

**Story**

Sometime after the events of *Final Doom*, things seemed to have settled down when it came to the invasions of the demons from Hell. For a few years, not a single demon intruder had come to Earth ever since. However, out of the blue, a plant in a UAC-owned property in the USA sank into the ground, which meant something was wrong. Then a hellish void came out of the ground near a mining facility not too far from the plant that sunk into the ground. Some troops were killed, but most of them became zombified. Many of the zombified troops went to Hell to work for the demons of that god-damned place. No one knows how this is all happening, but one thing’s for sure, someone’s got to do something about all of this. Your job is to take out the demon forces in all of the buildings near the void, but you’ll have to get past the demons of the UAC district about 500 miles from where you’re at to get to the airport to hitch a ride to the newly made void to Hell. It’s going to be one tough mission, so good luck marine!

**Map Information**

**MAP01: Fort Rockz:** A very famous base on Earth that has a nice history to it. There are zombies and Imps there though, so this is where the mission begins.

**MAP02: The Warehouse:** This is where boxes of ammo, weapons and items are stored, and the demons there must be eradicated there to get them all back.

**MAP03: Waste Facility:** This is where all of the trash is processed, and some of it is recycled. There’s going to be more waste to deal with when you’re done here.

**MAP04: Command Station:** This is a base that gives commands to marines who were deployed to take on enemy forces, and of course the demons came to screw things up. You’ll have to stop them all.

**MAP05: Metal Factory:** This is a factory that of course produces metal, which is used for buildings and firearms. You’ll of course need to kill off all of the monsters if there’s going to be more metal made for the local area it’s in.

**MAP06: Water Treatment Plant:** All marines need clean drinking water, right? Well, the monsters are preventing that from happening, and you need to kill them before they screw up the clean water in the plant.

**MAP07: The Hexagon:** This is another base on Earth, and of course there are demons that are attacking it. You also can’t escape until they’re all dead.

**MAP08: Space Center:** This is where missions for human spaceflight are managed, especially with the moons of Mars. Of course, there are more demons here too.

**MAP09: The Laboratory:** Here, scientists have been doing some interesting experiments. Of course the demons had to cone and screw things up.

**MAP10: Processing Control:** This is one of those new industries that were built, but now the demons have invaded it, and it’s up to you to stop them. I also heard that there’s something big on the loose around here.

**Trivia:** This map is named after Processingcontrol of Doomworld Forums.

**MAP11: The Airport:** This airport is your ticket to the next part of your mission, but of course there are demons in your path that you’ll have to take care of.

**MAP12: The Trench:** This is quite a historic trench that was used in the wars back then, along with the buildings around it. Of course, you might need to use those trenches to battle all those demons, so get going!

**MAP13: Treacherous Blackouts:** This base has been having multiple problems with its power, so you’ll have to fight many of the demons here in the dark.

**MAP14: Canyon Hideout:** This is a pretty nice base, as it’s composed of two parts separated by a canyon. There’s also lots of rooms to explore there.

**MAP15: Oil Refinery:** A very large oil refinery. After all, oil is very valuable nowadays. Also, employees have noted some large base across the refinery, and there lies a huge secret.

**MAP16: The Screw:** This base is named for that one giant screw in that one room. Anyways, this is some sewer-like base that is interesting to say the least.

**MAP17: Degrassi’s Castle:** A castle built in the early 16th century, which is a popular tourist attraction. It also has a deep dark secret that hardly anyone knows about and maybe you’ll figure it out next if you look hard enough.

**MAP18: Station R3:** This is some base and plant fused together, and you’ll have to be wise to get through it. There’s also some strange machine there that could be interesting to investigate.

**MAP19: Abandoned Base:** This base was abandoned years ago, and it’s got vines growing in it as it’s also falling apart. The demons have claimed it, so you’ll have to show them that they were never meant to claim it.

**MAP20: Void to Hell:** For some reason, the demons chose a mining facility to make a portal nearby. Either way, it leads to hell, and you need to get there so you can go back to hell to stop what those damn demons have planned.

**MAP21: Unholy Church:** Well what do you know, the demons have a church where they praise their dark lord. You might have some fun disrupting their services.

**MAP22: Corrupted Plant:** This must be that plant that the demons sunk into the ground somehow, and it has been corrupted by hellish elements. With that said, we should get revenge for what they have done.

**MAP23: Voodoo Temple:** Something isn’t right about this temple, especially by the name. You’ll have to be careful with what you do here.

**MAP24: Paranoia:** There’s quite a lot of traps here, so you’ll also have to be careful with what you do here. Screwing up could lead to your DOOM.

**MAP25: Six Elements:** Now this is an interesting temple, especially with all of the elements its rooms represents! You’ll have to find a way to get out of there!

**MAP26: The Chamber:** Strange, it appears the demons are already developing earth-like technology before they took that plant down. Also, it seems they were making something here that will be used to take over the world in one of the rooms, or should we say, they were resurrecting something.

**MAP27: Into the Vague:** This place is vague indeed! This place also seems to be in some sort of void, so you’ll have to be careful not to fall into the void.

**MAP28: Volcanic Caverns:** These caves are filled with lava, which makes these caves very dangerous. These caverns are also above something much bigger.

**MAP29: The Final Warning:** We’re in more caverns, but these caverns are home to a fortress that belongs to a great overlord that has never been seen before, and below the fortress lies something even more.

**MAP30: Core of the Fortress:** This is it, the final mission. All that needs to be done now is that you take out the final boss. Good luck marine, you’ll need it.

**MAP31: Spider Tomb:** Strange, this seems to be some hidden tomb of some sort. It’s known to hold four Spider Masterminds, so that’s something.

**MAP32: Get Down On It:** Oh dear, this one is a really tough one! You’ll have to breeze through this one if you want to survive!