saved game.
Save Game	Save your current game, so that you can continue playing later.
Read This!	Brings up a help screen showing the items you'll encounter in the game.
Quit Game	Exit to the operating system.

Starting a new game

[**Shortcut:** On most source ports, if you repeatedly hit *Enter* after the program has started, you will start a new game on the default skill level (in the first episode if you're playing Phase 1). You do not need to do this quickly.]

To start a new game, press *Esc* to bring up the main menu, and choose *New Game*.

When starting a new game, you may be prompted to choose which episode to start playing.



If you're new to the game, start with Phase 1 *Outpost Outbreak*, the first episode (and easiest). There is no requirement to play episodes in order.

After choosing an episode, you need to pick a skill level. Skill level affects several factors in the game, most importantly the number of monsters you'll encounter.



1	**Please Don't Kill Me!**	The easiest skill level. This is effectively the same as *Will This Hurt?*, except that damage is halved.
2	**Will This Hurt?**	Easy skill level.
3	**Bring On The Pain.**	The default skill level.
4	**Extreme Carnage.**	Hard skill level.
5	**MAYHEM!**	**Not Recommended**. This is equivalent to *Extreme Carnage* except that monster attacks are up to twice as fast, and killed monsters come back to life after around 40 seconds.

Loading and saving the game

It is a good idea to save the game regularly — for example, at the start of each new level. You may also want to save the game after completing a challenging section of a level so that you do

not have to repeat it again if you die.



To save the game, press *Esc* to bring up the menu, select *Save Game* and choose a slot to save in. Type a memorable description for the save game (e.g., "E1M3 - Blue Key Door") and press *Enter*. If there are no free slots, you can overwrite an existing one, destroying the old data.

To restore your saved game, select *Load Game* from the main menu and choose your saved game.

If you find yourself saving the game often, you may want to use the *Quicksave* feature. Press *F6* during play to quicksave. The *Save Game* menu appears as usual; choosing a slot makes that your quicksave slot. Pressing *F6* again in the future will overwrite your quicksave slot without navigating the menu.

You can restore your quicksave slot with the menu or by pressing *F9*.

[**Warning:** Chocolate Doom emulates an original *Doom* bug that makes it crash when you save a game while too much is going on in the level. This can be disabled in `chocolate-setup` under "Vanilla savegame limit".]

Quitting the game

When you're finished playing Freedoom, press *Esc* to bring up the main menu and select *Quit Game* to exit. (You may want to save your game first.)

Keyboard shortcuts

The function keys instantly open some common menu items:

Esc	Menu	Bring up the main menu.
F1	Help	Bring up the help screen that shows information about the in-game items.
F2	Save	Bring up the *Save Game* menu.
F3	Load	Bring up the *Load Game* menu.
F4	Volume	Bring up the sound and music volume sliders.
F6	Quicksave	Save the game to your quicksave slot.
F7	End Game	End the current game and return to the title screen.
F8	Messages	Toggles showing on-screen messages for pickups, keys, cheats, etc..
F9	Quickload	Load the game in your quicksave slot.
F10	Quit Game	Quit the game and return to the operating system.
F11	Gamma	Cycle through the in-game display brightness levels.

How to Play



Freedoom is a real-time first-person shooter (FPS). You'll be exploring a series of levels, in each one trying to find the way to the exit. An assortment of monsters will try to stop you, and you'll need to use weapons to defend yourself. Portions of the levels may be inaccessible until you find a particular key, or find a switch to open a passage. Gameplay will involve hidden-object exploration puzzles as well as real-time action puzzles about placing and timing the shots of your weapons.

A table of the core in-game controls follows. ***Doom*'s defaults are widely considered suboptimal;** check your source port for how to reconfigure them. Common alternatives are provided but no single "best" solution works for everyone — you need to experiment. At minimum you must be comfortable moving in any one of the four directions while turning and shooting.

Function	Default control 1	Default control 2	Common alternative
Move forward / backward	Up/Down	Move mouse (or Mouse2 for forward)	W/S[1]
Move ("strafe") left/right	,/.	Alt (or Mouse3) + Left/Right	A/D
Turn left/right[2]	Left/Right	Move mouse	Move mouse
Fire	Ctrl	Mouse1	Mouse1
Use	Space	Double-click Mouse2 or Mouse3	E
Run[3]	Shift	<*none*>	Shift

[1]On a QWERTY keyboard the W, S, A and D keys form a second set of arrow keys for the left hand.

[2]If you have a monster, a barrel or a PvP opponent crossing the middle of your screen when your weapon discharges, the game will adjust your vertical aim for you. Some source ports will let you disable this behaviour and aim manually instead.

[3]Most source ports have an "Always Run" option where holding this key makes you go slower instead. Since the player character does not get tired, going slow only helps for increased precision.

A Tutorial



This tutorial will introduce you to every basic action you need to play and beat all of Freedoom.

Start a new game in Phase 1, Episode 1 on easy and follow the steps. Skip anything that bores or confuses you, and redo anything you find challenging as long as you like, before moving on to the next thing or redoing a previous thing.

1. Try moving forward, backward, left, and right. Trace a square. Try both directions. Try doing a figure eight. (Don't leave the cage yet — there are monsters outside.)
2. Turn around in a circle to examine your surroundings. Go at your own pace, stopping or reversing to look at anything whenever you want. Do a second circle, moving a little bit as you go, and watch how that changes the perspective and

how sideways movement can help you see how long a wall or how far away an object is.

3. Move back to the middle of the cage. Turn to point your handgun directly at one of the doorframe columns.
4. Move — without turning — so that your handgun is pointed at the other column. (Bonus points if you can come to a natural stop on target.)
5. Move a bit left or right, then turn to point at the column again. Do it again, but start turning before your momentum wears off. Do this again a few times, cycling through all four directions and turning sooner and sooner until you are pointing and the moving seamlessly. (Move backwards or forwards to reset if you start running into walls.)
6. Try doing a square (or figure eight, etc.) while pointing at the column the entire time. Prioritize smoothness over precision — it's better to be close most of the time than perfect some of the time.
7. Move to one of the corners with the beds on them so that the column is no longer in your line of sight. Move in and out of sight with the column playing "Peek-A-Boo" with it. Mess with distance and timing. Try to stay pointed at the column even when you can't see it.
8. Play around with the above for a bit. Try pressing the Fire key to shoot at the column, both standing still and moving, and note where and when the bullet puffs appear. (Stop shooting before your ammo count goes below 30 or so — you will need those for later!)
9. Tap the 1 key on the keyboard to switch to your fist, and try to punch the column and see how far away you can do it.

Tap the 2 key to switch back to the handgun.

10. Try to do everything while holding down the Run key.
11. Enter the trench and kill a zombie. Try not to get hit.
12. Once you're safe, look near the zombie's body to see if it may have left a clip. If it has, move over it to pick it up.
13. Go back the way you came. Go up to the lift like you're going to punch it, then hit Use to call it down. Get on it and it will take you back up. Pick up the items in the upper area to restore or boost your health.
14. Explore the rest of the area. You will find two doors, which can be opened with the Use key just like the lift. The lower door will take you closer to the exit, while the higher one leads to a more difficult but more rewarding detour.
15. Once you've decided which way to go, open the door — and get ready to start playing Gun Peek-A-Boo again…

The Status Bar

At the bottom of the screen, you'll see the status bar, which is divided into the following sections:



Ammo	Number of units of ammunition remaining for the current weapon.
Health	If this reaches zero, you're dead! See the health section for power-ups you can find to replenish your health.
Arms	Which weapons you've found so far. Check out the weapons section for more information.
Freedoomguy	A quick visual indication of how your health is.
Armor	The more armor you have, the less your health will suffer if you're injured. See the armor section for more information.
Ammo counts	How much you're carrying of each of the four types of ammunition, and the maximum of each you can carry.

Items

Within the game you'll encounter various collectible items: weapons, ammunition, health, armor, keys and some rarer power-ups which give you special abilities.

Picking something up is a simple matter of walking over it — an on-screen message and a brief flash of the screen indicate that you've done so successfully. If you don't pick it up, it's likely you don't need it right now (for example, you can't pick up a health refill when you already have 100% health). If an item gives you more than you can carry, the difference is lost.

Weapons

You start the game with only a handgun, 50 bullets and your fists. Exploring the level will reveal more weapons and ammo that you can pick up and use.

Pressing the number key on the keyboard switches to the given weapon (if you have it). Apart from the melee weapons, each weapon consumes a certain type of ammo, which may be found somewhere in the level.

Weapon	Key	Description
Fist	1	If you have no ammunition, you can always fall back on punching the monsters with your bare hands. *Ammo:* None
Ripsaw 	1	Designed for cutting through wood, the ripsaw also works well as a melee weapon for cutting through flesh. *Ammo:* None

Weapon	Key	Description
Handgun 	2	Your starter weapon. Its main purpose is to let you fight your way to a better weapon, and to hit shootable switches without wasting a second bullet. *Ammo:* Bullets
Pump-action Shotgun 	3	Shoots seven pellets in a fan pattern, letting you hit multiple targets or one big one. *Ammo:* Shells
Double-barrelled Shotgun 	3	Stronger tolerance for powerful loads means better projectile fragmentation for almost 50% more hits per shell across a wider spread. Good for short range against groups of enemies. *Ammo:* Shells
Minigun 	4	A much better use for your bullets than the handgun. Up to forty seconds of bringing the pain to keep you safe. *Ammo:* Bullets
Missile Launcher 	5	Fires missiles that deal a lot of damage on impact, then explode to take out any smaller monsters nearby. Be careful not to get caught in the blast! *Ammo:* Missiles
Polaric Energy Weapon 	6	Produces a continuous stream of polaric energy projectiles which are very effective against stronger monsters. *Ammo:* Energy
SKAG 1337 	7	Experimental weapon that launches a single massive polaric energy ball, then releases a secondary energy blast in the same direction! Slow to shoot, but worth the wait. *Ammo:* Energy

Ammo

Ammo type	Small	Large
Bullets		
Shells		
Missiles		
Energy		
Backpack	-	

The backpack gives one small pickup's worth of every ammo type. Once you have one, you can carry twice as much ammo as normal for the rest of the game.

Health

You start with 100% health. You die if your health reaches 0%.

Picking up any health item will give you the number shown, up to its limit. The refills are limited to 100%, but the boosts (1% and 100%) are limited to 200%.

1%	10%	25%	100%
			

Armor

You start with 0% armor. Picking up a vest will get you up to the number shown, while each small boost increases your armor

until you reach 200%.

1%	100%	200%
		

Normal armor absorbs one third of damage you receive, rounded down. if you have 100 health and 100 armor and are hit for 50 damage, you'll lose 34 health and 16 armor.

The attuned armor has slightly different behavior: in addition to being worth 200% armor, it also absorbs half of all damage. Because the small boosts add the same armor type you already have, it may be good to pick up the attuned armor vest immediately if you don't already have one.

Keys



Keys you to open certain locked doors and activate locked switches. Usually essential to be able to progress, although they sometimes allow access to shortcuts or secret areas.

Color blind accessibility

Freedoom's keys are designed to be distinguishable not just by color but also by shape, to make the game more accessible to color-blind players. Each key color has an associated shape:

Key color	Shape
Blue	Diagonal cross
Yellow	Vertical lines
Red	Horizontal lines

These shapes are used consistently in the status bar icons, the key sprites and on walls indicating keyed doors.

For the skeleton keys, pay attention to the direction that the horns point. For example, here is how the different key icons appear in the status bar:



Special Items

You may also encounter any one of these while exploring:

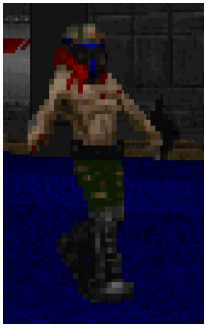
Low-Light Goggles 	Let you see in the dark. Lasts 2 minutes.

Area Survey Map 	Reveals unexplored areas of the map, including some secret areas that may not be immediately visible. Lasts the entire level but effective only for the current level.
Rescue Operations Suit 	Protects you from heat, toxins and radiation from damaging floors. Lasts 1 minute.
Strength Symbiote 	Increases your health back to 100%, and enhances your fists to do ten times their normal damage. Health lasts until removed by damage; enhanced fists last only for that level.
Invisibility Cloak 	Makes you almost invisible. Monsters still detect your presence, but they'll find it much harder to aim. Lasts 1 minute.
Negentropic Surge 	Maxes you out to 200% health+armor. Lasts until removed by damage.
Vanguard Device 	Makes you immune to all damage, allowing you to get past overwhelming defences and unavoidable traps. Lasts 30 seconds.

Enemies

The levels are filled with monsters who have no goal apart from stopping you from completing your mission. Here's a selection of some of these monsters who you can expect to encounter.

Zombie
These brain-dead workers of iniquity are armed with a handgun and intent on your destruction. Drops a bullet clip when killed.



Shotgun Zombie
These guys traded their handgun for a shotgun and pack far more of a punch. Drops a shotgun when killed.



Minigun Zombie
As soon as you're in sight of one of these, he'll lock on with his minigun and keep on firing until you're dead. It's best to take cover quickly or take him out. Drops a minigun when killed.



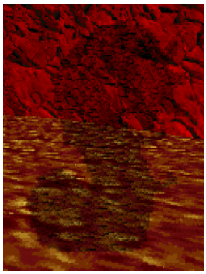
Serpentipede
Rank and file footsoldiers of the alien invasion. Let them get close and they'll tear you to shreds; at a distance they'll instead rain down fireballs.



Flesh Worm
Tough and fast-moving, these worms attack at close range and take several shotgun blasts to take down. It's best to keep back.



Stealth Worm
Some flesh worms can bend light around them, making them nearly invisible in darker and noisier environments.



Hatchling
Ionized alien larvae that bodyslam you for surprising amounts of damage.



Matribite
What sick mother sends her own babies to fight? Thus is the duty of empire.



Trilobite
These flying orb-like things spit plasma and bite if you get too close.



Pain Bringer
These guys take at least three missile blasts to take down, and while you're trying they'll shower you with energy projectiles.



Pain Lord
If the Pain Bringer wasn't tough enough, this one can take five missile blasts.



Octaminator
Fast moving, tough, and can fire homing fireballs. Do not get into a boxing match with one of these guys.



Necromancer
If he's not setting you on fire, he's undoing all your hard work by bringing his friends back from the dead.



Combat Slug
These genetically-engineered living, slithering tanks have been fitted with long distance flame throwers.



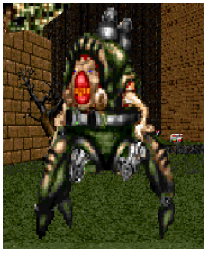
Technospider
These cybernetic creatures fire high-capacity polaric energy support weapons, making them a deadly challenge.



Dreadnought
This tank on legs is equipped with a rapid-fire minigun and will take a lot of effort to bring down. Immune to explosions from missiles and barrels.

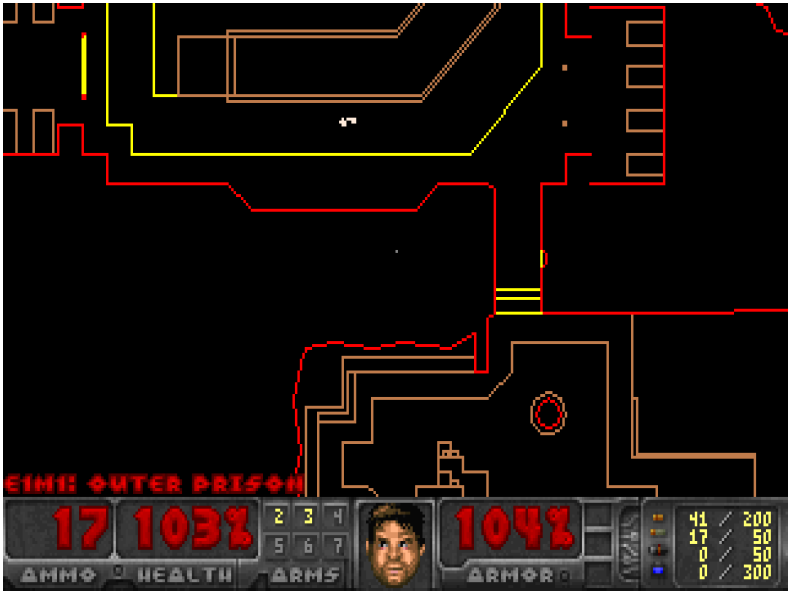


Assault Tripod
The ultimate blend of military technology and genetic engineering, these three-legged creatures are fast-moving, heavily armored and equipped with a missile launcher that you'll want to avoid. Immune to explosions from missiles and barrels.



Using the map

When exploring Freedoom's levels, it is sometimes possible to get lost, especially if the level is particularly large or complex. Fortunately, the map is available to help you find your way. Press the *Tab* key during play to bring up the map.



Your current position and orientation are shown by a white arrow. Areas of the map are usually color coded as follows:

Red	Walls (or possibly secret doors)
Yellow	Changes in ceiling height, including doors.
Brown	Changes in floor height (eg. steps)
Grey	Undiscovered areas (not normally shown, but may be revealed if the Tactical Survey Map item is discovered).

While using the map, the game continues as normal. Controls work as usual, in addition to the following:

Tab	Toggle map.
-	Zoom out.
+	Zoom in.
0	Maximum zoom out.
F	Toggle whether the map follows the player. When turned off, you can use the cursor keys to pan the view of the map around independent of your current position.
G	Toggle map grid.
M	Add map bookmark at your position.
C	Clear all bookmarks.

Environmental Hazards

If the monsters weren't enough, the environment itself poses hazards which can hurt or even kill you!

Barrels



These exploding barrels litter many of the levels. Several shots with a handgun are usually enough to make them detonate, damaging anything in their immediate vicinity. Make sure when engaged in combat to never stand too close, or a stray shot from an enemy may cause one to explode in your face! Be aware too of the potential for chain reactions when several barrels are clustered together.

Damaging Floors



Red-hot lava and radioactive sludge are just two of the types of damaging floor you can encounter in Freedoom's levels. If walking over it is necessary, try to find yourself a rescue suit, a shorter path through the area, or way to run over the area without touching the floor.

Crushing Ceilings	Many of the levels have been rigged with traps and this is just one of them. These moving ceilings are often placed above tempting-looking items. Be very careful not to get caught beneath one, or it will quickly crush you into a paste!	

Dying

Eventually you will get into a situation you can't handle and your player avatar will be killed. You can take this as a sign to take a break from playing, or reload your last saved game, or press Use to restart the level with full health but no gear except your handgun and 50 bullets. (Some source ports don't do this last one, but instead save your game at the start of every level and pressing Use loads that game instead.)

There is no lives limit.

In multiplayer pressing Use will reset your health and inventory and put you at the starting position, but the game itself continues normally. It is possible to pick up ammo and die without using it so many times that your team is forced to finish the map using only handguns, dying in order to reload.

Tactical tips

If you're struggling with the difficulty of the game, it may be worth looking into some of these suggestions:

- Put time into setting up your controls — both button/key assignment and mouse/joystick turning sensitivity. No one configuration is best for everyone and it is a good idea to experiment: whatever helps you dodge projectiles and pop in and out of cover while keeping your weapon pointed at the enemy, and provides the least distraction as you move about the map looking for things, is good.
- Play with headphones. The game's stereo separation can give helpful audio cues about the positions of enemies and alert you to incoming projectiles. Headphones give you a more precise way to pick up on these cues.
- Do **not** button-mash! Nearly every weapon has a slight cooldown period when you let go of the Fire key, costing you time and giving your target more opportunity to return fire. Holding down Fire will let you shoot any weapon continuously until your ammo runs out or you let go.
- Take cover! Monsters only attack when you're in their line of sight. You'll want to find hard cover (most opaque things that show up on your map without cheat codes) that you can put between yourself and any enemy you're not actively hitting with your own weapon. Cover is particularly important when facing certain monsters which can "lock on" to you (minigun zombie; necromancer) and finding cover may be the only way to get them to stop shooting long enough for you to return fire. Monsters with guns are also not any better or worse at hitting you whether you are moving or standing still, so you can't continuously dodge on open ground the way you can against visible projectiles.
- Many of the levels are littered with exploding barrels. While these can pose a danger to you, they're equally dangerous to

your opponents. A single, well-timed shotgun blast aimed at a barrel can take down several enemies at once. One barrel explosion can trigger another, so it can sometimes set off a chain reaction that takes down a whole crowd — but be careful that doesn't include you!

- If a monster gets injured by another monster, it'll retaliate against the one that injured it (this is called *monster in-fighting*). If faced with a crowd of enemies, an effective strategy can be to stand in just the right place so that those at the back shoot those at the front. Do it right and they'll spend more time fighting each other than fighting you, and the survivors will be significantly weakened. Be aware though, that a monster cannot be injured by a visible projectile launched by another of the same species.
- Sometimes you'll face crowds of monsters, which can be overwhelming and also drain your ammo supplies. Learn to master crowd control. The primary instinct of all monsters is to move towards you. Circle around the crowd continually — this encourages them to cluster in a single spot that's easier for you to target. It also encourages monster in-fighting; if done effectively, they'll spend their energy killing each other and you'll save on ammunition.
- If you encounter flesh worms or stealth worms and are not at immediate risk of being surrounded, the ripsaw is a great way to conserve ammo and avoid taking damage. Worms can't attack while being sawed, and if you back into any corner that is roughly as wide as or narrower than a right angle, they can only come at you one at a time.

Playing with fan-made WADs and mods



Figure 1. Scythe MAP09 playing with Freedoom.

One of the nicest features of Freedoom is its compatibility with the catalog of thousands of fan-made levels made for the classic *Doom* games. Most popular mods and levels for *Doom* and *Doom II* can also be played with Freedoom.

For mods designed for the original *Doom*, use Freedoom: Phase 1 (`freedoom1.wad`); for others designed for *Doom 2* or *Final Doom*, use Freedoom: Phase 2 (`freedoom2.wad`). If you're using the command line, use the `-file` parameter when you start the game. For example, to load the file `scythe.wad`:

```
my-favorite-port -iwad freedoom2.wad -file scythe.wad
```

If you're not using the command line, you can try dragging and dropping the `.wad` file onto the source port icon in your file manager — several source ports support this.

Suggested resources

Over more than two decades, literally thousands of *Doom* levels have been made, and there are so many that it may seem difficult to know where to start. The following are some suggestions for where to look for the best content:

- Doomworld's Top 100 WADs Of All Time was written in 2003 and aimed to list the best works from the first 10 years of fan-made mods. It's still a great list of classic mods.
- The Cacowards are Doomworld's annual award ceremony that recognizes the best releases from the *Doom* community over the past year. This is a great way to find out about more recent developments, including some of the more unusual mods that people are releasing.
- The Doom Wiki's List of notable WADs contains an extensive list of fan-made WADs and includes screenshots, maps and per-level statistics.
- Doomworld's interface to the idgames archive includes the ability to list the top levels based on five star rankings by visitors to the site.

Cheats

If you can't get through a spot regardless of skill level, or if you just want to experiment with game mechanics, try typing any of these ingame (case insensitive, do not use any console):

IDDQD	God mode. You take no damage other than telefrags.
IDFA	Gives all weapons and ammo.
IDKFA	Gives all weapons, ammo and keys.
IDCLIP	Noclip mode. You are not stopped by collisions with walls or actors.
IDDT	Reveals full map; type twice to reveal all enemies and items.
IDCLEVxy	Starts a new game (which resets everything) on ExMy (Phase 1) or MAPxy (Phase 2).
IDMUSxy	Change music to that of ExMy (Phase 1) or MAPxy (Phase 2).
IDCHOPPERS	Gives the ripsaw weapon.
IDBEHOLDV	Gives the vanguard device powerup.
IDBEHOLDS	Gives the strength powerup.
IDBEHOLDI	Gives the invisibility powerup.
IDBEHOLDR	Gives the rescue suit powerup.
IDBEHOLDA	Gives the area survey map.
IDBEHOLDL	Gives the low-light goggles.

Freedoom is about freedom

When people hear about Freedoom, they often assume the name refers to price — that the only thing this project aims to do is to provide an alternative to Doom that can be obtained without paying money. But this is not the case.

The word "free" has two different meanings in English. We say "free" to mean that something costs nothing, but we also use it to refer to freedom — like "free speech" or "the free press". Freedoom is about the latter. That might sound confusing. What does it mean?

Imagine a world where artists could only buy paints from a single company. A monopoly like that would mean paints would probably be more expensive, but the price wouldn't be the main concern. The bigger issue would be the power that it would grant to that company. The freedom of those artists to express themselves would depend on the company supplying them their paints.

For over 30 years now, the Doom modding community has produced thousands upon thousands of levels, mods and even entirely new games built upon the original Doom games. These are works of art and ought to be recognised as such. Doom is an art scene. The raw material these works of art are made from is not paint or ink, but the original game itself — endlessly modified, reused and remixed into new variations.

The authors of Doom, id Software, have historically been very generous to the Doom community. From the time of the game's release they went out of their way to share technical details with

fans, and they later released Doom's source code under a free software license — something that was unknown in the games industry at the time and should be commended. But despite this benevolence, they have always held a position of power. Today, rather than being a small independent studio, they and the Doom franchise are owned by a large multinational corporation.

Everybody deserves to be able to experience the wonder that is Doom and take part in its vibrant modding community that has endured for so many years. But that community also deserves its freedom and independence. By providing a free alternative that anyone can play, share, modify and reuse, we hope that's something that Freedoom can help to provide.

Contributing to Freedoom

Freedoom is a free content project contributed to by many users around the world. It is available as both free in cost (free as in free beer) and in modification and redistribution rights (free as in free speech) to end users, provided that the original software license is included and/or viewable by users of modified or redistributed versions.

If you'd like to contribute to the Freedoom project, please check out the following community hubs:

- Freedoom's source repository: https://github.com/freedoom/freedoom
- the Freedoom discussion forum on Doomworld: https://www.doomworld.com/forum/17-freedoom/
- the Discord guild:

https://discord.gg/9DA3fut

For more information on how to submit an addition, please see the following pages on how to use GitHub:

- How to use Git version control for contributions: https://help.github.com/en/github
- How to fork a project and create a pull request with Git: https://guides.github.com/activities/forking/

Reusing portions of Freedoom

Since Freedoom is free, some other projects have used Freedoom's assets. We think this is a great use of the project and should be encouraged. If you use portions of Freedoom in your project, please let us know by filing an issue or pull request on Freedoom's website project page at https://github.com/freedoom/freedoom.github.io.

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