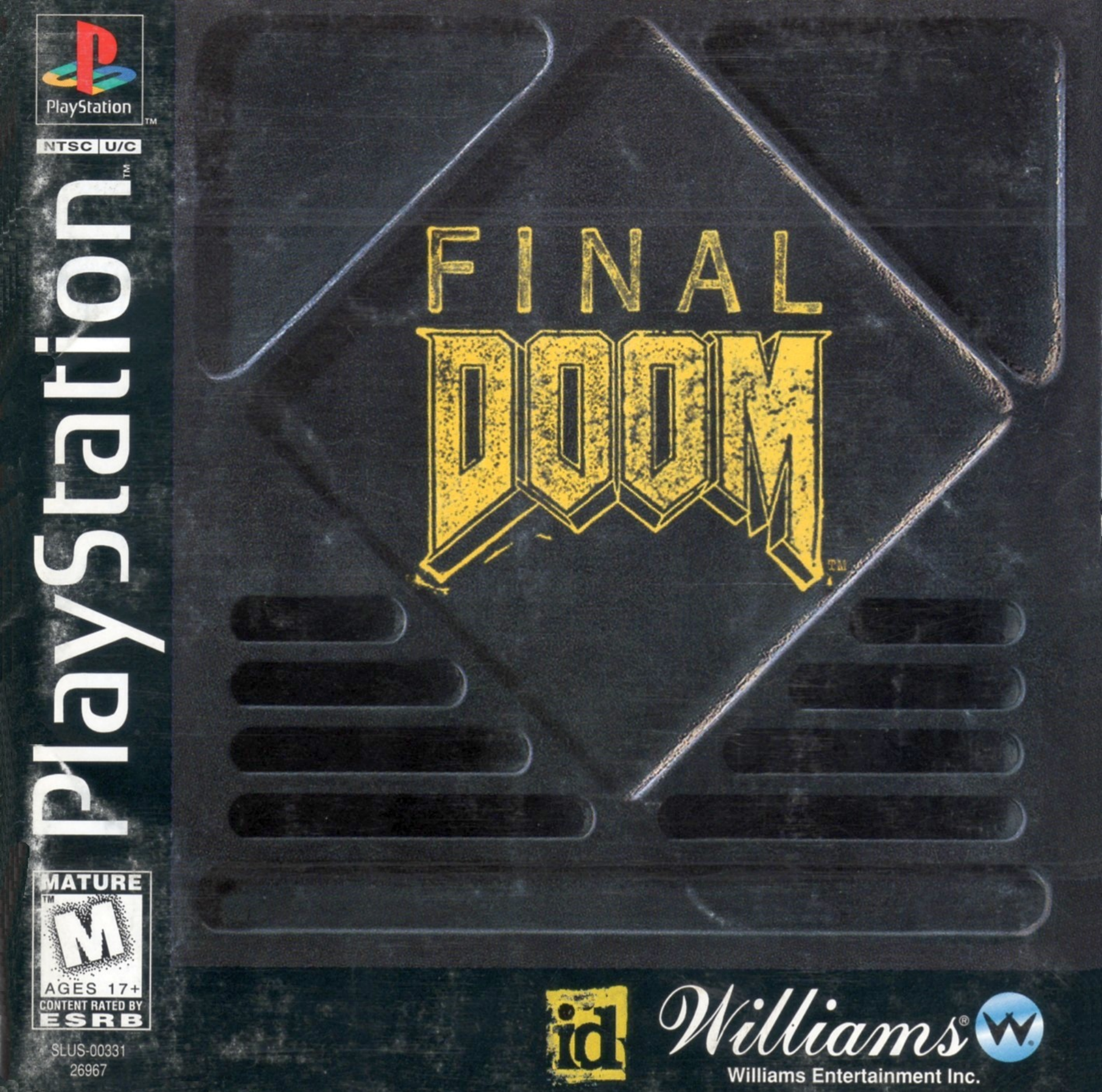

PlayStation
NTSC U/C
PlayStation
FINAL
DOOM
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SLUS-00331
26967
id
Williams
Williams Entertainment Inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

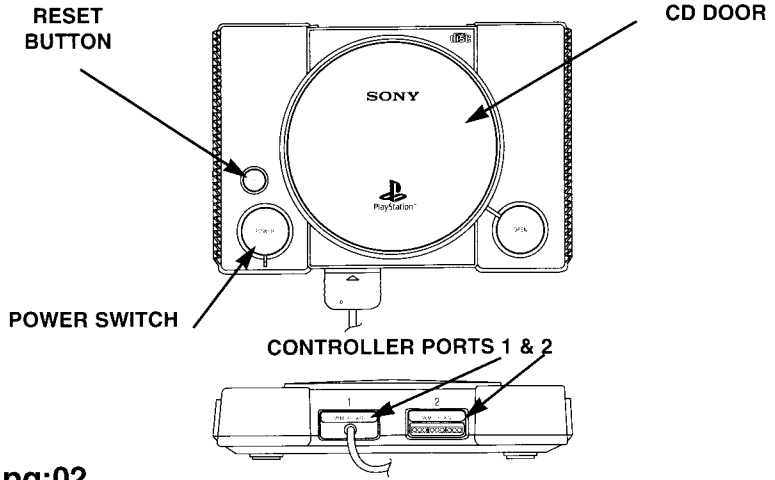
CONTENTS

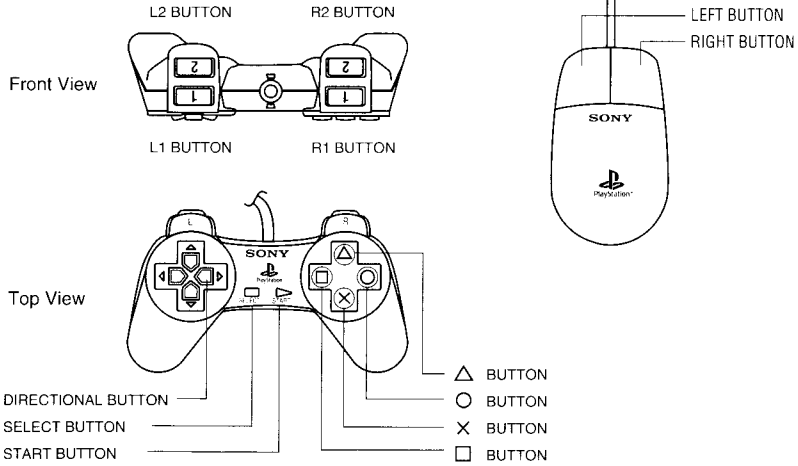
Getting Started	02
Options Sub-Menu	04
Password Sub-Menu	04
Configuration Sub-Menu	05
Mouse Sub-Menu	05
Death Match Mode	06
Cooperative Mode	06
Link Cable Set-Up	07
Object of the Game	08
On-Screen Information	09
Messages/Automap	10
Controller Functions	11
Doors, Switches, Etc.	12
Completing an Area	14
Artifacts	15
Firepower	16
Hazards	19
Health	20
Armor	21
Power-Ups	22
Credits	24
Warranty	25

GETTING STARTED

Set up your PlayStation™ Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the FINAL DOOM™disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

NOTE: If playing Cooperative or Death Match, connect two PlayStation™ Game Consoles with the Link Cable™ **before** power is turned on.



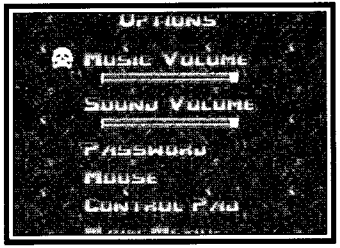




Use the **Directional Pad** or **Mouse** to move the Skull Icon up or down. Press Left or Right to modify. Press any of the four Icon Buttons to activate a selection. Set your desired Game Mode, Episode or Difficulty. Select and activate Options to enter the Options Menu. Start the game by pressing "**Start**".

OPTIONS SUB-MENU

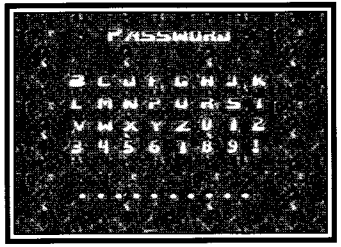
Set your desired MUSIC VOLUME and/or SOUND VOLUME by using Left/Right on the **Directional Pad** to slide the track thumb. Select and activate MOUSE to enter the MOUSE CONFIGURATION Menu. Select and activate CONTROL PAD to enter the CONTROL PAD CONFIGURATION Menu. Select and activate PASSWORD to enter the PASSWORD Menu. Select and activate MAIN Menu or press "Start" to return to the MAIN Menu.



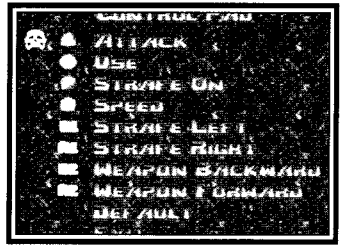
PASSWORD SUB-MENU

Enter your PASSWORD by selecting the appropriate character and pressing "**X**". Use the △ to backspace.

If you have entered a valid 10 digit password, the game will automatically start you at the beginning of a level. You'll have all the weapons, ammo, health and armor you possessed when you successfully completed the previous level.
PASSWORDS are provided on the Level Achievement Screen at the completion of each level.
Press "**Start**" to return to the OPTIONS Menu.

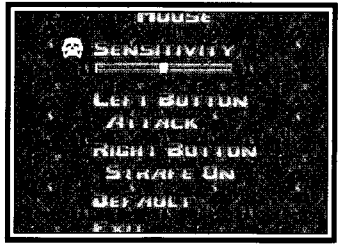


CONFIGURATION SUB-MENU



Configure the **Controller** to suit your personal game play strategy. Place the Skull Icon next to the specific game action to be modified and press the desired new key. Except for the **Start, Select Buttons** and the **Control Pad**, you may assign any action to any button. Select and activate **Default** to reset the standard button configuration. Press "**Start**" to return to the OPTIONS Menu.

MOUSE SUB-MENU

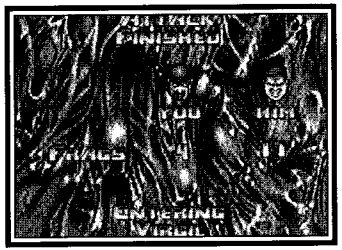


Customize the **Mouse** to maximize your personal game play skills. Using the **Control Pad L/R**, move the Skull Icon next to the button you wish to modify. Select the new desired game action. You may assign either mouse button to any action. You can also adjust the mouse sensitivity by moving the slider left for Less and right for More. During gameplay, double click either mouse button to activate the "use" function. Select and activate **Default** to reset the standard button configuration. Press "**Start**" on the **Control Pad** to return to the OPTIONS Menu.

2 PLAYER MODES

DEATH MATCH MODE

Just you and your buddy - no monsters. Only skill and strategy will prevail. See those weapons? Grab 'em and hunt down your adversary. Don't worry about being greedy, those weapons will reappear in 30 seconds.



Every time you kill your opponent, that's one more frag for you. Kill yourself, you lose a frag.

If you die, press any Icon Button and you'll be randomly respawned somewhere in the level.

You know the rules, the player with the most frags at the exit switch wins. Now, get busy!

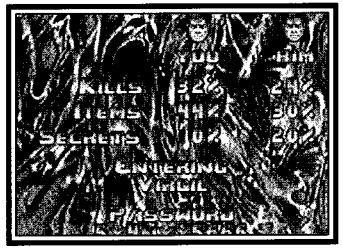
COOPERATIVE MODE

The levels are hard, the monsters tougher, but you and your buddy can rock 'n roll together.

Once a weapon gets picked up, its gone. So, share those weapons and ammo, you'll both need 'em.

If you die, just press any Icon Button and you'll be respawned at the level entrance. You might have to backtrack to pick up those security keys again.

No screwin' around here. Lock, load and find your buddy fast. He needs you!



LINK CABLE SET-UP

Make sure the Link Cable™ is firmly connected to each PlayStation™ Game Console before power is turned on.

The first player to select and activate Death Match or Cooperative Mode sets the level and difficulty of the competition.

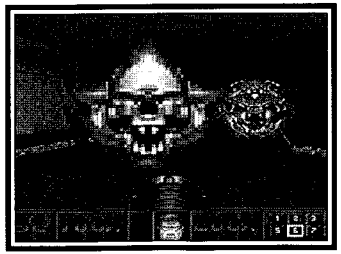
Your partner must also select and activate either Death Match or Cooperative Mode to begin the competition.

Each PlayStation™ Game Console will attempt to "look" for its partner. If you are experiencing problems, make sure the Link Cable™ is firmly attached to each PlayStation™ Game Console and reset each unit.

OBJECT OF THE GAME

Welcome to FINAL DOOM™, a lightning fast virtual reality adventure, where you're the toughest Space Trooper ever to suck vacuum. Your mission is to shoot your way through a 30+ level, monster-infested Hell... Living to tell the tale if possible.

The game play for FINAL DOOM™ is quite simple. This is not a cumbersome role-playing game, but an action-oriented slug-a-thon! You don't need super-human reflexes to win - using your wits is JUST AS IMPORTANT. To escape FINAL DOOM™, you need both brains AND the killer instinct.



ON-SCREEN INFORMATION

FINAL DOOM™ provides you with on-screen, up-to-the-minute information that you'll need to survive.





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%, you're Toast. Try a little harder next time.

3. YOUR MUG: This portrait isn't just for looks. As you take damage you'll begin to look like raw hamburger. Also your eyes will look in the direction from which the damage came.

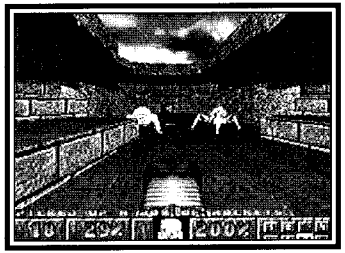
4. KEY CARDS: You can see any cards you possess right here. There are three key colors: Red, Yellow and Blue.

5. ARMS: Numbered boxes show which weapon you currently have readied and what weapons you possess.

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

MESSAGES

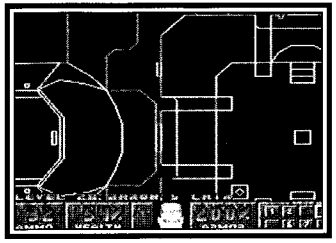
You'll often find yourself running over various Bonus Items and Evil Artifacts. FINAL DOOM™ tells you what you're picking up by printing a message at the bottom of the game screen.



MESSAGES →

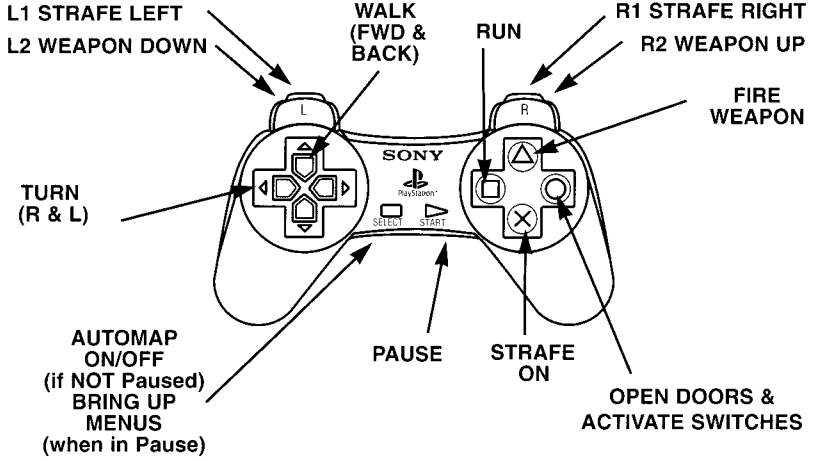
AUTOMAP

To help you find your way around FINAL DOOM™, you're equipped with an Automap Device. By pressing SELECT, you replace your normal view with a top-down map of *everything you've seen to date*. Pretty cool. The green arrow represents you AND points in the direction you are looking. Pay Attention! You can zoom in and out by holding the **X Button** and simultaneously pressing **L1** (IN) or **R1** (OUT).



MOVING IN THE AUTOMAP: Using the **Directional Button**, you can move yourself while viewing the Automap. Keep your wits about you because this is dangerous - you can't see the Enemy while viewing the Automap. If you hold the **X Button** and press the **Directional Button** you will scroll the map without moving yourself.

CONTROLLING THE ACTION



WEAPONS CHANGE: (**L2 &R2 Buttons**) are still active while in Pause mode, so you can switch weapons while under attack.

STRAFE: (**L1 & R1 Buttons**) move your firing pattern left or right without turning. **(TIP:** *Use Strafing to avoid incoming missiles!* **)**

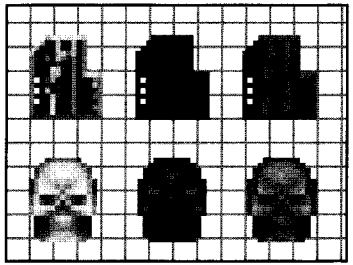
RUNNING: To run, hold down the □ **Button** while while pressing the **Directional Button**.

PICKING UP STUFF: To pick up an object, just walk over it. You're smart - you'll know if you need to take it.

USING DOORS, ELEVATORS & SWITCHES

To open most doors and operate switches, stand directly in front of them and press the **O Button**. 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 might not be a switch or you may have already flipped it. Some switches may be used repeatedly and some only once. Comforting, huh?

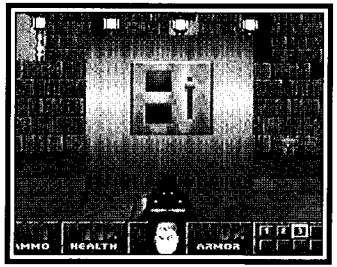


SECURITY CARDS

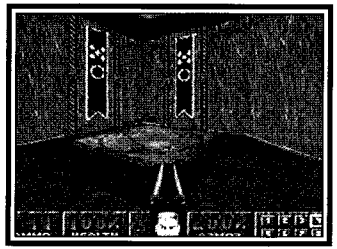
SKULL KEYS

HIDDEN DOORS: Some doors are hidden. Many can be opened by finding a switch. In some cases you just need to walk up to the wall and press the **O Button**. If you've found a secret door, it will open for you.

Look for the clues that will reveal a secret door: a wall that's shifted down or is a different color, a flashing light on the wall, etc.



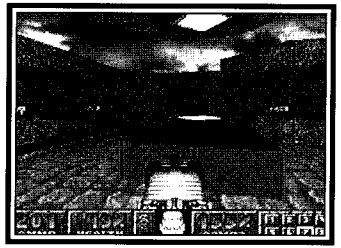
ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing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



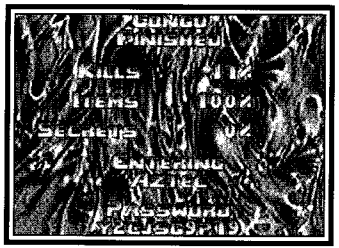
TELEPORTERS: Teleporters are identified by a gray or red square on the floor beneath them. To use a teleporter, walk over the symbol. Easy enough. However, if you teleport onto someone or something, it will instantly kill them. This is known as "telefrag". Be careful when playing cooperative or you'll soon be on your own.

COMPLETING AN AREA

At the end of each area in FINAL DOOM™ there is an Exit Chamber, generally marked by a special door or an "EXIT" sign. (**Plutonia Exits** are marked with a diamond symbol). Enter this chamber, 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 and percentage of items found.



ETERNAL LIFE AFTER DEATH
If you die (and by the way, better luck next time), you restart the level at the beginning with a pistol and 50 rounds of ammo. 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. Whoa, deja vu.

ARTIFACTS

A few artifacts from the other dimensions are laying around. Check these out, you may want them!



HEALTH POTION Provides a small boost to your health - even past your normal 100%!



SPIRITUAL ARMOR Provides a little extra protection above and beyond your regular armor.



SOUL SPHERES 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 Strange orbs that make it difficult for others to spot you. But, the Enemy can still see you if you're too close. Keep your distance and fire away. Duration: Time based.



INVULNERABILITY ARTIFACTS Render you immune to all damage. Pretty slick, until the effect wears off. When you're invulnerable your screen will be white - your punishment for being tough. Duration: Time Based.



MEGASPHERES Combine the power of Combat Armor with the benefits of a Soul Sphere. What more could you want?

FIREPOWER

WEAPONS: At first, you only have 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 **L2 & R2 Buttons** select the different weapons.

TIP: *If things get tough, you can pause the game (**START Button**) and then use **L2 /R2 Buttons** to change weapons.*

1. FIST: Can be used to deliver a punch to the enemies. It will always be with you.

CHAIN SAW: Cuts down the baddies like standing timber, but you have to get close. ***Press the L2 Button to toggle between the Fist and Chainsaw for weapon #1.***



2. PISTOL: Your standard military-issue weapon. It will stay with you, so don't forget about it if things get tough.

3. SHOTGUNS: Deliver a heavy punch at close range and a generous pelting from a distance.



4. DOUBLE BARRELED SHOTGUNS: Sawed-off killing sticks. These gats are the ultimate in pellet warfare. Beware, two barrels deliver more fire power, but will take more time to reload.



5. CHAINGUNS: Direct heavy firepower into your opponent, making him do the chaingun cha-cha.



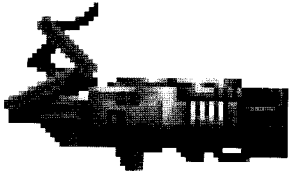
6. ROCKET LAUNCHERS: Deliver an explosive rocket that will turn one bad dude inside-out.



7. PLASMA RIFLES: Shoot multiple rounds of plasma energy - frying some demon butt!



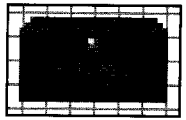
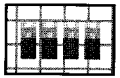
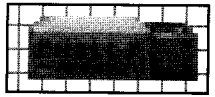
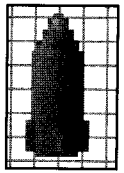
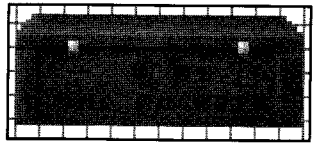
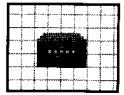
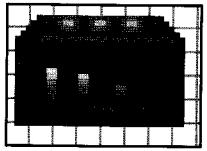
8. BFG 9000's: The prize of the military arsenal. Great for clearing the room of an unwelcome guest. Shoot it and see for yourself.



FIRING: To use a weapon, point it at the enemy and press the △ Button. If your shots hit a bad guy, he'll fall over dead. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

TIP: *Create chaos among demons by maneuvering them into a crossfire. If a bad guy is hit by a demon, **other than his own kind**, he'll damage him for you. It's always best to let the bad guys do the work.*

AMMO: Different Weapons use different types of Ammunition. Running over certain enemies after you've killed them also gives you Ammo.

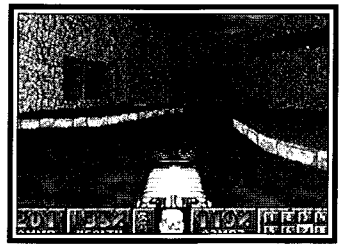
	SMALL AMMO	LARGE AMMO
WEAPON: PISTOL, CHAINGUN		
WEAPON: SHOTGUN, DBL SHOTGUN		
WEAPON: ROCKET LAUNCHER		
WEAPON: PLASMA RIFLE, BFG9000		

If you find a weapon that you already possess, don't pass it by! Picking it up also gives you Ammo. You do, however, have a maximum limit on the amount of Ammo you can carry.

HAZARDS

DANGEROUS FINAL DOOM™ ENVIRONMENT
Some parts of the FINAL DOOM™environment can be more dangerous than the monsters you'll face. Areas containing Radioactive Waste or Crushing Ceilings should be approached with extreme caution. Are you listening?

SLIME & OTHER RADIOACTIVE WASTE: Many of the areas in FINAL DOOM™ contain pools of dangerous liquids that can do some serious damage if you walk through them. There are several kinds of waste, each responsible for various amounts of damage. If it looks fluid, go around it!

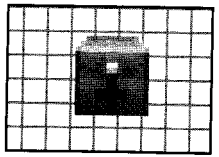


CRUSHING CEILINGS: Some of the Ceilings in FINAL DOOM™can smash you, making you cry blood. Often, you'll be able to see the Ceiling moving before you go under it, but not always. Be careful, this is no Sunday in the park.

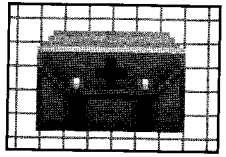
HEALTH

Even for a tough hombre like you, FINAL 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, lest you end up face-down or belly-up, as the case may be.

HEALING: When you're hurt, you'll want to get well as soon as possible. Fortunately, you'll find an abundance of Medkits and Stimpacks littering the base. Grab them whenever possible.



Stimpacks give you a quick injection of booster enzymes that make you feel like a new person--at least to some degree.

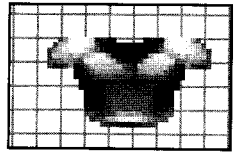


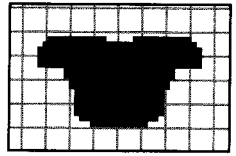
Medkits are even better and include bandages, antitoxins and other medical supplies ready to make you hit the ground running.

ARMOR

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

Security Armor is a light weight kevlar vest that's perfect for riot control.



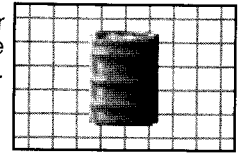


Combat Armor is a heavy duty jacket composed of a titanium derivative - useful for protection against real fire power, like the kind you're gonna face.

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

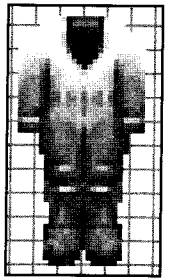
BARRELS

Barrels should be fired and exploded near enemies. Be careful - don't get too close to the blast because it will take you out also.

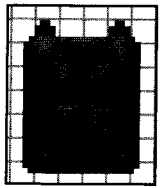


POWER-UPS

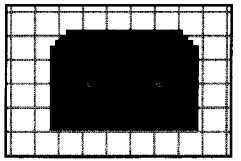
Other bits of "challenging electronics" may be found in FINAL DOOM™. Most of these are pretty darned handy, so grab them when you can. These special items have a duration for the entire level, a specific amount of time or just provide an instant benefit. A few of them affect your game screen, so you can tell when they're active. For example, when you pick up a Radiation Suit, the game screen turns green. It returns to normal once the effect wears off. This is a hint to get out of the Radiation Ooze, NOW!



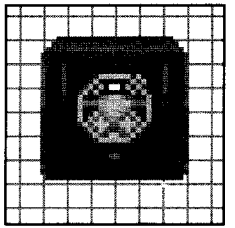
Radiation Suits Provide protection against radioactivity, heat and other low-intensity forms of energy. Basically, these suits enable you to wade through Radioactive Ooze without taking damage. While a suit holds out, your screen will have a greenish tint. Duration: Time Based.



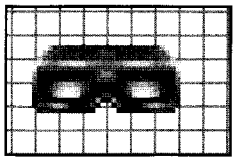
Backpacks Increase the amount of Ammo you can carry. In addition, whenever you find a Backpack, you receive extra Ammunition.



Berserk Packs Heals you, plus acts as a super adrenaline rush and enormously boosts your muscle power. Since you're already a pretty meaty dude, this mega strength lets you tear ordinary dudes limb from limb. 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.



Computer Maps A useful find. Will update your Automap with a complete map of the entire area. Areas you haven't yet been to are mapped in grey. Duration: One Level.



Light Amplification Visors These allow you to see clearly, even in pitch dark. Duration: Time Based.

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id SOFTWARE

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