

# **SATANIC INFESTATION BIBLE**

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# CHAPTER 1: THE STORY

## 1A: Part 1:

The year is 2260.

In a conveniently vague location somewhere in the Southwestern United States, there is a IAC (Industrial Aerospace Corporation) laboratory, contracted by the government to research and produce technologies for the benefit of the military and over government institutions.

There were increasing reports of a foul, dark red miasma, slowly intensifying over months in and around the complex.

It seemed to be driving the researchers and other personnel insane, and they were ignoring government orders more and more in favor of a sinister project.

Originally a project to research into teleportation for transportation use, it would soon be morphed into a project to try and merge Hell and the Earth into one.

You're a soldier, one of many brought in by the government to try and contain the facility and hide its demise from the public, All of them except for you were killed by the complex security forces and other personnel driven mad by the miasma.

Chowing down on your emergency rations, you hear a loud bang and see a portal to Hell open in front of your eyes.

As the demons begin to pour out, dozens of other portals open around the facility, they tried their damndest, and they succeeded.

Your goal is to get to the portal generator at the center of the facility and shut it off before the tears in reality become a full rip.

As i'm sure you've guessed by now, you fail to make it to the portal generator in time before the rips go past the breaking point and Hell and the Earth merge into one.

And thus begins the second part of the story:

## 1B: Chapter 2:

It has been six months since the cataclysm.

Hundreds of millions have been killed by the demons all over the planet, and more have been enslaved.

However, not all hope is lost.

Satan has established an avatar in a nearby city, which serves as a figurehead as well as the generator of the Hell energy that keeps the merge between Hell and the Earth stable.

You have been spending your time fighting for your life in the new world, scavenging for food and fending off attacks from hell fauna.

You are in an abandoned water treatment plant, preparing to go out on another hunt, when your PDA lights up with a message.

The government, taking shelter in a bunker complex, has taken notice of you, and they give you the mission to make your way to the avatar and destroy it, freeing the world of the demonic hell.

Wiping the sweat from your brow, you grab your pistol and set out, ready to become the hero the planet deserves.

And as i'm sure you guessed, you succeed at defeating Satan's avatar and destabilizing the rift between Hell and the earth.

Hell and the Earth rip apart, society returns to normal in 1 or 2 decades, and you are hailed as a hero.

# CHAPTER 2: WEAPONS:

\* Denotes any weapons which will only be in the GZDoom version of the project.

## Pistol:

Your military issued sidearm, rather weak, but does its job.

Takes 9mm bullets, and is rather useful against low level enemies.

## \* Carbine:

A 9mm carbine, standard issue for research facility personnel.

Does more damage than the pistol, and fires at a faster rate too.

## Shotgun:

A 12 gauge, pump action shotgun, again, carried by research facility personnel.

Makes short work of low level enemies, and is rather useful against medium level ones.

## Double Barreled Shotgun:

A 12 gauge, double barreled shotgun.

Decimates low level enemies, and is good for medium level ones, but it's not good at long ranges, and goes through ammo faster than the shotgun.

## Minigun:

A rapid fire minigun, carried by security forces.

Good against low and medium level enemies, but goes through ammunition quickly.

Missile Launcher:

A military issue missile launcher.

Rather powerful, but risky at close range.

Pluron Fusion Gun:

A experimental weapon that fires rapid energy balls.

Decimates all but the high tier enemies.

MRDA 321:

A top secret weapon, and one of the last research projects before the miasma.

Decimates all in its path, but goes through a lot of ammo.

\* Soul Seeper:

A unholy artifact that sends fear into the hearts of men, and uses hell energy to destroy all in its path.

Decimates almost all enemies, but uses your own health as ammunition.

Fist:

Your own hand.

Is rather weak by itself, but can make short work of enemies with a hypersteroid pack.

Chainsaw:

A chainsaw.

Makes short work at close range, and is rather useful against all but high tier enemies.