WARNING

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Turn the power OFF on your N64™. Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place. Turn the power switch ON.

Controller Pak Menu

Press and hold START upon powering up or a reset to access the Controller Pak Menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete notes.

WARNING - Never try to insert or remove a Controller Pak when the power is on!

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.
Welcome to DOOM 64, a lightning fast virtual reality adventure. The gameplay 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 satellite's 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.

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 your RND 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 shell 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.
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.

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 IQ!!

**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?

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 peltting from a distance.

The **CHAINSAW** 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 cha-cha.
**FIREFORCE**

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

Security Armor is a lightweight kevlar vest that’s perfect for riot control.

Combat Armor is a heavy duty jacket composed of a titanium derivative—useful for protection against real 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.

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**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.
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.

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

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.

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

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.
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.

Vou thought the Hell Heights mere bad? These goliaths made them look like choir boys. Voli better have a good supply of ammo and armor to take on this demon.

What a name! 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.

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.
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