

***Doom II***, also known as ***Doom II: Hell on Earth***, is a [first-person shooter](#) game by [id Software](#). It was released for [MS-DOS](#) in 1994 and [Macintosh](#) in 1995. Unlike the original [Doom](#), which was initially only available through [shareware](#) and mail order, *Doom II* was sold in stores.

Compared to its predecessor, *Doom II* features larger levels, new enemies, a new "super shotgun" weapon, and a new [power-up](#). *Master Levels for Doom II*, an [expansion pack](#) with 21 new levels, was released on December 26, 1995. Another expansion, *No Rest for the Living*, which adds nine extra levels, was developed for the release of the game on [Xbox Live Arcade](#) and is also included in the [Doom 3: BFG Edition](#), as part of *Doom Classic Complete*, and as a free add-on for the 2019 [Unity](#) engine port of *Doom II*.