



Battle Arena User's Guide

User's Guide



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List of articles used:

<http://doom.wikia.com/wiki/WAD>
http://doom.wikia.com/wiki/Doom_engine
http://doom.wikia.com/wiki/Source_port
http://doom.wikia.com/wiki/Doom_Legacy
<http://doom.wikia.com/wiki/Doom>
http://doom.wikia.com/wiki/Final_Doom
http://doom.wikia.com/wiki/TNT:_Evolution
<http://doom.wikia.com/wiki/TNT.WAD>

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Preface	About This Book	vii
	Some conventions used in this book	viii
	Worldwide Cake is...	ix
Chapter 1	About Battle Arena	1
	An elf	2
	Cranky Hippo	9
Chapter 2	Installing and playing Battle Arena	13
	Doom Legacy	14
	Installing Legacy	14
	Creating a server in Legacy	16
	Connecting to a game in Legacy	18
	Doom Connector	19
	Installation and setup	19
	Hosting a game in Doom Connector	22
	Joining a game in Doom Connector	25
	Battle Arena	29
Chapter 3	Background Story	29
	The BRIG	30
	The Arena	31
	Additional Information	31
	Roles	33
Chapter 4	How to play	33
	Marine	34
	Worker	34
	SWAT	34
	Scenarios	35
	Normal day at work	35

Containment Failure	35
Using the bunkers, calling for backup	35
Space Madness	36
Cyberdemon loose in the base	36

Chapter 5	Battle Arena Layout	39
	Legend	41
	Spawn Area	43
	Courtyard	45
	Security Checkpoint	47
	Main Corridor	49
	Control Room	51
	BRIG	53
	Armory	55
	Medical Bay	57
	Teleporter Room	59
	Spare Room	61
	Engineering	63
	Maintenance Shafts	65
	Emergency Exit	65
	The Arena	67
	Main Bunker	69
	Corner Bunkers	71
	SWAT Emergency Entrance	73
	Battle Arena for Doom 3	75

Chapter 6	Preview	75
	Redesign	76
	Details	78
	Monorail	81
	Corridors	82
	Fully customizable scripted lighting schemes	86
	Want to help?	91

Appendix A	Glossary	93
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Index	97
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About This Book

The *Battle Arena User's Guide* is your sourcebook for playing Battle Arena™ to its fullest designed potential. This manual is a “working reference”—that is, it provides step-by-step instructions for setting up and playing a game of Battle Arena, as well as tips for making a more lasting enjoyable experience out of it.

Although you can run Battle Arena with Vanilla Doom or any other source port (so long as you have the TNT.WAD IWAD), we recommend you use Doom Legacy and this book is written under the assumption that you are. However, if you are familiar with other source ports, you can probably follow along anyway and make the translation yourself to whichever one you use.

This book should be distributed with BA.WAD, a PWAD containing the custom level Battle Arena. If for some reason you don't have BA.WAD, contact Worldwide Cake at <http://www.worldwidecake.net>.

Someconventions
used in this book

The primary information in Chapter 2 of this book is presented in step-by-step instructions. All steps are numbered, and all actions are described in **boldface** type.

Battle Arena can be fun to play for long periods of time if you experiment with the provided suggestions and tips in this book.

❖ *Pro Tip:* Check paragraphs that begin with this symbol (❖) for important tips that might just save your life. ❖

Because much of this book relates to other parts of the book, such as many gameplay explanations relating to the Battle Arena layout, this book contains numerous cross-references. These cross-references always appear at the end of the related section, and they are marked by an arrowhead. here is a sample.

➤ **See also:** “Control Room” in Chapter 5

This symbol (➤) appears on right-hand pages to indicate that a task continues on the next page.

Look for these other visual clues throughout the manual:

△ **Important:** Text set off in this manner presents important information. △

▲ **Warning:** Warnings like this one alert you to situations in which you might be unintentionally walking into danger if you don’t follow the instructions carefully. ▲

Worldwide Cake is...

Alex “Anelf3” Gumpel
Bryan “CrankyHippo” Burnett
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George “Niatona” Pryor

Lead Designer & Chief Jerkface
VP of Conceptual Design
VP of Scientific Endeavors
VP of Foreign Affairs



About Battle Arena

Battle Arena™ is a single level modification for the 1993 computer game, **DOOM**® from id Software™. Specifically, it is a **PWAD** designed on the **TNT: Evilution** part of **Final DOOM**, and thus requires the **TNT.WAD IWAD** file to play.

Worldwide Cake recommends you use the **Doom Legacy source port** and **Doom Connector** to play, however if you'd prefer to use a different source port, it should work fine but is not guaranteed. This manual assumes you are using Doom Legacy and Doom Connector and is written to explain how to play with those.

Battle Arena was created in increments between 2002 and 2004 by Alex “Anelf3” Gumpel and Bryan “CrankyHippo” Burnett.

Anelf3

“The story of Battle Arena’s origins go back to when I was a freshman in high school; my friend Bryan and I were really into Doom (despite it being nearly 10 years old then) and we were playing a lot of co-op. There was one level in Doom II that we were particularly fond of; Level 15: Industrial Zone. Unlike single-player, in co-op as soon as you leave the building where you start, there’s a Cyberdemon right around the corner. So a lot of the fun we had there was playing on Nightmare and running out of the building and trying to quickly dart into another building without getting pummeled by his rockets. And every time we would die and respawn, the Cyberdemon would slowly get closer and closer to the building you start in and eventually he managed to enter the elevator to the start room so as soon as we spawned and opened the door, he’d be right there and then it became a game of quickly trying to make it past him in the little room to the elevator and escape.”



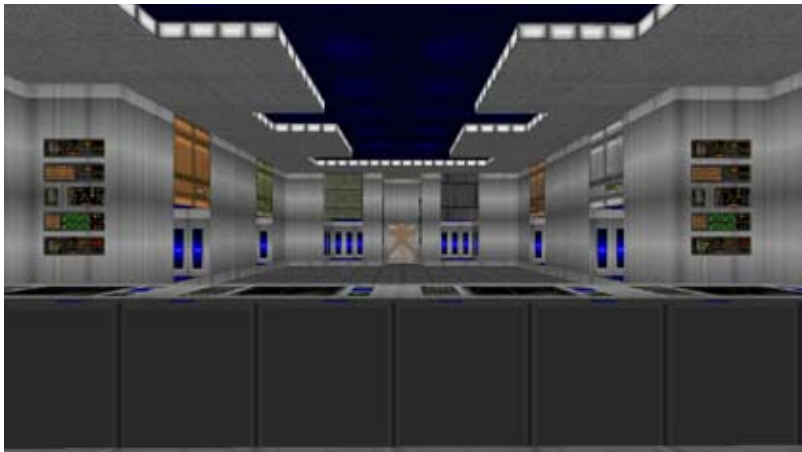
“Bryan and I really liked that situation and tried to recreate it many times later. The problem was, once you killed the Cyberdemon, that was it and you had to start over, so eventually we started thinking, “hey, wouldn’t it be cool if there was a level that had a scenario like that which never ended? Somebody should really make that!” Well around that same time, I had been learning how to make wads and had made a few unfinished levels and thought the obvious thing would be to try and make that thing we wanted.”

“So Battle Arena began with a giant empty room that could fit a bunch of Cyberdemons and a bunker kind of thing in the center that would be our safe house until one gets in. Problem was, we wanted to put windows in this bunker and in order to do that without giving the Cyberdemons a clean shot into it, I had to raise the floor a bit which meant there needed to be stairs to get in. Because of that, unfortunately, the Cyberdemons weren’t able to actually enter the bunker, but that ended up being fine because we realized it was a lot of fun just standing by a window and blasting them away outside. So I stuck some powerful guns in the bunker and, inspired by a scene in Aliens, added shutters to the windows so you could have some protection from all the rockets.

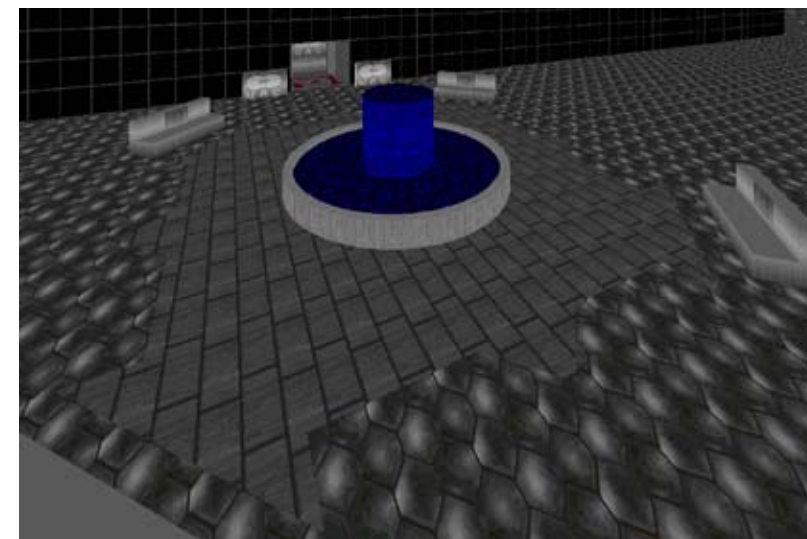
Well that was fun and dandy for awhile, but we wanted to add some more stuff to this big arena, and I put some smaller bunkers in the corners so, if you decided to brave it outside in the arena, there are places to run to and take some cover.”



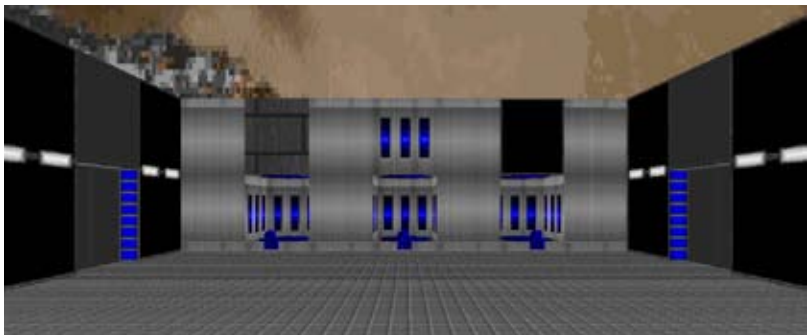
“Eventually we thought there should be some sort of base connected to it so there’s more of a central staging area to begin in before you run out into the arena. I started with the control room that had windows overlooking the arena with the hope that you could shoot down from there, but that idea never really worked. Then we made a corridor that wrapped around the control room and connected to elevators on either side that would be the main entrances into the arena. It was still pretty barren so I built a few more rooms connected to the corridor; the first one being engineering with the thought that there needed to be some sort of power core in the facility which now just sounds silly and that’s since become the most pointless area in the level. The other two rooms became the armory and teleporter room. The need for the armory was pretty self-explanatory, so I just filled it with every weapon available and put a bunch of backpacks in the room because, at the time, we were just using Vanilla Doom that didn’t have respawning items so any sort of single ammo items was pretty useless and the backpacks gave you a little bit of everything. The teleporter room was created because the only way to get to the bunker was to just run for it from the elevators, which wasn’t always easy, especially if a bunch of Cyberdemons were waiting for you right there, so this gave us a quick way to get to the bunker to keep the original point of the level relevant. And that’s how it stayed for awhile.”



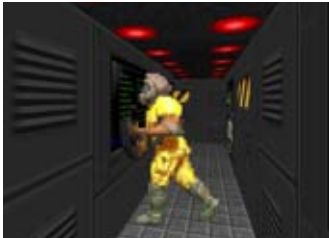
“The next major revision involved adding a couple more rooms to the base. We started with what we began up calling “the brig”. Although we could occasionally get monsters into the base from the arena if we really tried, it wasn’t easy and didn’t last long, so we thought maybe we could have a room full of monsters already in the base that you could unleash if you so wanted. I think originally we put a variety of monsters in the cells, but had to take everything but the Demons out because the fire/slime balls (or whatever projectiles they had) went through the cage grating and made it hard to just be in the room without getting hurt. The second room was needed because of the symmetrical layout of the base, but we couldn’t figure out what to put in it. Since this was turning into a “realistic” UAC base, I thought there should be some main entrance to it, and that’s what that room eventually became. But the entrance had to lead somewhere so I built the exterior of the base which now became some building with a courtyard that had a fountain (originally with green water when we were using the Doom II wad...one of the reasons we later switched to TNT), some benches (those came later), and then a main gate thing which was supposed to lead to the outside world and became the exit to the level (although never used).”



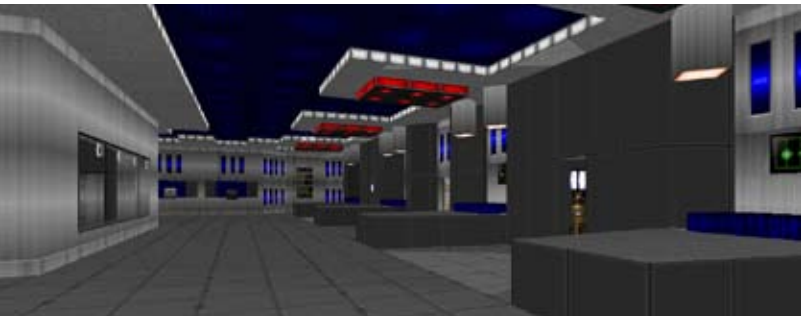
Somewhere around this time we had a problem with deciding where to put the spawn points. You started in the control room, but then there wasn't much reason to go to the newly-made outside area and we wanted to place the spawn points there... but then every time you'd respawn, you'd have to go all the way up the long elevator just to get back into the base which took way too long and grew annoying. That's where the idea of the spawn area started. I built a room out of the boundaries of the level (where I had already made an empty room with the letters BA written) where the spawn points were placed and made 3 teleporters leading to different areas in the level so you could essentially choose where you wanted to spawn which solved the problem."



"We also had an issue with having trouble getting to the armory or the brig to close the cells if the Pinkies were running loose. You would spawn in the control room or come through the main entrance, but the corridor was swarming with Pinkies and it was sometimes near impossible to get anywhere. We needed a sort of back door to these rooms, so that's where the maintenance shafts, inspired by similar things on the first level of Halo, came in. I built a network of small, completely isolated corridors that ran behind and connected to every room in the base and were just barely big enough to fit a player in so no monsters could ever get in."



"There were probably a few small changes here and there, but the next big addition didn't come until much later, after we started using Doom Legacy and had the option of respawning items. Suddenly it made sense to have things like specific ammo in the armory, medkits, and other powerups such as armor. There wasn't any space to fit anymore rooms in anywhere so I made a second corridor that wrapped around the pointless engine room and was able to fit a double-size room on either side. One became the medical bay where you could heal up after a tough battle in the arena (get it?), and the other...well we couldn't figure anything out for that one...again. I just left that room completely undetailed (since detailing was customized to whatever was in the room) and slightly darkened, as if it was just a spare room reserved for future use (which it was). A little bit later we decided that could be made into a mess-hall type area, where the BA personnel would go to relax and get something to eat. Building it was going to take some time though, so I put some boxes in there temporarily for the current release to show that the equipment arrived but was waiting to be put together for the next release."



“Unfortunately, that was the last I worked on it. Doom 3 was about to come out so we were all really excited and distracted by it, and then I started getting into learning how to make maps for that and...I just never got around to working more on BA, even though I always wanted to finish that last update. Maybe I’ll get to that someday...

We had always planned on releasing the wad to the public, but were reluctant to just send it out there alone because we think it needs some special instruction on how to play it the way we play it - how it was designed to play since it’s not just a regular linear co-op level; it’s more of a playground that you stay in as long as you want. We could’ve just thrown together a simple text file to send along with it, but I really wanted to have a more professional looking thing which is why we made this user’s guide. So it’s finally out there and we hope you enjoy it!”

Alex Gumpel
May, 2010



CrankyHippo

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Installing and playing Battle Arena

Although you can probably use any source port to play Battle Arena, this chapter is written to explain how to install and play using Doom Legacy, the source port we have always used, as well as Doom Connector, which is used to set up a public multiplayer game.

You can download each at the following websites:

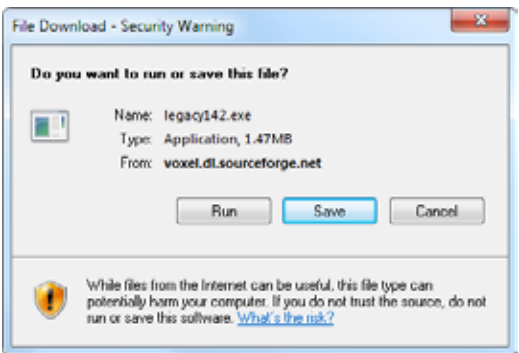
<http://sourceforge.net/projects/doomlegacy/>

<http://www.doomconnector.org/>

Battle Arena *requires* TNT.WAD, one of the two IWADs that make up Final Doom, which is not included with Battle Arena or any source port because it is still copyrighted commercial software. Search the internet for places to purchase Final Doom.

Doom Legacy Doom Legacy is a modern source port of the Doom engine that allows for things like greater compatibility and more in-game features; one of which is respawning items with an adjustable timer which is part of Battle Arena's design and gameplay.

Installing Legacy This section details the steps for installing and configuring Doom Legacy for use with Battle Arena.



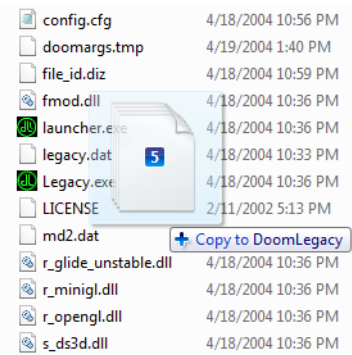
1 Download the latest version of Doom Legacy.



2 Install Legacy by double-clicking the installer icon.

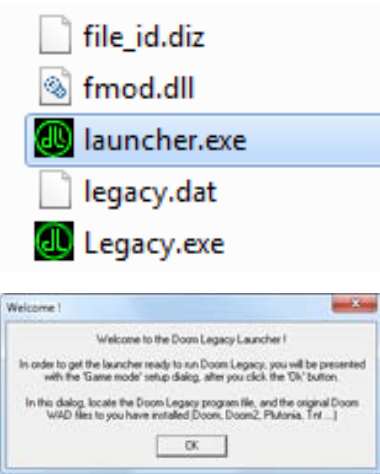
Some older versions of Legacy come in a ZIP file. If you have one of those versions, just extract it to install it.

△ **Important:** Install it to a location with no spaces in the path, such as C : \DoomLegacy\ or else it may not work! △



3 Copy WAD files into the Legacy folder.

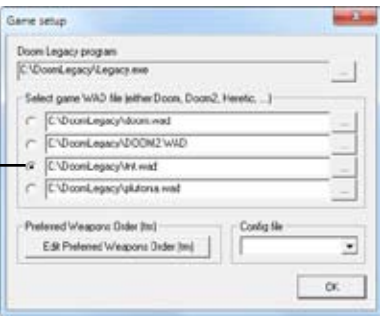
You need to TNT.WAD and BA.WAD in the Legacy folder at a minimum. The others aren't needed for Battle Arena, but you could put them in anyway to play them with Legacy, if you want.



4 Run Doom Legacy.

If you are using an older version, this is called Launcher. If you can't find it in the start menu, the filename is launcher.exe.

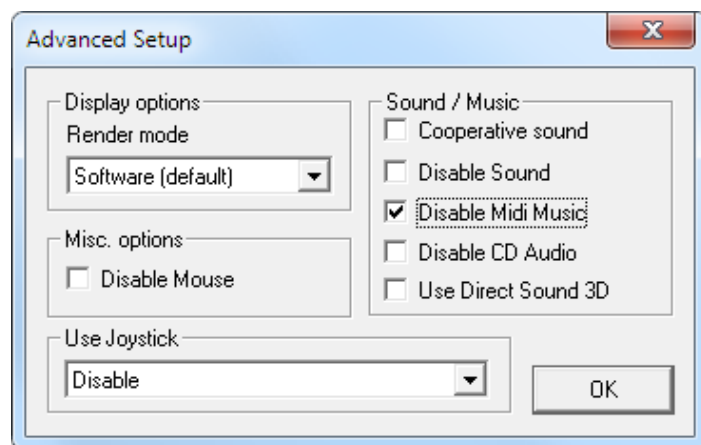
The first time you run the launcher, it will automatically open the Game Setup dialog box for the next step.



Select TNT.WAD

5 Define the engine folder and add IWADs.

Click the “...” button next to the Doom Legacy program box and navigate to and select Legacy.exe. Then in the Select Game WAD file section, add the IWADs you have in your Legacy folder. Select TNT, then click OK.

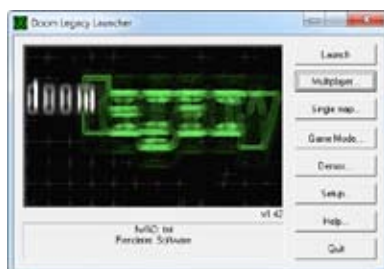


6 Click Setup on the main Launcher screen and make sure render mode is set to Software and Disable MIDI Music is checked, then click OK.

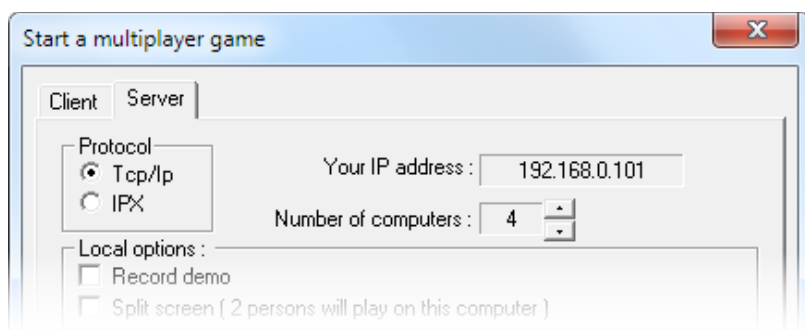
Disable MIDI Music is recommended because the same music tends to get annoying after playing for a while.

Creating a server in Legacy

The next two sections step you through setting up and joining a multiplayer game using Legacy alone. Although you may use this, we recommend you skip to page 19 and use Doom Connector to setup and play multiplayer games.

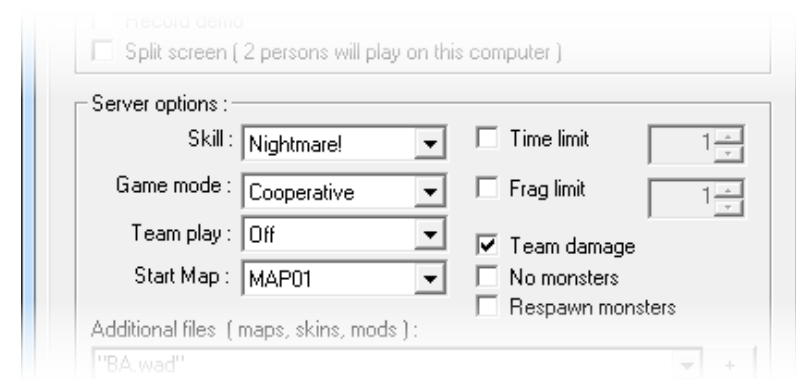


1 Run the launcher if it's not already open, click on Multiplayer and go to the server tab.



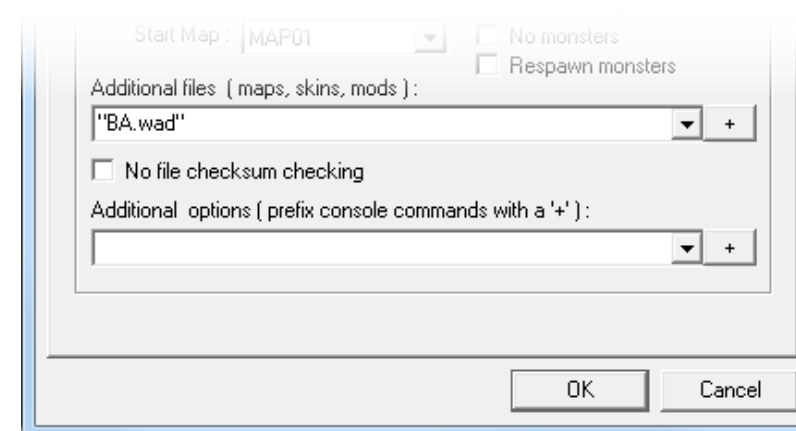
2 Make sure the protocol is set to TCP/IP and set the number of computers that will connect (including the server).

Note: The game will not start until the number of computers you set connect to your server.



3 Set the skill level to Nightmare, game mode to cooperative, and check team damage.

You can use any skill level, but Nightmare is recommended for the most fun. Team damage is for the partial-deathmatch nature of Battle Arena.



4 Add BA.WAD to the additional files list.

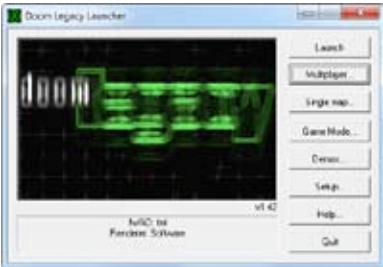
Click the + button and navigate to the Legacy folder, where BA should be.

5 Click OK and wait for the other players to join.

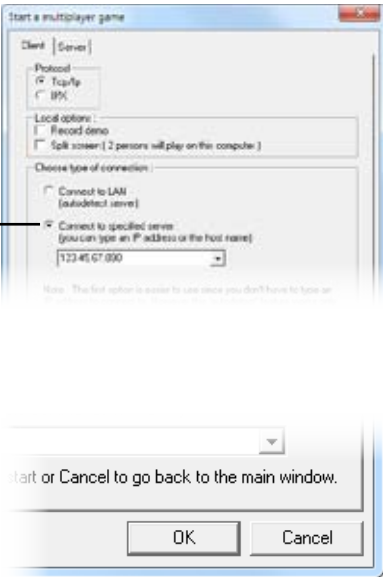
The game won't start until the number the players you set in step 2 are connected.

Connecting to a game in Legacy

The biggest drawback to using Legacy for multiplayer is that you need to know the IP address of the server, so it usually needs to be arranged ahead of time.



1 Run the launcher if it's not already open, click on Multiplayer and go to the client tab.



2 Make sure the protocol is set to TCP/IP, choose connect to specified server and enter the server's IP address.

If you aren't connecting to a server on the internet, choose connect to LAN instead.

3 Click OK and wait for the game to start.

The game will start once every player connects.

Doom Connector

Doom Connector is a lobby-based multiplayer client/service that works with many source ports, including Doom Legacy, allowing a simple way to set up and join Doom multiplayer sessions.

Installation and setup

This section will go through all the steps to installing and setting up Doom Connector for use with Legacy and Battle Arena.



1 Download and install the latest version of Doom Connector from www.doomconnector.org.

Unlike Doom Legacy, it doesn't matter where you install it too; the default location is fine.



2 Run Doom Connector and allow it to update.

The first time you run Doom Connector, it will update itself to the latest version.



3 When the login screen appears, click on **Create an Account**.

If you already have an account, skip to step 5. Accounts expire if unused for a while.

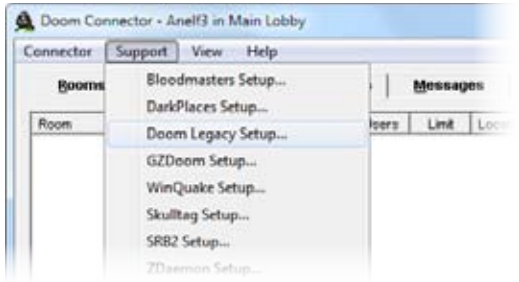


4 Enter a name, password and anything else you want in your profile and click **Create Account**.

All the profile info is optional.



5 Enter your username and password and click **Login**.



6 Choose **Doom Legacy Setup** from the **Support** menu.



7 On the **General** tab, define the engine folder.

Click the “...” button next to Engine Folder and navigate to and select the folder where Doom Legacy is installed.



8 Click on the **Options** tab, make sure the video renderer is set to **Software**, and check **Disable MIDI**.

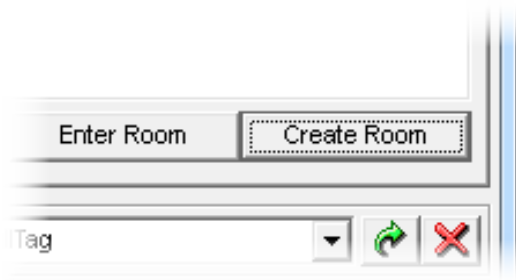
Disable Midi Music is recommended because the same music tends to get annoying after playing for a while.



9 Choose **Custom Files Locations** from the **Support** menu.

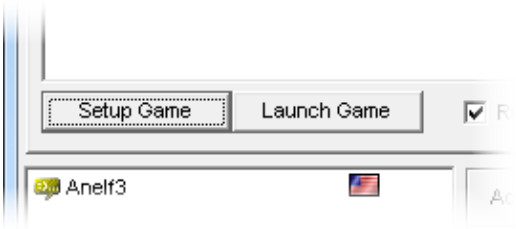
Hosting a game in Doom Connector

Hosting a game in Doom Connector, unlike in Legacy, is much better if you don't arrange it ahead of time with the other players. You create a room and start a game, and then other players will see the room and can join in at any time. Make sure you have already done the initial Doom Connector setup as explained in the steps above.



10 Define the location of your PWADs.

Click Add Folder and navigate to and select the Doom Legacy folder, or whichever folder has BA.WAD, then click OK.



3 Enter a room title and a password, description, and website if you want and then click Create.

4 One the room screen, click Setup Game.



5 On the Game Setup tab, choose Doom Legacy for the engine and Evilution (TNT) as the game. Then in the General subtab, set the type to Cooperative, the Map to MAP01 - System Control, and the skill to Nightmare.

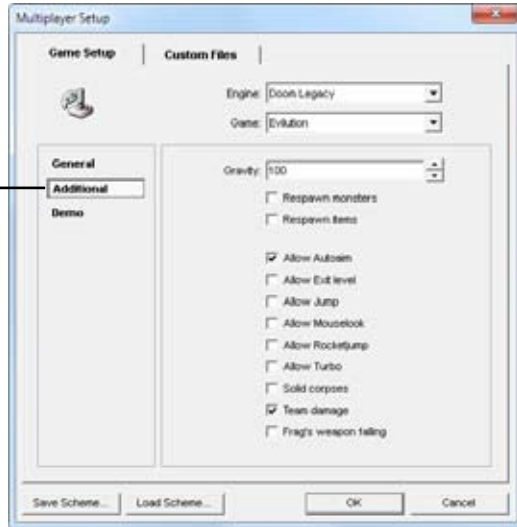
You can use any skill level, but Nightmare is recommended for the most fun.

1 If it's not already open, run Doom Connector and login.

Enter your username and password and click Login.

2 On the main screen, click Create Room.

Click on the Additional subtab



6 Click on the Additional subtab and uncheck Allow Exit Level and check Team Damage.

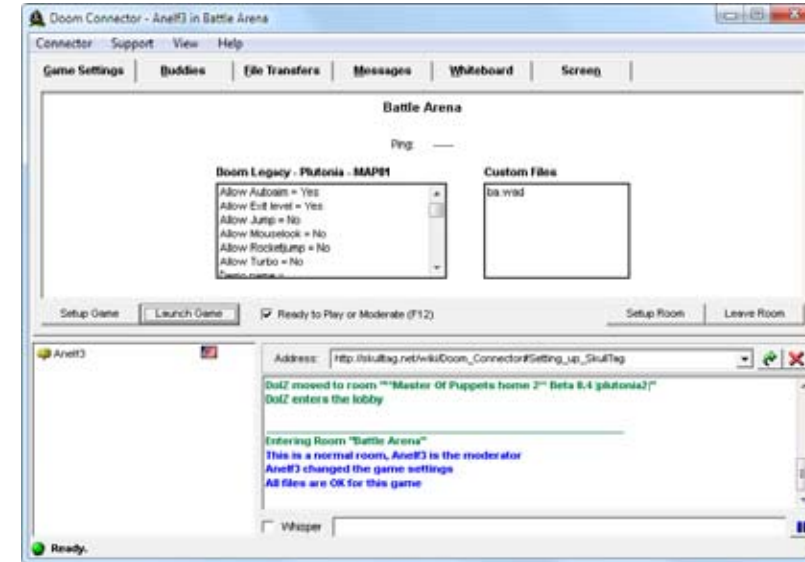
Disallowing Exit Level prevents a player from accidentally ending the game. You can leave it checked if you wish to have the exit enabled, which is triggered if you walk out the Main Entrance Gate.

► *See also:* “Main Entrance Gate” in Chapter 5



7 Click on the Custom Files tab and click the Add PWAD button. Select ba.wad and click OK, then click OK again on the Multiplayer Setup window to get back to the room.

You should have already set your custom files locations in step 10 of the Doom Connector setup. If not, click the custom files locations button and choose the Doom Legacy folder or wherever BA.WAD is.



8 When ready, click Launch Game to start.

If you have other people in the room, make sure they are ready (the icon next to their name will be green) when you start. If people enter the room while the game is in progress, they can still join.

Joining a game in Doom Connector

Joining a game is simple as long as you have the required files and Doom Connector knows where they are. Make sure you have already done the initial Doom Connector setup as explained on page 19.



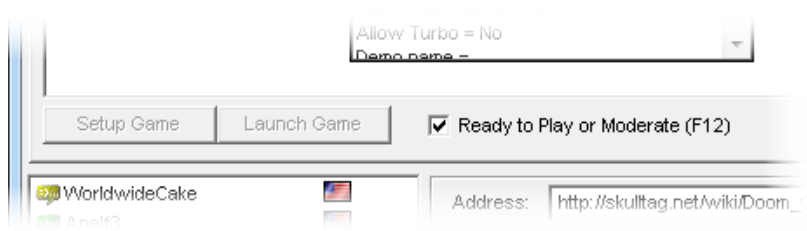
1 If it's not already open, run Doom Connector and login.

Enter your username and password and click Login.



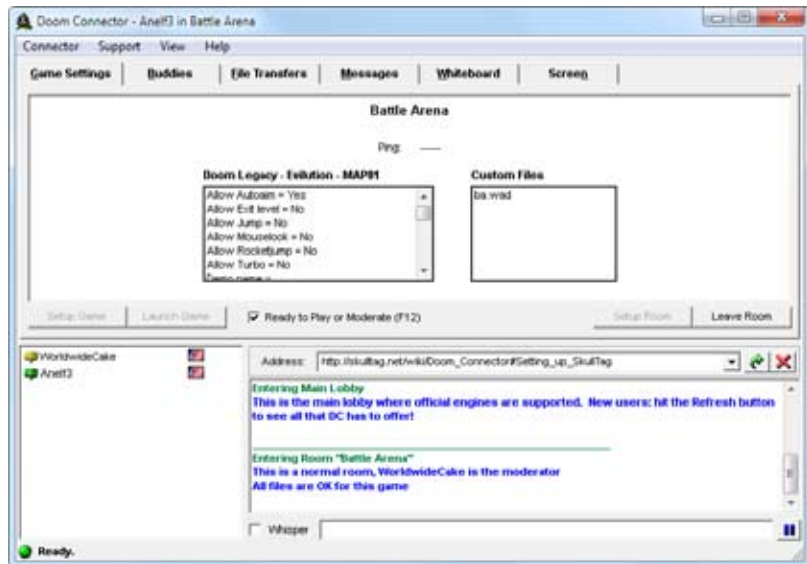
2 On the main screen, select a room playing Battle Arena and click Enter Room.

Enter the password if required.



3 Check Ready to Play or Moderate.

This will allow you to join the game when the host starts it or if it's already in progress.



4 Wait for the host to launch the game.

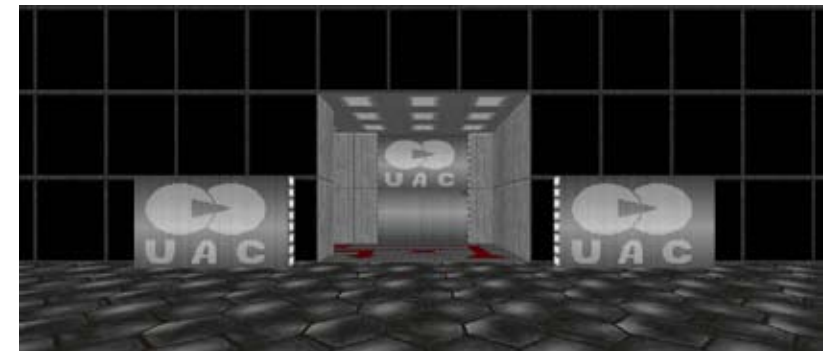
If the game is already in progress, click Join Game.



Background Story

Battle Arena

Located at a secret military complex on Earth, the Battle Arena is a military research and training center designed, built, owned and operated by the Union Aerospace Corporation. The facility is used to study the alien creatures discovered with the ancient teleporters on the moons of Mars whose origins are still unknown. The two primary areas in the facility are the Biological Research and Information Gathering center, which holds several of the creatures captive in cages that allow expert UAC scientists to try and learn their strange biology, and the Arena itself which is used to test the top UAC Marines against these creatures in battle to prepare for any possible future incurrences.



The BRIG

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The Arena

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Additional Information

We are advised to note that our base of operations does not promise safety, though we are working around the clock each day to ensure that no visitors or members of our staff are harmed in the instance of an unfortunate outbreak situation. When entering the building, you will be alerted of the precautions you'll have to make to guarantee your stay will be nothing less of a positive experience.

Welcome to the Battle Arena.

How to play

Roles

While developing a story around the level of Battle Arena, we also began to develop “roles” for varying types of scenarios that may arise. Some of the roles also had colors tied to them, such as Red for SWAT, Gray for Marines, etc. After playing BA for many hours we found it was fun to make up stories/roles of an average worker going to work at BA and the corresponding chaos that ensued. With this role we found that a slightly more powerful role was needed to keep players safe in case of emergency in the base. SWAT was created with a special entrance to speed up their entrance into the main building, normal worker/marine players don’t have access to the red SWAT entrance. In the spawn area you’ll see a blue keycard in front of each teleporter, this grants the player with security clearance for most of the base. On each side of the spawn are rooms with a red key card with shotgun and chainsaw. This is for SWAT players only so they have to basics to secure the base.

Roles are flexible, these are just some basic guidelines we use to have fun and make BA more immersive. One rule that applies to all roles is, if you want to use the map to find other players or to find a way through the maze like maintenance shafts, you need to be facing a computer screen which can easily be found in a hallway or maintenance shaft. We use this to add suspense if being chased by another player. F12 can also be used to monitor other players views, which in the case of observing marines in the Arena is very useful.

Marine At spawn most marine players will teleport either to the front entrance, as if going to a normal days work, or teleport straight into the battle arena for instant action. A marines role is to load up on ammo & weapons and fight to the bitter end in the Arena. Not only does this help hone a marines skills against the alien/demon force but allows for workers/scientist to monitor the marines while fighting.

Worker Workers are the backbone of BA, typical spawn is to the entrance or straight to the control room. Workers maintain the base, can greet other workers, can fill in as marines, basically a do-it-all sort of play style. Workers can also play the role of a scientist watching over the marines in the battle arena from the control room.

SWAT A role that is used in emergency situations, whether that be; monsters on the loose, pshyco marine, etc. Workers call in SWAT for rescue. SWAT can use the special red key entrance at the front of the base and use a fast elavator to access the maintence shafts for insercion into most parts of the base.

Scenarios Marine with Space Madness, Cyber Demon in the base, Bring Malfunction. Endre eum esequam, quis nulputat nons at amet ulla feugait ut utat. Ut nonsequamet, se ting elisisis dolum dolum quatet, quate core elessit wisi te magna facing et, conum quamcon sequamcore tionull utpat.

Normal day at work Usually the best way to start the game, all players will all take the right teleporter and spawn outside the base and head into work on a new day. Once inside, some or all players can suit up in the armory, go to the main bunker and take a window, and, when ready, activate the arena by firing your gun and just have some fun killing the demons. If you get hurt or run low on ammo, you can take the teleporter in the center of the bunker to get back to the base and heal yourself in the medical bay and get more ammo or armor in the armory. After doing that for awhile, you can start to add in some of the other scenarios to mix it up a bit.

Containment Failure The brig was developed to study monsters and a conveyent way to have monsters running around in the base. Liquate dui bla adions nullut nis acipsustrud erosto consequipsum dolore tio od mod tio et velendio et, quamcommy nim dolore facinci et, velesed ectem accum diamet, conseniam volobor sim ilit, vero odolobor sustrud min etuer am, commy nonsequatie te tat am ip ea conulput adipisl duip eugue er se del ilit, vulla facipsu sciliquisis nim dit nim autpate et doluptat aliquam, quisit vercidunt incipis at lor si.

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Space Madness

A space marine afflicted with the terrible mind altering disease of “Space Madness” is cause for emergency. All regular level employees of BA have access to the armory which can turn deadly if a marine suffering from this illness decides to go on a rampage. SWAT must be called in along with workers taking the proper taking the proper safer precautions, which means “run like hell” into the maintenance shafts and use the computer to hopefully track down the mad marine before he comes baring down on you with a chainsaw.

Cyberdemon loose in the base

This is by far one of the more frightning and exciting events in BA. Gue verostrud minit nullums andrem vel iure consent vullamcommy nulla feum iriure commy nim ad magniam dolorper sum quat amcorperos enim dolore zzriurero diamet lut praessisci tat dolummo dolore velissi.



❖ *ProTip:* To kill the Cyberdemon, shoot at it until it dies. ❖

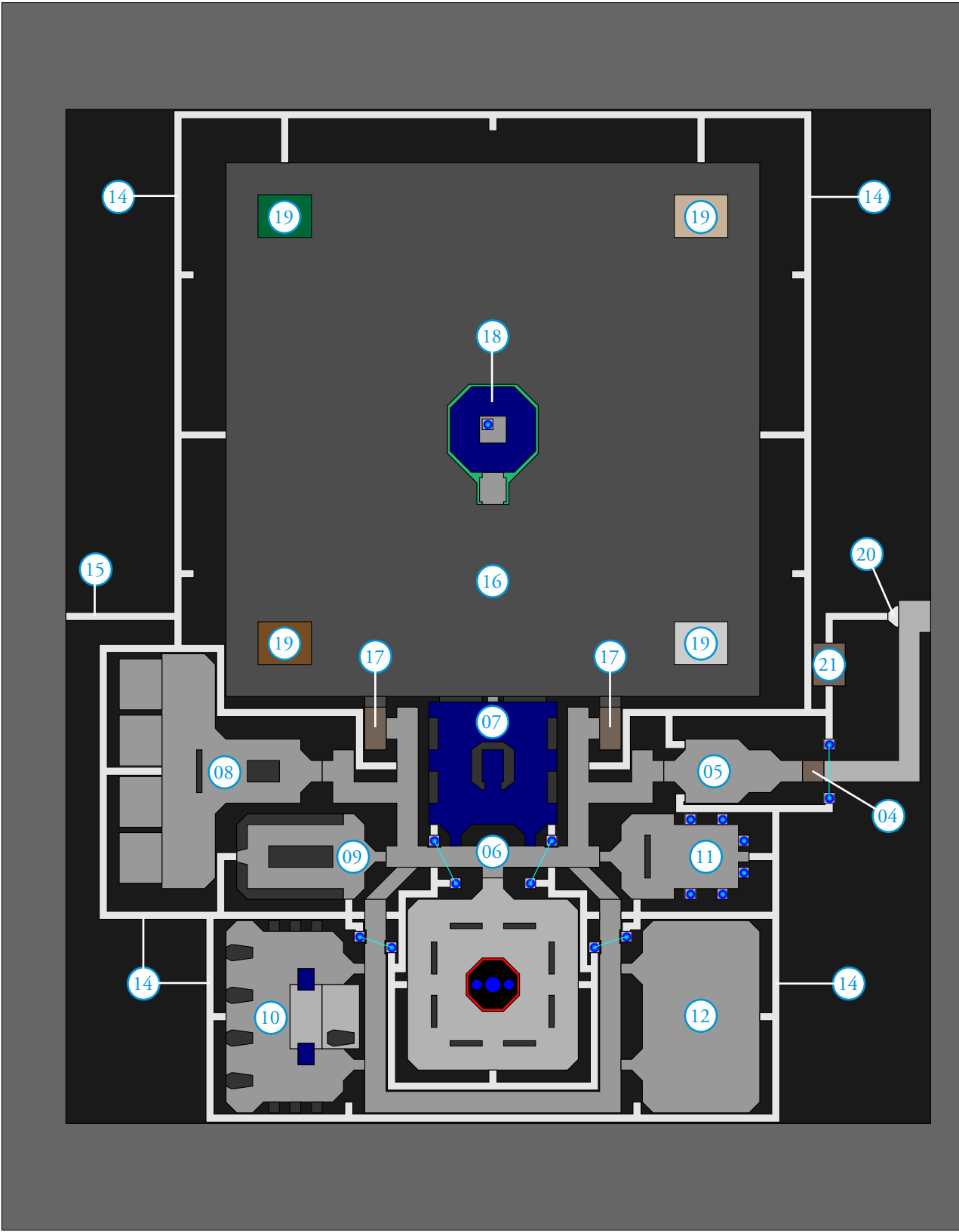
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Battle Arena Layout

The layout of Battle Arena can be very confusing to new players, especially if you decide to traverse the complex maintenance shaft system. After a while, you'll have it all down and wonder how you could have ever gotten lost before.

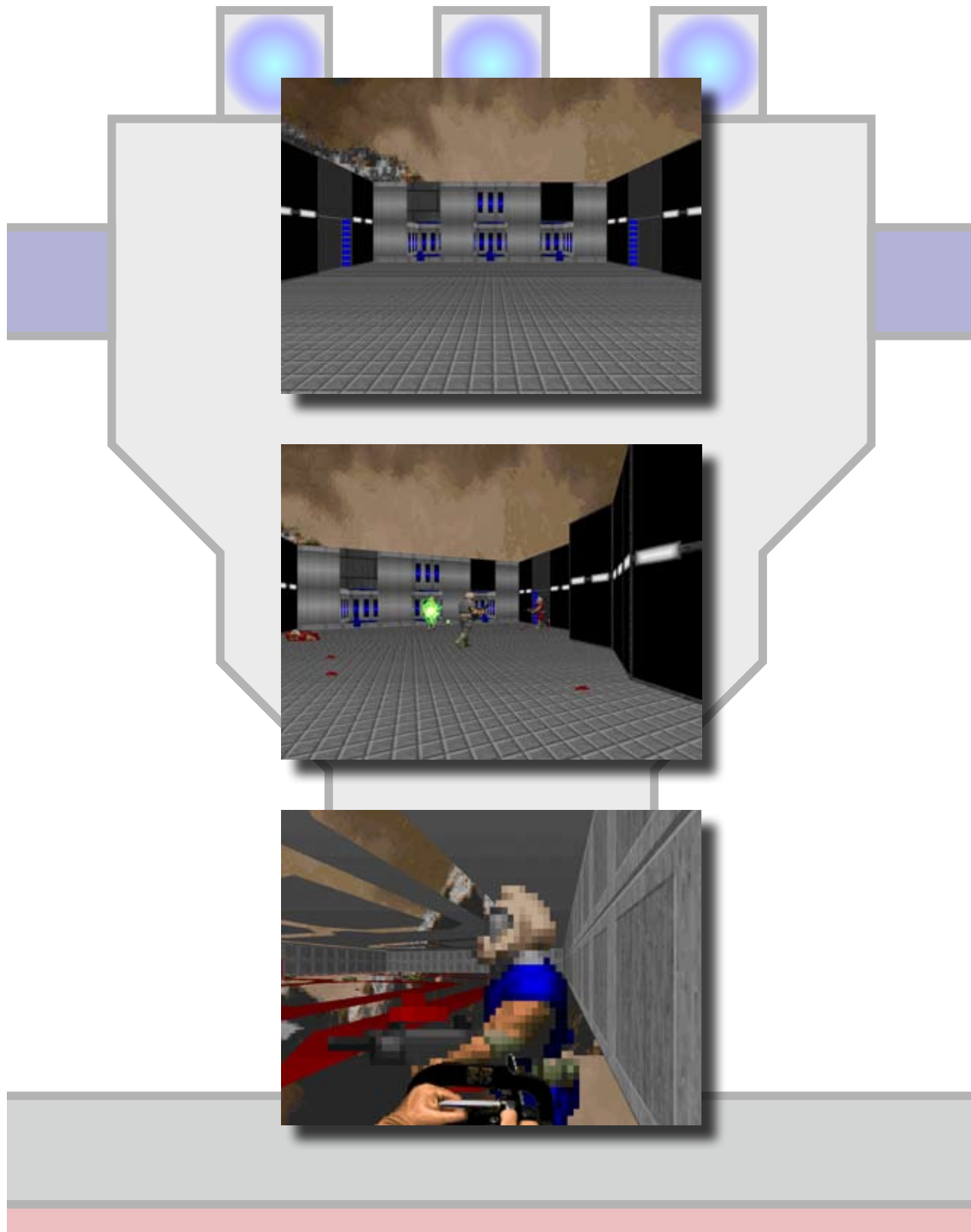
But incase you *do* get lost, hopefully this handy guide will be able to help you. It details every major area and explains what its purpose is.



Legend

01	Spawn Area	p 43
02	Main Entrance Gate	p 45
03	Courtyard	p 45
04	Main Entrance Elevator.	p 47
05	Security Checkpoint	p 47
06	Main Corridor	p 49
07	Control Room.	p 51
08	BRIG	p 53
09	Armory	p 55
10	Medical Bay	p 57
11	Teleporter Room	p 59
12	Spare Room.	p 61
13	Engineering.	p 63
14	Maintenance Shafts.	p 65
15	Emergency Exit.	p 65
16	The Arena	p 67
17	Arena Elevators	p 67
18	Main Bunker.	p 69
19	Corner Bunkers.	p 71
20	SWAT Emergency Entrance	p 73
21	SWAT Entrance Elevator.	p 73





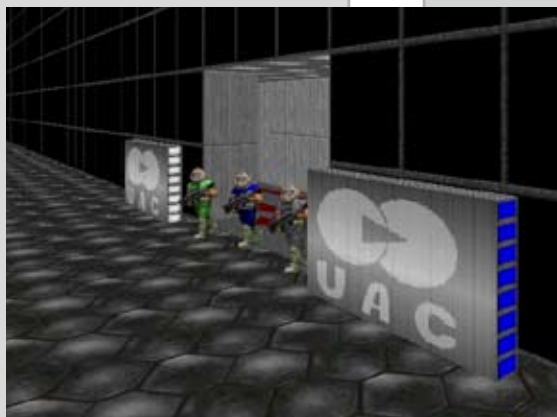
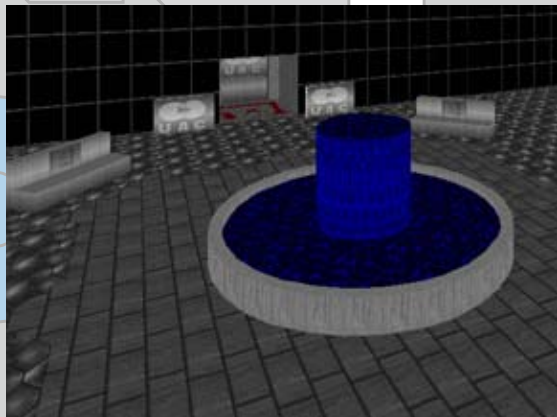
Spawn Area

The purgatory before you choose your class and/or role in BA. There are 3 location spawns. The right teleporter locates the player at the front entrance of Battle Arena, this is the proper spawn for a normal employee in BA. The center teleports you straight into the base's control room. And the left one is for those brave enough to enter the Battle Arena itself.

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Courtyard

A friendly welcoming site for employees to start the day, UAC sponsorship billboards remind who pays the bills. Employees are asked to politely follow the clearly marked Red Lines to prevent personnel traffic congestion and to avoid any confusion when leaving or arriving to BA.

Many employees enjoy lunch on benches near the beautifully crafted water fountain. This spot offers an area to socialize and enjoy break time without florescent lights overhead and enjoy the martian atmosphere.

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Security Checkpoint

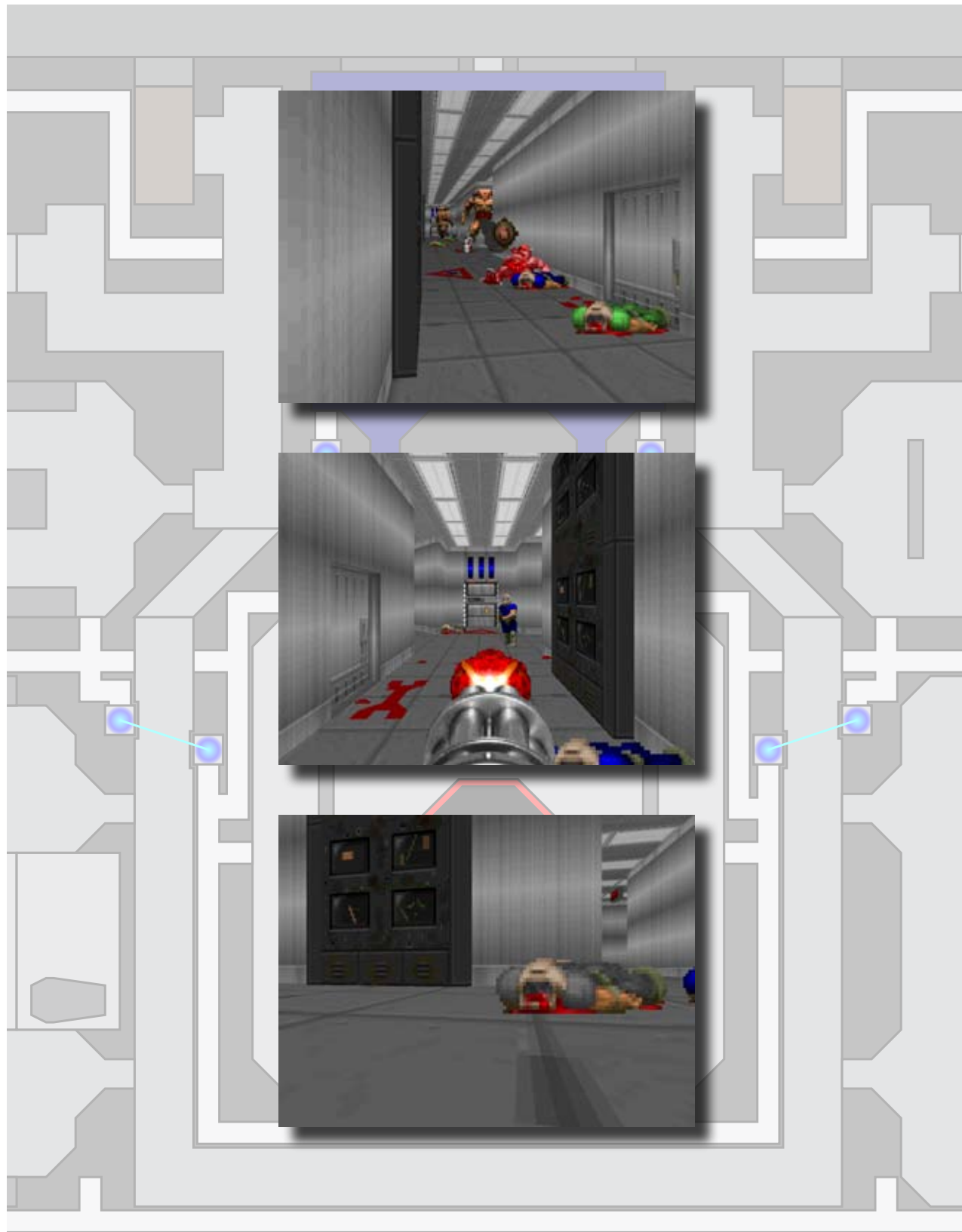
Most traffic to and from BA goes through this elevator, please have your belongings together for the Security Checkpoint, and keep all weapons properly holstered.

BA is a highly classified facility, security is of the utmost importance at all times. Employees will be scanned for any paraphernalia and any packages or bags will be x-rayed to ensure safety. Be sure to stop at the Security Desk and sign in.

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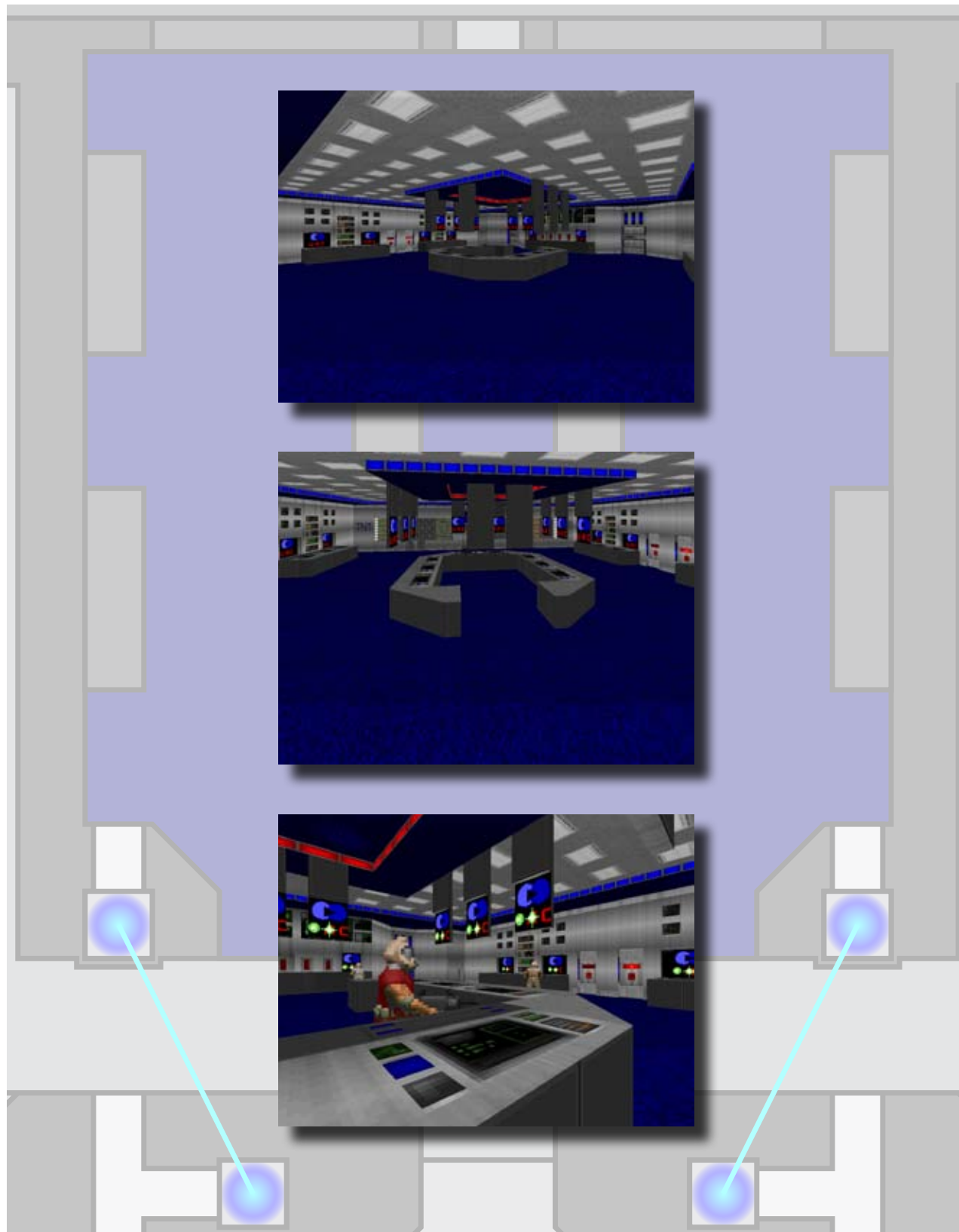


Main Corridor

The main mode of transport to all rooms in the Central Command Area. All rooms have distinctive symbolic markers, be sure to take note of them from this manual.

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Control Room

The brain of BA, the Control Room is used to observe Marines vital signs, stress levels, damage % and weapon effectiveness against a diverse number of enemies, while battling in the Arena. It is also used to monitor power levels from Engineering, maintain security and call SWAT if necessary. On the back wall the the CR you will see 4 buttons, each controls the release switch to the Brig. It is to be used only if an employee gets stuck in a pen during feeding time. In the front of the CR is a Emergency Entrance drop for either marines, medical staff and SWAT. This is to be used if access to the Arena is either obstructed from the Arena elevators or for a quick insertion.

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BRIG

The BRIG is used to study the “Pig” creatures and to ensure future populations for the Arena studies. Caution is to be used when opening any of the pens and remember these are not animals to be trifled with, they are both cunning and deadly. If containment is compromised SWAT is to be called immediately and all employees should evacuate the main corridors.

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Armory

The latest and most advanced weaponry can be found here, along with many older but still very effective weapons i.e. the double barrel shotgun & chainsaw. Here Marines preparing to enter the Arena can find Armor, Ammo, Maps and many many weapons.

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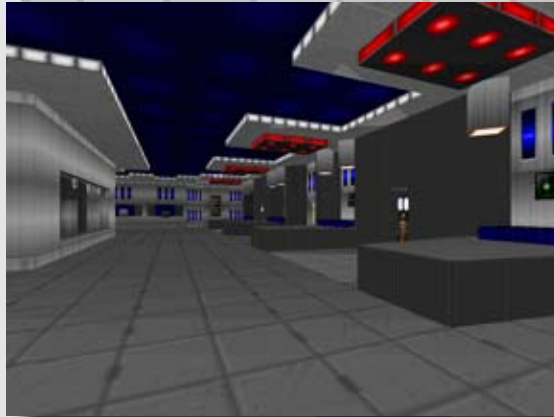
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Medical Bay

Where all serious injuries and medical emergencies can be properly administered. Marine testing in the arena has proven to be more fatal then previously thought, but thanks to top notch surgical teams, testing in BA continues as marines are stitched up and ready to return to duty.

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Teleporter Room

The teleporter room is one example of using alien technology to serve our needs. It is fastest way of traveling around the base and allows marines and tech teams to beam directly into specific points in BA. However you must maintain caution when using the teleports, accidents can be prevented by making sure no one is standing on the platform on the other side.

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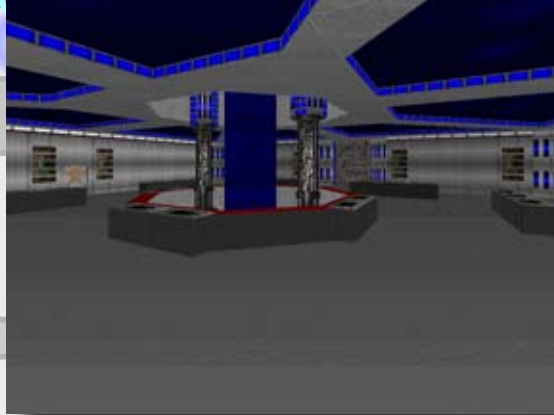


Spare Room

Meant for future expansion, rumors began circling that the UAC was building a mess hall here. However, due to budgetary limitations funding for this was cut. Employees are encouraged to bring their own meals. This is only temporary until funding returns.

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Engineering

Where all the power is supplied to the rest of the arena, it must be constantly monitored via the control panels to maintain power to the base.

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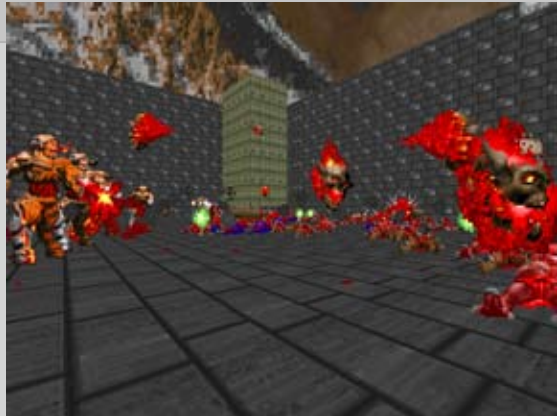
Maintenance Shafts

Are for BA technicians and engineers to keep BA running smoothly as possible. They allow access to every room in the complex, they can be used as shortcuts and escape routes in case of emergency.

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Emergency Exit



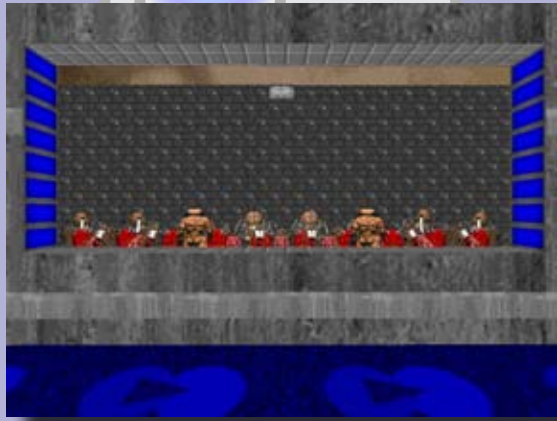
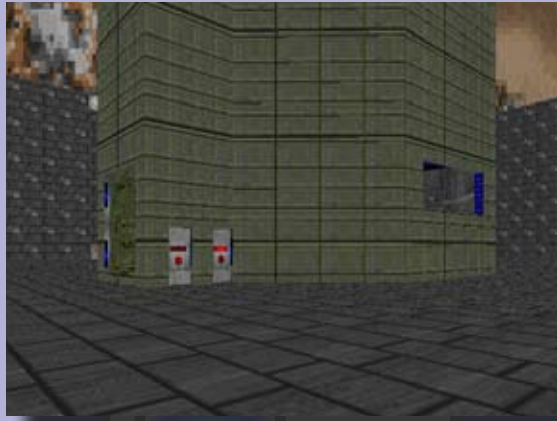
The Arena

This is where a diverse and very dangerous amount of what some call “demons” “spawn of hell” and “monsters” are kept and studied. These test are vital to our continuing human survival, we must study how our weapons can most effectively destroy these enemies. Many good men have died to gather these “creatures” and it is the Battle Arena’s duty to honor those men by doing our job.

The Arena Elevators are the main way of access to the Arena floor. Marines are encouraged to use these elevators unless danger prohibits access. Strong caution should be used, enemies have been known to gain access via the elevator.

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Main Bunker

Can be used to fend off many enemies, each window and entrance has shields to protect from enemy intrusion. In the center of the bunker there is a return teleporter and a med pack for any injured marines. Along the outside of the bunker there are shield down and up buttons so any marines stuck in the arena can still gain access to the main bunker.

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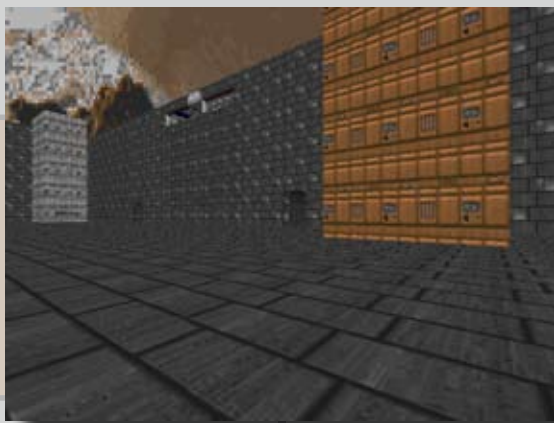
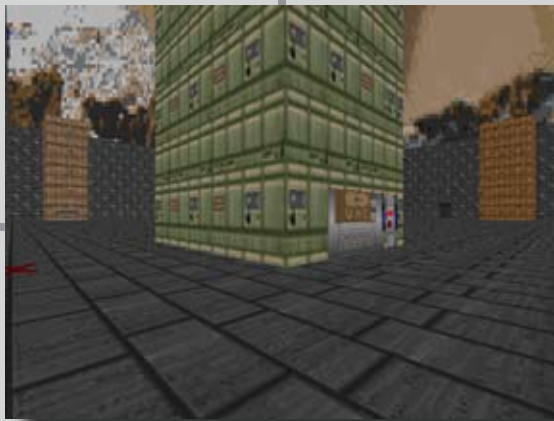
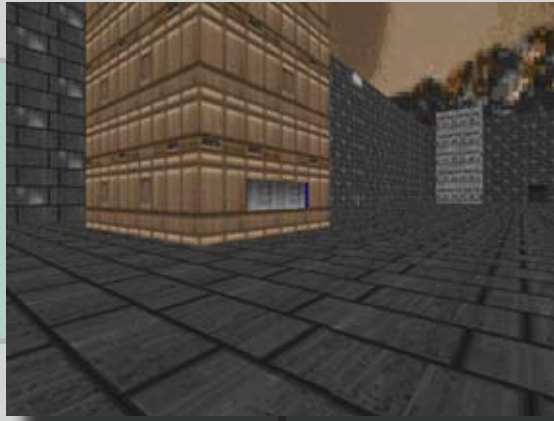
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Corner Bunkers

Are to be used as temporary sanctuary in the Arena, these bunkers are not to be used to stand off multiple attacks. Many marines have met their deaths from being swarmed by too many enemies. Access can be gained to all 4 bunkers from the teleporter room, but there is no return teleport, keep this in mind if you are entering the arena.

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SWAT Emergency Entrance

You must have proper Security Clearance to enter, the red key card allows SWAT Teams to enter the BA and have direct access to the bases maintenance shafts. SWAT is to be called only in cases of emergency, they are armed with a shotgun where as standard BA employees are issued with only a pistol. Emergencies may include and are not limited too, a malfunction in the brig, creatures from the Arena make their way into the base, mutiny, etc.

The SWAT elevator is a high powered high speed lift, because in the case for SWAT members speed can be the difference between life and death.

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Preview

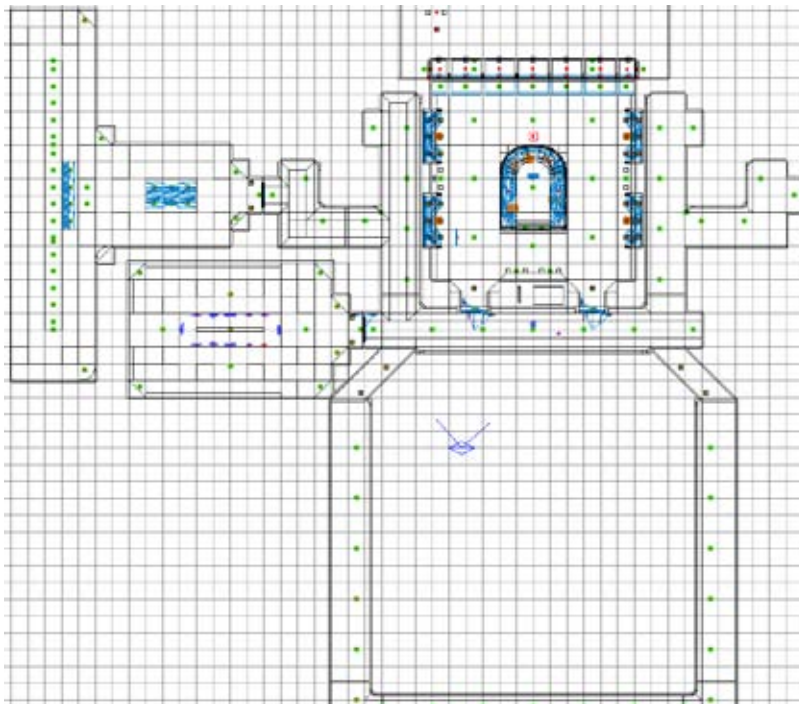
Battle Arena for Doom 3

Currently in the works at Worldwide Cake is a remake of the classic Battle Arena for DOOM 3™. Our goal is to make a very similar gameplay experience, but with all the shiny bells and whistles that 2004 technology allows us, as opposed to the 1993 technology of the original.

While we can't show much yet, here's some background information and insight into what we're working on.

Redesign

When we first went about remaking Battle Arena in Doom 3, we just made an identical floor plan copy of the original, going by the same grid units and everything. The problem with that, though, was that Doom 3's scale was completely different, so everything was about $\frac{1}{4}$ smaller. One issue that would have caused is that the "smaller" corridors (although still the same 128 grid units wide), combined with the larger Pinkie Demons in Doom 3 would have made a Pinkie outbreak almost impossible because they would barely be able to fit in the narrow corridors, especially if there were a bunch of them. So one thing we needed this time was wider corridors, but also the general layout needed some retooling.

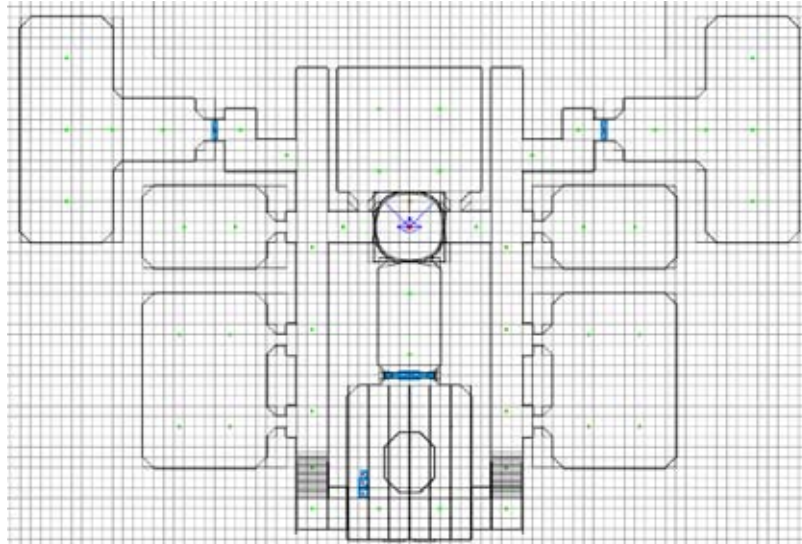


The first version, an exact copy of the original layout.

The layout of the original Battle Arena was due mostly from how it was made; adding more things by trying to find a place to squeeze them in, essentially just building everything on top of what already existed. Things like the medical bay, or even the maintenance shafts weren't ever conceived of in the original version and only made as soon as they were thought up. So with the chance to rebuild Battle Arena from scratch and knowing all the different parts ahead of time, we could streamline the layout of the base to make it a little more functional and make more sense.

One thing being the stupid engineering room in the original that makes no sense (although still cool!), we're changing that to a computer server room of some sort, and swapping the location of it with the security checkpoint and entrance, which then places that room in the center of the base where it makes much more sense. Across the back half of the security room is a hanging footbridge connecting the ends of the side corridors, instead of just having the corridor wrap around behind the room like before. For security reasons (since this is over the "unsecured" half of the room), the bridge is built too tall for anybody to climb up into, unless someone knocks over a stack of boxes or something...but that's just silly. From the checkpoint, there'll be a wide corridor connecting it to a central rotunda which intersects the main corridor and is supposed to be a kind of central waiting area that will have some chairs and promotional posters on the walls, and big windows overlooking the control room on the other side of the wall.

Aside from those changes, the rest of the layout is essentially the same, just a little more refined, streamlined, and simplified. The corridors have been widened by 50%, allowing ample room for Pinkies (*and maybe more!*) to run amuck in.

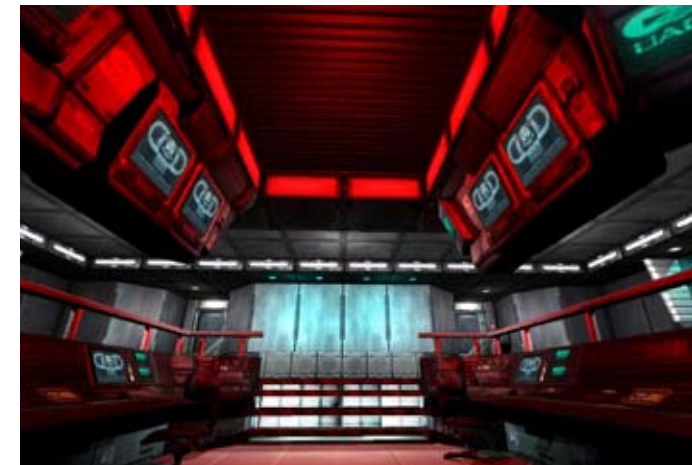


The redesigned Battle Arena base.

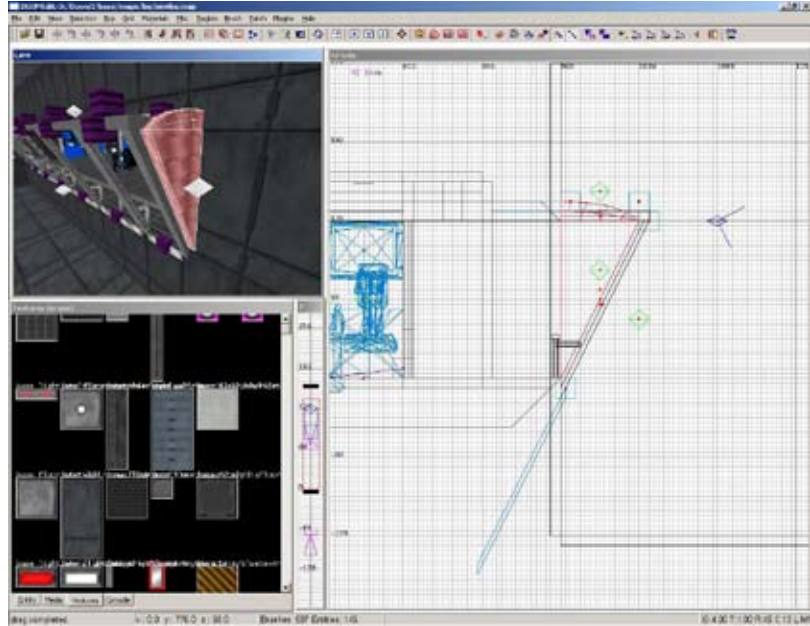
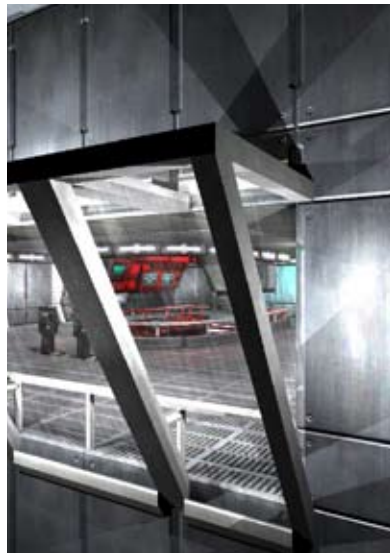
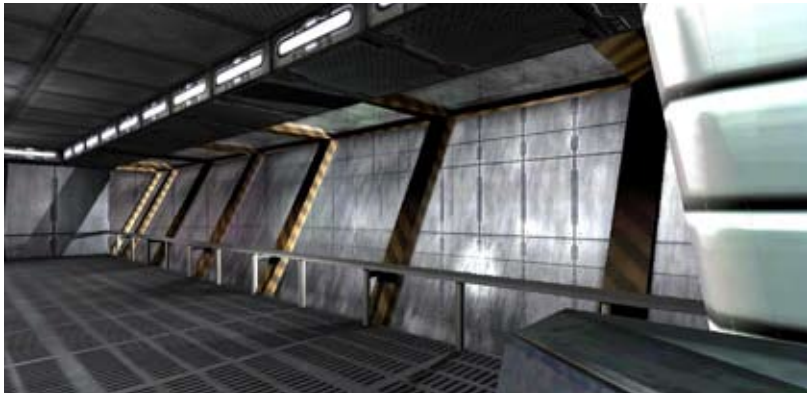
Details Originally with that first try of remaking Battle Arena, we also just copied the room detailing exactly. The ceiling indent in the original that conformed to the shape of the features of the room was just copied over, including all the square edges. While that worked in the original, it looked pretty boring in the new one, especially with what's possible in this engine. We tried lowering the floor in the center console area of the control room and adding some other little things, but it still didn't help much. The walls were too flat and boring and needed more detailing.



The original control room.



One thing we redesigned and liked in this new version was the control room windows. Instead of just having a flat window like the old one (which was mostly because of the limitations of that game), the new windows go to the floor and are angled so you can easily see down into the arena below, which wasn't really possible in the old one. The shutters are still there and will slide up along the angled windows, as well as slide out from above to cover the ceiling window, and roll out to cover the sides. These windows will be kept in the redesign, but probably changed around a bit.

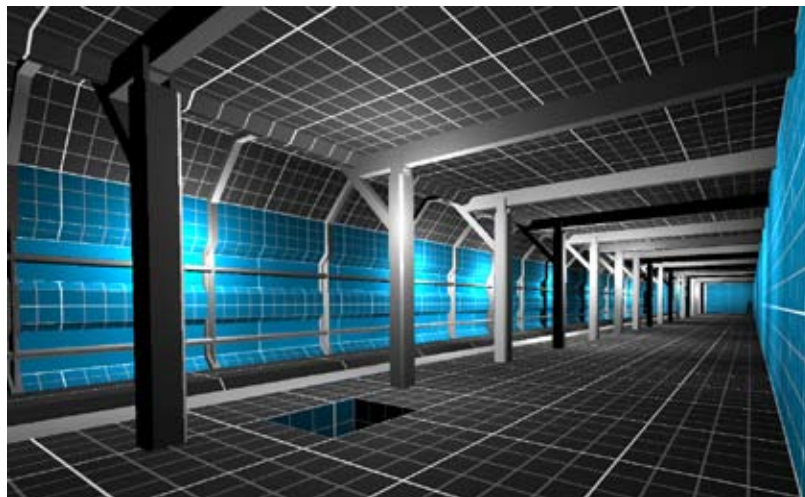
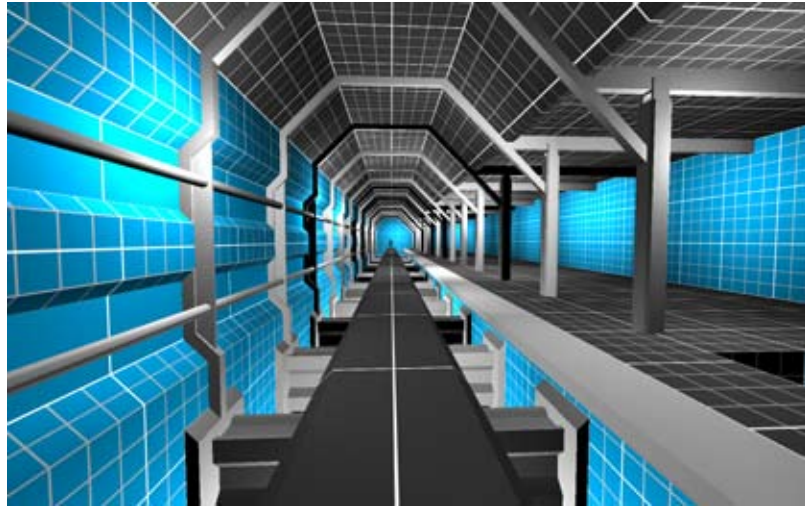


Editor-view of the side-shutters that roll out from the wall.

Monorail

In the original BA, we had this whole big outdoors area outside the “building” where there was obviously air, but in keeping with Doom 3 and making this on Mars, that wouldn't make very much sense anymore. So we thought instead of just having an outside entrance, we'd have the player start off in a monorail station — supposedly connected to the rest of the Mars City monorail system — that would connect to the building via a sealed passage and go into a big lobby atrium area where the elevators would be to take you to the facility.

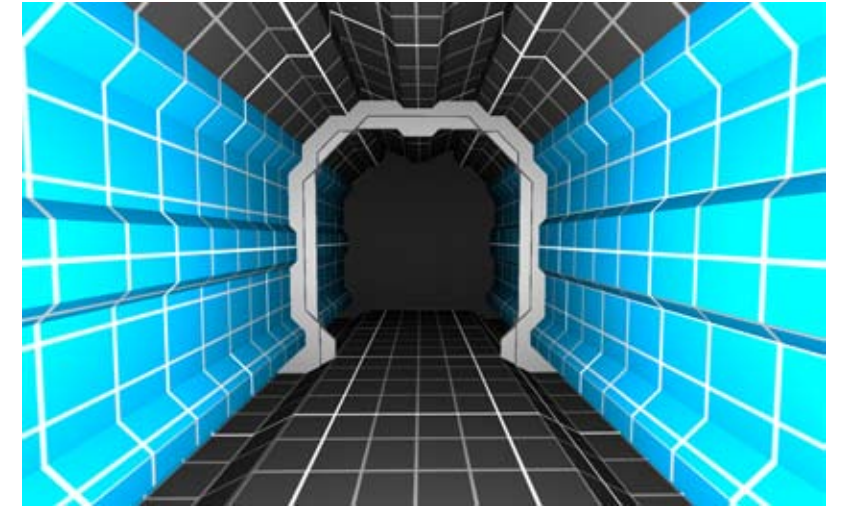
We made a concept of what the monorail station might look like. Since this was completely new, and we didn't have to try and make it look like something we had before, we were free to figure out a new design for it. In doing so, we sort of invented what will be the design language of the whole level which consists of walls with beveled indents and support frames following the wall with smaller frame indents filling the gaps.



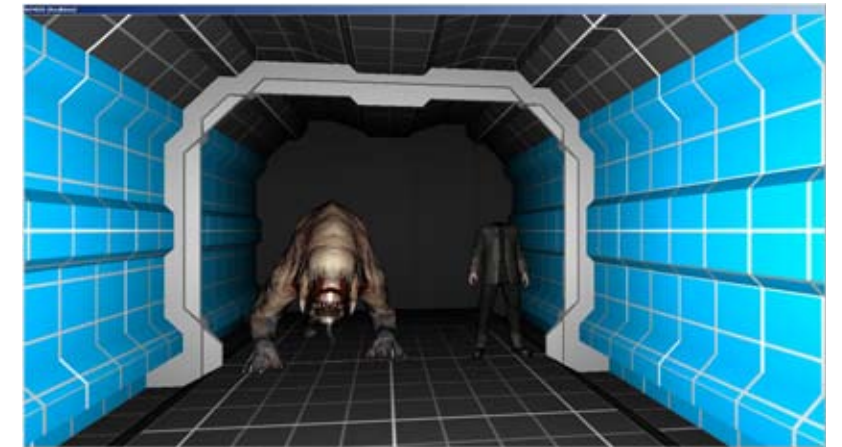
Monorail station concept level.

Corridors

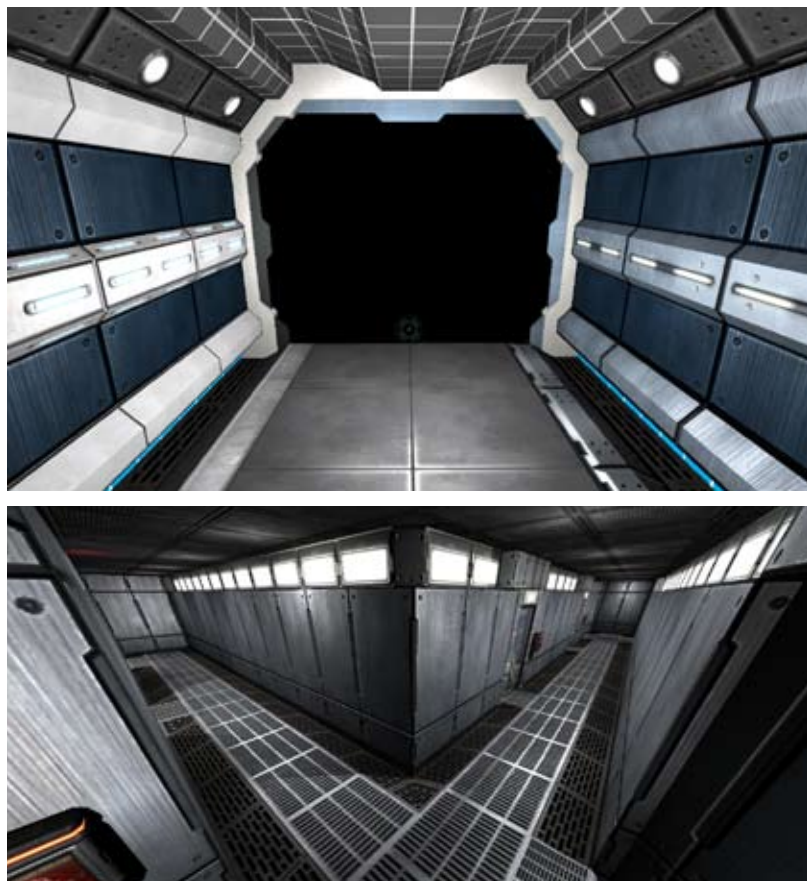
After finishing that monorail station design, we tried shrinking those design elements and making a matching corridor. It was refined a little bit to make it look better in that smaller scale, and at that time the corridors were still narrow, but it looked good nonetheless.



Later we widened it and made sure there was enough room for multiple players and monsters. But we liked the look and decided that would be the design for the rest of the level.

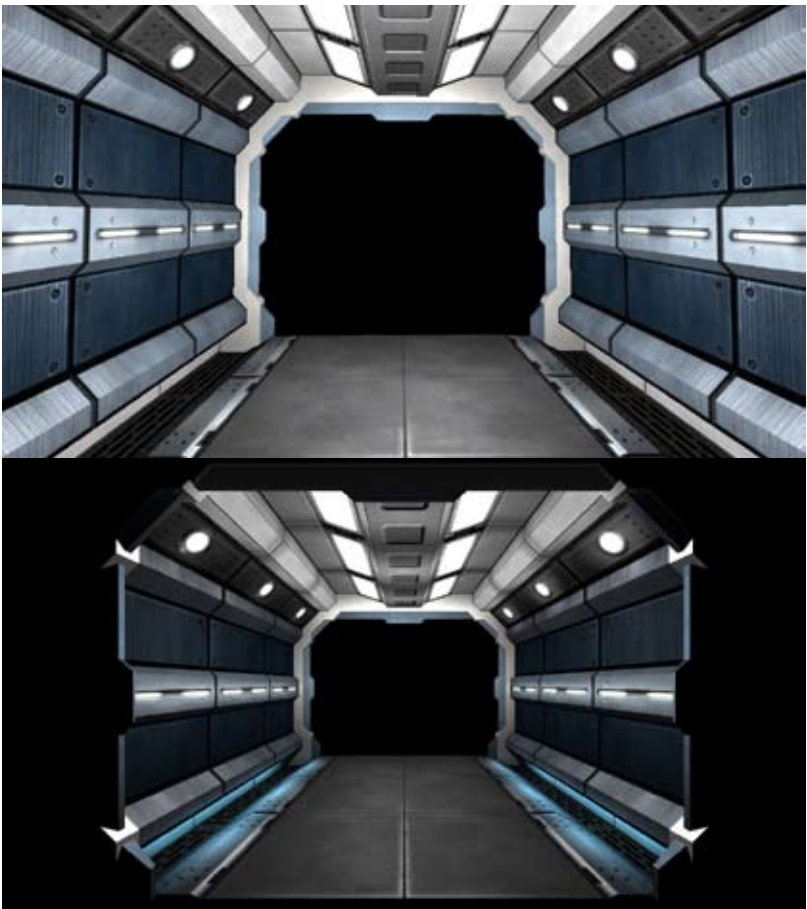


Since this was now permanent, the next thing was to decide on the textures and color scheme for the corridor, which would later be applied to the rest of the level. The corridors are designed in a very modular way with most things designed from a sample section and then repeated. So we built the master sample and tried some different colors to figure out what we liked best. On the left was what we originally made, but it had a large contrast between the dark blue and white which we didn't really like, so instead we changed the white sections to a blue texture which looked much better. In addition to that, the smaller "filler" bits of the frame were made blue so match with the decided color scheme which is on the right.



The original corridor for comparison.

At this point, the corridor sample had just one big light in the center which was fine for building it and deciding on textures, but wouldn't work for the real level. The finished sample has 14 light entities total (that may be cut down if it severely impacts performance): one blue light on either side of the floor, one light on either side of the middle of the wall, three lights on either side of the top corner, and three lights on the ceiling, and then one ambient light in the center. The reason for having so many lights is so they can be configured which is explained on the next page.

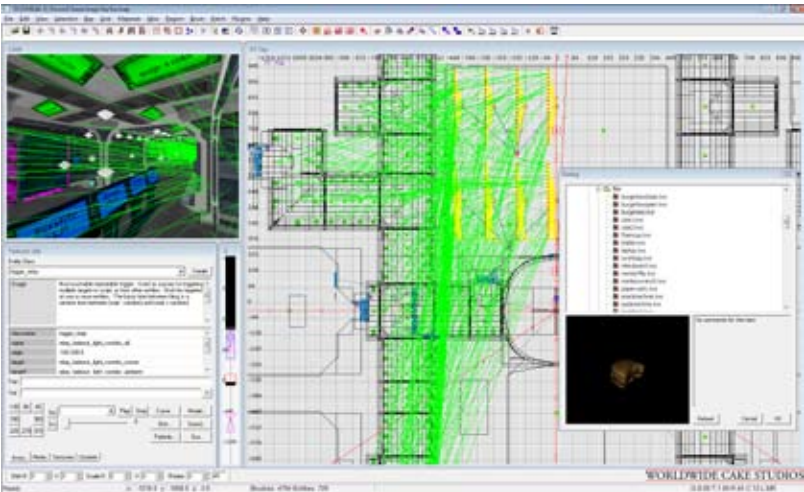


Comparing the unlit to the lit corridor.

Fully customizable
scripted lighting
schemes

Thanks to Doom 3’s robust scripting engine, we can do all sorts of fancy stuff with things like the lighting. The intention of this is to dynamically change the lighting depending on the current conditions of the game. So if, say, there’s an outbreak of monsters in the base, someone can hit a button that will turn on the spooky red lights to create some more excitement! This is something we always wished we could do in the original, but just couldn’t.

The way it works is we define a few preset RGB values that will be added into a script that will trigger a complex set of relay entities and links to change all or most of the lights in the entire base. The 14 different lights in the corridor explained earlier are combined into four different groups: ambient, corner, top1, and top2. The lower blue lights and middle edge lights are excluded from the list, as they are always on.



Triggers, relays, links, and lights.

Here is an example of a script with three presets; red, standard (white), and off:

```
void redlights()
{
    sys.trigger($relay_fadeout_light_corridor_all);
    sys.wait(1);

    $setcolor_fadein_light_corridor_corner.setColor(1, 0, 0);
    $setcolor_fadein_light_corridor_ambient.setColor(0.5, 0, 0);
    $setcolor_fadein_light_corridor_top1.setColor(0.5, 0, 0);
    $setcolor_fadein_light_corridor_top2.setColor(0.0625, 0, 0);

    sys.trigger($setcolor_fadein_light_corridor_corner);
    sys.trigger($setcolor_fadein_light_corridor_ambient);
    sys.trigger($setcolor_fadein_light_corridor_top1);
    sys.trigger($setcolor_fadein_light_corridor_top2);

    sys.trigger($relay_fadein_light_corridor_all);
}

void whitelights()
{
    sys.trigger($relay_fadeout_light_corridor_all);
    sys.wait(1);

    $setcolor_fadein_light_corridor_corner.setColor(1, 1, 1);
    $setcolor_fadein_light_corridor_ambient.setColor(1, 1, 1);
    $setcolor_fadein_light_corridor_top1.setColor(1, 1, 1);
    $setcolor_fadein_light_corridor_top2.setColor(1, 1, 1);

    sys.trigger($setcolor_fadein_light_corridor_corner);
    sys.trigger($setcolor_fadein_light_corridor_ambient);
    sys.trigger($setcolor_fadein_light_corridor_top1);
    sys.trigger($setcolor_fadein_light_corridor_top2);

    sys.trigger($relay_fadein_light_corridor_all);
}

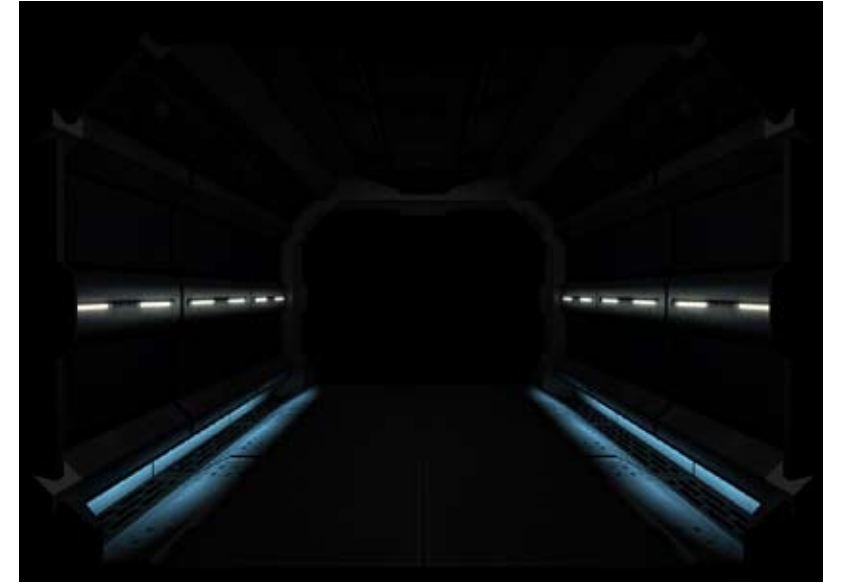
void lightsoff()
{
    sys.trigger($relay_fadeout_light_corridor_all);
}
```

How it works is a trigger in the level (like a switch) calls for one of the preset lighting schemes (in this case, redlights, whitelights, or lightsoff) and then the script fades out all the lights, sets the control entities in the level to the specified values, triggers them to send the color values to the lights themselves, and then fade in the lights with their new colors.

Some examples of a few different lighting conditions in the sample corridor section are on the next few pages.



Standard lighting.



No lights (power outage).



Standard lighting without the top lights.



Half red lighting.



Full red lighting.



Full red lighting with a Pinkie Demon.



Red and blue lights creating purple ambient light (just for example).

We don't have a release date for this project yet, but check our website for any updates. www.worldwidecake.net

Want to help? If you are familiar with any of the editors, tools, engine, or SDK for Doom 3 and would like to help out on this or any future projects, or just have feedback or suggestions, please contact us. We are almost always looking for help in one field or another.

Thank you for your interest.



Glossary



Appendixes

DOOM The first release of the Doom series in 1993, and one of the games that consolidated the first-person shooter genre.

Final DOOM A pair of standalone DOOM II modifications, The Plutonia Experiment and TNT: Evilution, which include full sets of new levels, some new graphics and textures and new music in the latter case, in addition to most of the resources from Doom and Doom II. It consists of two 32-level IWADs, TNT: Evilution and The Plutonia Experiment.

IWAD An “Internal WAD” (or “Initial WAD”), or a core WAD that is loaded automatically (or from a game select menu on source ports) by the engine and generally provides all the data required to run the game. (Example: TNT.WAD.)

Legacy A source port available for DOS, Win32, Linux, OS/2 and MacOS, originally written by Boris Pereira and Denis “faB” Fabris, now maintained by Thierry “Hurdler” Van Elsuwé, with a supporting cast of 40 contributors. It is the recommended source port for Battle Arena. (<http://legacywiki.net/>)

PWAD A “Patch WAD”, or an optional file that replaces data from the IWAD loaded or provides additional data to the engine. (Example: BA.WAD.)

Source Port A port of the source code for the Doom engine. The term usually denotes a modification made by fans, as opposed to any of the official versions produced by id Software or affiliated companies.

TNT.WAD the IWAD used by TNT: Evilution. It is the only IWAD required to run Battle Arena.

TNT: Evilution One half of Final Doom which Battle Arena was built upon.

UAC Union Aerospace Corporation, the owner and operator of the Battle Arena facility.

Vanilla Doom As a result of the distinction between the official and fan-made engines, the name vanilla Doom is sometimes used by fans, especially by regular source port users and developers, to describe the original executables themselves, the act of playing with the original executables, or a feature, phenomenon, or add-on that complies with the standard engine to one degree or another (either being strictly compatible, or not having or using characteristics found only in source ports).

WAD The file format used by Doom and all Doom-engine-based games for storing data. A WAD file can be of two types; IWAD and PWAD.

A

Arena 31, 67

B

Battle Arena
about 1
history 2
how to play 33
installing 13
layout 41
story 29

BRIG 30, 53
outbreak 35

D

Doom Connector 1
installing 19
joining a game 25
starting a game 22

Doom Legacy 1, 93
installing 14
joining a game 18
starting a game 16

R

roles 33
marines 34
SWAT 34
worker 34