



## Introduction

Thank you for downloading Project Brutality 2.0! The critically acclaimed expansion mod to Brutal Doom is back and bigger, better, and more badass than ever. This guide here is designed to inform you on how to setup everything, provide information about in-game options, and give you all you need to know about what you'll encounter during gameplay.

Project Brutality 2.0 is the renowned expansion to the mod Brutal Doom v20b. This is standalone, which means it is **not** to be loaded along with *brutalv20b*. With thousands of new features, content, options, game modes, monsters, weapons, sounds, animations, and beyond, Project Brutality 2.0 is the ultimate gameplay mod that stays true to the lore of Brutal Doom and lets the players themselves choose how they wish to experience their Brutal Doom experiences.

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# I. Setup & Installation

This **\*REQUIRES\*** one of the following source ports in order to correctly load and play.

Zandronum 3.0 Alpha: <http://zandronum.com/download#betas>

GZDoom 1.8.10: <http://forum.drdteam.org/viewtopic.php?f=23&t=6482&sid=ed0f89f7361e4851db3db8715f352c49>

GZDoom 2.1+: <http://devbuilds.drdteam.org/gzdoom/>

Additionally with GZDoom, you **MUST HAVE** your graphics drivers updated to support Open GL 3.0 or higher, else you'll have an error telling you so on startup...

**\*THIS WILL NOT RUN ON ANY VERSION OF ZANDRONUM PRIOR TO 3.0\***

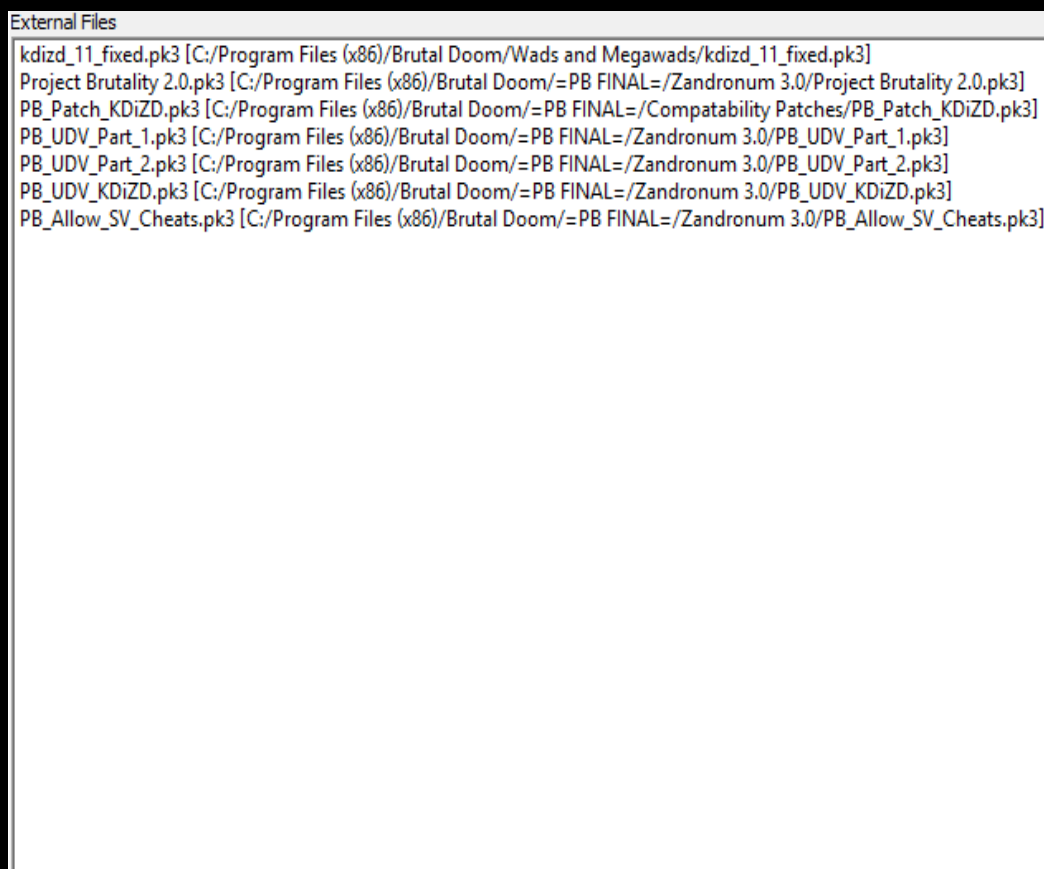
It is **highly recommended** to use *ZDL* to launcher Project Brutality 2.0, as you'll be able to determine your load-order for you add-ons and mods this way, and avoid bugs/conflicts in game. Download ZDL using the following link.

ZDL 3.2.2.2: <http://www.mediafire.com/download/vg7f6m98rmy65l6/ZDL-3.2.2.2-stable.zip>

1. Extract all the contents to a folder on your computer
2. Run ZDL.exe
3. Click the "Settings" tab. Under the *Source Ports/Engines* section, click add and browse to where you extracted "gzdoom.exe" or "zandronum". Next, go to the *IWADs* section, click add and navigate to where you DOOM, DOOM2, TNT, and PLUTONIA wads are and add them here.
4. It's recommended to extract "*Project Brutality 2.0*" to the same folder where your source port is. Once Project Brutality is extracted, under the External Files section, click "add", navigate to where your Project Brutality and additional files are located, and add them into this section.

5. The load order should look something like this (from top to bottom)
  - a. *(Map packs, Megawads, Wads, etc.)*
  - b. *Music Wads*
  - c. *PROJECT BRUTALITY 2.0*
  - d. *COMPATIBILITY PATCHES*
  - e. *HUD MODS*
  - f. *Everything else*

Here's a picture example of a good load order:



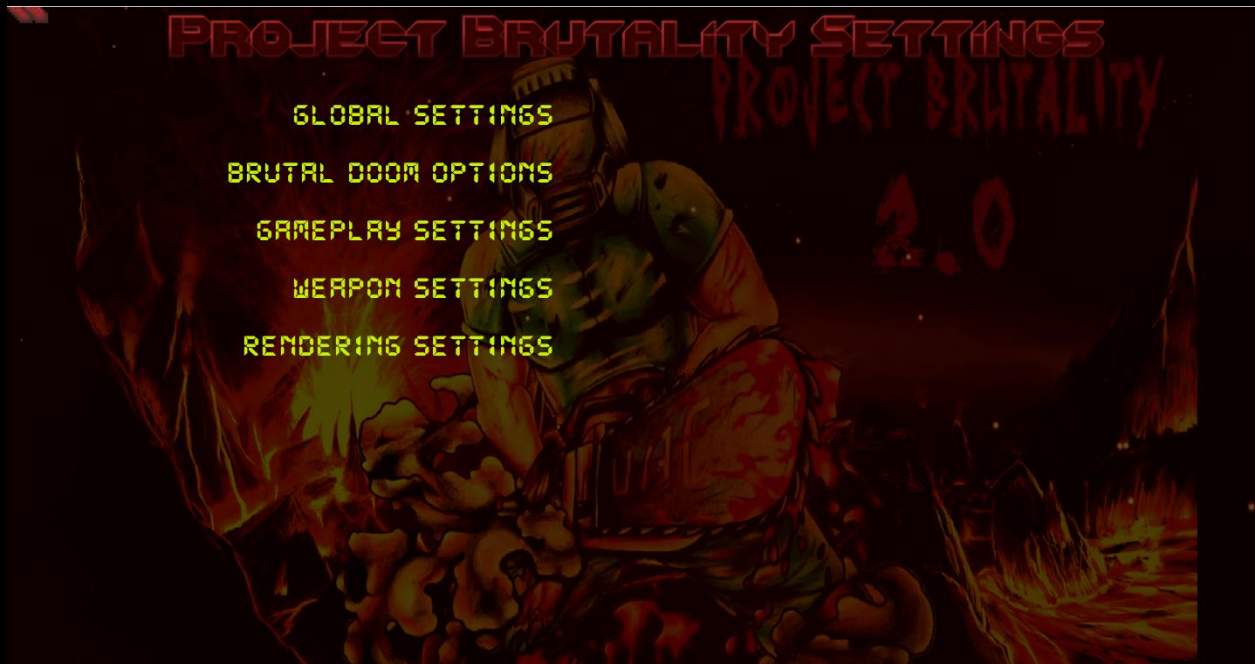
6. Select an IWAD (usually Doom I or II), then press Launch! If you receive an error and cannot run, you are using an outdated version of GZDoom and must re-read Step 1.
7. Enjoy Project Brutality 2.0!

## II. Menu, Features, & Information

The most important feature of Project Brutality 2.0 is that it allows the player to choose however they wish to play brutal doom. With a wide variety of options, presets, game modes, you'll never experience the same play-through twice. Let's first discuss the new Menu Options and Features:

The "Project Brutality" option in the main menu or option menu will take you to exclusive settings from where you can customize many features that affect your game.

(This is the menu here)



This is where you can customize your game from a number of ways, ranging from visual effects, to gameplay features, and even what you'll encounter in the game world. Refer to the next page for information on the settings that this sub-menu consists of, starting with the spawn presets.

1. **Global Settings/Spawn Presets-** With the expanded arsenal and bestiary in Project Brutality 2.0, it is in YOUR hands to choose how you want your play-through to be. This will affect the type of weapons, items, and monsters that will spawn throughout the game.
  - a. [Dynamic Progression](#)- This is the highly recommended spawn preset because it dynamically adjusts the spawning as you progress further through the game, guaranteeing the most balanced-paced experience. This means you'll discover the more powerful and advanced weapons, items, and enemies as you beat more levels. This is the way Project Brutality was meant to be played.
  - b. [Default Random](#)- All weapons, enemies, items spawn in a "balanced" random fashion independent of what level the player is on

- c. [Brutal Doom Classic](#)- Spawns strictly the monsters, items, and weapons you encounter in good 'ole vanilla Brutal Doom
- d. [Alternative](#)- Modified variant of "Default Random" that swaps enemy spawns more often
- e. [Tiers I, II, III, and IV](#)- these are the individual spawn tiers of the "Dynamic Progression" spawn preset
- f. [Death Wish](#)- This will guarantee to spawn the hardest monster variants you'll encounter every time.

*Death Wish*

*Brutal Doom Classic*



*Default Random*

*Dynamic Progression*

- g. In Project Brutality 2.0, you can even toggle individual spawns on/off for all of the extra monsters and weapons included in the mod. You can also toggle on/off any of the new special abilities for various monsters as well.

2. **Gameplay Settings**- These various options are here for you to configure and toggle gameplay-related features to your very own preferences.
3. **Rendering Settings**- Here you can select the amount of decals that will appear throughout a level, or set it to no limit. You can also toggle off the blood, liquid, and pain effects that appear on your screen in-game. Performance mode is a big help for low-end hardware, as it disables many of the advanced smoke/particle effects and decorations that could impact a lower-ends performance.
4. **Weapon Settings**- Here you can configure whether or not you wish for *Project Brutality* to include the new weapon upgrades that are collectable in game. Additionally, for players who wish for less clutter in their arsenal, they can configure their very own Weapon Progression system, where certain weapons replace others upon pick up. This is



best experienced while using the “Dynamic Progression” spawn preset, as you’ll be able to progressively improve your load-out as you progression through the game, if you so choose.

## Customize Controls

Before starting your game, make sure you set your key bindings, as Project Brutality features new hot keys for grenades, quick punching, throwing proximity mines, and, most importantly, WEAPON SPECIALS! (More into this later).

## Starting a New Game

Project Brutality features two different game modes: “**Project Brutality**” and “**Classic v20**”

### 1. **Project Brutality**

The first game mode option is the full Project Brutality experience, with no restrictions on the weapon spawns, the monster item drops, the player, nor the player’s weapon arsenal. This is recommended for first-time players who wish to experience all of the unique weapons, features, complete Project Brutality experience!

### 2. **Classic v20b**

The second game mode changes everything into an enhanced edition of the Brutal Doom v20b we’ve all played. This mode uses exclusive weapons restricted in the player’s arsenal to match the feel and balance of Brutal Doom v20b. Additionally, this prohibits the player from performing many of Project Brutality’s advanced player and weapon features, such as double-tap dodging, weapon specials and new secondary firemodes, proximity mines, etc. This is for those that prefer a more classic Brutal Doom experience.

### 3. **Traditional**

The third game mode takes Doom back to what it originally was: you, your guns, and your speed. This is strictly the classic Doom arsenal (balanced to fit the mod) with all of the advanced features of Brutal Doom and Project Brutality stripped away. This means no reloading, no ADS, no weapons specials, no kicking, fatalities, etc. This is designed to by a classic-style experience and remain true to what Doom stands for.

\* Note that **Classic v20b** and **Traditional** mode do not have an effect spawn presets, which means you may still fight Project Brutality monsters and what not, just their weapon/item drops will be designed to fit the game mode.

## Game Selection Screen



### III. Weapon Database

With the expanded variety and enhanced abilities of the monsters in Project Brutality, it is only fair that you'll be using the most **advanced**, **balanced**, and **powerful** arsenal to ever grace the face of the Doom universe. Each weapon was carefully edited, modified, balanced, stress-tested, debugged, and programmed to be the most badass, visually consistent, and heavy-hitting arsenal to ever be featured in the Brutal Doom lore. The look, sound, and overall feel of the weapons feel "alive" in a sense, and are guaranteed to be satisfying.

Each and every weapon in *Project Brutality* has a secondary fire mode as well as a brand-new "Weapon Special" function. This is unique to every weapon, and can range from dual wielding, selecting fire-modes, tertiary fire, etc. Do take note of this, as this will greatly increase your odds of survival against the hell you are about to face.

Additionally, there are rare but powerful upgrades to some of *Project Brutality's* weapons to make them even deadlier.

Each game mode has its own established weapon set. Which means they are exclusively spawned and used strictly for that mode. For example, the Super Grenade Launcher is exclusive to the *Project Brutality* game mode and will not spawn in neither of the other two, and vice versa.

## **Bare Hands (Slot 1)**



The Brutal Doom melee system, with new combos such as round-house kicking, straight punching, and uppercuts. Chain combos together to inflict devastating close-quarters damage

*Primary Fire:* Left Jab

*Secondary Fire:* Right Punch

*Weapon Special:* Same as pressing reload, cycles between “Fatality” and “Smash” modes

## **Chainsaw aka “The Great Communicator” (Slot 1)**



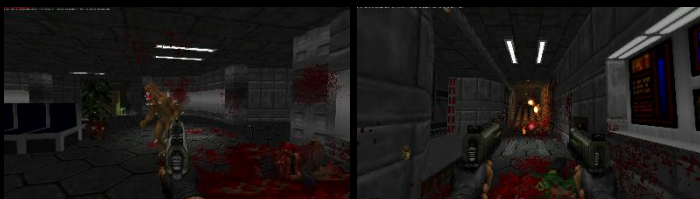
The brutal doom v20 chainsaw, enhanced with secondary-fire as well as a unique weapon special

*Primary Fire:* Normal v20 chainsaw, with a new rare attack animation

*Secondary Fire:* Slash attack, and can be chained with kicks to stream together combos!

*Weapon Special:* If the player has a sawed-off shotgun in their inventory, they can whip it out and quickly blast it to dispatch enemies and catch them off-guard.

## **UAC .45 Standard Issue Handgun (Slot 2)**



Standard issue UAC .45 caliber handgun, with a 15-round magazine. Uses light ammunition

*Primary Fire:* Fire

*Secondary Fire:* Attach/Detach a silencer, which doesn't alert enemies, but doesn't hit as hard

*Weapon Special:* If the player has collected an extra pistol, they may dual wield them



### UAC .50 Hand-Cannon (Slot 2)



A heavy hitting .50 caliber six-shooter, for when what you're shooting absolutely must die. Uses 2 light ammunition per round

*Primary Fire:* Fire

*Secondary Fire:* Fan the trigger "Western-Style" faster but less accurate

*Weapon Special:* If the player has collected two revolver, they may dual wield them

### UAC-Compact SMG (Slot 2)



A rapid fire sub-machine gun that boasts a 50 round magazine and uses light caliber ammunition

*Primary Fire:* Fire from the hip

*Secondary Fire:* Iron sights

*Weapon Special:* Toggle on/off a laser pointer that reduces spread, but can alert nearby enemies

### 12-Gauge Pump Shotgun (Slot 3)



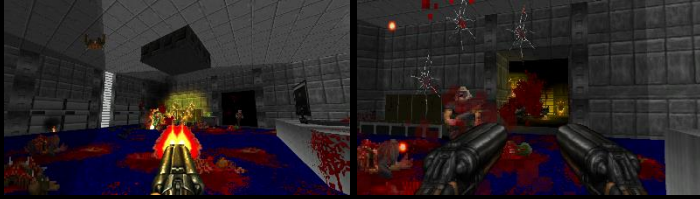
The pump action shotgun that we all love and adore. Can be upgraded to include the incendiary "Dragon's Breath" shells once the proper upgrade has been collected

*Primary Fire:* Fire from the hip

*Secondary Fire:* Iron sights

*Weapon Special:* Switch between shells. Each one has its perks.

### Sawed-Off Double Barrel (Slot 3)



The famous twin barrels of carnage, used for blasting the top of baddies too close for comfort

*Primary Fire:* Fire both barrels

*Secondary Fire:* Fire one barrel at a time

*Weapon Special:* If you have two sawed-off shotguns, dual wield them, but bigger spread and slower reload speed

### Automatic Shotgun (Slot 3)



An automatic buckshot shotgun, higher spread, holding up to 12 rounds. Can be upgraded with a drum magazine that increases the capacity from 12 to 16 and greatly reduces reloading time

*Primary Fire:* Fire

*Secondary Fire:* Flak cannon, consumes two ammo per shot, and pumping between shots

*Weapon Special:* If you have two auto-shotguns, you can dual wield them, just like in Wolfenstein: The New Order

### UAC-30 Designated Marksman Rifle (Slot 4)



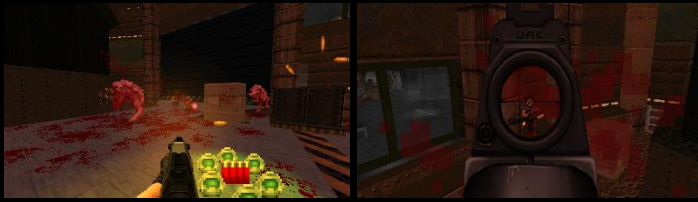
Standard-issue rifle: heavy hitting, automatic, slower rate of fire

*Primary Fire:* Fire

*Secondary Fire:* Zoom in

*Weapon Special:* Dual Wield when you collect a second rifle

### **UAC-41 Carbine (Slot 4)**



Fast rate of fire, larger spread, more recoil compared to the DMR. Can be upgraded to the UAC-349 Light Machine Gun once the proper upgrade has been acquired. Tactical users will make the most of the ability to cycle between fire modes to fit the situation

*Primary Fire:* Fire

*Secondary Fire:* Zoom in

*Weapon Special:* Cycle between semi, burst, or full-auto fire modes

### **UAC-Mach-3 Minigun (Slot 4)**



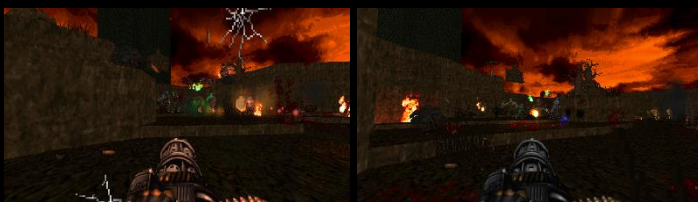
Fastest rate of fire lead spitting death machine in the UAC armory that will tear hordes of enemies apart. Can be upgraded to the triple barrel minigun for unparalleled firepower once the necessary upgrade has been collected

*Primary Fire:* Fire

*Secondary Fire:* Pre-Spin the barrels

*Weapon Special:* Cycle between Standard mode and Upgraded Mode

### **UAC-Mach-2 Minigun (Classic v20 Mode Only)**



Fastest rate of fire lead spitting death machine that will tear hordes of enemies apart

*Primary Fire:* Fire

*Secondary Fire:* Pre-Spin the barrels

*Weapon Special:* Not available in Classic Mode

### **UAC-HMG Auto-Cannon (Slot 4)**



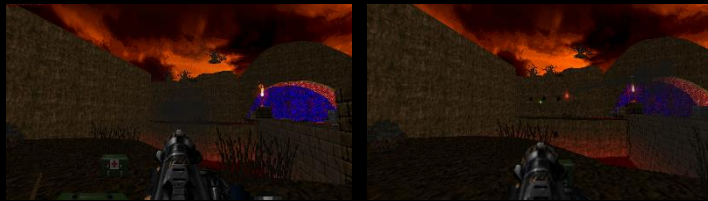
The heaviest hitting lead slinging automatic weapon the UAC has developed, packs a hell of a punch for when sustained fire on multiple tough enemies is needed

*Primary Fire:* Fire

*Secondary Fire:* Cycle between ammo box and belt fed ammo, belt fed requires no reloading but the user must pay attention to not overheat the barrel and jam the gun

*Weapon Special:* Cycle between Anti-Personal and Full Metal Jacket Rounds (which can pierce thin walls, multiple enemies, and even shields)

### **Rocket Launcher (Slot 5)**



It's a rocket launcher, with a few new modifications

*Primary Fire:* Fire single rocket

*Secondary Fire:* Hold to load up to 3 rockets to fire in a simultaneous spread

*Weapon Special:* Toggle laser guided missile mode, where you guide the missile in real-time

### **High Explosive Grenade Launcher (Slot 5)**



A single round thumper-style grenade launcher with one hell of a blast radius. Fragmentation rounds are ideal for closed spaces for maximized effectiveness

*Primary Fire:* Fire impact grenade

*Secondary Fire:* Fire bounce grenade

*Weapon Special:* Switch between High Explosive and Fragmentation Payloads



## Heavy Grenade Launcher (Slot 5)



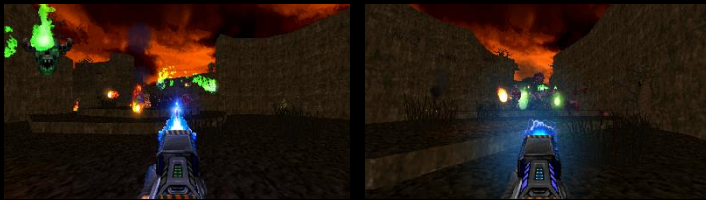
A six-round automatic grenade launcher with multiple grenade types and remote detonation

*Primary Fire:* Fire currently selected grenade type

*Secondary Fire:* Detonate any live grenades you've fired (especially useful with sticky bombs)

*Weapon Special:* Cycle grenade types

## Plasma Gun (Slot 6)



A revamped plasma rifle, with new animations, and sound.

*Primary Fire:* Fire hot plasma to melt your enemies

*Secondary Fire:* Charge up plasma shotgun blast, cancel the charge by pressing reload

*Weapon Special:* Dual Wield

## M2-Plasma Rifle (Slot 6)



A heavy hitting burst fire plasma rifle variant, fires as fast as you can pull the trigger

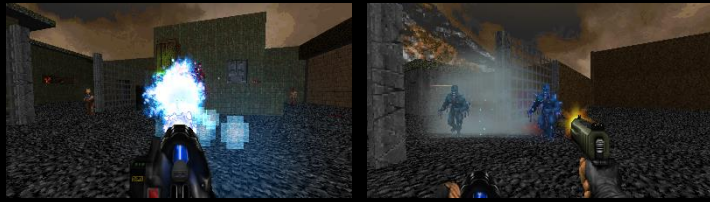
*Primary Fire:* Fire super plasma burst

*Secondary Fire:* Plasma Flamethrower

*Weapon Special:* Dual Wield



### UAC Cryogenic Dispersion Rifle (Slot 7)



Freeze your enemies solid, a good alternative to use instead of the rocket launcher up close

*Primary Fire:* Fire Cryoball/Cryobeam

*Secondary Fire:* Switch to your side pistol and shatter frozen enemies at range

*Weapon Special:* Switch between Ice Missile and Freeze Ray modes

### Railgun 2.0 (Slot 7)



Fire a hyper accelerated piercing slug that punches through rows of enemies

*Primary Fire:* Fire

*Secondary Fire:* Zoom in

*Weapon Special:* Toggle infrared scope on/off when zoomed in

### BFG 9000 Mark IV (Slot 8)



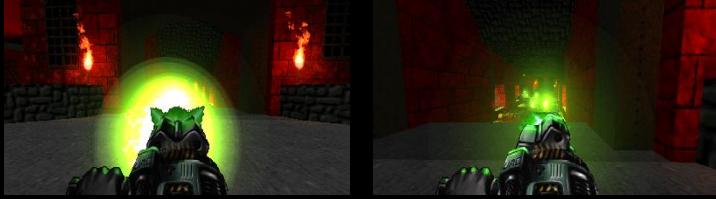
The latest and greatest pinnacle of UAC firepower, the Mark IV is the ultimate field super weapon, supporting three different fire modes (Classic BFG, Guard Mode, and Contact Beam).

*Primary Fire:* Fire

*Secondary Fire:* Alternative fire

*Weapon Special:* Cycle between fire modes

### **BFG 11K Plasma Beam (Slot 8)**



An automatic BFG beam that can literally fry hordes of demons, but rapidly drains ammo.

*Primary Fire:* Plasma Beam (ideal for large hordes)

*Secondary Fire:* BFG Chaingun (ideal for larger enemies)

*Weapon Special:* NA

### **Black Hole Generator (Slot 8)**



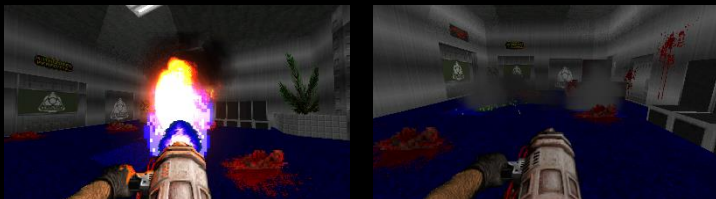
A dangerous but effective tool of destruction, the black hole generator is absolutely devastating against massive hordes and enemies alike

*Primary Fire:* Fire the black hole

*Secondary Fire:* Trigger the black hole you just fired remotely

*Weapon Special:* NA

### **Mancubus Flame Cannon**



Acquired by disassembling a Mancubus, a deadly fire weapon to enemies and users alike

*Primary Fire:* Mancubus/Daedabus ball

*Secondary Fire:* Flamethrower/Acid spit

*Weapon Special:* Cycle weapon modes

### **Revenant Missile Launcher**



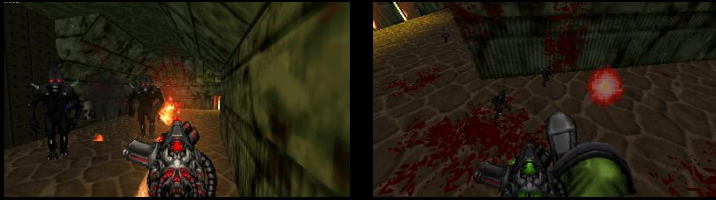
Acquired by disassembling a fallen revenant, a great alternative to the rocket launcher

*Primary Fire:* Fire Seeker Missile/ Beam

*Secondary Fire:* Fire straight missile/ burst beam

*Weapon Special:* Cycle weapon modes

### **Demon Tech Rifle**



Acquired by fallen Demon Tech Troopers, a rare but extremely deadly weapon if acquired, ammo is supplied from the dropped essence of the demons you slay.

*Primary Fire:* Fire inferno/caustic projectiles

*Secondary Fire:* Fire a seeking spirit that will possess a monster to fight for you / Shrink Ray

*Weapon Special:* Cycle weapon modes

## Weapon Upgrades

The latest version of *Project Brutality* includes a new mechanic: Weapon Upgrades. Currently there are a total of 4 distinct upgrades that affect weapons, some unlock new abilities, while others completely improve the gun in a number of ways. Upgrades are normally encountered where you'll find backpacks. Of course, these can optionally be toggled off, and are not supported in a *Classic v20* or *Traditional* play-through.

### **UAC-349 Light Machine Gun (Upgrades UAC-41 Carbine)**



This beast is the latest squad automatic weapon developed by the UAC weapon systems and features a 70+1 drum magazine, solid accuracy, steady recoil, and raw stopping power.

### **Triple Minigun Barrels (Upgrades UAC Mach-3 Minigun)**



This upgrade unlocks the weapon special for the minigun and allows the addition of two more barrels added to the weapon, for mowing down hordes of monsters rapidly. Best used in tandem with a Combat Backpack for ideal ammo management

### **Drum Magazine (Upgrades Automatic Shotgun)**



This upgrade increases the round capacity of the Auto-Shotgun and is faster to reload.

### **Dragon's Breath Shells (Upgrades Pump Shotgun)**



This upgrade unlocks a third shell type for the pump shotgun, which are slower traveling, less direct damage than buckshot, but ignite an area in flames that continually damage enemies, as well as inflict minor damage over time with direct hits on enemies.

## Items

There are many new items that are introduced for the player's disposal in Project Brutality. Some of these are activated on pick, while others are required to be activated once they are in your inventory.

### Thrown Items: Hand Grenade & Proximity Mines



Hand grenades are extremely useful when you need quick access to something that can clear a large cluster of enemies in a single deadly blast. Proximity mines have an even more lethal blast, but require a hostile to be within a certain range in order to trigger. Additionally, proximity mines that you've deployed can be disabled and collected by pressing "Use" on them

### Combat Backpack



This backpack increases your maximum ammo capacity even more than a regular backpack! Very useful especially with the Triple Barrel Minigun

### Portable Medic Backpack



This backpack gives the use 100 points worth of health to use in their inventory. Note that healing will not exceed past 100 HP, and you're briefly vulnerable while healing

### UAC Distress Beacon



Identified by a holographic floating arrow, this beacon can be placed down to link a temporary conduit to central command, allowing up to 3 allied marines to aid you

### UAC Automatic Sentry Gun



Identified by a white UAC crate with a holographic floating arrow, this tool of destruction can be used to place a stationary sentry gun that will automatically open fire on any hostiles within its line-of-sight. You can box-up and recollect a previously placed sentry gun and deploy it somewhere else, too. Great for setting choke points with guarding allied marines.

### Swarmers & Electricity Pods



These items are great for clearing an entire room of bad guys, as well as providing a good distraction if you need to run past enemies being damaged by these neat UAC devices



## IV. Monster Database

The monsters in Project Brutality were designed to be badass, consistent with Doom, fair & balanced, challenging, and smart. The monster AI is unlike anything you've seen from regular brutal doom. Here's a list describing the highlights of the monsters, their abilities, weaknesses, and tactics.

### Former Human Variants



Cannon fodder, but don't let that hide the fact that these guys are all very aggressive in their own rights. While the pistol variants aren't much of a threat (they are more accurate, less damage, helmet variant is more aggressive), the carbine and rifle wielding ones are dangerous and will lob grenades at you if you're close enough and not between other enemies. The mini gun variants are usually seen where you'd find typical chain gunners, and they are equally deadly. The former scientist will sprint toward and rush you with deadly melee attacks, so be on your toes.

### Former Human Sergeant Variants



These higher class former humans all carry a more deadly arsenal. The pump shotgun variants are similar, though the helmet wearing one is more aggressive. The auto-shotgun zombie is a fearsome foe in close quarters and you should prioritize him to kill first. The quad barrel shotgun zombies are very dangerous in close to point blank range and will sometimes attempt to fire multiple barrels at once given the opportunity. The Spec Ops variant trades a shotgun for a sub-machine gun, moves faster, side rolls a lot, and will attempt to flank the player. Rocket launcher zombies will prove to be the deadliest (for obvious reasons) though their missile can be avoided easily- note that sometimes killing these guys will make them go into a kamikaze state and sprint toward you. Pyro Troopers carry a flame cannon, but with a well-placed shot you can explode the fuel tank on their back. Riot shield sergeant carry a ballistics shield to absorb all incoming conventional firearms; use explosives, berserk attacks, flanking, or piercing weapons to quickly dispose of them. The Demon Tech troopers are the elite former humans that use the infamous Demon Tech rifle to turn the world into an inferno.

## Former Human Commando Variants



The most dangerous kind of the former humans are these guys. The mini-gun guy will shred you fast, and the HMG/Chaingun wielding guys hit harder but fire slower. The rifle wielding variant has the special ability of placing a spawn beacon down which will spawn zombie men reinforcements, or if he's in an open area with a sky, summon flying patrol vehicles to attack you from above. And the plasma zombie, of course, has a plasma rifle that he won't hesitate to melt you with.

## Imp Variants



The classic lesser demon of hell. The brown imp and its variants are much more agile, and have the ability to pounce and crawl on the ceiling and ambush you from above. Each of the brown variants have slightly different characteristics in terms of speed, health, and aggressiveness. The darker imp variants are a much greater threat, as they are extremely aggressive, have more health, and are significantly more hostile than the brown counterparts. Beware the bulkier green-eyed variants of dark imps in particular, and look out for them charging their heavy attacks.

## Bull Demon Variants



These blood thirsty bastards are melee focused and are severely deadly if a large pack corners an unsuspecting marine. To make matters even worse, now when they consume monsters they in-fight with, their new meal will restore some of their health. Each variant is increasingly more hostile than the other, and will endure more damage as well as get stunned less often.

## Cacodemon Variants



Airborne threats from above. The cacodemon reacts better toward incoming fire. The volatile Inferno Cacodemon breaths flames up close, spits balls of fire, and can summon Watchers to surround and distract marines. The Afrit is a hybrid between an Inferno Cacodemon and a Baron of Hell, and can withstand more punishment than the other two previously mentioned monsters.

### Pain Elemental Variants



The Pain, Suffering, and Trite Elementals are a considerable threat, especially in a large open area with other airborne threats. Trite Elementals vomit egg sacs that spawn trite spiders that will swarm you. Suffering Elementals will summon Phantasm Souls at you. The rare Overlord is an extremely dangerous demon that has the ability to teleport, rapidly fire electricity orbs, summon Hades Spheres, and are capable of projecting a fatal lightning ball that can summon pillars of lightning that inflict severe damage. Make these monsters your priority.

### Lost Soul Variants



Dumbass flying skulls on fire that charge you, the green ones are more aggressive and are volatile when killed. ‘Nuff said.

### Revenant Variants



Skeletal warriors risen back from the dead once more with an even more deadlier arsenal than ever before. Missile Revenants have their basic attacks, scream in rage before unleashing a barrage of missiles, and now have the ability to use a jetpack and attack the player from above. The Beam Revenant fires a light-speed beam that does not that much damage individually, but can be very dangerous if not handled quickly, especially in ranged combat. Use their laser pointing cannons to identify the threat and make the necessary actions to react accordingly.

### Arachnotron Variants



Subsets of the feared Spider Mastermind, these cybernetic death machines can incinerate marines that are not keeping constant motion. The red variant’s projectiles aren’t as heavy hitting as the blue plasma, but have much greater speed and are fired at a significantly faster rate. Certain models of this abomination have been modified with a flight frame equipped with thrusters and a heavy minigun. The elite units are extremely deadly. It is rumored that a marine once ripped off the head of one of these things and jumped into the metal chassis to use it as a stationary turret...

### Hell Knight Variants



Noble warriors of Hell, these guys do not screw around and want to see you begging for mercy on the floor. The Hell Knight can rapidly throw projectiles with both arms in succession, and even worse, they can now completely take off sprinting at you and pounce to inflict a deadly melee attack; your best bet would be to side step out of the way or inflict enough damage to stun the beast before it's too late. The Cyber Hell Knight has been infused with metal to withstand more damage, and is equipped with a deadly weapon that has three fire modes: a Chain Gun, missile launcher, and freeze ray. The Cyber Paladin has more endurance than the previously mentioned variants, uses a grenade launcher at mid-to-close range, and carries a demonic shield that can deflect damage and summon ranged projectiles.

### Baron of Hell Variants



Hell's finest ground warriors, these demons are as ruthless and sadistic as they are dangerous. Baron of Hell's will nearby monsters apart and throw them at you, take a ton of punishment, and can even pick up explosive barrels and throw them at you if you're not quick enough to shoot the barrel out of their hands. Belphegors are even more dangerous as they are slightly tougher, move quicker, and have enhanced projectiles that explode. The Cyber Baron is an unholy union between flesh and metal equipped with a missile launcher and flamethrower, and have had reinforced plating in its skeleton to withstand explosive blasts and take some serious punishment.

### Mancubus Variants



Hell's fattest ground warriors, these obese gluttons can quickly engulf an area in flames and can be very dangerous up close due to the fact that they're now equipped with a flamethrower. The Daedabus is a tougher, green variant that is equipped with an acid cannon that can damage a marine over time should he be directly hit by it, and have flood an area with acid if you're dumb enough to get up close to this abomination. The Volcabus has powerful unmaker cannons that travel at a fast velocity and do a considerable amount of damage- consider yourself warned.

## Archvile Variants



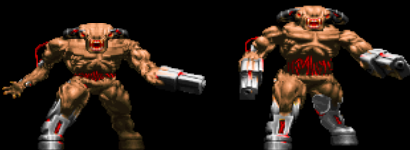
Arguably the greatest threat you'll face in your encounters. The generic arch vile has had numerous enhancements to it; it can now summon imps or even an Afrit to attack you, in addition to its deadly base attack, and can also sometimes heal an area of monsters surrounding him when he performs a resurrection on fallen demons. The Ice Vile is an even more unique variant that trades fire for ice, can fire seeking missiles to freeze the player in place and summon Ice Imp guardians. UAC field surveys rumor a third variant of Archvile species, dubbed by personnel as "Flesh Wizards". Not much is known about this reclusive sub-species, but reports have detailed rapid moving slender figures appearing and disappearing in and out of reality, and even disturbing whispers in an unknown language. Stay alert if you're unfortunate enough to encounter one of these entities.

## Spider Mastermind Variants



The big boss itself. Giant brains on a massive towering metal chassis of legs with a deadly explosive chain gun attached to it. It is apparent that these adversaries have a resistance to most conventional firearms, though the fleshy top portion seems to be more vulnerable. Heavy ordinance is advised to take on one of these monstrosities. The Demolisher variant has even more firepower and worse, a cannon that fires a BFG missile. If you see it charging this attack, RUN!!!! The fabled Juggernaut is the deadliest of all cybernetic abomination, with dual chain guns, rocket pods, and a tank framed chassis that will run you over should you think it's a good idea to get in its way.

## Cyber Demon Variants



Hell's mightiest warriors. Towering above all other demons, this mountain of a monster will launch high explosive rocket missiles that can turn you from man to fertilizer in a matter of seconds, and if you wish to die with humiliation, it will stomp you into the ground should you be foolish enough to be that close. The Annihilator Cyber Demon is the deadlier of the two, with twice the strength and firepower, along with more attack patterns, that'll take a small army (or a single pissed off Doom Guy) to take down.



# V. Multiplayer Setup & Information

Now the moment we've all been waiting for- multiplayer. Project Brutality 2.0 is now 100% playable on the Zandronum 3.0 alpha/beta source port. This means users can now set up a server in Doomseeker, and customize it however they want.

Setting up a server in Doomseeker is just like setting up one for normal Brutal Doom. Choose Project Brutality, your wad, your add on files, customize the server rules, and launch the server. Once a server is launched, the host can use the command line to input the CVARs to manipulate the entire game. This is **\*IMPORTANT\*** because this is how you choose the game mode, the spawn preset, and toggle whatever you want server-side on/off.

Here are the CVARs to type in the console for each game mode:

### Project Brutality:

```
bd_classicmonsters 0  
bd_TraditionalMode 0
```

### Classic v20b:

```
bd_classicmonsters 1  
bd_TraditionalMode 0
```

### Traditional:

```
bd_classicmonsters 1  
bd_TraditionalMode 1
```

Additionally, servers can toggle a "lives pool" shared between players in COOP. Server hosts can also set the number of lives shared per level. Once the lives have been depleted, the level will restart and (currently) all player's weapons/inventory will be reset. Here are those CVARs:

```
bd_cooplives 1  
bd_numcooplives <your number here>
```



Server Host Window

If you want to change the spawn presets of levels:

BrutalSpawnBalance 1	(Default Random)
BrutalSpawnBalance 2	(Brutal Doom Vanilla)
BrutalSpawnBalance 3	(Alternative)
BrutalSpawnBalance 4	(Death Wish)
BrutalSpawnBalance 5	(Tier I)
BrutalSpawnBalance 6	(Tier II)
BrutalSpawnBalance 7	(Tier III)
BrutalSpawnBalance 8	(Tier IV)]
BrutalSpawnBalance 9	(Dynamic Progression, recommended)

Other server side CVARs are provided in the text file located in the multiplayer folder included in the external files. They should be relatively self-explanatory. Simply enter these into the console on the server host window. **NOTE\*** that for changes to take effect, the current level (or the next level) must be reloaded/loaded.

Upon joining as a client, make sure you select the correct class that corresponds to the game mode chosen by the server, in order to prevent spawning and inventory conflicts. Server hosts can include one of the external files that forces only one particular player class when a player joins a server, however they must make sure it matches the game mode that is specified.

Multiplayer will still be further developed and have many additions injected into it in future versions. Do note that Zandronum 3.0 is still in beta by the time this version of Project Brutality was uploaded, so bugs may/may not occur whilst playing online in comparison to a single player game.

LAN games can also still be played with Project Brutality 2.0 through ZDL, though you might have to check online for further documentation if you're not already familiar with it.

Again, thank you for downloading Project Brutality 2.0 and reading this comprehensive guide. I really hope you enjoy this mod as much as I have making it, and explore all of the features it has to offer. This is not the end of Project Brutality. There are plans for future content that I'm already working on such as:

- Weapon Updates
- New Monsters
- Map Pack Compatibility Patches
- Gameplay Updates/Hotfixes/Maintenance

Recommended mods to run this with:

- Saegiru's "Ultimate Doom Visor"
  - <http://www.moddb.com/mods/brutal-doom/addons/doomvisor-hud-for-painki113r-v51>
- Stiegi's "Nice Blood on Walls"
  - <http://www.moddb.com/mods/brutal-doom/addons/nice-blood-on-the-walls>
- Any music wad
- Any awesome megawad

So stay tuned and check the Moddb page from time to time for more updates! Have fun, kick ass, and thank you for your time!

-PAINKI113R

***RIP 'N TEAR!!!***

