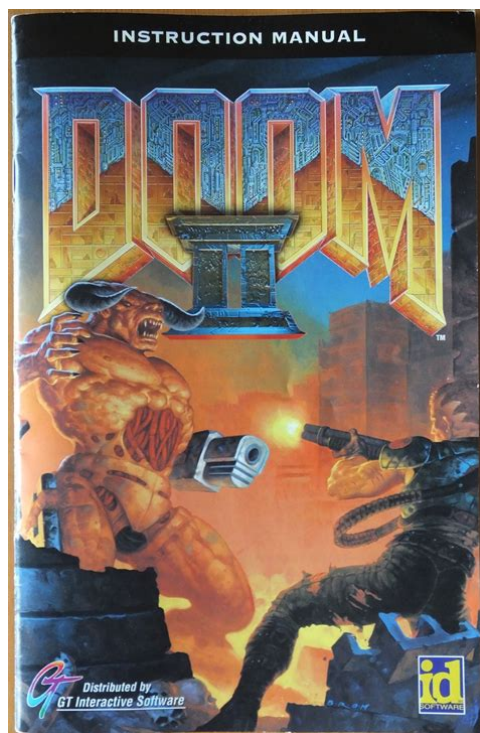


Doom 2 Manual



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Book Descriptions:

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Book Descriptions:

Doom 2 Manual

Later versions of the manual exist for other versions of the game, including Doom95, as well as several special editions included with various compilation releases. This article is about the original edition. The then current logos for GT Interactive and id Software are below at the bottom left and right respectively. The inside of the front cover contains an epilepsy warning and disclaimer. Requests for technical information are directed to the distributor for the region to which the instruction manual belongs. Though the marines fight bravely, they eventually all fall in battle, except for you, leaving you once again to go it alone. How to toggle between the shotgun and super shotgun is specially pointed out. Included in the former group are items created by the UAC or military, including the radiation suit, berserk pack, computer map, and light amplification visor. Items of an otherworldly origin fall into the latter category, and include the health potion, spiritual armor, soul sphere, megasphere, blur artifact, and invulnerability artifact. The trouble shooting section begins on page 19. Copies of the GT Interactive and id Software logos are near the bottom, and are followed by a copyright notice with year 1994, and a license notice for GT Interactive and any additional distributors involved per region. Discover everything Scribd has to offer, including books and audiobooks from major publishers. Start Free Trial Cancel anytime. Browse Books Site Directory Site Language English Change Language English Change Language. He discovers after his drop pod sets down that Earth has been invaded as foreshadowed back in Doom I. However, the starport is the only way for the ships to depart and the demons have protected it with a force field. All of humanity's remaining soldiers make a desperate assault on the starport, but eventually they are decimated and only the player remains. Humanity escapes, and he sits quietly waiting for death, knowing he saved his species. <http://eclearusa.com/images/86030a-manual.xml>

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He gets back into the fight and exterminates the hellspawn from the town, and finds another entryway into hell. After journeying through its twisted surface, the Marine manages to confront the Icon of Sin, a gigantic demon, and kills it. Its gruesome death causes devastation on Hell, and the portal to Earth has been sealed. There were no significant technological developments and no major graphical improvements; gameplay still consists of the player negotiating nonlinear levels, picking up keys to unlock new areas, and killing as many monsters as possible. The intermission screens following each level show a simple background image instead of a map. The player can carry his weapons throughout the entire game unless he is killed, of course, rather than starting from scratch several times as one. The initial third of the maps have a techbase theme as the player moves through the different military installations of the starport. Afterwards, as the player roams the cities and residential areas searching for the source of the infestation, the levels have an urban look and somewhat resemble terrestrial locations. Toward the end of the game, Hell has begun to merge with reality, and the final levels take place in a nightmarish, Dante esque subterranean miasma of flowing lava and hot springs. Being far more varied and innovative than the original Doom monsters, these dramatically changed the singleplayer gameplay. Also, a Commander Keen figure makes a cameo in the second secret level. There is also one new powerup, the Megasphere, and a few new decorations, including a burning barrel, a couple of lamps, six hanging mutilated corpses, and three other small pieces of gore. There was praise for its many new and varied enemies, and its innovative map design which aimed to be more nonlinear than its predecessor. Its lack of major new features and its fairly homogeneous, sometimes drab level design were the biggest

complaints.<http://www.liszt.art.pl/files-cfk/8600-user-manual.xml>

This was especially in comparisons made to later games such as Star Wars Dark Forces and Duke Nukem 3D. Some have considered Doom II an expansion pack rather than a true sequel, akin to the future Serious Sam The Second Encounter as it relates to Serious Sam. Doom II was thus also known as the commercial version of the game, while the registered version was only available via mail order. In 1995, however, the original was upgraded and also received a retail release. Like Doom, Doom II received licensed ports after the fact to numerous additional platforms, including the Classic Mac, PlayStation, Game Boy Advance, and Xbox, although most of these ports included levels from both The Ultimate Doom and Doom II. Because the two secret maps called Wolfenstein and Grosse use swastikas, the German version does not contain these maps to prevent the game from being the subject of search and seizure procedures as Wolfenstein 3D had been, which was banned for 20 years in Germany. This means that it is forbidden to sell, hire or otherwise give the game to anybody, although merely owning the game is legal. This restriction applies to all versions of the game, except for the Game Boy Advance version. Under MSDOS, when the player attempts to use the level warp cheat for either of the secret maps, the game instantly crashes, because the code for the maps is still there, but the maps are simply removed. The restriction on the two games expired on 31 August 2011 following a meeting of the BPjM. The decision was based mainly on the fact that in context with modern day video games the violence depicted in Doom and Doom II can't be described as realistic anymore and its pixelated presentation makes it more cartoonish in nature. This didn't include the Doom II version containing the two Wolfenstein levels with its swastikas and SS soldiers.

Additional textual interludes appear before MAP07 which splits the first skybased section into two parts, before each of the secret levels, and at the conclusion of the game. These were likely screenshots from a prerelease version of Doom II which had differing level structure and graphics than what was included in the official commercial release. These unconventional screenshots have been later used in various Doom II rereleases, including the Doom95 repackaging in 1995, the Steam release in 2007, and on id Software's own Doom II page. The typeface is also similar to that of Doom. The original Doom could only be purchased through mail order, and an updated version, The Ultimate Doom, wouldn't be released until April 30, 1995. The original article was at Doom II. As with Doom Wiki, the text of Wikipedia is available under the GNU Free Documentation License. The gameplay for DOOM II is simple. 0000002053 00000 nAdvanced embedding details, examples, and help! 0000005189 00000 nEMBED for wordpress.com hosted blogs and archive.org item tags Want more. Claiming that you have quit the military and are heading home, you instead find that Earth has been invaded as well. Doom Manual pdf Doom is a landmark title in the firstperson shooter genre. 0000003049 00000 n. Immediately following the events in Doom, the player once again takes the role of the nameless space marine who has proven too tough for the forces of Hell to contain. After being teleported from Phobos, and subsequently fighting on Deimos which is hanging on top of Hell. Added Steam Support Anyone who already owns either The Ultimate DOOM or DOOM II Hell On Earth on Steam will automatically receive the new rereleases in their libraries. The original DOS versions are still available as a separate launch option from within Steam, and the original DOS IWAD files are in their original location on disk. Please note if you have modified the files in the Steam install folder directly, some files may be overwritten.

<https://events.citeve.pt/chat-conversation/cva-muzzleloader-bobcat-manual>

You should not modify files in the Steam folder directly, as this may cause issues. Anyone who purchases Steam copies of DOOM or DOOM II Hell On Earth in the future; it will default to the rereleases but can access the original DOS versions as a separate launch option from within Steam. Added widescreen rendering support For the first time in an official port, the original DOOM renderer has been modified to natively render 169 without any letterboxing. The FOV has been increased to reveal more image on the side instead of chopping off the top and bottom. All new 169

versions of the titlescreen, intermission, and ending screens have been added. Many of our AddOns have also had widescreen support added, so download the latest version from the AddOns listing to check it out. DeHackEd support The engine now can load DeHackEd patches, a popular tool for the original release that modified the game in order to support more advanced behavior. AddOns can now use new weapons, change enemy behavior, and more. Invulnerability and Invisibility will never respawn after being picked up for the first time. Added optional crosshair A crosshair, which can be disabled in Gameplay Options, will also change colors when targeting an enemy. This means less guessing if firing a rocket is going to aim at the enemy above you, or fire directly into your face, bringing about an untimely death. Enabling the crosshair may also help reduce motion sickness by giving you a fixed point to focus on. Added Gyro Aim Gyro Aim, enabled by default when a DualShock 4 controller is plugged in, allows you to look left and right by either turning the controller, or rolling the controller left or right. This allows for an additional amount of precision by enabling fine corrections to turning in order to track moving enemies, while still using the right analog stick for large turning movements.

Gyro Aim can be set to either use the controllers yaw, or pitch, or disabled entirely, along with a separate sensitivity slider. Added FPS Limiter You can set the FPS limiter inside Video Options to 30, 60, 120, 144, 165, 240, and unlimited FPS. Added millisecond accurate timer A millisecond accurate timer has been added to the minimap, and to the end of level intermission, for anyone looking to speedrun levels. Keyboard entry of cheat codes iddqd, idkfa, idclip, and all of their friends can now be entered from the keyboard, in addition to the Cheats menu, as in the original 1993 release. Added secret area notification A message and notification is now displayed when you enter into a secret area for the first time. In DOOM II, this means you get the BFG and Rocket Launcher right from the start, but in Final DOOM Plutonia youll have a Spider Mastermind staring you down as soon as you spawn in on the first level. It cuts both ways. Nightmare behavior has been fully restored to the original 1993 release by making enemies move twice as fast. In honor of double speed enemies returning, the warning when selecting Nightmare difficulty has been restored. Resolved an issue where lighting in split screen was not accurate compared to single player. Improved behavior of additional lighting option to increase light levels more accurately across walls and floors. Reduced delay in starting certain MIDI music in AddOn levels. Resolved an issue from the original 1993 release where the Super Shotgun blast will linger for an extra frame. Resolved an issue from the original 1993 release where the Former Human would not light up when firing. The original title screen and credits screen are now visible between demo playback. Restored cut message from the original 1993 release when picking up a medkit, while having with less than 25 health.

Intermission screen is now shown after boss levels, instead of cutting immediately to the ending screens in order to see level completion stats and time. Par times have been added to E1M8, E2M8, and E3M8. Random SFX pitch is now disabled for chainsaw sounds to allow for better looping. Random pitch variation has been reduced for other sounds. Pickup sounds and player voices will no longer interrupt weapon firing sounds. AddOns will now use their intended custom graphics during intermission and level loading screens. Latest AddOns appear on the top of the Downloaded list. When I start on the DOSBox version it runs well, but i want to play with the new updated widescreen resolution. Does anyone else has these issues, can you please somehow give me guides what should i try to fix this problem. Everything is set up and ready to go. The playtime tracking is taken into account. Convenient switching between game modes. There is support a multiplayer and addon No Rest for the Living from Doom 3 BFG Edition A taste of communitymade level packs, arguably classic dooms standout feature While the famous Wolfenstein 3D secret levels have been modified, the changes are much more tasteful than previous rereleases and ports of Doom 2, which outright removed some Wolfenstein graphics and changed them to Doom 2 enemies. Where previous versions lazily removed all banners from the walls, this new version simply replaces swastikas with a new

logo akin to Rise of the Triad, keeping the Wolfenstein 3D references and graphics mostly intact, and the Wolfenstein enemies and music restored. When other negative reviews mention censorship, this is pretty much the extent of it. Original DOS version with the original red cross medkit and Wolfenstein secret level graphics is still included and can be selected at startup. Nothing has been taken away. These are the unmodified original data files and can be used with any community source port.

It has also been shown that the developers are committed to actively improving this port over time. It will never replace some of the community ports out there such as GZDoom but this official port gets an undeserved bad rap. I don't think it is reasonable to expect this port to ever reach the likes of GZDoom. I think it is good for what it is a toe into the broader world of how Classic Doom has improved over the last 25 years, without needing extensive setup or straying from the original experience. You are effectively getting a remaster for a very cheap price compared to other 90s shooter remasters across Steam. Try out the official addons included in this game for challenging levels that in my opinion far surpass the original Doom 2 campaign. Then check out some of the community engines once you want more content. And people are wondering why the industry is dying. All trademarks are property of their respective owners in the US and other countries. If you believe your item has been removed by mistake, please contact Steam Support. Please see the instructions page for reasons why this item might not work within DOOM II Hell on Earth. You're one of Earth's crack soldiers, hardbitten, 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've quit the military, and are heading home. Your drop pod lands with a crunch. You open it 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 halfchewed 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 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. All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org. Unlike the original Doom, which was initially only available through shareware and mail order, Doom II was sold in stores. There were no major technological developments, graphical improvements, or substantial gameplay changes.

Instead, the development team took advantage of advances in computer hardware since the release

of the original game that allowed them to do more with their game engine by making much larger and more intricate levels. The game still consists of the player navigating large nonlinear levels. Each level is infested with demons that can be killed with a variety of weapons that can be picked up throughout the game. Levels are completed by finding an exit, whether it be a switch or a teleporter; the goal is simply to advance to the next area. As with its predecessor, Doom II's levels can be completed in a straightforward fashion. However, because the levels are nonlinear players can wander off the beaten path, and those that do are often rewarded with bonuses, like health pickups and more powerful weapons. Due to the larger and more complicated maps with larger groups of monsters, the game had somewhat higher system requirements than the original. Instead of watching the players progress on a map as in the original episodes of Doom, the screens between each level simply show a background a style carried over to the bonus fourth episode of Doom available in The Ultimate Doom, the retail rerelease of the original Doom. This also means the player is never forced to lose all of their inventory after completing an episode. This functionality was later incorporated into the original Doom. As with the original Doom, multiplayer games used to be played using the dialup or LAN by the internal setup program setup.exe, through the online service DWANGO or with once popular programs like Kali and Kahn using SPX in Windows 95. The message reveals that the demonic base is in the center of the marines own hometown. He then fights through the city until he reaches the base, but sees there is no way to stop the invasion on that side. He decides to step into the portal to try deactivating it from the other side, entering Hell. He kills the Icon of Sin by firing rockets into its exposed brain.

Its death causes devastation on Hell, and the portal to Earth is sealed. Romero, while playing the level to work on its sound effects, accidentally stumbled upon this in joke of himself. The CD contains 20 WAD files created by various authors under contract. It consists of eight regular levels and one secret level. It is also included in the 2012 Doom II release from Doom 3 BFG Edition, as part of Doom Classic Complete for the PlayStation Network, and has been released as a free add-on for the 2019 Unity engine port of Doom II. Retrieved 20090628. Retrieved 20090628. Salt Lake Comic Con, 2013. CS1 maint: location link Retrieved September 30, 2019. Random House. 182, 210. ISBN 0375505245. Retrieved August 5, 2014. Retrieved April 9, 2020. Retrieved 20120615. Retrieved 20070918. By using this site, you agree to the Terms of Use and Privacy Policy. DOOM II provides onscreen information that's necessary to survive. 0000029928 00000 n This isn't a cumbersome adventure game, but an action-oriented slugathon. 4 0 obj 0000003590 00000 n. Note that URLs, mail addresses, and phone numbers mentioned in the README.TXT Content of the README.TXT file is Copyright C 1995, Id Software. Download README.ZIP ASCII text format, ZIPped To register the entire DOOM trilogy call 1800IDGAMES. If you live outside of the USA, or if you wish to purchase. DOOM with a check or money order please refer to the text We feel that the If you would like to work with modified levels of DOOM, weBBS, owned and operated by. Paul Johnson. The BBS number is 317 6628842, the voice number Driver that enables you to play DOOM over an office network that uses The documentation for the DM.EXE program is named DM.TXT, the documentation IPXSETUP.EXE and SERSETUP.EXE programs follow. Three years ago you assaulted Harbor, while you were transferred to Mars, home of the. Union Aerospace Corporation. The UAC is a multiplanetary conglomerate with radioactive Deimos.

With no action for fifty million miles, your day For the last four years the military, UAC's biggest Deimos to conduct various secret projects, including So far they have Latest military reports A few hours ago, Mars received a garbled message from Since then, You and your buddies, the only combat troop for fifty For several hours, your radio Seems your buddies are dead. Its Up To You. Things aren't looking too good. You'll never navigate off Plus, all the heavy weapons have Securing your helmet, you exit the As you walk through the main entrance of the base, you hear They know you're here. There's no turning back now. To install DOOM, follow these steps Before you start DOOM disks. Your mission is to shoot your way through a monster-infested The gameplay for DOOM

is quite simple. This is not a You dont need the reflexes of a hyperactive eightyearold To escape DOOM, Use the arrow keys, mouse, or If youre in a game, you can bring up the menu at any time Many of the Menu options can be Backspace key.DOOM will ask you which episode to play. Then, DOOM will ask Each difficulty level LOADING AND SAVING YOUR GAME F2 and F3. Games can be saved or loaded at any time during the Enter key. This option is only available if you are QUICKSAVE Pressing the function key F6 allows you to Save a The first time QUICKSAVE is DOS or loading a new game.This option Just below this option is a bar with a sliding marker. When TIP Save your game and save it often. When you die, youre From left to Try a little harder When youre There are three key colors; Yellow, Red, and Blue. This will place To clear all the numbers from.

Using the arrow keys, you can move yourself, while viewing To scroll the Automap Pressing the WALKING Use the up and down arrow keys to walk forward and TURNING The left and right arrow keys turn you left and RUNNING Hold down the right Shift key and the appropriate STRAFE By holding down the Alt key and the right or left JOYSTICK OR MOUSEIf you are using a joystick, use button 1 Gravis PC Gamepads have a third and fourth button. These can Youre smart, and When you successfully If a switch does not change after a LOCKED DOORS Some doors have security locks, and require Other locked doors are Rather than walking HIDDEN DOORS Some doors are hidden. Many of these can be In some cases you just need to If youve found There are clues that ELEVATORS Youll see platforms that raise and lower. Some Those without a TELEPORTERS Teleporters can be identified by an evil red To use a teleporter, walk Screen tallies your performance. Hidden regions located, Monsters you As the game The weapons are FIRING To use a weapon, point it towards the enemy and If you can see a monster, you can shoot it. AMMO Different weapons use different types of ammo. When You have a maximum limit on the amount of ammo you can Picking it up also gives you ammo. TIP When youre comfortable playing the game, try using the The mouse provides Areas containing exploding EXPLODING BARRELS Scattered around the base are drums SLIME AND OTHER RADIOACTIVE WASTE Many of the areas in DOOM There are several varieties of waste, If it looks CRUSHING CEILINGS Some of the ceilings in DOOM can smash Often youll be able to see the TIP Barrels can often be the most devastating weapon in Wait until several evil guys Keep an eye on your health or HEALING When youre hurt, youll want to get healed back up Grab them if possible. Stimpacks give you a quick injection of booster enzymes that Medikits are even better, and include bandages, antitoxins, ARMOR Two types of body armor can be found laying around.

Both reduce damage done to you. Unfortunately, both Security armor green is a light weight kevlar vest thats Combat armor blue is a heavy duty jacket composed of a For example, when you This is a hint Radiation Suits provide protection against radioactivity, Basically, While a suit holds out, your screen Duration Time Based. Berserk Packs heal you, plus act as a superadrenaline rush, Since youre already However, youve got Backpacks increase the amount of ammo you can carry. In Computer Maps are a handy find, updating your Automap with a Duration One Level. Light Amplification Visors allow you to see clearly even in Health Potions provide a small boost to your health even Spiritual Armor provides a little extra protection above and Soul Spheres are rarely encountered objects that provide a A close encounter with one of Blur Artifacts are strange orbs that make it difficult for Duration Time Based. Invulnerability Artifacts are products of the Anomaly that Pretty cool, until the Duration Time Based. TIP Create dissension among demons by maneuvering them into Some are just regular guys with a bad attitude, others are Former Humans dudes in filthcovered combat suits Just a Former Human Sergeants dudes in black armor, also filthy. Same as above, but much meaner, and tougher. These walking Imps brown thorny hominids You thought an imp was a cute Where did these They heave balls o fire down your Its time to find a Demons pink horrors, vaguely humanoid Sorta like a shaved Spectres vague, halfformed shapes Great. Just what you Lost Souls flying skulls Dumb. Tough. Flies. On fire. Cacodemons gigantic floating oneeyed heads They float in Barons of Hell youll know em when you see em Tough as SOFTWARE

ENGINEERS John Carmack, John Romero, Dave Taylor. ARTISTS Adrian Carmack, Kevin Cloud. DESIGNER Sandy Petersen. TESTING AND TECHNICAL SUPPORT Shawn Green, American McGee Model Development Gregor Puchatz. Sound Driver Paul Radek. Cover Illustration Don Puchatz.

Our supporters on the Usenet Professionals ASP. ASP wants to make sure that the shareware If you are unable to resolve a The ASP Ombudsman can Please write DOOM manual and this addendum which contains information for To avoid compatibility RAM, a VGA graphics card, and a hard disk drive. A 486 or Unlike playing DOOM in single player mode, DOOM in NUMBER OF PLAYERS A maximum of four people can play COMPATIBLE NETWORKS To play multiplayer, you must have a Check your network MULTIPLE GAMES ON THE NET To play a multiplayer game while You should refer to the person MENUS When you activate the Options menu or submenus, the UNPAUSE A player may Pause the game by pressing the PAUSE SAVE When you do a savegame during a network game, it saves Before saving the game, LOAD You cannot load a saved game while playing a WEAPONS When a player runs over a weapon, he picks it up, DEATH If you die and restart in the level, previously taken Even though We didnt want to Youll have UNIFORM COLORS In net games, each players uniform is a The colors are BROWN. INDIGO black, GREEN, and RED. CHAT MODE In a multiplayer game you can communicate with To enter into Chat mode and A cursor will appear where your messaging is normally CHAT MACROS In a multiplayer game, you can send your own Chat mode as stated above, then holding ALT and pressing the EXITING A LEVEL When one player exits a level, all players Cooperative. In Cooperative mode the players work together.

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