

EmuMovies

MIDWAY

Midway Home Entertainment Inc.
1800 So. Business 45
Corsicana, Texas 75110

Created by



DOOM™©1993, 1997 Id Software, Inc. All rights reserved. Distributed by Midway Home Entertainment Inc. under license from Id Software, Inc. MIDWAY® is a registered trademark of Midway Games Inc. Used by permission. All other trademarks are the property of their respective owners.
PRINTED IN JAPAN

DOOM 64™

INSTRUCTION BOOKLET



MIDWAY

NINTENDO 64



WARNING

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

WARNING: THE NINTENDO 64 GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

**MIDWAY CUSTOMER SUPPORT
903 874-5092**

10:00am - 6:30pm / Central Time
Monday - Friday

LICENSED BY

Nintendo

NINTENDO, THE OFFICIAL SEAL,
NINTENDO 64 AND THE 3-D "N" LOGO ARE
TRADEMARKS OF NINTENDO OF AMERICA
INC.©1995 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Getting Started	3
Control Stick Function	4
Controls	5
The Object of the Game	6
The Story So Far	7
Main Menu	8
Options	9
Pause Options	10
Restore Saved Games	11
Status Bar	12
Messages	12
Automap	13
Doors & Switches	14
Platforms & Teleporters	15
Completing an Area	16
Artifacts	17
Firepower	18
Ammunition	20
Hazards	21
Health	22
Armor	23
Power-Ups	24
Monsters & Demons	26
Saved Passwords	31
Credits	33
Warranty	34



RESET

CONTROLLED FAK

▲ MORE...

SQUAD 004

CPR 11

CPR 12

CPR 13

CPR 14

CPR 15

CPR 16

CPR 17

CPR 18

CPR 19

CPR 20

CPR 21

CPR 22

CPR 23

CPR 24

CPR 25

CPR 26

CPR 27

CPR 28

CPR 29

CPR 30

CPR 31

CPR 32

CPR 33

CPR 34

CPR 35

CPR 36

CPR 37

CPR 38

CPR 39

CPR 40

CPR 41

CPR 42

CPR 43

CPR 44

CPR 45

CPR 46

CPR 47

CPR 48

CPR 49

CPR 50

CPR 51

CPR 52

CPR 53

CPR 54

CPR 55

CPR 56

CPR 57

CPR 58

CPR 59

CPR 60

CPR 61

CPR 62

CPR 63

CPR 64

CPR 65

CPR 66

CPR 67

CPR 68

CPR 69

CPR 70

CPR 71

CPR 72

CPR 73

CPR 74

CPR 75

CPR 76

CPR 77

CPR 78

CPR 79

CPR 80

CPR 81

CPR 82

CPR 83

CPR 84

CPR 85

CPR 86

CPR 87

CPR 88

CPR 89

CPR 90

CPR 91

CPR 92

CPR 93

CPR 94

CPR 95

CPR 96

CPR 97

CPR 98

CPR 99

CPR 100

▼ MORE...

PRESS 0 TO EXIT

PRESS 00 TO DELETE

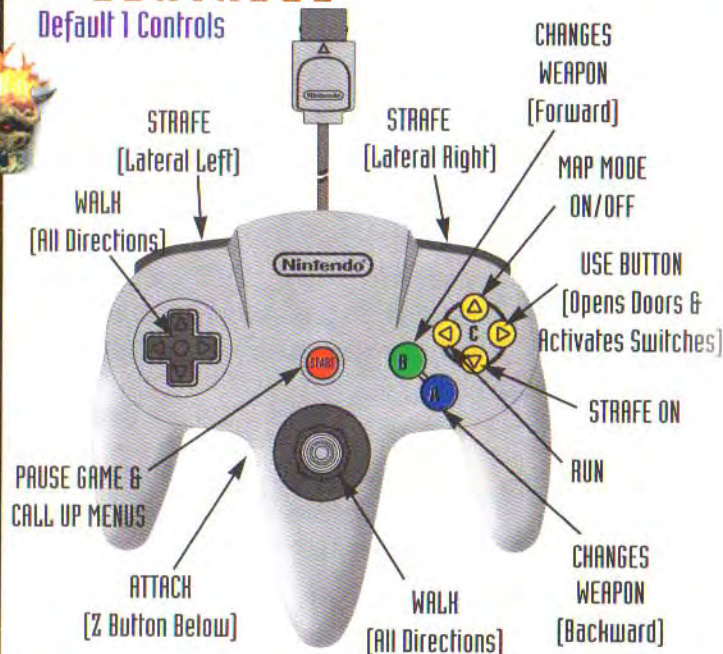
3



ick so it

CONTROLS

Default 1 Controls



MENU SELECTIONS

- Control Pad or Control Stick Up, Down, Left or Right to highlight options
- Press the A Button to select options

Press **START** during the game to pause and access the Options Menu (see **Options**, pg. 7).

OBJECT OF THE GAME

Welcome to DOOM 64, a lightning fast virtual reality adventure. The game play for DOOM 64 is quite simple.

There are Demons. The Demons are bad. They stink, they're vicious, they eat human flesh and if they get the chance, they'll show you just how much they like Marines.

You, the tough Marine, are returning to a space installation you once saved from these vile beasts. Unfortunately, you weren't as thorough as you thought, and their carcasses were resurrected.

Use your weapons to kill the Demons. They're a lot smarter and have seen all your tricks, but you're still a smart, pissed-off Marine. Each level contains an Exit. Find each one, follow the Demons' progression back to their world and destroy these creatures forever!



THE STORY SO FAR

The Past...

Your fatigue was enormous, the price for encountering pure evil. Hell was a place no mortal was meant to experience. Stupid military doctors: their tests and treatments, were of little help. In the end, what did it matter - it was all classified and sealed. The nightmares continued. Demons, so many Demons; relentless, pouring through.

Far Away...

The planetary policy was clear. An absolute quarantine was guaranteed by apocalyptic levels of radiation. The empty dark corridors stand motionless, abandoned. The installations sealed.

The Present...

A long forgotten relay satellite barely executing, decayed by years of bombarding neutrons, activates and sends its final message to Earth. The satellites message was horrific, from the planetary void there came energy signatures unlike anything sampled before.

The classified archives are opened. The military episodes code named "DOOM" were not actually completed. A single entity with vast rejuvenation powers, masked by the extreme radiation levels, escaped detection. In its crippled state, it systematically altered decaying dead carnage back into corrupted living tissue.

The mutations are devastating. The Demons have returned even stronger and more vicious than before. As the only experienced survivor of the DOOM episode, your commission is re-activated. Your assignment is clear: MERCILESS EXTERMINATION.

MAIN MENU



During the Demo or Title Screen, press **START** to view the Main Menu. Press the Control Pad Up or Down to move the Skull Icon next to your desired selection, then press the **A** Button to select.

Select **New Game** to get started. If you have a Controller Pak inserted in your Controller, the "Create Game Note?" Screen will appear. Select **Yes** to create a file that will save and restore passwords.

Once you select **Yes**, this screen will no longer appear at start up as long as the file exists on the Pak and the Pak is inserted in the Controller. Select **No** to bypass using a Controller Pak to save passwords.

If you need to delete files from a full Controller Pak, refer to the Controller Pak Menu (pg. 3). Following the "Create Game Note?" Screen, choose a skill level to jump right into the game. To make modifications to the default settings, select **Options** (pg. 9).

OPTIONS

Make changes to the game's default settings, or select **Password** to continue a previous game. You can also access these options by pressing **START** during a game.



Control Pad

This game is too intense to play with controls you're not comfortable with. Select this option to change the button configuration the way you want. Choose from 5 preset Controller configurations OR:

- 1 Move the Control Stick Up or Down to move the Skull Icon next to the control you want to modify.
- 2 Choose and press the button you want to control that function.
- 3 Repeat the process to configure all the buttons you want to change, then press **START** to exit back to the Options Menu.

Control Stick

Adjust the Control Stick's movement sensitivity. Make sure you test your modifications before you take on the Demons. You'll need to move quickly and accurately.

Volume

Adjust the game's **Music** or **Sound [Effects]** Volumes. Press Up or Down on your Control Pad to move the Skull Icon to the option you want to change. To adjust the volumes, press Left or Right. To reset the levels to their defaults, move the Skull to **Default** and press the **A Button**. Select **Return** to exit back to the Options Menu.



Display

Make these modifications to the game's display:

Brightness - Doom 64 is a dark, intense game. If you can't handle the darkness, press your Control Pad Left or Right to adjust the brightness level of the game.

Center Display - You can manually center the game screen with this option. When selected, use your Control Stick to move the screen to the desired position, then press **START** to accept the adjustment.

Messages - During the game, messages appear on-screen. Use this option to toggle these messages On or Off.

Status Bar - Toggle the game's Status Bar On or Off. Without it, you're going in blind, but maybe you like that challenge. Good Luck.

Select **Default** to return the display option to the default settings. Select **Return** to exit back to the Options Menu.

PAUSE OPTIONS

Press **START** during a game to view the Pause Options. Select **Options** to make changes to the game's default settings, or select **Main Menu** to quit the game and return to the Main Menu.



Restart Level

Select this if things aren't going your way, but remember, you'll lose any items and weapons you've accumulated. Only a password allows you to restart with accumulated weapons and armor.



RESTORE SAVED GAMES

Password

Following each completed level, a password will appear. Write it down, then use this option to enter it later and continue your game.

A password uniquely encodes your arsenal, armor and your level achievement.

To enter a password, just press your Control Pad in any direction to select a character, then press the **A Button** to select it. Repeat the process until you've entered the complete password, then press **START**.



Using a Controller Pak

With a **Controller Pak** inserted into your Control Deck, it's much easier to save and restore a game.

After completing each level, the game will automatically detect the presence of a Controller Pak. Move the skull icon next to the desired slot and press the **Right C Button** and **Left C Button** simultaneously to save.



To restore a saved password from your Controller Pak, go to the Password Menu. The game will automatically detect the presence of a Controller Pak. Move the skull icon next to the desired slot and press the **Right C Button** and **Left C Button** simultaneously to load.

STATUS BAR



At the bottom of the game screen, the following status information is displayed in this order from left to right:

HEALTH

You start out at 100%, but you won't stay there long. At 0%, it's all over.

KEY CARDS

You can see any security or skull keys you possess right here. There are three key colors: Red, Yellow and Blue.

AMMO

The amount of ammunition remaining in your active weapon.

ARMOR

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

MESSAGES



Often you'll find yourself running over various items. The game tells you what you're picking up by printing a message on-screen.

AUTOMAP



To help you find your way around DOOM 64, you're equipped with an Automap Device with two different views. By pressing the **Map Button** once, your normal view is replaced with a textured top-down map of everything you've seen to date. The green arrow represents you AND points in the direction you're looking. Pay Attention! The game is NOT paused, so you're still vulnerable for an attack.

If you press the **Map Button** again, textures will be removed, and you can see room details much better. Press the **Map Button** again to return to your normal view.

MOVING WITHIN THE AUTOMAP

You can scroll all areas of the Automap without moving. Press and hold the **Use Button**, then use your **Control Stick** to view the entire map.

To zoom in on a specific area of the map, continue to hold down the **Use Button**, then press the **L** or **R Button** to zoom in and out.

Keep your wits about. Look closely. Sometimes the only way to find hidden areas is to scan the vicinity for changing areas.



DOORS & SWITCHES

To open most doors and operate switches, stand directly in front of them and press the **Use button**. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc).

If a switch does not change after a couple of tries, it is probably assigned to do a task that has yet to be accomplished. You'll have to experiment. Some switches activate something out-of-view. Listen closely, and use your automap to find it.

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 **Use button**. If you've found a secret door, it will often contain some much needed items.

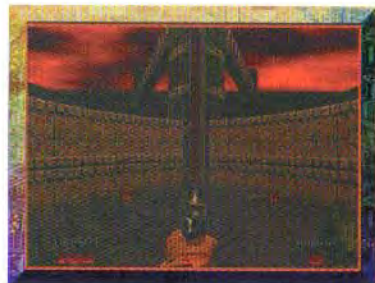
There are clues that reveal a secret door. Look closely. Demons don't care about interior design.

LOCKED DOORS

Some doors have security locks and require you to have a color coded (red, yellow, 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. Beware, picking up a key sometimes gets the attention of many monsters.



PLATFORMS



Often, you'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them are proximity activated, while others have a nearby switch. Those without a switch can sometimes be operated by walking up to the platform and pressing the **Use Button**.

TELEPORTERS



As the demons mutated their surrounding environment, they installed Teleporters for instant transportation. Just walk into the field to activate it.



COMPLETING AN AREA



Within each level, there is an Exit area marked by an "EXIT" sign.

When you exit a level, an Achievement Screen tallies your performance - percentage of kills, percentage of items found, a percentage of secrets found and your completion time.

At the bottom of the screen, the next level you will be entering will be displayed, as well as your password to access that level. Press the **A Button** again to continue.

ETERNAL LIFE AFTER DEATH

If you die (better luck next time), you restart the level at the beginning with just your pistol. It's a shame to lose all the weaponry you've collected, but you can't take that stuff when you die. That's just the way it is.

Monsters you killed before are back again, just like you. Yeah.



ARTIFACTS

A few artifacts from the other dimensions are now laying around. You may want them!



Health Potions

Provide a small boost to your health - even past your normal 100%!



Spiritual Armor

Provides a little extra protection above and beyond your normal armor.



Soul Spheres

Rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel wholesome and refreshed!



Blur Artifacts

Strange orbs that make it difficult for others to spot you. But, the Enemy can still see you if you're too close. Keep your distance and fire away. Be careful. It doesn't last long.



Invulnerability Artifacts

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 predominately white.



Megasphere

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



FIREPOWER

WEAPONS

At first, you only have your pistol and your fists for protection. When you walk over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The **Weapon Forward Button** cycles weapons from least to most powerful. The **Weapon Forward Button** will cycle back down from most to least powerful.



SHOTGUNS deliver a heavy punch at close range and a generous pelting from a distance.



The **CHAIN SAW** cuts down the baddies like standing timber, but you have to get close.



The **CHAINGUN** directs heavy firepower into your opponent, making him do the chaingun cha-cha.



FIREPOWER



ROCKET LAUNCHERS deliver an explosive rocket that can turn one bad dude inside-out.

Be careful with this one. Firing in close proximity at an object or enemy is bad for your health



PLASMA RIFLES shoot multiple rounds of plasma energy.



BFG 9000's are the prize of the military arsenal. Great for clearing the room of an unwelcome guest.

There is a downside. It takes a second or two to charge prior to firing, so don't expect it to fire right away.

Tip

Create chaos among demons by maneuvering them into a crossfire. If a demon is hit by another demon, they'll fight it out. Sometimes, it's nice to leave the room and let them get it out of their system.



AMMUNITION

Different weapons use different types of ammunition. You can pick up the following ammo as you move through the levels. There are two quantities available per weapon.

WEAPON: PISTOL, CHAINGUN



WEAPON: SHOTGUNS



WEAPON: ROCKET LAUNCHER



WEAPON: PLASMA RIFLE, BFG9000



You have a maximum limit on the amount of ammo you can carry, too. When you find a weapon that you already possess, pick it up. You'll get its ammo.



HAZARDS

DANGEROUS ENVIRONMENTS

Some parts of the environment can be more dangerous than the monsters you'll face. Areas containing radioactive waste or crushing ceilings should be approached with caution.



SLIME & OTHER RADIOACTIVE WASTE

Many of the areas 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. Look for radioactive protection and other objects that may help you. If it looks fluid, beware!

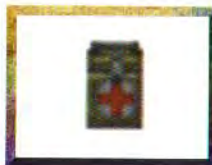


HEALTH

Whenever you are injured, the screen will flash red and your health will decrease. Keep an eye on your health.

HEALING

When you're hurt, you'll want to get healed as soon as possible. Fortunately, you'll find an abundant supply of Medkits and Stimpacks littering the levels. Grab them to boost your health.



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



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



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 light weight kevlar vest that's perfect for riot control.



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

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



POWER-UPS

Other bits of "challenging electronics" may be found within the game. Most of these are pretty handy, so grab them when you can. These special items either have a duration of the entire level, a specific amount of time or just provide an instant benefit. A few of them affect your game screen so you can tell when they're active.

For example, when you pick up a radiation suit, the game screen turns green. It returns to normal once the effect wears off. This is a hint to get out of the radiation ooze as quickly as possible!

Radiation Protection

Provides protection against radioactivity, heat, and other low-intensity forms of energy. Basically, this artifact enables you to wade through radioactive ooze without taking damage.



While it's operating, your screen will have a greenish tint. Quickly do what you have to do within the radiation...this effect will eventually stop.



Backpacks

Increase the amount of ammo you can carry. Backpacks come stocked with ammo.



POWER-UPS



Berserk Packages

Heals you, plus acts as a super adrenaline rush and enormously boosts your muscle power. Since you're already a pretty meaty dude, this mega strength lets you punch those demons into oblivion.

When you become Berserk, your screen will briefly turn red. Your punching power will last through the entire level.



Computer Map

A handy find. Will update your Automap with a complete map to the entire area.

Areas you haven't been to are mapped in grey.



Night Vision Goggles

These increase your vision to see clearly even in pitch dark.

MONSTERS & DEMONS

Some call them Demons, some call them Monsters. Whatever they are, they're not of this world and they're waiting for you.

Zombieman

Once a Marine, always a Marine. Except in this case. These guys may look like your old buddies, but now they're nothing more than pistol-toting, bi-pedal maggots. Waste 'em!



Shotgun Guy

Ditto. Except these guys are meaner, and tougher. These walking shotguns will provide you with a few extra holes if you're not careful.

MONSTERS & DEMONS

Imp

You thought an imp was a cute little dude in a red suit with a pitchfork. Think again. This Imp heaves balls of fire down your throat and takes several bullets to die. It's time to find a better weapon than a pistol, if you're going to face more than one of these mutants.



Nightmare Imp

An Imp is bad enough, but picture a faster, more aggressive one. Now the bad news...he's harder to see, too.



Bull Demon

Sorta like shaved gorillas, except with horns, big heads and lots of teeth. They don't kill easy. Get too close and they'll rip your sorry head off.



MONSTERS & DEMONS

Spectre

Great! Just what you needed. An invisible (nearly) monster. These beasts will eat your face off. Did you expect a walk in the park?



Lost Souls

It's Tough.
It Flies.
It's On Fire.



Cacodemon

They float in the air, belch ball-lightning, and have one horrendously big mouth. If you get too close to one of these monstrosities, you're toast.



MONSTERS & DEMONS

Pain Elemental

What a name. And what a pain in the butt. Killing him is almost as bad as letting him live.



Hell Knight

Tough as a dump truck and nearly as big. These goliaths are the worst thing on two legs since the Tyrannosaurus Rex.



Baron of Hell

You thought the Hell Knights were bad? These guys make them look like choir boys. You better have a good supply of ammo and armor to take on this demon.



MONSTERS & DEMONS

Mancubus

The only good thing about this fat tub of demon is that he's a nice wide target. Good thing, because it takes a lot of hits to puncture him. He pumps out fire balls like nobody's business.



Arachnotron

Think of the pain a Black Widow causes when you disturb her nest. Then think what happens when you stir up one the size of a M60 tank.

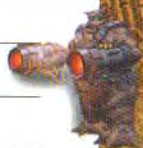


Cyberdemon

Half machine, half raging horned devil.

This walking nightmare has a rocket launcher for an arm and will definitely reach out and touch you. Make sure you're fully loaded before you take on this guy.



[illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the right side, there is a small, round, orange-colored object, possibly a clip or a piece of tape, partially visible. The paper appears to be part of a notebook or a binder.

CREDITS

id Software

Programming

John Carmack, John Romero, David Taylor, Michael Abrash & John Cash

Art

Adrian Carmack & Kevin Cloud

Design

John Romero, Sandy Petersen, American McGee & Shawn Green

Development Support

Shawn Green

Biz

Jay Wilbur & Mike Wilson

Biz Assistant

Donna Jackson

Midway Home Entertainment

Lead Programmer

Aaron Seeler

Lead Artist & 3D Models

Sukru Gilman

3D Model Animation

Laurent Bezault and Sukru Gilman

Artists & Animation

Francisco Gracia, Andy Wilson

Sound System

Scott Patterson

Music & Sounds

Aubrey Hodges

Levels

Randy Estrella, Tim Heydelaar & Danny Lewis

Testing

Peter Chang, Sunny Chu, Josh Hutchins, Steve Kramer,
Jason Shigenaka & Dan Wagner

Software Development Manager

Brian Johnson

Print Design and Production

Debbie Austin, Dave Young,
Shawn Murphy, Jon Mongelluzzo,
Robert Shepherd & Erin Shems

Very Special Thanks

Barrett Alexander

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY CUSTOMER SUPPORT

10:00am - 6:30pm - Central Time

Monday - Friday

903 874-5092

MIDWAY HOME ENTERTAINMENT INC.

1800 SOUTH HIGHWAY 45

CORSICANA, TX 75110