

DOOM™



JAGUAR™

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GAME MANUAL
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Jaguar™ 64-BIT
Interactive Multimedia System
Game Manual

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The Story Of Doom

Mars, and the gateways between its two moons, Phobos and Deimos, has been the site of inter-dimensional space travel testing. Recently, however, these passageways have become dangerously unstable. Experiments using human guinea pigs have met with tragic results. Something evil has been exiting the gateways.



As the only combat-ready assault troops within 50 million miles of Earth, you've been ordered, along with your buddies, to Phobos. You arrive and are assigned to secure the perimeter of the base while the other marines go inside.

From outside the base you hear the carnage: guns firing, men screaming, bones cracking...then silence. Suddenly you're the last galactic marine alive, thrust into a bloody, gore-ridden underworld. Packing everything from chain saws to rocket launchers, it's up to you to annihilate Imps, Lost Souls, dead Marines, Barons of Hell...and ultimately avenge the brutal slaughter of your men.

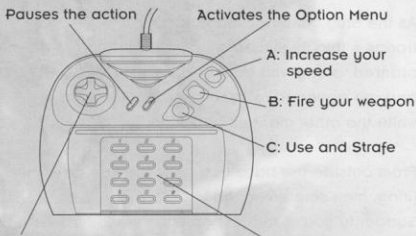


Getting Started

1. Insert your JAGUAR DOOM cartridge into the slot of your JAGUAR 64-Bit Interactive Multimedia System.
2. Press the POWER button.
3. Press any fire button to discontinue the title screens.

GAME CONTROLS

DOOM's controls can be changed to your preferences. See section entitled "Main Menu." This manual uses the default settings defined below:



JOYPAD LEFT: Turn left
("slide" when Use/Strafe is held down)

JOYPAD RIGHT: Turn right
("slide" when Use/Strafe is held down)

1-7: Weapons selection

9: View automap

plus *: Restart game

Memory Save

Volume and controls information, as well as the last level completed are retained in the cartridge even if you have turned off your JAGUAR 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes and restore the factory defaults, press *, Option and # while on the DOOM Title Screen. A message will then be displayed, "Defaults Restored."



Object of the Game

Welcome to 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 monster-infested holocaust, living to tell the tale, if possible.

The gameplay for DOOM is quite simple. DOOM is an action-packed slugathon. You don't need the reflexes of a hyperactive eight-year-old to win. To escape DOOM, you'll need both brains and brawn.



The Screens

MENU SCREEN

Press A, B, or C button to bypass the title screens and call up the DOOM Menu. To move through the menu, press the Joypad Up or Down. To change a menu setting, press the Joypad Left or Right.



The Menu options are as follows:

GAME MODE

- | | |
|-------------|---|
| Single: | Normal single player mode |
| Co-op: | Co-operative mode for two players |
| Deathmatch: | Head-to-head two player game containing no monsters |

AREA

Select the area you want to play. You will be limited to any area that you successfully completed.

SKILL LEVEL

- | | |
|----------------|-------------------------|
| I'm a wimp | Very easy |
| Not too rough | Easy |
| Hurt me plenty | Normal |
| Ultra-violence | Hard |
| Nightmare | Hard with faster demons |

Press A, B or C to exit the DOOM Menu and start the game.



CONNECTING TWO JAGUARS FOR CO-OPERATIVE OR DEATHMATCH PLAY

Please see the instructions that are provided with your JagLink™ Connection Hardware. Contact the Atari help line or customer service for details on availability of JagLink™ connection hardware.



NETWORK ERROR

Due to the high data transfer rate between Jaguars while playing Co-op or Deathmatch Doom, and the interference caused by playing a game taking place in hell, you and your friend will see the message, "NETWORK ERROR" displayed once in a while. The game will place the two players at random locations in the area that was being played and gameplay will continue as usual. This allows the two machines to re-synchronize the high-speed data transfer communication between the players. These errors should not be considered a faulty Jaguar or cartridge.

CO-OPERATIVE MODE

Co-operative Mode lets you team up with a buddy and blast Former Human Sergeants, Imps, Lost Souls, Cacodemons and the rest of these bilious bastards into the stratosphere!



DEATHMATCH MODE

Deathmatch Mode lets two players fight against each other in the ultimate battle. No demons, no Imps, no Cacodemons—just you and a “friend.” The one who dies the most, loses.

Each time a player dies he will be restarted in a random location in the area. When a weapon, power-up, or ammo is picked up and removed from the game, it will reappear later so that the level never runs dry of toys.

OPTIONS

Press the Option button to change the game preferences. Press the Joypad Up or Down to move through the Options. Press the Joypad Left and Right to change an Option. Options are as follows:

- Sound Volume
- Controls

When you are finished making your adjustments in the Options Menu, press the Option button to return to the game.




On-Screen Information

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



THE STATUS BAR (SINGLE AND CO-OP MATCH)

At the bottom of your screen is the Status Bar. From left to right, the segments of this bar indicate:

1. **Ammo:** Displays 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. **Keys:** You can see any keys you possess right here. There are three key colors: Yellow, Red, and Blue.
4. **Your Mug:** This portrait isn't just for looks. When you're hit, your face looks in the direction the damage came from, showing you the direction to return fire. Also, as you take damage, you'll begin to look like raw hamburger, as shown here. 
5. **Armor:** Your armor helps you as long as it lasts. Keep an eye on it because when it goes, you might, too.
6. **Arms:** This list of numbers shows which weapons are available. If a number is highlighted, the weapon accessible by pressing that number is available. ("1" is always available.)
7. **Area:** Displays the Area you are currently playing.



THE STATUS BAR [DEATHMATCH]

Ammo, Health, Your Mug and Armor are the same as Single and Co-Op match. The following are different in Deathmatch:

3. Keys: You can see any keys you possess right here. There are three key colors: Yellow, Red, and Blue. Always have all keys.
6. Your Frags: This lists the number of times you have blasted your buddy.
7. His Frags: This lists the number of times your buddy has blasted you.

(When your frag count is about to change, the number flashes on your status bar.)



The Automap

To help you find your way around DOOM, you're equipped with an Automap device. You appear on the map as a little green triangle. When you zoom in, it will indicate the direction you are facing.

TO OPERATE THE AUTOMAP:

A+ANY DIRECTION

Pans the map fast (the player, however, does not move)

B+RIGHT OR LEFT

Zooms in or out respectively

C+ANY DIRECTION

Moves you in that direction in the game



Controlling The Action

Use your Joypad for directional movement, and the Joypad along with the A, B, and C buttons to run, shoot, and open doors. At first, you might find yourself bumping into walls while demons beat on you. Once you've gotten movement down, everything else follows.

WALKING: Press the Joypad Up and Down to walk forward and backward.

TURNING: Press the Joypad Left and Right to turn left and right.

RUNNING: Hold down the A button along with a Joypad direction to speed yourself up.

STRAFE: By holding down the C button and Left or Right Joypad, you can sidestep, rather than turn left or right.

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



Using Doors, Switches & Elevators

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

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

When you come to a door that requires a security card or skull key, a key or skull will flash on your Status Bar indicating what you need to open that particular door.

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 C Button. 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 has 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 C Button.

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

Completing An Area

At the end of each area in DOOM, there is an exit chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber and operate 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 treasure found are all displayed. To leave this screen, press the C button.

Eternal Life After Death

If you die, you restart at the beginning of the area with a pistol, and some bullets. Pressing the C Button will reincarnate you and return you to the beginning of the area you were playing. You have no "lives" limit—DOOM allows you to restart an area as often as you are killed. When you restart an area, the monsters you killed return, just like you.



Firepower And How To Use It

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 among firearms. Use the keypad to select particular weapons. The weapons are:



1 = Fist



2 = Pistol



3 = Shotgun. This delivers a heavy punch at close range and generous pelting from a distance.



4 = Chain Gun. This directs heavy firepower into your opponent, making him do the chain gun cha-cha.



5 = Rocket Launcher. This delivers an explosive rocket that can turn several baddies inside-out.



6 = Plasma Rifle. This shoots multiple rounds of plasma energy — frying some demon butt!



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



FIRING: To use a weapon, point it towards the enemy and press the **B** button, or hold it down for rapid fire. If your shots hit a bad guy, you'll see blood splattering. 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.

You have a maximum limit on the amount of ammo you can carry, too. If you are carrying as much ammo as possible, you won't be able to pick it up when you walk over it. Also, when you find a weapon that you already possess, don't ignore it. Pick it up and you'll get more ammo.



Dangerous Doom Environment

Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels and radioactive waste 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 hit from any other projectile usually does the trick.



SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas of 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!

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



Health And Armor

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

HEALING: When you're hurt, you'll want to get healed back up 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 new.



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

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



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



Combat armor (blue) is a heavy-duty jacket composed of a titanium derivative, useful for protection against real firepower, like the kind you're gonna face. If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're wearing now.



Power-Ups

Other bits of "challenging electronics" may be found in DOOM. Most of these are pretty doggone handy, so grab them when you can. 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 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. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn Red. Duration: One Level





BACKPACKS: Increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.



COMPUTER MAPS: Are a handy find, updating your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in Gray. Duration: One Level



Artifacts

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



HEALTH POTIONS: Provide a small boost to your health, even beyond your normal 100%.



SPIRITUAL ARMOR: Provides a little extra protection above and beyond your normal 100%.



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!



INVULNERABILITY ARTIFACTS: Are products of the Anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable, your screen will be White. This is your punishment for being so tough. Duration: Time Based

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

The Enemy

From the very first moment you enter the door, until the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys that are possessed with a bad attitude. Others are straight from Hell. But don't say we didn't warn you.



FORMER HUMANS (Zombiemen): Just a few days ago you were probably swapping war stories with these dudes in filth-covered combat suits. Now it's time to swap some lead.



FORMER HUMAN SERGEANTS (Shotgun guys): These mutant mercenaries in black armor are much the same as the **FORMER HUMANS**, only these guys are much meaner and rougher. These walking shotguns provide you with a few extra holes if you're not careful!



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





DEMONS: These vaguely humanoid, pink horrors are sort of 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.



LOST SOULS: Dumb. Tough. On fire. 'Nuff Said.



CACODEMONS: These gigantic floating one-eyed heads belch ball-lightning, and boast one hell of a big mouth. You're toast if you get too close to these monstrosities.



BARONS OF HELL: Tough as a dump truck and nearly as big, these goliaths are the worst things on two legs since the Tyrannosaurus Rex.



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