Doom Password FAQ

by psxdriverplayer   Updated on Feb 21, 2019

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DOOM (PS1)
Password Mechanics FAQ
Created by: PSXDRIVERPLAYER
Any questions, comments, corrections or some more-or-less great feedback: email
me at dave.snooper@gmail.com

If possible include something other than just "Help" so I know what game is the
subject about.


Table of contents:
1. Introduction
2. How-to Password
3. What affects the Password then?
4. Things actually get rounded
5. One interesting quirk
6. Thanks and stuff


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1. Introduction
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Passwords are the means of saving and "loading/restoring" your progress in the
game. This FAQ takes a look at the mechanics.


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2. How-to Password
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Whenever you complete a level, you are shown a Password which depends on your
statistics. There's a Password option on the Options menu at the main menu and
on the Pause menu (access by pausing and pressing SELECT, then choose Password).
If you get a Password, you can enter this Password in one click in the Password
menu as long as you don't turn the console off. Otherwise you'll have to input
it all.

NOTE: Same Passwords are shared between PS1 Doom and PS1 Final Doom.


Password menu controls:

D-PAD: Move the selection
CROSS: Accept
TRIANGLE: Erase
SELECT: Exit back to previous menu

NOTE: After the final input, if the code is valid, the game starts to load the
map automagically.


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3. What affects the Password then?
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The following things affect your Password:

- Health
(Between 1% and 200%)

- Armor
(Between 0% and 200%)

- Which type of armor
(None, Green or Blue)

- What weapons other than Pistol you have picked up
(Chainsaw, Shotgun(s), Chaingun, Rocket Launcher, Plasma Rifle, BFG9000)

- Your ammo amount on weapons
(Between 0 and whatever the highest amount is)

- Having the total ammo capacity doubled
(Means you having obtained at least one Backpack at some point)

- Difficulty you play on
(Wimp, Rough, Plenty, Violence)

- Which exit you took if multiple
(Normal or when available Secret)

- Which level completed
(Between 1 - 59)


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4. Things actually get rounded
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Your stats are always rounded up when applicable. They are only rounded up, not
down in any occasion, oddly enough. Here's how everything is rounded by the
Password system:

(READ: YOUR PERCENTAGE/AMOUNT BEING X TO Y: YOU START WITH X AMOUNT OF Y.)


Health:
   1% -  25%: You start with  25% Health.
  26% -  50%: You start with  50% Health.
  51% -  75%: You start with  75% Health.
  76% - 100%: You start with 100% Health.
 101% - 125%: You start with 125% Health.
 126% - 150%: You start with 150% Health.
 151% - 175%: You start with 175% Health.
 176% - 200%: You start with 200% Health.

Armor:
          0%: You start with   0% Armor.
   1% -  25%: You start with  25% Armor.
  26% -  50%: You start with  50% Armor.
  51% -  75%: You start with  75% Armor.
  76% - 100%: You start with 100% Armor.
 101% - 125%: You start with 125% Armor.
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126% - 150%: You start with 150% Armor.
151% - 175%: You start with 175% Armor.
176% - 200%: You start with 200% Armor.


Ammo without a Backpack:

Bullets:
        0: You start with   0 bullets.
  1 -  25: You start with  25 bullets.
 26 -  50: You start with  50 bullets.
 51 -  75: You start with  75 bullets.
 76 - 100: You start with 100 bullets.
101 - 125: You start with 125 bullets.
126 - 150: You start with 150 bullets.
151 - 175: You start with 175 bullets.
176 - 200: You start with 200 bullets.

Shells:
       0: You start with  0 shells.
 1 -  6: You start with  6 shells.
 7 - 12: You start with 12 shells.
13 - 18: You start with 18 shells.
19 - 25: You start with 25 shells.
26 - 31: You start with 31 shells.
32 - 37: You start with 37 shells.
38 - 43: You start with 43 shells.
44 - 50: You start with 50 shells.

Rockets:
       0: You start with  0 rockets.
 1 -  6: You start with  6 rockets.
 7 - 12: You start with 12 rockets.
13 - 18: You start with 18 rockets.
19 - 25: You start with 25 rockets.
26 - 31: You start with 31 rockets.
32 - 37: You start with 37 rockets.
38 - 43: You start with 43 rockets.
44 - 50: You start with 50 rockets.

Cells:
         0: You start with   0 cells.
  1 -  37: You start with  37 cells.
 38 -  75: You start with  75 cells.
 76 - 112: You start with 112 cells.
113 - 150: You start with 150 cells.
151 - 187: You start with 187 cells.
188 - 225: You start with 225 cells.
226 - 262: You start with 262 cells.
263 - 300: You start with 300 cells.


Ammo with Backpack:

Bullets:
         0: You start with   0 bullets.
  1 -  50: You start with  50 bullets.
 51 - 100: You start with 100 bullets.
101 - 150: You start with 150 bullets.
151 - 200: You start with 200 bullets.
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201 - 250: You start with 250 bullets.
251 - 300: You start with 300 bullets.
301 - 350: You start with 350 bullets.
351 - 400: You start with 400 bullets.


Shells:
        0: You start with   0 shells.
  1 -  12: You start with  12 shells.
 13 -  25: You start with  25 shells.
 26 -  37: You start with  37 shells.
 38 -  50: You start with  50 shells.
 51 -  62: You start with  62 shells.
 63 -  75: You start with  75 shells.
 76 -  87: You start with  87 shells.
 88 - 100: You start with 100 shells.


Rockets:
        0: You start with   0 rockets.
  1 -  12: You start with  12 rockets.
 13 -  25: You start with  25 rockets.
 26 -  37: You start with  37 rockets.
 38 -  50: You start with  50 rockets.
 51 -  62: You start with  62 rockets.
 63 -  75: You start with  75 rockets.
 76 -  87: You start with  87 rockets.
 88 - 100: You start with 100 rockets.


Cells:
        0: You start with   0 cells.
  1 -  75: You start with  75 cells.
 76 - 150: You start with 150 cells.
151 - 225: You start with 225 cells.
226 - 300: You start with 300 cells.
301 - 375: You start with 375 cells.
376 - 450: You start with 450 cells.
451 - 525: You start with 525 cells.
526 - 600: You start with 600 cells.



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5. One interesting quirk
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When you complete the final level of The Ultimate Doom -side, the game gives you
a Password as usual. If you enter that Password in the Password -menu, you start
Doom II side with everything as it was when you completed The Ultimate Doom.
Starting a new game from the main menu starts you with default stats as intended
by the developers.



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6. Thanks and stuff
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iD Software for the original MS-DOS game.


Williams Entertainment for developing the PS1 port.


GT Interactive Software for publishing the PS1 port.
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    James Haley for the PlayStation DOOM Password Editor which helped a bit

    Myself for making this here FAQ.

    Ledmeister for hosting this FAQ on classicdoom.com.


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    THE END
    [INSERT CREDITS HERE]
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