

THE ULTIMATE

DOOM

THY FLESH CONSUMED

TM

MANUAL



TM

Distributed by
**GT Interactive
Software**

(Europe) Limited

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IMPORTANT NOTE TO MULTIPLAYER MODE USERS

When you are playing with friends, certain rules for playing DOOM change significantly. Full details on this are included in the manual.

Multiplayer Instructions found in your game box.

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THE STORY SO FAR



You're a marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago, you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation.

The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for fifty million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. so far they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently however, the Gateways have grown dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity—babbling vulgarities, bludgeoning anything that breathes, and finally suffering an untimely death of full-body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military support. Something fraggin' evil is coming out of the Gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. since then, attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troop for fifty million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence Seems your buddies are dead.

It's Up To You

Things aren't Looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons have been taken by the assault team leaving you with only a pistol. If only you could get your hands around a plasma rifle or even a shotgun you could take a few down on your way out. Whatever killed your buddies deserves a couple of pellets in the forehead. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial fire power somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now.

INSTALLING DOOM FROM 3.5" DISKS

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking **F**ile in the top left hand corner of your Program Manager and then clicking on **E**xit Windows...Click on **O**K to fully exit Windows.

DOOM is too large to run from a floppy disk, so before playing you must first install DOOM to your hard drive. To install DOOM, follow these steps:

1. Make a back up copy of your original disks.
2. Put disk #1 in your floppy drive
3. Type **A**: [Enter] if your floppy drive is not the A: drive then type **B**: [Enter]
4. Type **install** [ENTER]
5. Type **C** Assuming that your hard drive is your C: drive. If your hard drive is not the C: drive, substitute the appropriate letter.
6. Press [Enter] This creates a directory for DOOM (The Default is DOOM_SE).
6. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.
7. If it asks to create a directory, press **Y**.

The program will install DOOM to your hard drive, then it will automatically run the SETUP program, which will ask you some questions about your computer. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing the Enter key. At the end of the SETUP program you may start the game by selecting "Save Parameters and Launch DOOM" from the SETUP menu and pressing the Enter key.

Once DOOM is configured properly, start DOOM by typing:

1. CD\DOOM_SE [Enter]
2. DOOM [Enter]

INSTALLING DOOM FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows... Click on OK to fully exit Windows.

1. Put the DOOM CD in your CD ROM drive.
2. Type D: [Enter] Assuming that your CD ROM drive is your D: drive. If your CD ROM drive is not the D: drive, substitute the appropriate letter.
3. Type install [ENTER]
4. Type C Assuming that your hard drive is your C: drive. If your hard drive is not the C: drive, substitute the appropriate letter.
5. Press [Enter] This creates a directory for DOOM (The Default is DOOM_SE).
6. If it asks to create a directory, press Y.

The program will install DOOM to your hard drive, then it will automatically run the SETUP program, which will ask you some questions about your computer. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing the Enter key. At the end of the SETUP program you may start the game by selecting "Save Parameters and Launch DOOM" from the SETUP menu and pressing the Enter key.

Once DOOM is configured properly, start DOOM by typing:

1. CD\DOOM_SE [Enter]
2. DOOM [Enter]

RUNNING DOOM DIRECTLY FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows... Click on OK to fully exit Windows.

1. Put the DOOM CD in your CD ROM drive.
2. Type D: [Enter] Assuming that your CD ROM drive is your D: drive. If your CD ROM drive is not the D: drive, substitute the appropriate letter.

3. Type CD/DOOM [Enter]

4. If this is the first time you are running DOOM directly from the CD you will need to type SETUP [Enter]. This allows you to configure DOOM for your computer.

The program will install DOOM to your hard drive, then it will automatically run the setup program, which will ask you some questions about your computer. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing the Enter key. At the end of the SETUP program you may start the game by selecting "Save Parameters and Launch DOOM" from the SETUP menu and pressing the Enter key.

To start DOOM directly from your CD ROM after installation, insert your CD in your CD ROM drive. Then type:

1. D: [Enter] Assuming that your CD ROM drive is your D: drive. If your CD ROM drive is not the D: drive, substitute the appropriate letter.

2. CD\DOOM [Enter]

3. DOOM [Enter]

OBJECT OF THE GAME



Welcome to **DOOM**, a lightning-fast virtual reality adventure where you are the toughest space trooper ever to suck vacuum. Your mission is to shoot your way through a monster-infested holocaust, living to tell the tale if possible.

The gameplay for **DOOM** is quite simple. This is not a cumbersome adventure game, but an action-oriented slugathon. You don't need the reflexes of a hyperactive eight-year old to win, either—using your wits is **IMPORTANT**. To escape **DOOM** you need both brains and the killer instinct.

USING THE DOOM MENU

When you run DOOM a self-running demo will begin. To get to the menu press the Spacebar. Use the arrow keys, mouse, or joystick to move the skull cursor up and down. When the skull is adjacent to a desired selection, press the Enter key, left mouse button, or joystick Fire button to activate that selection.

If you're in a game, you can bring up the menu at any time by pressing the Escape key. Many of the Menu options can be activated directly by using a function key, thus bypassing the menus entirely. To exit the menu, press the Escape key or to return to the previous menu from a submenu press the Backspace key.



NEW GAME

If you want to jump into the action, select this. First, DOOM will ask you which episode to play. Then, DOOM will ask you to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face. Beware the Nightmare level of difficulty. It is definitely not suitable for inexperienced game players.

LOADING AND SAVING YOUR GAME (F2 AND F3)

Games can be saved or loaded at any time during the gameplay. To save a game, move the skull cursor to an empty slot (or one you don't mind writing over), and press the Enter key. This option is only available if you are currently in a game. To load a game, simply select the appropriate game from the Load Game menu.

QUICKSAVE: Pressing the function key F6 allows you to Save a game without leaving the action. The first time Quicksave is used in a given game, the standard Save menu appears. Select a slot. From then on, pressing F6 automatically saves the game to that slot without interrupting the fun of smackin' baddies around. Pressing F9 loads in the last Quicksave game after prompting you.

READ THIS!

This, the most important part of DOOM, tells you how to order other copies of DOOM, and provides instructions for playing DOOM.

QUIT GAME (F10)

Quit Game enables you to quit from DOOM and return to DOS

END GAME (F7)

This allows you to end the current game without exiting to DOS or loading a new game.

MESSAGES (F8)

In DOOM, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle DOOM messages on and off.

GRAPHIC DETAIL (F5)

The default setting for the screen detail is HIGH. If you have a slower computer or video card, and the action is too jerky, you may wish to select LOW to make the game action smoother.

SCREEN SIZE (+ AND -)

Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the viewing area. A smaller viewing area increases the smoothness of the animation on slower systems.

SOUND VOLUME (F4)

This selection also has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum". These bars modify the music as well as the sound effects volume.

MOUSE SENSITIVITY

This selection lets you adjust the sensitivity of your mouse control. Just below this option is a bar with a sliding marker. When this option is selected, you can use the arrow keys to slide the marker back and forth to adjust the sensitivity of the mouse.

GAMMA CORRECTION (F11)

On some monitors, DOOM may appear too dark. Press the function key F11 lighten the screen through five different brightness levels.

TIP: *Save your game and save it often. When you die, you're back to the beginning of the level, toting that little pistol again. That ain't good, especially after you progress to some of the tougher levels.*

ON-SCREEN INFORMATION

DOOM provides on-screen information that's necessary to survive.

THE STATUS BAR



1 2 3 4 5 6 7



1. MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

2. HEALTH: You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time!



3. ARMS: This list of numbers shows which weapons are available. If a number is highlighted, the weapon is accessible by pressing that number. ("1" is always available.)



4. YOUR MUG: This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage you'll begin to look like raw hamburger – as shown to the left.



5. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might, too.



6. KEY CARDS: You can see any keys you possess right here. There are three key colors; Yellow, Red, and Blue.

7. AMMO: This shows how much of each type of ammo you're carrying and the maximum amount you could carry – if you had it.

MESSAGES

Often you'll find yourself running over various items. DOOM tells you what you're picking up by printing a message on the screen – unless messages are off. Pressing RETURN will display the last message.

THE AUTOMAP

To help you find your way around DOOM, you're equipped with an automap device. By pressing the Tab key, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking.

You can zoom in and out by pressing “+” or “-.” Press the number “0” to toggle between zoom and full view. To mark your location on the map press the “M” key. This will place a number over your location. To clear all the numbers from the map, press the “C” key.

MOVING IN THE AUTOMAP:

Using the arrow keys, you can move yourself, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap.

To scroll the Automap without moving yourself, turn off Follow mode. Pressing the “F” key will toggle Follow mode on and off.



CONTROLLING THE ACTION

Most of the play commands in DOOM are a simple keypress away. You can use either your keyboard, mouse, joystick, and combinations of both to move, pick up items, shoot, and open doors.

MOVING

At first, you might find yourself bumping into walls while demons beat on you. Once you've got movement down, everything else follows.

WALKING: Use the up and down keys to walk forward and backward.

TURNING: The left and right keys turn you left and right.

RUNNING: Hold down the right shift key and the appropriate arrow key to speed yourself up.

STRAFE: By holding down the Alt key and the right or left arrow key, you can sidestep, rather than turn right or left

JOYSTICK OR MOUSE: If you are using a joystick, use button 1 to shoot and button 2 to open doors and activate switches. Gravis PC Gamepads have a third and fourth button. These can be used as a Strafe and a Run button, respectively. If you are using a mouse, use button 1 to shoot and button 2 to walk forward. Double-click button 2 to open doors and activate switches. On a three-button mouse, use button 3 to strafe and double-click button 3 to use doors and switches

PICKING UP STUFF

To pick up an object, just walk over it. You're smart, and know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the Spacebar. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc.). If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors have security locks, and require you to have a color coded (yellow, red, and blue) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch.



HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the Spacebar. If you've found a secret door, it will open for you. There are clues that reveal a secret door – a wall that's shifted down or a different color, a flashing light on a wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the Spacebar key.

TELEPORTERS: Teleporters can be identified by an evil symbol on the floor beneath them. To use a teleporter, walk over the symbol.

COMPLETING AN AREA

At the end of each area in DOOM there is an exit chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, an Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time, and a par completion time are all displayed.

ETERNAL LIFE AFTER DEATH

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit – you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

FIREPOWER AND HOW TO USE IT

WEAPONS: At first, you have only your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The numeric keys select particular weapons (you cannot use the keypad keys for this selection). The weapons are:

1 = Fist

2 = Pistol



3 = Shotguns deliver a heavy punch at close range and a generous pelting from a distance.



4 = Chainguns direct heavy firepower into your opponent, making him do the chaingun cha-cha.



5 = Rocket Launchers deliver an explosive rocket that can turn several baddies inside-out.



6 = Plasma Rifles shoot multiple rounds of plasma energy—frying some demon butt!



7 = BFG 9000s are the prize of the military's arsenal. Great for clearing the room of those unwelcome guests. Shoot it and see for yourself.

FIRING: To use a weapon, point it towards the enemy and press the Ctrl key, or hold down the Ctrl key for rapid fire. If your shots hit a bad guy, you'll see splattering blood. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

AMMO: Different weapons use different types of ammo. When you run over ammo DOOM automatically loads the correct weapon.

Small Ammo

Clip



Large Ammo

Ammo Box



Weapon

Pistol, Chaingun

Shells



Box of Shells



Shotgun

Rocket



Rocket Case



Rocket Launcher

Cell



Bulk Cell



Plasma Rifle, BFG 9000

You have a maximum limit on the amount of ammo you can carry, too. These are listed on the right side of your status bar. Also, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

COMMANDS AND SHORTCUTS

Pause Key = Pause	Esc Key = Menu	Tab = Automap (on/off)
F1 = Read This!	F2 = Save	F3 = Load
F4 = Sound Volume	F5 = Graphic Detail	F6 = Quicksave
F7 = End Game	F8 = Toggle Messages	F9 = Quickload
F10 = Quit	F11 = Gamma Correction	
- = Reduce View	+ = Increase View	

COMMANDS USED ONLY IN AUTOMAP

F = Follow mode (on/off)	M = Mark place	C = Clear Marks
+ = Zoom in	- = Zoom out	0 = Full map/Zoom

WEAPONS SELECTION

1 = Fist	2 = Pistol	3 = Shotgun
4 = Chaingun	5 = Rocket Launcher	
6 = Plasma Rifle	7 = BFG 9000	

MOVEMENT KEYS (Default Setting)

Move Forward.....	Up Arrow, Mouse button 2
Move Backward	Down Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Run Forward	Shift + Up Arrow
Run Backward	Shift + Down Arrow
Fast Turn Left	Shift + Left Arrow
Fast Turn Right	Shift + Right Arrow
Strafe Left	Alt + Left Arrow
Strafe Right	Alt + Right arrow

FIRING YOUR WEAPON

Control Key
Mouse Button 1
Joystick Button 1

OPENING DOORS/FLIP SWITCHES

Spacebar
Double-click Mouse button 2
Joystick Button 2

TIP: When you're comfortable playing the game, try using the keyboard and the mouse simultaneously. The mouse provides fine control for aiming your weapon (allowing you to smoothly rotate left and right) while the keyboard permits you to activate the many useful functions of the game.

DANGEROUS DOOM ENVIRONMENT

Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels, radioactive waste, or crushing ceilings should be approached with caution.

EXPLODING BARRELS: Scattered around the base are drums containing fuel, toxic waste, or some other volatile substance. If your shots hit one of these barrels, it's kablooney time! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.



SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas in DOOM contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

CRUSHING CEILINGS: Some of the ceilings in DOOM can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful and Save often!

TIP: *Barrels can often be the most devastating weapon in your arsenal – delivering a body-blasting explosion to all nearby purgatory pedestrians. Wait until several evil guys get next to a barrel and blast away at the can, then watch 'em all go boom!*

HEALTH AND ARMOR

Even for a tough hombre like you, DOOM can be a deadly place. Whenever you are injured, the screen will flash red, and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING: When you're hurt, you'll want to get your health back as soon as possible. Fortunately, Medikits and Stimpacks are frequently scattered around the base. Grab them if possible.



Stimpacks give you a quick injection of booster enzymes that make you feel like a new man – at least, to a degree.



Medikits are even better, and include bandages, antitoxins, and other medical supplies to make you feel a lot healthier.

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.



Security armor is a lightweight kevlar vest that's perfect for riot control.



Combat armor is a heavy duty jacket composed of a titanium derivative – useful for protection against real fire-power, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're now wearing.

POWER-UPS

Other bits of "challenging electronics" may be found in DOOM. Most of these are pretty doggone handy, so grab them when able. These special items have a duration of either the entire level, a specific amount of time, or just provide an instant benefit. A few of them affect your game screen so you can tell when they are active. For example, when you pick up a radiation suit, the game screen turns green. As the suit deteriorates the screen will flash. This is a hint to get out of the radioactive ooze now!



Radiation Suits provide protection against radioactivity, heat and other low-intensity forms of energy. Basically, these suits enable you to wade through the radioactive ooze without taking damage. While a suit holds out, your screen will have a greenish tint.
Duration: Time Based



Berserk Packs heal you, plus act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.
Duration: One Level



Backpacks increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.



Computer Maps are a handy find, updating your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in grey.

Duration: One Level



Light Amplification Visors allow you to see clearly even in pitch dark.

Duration: Time Based

ARTIFACTS

A few artifacts from the other dimension are now laying around and you may want them, too.



Health Potions provide a small boost to your health – even past your normal 100%!



Spiritual Armor provides a little extra protection above and beyond your normal armor.



Soul Spheres are rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



Blur Artifacts are strange orbs that make it difficult for others to spot you. The enemy can still see you, but most of their attacks will be less than accurate.

Duration: Time Based



Invulnerability Artifacts are products of the Anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When your invulnerable your screen will be white – your punishment for being tough.

Duration: Time Based

TIP: *Create dissension among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll turn his rage towards the poor jerk with the pitiful aim. If this happens, let 'em at each other – it's always best to let the bad guys do the work for you. (This isn't effective with projectiles fired between demons of the same form.)*

THE ENEMY

From the very first moment you enter the door, till the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys with a bad attitude, others are straight from Hell. Some of the monsters you'll face aren't shown here. Don't say we didn't warn you.



Former Humans: Just a few days ago, you were probably swapping war stories with one of these guys. Now it's time to swap some lead upside their head.

Former Human Sergeants: Same as above, but much meaner, and tougher. These walking shotguns provide you with a few extra holes if you're not careful!



Imps: You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown bastards come from? They heave balls o' fire down your throat and take several bullets to die. It's time to find a weapon better than that pistol if you're going to face more than one of these S.O.B.s.

Demons: Sorta like a shaved gorilla, except with horns, a big head, lots of teeth, and harder to kill. Don't get too close or they'll rip your fraggin' head off.



Spectres: Great. Just what you needed. An invisible (nearly) monster.

Lost Souls: Dumb. Tough. Flies. On fire. 'Nuff said.



Cacodemons: They float in the air, belch ball-lightning, and boast one Hell of a big mouth. You're toast if you get too close to these monstrosities.

Barons of Hell: Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus rex.



Note: The above illustrations are not drawn to scale.

MULTIPLAYER Instructions

GETTING STARTED

Assuming you have installed DOOM as described in the DOOM manual and the addendum you should be ready to start the multiplayer game. First run the SETUP program by going to the directory in which you installed DOOM by typing **CD\DOOM_SE [Enter]**. If you are installing DOOM for the first time the SETUP program will automatically be launched. The SETUP program not only allows you to configure DOOM to your system, but lets you tell DOOM information such as the number of players, skill level, mode, etc., that is necessary for the multiplayer game. The SETUP program is simple to use, providing context sensitive help at the bottom of the screen.

NUMBER OF PLAYERS: A maximum of four people can play multiplayer DOOM on a network. A maximum of two players can play multiplayer DOOM via modem or null-modem.

VERY IMPORTANT: If you're using a modem, you will most likely need to edit the MODEM CFG file in the DOOM directory. Your modem will need to be set at 9600 baud, with error-correction and data-compression turned off. Please refer to the README file in your DOOM directory for further details. Please be sure that you have selected your modem from the list of modems in the "Choose your Modem" section of the DOOM setup program before making any attempt to play a two player game over the modem.

MULTIPLE GAMES ON THE NET: To play a multiplayer game over your network while another group is also playing a multiplayer game, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information that is sent over the network. Network ports range from 1 to 64000. You should refer to the person in charge of your network for available ports.

MULTIPLAYER INSTRUCTIONS

Many of the rules for playing DOOM change for the multiplayer game. Read the following information carefully before you begin to play DOOM in multiplayer mode.

MENUS: When you activate the Options menu or submenus, the game **KEEPS RUNNING** so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sound volumes.

UNPAUSE: A player may Pause the game by pressing the PAUSE key, but any other player can Unpause the game by pressing the PAUSE key again. Make sure it's OK with your buddies before taking a breather.

SAVE: When you save a multiplayer game, DOOM saves the game on every player's system in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe save game slot.

LOAD: You cannot load a saved game while playing a multiplayer game. To load a game everyone must quit from the current game and restart the game from the saved game.. To start a game from a saved game, you can either select it from the SETUP program or identify it as a command line parameter.

WEAPONS: When a player runs over a weapon, he picks it up, but the weapon remains in the game for other players to take.

NOTE: *Shotguns dropped by former human sergeants are removed from the game after being picked up.*

DEATH: If you die and restart in the level, previously taken items and destroyed monsters **DON'T** reappear. Even though you've died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. This also means the level will eventually run dry of monsters and ammunition. You can avoid this by selecting the Nightmare skill level. Monsters will then respawn after they've been smacked down. You can also use the command line parameter "respawn" to force DOOM to revive destroyed monsters in any difficulty level. Refer to the README file for further details regarding command line parameters.

TELEPORTERS: When a player enters a teleporter, anything that is standing on his or her destination teleporter will be destroyed. This is called telefragging. This humiliating form of death is second in shame only to being bludgeoned to death by your opponents knuckles. It can be avoided by getting off the teleporter as quickly as possible.

UNIFORM COLORS: In net games, each player's uniform is a different color. The color of your character is the color behind your face on the status bar. The colors are **BROWN**, **INDIGO** (black), **GREEN** and **RED**.

CHAT MODE: In a multiplayer game you can communicate with other players in the Chat

mode. To enter into Chat mode and broadcast a message to all the players, press the letter "T". A cursor will appear in the top left corner of the screen. Type your message and press the ENTER key to send it. To broadcast to a specific player, instead of pressing "T" you'll need to press the first letter of the player's color, (B)rown, (I)ndigo, (G)reen, and (R)ed.

CHAT MACROS: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program under the menu selection, Run Network/Modem/Serial Game) by initiating Chat mode (as stated above), then holding ALT and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!", initiate Chat mode by pressing "T", then hold down ALT and press 2.

EXITING A LEVEL: When one player exits a level, all players instantly exit with him, regardless of their position or their status.y.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play multiplayer: Cooperative and DeathMatch. In Cooperative mode the players work together. In DeathMatch mode your mission is to kill everything that moves, including your buddies. You can choose which mode you wish to play from the SETUP application. The differences between Cooperative and DeathMatch mode are as follows:

WHERE YOU START: In Cooperative mode each player begins in the same area. In DeathMatch mode the players begin in completely different areas and if you want to see your buddy, you'll need to hunt him down. And to make the hunt more interesting each time you die you'll restart in one of several random locations.

KEYS: In DeathMatch mode the players start each location with the keys necessary for opening any locked door in that area.

STATUS BAR: In DeathMatch mode the ARMS section on the status bar is replaced with FRAG, indicating the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap works the same way it does in single-player mode. Each player is represented by a different color arrow. In DeathMatch mode you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner, and you won't know until you face them.

SPY MODE: If you're playing in Cooperative mode, press F12 to toggle through the other players' viewpoint(s). Press any other key to return to your view. You still retain your own status bar at the bottom, and if your view reddens from pain it is YOU, not your partner, who has been hit.

INTERMISSION SCREENS: In both Cooperative and DeathMatch mode the intermission screen tallies your achievement. In Cooperative mode the intermission screen lists the achievements for all players in the game. In DeathMatch mode the intermission provides a death count on everyone, letting you know who killed whom.

DEATHMATCH MODE GAMEPLAY NOTES

The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all the players to move to the next area. Also, there is no limit on how many kills are required to declare a player the winner. We decided to leave this up to you.

RUNNING DOOM FROM THE COMMAND LINE

Much of the information you give to DOOM through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line. For details on running DOOM from the command line refer to the README.EXE file in your DOOM directory.

TROUBLESHOOTING

If you require technical assistance to run DOOM, call GT Interactive Software's Technical Support Line, or if you have access to any of the on-line services and can send Internet mail, you can send a message to HELP@IDSOFTWARE.COM. If possible, please be near your computer when calling, and have as much information regarding your system setup and configuration as possible with you, as well as detailed information about where you are encountering a problem or any messages you receive on the screen.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup can be dangerous and we cannot help you with any resulting problems.

WHEN DOOM RUNS, I GET AN "INSUFFICIENT MEMORY" ERROR, OR DOOM JUST DOESN'T RUN.

You don't have enough free RAM to run DOOM. This usually happens with 4Mb RAM machines - you need about 3.7Mb of free RAM to run DOOM. If you have DOS 6.0 or later, boot your system and hold the left SHIFT key as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the DOOM directory and run DOOM. Your best bet is to make a CONFIG.SYS menu for a custom DOOM boot - see page 97 in your MS-DOS 6.0 User's Manual. If you have DOS 5.0 or earlier, you must create a bare boot disk.

NOTE: Do not use memory managers like EMM386, QEMM, etc. Do not use disk-caching programs like SMARTDRV, etc.

I GET A "WRITE ERROR" WHILE DOOM IS DECOMPRESSING.

If you are using a disk compression program such as STACKER™ or DOUBLESPEACE™ it may be incorrectly estimating your remaining disk space. The easiest solution is to make more room on your hard disk drive by editing some programs which are no longer needed.

THE WINDOWS™ SETUP PROGRAM RUNS AFTER INSTALLATION.

DOOM did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

MY GRAVIS ULTRA SOUND™ SOUND CARD DOESN'T WORK.

The default IRQ for a GUS is I1.DOOM doesn't handle IRQ's above 7. Change this with your GUS setup program.

I CAN'T GET DIGITAL SOUND FROM BY SOUND BLASTER™ COMPATIBLE SOUND CARD.

You are experiencing a DMA conflict. You may have a CD ROM or hard drive on the same DMA channel that you specified in DOOM's SETUP program. Change the DMA channel of the sound card or offending device.

DOOM LOCKS UP.

You need to turn "Hidden Refresh" off in your CMOS Advanced Chipset settings. If you're using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off Hardware Video Shadowing (also found in CMOS settings.)

I'M TRYING TO SET UP A MODEM GAME, BUT MY MODEM DOES NOT APPEAR IN THE LIST IN THE SETUP PROGRAM.

If your modem does not appear in the list, you can try selecting a compatible modem. However, if that does not work, then you should contact your modem manufacturer for an initialization string that turns off any Data Compression, Error Correction and Flow Control your modem may be using. Then, to let DOOM use the new string, edit the modem cfg file in the DOOM_SE directory, and replace the first line of that file with the one you received from your modem company. If you are unsure about how to do this, look for instructions in your DOS manual.

I WAS PLAYING DOOM, BUT ALWAYS AFTER A SPECIFIC AMOUNT OF TIME MY SCREEN GOES BLANK. I CAN STILL HEAR THE MUSIC AND SOUND EFFECTS IN THE BACKGROUND.

Some computers use a special Power Management or Energy saving system that blacks out the monitor, normally after a pre-set period of inactivity. If you have such a system you should refer to your computer manual or contact your computer company to help you disable this feature, since this most likely is causing the problem.

I SEEM TO HAVE INSTALLED DOOM OK, BUT IT ALWAYS LOCKS UP WHEN IT GETS TO I_STARTUP TIMER...

You probably have Windows running in the background. Restart your computer and make sure that you exit Windows entirely before you attempt to play DOOM, since this is a DOS game.

I HEAR STATIC WHEN LISTENING TO DOOM WITH MY SOUND BLASTER™ (OR 100% COMPATIBLE) CARD.

You should refer to your sound card manual for instructions on how to lower the Mic and Line volumes to 0 (zero), usually through the mixer program that came with your sound card.

I STILL HEAR STATIC, OR MY SOUND EFFECTS ARE BREAKING UP.

Disconnect any parallel port devices. (Sound cards, to work with DOOM, must use IRQ5 or IRQ7, which are used by LPT2 and LPT1 - where printers are connected.)

I CAN'T GET SOUND ON MY ATM™ STEREO FX CARD.

Contact ATI for a BIOS upgrade.

DOOM IS TOO DARK TO SEE ANYTHING.

On some monitors, DOOM may be too dark to play. Press F11 to lighten the screen through five stages of brightness.

WHY CAN'T I GET MUSIC OR SOUND EFFECTS.

If you're not hearing sound effects and/or music, DOOM may have incorrect information regarding your sound card. Run the SETUP program to check if DOOM has the correct information on your sound card. DOOM only supports IRQ channels which are 7 or below. Be sure you set your sound card to an IRQ number which is 7 or below. Refer to your sound card manual for details on setting your IRQ channel. This is particularly important for Gravis Ultra Sound users because the standard default for the GUS is 11.

NOTE: *The DOS setting can be found in the file README.EXE in your DOOM directory.*

DURING STARTUP, THE DOOM STARTUP STOPS AT "LOOKING FOR PLAYER..."

This occurs when you enter a number of players greater than the amount of players actually entering the game. For example, if you only have three players playing but you tell DOOM to expect four players, it will wait until the fourth player starts the game. Press ESC to exit and restart the game with the correct number of players.

I'M RECEIVING THE ERROR, "IPX NETWORK NOT DETECTED."

Currently, DOOM only supports a network that uses the IPX protocol. If you receive this message, check your network manual to ensure your network uses the IPX protocol.

I'VE RECEIVED THE MESSAGE, "CONSISTENCY FAILURE" WHILE RUNNING DOOM.

If you receive this message, something has occurred which caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all the players must quit from DOOM and restart the game.

I'VE RECEIVED THE MESSAGE, "DIFFERENT VERSIONS OF DOOM CANNOT PLAY A NET GAME."

To improve DOOM, id updates it when necessary. You cannot play a multiplayer game with someone who is using a different version of DOOM.

WHY CAN'T I GET DOOM TO RUN AS A MULTIPLAYER GAME?

If someone else is running DOOM in Multiplayer mode you may receive a network port conflict. From the SETUP program, change DOOM to run under a different port. Consult with the person in charge of your network to receive a valid port address.

WHY ISN'T THE ANIMATION SMOOTH?

If the animation isn't running smoothly on your system you should try reducing the window size and/or play DOOM in LOW DETAIL mode. Refer to your DOOM manual for instructions on these options.

WHY DOESN'T MY MOUSE WORK WITH DOOM?

If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing MOUSE and pressing ENTER at the command prompt.

WHY CAN'T I FIND A PLASMA RIFLE, BFG 9000, BERSERK POWER-UP, OR INVULNERABILITY POWER-UP?

Unless you are playing Episode 2, 3 or 4 you will not be able to find any of the above items.

PLAYING DOOM INTERNATIONALLY ON DWANGO

You can play Doom internationally on the Dwango/IVS service. **Please note this service is not associated with GT or id software.** Instructions for using Dwango are located on disk. For further details on using Dwango call 001 713 467 0405.

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