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SEGA™

SEGA SATURN™

DOOM™



MATURE M AGES 17+

T-25405H

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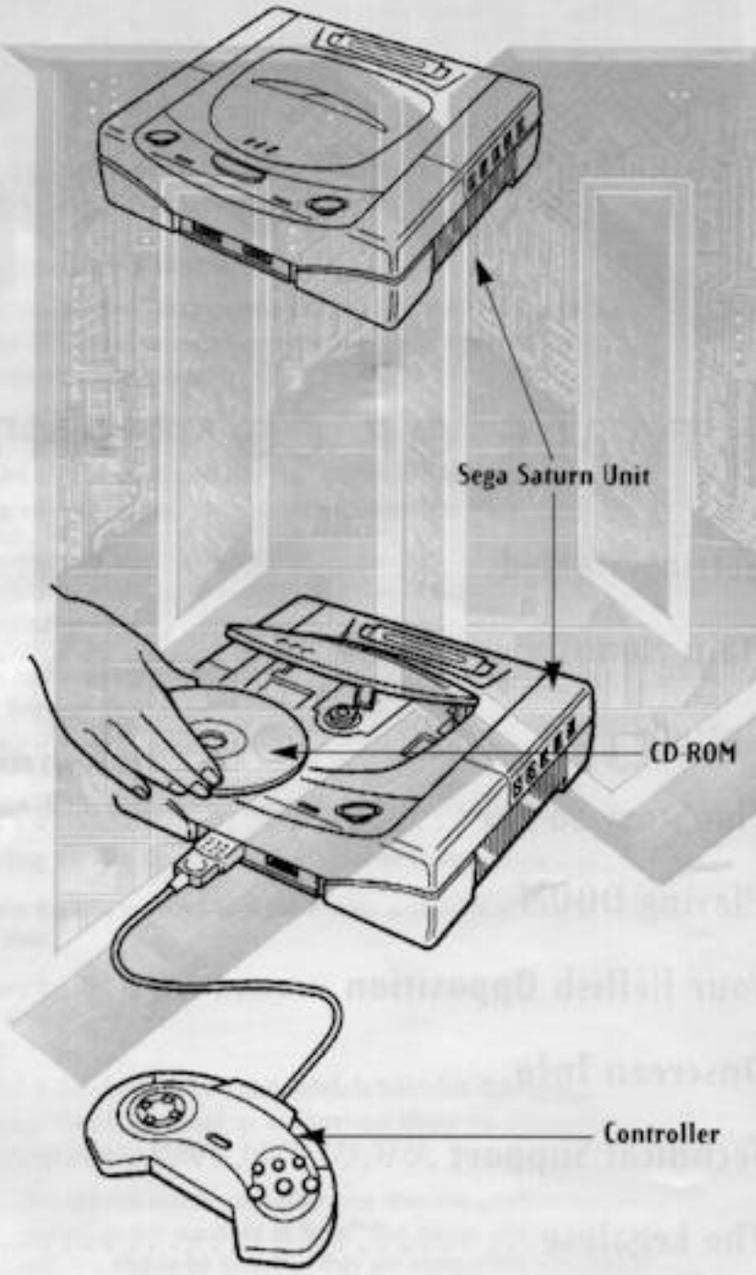
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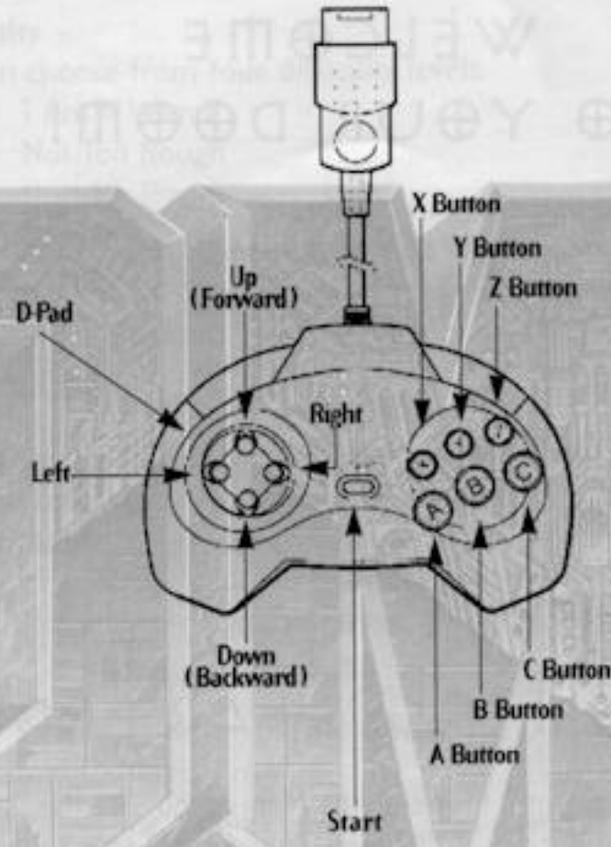
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CONTROLS





ACTION	KEYS
Attack	A
Use	B
Strafe	C
Strafe Left	L (Left Button)
Strafe Right	R (Right Button)
Map Mode	Z
Weapon Select	Y
Run	X
(Map Mode)	
C · D-Pad	Scroll
C · L (Left Button), C · R (Right Button)	Zoom

WELCOME TO YOUR DOOM!

This is DOOM, a lightning-fast adventure where you are the toughest space trooper ever to avoid sucking vacuum. Your mission is to fight, shoot, and puzzle your way through a hellish monster-infested holocaust, living to tell the tale by coming out the other end, if you can.

The game play for DOOM is simple – but seriously challenging. This is not a cumbersome adventure game but an action-filled blast-athon. You don't need the reflexes of a sugar-cereal-eating eight-year-old to win either. Using your wits is important, Baby. To escape DOOM, you need both brains and an itching trigger finger.

GETTING STARTED

Press Start at any time to access the Main Menu. Use the D-Pad to move the skull icon up or down. Then press Left or Right to modify the selection.

When the demo is playing, you can press Start to display the Main Menu. To display the Main Menu during a game, press Start to pause the game, and then press A to go to the Options Menu. Move the skull icon to the Main Menu option and press A. Pressing Start while the Main Menu is displayed will start a new game.

MAIN MENU

Ultimate DOOM/DOOM II
You can play either Ultimate DOOM or DOOM II. Pressing the D-Pad Left or Right toggles between the two games.

Difficulty
You can choose from four difficulty levels:

I Am A Wimp
Not Too Rough
Hurt Me Plenty
Ultra-Violence

If you are new to DOOM, it's a good idea to start with the easier levels to give yourself a fighting chance. You'll have plenty of time for the rough stuff later.

OPTIONS

From the options menu you will be able to perform the following tasks:

Music Volume - Use the arrow keys to change the volume of the background music.

Sound Volume - Use the arrow keys to change the volume of the sound effects.

Password - When you finish a level, you are given a password. Write it down! By entering the password, you can start at the next level in the game. To enter a password, move the highlight over the number or letter and press B (or C or X) to add the letter, or A to delete. When you have entered the correct password, press Start to begin the new level.

Configuration - You can modify your control configuration by using the D-Pad to highlight the button you want to change and then pressing the new button. For example, if you want to use X to strafe left, move the highlight to Strafe Left and then press X to redefine the button. Note that it is theoretically possible to assign different actions to the same button, so be careful when you redefine the buttons. If you wish to return to the default settings, move the cursor down to Default and press Start.

Main Menu - Takes you back to the Main Menu.

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 for recuperation, while you were transferred to Mars, home of the Union Aerospace Corporation (UAC).

The UAC is a multiplanetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for 50 million miles, your day consisted of suckin' dust and watchin' restricted flicks in the rec room.

For the past 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 interdimensional 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 come out the other side completely insane, babbling vulgarities, bludgeoning anything that moves, and finally suffering a splashy, full-body explosion. We're talkin' marine marinara. Matching loose noggins with torsos to send home to their folks became a full-time job. Of course, the latest military reports state that the research has suffered minor setbacks but that everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military support. Something friggin' seriously evil is coming out of the gateways! Computer systems have gone berserk!" The rest was unsettlingly 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 50 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. It seems your buddies are dead.

It's Up To You

Things aren't looking too good. You'll never get off the planet on your own. Plus, all the heavy weapons have been taken by the assault team, leaving you with only a lowly pistol. If only you could get your hands around a plasma rifle or even a shotgun, you might take a few out, if nothing else. This could be your honor guard on the way out. Whatever killed your buddies deserves a couple of pellets in the forehead, at minimum. 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.

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 the gates of Hell. Some of the monsters you'll face aren't even shown here. Don't say we didn't warn you.

PLAYING DOOM

So What Do I Do?

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

USING DOORS, SWITCHES, AND ELEVATORS
To open most doors and operate switches, stand directly in front of them and press B.

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

COMPLETING A REGION
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 the par completion time are all displayed.

THE RULE OF CONSTANT RESURRECTION
If you die, you restart the level at its beginning with only a pistol and some bullets. You have a 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 have returned, just like you.

WEAPONS
To use a weapon, point it toward the enemy and press A, or hold it down for rapid fire (remember your limited ammo). 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.

1 - Fist/Chain Saw **2 - Pistol**
Note: When you walk across the chain saw, it replaces your fist as the current weapon.



3 - Shotguns/Combat Shotguns can deliver a heavy punch at close range and a generous pelting from a distance. Combat shotguns are double-barreled, sawed-off killing sticks. These gats are the ultimate in pellet warfare. Beware: Two barrels not only deliver more firepower but also take more time to reload.





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.



AMMO

Different weapons use different types of ammo. When you run out of ammo, DOOM automatically loads the correct weapon.

Small Ammo	Large Ammo	Weapon
Clip	Ammo Box	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.

Health Care Under Hostilities

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

ARMOR

Two types of body armor can be found lying 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.



HEALING GOODIES

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, anti-toxins, and other medical supplies to make you feel a lot healthier.

USEFUL STUFF

A few artifacts from the other dimension are now lying 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!



Mega Spheres combine the power of combat armor with the benefits of a Soul Sphere.



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

EVEN MORE USEFUL STUFF

Other bits of useful technology may be found in DOOM. Most of these are pretty doggone handy, so grab them when you're 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 darn quickly.

YOUR HELLISH OPPOSITION



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!



Chain Gunner: Geez, weren't shotgun zombies bad enough? At least when you fade these jerks, you get a really cool chaingun.



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 SOBs.



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 friggin' 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.



Hell Knight: Tough as a dump truck and nearly as big, these Goliaths are the worst things on two legs since Tyrannosaurus rex.



Barons of Hell: The Hell Knight was bad news, but this is Big Daddy. These bruisers are a lot like Hell Knights, but they look a little different and are twice as tough to kill.



Arachnotron: Maybe cybernetics wasn't such a great idea after all. Look what the demons have done with it. It seems unfair somehow that you're not the only guy in Hell with a plasma gun.



Pain Elemental: What a name. And what a guy. Killing him is almost as bad as letting him live.



Revenant: Apparently when a demon dies, the others pick him up, dust him off, wire him with some combat gear, and send him back into battle. No rest for the wicked, eh? You wish your missiles did what his can do.



Mancubus: The only good thing about fatso is that he's a nice wide target. Good thing because it takes a lot of hits to puncture him. He pumps out fireballs as if there were no tomorrow.



Spider Mastermind: You knew 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.



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



Nightmare Spectre: If you liked the Spectre, you'll love his big bad brother.

⊕NSCREEN INF⊕

THE STATUS BAR

Your status bar shows the weapons you have in inventory, your current armor, your health, and the energy or ammo of the current weapon choice.



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

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 on the right.



5. **Armor:** Your armor helps you out so 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.

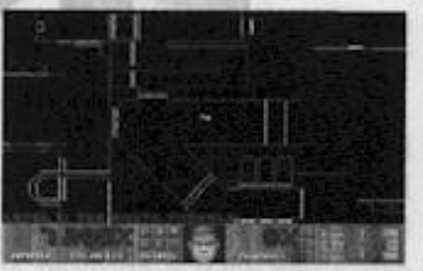
7. **Ammo:** This shows how much of each type of ammo you're carrying and the maximum amount you could carry – if you had it.

MESSAGES

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

THE AUTOMAP FEATURE

To help you find your way around DOOM, you're equipped with an automap device. By pressing Z, 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. Pressing Z again returns you to the normal view.



TECHNICAL SUPPORT

If you experience problems running or playing DOOM, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web:
Get up-to-the-minute technical information at the GT Interactive Software web site at http://www.gtinteractive.com, 24 hours a day, seven days a week.

In the Support section, you'll have access to our FAQ documents (Frequently Asked Questions) which contain our latest trouble-shooting information. You can also visit our Forums area where you can swap E-mail with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone:
For phone assistance, call GT Interactive Softwares Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 am until midnight (EST). Please note that live Tech Support may be closed on all major holidays.

Help Via Mail
In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we need to call you.

Your mail should be sent to the following address:

GT Interactive Software
Attn: TS/QA Dept.
1 Nixon Lane
Edison, NJ 08817

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NOTES