

Toby Accessibility Mod Version 10.0 Manual

Welcome to Version 10.0 of the Toby Accessibility Mod! This manual will give you a series of helpful information on how to set up and play the classic first-person shooter game, DOOM, with accessibility features for those who are visually impaired or legally blind.

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SECTION 1 - SET UP

This section will instruct you on how to set up Toby Accessibility Mod Version 10.0.

Step 1:

After downloading the Toby Accessibility Mod zip file, place it wherever you'd like on your computer. If you'd like to place it on your desktop or in a folder where you keep all your games, feel free to do so.

Step 2:

Unzip/extract the zip file.

SECTION 2 – WHAT YOU WILL NEED...

This section will list the items you'll need to successfully run DOOM with the Toby Accessibility Mod.

Step 1:

Be sure you have a registered/purchased copy of The Ultimate DOOM (**doom.wad**) and a copy of DOOM 2: Hell on Earth (**doom2.wad**). DOOM 2 will be needed for most of the mods that come packaged with the Toby Accessibility Mod.

Step 2:

If you have the older versions of the Doom games (1990s versions), take the **doom.wad** and **doom2.wad** and copy/move them into the Toby Accessibility Mod Version 10.0 folder. However, if you have purchased the Doom games through Steam, UZDoom will automatically detect the IWADs on your computer, and you should be able to launch the game without having to move any files around.

Note: In case if you are unable to acquire either DOOM games, there is an alternative – Freedoom. Freedoom is essentially the DOOM engine with its own IWAD, allowing it to run with DOOM ports such as UZDoom. Even though all the resources in Freedoom have been replaced, such as sprites, graphics, music, and sounds, you should still be able to run the Toby Accessibility Mod with minimal issue. Place the **freedom.wad** and **freedom2.wad** into the Toby Accessibility Mod Version 10.0 folder – This will allow you to play Toby Doom, Toby's Death Arena, Operation: MDK, and Bring Back the 90s.

You can download Freedoom here:

<https://freedom.github.io/download.html>

For Heretic:

If you have the older versions of Heretic (1990s versions), take the **heretic.wad** and copy/move it into the Toby Accessibility Mod Version 10.0 folder. However, if you have purchased Heretic through Steam, UZDoom will automatically detect the IWAD on your computer, and you should be able to launch the game without having to move any files around. If you are unable to acquire Heretic, there is an alternative option – Blasphemer. This is like a Freedoom version of Heretic. You can find it here:

<https://github.com/Blasphemer/blasphemer/releases/tag/v0.1.7>

Note: Be sure to rename the IWAD to **blasphemer.wad**. This will allow UZDoom to recognize it which, in turn, will allow you to play Toby Heretic.

For Hexen:

If you have the older versions of Hexen (1990s versions), take the **hexen.wad** and copy/move it into the Toby Accessibility Mod Version 10.0 folder. However, if you have purchased Hexen through Steam, UZDoom will automatically detect the IWAD on your computer, and you should be able to launch the game with no issue.

Note: Unlike Doom and Heretic, there isn't any "free" alternative like Freedoom and Blasphemer.

SECTION 3 – HOW TO RUN

This section will show you how to run the Toby Accessibility Mod. In this version, it uses batch **(.bat)** files to launch the game. By default, you'll find **9 batch files** located in the Toby Accessibility Mod folder:

Play Classic Doom Games.bat
Play Classic Heretic.bat
Play Classic Hexen.bat
Play Toby Doom.bat
Play Toby Heretic.bat
Play Toby Hexen.bat
Play Toby's Death Arena.bat
Play Operation MDK.bat
Play BBT90s.bat

After you double-click any one of them, the first thing that might pop up is a Windows warning message asking if you want to run UZDoom. Go to **"More Info"** and click **"Run Anyway."**

UZDoom may seem unfamiliar to your system, but rest assured, it is safe to run.

SECTION 4 – SELECTING A GAME

In Version 10.0, most of the batch files will automatically select the appropriate game for you. However, some times a window will appear prompting you to select The Ultimate DOOM, DOOM 2: Hell on Earth, Heretic, or Hexen.

If you do not possess the original DOOM games and are using Freedoom, select Freedoom Phase 1 or Freedoom Phase 2.

If you choose to play the Classic DOOM Games, select The Ultimate DOOM or DOOM 2: Hell on Earth.

If you choose to play Toby Doom, Death Arena, or Operation: MDK, be sure to select DOOM 2 or Freedoom Phase 2.

If you choose to play Bring Back the 90s, be sure to select The Ultimate DOOM or Freedoom Phase 1.

If you choose to play Toby Heretic, be sure to select Heretic or Blasphemer.

If you choose to play Classic Heretic, be sure to select Heretic.

If you choose to play Toby Hexen or Play Classic Hexen, be sure to select Hexen.

Press Enter or click on the button that says, **"Play Game!"** Now you're one step closer to ripping and tearing some demons!

SECTION 5 – DIFFICULTY SETTINGS

Whether you're playing DOOM, Heretic, or Hexen, before you jump into the game, you'll be asked how easy or hard do you want the game to be. In Toby DOOM, Toby Heretic, Toby Hexen, Operation: MDK, and Bring Back the 90s, you'll be given 4 options to choose from:

EASY – This setting is the most forgiving. Players will take half damage from enemies.

NORMAL – This setting is still fairly forgiving, however, there will be slightly more enemies present and players will take normal damage.

HARD – This setting will certainly test your mettle. The heat has been turned up, and more enemies will be coming at you.

TOTAL INSANITY! – If hard wasn't hard enough, well, good luck with this one... Enemies are faster, however, health pickups are doubled. Sometimes ammo pickups will be doubled as well.

SECTION 6 – KEY CONTROLS & HOTKEYS

This section will go over the key controls and hot keys you will use for movement, combat, and navigation.

For Keyboard & Mouse:

Toggle Menu = Escape
Select = Enter
Move Forward = W
Move Backward = S
Strafe Left = A
Strafe Right = D
Jump = J
Toggle Crouch = C
Use Inventory Item = Enter
Scroll Inventory Left = O
Scroll Inventory Right = P
Fly Up = }
Fly Down = {
Stop Flying = \
Fire Weapon = Left Mouse Button
*Mouse is used to turn left or right
Quick 180 Turn = X
Use or Activate Door or Switch = Space Bar
1 = Fist and Chainsaw
2 = Pistol
3 = Shotgun and Super Shotgun
4 = Chaingun
5 = Rocket Launcher
6 = Plasma Gun
7 = BFG 9000

For Keyboard Only:

Toggle Menu = Escape
Select = Enter
Move Forward = Up Arrow
Move Backward = Down Arrow
Turn Left = Left Arrow
Turn Right = Right Arrow
Jump = J
Toggle Crouch = C
Use Inventory Item = Enter
Scroll Inventory Left = O
Scroll Inventory Right = P
Fly Up = }
Fly Down = {
Stop Flying = \
Fire Weapon = Control
Quick 180 Turn = X
Run = Shift
Toggle Auto Run (no need to hold down the shift key) = Capslock
Strafe while pressing left or right arrow keys = Alt
Use or Activate Door or Switch = Space Bar
1 = Fist and Chainsaw
2 = Pistol

3 = Shotgun and Super Shotgun
4 = Chaingun
5 = Rocket Launcher
6 = Plasma Gun
7 = BFG 9000

Save/Load Game Hotkeys:

Open Save Game Menu = F2
Open Load Game Menu = F3
Quick Save = F6
Quick Load = F9

SECTION 7 – ACCESSIBILITY FEATURES

This section will go over all the cool accessibility features the Toby Accessibility Mod has to offer.

Impact Detection

As you navigate around the levels, you're bound to be running into walls and objects. When you do make contact with any surface, you'll hear a low-pitched beep. This system will act as your virtual hands.

Drop-Off Detection

Levels in DOOM are filled with a wide variety of terrain. In case you come across a ledge where you can drop down onto a lower floor, you'll hear a low-pitched noise, humming in your ears. This tells you there's a significant drop-off nearby and you should be careful where you step.

Proximity Detection

To help gauge whether you're close or far from a wall or object, the proximity detection system will act as if you had very long arms. This, too, can help you gauge how wide a hall is or the size of the room you're in. Can be toggled on or off by pressing the Apostrophe key (') or **Keypad 6**.

Elevation Detection

Throughout DOOM, you'll encounter a diverse set of level layouts. Many levels contain varying floor heights, all of which can be traversed via stairs or lifts. To let you know if you are ascending or descending in floor height, you can toggle the Elevation Detection system on or off simply by **pressing the Question Mark (?) key**. While activated, you'll hear different tones, each with a different pitch anytime you change floor height. An ascending tone indicates you increased in floor height while a descending tone indicates a decrease in floor height.

Hurt-floor Detection

Hazards in DOOM come in various forms, but one hazard type that is commonplace are damaging floors. Whether it is radioactive waste, lava, or toxic slime, these areas will eat away at your health if you're not careful. Fortunately, the Hurt-floor detection system will give you a heads up when you are approaching an area containing a damaging floor. When you approach a hazardous area, you'll hear the clicking sounds of a Geiger Counter. To toggle this feature on or off, **press the Semi Colon key (;)**.

Compass

One of the most important features to consult while navigating your way through the levels is your compass. Here are the hotkeys for this feature:

Toggle Compass = Q
Snap Turn Left = E
Snap Turn Right = R
Reset to Face North = F

Player Status

If you ever need to know the status of your health, armor, ammo, what keys you possess, what inventory item you have selected, what your exact coordinates are on the map, or how many monsters, items, and secrets there are in the current level, these stat checkers will tell you all you need to know!

Health Status = H
Armor Status = N
Ammo Status = B
Keys Checker = K
Inventory Item Checker = I
Check Coordinates = U
Check Map Status = L or Keypad 4

Chessboard Coordinates

A cousin to the Coordinate Stat Checker, the Chessboard Coordinates feature divides the map into regions, zones, and cells, giving players a broader sense of their movement throughout a level. There are 2 keyboard controls for this feature:

1. **Toggle Chessboard Coordinates On/Off** – While active, as you move your player, each change in your location will be automatically announced stating what region, zone, and cell you are in.
Default key bind = Insert
2. **Check Chessboard Coordinates** – This will announce your current region, zone, and cell.
Default key bind = Delete

Surface and Movement Indicator

Have you ever wondered what kind of surface you're walking on in DOOM? Well, now you can. Whether it be walking on a hard surface, gravel, dirt, metal, or wading through some kind of liquid, the surface indicator will let you know using different footstep sounds. Also, you'll be able to know if your player is currently moving or not moving at all.

Targeting and Snap-To-Target System

In DOOM, mastering movement is the first step in your survival – Combat is the second step. The **Targeting System** is an automated system where you will hear a beeping sound as your crosshair hovers over a shootable target. If you are aiming at a monster, you'll hear a high-pitched beep; If you are aiming at another player, whether it be co-op or deathmatch, you'll hear a medium-pitched beep. If you are aiming at an explosive barrel or other hazardous destructibles, you'll hear a low-pitched beep. If you are aiming at a shootable decoration, you'll hear a subtle low-pitched chirping sound. Lastly, if you are aiming at a shootable switch, you'll hear a digital, medium-pitched beep.

New to Version 10.0, you can now toggle on/off **Target Announcement** by pressing **Keypad 2**. Whatever shootable target your crosshair is hovering over, the announcer will announce what it is you are aiming at.

Lastly, the **Snap-To-Target System** makes things easier for you to take aim at a particular target. Pressing and holding your **Right Mouse Button or Z** will snap your crosshair to the nearest target. Once you practice using this system and master your movement, you're one step closer to becoming an honorary Space Marine, ready to slay some demons!

Hit Marker

When firing at your enemies, their pain sound usually is an indicator that you are successfully hitting them. However, if your enemy is far away, you may not be able to hear them at all. The hit marker system will give you an audible "impact" sound telling you that you've landed a successful hit on a target and an "impact-squish" type sound when the target has been killed.

Map Markers and Pathfinder

Not all DOOM maps are created equal. Some maps are small while others are much larger. Furthermore, some levels are quite complex in their layout. In case if you come across one of those types of levels, to help you gauge where you've been and where you haven't, the Map Marker System is here to help.

To place or remove map markers, **press M** on your keyboard to bring up the map marker menu. You can spawn multiple map markers, each with their own beacon sound. You can use these to specify points of interest or create a breadcrumb trail for yourself. If you ever need help navigating back to these points or to locked doors and other points of interest, you can select the **Pathfinder** option. Pathfinder will guide you to the specified point of interest that you've selected. Just follow its beacon sound and it'll help you find your way.

Point of Interest Notification: Any time you come across a locked door or exit point, you will receive a notification that a point of interest has been added to your Pathfinder list.

Exploration Feature: Exploration works in conjunction with Pathfinder and can help guide you to areas you have yet to explore. Exploration can be accessed via the Map Marker Menu and works just like Pathfinder. While accessing Exploration, you will be presented with 6 categories to choose from:

1. **Unexplored** – Essentially untouched walls in a level.
2. **Non-interacted** – Any Doors or Switches that have not been interacted with yet.
3. **Keys** – If you've located a key, but you can't access it yet, you can always use this option to find your way back to it once you find the switch/mechanism that will allow you access to it.
4. **Pickups** – Did you miss some health or ammo along your way? Using this option will allow you to go back to those things you missed or couldn't pick up.
5. **Teleporters** – If you're traversing a level that has a few teleporters, using this option will guide you to any of the ones you've encountered.
6. **Repeatable Switches** – If you need to find that switch that opened a door earlier, you can always use this option to get you back there.

Listed Content: While perusing the lists presented in the Exploration feature, you'll be presented with additional information about where something is.

1. First, the announcer will state the cardinal direction of where this untouched area/item is located.
2. Second, it'll list a number – The lower the number, the closer the unexplored area/item is. The higher the number, the further away it is.
3. Third, it'll give you the Chessboard Coordinates of where the unexplored area/item is located.

Please Note: Depending on the size of the level you are playing through, while accessing Exploration, there may be a slight delay in loading the list of unexplored areas. This system works best with the Toby Map Packs that come with this mod.

Weapons & Items Menus

Whether you're playing through Doom, Heretic, or Hexen, you'll be encountering various weapons and items along your journey. Sometimes, you may find yourself in a position where you're surrounded by hostiles, ready to pounce on you, and you realize you don't have the right weapon or inventory item selected to deal with them. What do you do?! You can bring up the Weapons or Items menus to pause the action, giving you a moment to evaluate what you possess, how much of it you have, and decide which is appropriate for the situation.

Weapons Menu = Comma

Items Menu = Period

Quick Cheats

Even though most people aren't big fans of using cheat codes and such, but in case you're having difficulty playing the game and you need a little help, these quick cheat hotkeys will happily help you out in a jiffy.

Toggle God Mode On/Off = Keypad 5

Give all Weapons, Ammo, Keys, & Armor = Keypad 7

Toggle Radiation Shielding Suit On/Off = Keypad 8

Go to next level / Change Map = Keypad 9

Toggle On/Off Radius Damage = Keypad 3

Area Scanner

One of the most ambitious features the Toby Accessibility Mod has to offer is the Area Scanner System. This system, too, is very customizable based on what information you'd like to have relayed to you. By default, the Area Scanner will relay to you the direction and distance objects that are within your view. By pressing **V** on your keyboard, this will ask the Area Scanner what is in your field of view. If you'd like to change the parameters of the Area Scanner System, you can make your changes in the Customize Controls Menu Option.

The additional parameters you can choose from are:

General Overview – tells you everything in your field of view.

Directional Only – tells you if objects are to your left, right, or ahead of you.

Distance Only – tells you if objects are close or far away from you.

Height Only - tells you if objects are higher, lower, or are on the same level as you.

Height and Distance – tells you the height and distance of objects.

Sound Cue Directory

The Sound Cue Directory is a quick in-game sound reference library where you can listen to the various sounds you'll hear throughout your gameplay experience. In case you don't remember what a certain sound was, you can always access the Sound Cue Directory in the Options Menu to listen to it and familiarize yourself with whatever it is you weren't sure about. Whether you're playing DOOM, Heretic, or Hexen, each game has its own Sound Cue Directory.

SECTION 8 – WEAPONS

In DOOM, if you ever want to defeat the forces of Hell, you best make sure you have the right tools for the job – That's right, I'm talking about guns! This section will give you an overview of DOOM's epically awesome arsenal.

Fist

Slot = 1

Ammo Type: None

Description: This is your last resort weapon. If you run out of everything and you don't possess the Chainsaw, this is all you have. However, if you do pick up a Berserk Pack, your fist will become powered up and now your punches will do way more damage! Falcon Punch!

Chainsaw

Slot = 1

Ammo Type: None

Description: Sever the wicked with this eager beaver of a tool and make those demons rest in pieces! This is a good last-resort weapon or, if you ever need to conserve ammo, this is the weapon to use.

Pistol

Slot = 2

Ammo Type: Bullets (Clip – Ammo Box)

Description: A standard side-arm and your starting weapon, the pistol is a decent weapon fairly effective against low-tiered enemies. However, this gun won't be enough when you're dealing with the bigger and badder demons of Hell. Make sure to find something a little more powerful if you are to stand a chance against Hell's Army of Darkness.

Shotgun

Slot = 3

Ammo Type: Shells

Description: One of DOOM's most legendary weapons, the shotgun is the go-to in demon slaying. Most effective in close to medium range, this powerhouse of a weapon will hurt the demons plenty!

Super Shotgun

Slot = 3

Ammo Type: Shells

Description: Here comes trouble and make it double. If one barrel isn't enough, this double-barreled beauty will surely satisfy your need for more carnage. Although it has a much slower firing rate due to the manual reloading of 2 shells, this boom-stick is still a force to reckon with. When those demons want to swallow your soul, point this baby at them and say: "Swallow this!"

Chaingun

Slot = 4

Ammo Type: Bullets (Clip – Ammo Box)

Description: When the armies of Hell become too numerous, time to whip out the big ol' Chaingun! A rapid firing beast of a gun, this will turn those pesky demons into swiss cheese and make them do the Chaingun cha-cha!

Rocket Launcher

Slot = 5

Ammo Type: Rockets

Description: Need something that makes those demons go boom? Well, the Rocket Launcher can satisfy that explosive itch for ultra-violence. Delivering a devastating body-blasting explosion, this is the gun to get the job done!

Plasmagun

Slot = 6

Ammo Type: Cells

Description: The bigger and badder the demon is, the bigger and badder your guns need to be, too. The Plasmagun is a rapid-fire weapon capable of putting many hits on a target in a small amount of time. If you're ever in a jam, the Plasmagun is the best gun to use.

BFG 9000

Slot = 7

Ammo Type: Cells

Description: One of the other most legendary weapons of DOOM, the BFG 9000 is the ultimate weapon. It's big – It's F-ing – and it's a gun! If you ever need to clear an entire room of low-tier enemies or take down mid to high-tier enemies in one shot, this is the gun to do it!

SECTION 9 – ITEMS & POWERUPS

If you want to keep yourself in the fight longer, you'll be needing health, armor, and some cool powerups. This section will go over the various pickups you'll come across in DOOM.

Health:

Health Bonus = +1 Health Point

Stimpack = +10 Health Points

Medikit = +25 Health Points

Armor:

Armor Bonus = +1 Armor Point

Green Armor = +100 Armor Points

Mega Armor = +200 Armor Points

Powerups & Special Items:

Backpack = Gives you a little ammo boost for all weapons and allows you to hold twice as much ammo!

Berserk Pack = Heals you back to 100% health and powers up your fist.

Soul Sphere = +100 Health Points to your current health.

Mega Sphere = Instantly gives you 200% Health and Armor.

Blur Sphere = Makes you partially invisible to enemies for about 1 minute.

Invulnerability Sphere = Makes you immune to all damage for 30 seconds.

Radiation Shielding Suit = Allows you to walk through hazardous liquids like toxic sludge and lava.

Night Visors = Brightens up dark areas.

Computer Map = Gives you the map of the entire level.

Inventory Full Indicator

It's an impressive feat to be able to hold a lot of things, but there is a limit to how much you can hold. Any time you are full of health, armor, or ammo, walking over an item will generate a beeping sound telling you that you are full of that particular item, or you've maxed out your health and armor.

SECTION 10 – ENVIRONMENT

Doors & Switches

In DOOM, to get from point A to point B, you will be tasked with opening doors, flipping switches, and finding keys to gain access to locked doors. All these things have some type of beacon sound.

When you walk up to a door, you will hear a chirping sound of sorts. To open a door, just press your space bar and it should open.

When you encounter a switch, you will hear another type of sound – sort of a tech-like spark. To flip a switch, just press your space bar.

Keys and Locked Doors

Locked doors are a little more generous when telling you what they are. You'll hear a generator or drone type ambient sound along with a voice telling you what color door it is. Usually, it is Red, Blue, or Yellow. In Heretic, it is Green, Blue, or Yellow. Sometimes, if you're playing a custom DOOM map for GZDoom or UZDoom that was made by somebody else, sometimes, they can put in a locked door that requires a specific key. Perhaps you come across a door that requires the Blue Skull Key or a door that requires all 3 keys – Red, Blue, and Yellow.

Lifts

Sometimes there are floors that are higher or lower and, to get to either floor height, usually a lift is nearby. They can be activated by flipping a switch, either adjacent to them or right on them, or a line that you can walk over to trigger it.

Secrets

In DOOM, throughout the levels, there may be some secrets floating around. They can be a door, a wall that lowers, or a teleporter that can transport you to a secret area. Secrets come in many different forms but when you hear this mysterious sounding chime, that will let you know you have stumbled upon a secret.

Teleporters

Doors and lifts aren't the only things to get you around a level. Sometimes, you may encounter a teleporter. These will lead you to other locations in the level so take note of where you've been and where you haven't been before entering one.

Exits

At the end of each level is an exit. Exits can come in a switch or a teleporter form. Both have the same beacon sound, so you'll know when you've reached the end of the level.

Damaging Liquids

As you traverse the levels of DOOM, there will be scenarios where you will come across a floor with some kind of liquid on it. There's Toxic Slime, Lava, Cursed Blood, and Icky Sludge. If you ever need to traverse an area filled with any of these, be sure to wear a Radiation Shielding Suit.

Crushers

One of the sneakiest hazards in DOOM are crushing ceilings. There are 3 types of crushers: Slow – which can trap you and crush you to death. Fast – which doesn't do too much damage but can be annoying. And lastly, Silent – which is like the slow one but can catch you off guard. The only way to know it's this crusher is by hearing the clunk sound you'd hear after a lift lowers or raises to a floor.

SECTION 11 – MONSTERS

As you navigate your way through the levels, you'll encounter some unfriendly faces. Demons ranging from easy to hard all have one thing in mind – killing you. Here are some of the foes you'll be facing throughout your adventure.

Zombieman – The easiest enemy you'll face. It doesn't take much to kill this guy, and when you do kill him, he drops an ammo clip.

Shotgunner – Still a fairly easy foe, however, since he's packing a shotgun, he can certainly take a chunk out of your health if you're not careful. The good news is, though, is that when you kill him, he drops a shotgun.

Chaingunner – Even though this guy doesn't take too much to kill, it'll take very little time for him to drain your health. Be careful around these grunts. The good news is that they drop a Chaingun upon death.

Imp – The easiest of the demon horde, these humanoid enemies can throw fireballs at your face and turn you into a scratching post if you get too close.

Pinky Demon – Still considered a fairly low-tier enemy, but don't be deceived by that. This guy can flank you quickly if you're not careful and he's more than willing to take a big bite out of you. If you ever need to, the chainsaw is a good go-to if you ever find yourself cornered by these monsters.

Spectre – Just a translucent version of the Pinky Demon.

Lost Soul – A floating flaming skull that wanders around looking to charge at your face with ramming speed. Fortunately, this creature doesn't take too much firepower to kill, but it can be a bit elusive.

Cacodemon – The first of the mid-tier enemies, the Cacodemon is a monster that floats in the air and spits out lightning balls. It, too, sounds like a ravenous balloon. The best weapon to use against this creature is the Chaingun.

Hell Knight – Think of an Imp on massive steroids. The Hell Knight can put up quite a fight and will show no mercy. His fireballs can really hurt you plenty and his claws are much worse. Make sure you have at least a shotgun if you are to go toe to hoof with this beast.

Baron of Hell – The bigger and badder version of the Hell Knight. He has the same attacks, but his health is twice as much.

Revenant – The glass cannon of DOOM, Revenants are a unique enemy. If you're dealing with one at a time, they're not too much of a hassle, however, facing more than 2 at a time will be quite irritating. Be careful of his missile attack – it can give you quite the beating if you're not careful.

Pain Elemental – Similar to the Cacodemon, but instead of belching lightning balls, it spits out Lost Souls. Even after killing it, upon its death, it spawns 3 Lost Souls.

Mancubus – He's big, he's fat, and he's gassy. This big guy can take a lot of punishment before going down, but at least he moves slow. Be careful of his pyro cannon attack – the volley of 6 powerful fireballs can take a chunk out of your health.

Arachnotron – A mechanical spider with a Plasmagun. These guys can take some punishment before going down, but you can stun-lock them with the Chaingun or Plasmagun.

Arch-Vile – The worst of the bad lot of the demon roster. He's fast, he can take a lot of punishment before dying, his spells are devastating, and he, too, can resurrect dead enemies. If you ever encounter this enemy, make sure you have a Rocket Launcher, Plasmagun, or BFG 9000 at the ready – You're going to need it...

Spider Mastermind – One of the main bosses of DOOM. The Mastermind is a large mechanical spider with a super-powered Chaingun that can turn you into swiss cheese in seconds. She can take a large amount of punishment before dying, however, if you can fire a BFG 9000 at her, point-blank, you just might be able to defeat her with 1 shot.

Cyberdemon – He's big, he's bad, he's ugly, and he's got a Rocket Launcher. The Cyberdemon doesn't mess around. With the heavy steps of his hoofs, you'll know where he is at all times. Make sure you got some big guns in your inventory and plenty of ammo – you're going to need it... as a wise Space Marine had once said: Shoot it until it dies!

Bonus/Special Enemies

Wolfenstein SS – A character from id Software's other FPS classic, Wolfenstein 3D. This guy operates like the zombie enemies and doesn't take much to kill.

Cybruiser – Found in Toby DOOM and not an enemy of the classic DOOM roster, this monster combines the Hell Knight with the Cyberdemon. His rockets can be quite devastating so be careful when dealing with this enemy.

Warlord – Also found in Toby DOOM. Simply a Cyberdemon without cybernetics. Only this time, instead of firing rockets, he's throwing very powerful fireballs at you.

Icon of Sin – The main boss of DOOM. He's big, bad, ugly, and likes to spawn in enemies to try and overwhelm you. Fortunately, in Toby DOOM, this guy is stationary and all you have to do is just shoot him in the face until he dies. If you're playing classic DOOM 2, though, you'll have to ride a lift and then fire rockets into his exposed brain.

Other Shootable Stuff

Commander Keen – Another character from id Software's games, Keen is hanging from the ceiling – why not help him down by shooting him... In some DOOM levels (particularly MAP32 in DOOM 2), after killing all Keens, this usually will trigger a door to open. Commander Keen can be seen as a means to open secret doors if he exists on a level.

Explosive Barrel – An environmental decoration that can be used to help you fight the forces of Hell. When some enemies are near these, fire a well-placed shot at them and watch all those bad guys go boom. Barrels give off an audible bubbling or gurgling sound and make a ping sound when shot.

SECTION 12 – ACKNOWLEDGEMENTS & OTHER INFO

I'd like to take this time to thank you for playing the Toby Accessibility Mod Version 10.0. If you have any questions, comments, suggestions, or any other feedback, feel free to let Team Toby know. You can contact us via the zdoom forum thread and we'll get back to you within at least a few days tops.

ZDoom Forum Link:

<https://forum.zdoom.org/viewtopic.php?t=71349>

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