

Cold As Hell

SPECIAL EDITION

CLASSIFIED
Washburn
productions



ZDOOM

Cold As Hell

SPECIAL EDITION

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Sgt.,

I put together some intel
on the facility for you.
Looking forward to meeting
you in person.

-Capt. Thompson

1-1 Introduction

Thanks for downloading Cold As Hell.

Cold As Hell: Special Edition is a total conversion for the game Doom 2, using the GZDoom source port. It is a complete revision of the original Cold As Hell designed with enhanced visual effects, improved gameplay, and significant bugfixes.

1-2 What You Need

In order to play Cold As Hell, you will need a full copy of the Doom 2 IWAD (DOOM2.WAD). You do not need the rest of the files included with the game, only the IWAD. Also, you will need a copy of GZDoom 1.1.04 or higher.

NOTE: Due to issues with GZDoom 1.1.05, it is strongly recommended that you use version 1.1.06 or greater of GZDoom. The latest release can be downloaded from:

<http://grafzahl.drdteam.org/>

See section 2-1 for more details on installing Cold As Hell.

*Not sure what all
this means - standard
document boilerplate they
make me put on.*

2-1 Installation

The following files should have been included with you Cold As Hell: Special Edition download:

- cah_se.pk3
- cah_reducedFX.pk3
- cah_se.txt
- cah_readme.txt
- cah_credits.txt
- cah_manual.pdf
- cah_se.bat
- cah_lowFX.bat
- cah_se.ini

If you downloaded the ZDoom software renderer-compatible cah_software.zip, you should also have:

- cah_software.pk3
- cah_software.txt
- cah_software.bat
- cah_software.ini

Place all of these into the same directory as a copy of the latest release of GZDoom (available for free online, see section 1-2).

NOTE: If you want to use the software renderer with cah_software.pk3, then please download a copy of the latest release of ZDoom from

<http://www.zdoom.org>

It is strongly recommended that you use the included batch files to run the game. They will use the included .ini files with custom keybindings recommended for Cold As Hell's new controls. This will prevent CAH from overwriting your standard GZDoom/ZDoom keybindings.

NOTE: You will need a copy of DOOM2.WAD to run Cold As Hell. If you do not have a copy of DOOM2.WAD, a copy of Doom 2 can be purchased from id Games, through the Steam download service, or at game retailers online.

3-1 Story

December 10th, 1954:

Dear Sgt. Mills,

I'm glad to hear that we're receiving such a distinguished Marine as our new head of security. I've been reading your files, and I have to say that I'm impressed. It says you saw a lot of combat in the Pacific during the war, and more during Korea. I know what that was like, and I respect what you've done for your country. I think your citations speak for themselves, and I know you'll fit right in here.

I know you're used to combat arms stuff, but I think you'll find the work they do here interesting as well. We're involved in a lot of weapons research, and I'm sure that the boys over at R&D will let someone with your level of expertise in weaponry handle some of their toys.

Anyway, it's pretty quiet here. You'll be freezing your ass off down here, but it's nice and peaceful, and I think you could use the chance to relax after Korea.

Sincerely,

A handwritten signature in cursive script that reads "Frank Thompson". The signature is written in dark ink and is positioned below the word "Sincerely,".

Captain Frank Thompson, US Army

3-2 About the Facility

Station 46-A (officially "Joint Military Research Facility 46-Alpha") was built near the site of a former World War II radio intercept base in the heart of Greenland. Since its formation in 1949, the facility has grown to include both weapons and materials research facilities, as well as a full complement of soldiers from the United States Army to provide security and logistical support.

The facility is the site of research in a number of different fields, including climate-testing work on the M-14 project, explosives research, and development of new ultra-portable anti-emplacement weaponry. In addition to the facility's main research work, the nearby snow fields are used in climate testing of new hardware, and there is a target range nearby that is often used for bombing practice by bombers flying out of the Thule Air Force base.

The main facility consists of a series of complexes linked together by a series of underground pedestrian tunnels and surface roads. Personnel are encouraged to use the underground tunnel network due to the bitter cold and tendency of vehicles to break down. Surface roads are used for transport of cargo, as well as routine patrols by security personnel.

All the tunnels link up to Central Transit, which is the main hub for foot traffic.

3-3 Key Personnel

As a critical member of the facility military personnel, it is important that you familiarize yourself with the key personnel you will encounter in the course of your daily duties.

Military Personnel:

1st Lt. William Harrison: Born January 8th, 1926 in Baltimore, MD. Lt. Harrison is in charge of the main security platoon on station at the facility. He was in charge of an airborne platoon during the second World War, and served a tour in Korea before being assigned to duty at Station 46-A in 1953. Lt. Harrison has quickly established himself with his commanding nature and concern for the safety of the soldiers under his command.

Captain Frank Thompson: Born July 2nd, 1908 in Grand Rapids, MI. Captain Thompson is the head of the military personnel at Station 46-A. He was in Army Intelligence during the second World War and was assigned to Station 46-A immediately following its completion in 1949. Generally considered easy to work with by his staff, Captain Thompson has been instrumental in the design of the facility security measures.

*Sorry, I just copied
this from the files.*

Civilian Personnel:

Dr. Karl Jergensen: Born April 12th, 1896 in Malmö, Sweden. Dr. Jergensen is an applied mathematician with extensive experience in materials research and physics. Dr. Jergensen left Sweden in 1922 to immigrate to the United States. During the second World War, he was involved in the Manhattan Project, and he remained in the employ of the US government afterwards. He is currently the head of the Station 46-A science staff and oversees all research operations.

Dr. Allan Brunswick: Born September 19th, 1907 in New York, NY. Dr. Brunswick is an experienced chemist whose principle expertise is with explosives, working for private industry in the development of explosive compounds for mining operations prior to his work for the US government. Dr. Brunswick is currently responsible for the operations of the explosives research section of the facility.

Dr. Robert Barnes: Born October 8th, 1920 in Cambridge, England. Dr. Barnes is a medical doctor and head of the medical staff at Station 46-A who recently immigrated to the United States. Dr. Barnes was a doctor in London during the Nazi bombings, and his experiences in the second World War left him with a deep concern for the health of the men under his care.

4-1 Playing the Game

Please take some time to familiarize yourself with the controls and gameplay mechanics. If you are familiar with standard Doom 2 gameplay, you may find that Cold As Hell is somewhat different in nature.

I copied the good parts out of our official Infantry guidelines for you.

Movement:

While you are in excellent shape and can walk and sprint quickly, you are still human, and your movement speed is limited. Keep your eyes open for cover and plan your engagements to ensure that you have a tactical advantage over your enemies.

Remember that you can crouch to take cover from enemy fire, and jump to reach locations that might otherwise be too high to step up.

Weapons:

You are proficient marksman and have experience with many firearms from your years of experience, so you can use any weapons you find, including mounted machine guns.

Be careful to watch your weapons' ammo and control their recoil.

Fire in short, controlled bursts for maximum effect.

Health and Bleeding:

As you take damage, you may find that you are bleeding from your wounds. Fortunately, stopping your bleeding is as easy as using one of the many bandages stocked for such emergency situations.

If you are badly hurt but not bleeding out, stop for a minute to gather yourself together. You will find that stopping for a few seconds when your health is very low will allow you to heal slightly.

Notes and Tape Recorders:

As you explore the facility, you may find notes left behind by the military and civilian personnel stationed there. These small scraps of paper can be stored for you to view at any time. Sometimes, you may need to read a particular note or series of notes in order to discover how to do something important and advance the storyline, so make a habit of reading everything you find.

You may also find portable tape recorders that key personnel use to make important log notes. If you find one, press the **use** key to listen to it:



Your Heads-up Display:

Decades of experience in the USMC have given you a kind of sixth sense about your battle readiness.

Health:



Pick up portable medical kits to heal yourself. If your health drops below 20%, you can stand still for a couple seconds and it will start to move back up to 20%.

Bandages:



The number of bandages you have. Use a bandage for three seconds to heal all bleeding.

Objectives / Notes:



This box in the upper-left will appear when you view your objectives or notes.

*check your objectives
if you need to know
where to go next.*

Ammunition:



The left number in the lower-right represents the total ammo currently in your weapon, while the right number is the amount of reserve ammo.

If you are using a clip- or magazine-fed weapon, the right number will be the number of clips or magazines. If you are using a weapon that loads individual shells (like a shotgun), then this will be the number of shells.

Key Items:



This display in the upper-right shows you any keys or key items you have collected. If you achieve a critical objective that affects your ability to do something (such as restoring power), it may also appear here as a key item.

4-2 Combat Styles

Before you arrive at the facility, you will have to select your preferred combat style. Depending on which style you select, certain aspects of your experience will change:

Action: This style focuses on quick action. It reduces the chance of bleeding, automatically handles reloading when your clips are empty, and allows you to automatically heal.

Tactical: This style provides a more deliberate pace to gameplay. It disables automatic reloading, and while automatic healing below 20% health is still enabled, you cannot move while healing or all healing will cancel. This style provides a slightly higher level of bleeding.

Realistic: This combat style provides the most tactically-oriented gameplay experience. It disables automatic reloading and automatic healing completely, and provides the highest chance of bleeding when hit.

Classic Cold as Hell: This combat style is intended to emulate the original version of Cold as Hell. It provides automatic reloading but not automatic healing, as well as the highest level of bleeding. Also, in this mode your health will only be 50% of your normal health.

5-1 Your Weapons

Fists

A two-punch combo. Tapping the button gives you a solid one-shot punch, while holding it down results in a rapid series of weaker punches.

Colt M1911 Pistol

A USMC classic, this pistol fires a powerful .45 caliber round. This is your standard issue sidearm, and you will have it available at all times except when traveling on friendly aircraft.

Winchester M1897 Shotgun

A powerful weapon at close ranges. The shot spread prevents it from being effective at long range, but it is devastating if used up close.

NOTE: hold the reload button to keep reloading shells in rapid succession.

Stevens Arms 311e Shotgun

A double-barreled shotgun that can fire both barrels very quickly, delivering a powerful close-range blast. Because of its simple design, reloading this shotgun is very fast.

Colt M1928A1 Submachine Gun

The famous "Tommy Gun" is a powerful, accurate weapon that is highly effective against soft targets. It fires the same powerful round as the M1911 and has a 30-round magazine. Be careful though, the Tommy Gun is hard to control in rapid-fire and loses accuracy quickly.

Browning M1918A2 Light Machine Gun

The Browning Automatic Rifle has been equipped with an extended 30-round magazine and is the primary support weapon of the US Army and Marine Corps. It fires a powerful .3006 cartridge that can make short work of most targets. Fire in short bursts, because the BAR is very hard to control in rapid fire.

Also, keep an eye out for BARs mounted to vehicles. If one is unoccupied, you can walk up and press the **use** key to use the gun. The mounted BARs have a 100-round box magazine and an unlimited pool of reserve ammo, but they cannot be removed from their mounting points.

Springfield Armory M1 Garand Rifle

The M1 Garand is a veteran of numerous conflicts, firing a powerful and accurate .3006 round from a durable semi-automatic rifle. The Garand provides you with the ability to accurately engage enemies at longer ranges.

Special Weapons

Remember that Station 46-A is a facility heavily involved in weapons research, so keep an eye out for additional weapons. Details are classified, but I'll be sure to give you some more info when you get here.

*They're working on some
great stuff over at
weapons R&D!*

6-1 Credits

Main Production: Jon "JonnyFive" Washburn

Additional Music: Ben "guitar man" Wachal

Voice Cast:

Ben "guitar man" Wachal
Corwin "wildweasel" Brence
Jon "JonnyFive" Washburn
RottKing
Sterling "Caligari_87" Parker

Additional 3d Modelling:

Nash

Shotgun Graphics:

Snarboo

Arrangement of Weapon Sounds:

Sniper Joe

Co-development of bugFX:

Nigel "Enjay" Rowand

Additional Sound Effects:

dobroide
ERH
JillianCallahan
ljudman
inferno
martypinso
petaj
suonho

Quality Control: Dansco
dennisj1
DoomRater
Dreadopp
Hasuak
Ivan "Imp Hunter"
Josef "Acom" Zapletal
Judge
MasterOFDeath
§-Morpheus-§
Nash
Nigel "Enjay" Rowand
Phucket
Sniper Joe
Sterling "Caligari_87" Parker

7-1 Default Controls

Movement:

- W - Move forward.
- S - Move back.
- A - Sidestep left.
- D - Sidestep right.
- C - Crouch (toggle).
- Space - Jump.

Weapons:

- Mouse 1 - Fire weapon / use bandage
- R - Reload current weapon

- 1 - Fists
- 2 - Pistol
- 3 - Pump-action shotgun
- 4 - Double-barrel shotgun
- 5 - Sub machinegun
- 6 - Light machinegun
- 7 - Semi-automatic rifle
- 8 - Special weapon
- H - Select bandages

Other:

- Mouse 3 / E - Use object in environment

- Tab - View objectives (hold)
- [- Select previous note
-] - Select next note
- Enter / N - Read selected note

- F11 - Toggle subtitles
- F12 - Toggle weather effects
(turn off if snow is hurting performance)

