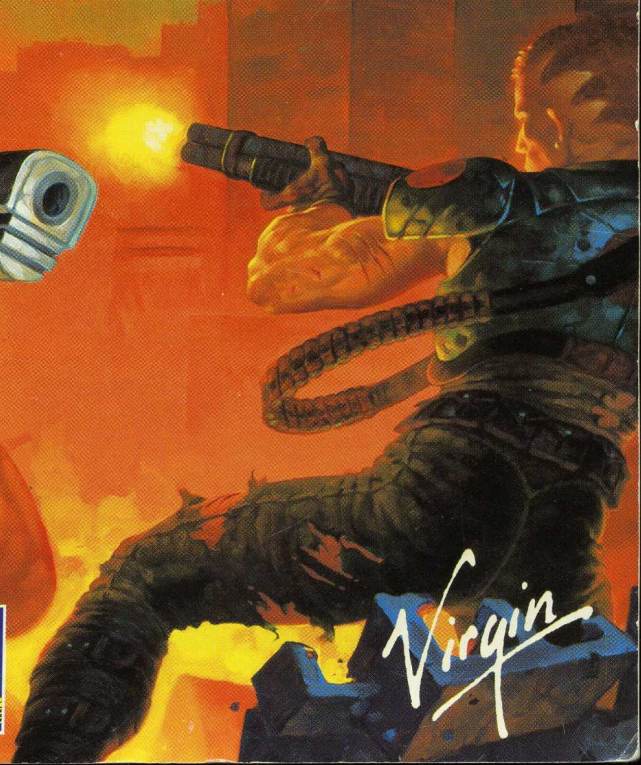
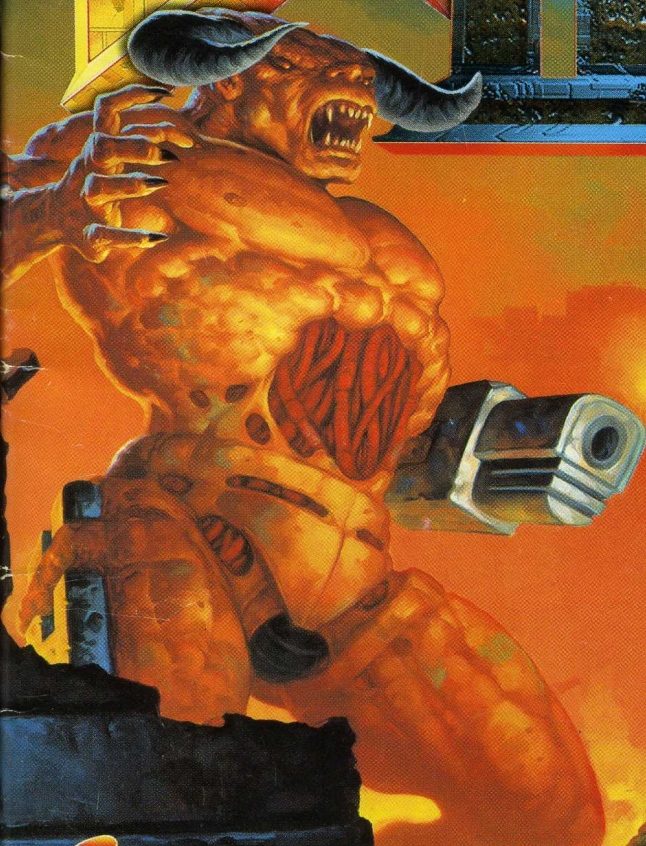


INSTRUCTION MANUAL

ROOM



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EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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The program you have purchased was produced through the efforts of many people. Do not make copies for others who have not paid for the right to use **DOOM II**.

This program is protected by federal and international copyright.

IMPORTANT NOTE TO MULTIPLAYER MODE USERS

When you are playing with friends, certain rules for playing **DOOM II** change significantly. Full details on this are included on page 17.

IF YOU REQUIRE TECHNICAL ASSISTANCE

If you are having problems running **DOOM II**, please refer to page 19. If you require further assistance call Virgin Interactive Entertainment (Europe) Ltd on:

U.K. (0181) 964 8242

France (1) 53 68 10 00

If possible, when you call please be sitting in front of your computer with paper and pen, and as much pertinent information about your computer as you can assemble: model, peripherals, RAM and disc size, graphics card, and monitor. You may also write to Technical Support at:

Doom II Technical Support

c/o Virgin Interactive Entertainment (Europe) Ltd

338a Ladbroke Grove, London W10 5AH.

Product Support hours are 10.00am to 1.00pm and 2.00pm to 5.00pm
Monday to Friday.

THE STORY CONTINUES...DOOM II: Hell on Earth

Back at last. After days of hard fighting in space, you have returned home on well-earned leave. You are one of Earth's crack soldiers, hard-bitten, tough, and heavily-armed. When the alien invasion struck Mars, you were the first on the scene. By killing, killing, and killing, you won. You stopped the invasion, saved Mars base, and became a war hero. What they don't talk about so much is that you were the only survivor.

But that's all behind you now. You have quit the military, and are heading home. Your drop pod lands with a crunch. You open them up, and look out. Damn! The city ahead is on fire. What the devil is going on? You stagger forward, clutching at your sidearm. Packs of refugees are fleeing the flaming metropolis. A band of them shriek in terror. You squint. What's that? Someone is attacking the refugees. You rush up and blast away, killing the troublemaker. It looks like a human, but something's wrong. His mouth is filled with half-chewed flesh, and he's all messed up, like a zombie from a bad horror movie. Hell, not again!

You can feel it. It's all starting again, just like on Mars. First, people are taken over, turned into cannibal Things. Then the real horror starts, the deformed monstrosities from Outside. But now it's on Earth

It turns out that the invaders are all over. Monsters range from Tokyo to Timbuktu, from Stockholm to Scranton. Billions are dead. Some people have been transformed into flesh-eating mutants, but a few, a very few, are still alive and fully human. The wise men of humanity have evolved a plan to save what's left of the human race. They have built enormous ships to carry the remaining people into space, safely away from the ruined world.

Unfortunately, Earth's only ground spaceport has just been taken over by the demons. They've instituted a sort of force field — a flame barrier — over the port; no ships can land or take off. You gotta go back into action. The pathetic remnants of Earth's soldiers are making an assault on the invaders at the spaceport. If you win, you might be able to turn off the barrier, so that the ships can leave, and Homo sapiens may not go extinct just yet. If you lose, that's it. Humanity is history.

You and your comrades make their attack. Soon, brave men drop like flies. You lose track of your friends, though sometimes you can hear them scream when they die, and the sounds of combat echo from deep within the starbase.

Something hisses with rage from the steel tunnels ahead. They know you're here. They have no pity, no mercy, take no quarter, and crave none. They're the perfect enemy, in a way. No one's left but you. You...and Them.

OBJECT OF THE GAME

Welcome to **DOOM II**, 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 gameplay for **DOOM II** is simple. This isn't a cumbersome adventure game, but an action-oriented slugathon. To survive all you need is brains and a killer instinct.



USING THE DOOM II MENU

When you run **DOOM II** a self-running demo will begin. To get to the menu press the Spacebar. Use the arrow keys, mouse, or joystick to move the skull cursor up and down. When the skull is adjacent to a desired selection, press the Enter key, left mouse button, or joystick Fire button to activate that selection.

If you're in a game, you can bring up the menu at any time by pressing the Escape key. Many of the Menu options can be activated directly by using a function key, thus bypassing the menus entirely. To exit the menu, press the Escape key or to return to the previous menu from a submenu press the Backspace key.



NEW GAME

If you want to jump into the action, select this. **DOOM II** 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 the gameplay. To save a game, move the skull cursor to any empty slot (or one you don't mind writing over), and press the Enter key. This option is only available if you are currently

in a game. To load a game, simply select the appropriate game from the Load Game menu.

QUICKSAVE: Pressing the function key F6 allows you to Save a game without leaving the action. The first time QUICKSAVE is used in a given game, the standard Save menu appears. Select a slot. From then on, pressing F6 automatically saves the game to that slot without interrupting the fun of smacking baddies around. Pressing F9 loads in the last QUICKSAVE game after prompting you.

QUIT GAME (F10)

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

END GAME (F7)

This allows you to end the current game without exiting to DOS or loading a new game.

MESSAGES (F8)

In **DOOM II**, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle **DOOM II**'s messages on and off.

GRAPHIC DETAIL (F5)

The default setting for the screen detail is HIGH. If you have a slower computer or video card, and the action is too jerky, you may wish to select LOW to make the game action smoother.

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.

SOUND VOLUME (F4)

This selection also has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum." These bars modify the music as well as the sound effects volume.

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.

GAMMA CORRECTION (F11)

On some monitors, **DOOM II** may appear too dark. Press the 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

DOOM II 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 left.



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. **DOOM II** 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 **DOOM II**, you're equipped with an automap device. By pressing the Tab key, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking. You can zoom in and out by pressing "+" or "-." Press the number "0" to toggle between zoom and full view. To mark your location on the map press the "M" key. This will place a number over your location. To clear all the numbers from the map, press the "C" key.

MOVING IN THE AUTOMAP:

Using the arrow keys, you can move yourself, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Pressing the "F" key will toggle Follow mode on and off.



CONTROLLING THE ACTION

Most of the play commands in **DOOM II** are a simple keypress away. You can use either your keyboard, mouse, joystick, and 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 arrow keys to walk forward and backward.

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

RUNNING: Hold down the right Shift key and the appropriate arrow 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 **DOOM II**. Though there is no Jump Key, you can leap from ledges by getting a running start. The faster you are moving the further you will go.

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

JOYSTICK OR MOUSE: If you are using a joystick, use button 1 to shoot and button 2 to open doors and activate switches. Gravis PC Gamepads have a third and fourth button. These can be used as a Strafe and a Run button, respectively. If you are using a mouse, use button 1 to shoot and button 2 to walk forward. Double-click button 2 to open doors and activate switches. On a three-button mouse, use button 3 to strafe and double-click button 3 to use doors and switches.

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 them and press the Spacebar. 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. If you've found a secret door, it will open for you. There are clues that reveal a secret door—a wall that's shifted down or a different color, a flashing light on a wall, etc.

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

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 II** 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/Chainsaw **2 = Pistol**

Note: When you walk across the chainsaw 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-barrelled, sawed-off killing sticks. These gats are the ultimate in pellet warfare. Beware, two barrels not only deliver more fire power, but takes 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 towards the enemy and press the Ctrl key, or hold down the Ctrl key for rapid fire. If your shots hit a bad guy, you'll see splattering blood. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

AMMO: Different weapons use different types of ammo. When you run over ammo **DOOM II** 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

Pause Key = Pause	Esc Key = Menu	Tab = Automap (on/off)
F1 = Help	F2 = Save	F3 = Load
F4 = Sound Volume	F5 = Graphic Detail	F6 = Quicksave
F7 = End Game	F8 = Toggle Messages	F9 = Quickload
F10 = Quit	F11 = Gamma Correction	
- = Reduce View	+ = Increase View	

COMMANDS USED ONLY IN AUTOMAP

F = Follow mode (on/off)	M = Mark place	C = Clear Marks
+ = Zoom in	- = Zoom out	0 = Full map/Zoom

WEAPONS SELECTION

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

MOVEMENT KEYS

Move Forward	Up Arrow, Mouse Button 2
Move Backward	Down Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Run Forward	Shift + Up Arrow
Run Backward	Shift + Down Arrow

Fast Left Turn Shift + Left Arrow
 Fast Right Turn Shift + Right Arrow
 Strafe Left Alt + Left Arrow
 Strafe Right Alt + Right Arrow

FIRING YOUR WEAPON

Ctrl Key
 Mouse Button 1
 Joystick Button 1

OPENING DOORS/FLIP SWITCHES

Space Bar
 Double-click Mouse Button 2
 Joystick Button 2
 Double-click Mouse Button 3

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.*

DAANGEROUS DOOM II ENVIRONMENT

Some parts of the **DOOM II** 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 kablooeey time! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.



SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas in **DOOM II** contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

CRUSHING CEILINGS: Some of the ceilings in **DOOM II** 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 ARMOUR

Even for a tough hombre like you, **DOOM II** 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 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 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 **DOOM II**. Most of these are pretty doggone handy, so grab them when able. These special items have a duration of either the entire level, a specific amount of time, or just provide an instant benefit. A few of them affect your game screen so you can tell when they are active. For example, when you pick up a radiation suit, the game screen turns green. As the suit deteriorates the screen will flash. This is a hint to get out of the radioactive ooze now!



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



Berserk Packs heal you, plus act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.

Duration: One Level



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



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

Duration: One Level



Light Amplification Visors allow you to see clearly even in pitch dark.

Duration: Time Based

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 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 towards the poor jerk with the pitiful aim. If this happens, let them 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 cool chain-gun.

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 S.O.B.s.





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 fraggin' 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 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 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, they pick him up, dust him off, wire him 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 like there was 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 guess the Arachnotrons had to come from somewhere. Hi, mom. She doesn't have a plasma gun, so thank heaven for small favours. Instead, she has a super-chaingun.



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

Note: The above illustrations are not drawn to scale.

DOOM II: Hell on Earth

Welcome to DOOM II™. Before playing, you'll need to read the whole DOOM II manual which contains information for playing in Multiplayer mode, as well as technical support and troubleshooting instructions. You may also want to refer to the README file in your DOOM II directory for additional information on starting and playing DOOM II.

SYSTEM REQUIREMENTS

DOOM II requires an IBM compatible computer with a minimum of a 386 processor with 4 megs of RAM, a VGA graphics card, and a hard disk drive. A Sound Blaster Pro™ or 100% compatible sound card is recommended. A network that uses the IPX protocol is required for network gameplay. A modem that can be set to 9600 baud is required for modem gameplay.

DOOM II is developed to run (properly) on a 486 or better with 8 megs of RAM. If you have less than the intended design requirements you may experience moments in the game where the animation "stutters."

To improve DOOM II's speed on your system you can reduce the screen size, use Low Detail, or run DOOM II with no memory managers or unnecessary TSR's. Please refer to your manual and this addendum for further details.

If you have the CD version of DOOM II, we suggest that you install it to your hard disk drive before playing. Speed problems on marginal systems increase when running DOOM II directly from your CD.

INSTALLING DOOM II FROM 3.5" DISKS

DOOM II is too large to run from a floppy disk, so before playing you must first install DOOM II to your hard disk drive. To install DOOM II, follow these steps:

1. Make a back up copy of your original disks.
2. Put disk #1 in your floppy drive and select the appropriate drive by typing A: or B:, then press the <ENTER> key.
3. Type `INSTALL` at the prompt and press the <ENTER> key.
4. Follow the prompts to create a directory for DOOM II and install it on your hard drive. The default directory is C:\DOOM2.
5. After installation, DOOM II automatically runs a Setup program. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.
6. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.
7. If DOOM II is configured properly, to run it go to the directory in which you have installed DOOM II (the default is C:\DOOM2), type `DOOM2`, and press the <ENTER> key. If you have just finished installation and setup you are automatically in this directory.

INSTALLING DOOM II FROM YOUR CD

1. Put your DOOM II CD in your CD drive. From the DOS command-line go to the appropriate drive. The most common drive for your CD is D:.
2. Type `INSTALL` and press <ENTER>.
3. Follow the prompts to create a directory for DOOM II and install DOOM II to your hard disk drive. The default directory is C:\DOOM2.
4. After installation, DOOM II automatically runs a Setup program. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.
5. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.
6. If DOOM II is configured properly, to run it go to the directory in which you have installed DOOM II (the default is C:\DOOM2), type `DOOM2` and press the <ENTER> key. If you have just finished installation and setup you are automatically in this directory.

RUNNING DOOM II DIRECTLY FROM THE CD

1. Go to the DOOM II subdirectory on your CD by typing `D: <ENTER> CD \DOOM2D` from the DOS command line.
2. Next, run DOOM II's Setup program by typing `SETUP` and pressing the <ENTER> key. Follow the prompts to customize DOOM II to your specific system. Please refer to your hardware manual for information regarding your system.
3. To play DOOM II, select "Save Settings and Run DOOM II" from the Setup program.
4. Once DOOM II is configured properly for your system, to run DOOM II go to the `DOOM2CD` directory, type `DOOM2CD` and press the <ENTER> key.

NOTE: When you play DOOM II from your CD it creates a subdirectory on your hard disk drive called `DOOMDATA`. This subdirectory holds the configuration file that tells DOOM II the proper settings for your system. It also holds all of your save game files.

DOOM: Episode One is not designed to run from the CD. To install DOOM to your hard disk drive please refer to the instructions below.

1. Put your DOOM II CD in your CD drive. From the DOS command-line go to the appropriate drive. The most common drive for your CD is D:.
2. Go to the `DOOM1CD` subdirectory. Type `INSTALL` and press the <ENTER> key.
3. Follow the prompts to create a directory for DOOM and install DOOM to your hard drive. The default directory is C:\DOOM.
4. After installation, DOOM automatically runs a Setup program. Follow the prompts to customize DOOM to your system. Please refer to your hardware manual for information regarding your system.
5. To play DOOM, select "Save Settings and Run DOOM" from the Setup program.
6. If DOOM is configured properly, to run it go to the directory in which you have installed DOOM, type `DOOM`, and press <ENTER>. If you have just finished installation and setup you are automatically in this directory.

MULTIPLAYER

GETTING STARTED

NUMBER OF PLAYERS: A maximum of four people can play multiplayer DOOM II on a network. A maximum of two players can play multiplayer DOOM II via modem or null-modem.

VERY IMPORTANT: The SETUP program lets you select from a list of modems. If yours is not in the list, edit the MODEM.EFG file.

MULTIPLE GAMES ON THE NET: To play a multiplayer game over your network while another group is also playing the multiplayer game, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information that is sent over the network. Network addresses range from 1-64000. You should refer to the person in charge of your network for possible port addresses.

MULTIPLAYER INSTRUCTIONS

Many of the rules for playing DOOM II change for the multiplayer game. Read the following information carefully before you begin to play DOOM II in multiplayer mode.

MENUS: When you activate the Options menu or submenus, the game **KEEPS RUNNING** so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sound volumes.

UNPAUSE: A player may Pause the game by pressing the PAUSE key, but any other player can Unpause the game by pressing the PAUSE key again. Make sure it's OK with your buddies before taking a breather.

SAVE: When you save a multiplayer game, DOOM II saves the game on every player's system in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe savegame slot.

LOAD: You cannot load a saved game while playing a multiplayer game. To load a game everyone must quit from the current game and restart the game from the saved game. To start a game from a saved game, you can either select it from the SETUP program or identify it as a command line parameter.

WEAPONS: When a player runs over a weapon, he picks it up, but the weapon remains in the game for other players to take. Note: Shotguns dropped by former human sergeants are removed from the game after being picked up or smashed.

Note: In ALTDEATH, weapons you pick up will disappear but will reappear later during the game.

DEATH: If you die and restart in the level, previously taken items and destroyed monsters **DON'T** reappear. Even though you've died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. This also means the level will eventually run dry of monsters and ammunition. You can avoid this by selecting the Nightmare skill level-monsters that will respawn after they've been smacked down. You can also use the command line parameter "-respawn" to force DOOM II to revive destroyed monsters in any difficulty level. Refer to the README file for further details regarding command line parameters.

TELEPORTERS: When a player enters a teleporter, anything that is standing on his or her destination teleporter will be destroyed. This is called telefragging. This humiliating form of death is second in shame only to being bludgeoned by your opponents

knuckles. It can be avoided by getting off the teleporter as quickly as possible.

UNIFORM COLORS: In net games, each player's uniform is a different color. The color of your character is the color behind your face on the status bar. The colors are **BROWN**, **INDIGO** (black), **GREEN**, and **RED**.

CHAT MODE: In a multiplayer game you can communicate with other players in the Chat mode. To enter into Chat mode and broadcast a message to all the players, press the letter "T." A cursor will appear in the top left corner of the screen. Type your message and press the <ENTER> key to send it. To broadcast to a specific player, instead of pressing "T" you'll need to press the first letter of the player's color. (B)rown, (I)ndigo, (G)reen, and (R)ed.

CHAT MACROS: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program under the menu selection, Run Network/Modem/Serial Game) by initiating Chat mode (as stated above), then holding ALT and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!" initiate Chat mode by pressing "T," then hold down ALT and press 2.

EXITING A LEVEL: When one player exits a level, all players instantly exit with him, regardless of their position or their status.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play multiplayer — DeathMatch and Cooperative. In Cooperative mode the players work together. In DeathMatch mode your mission is to kill everything that moves, including your buddies. You can choose which mode you wish to play from the SETUP application. The differences between Cooperative and DeathMatch mode are as follows:

WHERE YOU START: In Cooperative mode each player begins in the same area. In DeathMatch mode the players begin in completely different areas — if you want to see your buddy you'll need to hunt him down. And to make the hunt more interesting, each time you die you'll restart in one of several random locations.

KEYS: In DeathMatch mode the players start each location with the keys necessary for opening any locked door in that area.

STATUS BAR: In DeathMatch mode the ARMS section on the status bar is replaced with FRAG, indicating the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap works the same way it does in single-player mode. Each player is represented by a different color arrow. In DeathMatch mode you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner, and you won't know until you face them.

SPY MODE: If you're playing in Cooperative mode, press F12 to toggle through the other players' viewpoint(s). Press any other key to return to your view. You still retain your own status bar at the bottom, and if your view reddens from pain it is YOU, not your partner, who has been hit.

COOPERATIVE OR DEATHMATCH MODE: When playing DeathMatch you may think it is preferable to kill yourself rather than having your opponent kill you and gain a frag. Think again! DOOM II takes a frag from your total when you take the easy way out.

Tip: Don't get too close to your opponent when shooting him with a missile launcher.

INTERMISSION SCREENS: In both Cooperative and DeathMatch modes the intermission screen tallies your achievements. In Cooperative mode the intermission screen lists the achievements for all players in the game. In DeathMatch mode the intermission provides a death count on everyone, letting you know who killed whom.

DEATHMATCH MODE GAMEPLAY NOTES

The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all the players to move to the next area. Also, there is no limit on how many kills are required to declare a player the winner. We decided to leave this up to you.

RUNNING DOOM FROM THE COMMAND LINE

Much of the information you give to DOOM II through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line. For details on running DOOM II from the command line refer to the README.EXE file in your DOOM II directory.

TROUBLE SHOOTING

If you require technical assistance to run DOOM II, call Virgin's Technical Support line

U.K. (0181) 964 9361 **France** (1) 53 68 10 00

If possible, be near your computer when calling for technical support. Please have information regarding your system setup and configuration available.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or network. Modifying your system or your software setup can be dangerous, and we cannot help you with any resulting problems.

When DOOM II runs, I get an "Insufficient Memory" error or DOOM II just doesn't run.

You don't have enough free RAM to run DOOM II. This usually happens with 4Mb RAM machines—you need about 3.5Mb of free RAM to run DOOM II. If you have DOS 6 or later, boot your system and hold the left-shift key as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the DOOM II directory and run DOOM II. Your best bet is to make a CONFIG.SYS menu for a custom DOOM II boot—see your MS-DOS 6 User's Manual. If you have DOS 5.0 or earlier, you must create a bare-boot disk.

Note: Do not use memory managers like EMM386, QEMM, etc. Do not use disk caching programs like SMARTDRV, etc.

I get a "WRITE ERROR" while DOOM II is decompressing.

If you are using a disk compression program such as STACKER™ or DOUBLESPEACE™ it may be incorrectly estimating your remaining disk space. The easiest solution is to make more room on your hard disk drive by deleting some programs which are no longer needed.

The Windows™ SETUP program runs after installation.

DOOM II did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

My Gravis Ultra Sound™ sound card doesn't work.

The default IRQ for a GUS is 11. DOOM II doesn't handle IRQ's above 7. Change this with your GUS setup program.

I can't get digital sound from my Sound Blaster™ compatible sound card.

You are experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in DOOM II's SETUP program. Change the DMA channel of the sound card or offending device.

DOOM II locks up.

You need to turn "Hidden Refresh" off in your CMOS Advanced Chipset settings. If you're using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off Hardware Video Shadowing (also found in CMOS settings.)

I was playing DOOM II and my screen went black, but I can still hear the game playing.

This can be fixed by changing the wait state jumper on your video card from 0 to 1. This will cause no noticeable decrease in your systems performance. Please refer to your video card manual for further details.

DOOM II runs really slow, locks or "pauses" on a fast system.

Some systems have an option in the CMOS setup for switching the speed of the PC from the keyboard. This is the "Turbo Switch" or "Turbo Switching" option. Disable this setting and your problem should be fixed.

I hear static when listening to DOOM II with my Sound Blaster (or compatible) card.

If you have a Sound Blaster, run SBP-MIX (in your SBPRO directory) and turn down Line and Mic volumes to 0. If you have a compatible card refer to your sound card manual for details on lowering your Line volume.

I still hear static, or my sound effects are breaking up.

Disconnect any parallel port devices. (Sound cards, to work with DOOM II, must use IRQ5 or IRQ7, which are used by LPT2 and LPT1 — where printers are connected.)

I can't get sound on my ATI™ Stereo FX cart.

Contact ATI for a BIOS upgrade.

DOOM II is too dark to see anything.

On some monitors, DOOM II may be too dark to play. Press F 11 to lighten the screen through five stages of brightness.

Why can't I get music or sound effects?

If you're not hearing sound effects and/or music, DOOM II may have incorrect information regarding your sound card. Run the SETUP program to check if DOOM II has the correct information on your sound card. DOOM II only supports IRQ channels which are 7 or below. Be sure you set your sound card to an IRQ number which is 7 or below. Refer to your sound card manual for details on setting your IRQ channel. This is particularly important for Gravis Ultra Sound users because the standard default for the GUS card is 11.

How can I run DOOM II under OS/2™?

The ideal DOOM II-OS/2 system is a 486 with at least 8MB of RAM. In order to get DOOM II up and running, first copy a program object to the desktop from the templates folder. For details on this procedure, please refer to your OS/2 Manual. Once you have the program path and optional command line arguments set up for the program object, you will need to edit the DOS session settings. DOOM II will NOT run in a DOS window. *The DOS settings can be found in the README file.*

During startup, the DOOM II startup stops at "looking for player..."

This occurs when you enter a number of players greater than the amount of players actually entering the game. For example, if you only have three players playing, but you tell DOOM II to expect four players, it will wait until the fourth player starts the game. Press ESC to exit and restart the game with the correct number of players.

I'm receiving the error, "IPX NETWORK NOT DETECTED."

DOOM II only supports a network that uses the IPX protocol. If you receive this message, check your network manual to ensure your network uses the IPX protocol.

I've received the message, "CONSISTENCY FAILURE" while running DOOM II.

For DOOM II to run properly as a multiplayer game, all of the machines that are running DOOM II must maintain a nearly identical status of the game during network play. If you receive this message, something has occurred which caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all of the players must quit from DOOM II and restart the game.

I've received the message, "DIFFERENT VERSIONS OF DOOM II CANNOT PLAY A NET GAME"

To improve DOOM II, *id* Software updates it when necessary. You cannot play a multiplayer game with someone who is using a different version of DOOM II.

Why can't I get DOOM II to run as a multiplayer game?

If someone else is running DOOM II in Multiplayer mode you may receive a network port conflict. From the SETUP program, change DOOM II to run under a different port. Consult with the person in charge of your network to receive a valid port address.

Why isn't the motion smooth?

If the animation isn't running smoothly on your system you should try reducing the window size and/or play DOOM II in LOW DETAIL mode. Refer to your DOOM II manual for instructions on these options.

Why doesn't my mouse work with DOOM II?

If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing `MOUSE` and pressing <ENTER> at the command prompt.

Why are notes in the music being cut off?

If you have a sound card with an OPL3 FM music synthesizer you may need to adjust your DMX setting. Add the line `SET DMXOPTION=-opl3` to your AUTOEXEC.BAT (capitalization and spaces are important.) This provides stereo music.

DOOM II crashes when I use my Pro Audio Spectrum™ sound card.

If you have a Pro Audio Spectrum sound card you should set your sound card to Sound Blaster emulation mode. Please refer to your sound card manual for details. Then, select Sound Blaster for both music and sound effects in the DOOM II Set up program.

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ID SOFTWARE IS...

BIZ
Jay Wilbur

SOFTWARE ENGINEERS
John Carmack John Romero Dave Taylor

ARTISTS
Adrian Carmack Kevin Cloud

DESIGNER
Sandy Petersen

DESIGN AND TECHNICAL SUPPORT
Shawn Green American McGee

BIZ ASSISTANT
Donna Jackson

SPECIAL THANKS TO

Music and Sound Effects
Robert Prince

Model Development
Gregor Punchatz

Sound Driver
Paul Radek

Cover Illustration
Gerald Brom

and to GT Interactive Software



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