

FINAL DOOM FOR THE MAC 145-30

DEPARTMENT OF THE ARMED FORCES MANUAL

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**INDIVIDUAL WEAPONS  
AND  
MARKSMANSHIP**

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HEADQUARTERS, DEPARTMENT OF THE  
ARMED FORCES

## EVILUTION

### TNT: Evilution

Though all the top management of the UAC were dead, as were most of their personnel down to the janitors, the corporation survived, but now under strict government supervision. The UAC still sought the secret to matter apportation and continued its experiments under vastly increased safety measures.

The UAC's base was set up on one of the moons of Jupiter, hoping that the increased distance would enhance Earth's safety if something went wrong. Marines were stationed at the base, ready for anything.

### The Invasion

Soon after the UAC opened its first Gate, the minions of Hell made their first attack. Suddenly, through the Gate flowed spiked, fanged, dripping techno-terrors. Meat machines flailed their armored limbs and slavered with bloodlust, seeking soft bleeding manflesh to rend. But in their seeking, they found only death. The United States Space Marine Corps was prepared for such an event, and they poured molten death into the hordes of Hell. More demons massed, hoping to overwhelm the defenders by their endless numbers. But mass alone was no match for the marines. Set up in defensive positions around the Gate, the marines were able to slaughter the monsters by the hundreds, taking few losses.

As suddenly as it had begun, the invasion ended. The last flaming skull screamed through, was hit by 20 simultaneous shotgun blasts, and the chamber was silent once more except for the dripping of blood. Hell had failed.

The research went on, more boldly, and less cautiously. All the marines received the Silver Star from a grateful government, and the

UAC made an enormous contribution to the Veterans' Fund. The defensive positions were strengthened, and the marines watched closely for another attempt, all their attention drawn inward toward the Gates. They were looking in the wrong direction.

### The Rain of Monsters

Hell knew more than one trick. Months after the Gate incident, the yearly supply ship came ahead of time. On radar, the ship looked far larger than usual. And it was coming from the wrong direction. Strange, but not inexplicable. The lax radar operators reported the ship's approach, and personnel went out to the landing field to meet it. But it never landed. Instead, it hovered over the base, miles in the air. The men and women looked up at it and saw that something was terribly wrong.

The ship could not have come from Earth. It was huge, kilometers long, and was built of bone, steel, flesh, corruption, and death. It was a bio-mechano-magical construct from the depths of Hell, and it had come through space for its vengeance. Enormous doors, large as football fields, suddenly opened, and hideous demons poured out, plunging to the ground and blanketing the entire base with their throbbing, pulsing bodies. They were everywhere at once. The marines' defenses, set up to prevent an attack from the direction of the Gate, were worthless. The monsters poured through the sewers, the air vents, the hallways, everywhere, rampaging, corrupting, and feasting.

Once more, the surviving humans were left as zombified brain-dead monstrosities. Existing only to kill and kill and kill.

### It's Up To You

Only one man escaped death or zombification. The marine commander. You. You weren't at the base when the skies opened and devastation

poured from the stars. You were miles away, enjoying a walk across the moon's rough-hewn landscape. Then you heard a snorting gurgle behind you, and you whirled to face one of Them. The beings that still haunted your nightmares. Your reflexes weren't dulled by your experiences, and you pulled out your pistol and blew the imp to gory shreds.

Hotfooting it back to the base, you saw it all and realized in a flash what had happened. The demon ship still floated above the infested base. Your boys — the men you'd trained to fight and kill and die as no fighting man had ever been trained before — were dead. You were not there when it happened, to die with them.

Unlike the ancient samurai, who chose to die with their men, you cocked your pistol. You were going to kill for your men. And if you died trying, well, you were going to die anyway, some day. Death at the fangs of demons might be the very worst way to die, but if they did manage to get you, Hell would know it had been in a fight.

## PLUTONIA

### THE PLUTONIA EXPERIMENT

After Hell's catastrophic invasion of Earth, the United States took steps to prevent such an invasion from recurring. The old UAC corporation was refounded, under completely new management (because the old trustees and stockholders were all dead, this wasn't much of a problem), and set out to research new tools and technologies. Though the invasion had been stopped and the remaining demons were gradually being exterminated by mopping-up squads, it was clear that the powers of Hell remained strong. While the Spider Mastermind and Baphomet seemed to no longer threaten, who knew what else lay Outside? Waiting. Watching. Preparing.

The new UAC began working on Quantum Accelerator Devices, intended to close interdimensional Gates at a distance and so prevent future incursions forever. The project began innocently enough. Naturally, the scientists, in order to learn how to close Gates, had to relearn Gate technology first. This ability was rapidly regained. Perhaps too rapidly.

### The Terror

Soon beings from Outside had their dire attention drawn to the new experiments, and then one day, a Gate opened in the heart of the research complex. Unnatural horrors from the pit poured in, ravaging and destroying. But the UAC scientists had learned their trade. The Quantum Accelerator Device performed perfectly in its maiden test — the invasion Gate was closed instantly and permanently when the Accelerator flicked on. A cyberdemon, halfway through, was snipped in two when the Gate closed. Earth would now be safe from literal invasion by Hell. At least once the technology could be set up around the globe.

The next day, a ring of seven Gates opened throughout the base, and a monstrous legion rampaged through. The Quantum Accelerator began putting out the Gates at once, and within an hour, six were closed. But the Hellish army was now too strong, too numerous. The marines fought like mad dogs but were finally pulled down by the enemies' claws. The scientists, marines, and bureaucrats were all slain or transformed into undead mankillers.

### The Task

The Quantum Accelerator and its prototypes are deep inside the ravaged complex. A demon Gatekeeper guards them and mans the last Gate of Hell. The government, frantic that the Quantum Accelerator will be destroyed or used in some alien fashion upon us, has ordered all marines to the site at once, regardless of their location.

You were on leave at the beach, only a few minutes from the complex, when you got the word. You suited up, grabbed a pistol, and raced your pickup truck to the complex. When you arrived, flashes of light, howls, and chanting could be heard from the interior. Corpses were scattered everywhere. Obviously the Gatekeeper was doing something inside — something that would soon reach some kind of awful climax.

You know that within an hour or two, an entire division of marines will arrive to assault the base with full artillery and air support. You also know that they will be too late. Far too late. The airplanes will be plucked from the sky by floating terrors, the cannons melted by diabolic rockets and fireballs, the soldiers blasted to shreds as they charge into the armored shell of the UAC buildings. In an hour or two, the monstrosities inside will have finished their awful task and will be prepared, once more, to take on the world.

It's up to you. You have to enter the complex and stop the Gatekeeper. Alone.

### OBJECT OF THE GAME

Welcome to Final DOOM, a lightning-fast virtual reality adventure where you are the toughest space trooper ever to suck vacuum. Your mission is to fight your way through the demon-infested Earth in the hopes of saving the Earth from an eternity in Hell.



The game play for Final DOOM is simple. This isn't a cumbersome adventure game but an action-oriented slugathon instead. To survive, all you need are brains and a killer instinct.

## USING THE FINAL DOOM MENU

When you run Final DOOM, the game will begin in single-player mode. To access the game's options, hold down the 's' key for the Final DOOM Single Player Setup dialog, or the 'm' key for the Final DOOM Multiplayer Setup dialog.

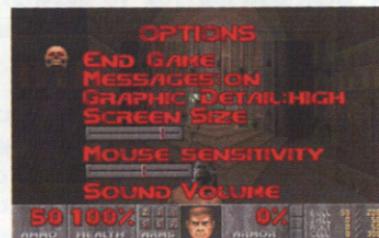
Single player and multiplayer setups allow you to load additional WAD files or a saved game as well as choose the skill level, kill other applications, and choose other options. The "Turbo" option accelerates movement and accepts a value ranging from 10 to 255 (normal speed is 100). Press the "Load WAD file" or "Load Game..." button while holding down the Option key to unload the current additional WAD files or saved game; multiplayer setup also allows you to configure and start a multiplayer game. See the Multiplayer Addendum for details on starting a multiplayer game.

After the game starts, a self-running demo will also begin. At this point, you can access the menu bar by moving the cursor to the top of the screen.

To access the Final DOOM menu, press the Spacebar. Use the arrow keys to move the skull cursor up and down. If you have selected either Mouse or Joystick under the Options menu, you can also use the mouse or joystick to move the cursor. When the skull is adjacent to a desired selection, press Return, Enter, the mouse button, or the 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. Final DOOM will ask you to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face. Beware the Nightmare level of difficulty. It is definitely not suitable for inexperienced game players.

## LOADING AND SAVING YOUR GAME (F2 AND F3)

Games can be saved or loaded at any time during game play. To save a game, enter the name of the game (the default name contains the episode and map/level number), and click the Save button. To load a game, select the appropriate game from the Load Game menu. You can also switch to the Finder (unless you've "killed" it) and double-click a saved game file to load a game, or select Open Saved Game from the File menu.

**QUICKSAVE:** Pressing the function key F6 or selecting "Save" from the File menu allows you to save a game without leaving the action. If you have already saved a game, that file is overwritten when you select Save; otherwise, the standard file naming dialog will appear. Pressing F9 (or Command-9) or selecting Quickload from the File menu loads the last saved game.

### **QUIT GAME (F10)**

Quit Game enables you to quit from Final DOOM and return to the Finder. You can also press Command-Q or F10, or select Quit from the File menu.

### **END GAME (F7)**

This allows you to end the current game without exiting to the Finder or loading a new game. You can also press F7 or Command-7 to end your current game, or select End Game from the File menu.

### **MESSAGES (F8)**

In Final DOOM, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle Final DOOM's messages on and off. You can also press F8 or Command-8 to toggle messages on and off, or select Toggle Messages from the Control menu.

### **GRAPHIC DETAIL (F5)**

The default setting for the screen detail is LOW. If you have a Power Macintosh or a fast 68040-based Mac, you may wish to select MEDIUM or HIGH resolution. You can also select Graphic Detail from the Control menu. If messages are turned on, the current resolution will be displayed momentarily in the upper left corner of the screen.

### **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. While playing the game, you can adjust the size by pressing "-" or "+" on the main keyboard (note that you do not have to hold down the Shift key). Pressing the "-" or "+" on the numeric keypad will not work.

### **SMALL/LARGE GRAPHICS**

These options allow you to change the size of the graphics on your monitor. You may want to use the "Small Graphics" setting to improve performance.

### **SOUND VOLUME (F4)**

This selection also has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum." This bar modifies the music as well as the sound effects volume. Pressing F4 or Command-4 will display these volume settings directly. You must also set the Mac's overall volume throughout its Control Panel.

### **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. Note also that by selecting "Turbo" from the Options menu will adjust the speed of your movement while in the game.

### **GAMMA CORRECTION (F11)**

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

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

### **ON-SCREEN INFORMATION**

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

## THE STATUS BAR



1 2 3 4 5 6 7

- 1. MAIN AMMO:** In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.
- 2. HEALTH:** You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time!
- 3. ARMS:** This list of numbers shows which weapons are available. If a number is highlighted, the weapon is accessible by pressing that number. ("1" is always available.)
- 4. YOUR MUG:** This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage, you'll begin to look like raw hamburger — as shown to the right.
- 5. ARMOR:** Your armor helps you out as long as it lasts. Keep an eye on it because when it goes, you might too.
- 6. KEY CARDS:** You can see any keys you possess right here. There are three key colors: yellow, red, and blue.
- 7. AMMO:** This shows how much of each type of ammo you're carrying and the maximum amount you could carry — if you had it.

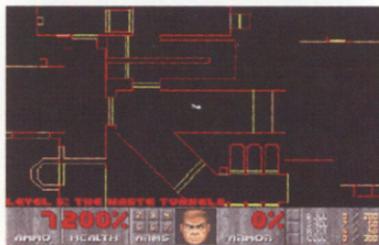


## MESSAGES

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

## THE AUTOMAP

To help you find your way around Final 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 because you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Pressing the "F" key will toggle Follow mode on and off.

## CONTROLLING THE ACTION

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

## MOVING

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

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

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

**RUNNING:** Hold down the run key and the appropriate movement key to speed yourself up.

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

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

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

**JOYSTICK OR MOUSE:** A number of "settings" files for various Macintosh-compatible joysticks will be installed in your FINAL DOOM folder, allowing you to configure your joysticks for your own preferences. Note that if the Mouse or Joystick is enabled, the menu bar is disabled. To access the menus, press Command-K (Keyboard mode), or press the Command-key equivalent of the menu you want (e.g., Command-S to Save). Moving the cursor to the top of the screen while in keyboard mode displays the menu bar.

## PICKING UP STUFF

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

## USING DOORS, SWITCHES & ELEVATORS

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

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

**HIDDEN DOORS:** Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the Spacebar/Action 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 is a different color, a flashing light on a wall, etc.

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

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

## COMPLETING AN AREA

At the end of each area in Final 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.

## FIREPOWER AND HOW TO USE IT

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



1 = Fist/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. Pressing the "3" key will toggle between the Shotgun and the Combat Shotgun.



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



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



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



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



**FIRING:** To use a weapon, point it toward the enemy and press the "D" key (or other key if you have changed the Fire key in the Preferences dialog), or hold it down 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, Final 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.

#### COMMANDS AND SHORTCUTS

##### Keyboard

Command-P = Pause  
Esc Key = Menu  
Tab = Automap (on/off)

##### Menu/Item

Control/Pause

#### Keyboard

F1 or Command-1 = Help  
F2 or Command-S = Save  
F3 or Command-O = Load  
F4 or Command-4 = Sound Volume  
F5 or Command-5 = Graphic Detail  
F6 or Command-S = Quicksave  
F7 or Command-7 = End Game  
F8 or Command-8 = Toggle Messages  
F9 or Command-9 = Quickload  
Command-Q = Quit  
Command-G = Gamma Correction  
- = Reduce View  
+ = Increase View  
Command-K = Keyboard/Access Menu bar  
Command-M = Mouse enabled (no menu bar access, mouse cursor is hidden)  
Command-J = Joystick enabled (no menu bar access, mouse cursor is hidden)

#### Menu/Item

Control/Help  
File/Save  
File/Open Saved Game  
Control/Sound Volume  
Control/Graphic Detail  
File/Save  
File/End Game  
Control/Toggle Messages  
File/Quickload  
File/Quit  
Control/Adjust Gamma

#### COMMANDS USED ONLY IN AUTOMAP

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

#### WEAPONS SELECTION

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

#### MOVEMENT KEYS (Default Setting)

Move Forward = I      Run Forward = Shift + I  
Move Backward = K      Run Backward = Shift + K

Turn Left = J  
Turn Right = L  
Fast Left Turn = Shift + J

Fast Right Turn = Shift + L  
Strafe Left = U (or Opt + J)  
Strafe Right = O (or Opt + L)

#### **FIRING YOUR WEAPON (Default Setting)**

D Key  
Mouse Button  
Joystick Button

#### **OPENING DOORS/FLIP SWITCHES (Default Setting)**

Spacebar

**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 and left) while the keyboard permits you to activate the many useful functions of the game.

#### **DANGEROUS FINAL DOOM ENVIRONMENT**

Some parts of the Final 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 kablooy 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 Final 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 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 and Save often!

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

#### **HEALTH AND ARMOR**

Even for a tough hombre like you, 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 or you'll end up face down.

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



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



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

**ARMOR:** Two types of body armor can be found lying around. Both reduce

damage done to you. Unfortunately, both deteriorate with use and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.

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



**Combat armor** is a heavy-duty jacket composed of a titanium derivative — useful for protection against real 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 now wearing.

#### POWER-UPS

Other bits of "challenging electronics" may be found in Final 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 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. Because you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.  
Duration: One Level



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



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



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

#### ARTIFACTS

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



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



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



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



**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

**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 toward the poor jerk with the pitiful aim. If this happens, let 'em at each other — it's always best to let the bad guys do the work for you. (This isn't effective with projectiles fired between demons of the same form.)

### THE ENEMY

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



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



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



**Former Commando:** Geeze, 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 frigg'in' 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.



**Arch-Vile:** One of the worst of a bad lot. You can't think of enough rotten things to say about him. He's fast, hard to kill, casts spells, and resurrects dead monsters! At least these suckers are rare.



**The 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.



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

**Note:** The above illustrations are not drawn to scale.

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NOTES



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