

Installing DOOM

The minimum system required for playing **DOOM** is:

- ☛ 486 processor operating at a minimum of 50Mhz
- ☛ 8 meg RAM
- ☛ a 256 color video adaptor
- ☛ Microsoft Windows 95

You can also take advantage of:

- ☛ a Windows 95 compatible sound card
- ☛ a modem with at least a 9600 baud setting
- ☛ a TCP/IP or SPX/IPX network

All these devices must be set up to work with Microsoft Windows 95. If, for example, you have problems with sound, you should work with the basic Windows configuration of your sound card (in the Control panel) to get things working.

To install from Windows 95:

If your system supports AutoPlay

Simply insert the CD into your computer—the setup program will start automatically.

If your system does not support AutoPlay, or you have disabled AutoPlay

Insert the CD into your computer. Open the control panel and double-click the Add/Remove Programs icon:



Add/Remove
Programs

Press the Install button and follow the directions as presented.

Uninstalling **DOOM**

In the unlikely event you should ever want to remove **DOOM** from your computer, you should resist the temptation to simply delete the files from your disk manually. Instead, use the built in capabilities of Windows 95 to perform a cleaner, more comprehensive uninstall. Open the control panel and double-click the Add/Remove Programs icon:



Add/Remove
Programs

Select **DOOM** from the list of applications, press the Add/Remove button, and confirm the removal of **DOOM**.

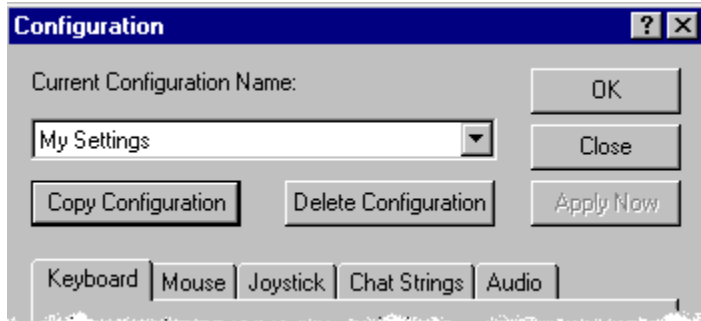
Reinstalling DOOM

If you should inadvertently remove a necessary **DOOM** file from your computer and need to reinstall, you should first perform an uninstall, then install a fresh copy.

Configuration Settings

THE CONFIGURATION DIALOG

(click and explore)



You can customize **DOOM** to your personal taste in many ways. The **DOOM Launcher** provides a Configuration Dialog for setting Keyboard, Mouse, Joystick, Chat, and Sound options. The Configuration Dialog, however, is only available before a game is launched — once the game has started, use the Doom Menus to set these options.

Select from a list of previously saved configurations.

Name and save the current configuration settings.

Delete the currently selected configuration.

Keyboard Settings

THE KEYBOARD PANEL

(click and explore)

The image shows a screenshot of a game's settings menu, specifically the 'Keyboard' tab. The panel is titled 'THE KEYBOARD PANEL' and includes a subtitle '(click and explore)'. The settings are organized into three main sections: Movement, Actions, and Modifiers. Each section contains several key assignments in a list format. Below the settings, there is a brief instruction on how to change a key binding and a note about disallowed keys.

Category	Setting	Assigned Key
Movement	Forward	Up
	Backward	Down
	Turn Left	Left
	Turn Right	Right
	Strafe Left	.
	Strafe Right	,
Actions	Open	Space
	Fire	Ctrl
Modifiers	Speed	Shift
	Strafe	Alt

Click on the field you wish to set, then press the key you wish to assign to that action.

Tab, Enter, and Escape are not allowed.

Accepts all the changes made and dismisses the dialog.

Ignores everything you've changed and dismisses the dialog.

Accepts all the changes made and leaves the dialog open.

Click here and press the key you want to use to move forward.

Click here and press the key you want to use to move backward.

Click here and press the key you want to use to turn left.

Click here and press the key you want to use to turn right.

Click here and press the key you want to use to shuffle left.

Click here and press the key you want to use to shuffle right.

Click here and press the key you want to use to make all the direction keys move faster.

Click here and press the key you want to use to change the turn keys into strafe keys.

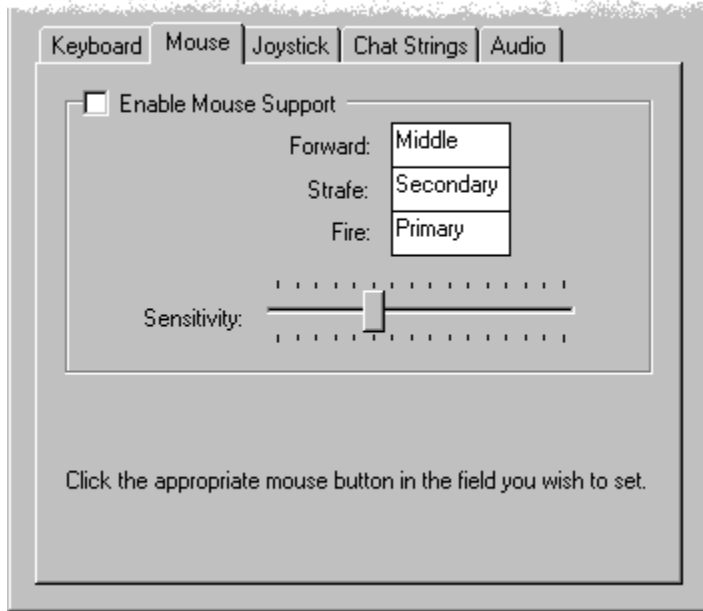
Click here and press the key you want to use to open doors and throw switches.

Click here and press the key you want to use to fire your weapon.

Mouse Settings

THE MOUSE PANEL

(click and explore)



Allows the mouse to control your primary movements.

Click here to set the mouse button that will make you walk forward.

[Click here to set the mouse button that will change left/right motion into strafing instead of turning.](#)

Click here to set the mouse button that will fire your weapon.

Adjusts the speed with which **DOOM** responds to your mouse movements. The higher the value, the quicker the response will be. If you are a beginning player, you might want to consider lower values. This setting applies to **DOOM** only.

Joystick Settings

THE JOYSTICK PANEL

(click and explore)

Keyboard | Mouse | **Joystick** | Chat Strings | Audio

Joystick: -none-

Action

Fire: 1	Strafe: 2
Open: 4	Speed: 3

Configure... Advanced...

To assign an action to a particular joystick button, click the up/down arrow to increment the value, or type the value into the edit control.

A list of installed joysticks. Select the joystick you would like to use for **DOOM**, or -none- to turn off joystick control.

Enter the number of the joystick button you want to use to make you move faster.

Enter the number of the joystick button you want to use to change left/right motion into strafing instead of turning.

Enter the number of the joystick button you want to use to open doors and throw switches.

Enter the number of the joystick button you want to use to fire your weapon.

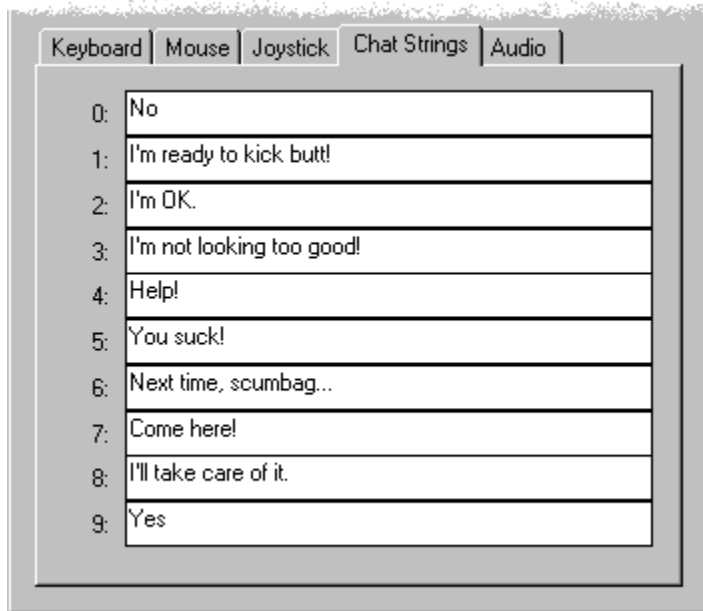
Launch the control panel joystick applet to configure, calibrate, and test joysticks.

If the selected joystick has advanced options, they can be accessed with this button. If the button is grayed out, no advanced options are available.

Chat Settings

THE JOYSTICK PANEL

(click and explore)



The image shows a screenshot of a game's settings menu, specifically the 'Chat Strings' panel. The panel has a grey border and a title bar with five tabs: 'Keyboard', 'Mouse', 'Joystick', 'Chat Strings', and 'Audio'. The 'Chat Strings' tab is selected. Below the tabs is a list of ten numbered chat strings, each in a separate text box:

0:	No
1:	I'm ready to kick butt!
2:	I'm OK.
3:	I'm not looking too good!
4:	Help!
5:	You suck!
6:	Next time, scumbag...
7:	Come here!
8:	I'll take care of it.
9:	Yes

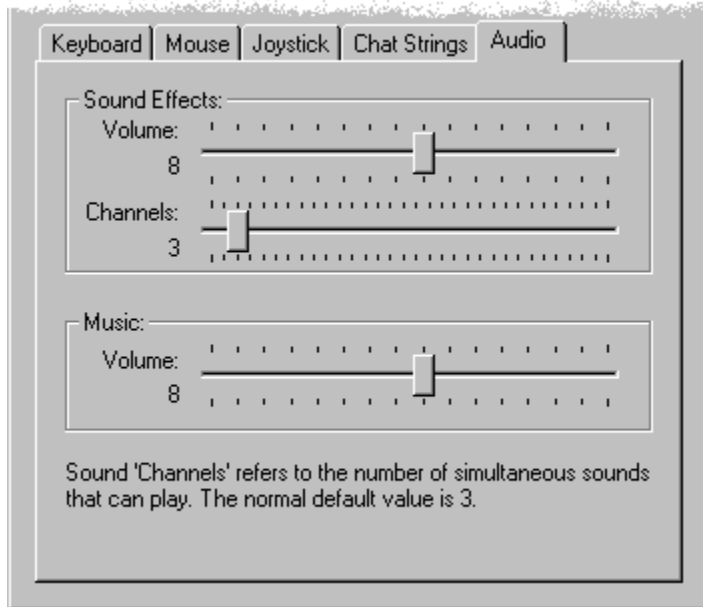
Use this panel to set chat strings. These strings can be sent to other players during multi-player games by pressing the corresponding number key.

Enter a chat string to be associated with a number key.

Audio Settings

THE AUDIO PANEL

(click and explore)



Use this slider to set the volume of sound effects.

Use this slider to set the number of sound effects which will play simultaneously. The normal value is 3. Larger values will sound better, but may cause **DOOM** to slow down.

Use this slider to set the volume of the background music.

Open: Initially assigned to the [Spacebar](#) but may be changed in the [Configuration](#) dialog.

Fire: Initially assigned to the [Control Key](#) and your [Primary Mouse Button](#). This may be changed in the [Configuration](#) dialog.

Speed: This is usually the [Shift Key](#) but may be changed in the [Configuration](#) dialog.

Forward: Initially assigned to the [Up Arrow Key](#) and your [Middle Mouse Button](#) (if you have one) but may be changed in the [Configuration](#) dialog.

Backward: Initially assigned to the [Down Arrow Key](#) but may be changed in the [Configuration](#) dialog.

Left: Initially assigned to the [Left Arrow Key](#) but may be changed in the [Configuration](#) dialog.

Right: Initially assigned to the [Right Arrow Key](#) but may be changed in the [Configuration](#) dialog.

Strafe Left: Initially assigned to the [Comma Key](#) but may be changed in the [Configuration](#) dialog.

Strafe Right: Initially assigned to the [Period Key](#) but may be changed in the [Configuration](#) dialog.

Strafe: Initially assigned to the [Alt Key](#) and your [Secondary Mouse Button](#) but may be changed in the [Configuration](#) dialog.

Controlling The Action

Most of the play commands in **DOOM** are a simple keypress away. You can use your keyboard, mouse, joystick, and combinations 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.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the Open Key.

PICKING UP STUFF

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

COMPLETING AN AREA

At the end of each area in **DOOM** there is an exit chamber. 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.

Moving Around

Walking: Use the Forward and Backward keys to move in the direction you are facing.

Turning: The Left and Right keys turn you left and right.

Running: Hold down the Speed Key and the appropriate arrow key to speed yourself up.

Strafe: There are two ways to sidestep: use the Strafe Left and Strafe Right keys or use the Strafe key along with the **Turning** keys.

Note: Jumping is very important for successfully completing **DOOM**. Though there is no Jump Key, you can leap from ledges by getting a running start. The faster you are moving the further you will go.

Mouse Control: If you are using a mouse, the default setting is to use your Left Button to shoot and Right Button to walk forward. Double-click the Right Button to open doors and activate switches. On a three-button mouse, use your Middle Button to strafe and double-click it to use doors and switches. The button configuration is set in the Launcher using the Configuration dialog.



Doors, Switches & Elevators

(These objects all have many different appearances)



SWITCHES: 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 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 Use Key. 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 Use Key



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

Command Keys

This is a list of the key commands that cannot be changed in the Configuration dialog.

The Function Keys

F1	<u>Help</u>
F2	<u>Save Game</u>
F3	<u>Load Game</u>
F4	<u>Sound Volume</u>
F6	<u>Quicksave</u>
F7	<u>End Game</u>
F8	<u>Messages</u>
F9	<u>Quickload</u>
F10	<u>Quit</u>
F11	<u>Gamma Correction</u>
F12	<u>View Switching</u>
Pause	<u>Pause Game</u>
Esc	<u>Main Menu</u>
Tab	<u>Automap Toggle</u>
+	<u>Increase View Size</u>
-	<u>Reduce View Size</u>
Alt -	<u>Decrease Screen Resolution</u>
Alt =	<u>Increase Screen Resolution</u>

The Automap Keys

F	Follow Mode Toggle
M	Mark Current Position
C	Clear Marks
+	Zoom In
-	Zoom Out
0	Full Map Toggle

The Weapons Keys

1	<u>Fist/Chainsaw</u>
2	<u>Pistol</u>
3	<u>Shotgun</u>
4	<u>Chaingun</u>
5	<u>Rocket Launcher</u>
6*	<u>Plasma Rifle</u>
7*	<u>BFG9000</u>

*Not included in the shareware version.

Brings up a screen with a key map. Please remember that you may have different settings for the movement keys.

Stops the game. Press the key again to resume play. This behaves differently when in a MultiPlayer game.

On-Screen Information

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

THE STATUS BAR

(click and explore)



MESSAGES

Often you'll find yourself running over various items. **DOOM** tells you what you're picking up by printing a message at the top of 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.



TIP

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

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!

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.)

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.

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

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

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



Using The **DOOM** Menus

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. **DOOM** will ask you to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face.

OPTIONS

Goes to a menu of various game settings.

SAVE GAME (F3)

LOAD GAME (F2)

Games can be saved or loaded at any time during the gameplay. To save a game, move the skull cursor to any 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.

QUIT GAME (F10)

Quit Game enables you to quit from **DOOM** and return to Windows.

The Options Menu

END GAME (F7)

This allows you to end the current game without exiting to Windows 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**'s messages on and off.

GRAPHIC DETAIL

This option is not operational in **DOOM** for Windows. To set the level of screen detail, use the Advanced Dialog of the Launcher before the game begins, or the **Alt -** and **Alt =** keys during the game.

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.

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.

SOUND VOLUME (F4)

This takes you to another menu where you can adjust the music and sound effects volume.

GAMMA CORRECTION (F11)

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

The Difficulty Levels

I'M TOO YOUNG TO DIE.

An easy romp through the playground. Not many monsters here. This is good when you're learning the controls.

HEY, NOT TOO ROUGH.

This is good when you know how it works, but you still panic too much. Panic is a bad thing when you're surrounded by evil.

HURT ME PLENTY.

The demons are out in force and they'll take great pleasure in hurting you as much as you let them.

ULTRA-VIOLENCE.

So you think you're tough? Prove it!

NIGHTMARE!

This is for those times when killing a guy once just isn't enough. If you're lucky, you'll wake up...

The Volume Menu

Sfx VOLUME

This selection has a bar with a sliding marker, allowing adjustment of the sound effects volume from "off" to "maximum."

MUSIC VOLUME

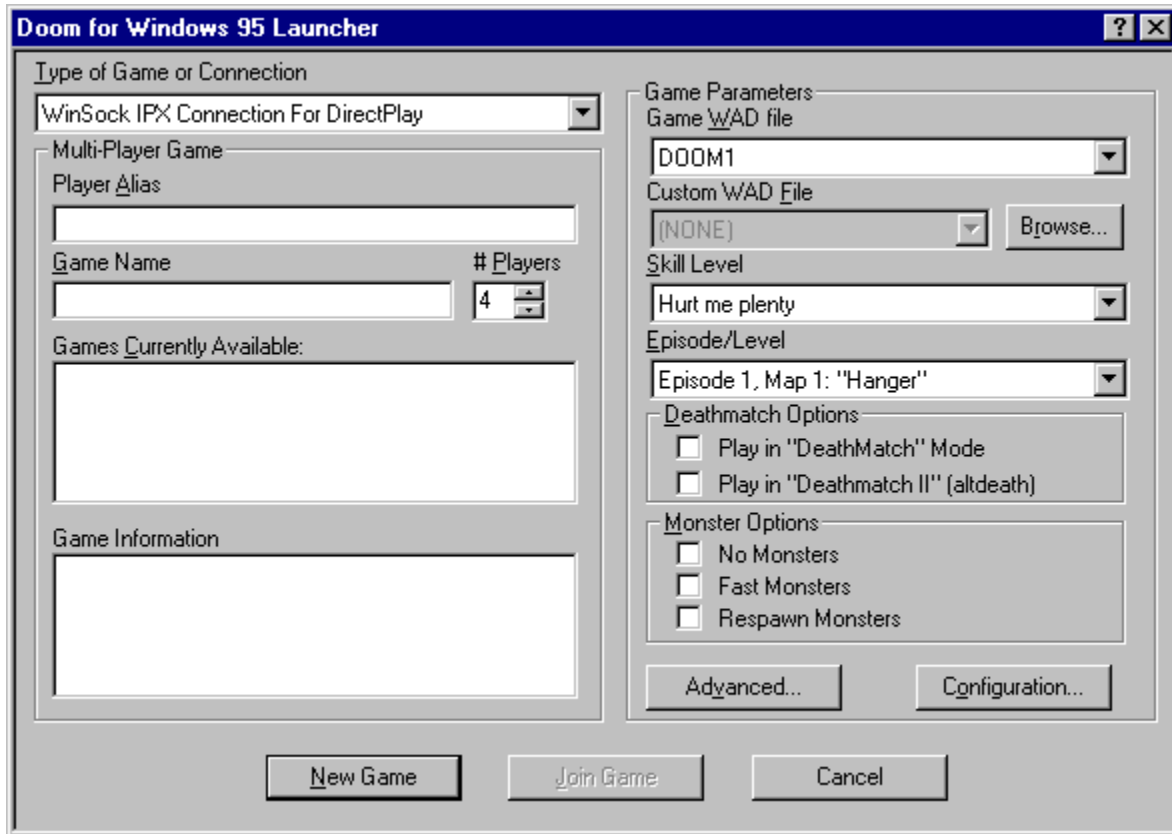
This selection also has a bar with a sliding marker, allowing adjustment of the music volume.

The Launcher Program

DOOM has a number of options that can only be set when it is started. The launcher allows you to set these options and start single or multi-player games. The Launcher also provides access to the [Configuration Dialog](#), which allows you to personalize **DOOM** to your preferences, and the [Advanced Dialog](#), which allows you to specify advanced game options.

THE LAUNCHER DIALOG

(click and explore)



Launch a new or saved game.

Connect to your opponent's computer and begin the game.

Create a new game, then wait for your opponent to call.

Dial your opponent's number and join an existing game.

Launch a new or saved game.

Join an existing multi-player game.

Join an existing multi-player game.

Close the Launcher.

The Game WAD File defines the basic settings, monsters, and weapons of **DOOM**. This information may be extended or replaced by custom WADs, but a licensed game WAD is still required to play.

Specify an optional Custom WAD File for this game. Custom WADs expand your **DOOM** experience by providing new settings, monsters, and weapons.

Browse your disk for a Custom WAD File.

Select a single player game, or play with human opponents using your network or modem.

This name will be used to represent you to other players in a multi-player game.

This name will be used to represent you to other players in a multi-player game.

This name will be used to identify your multi-player **DOOM** session for other players.

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Games currently available. If you have selected a multi-player game type, any pre-existing compatible games will be listed here. You may join an existing game, or create your own.

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Select a communication port for use in the game. This selection need not be the same as other players'.

Select a communication rate for use in the game. This selection **must match** other players'.

Select a communication port and rate for use in the game.

Select a network port for use in the game. This selection **must match** other players'.

If you intend to create a new multi-player game, specify the number of players here. Modem games are limited to two players. Network games may have two to four players.

If you intend to create a new multi-player game, specify the number of players here. Modem games are limited to two players. Network games may have two to four players. The game will not be started until the specified number of players have joined.

This item is applicable only to existing multi-player games. If you have specified a multi-player game, selecting an existing game from the Games Currently Available list will display information about that game, such as the skill level, here.

This item is applicable only to existing multi-player games. If you have specified a multi-player game, selecting an existing game from the Games Currently Available list will display information about that game, such as the skill level, here.

Determines how many monsters are around trying to kill you.

Determines how many monsters are around trying to kill you.

Choose an episode and level to begin on.

Gives monsters extra speed. This is standard behavior for the Nightmare skill level.

Gives monsters extra speed. This is standard behavior for the Nightmare skill level.

Monsters will remain dead for around eight seconds, then return with a vengeance. This is standard behavior for the Nightmare skill level.

Monsters will remain dead for around eight seconds, then return with a vengeance. This is standard behavior for the Nightmare skill level.

Start a game with no monsters. Commonly used for DeathMatch play, when monsters can be an unwanted distraction.

Start a game with no monsters. Commonly used for DeathMatch play, when monsters can be an unwanted distraction.

Launch a multi-player DeathMatch game in which you play against, rather than cooperate with, other players. You can't see your opponents on the map or switch to their viewpoint, nor will you begin in the same area.

Launch a multi-player DeathMatch game in which you play against, rather than cooperate with, other players. You can't see your opponents on the map or switch to their viewpoint, nor will you begin in the same area.

Similar to a regular DeathMatch, except that objects will reappear after 30 seconds, killing yourself subtracts from your score, and negative scores are possible.

Similar to a regular DeathMatch, except that objects will reappear after 30 seconds, killing yourself subtracts from your score, and negative scores are possible.

Launch a saved game, create a demo, or use other advanced options.

Launch a saved game, create a demo, or use other advanced options.

Configure your keyboard, mouse, joystick, chat strings, or audio.

Configure your keyboard, mouse, joystick, chat strings, or audio using the [Configuration Dialog](#).

Advanced Options

THE ADVANCED DIALOG

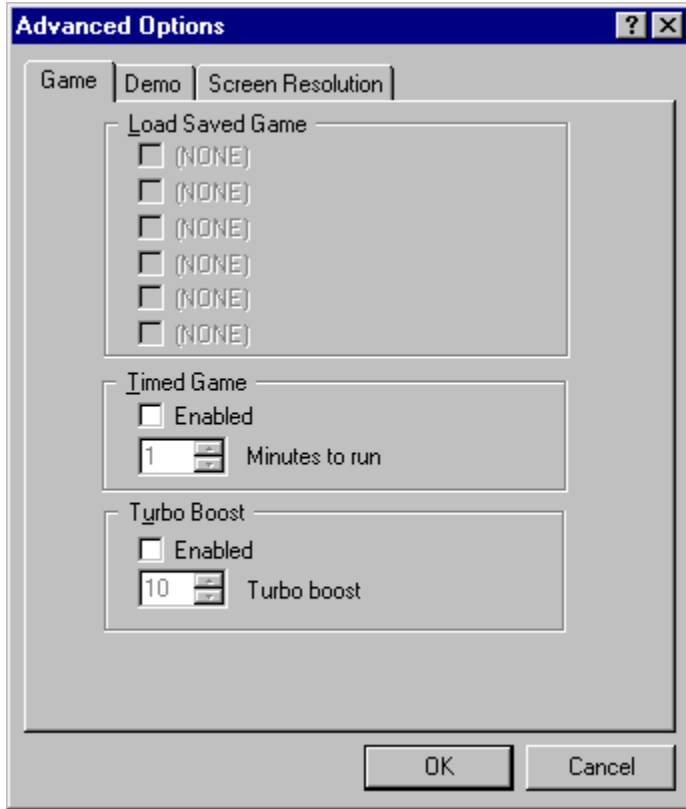
(click and explore)



The **DOOM** [Launcher](#) provides an Advanced Options Dialog for restoring saved games, creating timed games, recording and playing back “demos”, and controlling the game’s graphical detail and window size.

Game Settings

THE GAME PANEL
(click and explore)



Previously saved games are listed here. To restart one, place a checkmark beside it.

Previously saved games. are listed here. To restart one, place a checkmark beside it.

Play a timed game. The game will automatically terminate after the specified duration.

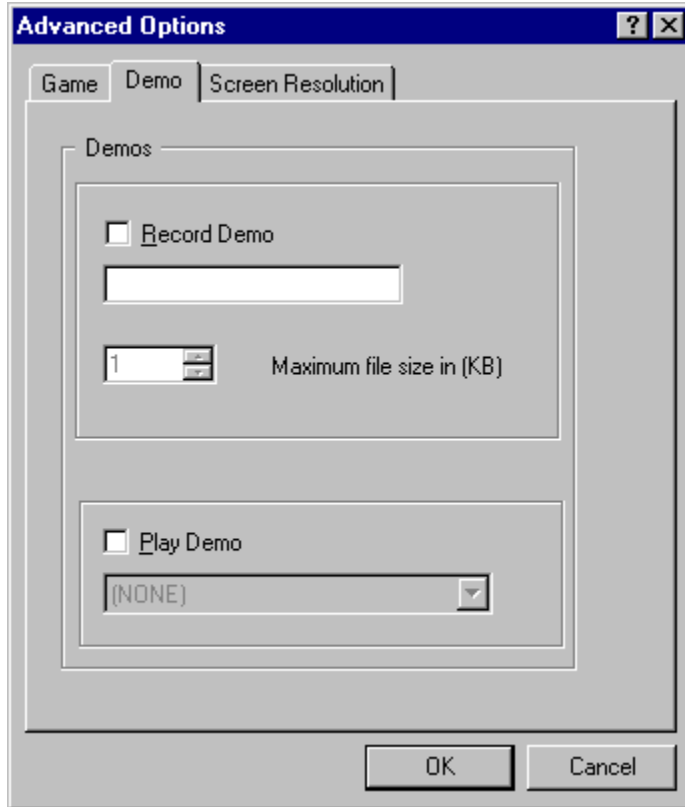
Specify a duration for your timed game.

Increase the movement speed of your player.

Specify a speed-up factor.

Demo Settings

THE DEMO PANEL
(click and explore)



Record a demonstration “movie” of your game which will be saved for later playback.

Specify a name for your demo.

Specify how much memory (in K) should be allowed for recording.

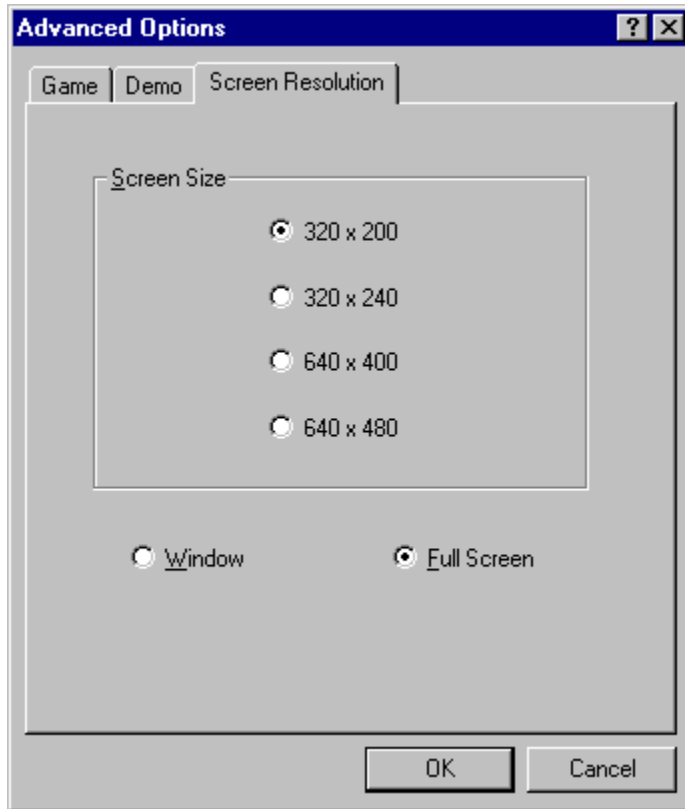
Play back a demo recorded during a previous session.

The name of the demo to be played back.

Screen Settings

THE SCREEN PANEL

(click and explore)



Select a screen resolution for your game. Larger resolutions provide clearer graphics, but can affect performance. Smaller resolutions increase the smoothness of the animation on slower systems.

Start your game in a window or full screen. Specify full screen for the best performance.

Multi-Player Instructions

Many of the rules for playing **DOOM** change for the multi-player game. Read the following information carefully before you begin to play **DOOM** in multi-player 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 sounds.

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 do a save game during a network game, it saves on every player's system in the save game slot you select, writing over whatever was there. Before saving the game, players should agree on a safe slot to save in.

LOAD: You cannot load a saved game while playing a multi-player game. To load a game everyone must quit from the current game and restart the game from the saved game, which is specified using the Launcher.

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

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. However, this also means the level will eventually run dry of monsters and ammunition. You'll have to decide when the level is played out.

UNIFORM COLORS: In multi-player 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 multi-player 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 where your messaging is normally placed. 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. For example, to send a message to the brown character, you would press the letter 'B'.

CHAT MACROS: In a multi-player game, you can send your own pre-defined macros (defined in the Launcher program) by initiating Chat mode (as described 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.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play multi-player—DeathMatch and Cooperative. 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 using the Launcher. 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—if you want to see your buddy you'll need to hunt him down. Plus, each time you die, you'll restart in one of several random locations.

KEYS: Unlike in single-player or Cooperative mode gameplay, 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." The FRAG section displays 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 of 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. You know what you like best!

Note: Before you play **DOOM** in DeathMatch mode you should be familiar with the layout of every area in **DOOM**. As you know, in DeathMatch mode your startup location is random and often in an area that is very hostile.

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.)

TIP: When travelling narrow passages many players have found it useful to examine the Automap in a magnified mode enabling them to see exactly where to step.

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.

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 right or left) while the keyboard permits you to activate the many useful functions of the game.

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!

TIP: Medikits and Stimpacks only improve your health up to 100%. Careful usage will let you take full advantage of their healing power.



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.

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 firepower 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.

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 kablooey 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!



EXPLODING BARRELS

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.



*Not included in the shareware version.



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



Imp: 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.

—
Demon: 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.

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

—
Lost Soul: Dumb. Tough. Flies. On fire. 'Nuff said. (Not included in the shareware version.)



Cacodemon: 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. (Not included in the shareware version.)



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



The Spider Mastermind: You guess the Arachnotrons had to come from somewhere. Hi, mom. She doesn't have a plasma gun, so thank heaven for small favors. Instead, she has a super-chaingun. Crap.



The Cyberdemon: A missile-launching skyscraper with goat legs. 'Nuff said.

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).



*Not included in the shareware version.

FIRING: To use a weapon, point it towards the enemy and press the Fire Key, or hold down the Fire 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	Large	Description
			
			Bullets
			
			Shells
			
			Rockets
			
			Energy Cells

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.


—
Fist

Your iron-clad knuckles are a little better than nothing.

Chainsaw

Note: When you walk across the chainsaw it replaces your fist as the current weapon.




Ammo: 



The Pistol is the only weapon you start out with. But you'll use anything in a pinch, no matter how pathetic it may feel.

—

Ammo: 

—
Shotguns can deliver a heavy punch at close range and a generous pelting from a distance.

—


Ammo: —

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


—

—

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

Ammo: 


—

Ammo: 



Plasma Rifles shoot multiple rounds of plasma energy—frying some demon butt! (Not included in the shareware version.)

—

Ammo: 



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. (Not included in the shareware version.)

—
—
Weapons: —

Bullets don't do a lot of damage but they can do it quickly. Used in the Pistol and the Chaingun.

Weapons: —

—
—
Bullets don't do a lot of damage but they can do it quickly. Used in the Pistol and the Chaingun.

—

Shotgun Shells can really hurt somebody. Especially at close range. Used in the Shotgun.

Weapon: —

—

Shotgun Shells can really hurt somebody. Especially at close range. Used in the Shotgun.

Weapon: —

—

Weapon: —

Rockets can cause damage to anyone unfortunate enough to be near an explosion. Even you. Used in the Rocket Launcher.

—

Weapon: —

Rockets can cause damage to anyone unfortunate enough to be near an explosion. Even you. Used in the Rocket Launcher.

—
—
Weapons: —

Plasma Energy has some powerful but strange properties. Used in the Plasma Rifle and the BFG9000.



Weapons: —

—
Plasma Energy has some powerful but strange properties. Used in the Plasma Rifle and the BFG9000.

Artifacts

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





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 render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white—your punishment for being tough.
Duration: Time Based

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.

ARMOR: Two types of body armor can be found laying around, Security Armor and Combat Armor. 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.

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

—



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



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



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 firepower, like the kind you're gonna face.

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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.
Duration: Until You Die



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

