The DOOM Honorific Titles

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1. Introduction

DOOM is definitely one of the best computer games of all times, one of the few that will be remembered and quoted ten or twenty years from now. For so many nights, all over the planet, it has glued millions of people to their networked computers. As well as being tremendously addictive and technically excellent, it has an open architecture which has spawned innumerable add-ons, most notably the level editors with which other gifted designers have produced hundreds of excellent WADs.
An exciting feature of the game is the ability to record the player's input in a form that can be replayed later, like a movie. The file containing the recording, known as a LMP, can then be sent to other people for viewing.

The DOOM Honorific Titles, based on LMP recording with an authentication mechanism, are the means by which good players can objectively prove to the world that they are as good as they claim. The DHT system also has the beneficial side effect of promoting the production of amazing LMPs — if you want to see some superior DOOM action, turn to the ever-growing repository of DHT exam files.

Ok, so you think you're good; how do you like the idea of officially calling yourself, say, a DOOM 2 Grand Master? You'll have to fight legions of monsters and record your performance for posterity. If you're up to the challenge, you earn your Title. To prove that the recording was not a fake, there is a PGP-based authentication mechanism which marks the LMP as yours and allows public verification of the title without having to trust a central examining authority. With the DHT scheme, there is no need for a judging commission: as soon as you complete the requested levels, you get your title automatically. Anybody who likes can watch the LMPs and verify that you really deserve your title.

This is the fourth edition of the DHT rules. I started this system in May 1994 and, so far (February 1995), have issued more than 270 challenges; the complete log is available on my WWW page and is regularly posted to the Usenet group rec.games.computer.doom.announce. Approximately 10-20% of the challenges

turn into completed exams. Something like 40 people have reached the status of DOOM Master, and only one so far ever conquered a higher title: I'm talking of Phil Kime, who can proudly call himself a DOOM Tyson. We've all been having good fun and I'm pleased with the consistently high quality of the LMPs that come out of this exercise. I'm convinced that these new rules, with their many new titles and their better calibration of difficulties, will make the competition even more interesting. Thanks for playing!

2. Brief overview of the available titles

All titles, except some of the Techno ones, are available for both DOOM (D1*) and DOOM II (D2*). The title of Master is also available for Heretic. Note that the following descriptions are for purposes of illustration only: the formal requirements for each title are stated in the "Official Reference" section.

2.1 Basic titles

Master (D1M, D2M, HM): Can do any level from scratch on UltraViolence (or Black Plague) with 100% kills.
Speedy Gonzales (D1SG, D2SG): Can do any level from scratch on Hurt Me Plenty under par. No lower threshold on kills.

2.2 Advanced titles

Tyson: (D1T, D2T): Like Master, but only using these weapons: fist, berserk, chainsaw, pistol.
Incubus: (D1I, D2I): Can do any level from scratch on Nightmare. The only constraint is to get to the exit alive: 100% kills or similar stuff is not required.
Grand Master (D1GM, D2GM): Like Master, but with the "-FAST" command line option which makes monsters as fast as in Nightmare.

2.3 Epic titles

Lightning (D1L, D2L): Can do 9 consecutive levels on UltraViolence, all under par.
Schwarzenegger (D1S, D2S): Can do the whole game consecutively on Nightmare, one big LMP for the lot.

2.4 Techno titles

LMP Doctor (D1LD, D2LD): Although using artificial expedients (a.k.a. cheats), has the technical ability to produce a LMP of any (and I mean any) level on Nightmare with 100% kills.
Hacker (DH): Can write a program that writes out a LMP of itself getting to the end of a particular level on Ultra-Violence with 100% kills. Trivial solutions, like prerecording the LMP, are obviously excluded.
Master Hacker (DMH): Can write a program that can impersonate a player in a cooperative two player setup and that, if the other player is left untouched, can finish any level on Ultra-Violence with 100% kills without ever missing a shot.

3. If you read nothing else...

Ok, so you're new to the rules, you just want to figure out how it works and you don't want to spend the whole evening reading this stuff. Go straight to the section "How do I compete for the title of Master?". You may skip all the rest if you're not interested right now — unless, that is, if you are about to mail me a question: if so, search the whole rules first, especially the "Questions and answers" section. Also, remember the following two things:
(1) Challenges are issued by me, not by a mail robot, and I do not have time to do this continuously. I issue challenges in batches. For the last few months I've done it at intervals of approximately two weeks. It may sometimes take longer. Please do not expect same day service.
(2) Please do not send me your exam file when completed. Upload it to the repository instead. Send me the completion form, though, when your exam becomes accessible by others on the repository.

4. What's new

Everything. Everything is new, except the spirit. It's still the same competition as it used to be, but I've taken the time to redesign it and I've completely rewritten both these rules and the helper program (the one that writes out the challenges and the log). I've added lots of ideas that I had always "stored for later",

although I've had to abandon some of them because they required too much preparation and/or manual maintenance work, or because they made the rules too complicated. I've also taken into account the feedback of the many people who sent me their suggestions. I hope that, as many players told me about the previous editions of the DHT, these challenges will renew your interest in non-networked DOOM. I am sure that they will encourage the production of new top class LMPs.
The new titles supercede the previous ones (DM, DGM, DT, DGAK). This means that, from now on, no more challenges for the old titles will ever be issued, although old titles already conquered are still valid and old unfinished challenges can still be finished. You may always apply for a new title, even if you already have the corresponding old title and even if you applied for the corresponding old title but didn't complete the exam.
The major changes from DHT3 are listed below.

- Many more titles than there used to be, now covering DOOM II as well. One for Heretic, too.
- Old titles withdrawn, replaced by similar but different ones.
- 100% secrets no longer required.
- Randomly assigned levels are now chosen from sets, which do not necessarily coincide with episodes.
- People who complete an exam are mentioned in the log.
- Format of authentication dance is slightly different.
- External WADs no longer allowed in free interpretation.
- Multiplayer LMPs no longer allowed in free interpretation.
- Tyson and other advanced titles now restricted to a dynamically expandable list of "feasible" levels called the Base.
- You must always use the latest version of the executable.
- No title requires other titles as prerequisites.

5. How do I compete for the title of Master?

The complete title will be "DOOM 1 Master", "DOOM 2 Master" or "Heretic Master" according to which game you want to play on. Although D2M is harder than D1M, being a D2M does not automatically make you a D1M. If you want to do D2M, though, you are not obliged to do D1M first: you may go directly to D2M if you feel confident about your skills or if you don't have the first game.
The prerequisites are very basic: you must have the corresponding registered version, you must be a good player, you must know how to record LMPs (RTFM for this) and you must have mail and ftp access to the Net (it's still ok even if it's only through a friend).
Follow these steps in sequence:
(1) Send me a mail message like this one:

> To: fms@cam-orl.co.uk
> Subject: Please send me a DHT4 examination form
>
> Name: (your name and/or nickname, max 25 chars)
> Initials: (your initials, max 3 chars)
> Candidate for: (D1M, D2M or HM)
> Declaration: I already have a copy of the DHT4 rules, and I'll read the Official Reference entirely before posting my completed exam to the repository.

(2) Wait for a couple of weeks, maybe more, maybe less. In the meantime practice the game and read the rest of the DHT4 rules. In particular give some attention to the section about "The authentication dance" because you're about to get yours. That's the device that proves that you've recorded the LMPs yourself, thus making your title more valuable.
(3) You eventually get back a PGP-signed message from me. It contains the three levels and the authentication dance that have been randomly assigned to you.
(4) Complete these levels using the latest available version of the game engine (consult the latest DHT log to find out which one it is). For each required level you must produce a separate LMP file, starting with the authentication dance. You must record everything from the start of the level up to and including the "kill count" screen. You must not die during the recording. You may not cheat in any way, and this includes -TURBO. You must play on UltraViolence, or Black Plague for Heretic, and finish with at least 100% kills. The more secrets you get, the better, but you're not obliged to get 100% of them. If one of the levels is too hard, you may skip it and do three other levels instead, chosen from the same set (or harder) as the one you didn't do (this is the appeal mechanism); see the section "Level sets" to find out which levels are in which sets.

(5) Record your "free interpretation" level, still with the authentication dance but with no other constraint other than to play with style. This is the most important LMP of your exam. People may sometimes not view all of your assigned levels but, if they download your exam file, you can be sure that they'll look at your free interpretation. This one has got to be better and more impressive than all the others. The level can be any level you like in the same game as the title you're competing for. External WADs and multiplayer LMPs are not allowed.
What is "playing with style"? Well, you know, things that look impressive: using small weapons on huge monsters, playing without being hit for a whole level, playing without missing shots, convincing the monsters to fight each other, doing things quickly instead of lurking behind a corner for half an hour for the best possible shot, performing stunts that require extreme accuracy in driving, like walking on all five pillars in E1M9, and so on. Consider also using a level from the "hardest" (excluded) set, completing the level with maximum health and armour or deliberately avoiding use of the heavier weapons.
(6) Package everything up as prescribed in "How to package things up".
(7) Unzip your exam file in a clean directory and double-check it. Sometimes one includes the wrong LMP by mistake — a practice LMP with a premature death. Don't do it.
(8) Upload your exam to the repository. (More info in "The DHT repository".)
(9) That's it: from now on you are a D1M, D2M or HM as appropriate. Well done! Brag about for a while with your friends, put the title in your .signature and then, if you still like the idea, come back for another title. :-)
(10) When your exam is finally made available for download on the repository (i.e. when the system administrator moves it to the appropriate directory), send me the completion form you received with your challenge: I'll include your name in the next log.

6. Official Reference

Pedantic mode is ON for the duration of this whole section. Sorry.

6.1 What you must do — a summary

- Request a challenge, in the prescribed format, for a specific title.
- Patiently wait until you get the challenge.
- Complete the required levels (or, for the Techno titles, the required program).
- Make a fantastic free interpretation LMP.
- Package things up and double check.
- Upload your exam to the repository.
- From now on, assuming your exam is valid, you've earned your title.
- When the exam is available for download, send me the completion form; your name will appear in the next log.

6.2 Requesting a challenge

Requests for a challenge must respect the following format, otherwise I reserve the right to reject them. Requests must be sent from an email address capable of receiving an email reply. If you think that the From: line will be mangled on the way, add this line at the end of your request: "Please reply to (proper-email@proper-site)".

> To: fms@cam-orl.co.uk
> Subject: Please send me a DHT4 examination form
>
> Name: (your name and surname, and/or a nickname if you wish, max 25 chars total)
> Initials: (your initials, max 3 chars)
> Candidate for: (one of the many DHT4 titles)
> Declaration: I already have a copy of the DHT4 rules, and I'll read the Official Reference entirely before posting my completed exam to the repository.

6.3 The authentication dance

The authentication dance is a sequence of randomly assigned movements that comes with your challenge. You must include it in every recording you make. It certifies that your LMP was recorded by you in response to that specific challenge. It proves that you really did it yourself. If your LMP is branded with your dance, nobody can say that you stole somebody else's LMP that was floating somewhere on the Net.

The dance is specified as three sets of three movements, like this: "FLF-LRR-RFL". Every letter represents a movement, according to the following mapping:

- L: rotate left by 90 degrees
- R: rotate right by 90 degrees
- F: fist (or chainsaw where unavoidable)

To perform the dance: switch to fist; quickly execute the first set of three movements; pause for one second; quickly execute the second set of movements; pause again; and then the third set.

Levels can be classified as either "Instant carnage" (if you do the dance and stop there without fighting, you die, like E3M3) or "Peaceful start" (you can do the dance and stop there and nobody will come after you, like E1M1). Note that some levels, e.g. E2M6, are normally "Peaceful start" but become "Instant carnage" if you have an F in your dance. This is because pressing fire, even if the weapon is the fist, produces a noise that non-deaf monsters can hear.

When recording a "Peaceful start" level you must do the dance at the very beginning. This also helps you not to forget it, which is good because if you happen to forget it you must throw away the recording and start again. LMPs without your dance, even if otherwise perfect, do not count for your exam.

When recording an "Instant carnage" do the dance whenever it's most convenient for you, provided it's not at the very end: you must kill at least two monsters after having danced (this deters all but the most skilled LMP forgers). In this case you must pause for five seconds before dancing so that people know that you're about to dance and they can check it (there's no rewind button on LMP playback).

For titles which involve an "under par" constraint, and only for those (D1SG, D2SG, D1L, D2L), the above instructions would interfere with the timing; so do the following instead. When recording a "Peaceful start", do the dance immediately; then, without opposing any resistance to monsters, ensure you die as quickly as possible (monsters, crushers, barrels, poison...); then press space to rematerialise and, with your new life, do the timed run, the one that counts. When recording an "Instant carnage" under par, don't do the dance at all — after thinking a lot about it I decided that, even with elaborate alternative arrangements, it would really just get in the way. This is the only case in which an exam LMP without a dance is valid.

6.4 The free interpretation

Every title, except the Hacker ones, also involves producing a free interpretation LMP. You have complete freedom of choice, so you must make it really good. This one is the LMP that, more than all the others, is really going to show that you play with style. You choose the level; you choose the difficulty setting; you choose what to do; you're not even obliged to reach the exit — yes, you're even allowed to die as long as what precedes your death is just *brilliant*. We want to see an amazing performance from you. Go on: prove that you're the best! The only constraints are: use the same game (DOOM, DOOM II or Heretic) as the one of the title you're competing for, use a single player setup, do not use an external WAD. Remember that the free interpretation must still have the authentication dance like all the other LMPs in your exam.

6.5 Formal requirements for the various titles

6.5.1 General requirements for all titles

You must be a registered user of the game you want to play on (there are no titles for the shareware versions). All LMPs must be recorded "starting from scratch", i.e. with the standard equipment after -WARP: 100% health, 0% armour, pistol with 50 bullets and no other weapon. Use of -TURBO, cheat codes, cheat pokes, LMP doctoring or any other cheat is obviously strictly forbidden, except for the specific title of LMP Doctor. Every title except the Hacker ones must include a free interpretation LMP in addition to the stuff mentioned below. Every LMP must include the authentication dance unless otherwise noted. Every LMP must include the end of level screen with the kill count, and leave the completed score on screen for at least 5 seconds before quitting. You may not die during any of your LMPs (free interpretation excepted). You must always use the latest version of the game engine, even if you requested your title before it appeared, for all the LMPs in your exam; the DHT log always mentions what the latest version is and you must ensure that, on the day you upload your completed exam to the repository, the then-current log mentions the same version as the one you're using as being the latest. If an assigned level is too hard, it may be exchanged according to the rules in "The appeal mechanism". Titles defined as "once-only" may only be conquered by one player: once somebody gets that title and is published in the log, nobody else can get the same title again.

6.5.2 Basic titles

Basic titles (D1M, D2M, HM, D1SG, D2SG) involve doing things that id had well in mind while designing the games: it is reasonable to assume that any level in the game can be completed under these requirements.
The randomly assigned levels are based on level sets. All the levels in each game are classified into five sets: Easiest, Easy, Medium, Hard, Hardest. The levels are assigned by picking one random element from each of the three middle sets (Easy, Medium, Hard), all of which have at least seven elements. This means that levels from the Easiest and Hardest sets never appear in challenges for Basic titles. They may, of course, appear as free interpretations, but only if the candidate chooses them.
It is possible to get levels with the same "index" in a challenge (e.g. one may get the third level from each set).
There is no memory between different challenges: when a candidate requests several challenges for different titles, some challenges may contain the same level.

6.5.2.1 DOOM 1 Master, DOOM 2 Master

You are assigned three levels. Each one of these must be completed on Ultra-Violence with 100% kills or more.

6.5.2.2 Heretic Master

You are assigned three levels. Each one of these must be completed on Black Plague Possesses Thee with 100% kills or more.

6.5.2.3 DOOM 1 Speedy Gonzales, DOOM 2 Speedy Gonzales

You are assigned three levels. Each one of these must be completed on Hurt Me Plenty within the par time that appears on the end of level screen. You may be exempted from performing the authentication dance in some cases: see the relevant section for more details.

6.5.3 Advanced titles

The Advanced titles (D1T, D2T, D1I, D2I, D1GM, D2GM) involve doing things that were not necessarily planned for while designing the games. What I mean is that the maps have not been tuned to allow, for example, completion of all levels on Nightmare, whereas they have been tuned for doing the same on Ultra-Violence. Taking this into account, the randomly selected levels are chosen only from what is called The Base — a dynamically expandable set of feasible levels. For every advanced title there is a base, consisting of three sets of levels labelled Easy, Medium, Hard that are considered feasible under the requirements for that title. When issuing a challenge, the levels are assigned by randomly picking one level from each set.
As well as completing the three assigned levels, a candidate for an advanced title must also augment the corresponding base by one level. In other words, the candidate must complete a level that is not yet in the base using the same constraints as for the three assigned levels. From then on, this new level will be added to the base. More precisely, when the candidate sends me the completion form, I publish the augmented base in the next edition of the log. For the exam to be valid, the augmented level must not be present in the base appearing in the latest published edition of the log at the time when I receive the completion form. The person completing the out-of-base level will have the right to decide which set (Easy, Medium, Hard) it should be added to.

6.5.3.1 DOOM 1 Tyson, DOOM 2 Tyson

You are assigned three levels. Each one of these must be completed on Ultra-Violence with 100% or more kills. You may not use any weapon other than fist, berserk fist, chainsaw, pistol.

6.5.3.2 DOOM 1 Incubus, DOOM 2 Incubus

You are assigned three levels. Each one of these must be completed on Nightmare.

6.5.3.3 DOOM 1 Grand Master, DOOM 2 Grand Master

You are assigned three levels. Each one of these must be completed on Ultra-Violence with 100% or more kills using the -FAST command line option which makes monsters as fast as in Nightmare.

6.5.4 Epic titles

The ultimate DOOM challenge. As they say, “These titles are not even remotely fair”. They involve recording multi-level LMPs, where you carry over your possessions from one level to the next, but where a single mistake in one of the later levels may mean having to restart the whole game. You are never allowed to die during the entire recording. You may pause at the end of level screens, but never for more than half a minute otherwise it becomes boring to watch. There is no appeal mechanism for any of the Epic titles. All the Epic titles are once-only.

6.5.4.1 DOOM 1 Lightning, DOOM 2 Lightning

You must complete nine consecutive levels on Ultra-Violence, all of them under par. You choose which level to start on, depending on how strong you feel. For D1L you obviously only have three choices, but for D2L you have many more. Do the authentication dance once at the beginning of the mega-LMP, get killed and restart; this is described in detail under “The authentication dance”. On the intermediate end of level screens leave your completion time visible for at least 5 seconds so that it can be checked easily.

6.5.4.2 DOOM 1 Schwarzenegger, DOOM 2 Schwarzenegger

Ready for the toughest of all challenges? You must complete the whole game in one big LMP (three separate big LMPs for D1S, one per episode) on Nightmare. No constraints on number of kills, secrets or completion time. Even going through the secret levels is optional. Just get to the end of the game alive, that’s enough. This one is also known as “DOOM — The Movie”...

6.5.5 Techno titles

These titles are completely different in spirit from the preceding ones. While the preceding ones are about “let’s see how good a real player can be”, these ones are about “let’s see what the theoretical limits are”. The rules are completely different. Here LMPs (or even players) are constructed artificially so that they can be refined and optimised. There is no appeal mechanism for any of the Techno titles — besides, it would hardly make sense. For titles that involve writing programs you are encouraged to release the source, but you are not obliged to. The executable must however be freely usable by anybody without charge.

6.5.5.1 DOOM 1 LMP Doctor, DOOM 2 LMP Doctor

You are assigned three levels, two from the “Hard” and one from the “Hardest” (normally excluded) Basic set. For each one of these you must produce a LMP on Nightmare with 100% or more kills. The LMP may be produced in any way you like, including binary editing and all the cheats you can think of. The only restriction is that the final product must be a perfectly normal LMP, that can be played back on an unmodified version of the game. The free interpretation must be another “doctored” LMP of a level of your choice; I recommend that you do something that people would normally dismiss as impossible. You must still perform the authentication dance on all LMPs, as usual. Note that, unlike the other Epic and Techno titles, LMP Doctor is not once-only.

6.5.5.2 DOOM Hacker

You must produce a program capable of getting to the end of a specific level on UV with 100% kills or more. You choose which level, and which game (DOOM or DOOM II). To avoid trivial solutions like a program that just contains a LMP recorded by hand, the program must still be able to complete the level if any of the THINGs in the level (particularly monsters) are moved around, as long as the new configuration can still be solved by a human. The program does not have to be able to cope with any level: you may work on the one you find easiest, but it has to be one of the levels in the original game. Given the WAD of the level with the new positions for the THINGs, the program produces a LMP which may then be viewed on a normal copy of the game, of course when loaded together with the same modified WAD. No free interpretation and no authentication dance are required for this title. Because the programming skills involved are quite independent of the level chosen, there is no D1H/D2H distinction. This is a once-only title.

6.5.5.3 DOOM Master Hacker

You must produce a program capable of impersonating a player in a cooperative setup. If the other player is left untouched, your program must be able to get 100% kills on any level on Ultra-Violence without ever missing a shot. The point is that, whatever connection method you decide to use (serial / modem / network

or even all three), your program must externally behave exactly like any other DOOM node. Of course at this point a natural extension is to transform the program into a formidable deathmatch opponent: you may implement this additional bit in any way you like; consider it as your free interpretation for this title. DMH is a once-only title. There is no authentication dance. As for DH, there is no D1MH/D2MH distinction, and your program is not required to work with both games. You may base your program on that of an earlier DH if available, giving proper credit of course. The program is not required to perform any graphical rendering of what it is "seeing" during play, but it must be capable to cooperate in the recording of a multiplayer demo so that its subjective view of the match can be seen later by playing back the LMP.

6.6 The appeal mechanism

To compensate for the fact that randomly assigned triplets of levels may not all have the same difficulty, an appeal mechanism is provided. You are allowed to exchange at most one of your assigned levels. The exchange will involve recording more LMPs than normal but it may allow you to complete an otherwise too difficult title.

6.6.1 Basic titles

You may exchange at most one of your three assigned levels with three other levels of your choice from the same set.

6.6.2 Advanced titles

You may exchange at most one of your three assigned levels with three other levels from the same set, provided that the set contains at least three other levels. If the set (in the *latest* edition of the base, which may be different from the base at the time when your challenge was issued — see the latest log) contains fewer than four levels in total, you can't use this rule for the appeal.
Alternatively, you may exchange at most one of your three assigned levels with one out-of-base level. This, of course, in addition to your "normal" out-of-base level.
Alternatively, if you can complete the three assigned levels but cannot expand the base, you may exchange the unspecified out-of-base level for all the levels in the "hard" set, provided that there are at least four (including your assigned one). If there are fewer than four levels in the "hard" set, you are obliged to expand the base.

6.6.3 Epic and Techno titles

No appeal.

6.7 How to package things up

When you have recorded all the exam material, you must package it up in a ZIP file as explained below. The name of the file will be something like D1M-TLH.ZIP, where the part before the hyphen is the title you've conquered and the part after the hyphen is your "handle" as specified in the challenge you received. Your "handle" is normally the same as your initials, but if they clashed with somebody else's then the third character will now probably be a digit. Because the filename is eight letters long and the title may take up to four letters, your "handle" will never exceed three characters.
All LMPs for Basic and Advanced titles should be named ExMy-UV.LMP, MAPxy-NM.LMP or whatever is appropriate. LMPs for the Epic titles should be named 9LEVELS.LMP or 32LEVELS.LMP.
The items that may compose your ZIP file are the following.

6.7.1 The assigned LMPs (1)

Those that have been assigned to you in your challenge.

6.7.2 The substitution LMPs (2)

Those that you have recorded instead of an assigned or out-of-base LMP you couldn't do (see "The appeal mechanism").

6.7.3 The free interpretation LMP (3)

The one where you choose everything — probably the first one that people will watch when unpacking your exam file.

6.7.4 The out-of-base LMP (4)

The one that makes you worthy of an Advanced title, by proving that you can do something that no one else has been able to do so far.

6.7.5 The multi-mission LMPs (5)

The equivalent of the assigned LMPs but for the Epic titles. Sort of assigned, but not quite.

6.7.6 The program (6)

For some Techno titles only. There must be an executable and there may be a source. The source, if present, must contain instructions on how to build it. Package the source tree as a ZIP-in-the-ZIP to keep it together. Package the program and its docs as another ZIP-in-the-ZIP.

6.7.7 The challenge (7)

The PGP-signed message you received from me (you must retain the PGP delimiters but you may delete the surrounding mail headers), containing your "handle" and the things you have to complete. This must go in a file named CHALLENG.TXT.

6.7.8 The description (8)

The file which describes your exam, highlights its good parts and tells us a bit about you and how you play. This must be called something like D1M-TLH.TXT, i.e. the same as your exam file except that it must end in TXT instead of ZIP. Note that, when uploading, you'll have to include it outside of the ZIP file as well. If you received the DHT4 rules in ZIP form, a template for this file was included as DESCR.TXT; if you received them via mail, news or WWW browsing, the same info can be found in the section "A template for the description file". Just fill in the blanks.

6.7.9 Checklist

What you must include is:
For Basic titles: 1, (2 if appropriate), 3, 7, 8.
For Advanced titles: 1, (2 if appropriate), 3, 4 (unless replaced by 2), 7, 8.
For Epic titles: 3, 5, 7, 8.
For D1LD, D2LD: 1, 3, 7, 8.
For DH, DMH: 6, 7, 8.

6.8 The completion message

When you complete your exam, package it up as prescribed and upload it to the "incoming" directory on the DHT repository. When you see that it has been moved to the "dht-exams" directory by the administrator, send me a completion message like the one below. I'll insert you in the next edition of the log as someone who conquered a title, and everybody will know and have a chance to pick up your LMPs.

> To: fms@cam-orl.co.uk
> Subject: Completion of DHT title
>
> Name: (your name)
> Log entry: (copy the relevant two lines from your challenge)
> Levels: (all the levels for which there is a LMP in your exam, in two-digit format, including assigned ones, substitutions, out-of-base and whatever else applies.)
> Additions to the base: (out of base level(s) in two-digit format, or N/A if not applicable)
> Highlight of FREE: (concise description of your free interpretation, 60 chars max.)
> Declaration: I am proud to announce that my exam file is now available for download on the DHT repository. I have double-checked it and, to the best of my knowledge, it fulfils the DHT requirements to the letter. I know that, if the exam I have submitted is later found to be invalid, it will be mentioned in the DHT log as CRAP.

You may wonder what the last sentence of the declaration means. Check the section "My policy about verifications".

7. Level sets

7.1 Level sets for D1M, D1SG

Easiest: E1M1 E1M2
Easy: E1M3 E1M4 E1M5 E1M6 E1M7 E2M1 E3M1
Medium: E1M8 E2M2 E2M3 E2M4 E2M5 E2M8 E2M9 E3M5
Hard: E1M9 E2M6 E2M7 E3M2 E3M3 E3M4 E3M7 E3M8
Hardest: E3M6 E3M9

7.2 Level sets for HM

Easiest: (empty)
Easy: the levels from Episode 1
Medium: the levels from Episode 2
Hard: the levels from Episode 3
Hardest: (empty)

7.3 Level sets for D2M, D2SG

Easiest: MAP01 MAP02 MAP32
Easy: MAP04 MAP05 MAP06 MAP07 MAP21 MAP31 MAP03
Medium: MAP09 MAP10 MAP11 MAP12 MAP14 MAP15 MAP17 MAP22 MAP25 MAP26 MAP30
Hard: MAP08 MAP16 MAP18 MAP19 MAP23 MAP27 MAP28 MAP29
Hardest: MAP13 MAP20 MAP24

7.4 Initial base for D1T

Easy: E1M1 E1M2 E2M9
Medium: E1M4 E1M6 E1M7 E2M2 E3M1
Hard: E1M3 E1M5 E1M8

7.5 Initial base for D2T

Easy: MAP01 MAP02
Medium: MAP03 MAP05 MAP31
Hard: MAP04 MAP06

7.6 Initial base for D1I

Easy: E1M1 E1M2 E2M8 E3M8
Medium: E1M4 E1M6 E1M7 E2M1 E2M2
Hard: E1M3 E1M5

7.7 Initial base for D2I

Easy: MAP01 MAP02 MAP03 MAP32
Medium: MAP04 MAP05 MAP07 MAP31
Hard: MAP06

7.8 Initial base for D1GM

Easy: E1M1 E1M2 E2M8
Medium: E1M4 E1M6 E2M1 E2M2 E2M9
Hard: E1M3 E1M5 E1M8

7.9 Initial base for D2GM

Easy: MAP01 MAP02 MAP03 MAP32
Medium: MAP04 MAP05 MAP31
Hard: MAP06 MAP07

8. The DHT repository

The DHT repository is a special directory on the DOOM ftp site, called dht-exams. It contains the completed exam files of all the players that have conquered a title. From DHT4 onwards, every exam file (say, D1M-TLH.ZIP) is also accompanied by the description file D1M-TLH.TXT. The repository is mirrored by many other ftp sites, so if you want to download you should go to the mirror site nearest to you. To upload, however, you must go to the master site, otherwise your exam will not be propagated. When uploading your exam (ZIP and TXT), put it into the "incoming" directory. The site administrator will move it to dht-exams.

Since the DHT started in May 1994, the dht-exams directory has followed the master DOOM ftp site in its journey, from ocf.unt.edu to infant2.sphs.indiana.edu to ftp.orst.edu and currently to ftp.cdrom.com; as you see, this may change in the future — in fact it's highly likely that ftp.idsoftware.com will become the master DOOM site shortly — but the point is that the dht-exams directory will always be wherever the master DOOM ftp site is.

At the time of writing, the DHT repository is ftp://ftp.cdrom.com/pub/doom/dht-exams. Note that one single directory under "doom" contains exams for all the titles, including those for DOOM II and Heretic.

9. Where to find the latest information

The most up to date information on the DOOM Honorific Titles can always be obtained through the World Wide Web at http://www.cam-orl.co.uk/~fms/dht.html, which I maintain. This page contains the latest version of these rules, the latest copy of the log and a pointer to the current DHT repository.

Whenever I issue any new challenges I always update the log and post a PGP-signed copy of it to the Usenet newsgroup rec.games.computer.doom.announce. Articles from this newsgroup are archived (and indexed) at ftp://ftp.mantis.co.uk/pub/doom/rec-articles. If I can log onto the DHT repository (not always easy in the past) I also upload the log there, but do not consider the copy on the repository as necessarily being the most up to date one.

10. A template for the description file

This is a DHT4 exam file. Its place is in the doom/dht-exams directory.

The DOOM Honorific Titles
Created by Frank Stajano on 1994 05 01

(your name) hereby conquers the title of (your new DHT title).

Exam file name: (e.g. D2M-TLH.ZIP)
Title conquered: (e.g. DOOM 2 Master)
Author: (your name)
Completion date: (yyyy mm dd)
Game and version used: (e.g. DOOM II v. 1.8)
Log entry: (copy the relevant two lines verbatim from your challenge)
Substitutions? (NO, N/A, or something like: YES, MAP16 with MAP18, MAP27, MAP28)
System used: (e.g. 486/66 VLB with Sbpro)
Controls used: (e.g. keyboard + mouse, with everything redefined as follows...)
Free interpretation: (which mission it is and what makes this LMP special)
Comments: (all you want to say about the levels you completed)
Author info: (all you want to say about you, your addiction to DOOM and maybe your previously conquered titles)

11. My policy about verifications

The central idea of the DHT system has always been that there would never be a commission of judges rating the LMPs. This is probably what sets DHT apart from most other LMP competitions and also what made it so successful. You get a challenge. You perform the required stunts. You package up the LMPs. That's it. Together with the authentication mechanism, anybody can verify that you really earned your title.

All the modifications and additions I made to the system have always respected this basic principle. I'm here just as the entity that issues the challenges, never as a commission that checks the exams. In fact, I never check anything at all, apart from the very low level fact that your initials must not clash with anybody else's on the log. Everything else you say, I take it as good. I have done my best to design a system in which

the public can verify everything by themselves. If someone wants to cheat in any way they will easily fool me (I don't check anything, by policy), but they will certainly be spotted by someone else on the Net.
As a recognition to those who put their best energies into completing their exam I decided that with DHT4 I'd announce decorated players in the log. However, in line with my policy, I may very well not even view their exam before doing so: I just trust what they tell me. I believe this will work fine and we won't have any problems; but, as a matter of safe design, having done that I also had to incorporate some feedback device in the rules to discourage abuse. This device is the CRAP list. If you spot an invalid exam on the DHT repository, which is to say one where the player does not do all the required things for the corresponding title, just write to me and tell me: "I believe that file XXX contains a invalid exam, because...". At that point I'll have to check it out myself (can't avoid it here) and, if the exam really is invalid, I'll insert a "CRAP:" entry in the DHT log pointing out that that exam is crap and that its author has no right to any DHT title whatsoever, should be ashamed of himself and so on. Talking frankly, I don't think this will ever happen, but I feel that the possibility had to be formally addressed in the rules.
This also means that I should warn you once more to be extra careful when packaging your exam. Check that you've included the correct LMPs! Believe me, when one competes against a challenge, the DOOM directory soon fills up with many versions of the same LMP, and it's all too easy to select the wrong one by mistake. Once the exam is on the repository, it's too late. Also, if you are in doubt about the requirements for your specific challenge and you think that these rules are ambiguous, ask me; don't risk it by posting a potentially invalid exam in good faith.

12. The DHT log

Every time a challenge is issued, it is also recorded in the DHT log. Every time a set of challenges is issued, the updated log is posted to my WWW page and to the rec.games.computer.doom.announce newsgroup. If you have requested a challenge and haven't received it, you can always check the latest log. The date of the log is the date of its last section. If I received your challenge before that date, you should be in the log and you should have received a challenge. If you're not in the log, wait until the next log (your mail might have been delayed) and then, if necessary, mail me. If you are in the log but haven't received your challenge, wait for a few days and then, if necessary, mail me (I'll resend you a copy of the same challenge); in the meantime you can already start recording LMPs for your exam, because all the info you need is in the log. You'll only need the challenge when you pack everything up.
With DHT4, the log also contains extra information like announces of decorated players, updates to the base and the latest version of DOOM.
Updates to the base are particularly important: if you are competing for an Advanced title, you must always keep an eye on the latest log, because your out-of-base LMP must be out of base with respect to the latest log, not with the base as it was when you requested the challenge (otherwise everybody would request an advanced challenge now, to take advantage of the fact that the base is still nearly empty).
There was a log before DHT4, containing all the challenges issued since the beginning of the system, and that log will still be publicly available on my WWW page. Because the new log lists more items it has a different format and I thought it was simpler to separate the two so that the new one could be self-consistent. This will make it easier to write automatic filters for it.
By the way, because the articles posted to the .announce newsgroup are archived at ftp://ftp.mantis.co.uk/pub/doom/rec-articles, you may retrieve old versions of the log from there if you wish.

12.1 Notes on the format of the log

To conserve space, levels are designated with a two-digit code only, like 23 instead of E2M3 or MAP23. It will be clear from the context what the correct expansion should be.
For readability and ease of posting, lines in the log file are never longer than 75 characters. Lines that would logically be longer are terminated with a backslash, which indicates continuation on the next line. Continuation lines always start with six blanks. If you are writing a filter to read the log, a preprocessing step must remove sequences of backslash, newline and six blanks, thus reconstructing the long lines.
Blank lines are ignored, and so are lines starting with a semicolon. Lines full of hyphens separate sections (a new section is produced every time I issue a new batch of challenges). The remaining lines are identified by a four-letter code followed by a colon. The codes include:

- DATE: contains the date of this section.
- BASE: redefines the base for a given Advanced title.
- LEVS: redefines the level sets for a given Basic title.
- VERS: states what the latest versions of DOOM, DOOM II and Heretic are.

- REPO: states what the latest DHT repository is.
- CHAL: records the fact that I issued a challenge.
- DONE: announces that a player got a title and that the exam is now available for download on the repository.
- CRAP: says that a published exam has been discovered to be invalid or even a forgery. Shame on the author!

Every line is partitioned into fixed length fields whose meaning will probably be easy to guess once you get to see the log.

13. Heretic

I was halfway through compiling these new rules when Heretic came out. Because Heretic is just DOOM in a fantasy/medieval setting, it makes perfect sense for people to ask whether the DHT rules offer any challenges for Heretic. The answer is yes, at least in part. As you've seen one Basic title, that of Master, is available for Heretic too, with the three sets corresponding to the three episodes. The other Basic title, Speedy Gonzales, would have been available as well but there is no par time in Heretic so it isn't. I have decided not to offer any higher titles for now, both because I haven't played the game enough to be able to confidently fine-tune the level sets (I'm still not sure whether I want to buy the full version for this one or not, after having bought both DOOMs) and because, as you noticed, there is no Nightmare mode (which perhaps just should be taken as official confirmation of the fact that id never was serious about people actually completing levels on Nightmare anyway...). Maybe I'll create appropriate extra Heretic titles later if I get loads of requests.

The rules for HM are exactly the same as those for D1M except that the level sets correspond to the episodes and that you must play on the hardest difficulty setting (Black Plague Possesses Thee, abbreviated to BP for LMP naming purposes).

14. Things that may change in the future

You never know what is going to happen; but, as a general feeling, I don't think that there will be any major modifications to the DHT rules after version 4. Some things, however, might change.

14.1 Repository

The DHT repository will probably not stay at the same ftp site forever. But rest assured that it will move together with the master DOOM site. The section on "Latest information" contains the relevant pointers.

14.2 Level sets

The most controversial change in the DHT4 rules has been the introduction of level sets. Previous versions of DHT used the DOOM episodes as level sets. This innovation has been introduced primarily to cope with the fact that DOOM II has no episodes, but also to compensate for some anomalies in triplet assignment that plagued the earlier rules and forced me to introduce extra layers of sub-rules.

Of course the problem with level sets is that there is no partitioning that will look right to everyone. Although I did my best to produce the present list of level sets, and I believe it is reasonably fair, I do not claim it is perfect and I am sure that many will disagree on the placement of some missions in some sets for some titles. My overall position is that if I continue fiddling with it, I'll never stop; and so I'll be very reluctant to change any of these sets. But, as always, I will listen to any comments and, if there is a general consensus on something I obviously got wrong, after a stabilisation period I will rectify the mistake by issuing another pack of level sets. If this ever happens, those who got a challenge before the change and who believe they'd get a better deal after the change will be allowed to request another challenge for the same title and their old challenge will be invalidated. Those who have completed a challenge issued before the change just keep their title without being affected by the change.

Let me add once more that it is unlikely that I'll change the level sets unless I get lots of complaints from different people about the same specific point. My opinion is that, as long as the rules are generally fair, if they are the same for everybody then minor warts are tolerable, because they do not favour anyone.

14.3 More Q&A

I may add more questions and answers as I get more mail from people. But I don't think I'll issue a new version of the DHT rules just to add more answers: I'll probably put these in an additional file. Only if I

decide to issue a new major revision of the rules (unlikely, again) will the answers be pulled back in the main file. At any rate, if I produce an external file with more Q&A, you'll find it on WWW at http://www.cam-orl.co.uk/~fms/dht.html.

15. A few tips

Here are a few tips coming from my personal experience. Maybe some of them will be useful to you.

- Keep RUN pressed all the time. You need the extra speed to have an edge on the monsters.
- Use the mouse. You need to be able to turn quickly and accurately (although I must admit that the best deathmatch player I ever met, David Macandless, was to my surprise a keyboard person).
- Experiment with alternative controller arrangements: the default one is not necessarily the best — for one thing, it requires you to look at the keyboard to change weapons. I recommend the setup I invented, with the right hand on the mouse and the left hand comfortably homing on the A, W, E, R, SPACE keys, with the weapons readily accessible by touch-typing. Look at some DHT exams you find good and check what sort of controller configuration they use.
- Concentrate on one specific level at a time and practice on it enough times that you know exactly the location of every monster and useful piece of kit. Always practice at the same skill level as the one you'll be recording the LMP at, and don't be ashamed of using the cheat keys while practicing if you have to — you can say you're doing it "for research purposes", just to study the level. Ensure you know the location of every secret before even thinking of recording a LMP of it. Check iddt, the DOOM FAQ or Paul Falstad's excellent "secrets list" if you think you're missing something.
- Plan your way through the level. This is very important. No hesitation about what to do next.
- Look at other people's LMPs of the same level. Sometimes, without being aware of it, we insist on a sub-optimal strategy and seeing someone else play may suggest a better idea.
- Once you know the level by heart and you know the route you'll be taking, start practicing the component parts. Every level has hard fights and rest places, crucial points and "downhill" sections. For every crucial point, save your game just before it and practice, practice, practice until you are sure you can kill that cyberdemon once you get there with the right equipment.
- Having done that it's time to put it all together. At this point you can try the whole level in one go, and you should be recording every attempt, including the authentication dance every time. One of these will be the right one!
- If you think you have outgrown the level, maybe because it's the easiest of your triplet, consider redoing it even better. After all the stated requirements are only just minimum requirements — nothing should stop you from doing much better if you can. You might finish with 200% health and armour, avoid taking any damage during the level and so on. The easier the level is, the more interesting your LMP should be if you don't want those who download your exam to dismiss it as trivial.

16. Acknowledgements

First of all I'd like to thank the cool guys at id software for producing the best computer game I ever played. Of course if DOOM hadn't been so addictive I would have never bothered starting up and maintaining all this. Then I'd like to thank the hundreds of people appearing in the DHT log, who made this initiative as successful as it is. Special thanks to my postmasters at ORL, Jenny and Steve, who — even if their interest in DOOM is totally nil — patiently put up with all the wrongly addressed email I receive because of this. Thanks to Barry Bloom and Jim Pitts for their wonderful job with the DOOM ftp site and for their friendly attitude towards the DHT: they allocated me an entire directory right from the start. Thanks to the numerous people who sent me their suggestions on how to improve the rules; some of their ideas have been adopted in this edition, but even those that haven't were often interesting and inspiring; I am probably forgetting someone, but the list should at least include the following players: Pat Mahoney, Colin Dickens, Leo Allen, Scott Adams, Ted Vessenes, Julian Birch, Tim Glauert, Tony Lezard.
Thanks also to Vesselin Bontchev, Takayuki Iida and Phil Kime for detailed discussions, to Steffen Winterfeldt for the two most fantastic nightmare LMPs I've ever seen so far (E1M3 and MAP07), and finally special thanks to Jeffrey Makaiwi for his dedicated support, including detailed review of several beta copies of the DHT4 rules and production of a substantial number of initial base LMPs for the new DOOM II Advanced titles.

17. Questions and answers

Lots of people have mailed me with questions about their challenge and whether they could do this or that. If you have a question, read on: there is a good chance that the answer is already in here.

Q: Do I have to start with a pistol or can I start from a saved game?

A: You have to start with the "standard results after warp". No saved game. A typical line to record your LMPs would be "doom -devparm -record exmy-zz -warp x y -skill s".

Q: Isn't it a bit wimpy to change one episode with some others? Shouldn't real players avoid the appeal mechanism?

A: No. If one guy gets a very easy triplet and the next gets a very hard one, then there is an obvious disparity in the challenges. It's true that in theory an aspiring Master should be able to do any level; but, given that the examinations are a subsampling and someone could get away by doing easier levels, it seems fair to leave a way out to those that get the harder ones. I have no control over what the random number generator pours out, and it is my policy to always stick to the first thing that comes out when making a certificate. I never remake a certificate saying "oh this one would be too easy, it's almost offensive" or "oh this one is just plain impossible". So there needs to be a backup system that evens out the difficulties. Changing one of the levels is a perfectly legitimate thing to do. It's within the rules. Of course, if you can do without it, so much the better. If you realise that you got very easy levels, try to do them at your best, possibly even surpassing the required specs: people will be inclined to say "oh yes but he got the easy ones", but you can show them that you really are a master by doing them with style.

Q: Isn't it unfair that I got these very hard episodes while people can call themselves Master and they've only done much easier ones? I would be able to do the ones THEY've done! Can you send me another challenge please?

A: Sorry, but you can't change the challenge you received. The appeal mechanism has been introduced just for this purpose. The rules are the same for everybody. In theory the owner of a title should be able to do every level in the game at the stated conditions. If someone did it on the easier ones, be assured that they didn't choose the levels for their exam: they were prepared, like all of us, to do it on any possible level. Feel free to use the allowed substitution if it helps you.

Q: Can I substitute more than one level?

A: No.

Q: Can I do more than one free interpretation?

A: No. Just include your best one. If you feel particularly creative, try to conquer another title — that is the only opportunity you've got to publish another free interpretation in an exam.

Q: Do I have to pick up all the health potions, helmets etc?

A: No. You don't have to finish with 100% items. Who cares about this? DOOM is an action game!

Q: The requirement that used to be "kill every monster at least once" is now just "100% kills or more". Can I kill that soldier twice and not kill the cyberdemon?

If you stick to the letter of the Official Reference, yes, now you can, and your exam will be valid. But rest assured that, if you do, you won't look particularly good to those who watch your exam.

Q: Do I have to end the level alive on the free interpretation?

A: No. There is no constraint whatsoever. Do what you feel is interesting. Obviously you will be judged by your peers based on what you do and on how you do it, but there are no rules. Some of the original id demos are pretty amazing even if the guy dies after all. Not that I recommend it, but it's not forbidden.

Q: Do I have to end the level alive in the other LMPs?

A: Yes please! :-) Not that anybody asked that, of course; but be extra careful when you package up your exam file. You probably have lots and lots of LMP files in your doom directory, so be sure to pick up the right ones and not the ones where you failed. This is unfortunately quite easy to do, and it happened to

some not-very-careful DM candidates. After zipping up the exam, clean your DOOM dir of all LMPs, unzip it there and view the LMPs again. It pays to be careful. It's much better if YOU spot it, rather than someone else who just downloaded your file to see how good you are supposed to be.

Q: What's this stupid exam thing? Who gave you the right to judge others anyway?

A: Calm down mate, I am judging absolutely nobody, as you can see if you read the rules carefully. The only thing I do is running the program that issues the randomly selected challenges and signs them with my PGP public key. Everybody who wants to participate is their own judge — they will know if they've done it or not. I don't certify results in any way, nor do I issue scores. Actually, the reason why these titles may be considered worthy of trust is exactly because they are based on a well-defined, non-subjective procedure that anybody can verify.

Q: The thing I'm good at is deathmatch. If I beat a Master at deathmatch, do I become one?

A: No. The only way to earn a title is to pass the exam. You earn a title because you proved you could beat a specific challenge. Obviously it is conceivable that, after this, someone else once beats you in a deathmatch challenge, but this does not *prove* that he would definitely be up to the same exam challenge as you did. There is some correlation, but certainly not an implication. Thus, beating a decorated player at deathmatch, while certainly a good performance, does not and should not imply that one gets the title without passing the exam. And deathmatch battles are not consistent for ratings, because the next time the results might be reversed. Besides there is another marginal point, which is that the exam stuff has been designed to be very easily and unquestionably verifiable by anybody. One can only claim to be a Master because they can show you the exam file, with authentication dance and all. If they falsely claimed to be a Grand Master, you could very well ask to see the exam file and it would then be obvious that they're bluffing. So the titles are worth something because they can be authenticated by anybody who wants to. You don't have to trust any central authority or committee. "Proving" that you have beaten a Master would be much more cumbersome.

Q: I have an old challenge, issued before DHT4, which I haven't completed. Can I change to a new one for the same title? I prefer the new rules.

A: The short answer is yes. The long answer is that, although you're not allowed to get more than one challenge for the same title, strictly speaking you cannot possibly get one for "the same title" as an old one because these titles are not issued any more. The old DM, for example, is now D1M. It is not the *same* title. For example, it doesn't require 100% secrets and its triplet is chosen with a different algorithm. Of course it is very similar. I did this precisely so that I could slightly change the requirements for the titles without affecting those who had already conquered them and/or who were still working on an old challenge. I spent a lot of time designing and refining new, better rules, and I wanted all the old players to be able to take advantage of them. On the other hand I always repelled the idea of changing the requirements of a title after challenges for that title have been issued. All the old titles remain valid. All the old challenges remain valid. It's just that I won't issue any more old titles. Because the rules allow you to conquer both a DM and a D1M title, they implicitly also allow you to abandon your old challenge for an equivalent new one.

Q: What the hell is PGP?

A: PGP stands for Pretty Good Privacy. It is a highly successful Public Key Criptography program originally created by Phil Zimmermann. Its main function is to help you preserve the confidentiality of your digital communications. It also offers several other functions, among which is the digital signature that the DHT system uses. You don't need PGP to produce a DHT exam file. But you need PGP, and my public key (available on my WWW page and on the key servers as fms-dht) if you want to verify the digital signatures I produce.

Your challenge is signed by me with PGP. This certifies to anybody who cares to verify that you did not modify a single character of it. You didn't change the levels to easier ones and you didn't change the authentication dance I assigned you to recycle someone else's LMP. If you had done so, the signature would no longer match the text. Thus the use of digital signatures adds value to your title, because it certifies that you certainly didn't get the title by tampering with the challenge.

PGP is a very interesting program, both from an intellectual point of view and, more importantly, from a civil liberties point of view. It'll do you good to know more about it. By the way, it's free, and it comes with an outstanding manual which contains detailed information both on the technicalities and on the social issues involved. The issue of digital privacy (or lack thereof) is one that could deeply influence your future.

Learning about PGP, and about why in some countries (can you guess which ones?) you can go to jail (or much worse) according to what you do with it, is a wise move. There are many starting points on the Net about PGP. There is a newsgroup, there is a FAQ and there are numerous independent WWW pages on it. You can even follow a PGP link from my home page. But of course all this goes well beyond the scope of the DHT, so I'll stop here.

Q: Can I request any Advanced challenges even if I haven't completed the Basic ones yet?

A: Yes you can (basically because it would cost me more time to go and check whether you really are a D1M than to issue the new challenge for D1T), but I don't recommend it. If you do, you overload me with more requests than I would normally have to process, and the challenge-issuing activity will probably become slower. On the other hand I would consider it perfectly acceptable if, after becoming a D1M, you requested several Advanced titles together, only to decide later which one to do first without having to wait two extra weeks for every title.

Q: I can't do FTP, so I can't upload my exam file to the official repository. Can I uuencode it to you so that you do it for me?

A: No way! For no reason in the world should you send me your exam file. Neither to have me look at it, nor to have me upload it somewhere. If I want to watch some LMP action, I download other people's exams from the repository *when I feel like it*, but I don't want these exams overflowing my mailbox and waiting for a reply. I WON'T REPLY AT ALL TO MESSAGES CONTAINING AN EXAM FILE: I'll junk them immediately. I barely keep up with issuing challenges; when I have some free time I much prefer playing DOOM myself rather than messing about with more DHT administrative stuff! :-)

Q: What's the point of having to use the latest version? They keep changing it, it's a pain! I had just finished a great LMP with the previous one...

A: Because there have been so many versions of DOOM, it is now impractical to keep all of them online on the hard disk just to be able to view the odd LMP. Most keen players will update to the new version as soon as it comes out, so this must be your target if you want your exam to be seen by the most dedicated players. I've made it a rule to encourage everyone to standardise on the upgraded version.

Q: What if the level I'm supposed to do has a bug that makes it impossible to complete it, like the famous E3M9 bug in 1.666?

A: First, ensure that it really is a showstopper bug that everybody experiences. Contact help@idsoftware.com and see what they say. If it is one, chances are that a fix will be available, either as a PWAD or as a patch for the program. In that case use the fix and mention it in your description file. Describe in clear steps what viewers should do (e.g. load this PWAD, which can be found on this ftp site) to be able to watch your LMP. If the fix comes in the form of a new version of DOOM, you'll have to rerecord all the LMPs with the new version anyway.

Q: I'm supposed to do E1M8. How can I end it alive? It's impossible, the final room can't be done!

A: You're right, it can't, we all know that. In this case of course you should consider the teleporter as the end of the level for all practical purposes.

Q: When I get to the last mission of an episode, there is no end screen. How do I know that I've killed all the monsters?

A: Pay attention. Watch the LMP again with someone else. Listen to growls before exiting. I can't offer much better advice, I'm afraid, although to be honest it's generally fairly obvious whether you've killed everybody or not.

Q: I finally completed my DHT3 exam. Will you mention me in the DHT4 log? Or in the DHT3 log? Or anywhere else?

A: In short, no. You won't be mentioned in the DHT4 log because it only lists DHT4 titles. You won't be mentioned in the DHT3 log because it's now sealed forever. You may not be mentioned anywhere (although who knows, I might one day write the simple robot I have in mind , in which case...) But your title

is fully valid. Your exam is present on the repository, so that's where you are visible. That's how it has always worked for DHT3 titles.

Q: What happened to the "100% secrets" requirement?

A: I dropped it after discovering that, in several DOOM II levels, it was impossible to get 100% secrets because at least one secret was in a sector only accessible through idclip. I consider this a design bug; but, whether it is or not, I thought it simpler to drop the requirement altogether rather than stating an ambiguous requirement like "as many secrets as can possibly be discovered", especially given the fact that new DOOM patches might have changed the number of accessible secrets on a given level.
Besides it must be said that, if you still have the 100% kills requirement, you must pretty much visit the whole level anyway, and if you don't it just makes it harder for you because you're not missing any monsters, only goodie caches.

Q: Aren't the new titles easier than the corresponding old ones? Especially Tyson and Grand Master?

A: Yes, they are — at least as far as the original DOOM is concerned. The requirements are less stringent and there is the Base concept that limits the difficulty of the assigned levels. But this was all intentional and part of a laborious design to find a set of rules that would allow competition on the advanced titles without being excessively dependent on luck in the draw of the triplet.
Note also that DOOM II levels are on average much harder than DOOM levels; thus, even if the formal requirements are the same, the D2 title is normally much harder than its D1 counterpart. At least for Master, I believe that D1M < DM < D2M. This, together with the variety of titles now available, gives a wide spectrum of choices to potential candidates. Note however that DT and DGM were on average probably harder even than their D2 counterparts, because they didn't have the mechanism of the Base.

Q: Suppose that someone finds or writes a cheat that goes undetected in LMPs. Then all those titles become basically crap, right?

A: Well, in a sense yes. But in fact no, not at all. There are a number of ways in which cowards could cheat their way through the DHT system, from easy ones like requesting multiple challenges under different names and from different accounts to more elaborate ones like hacking the binary data in the LMPs or hacking DOOM so that it records in slow motion. The system has been designed to address the basics of security, but it is by no means foolproof. Its greatest non-technical protection, however, comes from the fact that everything is public (including the log of requests) and that there is no judging commission. If someone tries to cheat they will easily fool me, but they can't possibly fool ALL the people who will be watching their LMPs. Someone will spot them, and tell the rest of the world on the DOOM newsgroups. If someone tells me, I'll even put the culprits to shame in the log.
I don't think that getting a title by cheating would be a great satisfaction; if, for example, one can doctor a LMP, the greatest satisfaction, I think, should come from people admiring them for how clever they are in doctoring the LMPs, not from silently pretending to have recorded a LMP like everybody else, without being able to talk about their technical prowess... It is for this precise reason that I introduced the Techno titles. I would really admire anyone capable of getting one of these! This arrangement allows the skillful hackers to get the credit they deserve without spoiling the fun for those who prefer to play in the traditional way. I believe that competing for a Techno title and becoming famous for it should be much more fun than attempting to cheat and having to keep very quiet about it.
But there is something else, which is: if there are people who insist on cheating, why bothering excessively with these losers? Being too paranoid about them, and trying to devise more and more sophisticated ways of making the system secure at all costs is only going to get in the way of us legitimate players, just like copy protection does for software. Let's take the example of id, who left out copy protection from DOOM and only relied on the honour system. Let's leave these cheating cowards, incapable of facing a cacodemon, and who probably didn't even register, to their little tricks; we, meanwhile, will continue to play this great game in the only way that makes sense. Click-clack. Ka-BOOOM! Click-clack.