



HANDBOOK

v1.2

ISO 6900 COMPLIANT

Welcome

In October of 1997, some guy named Lawrence Harrison made Tele-Direct Atlantic Doom, a one-level myoffice.wad type map that was pretty unremarkable save for a funny yellow character he drew to replace the imp. According to the text, the yellow guy was named Telly, and was the mascot for the company he was working for at the time. He also says he based the office floor plan off of blueprints that his boss gave him upon request.

Many years later, Stupid Bunny was using the random wad feature on /idgames to look for unreviewed things to play, and stumbled upon it. He foolishly gave it a one-star review, but later gave it a more thoughtful one for the first Endless Random /idgames WAD Adventures thread on Doomworld. He did some halfhearted digging at the time, finding that Tele-Direct Atlantic was a Canadian publisher of Yellow Pages phone directories in the 90s that rebranded soon after, but it disappeared back into obscurity.

Fast-forward again to 2024 and Clippy got the same wad on /idgames using the same random feature. With too many serendipities to ignore and the full force of the community's obsessive weirdos at work (this is a compliment, by the way), the Telly hole rapidly went deeper, finding the exact building that Tele-Direct Atlantic had been based in and also finding that same building was like right down the road from where Clippy lives IRL pretty much. Further detective work discovered that, contrary to first impressions, Telly was real and was some kind of glove creature.

The end result of all this and several months of work is the wad you hold in your ~~hand~~ computer, a labor of intense creativity and affection for the little yellow character that Lawrence unknowingly thrust into immortality all those years ago. If you're out there, Lawrence, thank you and also we can't believe it either.

1. The Story

You, Doomguy, have finally retired from demon hunting for the peace and quiet of an office job. You're tired of all that shit, and also Hell has been completely destroyed to the point they're not really a problem anymore anyway. Meanwhile, the old UAC is long gone, absorbed by the most powerful corporation in the universe: **TELE-DIRECT ATLANTIC**. From the tree-filled northlands this phone book company has spread its tentacles to the farthest limits of known spacetime and made the Yellow Pages the law of the land, as well as the Word of God.

And who is this God? The little yellow corporate mascot, **TELLY**, arrived from the **Phone Book Dimension** of which you and your coworkers have only heard stories, a nightmare world of phones and coupons and directory listings and terrible twisted Tellies of every type. The brilliant mad scientists at TDA co-opted UAC's old portal technologies along with their own phone directory technologies to go in search of the mythic Phone Book Dimension, **TELLYSIUM**, in their mission to make the Yellow Pages eternally supreme.

But it's hard to tell now whether TDA is really in charge of anything anymore, or if the Tellies have taken control of it and, indeed, reality itself. As it is unknown to you whether there is a still darker power lurking deep in the black (and yellow) heart of Tellysium. The newly organized **ATLANTIC FORCES** and its formidable **Special Division** attempt to keep the balance of power, but it is clear TDA is worried about something terrible and that their arms may not be enough.

But you're just a phone directory guy now, sitting at your cubicle with your phone and computer and not going out fighting monsters anymore. I mean, sure, most of your coworkers are literal demons, and the world is swarming with Tellies now, and all your doors are made of shit for some reason, but at least you can lose yourself in listing phone numbers in a big book, right?

Actually, you are bored as shit and disillusioned with what seems to be TDA's unbounded evil. After all, you spent your career fighting evil while working for malicious corporate assholes, so why would you keep doing that again?

So, enough of this. You decide you're going to mock up all the TDA offices in DEU, and then make a plan for destroying the whole rotten operation from the inside! But first, you need to get the **OFFICE BLUEPRINTS** from the boss, and he's not in a good mood today, or ever. So you ready your pistol and your trusty **YELLOW PAGES** and set out to get to work, not knowing how far this crazy scheme will take you....

2. Before you play

SPEC

DESIGNED FOR SINGLE PLAYER.

All maps tested from, and optimized for, PISTOL START. They may also be played continuous however.

- ★ Format: **MBF21**
- ★ Target ports: **Nugget** Doom, **DSDA**-Doom
- ★ Also tested in: GZDoom, Woof!
- ★ Jump/crouch: **NO**
- ★ Gameplay mods: [angry telly]
- ★ Mouselook: **Allowed**

SOME MAPS ARE QUITE LARGE AND MAY PUT STRAIN ON SOME COMPUTERS.

KNOWN BUGS

- ★ (Woof/Nugget) Using iddqd to resurrect will render blueprints uncollectible. Just use saves or start over, it's what Telly would want.
- ★ Crushable plants do not crush in GZDoom.
- ★ The "All blueprints collected" sound will rarely not play in GZDoom.
- ★ Summoned friendly Tellies can get stuck inside the player. Just wait for them to die or kill them yourself and it'll be fine.
- ★ In some ports (known in DSDA, Nugget, Woof!), there is a bug where tracer missiles fired by the Spellbook will glitch with direct vertical aim enabled. This is a port bug and should (hopefully) be fixed in future versions of these ports.

3. EPISODES

Tele-Direct Atlantic Doom: Re-Dialed consists of **two main episodes**, plus a third **bonus episode** for the most hardcore of Telly fans.

Part I - Out of Office

Your journey begins here, as you travel out of your New Brunswick office and to Tele-Direct's many others to learn the basics of the TDA workplace and its inhabitants. You will ultimately begin to uncover the nasty things TDA has been up to in cooperation with their rubber yellow overlords.

Difficulty: Easy to medium

Part II - Flipped in the Yellow

Following the events of Episode I, you arrive in the future to discover the terrible Tellifying world that awaits, and the great mission that will free our Universe of the Telly menace. Reality is breaking down throughout the journey so be ready for a weird and wild ride.

Difficulty: Medium to very hard (with extra spicy secret maps)

Bonus - Tellysium: The Final Telling

If sending the Tellies home is not enough for you, the most ~~insane~~ brave of Doomguys may pursue Telly back to his home dimension of Tellysium to kick the ass of their evil god once and for all. Most will not survive.

Difficulty: Pure evil

4. The rules

These are some very important things to keep in mind as you explore the world of Telly. Tele-Direct Atlantic is run by mad people and so there are some idiosyncrasies to be mindful of.



1. You have **three** Tele-Direct office blueprints to collect on each map. When all are collected, you will hear a little bell to let you know that something has happened and you may progress.
2. Look out for **hidden doors** marked by **two office plants**. TDA is known for hiding things in this way, but since you know better you can be on the lookout for those potted plants paired against the wall.
3. **All non-secret doors are made of poop**. Well, most of them are anyway. Tele-Direct keeps wood for more important purposes, such as making phonebooks, bookshelves, bonfires, office wall paneling and really anything at all that isn't doors. Anyway keep a lookout for dirty brown walls and keep in mind they probably open to something.
4. Killing all the Teletubbies in a map will provide access to secrets **not required for progression**. Not all maps have them, but if you see them toddling around then you know there's some hidden goodies around.



5. The Things that Want to Kill You

The demons



Yep, the demons are back. Ever since Hell got minced up several times they'll do anything for a job, even compile phone directories, and as they sure don't like seeing you around the office. The imps sadly went impxtinct in The Great Impse Event of 20191. We don't talk about the Great Impse Event of 20191. Meanwhile the Hell Nobles are now working as middle management and are every bit as bitter as they are protective of their fancy desks and corner offices. The rest are pretty much on their usual shit

The Atlantic Forces

It is very confusing to most of the public why a phone directory company needs a private army, but you know better. Organized partly to maintain TDA's interests across the Universe, and partly to contain the horrors of the Phone Dimension the company unleashed, the AF and the deadly Special Atlantic Forces will do whatever it takes to keep the dark secrets of TDA secure.



Rifle Soldier. The Space Marines of old cheaped out arming their grunts—not so the AF, who come armed with repeater rifles.



Shotgun Soldier. The tradition of getting a shotgun when you reach the rank of Sergeant holds strong in the AF, in case they see any tasty ducks while on duty or something (or Canadian geese, I mean this is TDA we're talking about amirite)



Chaingun Soldier. They'll shred you into minced beef faster than you can say "Oh god oh fuck I have been shot by this fucking asshole ooh ow stooooop"



Shredder. The SAF's answer to the Shotgun Soldier, much meanier and packing a hell of a punch. At least he yells out a moment's advanced warning before pummelling you.



Ghost. No such advanced warning for the Ghosts, the dreaded stealth units of the SAF. Listen for those footsteps, because if you don't have your wits about you, they'll blow them out of you in a second.



Slayer. The deadliest the SAF has to offer, armed with an experimental BFT 9000.1 (Big Fucking Telephone). When he starts to charge it, you pray you have a place to hide.

The Tellies

What is their plan for our universe? Why do they want us all to use phone books? What magic power is contained within them? Only the Tellies know for sure. It's pretty obvious that the humans in charge of Tele-Direct Atlantic are scared of the Tellies and got in over their heads when they opened the gates to Tellysium.



Telly. The mascot and overlord of Tele-Direct Atlantic is this race of tiny freakish yellow thingies, come from the Phone Dimension to Canada and our universe to enact plans beyond our understanding.



Promo Balloon Telly. Big bobbling balloons developed by TDA as a means of calling attention to sales events, and also given intelligence matrices so that they could serve as sales reps directly.

Unfortunately, TDA is run by evil psychos and so the balloons have become violent killing machines and are now a serious problem.

They've also been recently used as prime marketing material, because TDA sure needed that, being a multi-galactical super corporate empire that owns basically everything, great call guys!



Tellegg. Tiny larval Telly that flies around with the aid of a phonebook. It can't harness all the phone book's magic, but it can still shoot nasty little magic missiles with it.



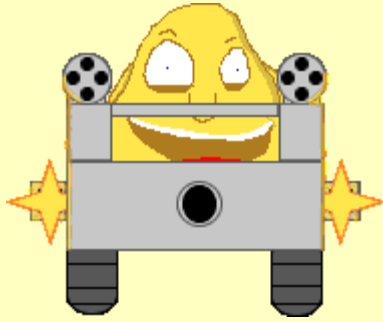
Telly-Vision. TDA's effort to get into the television industry. Broadcasts TellyTV at all hours as they putter around the office blasting Telly propaganda. They don't work great, and...well, listen to what your mother said about not sitting too close to the TV.



Tally. That's right, Telly's got a big brother, and he's gonna give you the wedgie of a lifetime!



Arch-Telly. The arch-viles of Hell studied Tellephonic magic, while the Tellies studied Hellish magic, and both ended up turning into this. It's the same archie you've always known and loved, only yellower.



T.A.M.4. The Telly Armageddon Machine mk. IV. Tele-Direct Atlantic engineered these enormous cybernetic monstrosities in response to shareholder complaints about arch-vandals messing stuff up—even archies won't mess with these bastards.



Tellyphone. Tellies who have mastered the ways of telephony so profoundly that they have become part phone themselves. You don't want to talk to whoever is calling, it'll be the last call you take.



Quantum Telly. Terrible translucent teleporting Telly from the most twisted terrains of Tellysium. Something about Telly magic...I wouldn't know, most of the employees don't even know they exist.



Cursed Telly. Oh God no

Other baddies



Barrel-Bot. For convenience at the office, Tele-Direct Atlantic created walking wastebins that wander around collecting the demon employees' toxic spit and whatever feces don't end up being made into doors. They smell bad, but they won't be a problem if you don't bother them. (Well, most of them, anyway). Also, on a totally unrelated note, did you know that the material that makes up Telly Porter bottles is highly volatile? And that 58.7% of all TDA employees drink Telly Porter during shifts?

Angry Barrel-Bot. Some of the Barrel-Bots acquired sentience, and are pretty mad to find out they were created just to hold garbage and demon spit. Don't get too close to one.



Haunted Plant. "Tele-Direct Atlantic keeps living plants around the office to keep the air fresh and provide a pleasant working atmosphere. Unfortunately, some of them got turned evil by some Tellephonic Priest Acolytes who didn't know what they were doing. If a plant suddenly tries to eat you, stay calm and notify HR." *-Quote from TDA onboarding materials*



Teletubby. Strange harmless yellow aliens who may be relatives of the Tellies. They have TVs on their bellies and so may have masterminded the Telly-Vision initiative. As guardians of many of TDAs secrets, killing them may reveal things that even the ordinary Tellies do not know of...

6. Weapons



The Yellow Pages. You start with the yellow pages, the most powerful spellbook, religious text, and phone directory in existence. You cannot yet harness its power, but at least you can start whacking things with it.



Ultra Strength Coupon. Just one of many irresistible deals clipped straight from the Yellow Pages. Redeem to kick serious ass, and for a limited time you can also get healed to 100% for no additional cost!



Phone. It's a phone



Minigun. The Atlantic Forces couldn't get by with those old UAC pop guns, so replaced them with something a little more potent. You'll be glad you have it when you need it.



Plasmaphone: Tele-Direct Atlantic is introducing the Plasmaphone®, a convenient take-anywhere phone that can also double as a deadly weapon in the event of a demon uprising or Telly attack! Comes pre-loaded with 40 PlasmaCell® tokens, giving you five FREE minutes of talk/text (or the ability to kill a few baddies if needed.)



PlasmaCell Tokens. SIM cards are so last millennium, TDA phones are instead paid for and powered by tokens for the TDA owned telecom brand, PlasmaCell®. Along with keeping your TDA Plasmaphone® working, they are also imbued with mystical energy that you can directly absorb to cast spells with the Yellow Pages! But only if you possess...



The Tellysman of Telephony: The prestige of the Tellephonic Priesthood, these mystical amulets will give the wearer the connectivity to the Phone Gods needed to summon all the powers of the Yellow Pages! They can be charged to unleash four different Tellephonic spells.

7. Items



Blueprints. You will need all of these if you want to take down TDA (or at least make cool Doom maps of their offices). You could ask your boss, but since he's probably in a bad mood maybe better to just steal them.



Telly Porter. The world's most popular beer, made using a secret ingredient that the Tellies really don't want to tell you about. Drinking a lot of them will give you more life.



Tele-Direct Flak Jacket. Standard issue protective armor for TDA employees. It's better than nothing.



Telly Power Suit. Magic armor engineered with a combination of tele-science and sorcery. It'll take good care of you in battle, and maybe massage you if you ask it nicely



Telly Gauntlet. Cast in the holy form of Telly, these gloves will impart you with just a bit of extra protection when gathered.



Tellyhealth Orb. Where in times past you used to need to go out to see a doctor, now you can just look them up in the Yellow Pages, call them and have them send you one of these.



Chickenball. The result of some really cool experiments involving chickens and radiation. A great source of protein if you can catch it.



Shielded Cable Suit. TDA's shielded cable technology protects phone lines against all kinds of radio interference. Protects them so well in fact that they just went ahead and made rad suits out of them.

Telly lives