

NERVES OF STEEL



A Doom 2 Partial Conversion by Impie

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Made for ZDOOM

Version 2.6.1

WAIT...DID YOU SAY "REMAKE?"

Nerves of Steel was a DOS shooter released by Rainmaker Software in 1995. It was quite possibly the worst FPS of all time: hideous bargain-bin graphics, game-breaking glitches, and utterly random map design right down to the textures. Anyone masochistic enough to swim through this ugly mess of digital diarrhea resurfaced as a different person. It has been known to convert devout Muslims to atheism, induce nightmares in children, and inspire suicidal thoughts in clowns.

This screenshot speaks for itself:



I hated the game so much that I decided to remake it with the Doom engine, purely to spite Rainmaker Software for having the audacity to unleash such a travesty of game design on the market, let alone ask money for it. This is the result of my efforts, which is hopefully a better game than the original.

Almost everything from the original train wreck is reproduced for the Doom engine, with a major dose of actual effort and competence: the guns, the enemies, and even the maps. The villains were originally North Korean, but lack of Korean voice samples forced me to change them to a retro-futuristic Japanese militia.



THE HEROES

You have two well-trained operatives to choose from. The only real difference between them is their gender, in case you have a preference.



GALE TORREZ

This Latin spitfire is more than a pretty face: she single-handedly wiped out a Colombian drug cartel that was getting too big for its undies (in an op that never officially happened, of course).



BOBBY STORM

Made a name for himself in Afghanistan as the point man for two dozen successful guerrilla missions against heavily-armed insurgent forces, and also for drinking his fellow soldiers under the table. Only Torrez has been able to match the big idiot shot for shot.



All Tunnel Rats come equipped with HOMBRE -- Holographic Operational Module for Battle Reports and Equipment -- which provides combat updates, inventory, vital signs of the operative, and sometimes unnecessarily snarky commentary.

ARSENAL

Every soldier's favorite part of the briefing: the toys!

BAYONET. Requires no ammo, and kills without alerting nearby tangos.

MAGNUM REVOLVER. Your backup weapon. Each bullet hits its target like a lead brick fired from a cannon. Shoot to kill, because the recoil can leave you open to counter-attacks between shots.

AK47. The common armament of the Red Moon Stormtrooper, readily available in vast quantities. Just pry it from his cold, dead fingers and go to town. Steady firing rate, hefty damage, and works under any form of wear and tear: bury it in the dirt for four months and it'll still work like brand new!

AA12 ASSAULT SHOTGUN. Apparently some maniac didn't think shotguns were nasty enough, so he made one that was fully automatic. Usually tucked away where intruders can't get to it, but it's worth seeking out for its musical boom alone.

SEEKER MISSILE. The ultimate fire-and-forget weapon. Small wonder why ammo is rare: one rocket launched from this baby can dance around a room and pulp every bogey infesting it. Just be careful that it doesn't come back to you by mistake.

HAND GRENADE. A combat classic designed to explode into a billion deadly fragments after a few seconds. Hold the attack key to throw it further, or tap it to drop it at your feet; either way, keep clear of the blast!

PLASMA REPEATER. This experimental energy weapon takes a moment to rev up, but once it starts spitting, there's nothing in this world that can stand up to its onslaught for more than a few seconds. Find it. Use it. Love it.

NUCLEAR MISSILE LAUNCHER. The fact that Aniki has weapons like this lying around his base is enough cause for worry, never mind the cyborg army thing. Ammo is unicorn-rare, but anything that survives one shot deserves to kill you.

THE OPPOSITION

Aniki's army is staffed with the vilest and most bloodthirsty people and things this side of the Pacific. Bear one thing in mind: even the lowest on the totem pole is capable of tearing you a new asshole, so tread carefully and shoot straight.



Red Moon Stormtrooper

Threat Level: Mean

Your main adversary. Armed with the AK-47 and suicidal fanaticism. Wears kevlar armor that can prove annoyingly resilient, and usually travels in squads.

Red Moon Patriot

Threat Level: Gimp

The result of regular brainwashing sessions and drug therapy, no humanity remains in these twisted, disposable slaves. Don't let the low rating fool you: they'll pound your head to paste in just a few whacks.



Ashura Inu

Threat Level: Gimp

Bred in an abusive environment and fed on human flesh and growth hormones, you'll be doing these mutts a favor by putting them down. Their preferred attack method is the Midair Throat-Tearing Tackle.

Hazard Worker

Threat Level: Weakish

These cowboys love nothing more than to use their painful cattle prods on helpless prisoners. Don't feel bad about giving them a lead handshake on sight.



Toshiba Turret

Threat Level: Mean

Aniki's security systems are state-of-the-art. One Toshiba can be enough to ruin your day: they don't move, but they hit hard, and are hard to hit.



Zero Guard

Threat Level: Nasty

Jetpack troopers armed with assault carbines and a shoulder-mounted pulse cannon. Watch the skies in any area with a high ceiling.



Cyborg Enforcer

Threat Level: Awful

Aniki reanimates his fallen troops as sadistic cyborg killers that move and hit like lightning. They retreat when they take damage, and often appear in pairs -- as if one wasn't bad enough.

Hellion

Threat Level: Mean

Lab-grown infantry units with pyrokinetic powers at their fingertips. They usually attack in huge mobs like fiery hyenas.



Wraith

Threat Level: Mean

These mutant nightmares can teleport across the room to cut off your surprised face with their scythe-like claws.

Arachnorb

Threat Level: Real Mean

As if ground-based mutant hellspawn weren't enough, Aniki has also bred a flying variety that performs like a fire hose, if fire hoses sprayed electric death.





Goroze

Threat Level: Nasty

This guy graduated magna cum laude from the School of Psychological Warfare: the mere sight of him sends rookie troopers running for cover. He's the size of King Kong and carries not one, but a *pair* of miniguns that reduce his victims to a spattering of giblets.

Shinobi Force

Threat Level: Awful

You'll feel these maniacs before you see or hear them, as they pop out of the shadows and cut you in half with a variety of frightening ordnance.



Red Moon Terminator

Threat Level: Insane

Little is known about this latest cyborg project, except that it is superior to the enforcer model in every conceivable way: a walking arsenal with the body of a tank and the mind of a temperamental three-year-old.

Arachnorb Queen

Threat Level: Insane

The most advanced level of the arachnorb mutant species. Arachnorbs rarely live long enough to get this big and mean, so count your blessings.



MuTank

Threat Level: Fubar

This project has not been confirmed to exist. We picked up a few rumors while eavesdropping on stormtrooper chatter: fearful whispers about a hideous collaboration between Aniki's cyborg and mutant departments.

Aniki

Threat Level: Unknown

No one has seen him in person and lived.
Terminate with extreme prejudice.



CREDITS

Map Design & Story

Impie

Textures

CyClones

Texture Ripper

Ceeb

Voices

Quake III Arena

Crucis Fatal/Fake

King of Fighters

SNK vs Capcom: SVC Fighters

Music

Duke Nukem: Total Meltdown

Title/Intermission Pics

Daniel R. Horne

Additional Assets

Captain Toenail, Ghastly Dragon

Gothic, MagicWazard

Yuyu3, Tormentor667, WildWeasel

scalliano, Eriance, Vader

Jimmy91, Xaser, Xim

Crazy Ivan, Team Future, TODM

JoeyTD, Froon, lolo_is_cool, Daniel

Yuraofthehairfan, breadbagfly, Cory Whittle

Special Thanks

Doomworld for keeping Doom alive

Realm667 for the awesome stuff

Rainmaker Software for sucking so bad

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