

DOOM ADDENDUM

Welcome to DOOM™. Before playing, you'll need to read the DOOM manual and this addendum which contains information for playing in Multiplayer mode, as well as technical support and troubleshooting instructions. Because DOOM is being upgraded when necessary, you'll also want to refer to the README file in your DOOM directory for information on the latest updates to DOOM. To avoid compatibility errors, please make sure that your machine and network conform to the system requirements listed below.

SYSTEM REQUIREMENTS

DOOM requires an IBM™ compatible 386 or better with 4 megs of RAM, a VGA graphics card, and a hard disk drive. A 486 or better, a Sound Blaster Pro™ or 100% compatible sound card is recommended. A network that uses the IPX protocol is required for network gameplay.

MULTIPLAYER ADDENDUM GETTING STARTED

1. Install DOOM as described in the manual.
2. Launch DOOM from the SETUP program by going to the directory in which you installed DOOM, type SETUP and press the ENTER key. (If you are installing DOOM for the first time the SETUP program will be automatically launched.) Unlike playing DOOM in single player mode, DOOM in multiplayer mode must be run either from the SETUP program or by using the command line parameters mentioned later in this addendum.
3. The SETUP program not only allows you to configure DOOM to your system but lets you provide DOOM with information that is necessary for the multiplayer game, (i.e. number of players, skill level, mode, etc.) The SETUP program is simple to use—providing context-sensitive help at the bottom of the screen.

NUMBER OF PLAYERS: A maximum of four people can play DOOM on a network.

COMPATIBLE NETWORKS: To play multiplayer, you must have a network that uses the IPX protocol. Check your network manuals for information regarding your protocol. *Novell networks use the IPX protocol.*

MULTIPLE GAMES ON THE NET: To play a multiplayer game while another group is also playing a multiplayer game on the same network, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information over the network. Network addresses range from 1-64000. You should refer to the person in charge of your network for possible port addresses. *Note: Network play may not span across most network routers.*

MULTIPLAYER INSTRUCTIONS

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

MENUS: When you activate the DOOM menu, the game KEEPS RUNNING so other players can continue with the action. So it is best to find a safe place before accessing the menu.

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.

SAVE: When you save a multiplayer game, the game automatically saves on every player's system in the savegame slot you select. 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 AND KEYS: When a player runs over a weapon or key, he picks it up, but it 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.*

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. However, this also means the level will eventually run dry of monsters and ammunition. You'll need to decide when the level is played out.

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 by using the Chat mode. To access the Chat mode and broadcast a message to all the players, press the letter **t**. A cursor will appear where your messaging is normally placed. 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. For example, to send a message to the brown character, you would press the letter **b**. *Note: Directed chats only work with 3 or 4 player network games.*

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. Plus, each time you die, you'll restart in one of several random locations.

KEYS: Unlike in single-player or Cooperative mode gameplay, 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." The FRAG section displays the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap will show you the location of every player in the game. 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' viewpoints. 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.

INTERMISSION SCREENS: In both Cooperative and DeathMatch mode 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 and how many times.

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. You know what you like best!

Note: Before you play DOOM in DeathMatch mode you should be familiar with the layout of every area in DOOM. In DeathMatch mode your startup location is random and often in an area that is very hostile.

RUNNING DOOM FROM THE COMMAND LINE

Much of the information you give to DOOM through the SETUP program can be provided by passing program parameters to DOOM at the command line. The parameters are as follows:

-NET starts DOOM as a network game and sets the number of people who are going to play.

-net <# of players>

-LOADGAME allows you to start DOOM from a specified save game. Instead of using the saved game name, simply enter the number that corresponds to the saved game's slot on the SAVE GAME screen.

-loadgame <# of the game>

-DEATHMATCH starts DOOM as a DeathMatch game. If you don't enter DEATHMATCH as a command line parameter, DOOM will default to the Cooperative mode.

-deathmatch

-SKILL sets the skill level (1-4) you wish to play. (1 is easy, 4 is difficult.)

-skill <# of skill level>

-PORT sets the port from which to play DOOM on the network. By setting a different port, more than one group of players can play DOOM on a single network.

-port <# of the port>

An example line for entering the above information would be:

doom -net 4 -loadgame 3 -deathmatch -skill 4

TROUBLESHOOTING ADDENDUM

If you require technical assistance to run DOOM, call id Software's technical support line at (214) 613-0132.

For the latest technical support information, please refer to the README file in your DOOM directory. If possible, be near your computer when calling id Software's technical support. Please have information regarding your system setup and configuration available.

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 you system or network. Modifying your system or your software setup can be dangerous, and we cannot help you with any resulting problems.

Why am I receiving an "OUT OF MEMORY" error when running DOOM?

If you receive an "Out of Memory" error, change your AUTOEXEC.BAT to not load TSR's that take up the memory DOOM needs to run. Non-network players may consider temporarily renaming your AUTOEXEC.BAT to AUTO. Then reboot your computer and restart DOOM. Players using DOS 6.0 can hold down the Left Shift key during their system startup to boot with a clean AUTOEXEC.BAT.

If your computer is connected to a network you should comment-out TSR's from your AUTOEXEC.BAT instead of booting your system without the current AUTOEXEC.BAT. This is because your AUTOEXEC.BAT may contain necessary commands for connecting your system to the network. To comment-out a line in your AUTOEXEC.BAT simply type REM in front of the line.

Why can't I get music or sound effects?

If you're not hearing sound effects and/or music, DOOM may have incorrect information regarding your sound card. Run the SETUP program to check if DOOM has the correct information on your sound card.

Why doesn't DOOM work with my 100% Sound Blaster compatible sound card?

Some 100% Sound Blaster compatible sound cards may need to be placed into a Sound Blaster emulation mode through software or a switch setting on the card. Refer to your sound card manual for details.

Can I run DOOM under Windows™, Desqview™, or DOS 5.0 Task Swapper™?

We recommend that you do not play DOOM under these environments. These applications may conflict in their use of memory and other system resources with DOOM. In general, we suggest that you quit out of Windows or any similar environment before playing DOOM. If you must run under OS/2, please refer to the README file in your DOOM directory for details on setting DOOM to run with OS/2.

How can I run DOOM under OS/2™?

The ideal DOOM-OS/2 system is a 486 with at least 8MB of RAM. In order to get DOOM 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. Refer to the README file for the proper settings. *Note: DOOM will NOT run in a DOS window under OS/2.*

During startup, DOOM stops at "looking for player..." for a long time.

This occurs when you enter a number of players greater than the amount actually playing the game. For example, if you only have three players, but you tell DOOM to expect four, it will wait until the fourth player starts the game. Press ESC to exit and restart the game with the correct number of players. This also will occur if players don't use the same port number.

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

Currently, DOOM 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.

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

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

If someone else is running DOOM in multiplayer you may receive a network port conflict. From the SETUP program, change DOOM to run under a different port. Consult with the person in charge of your network to receive a valid port address. Make sure the other players participating use this port number.

Why isn't the animation smooth?

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

UPDATES TO THE MANUAL

MESSAGING: Pressing RETURN will show you the last message displayed on your heads-up display.

OPENING DOORS: As you know, on a three-button mouse you may double click the middle button to open doors. However, you can also double-click the right mouse button (strafe button) to open doors.

SAVED GAMES AND CONFIGURATION FILES: During the installation of DOOM to your hard disk drive, a DOOMDATA subdirectory is automatically created in your root directory on the C: drive. This subdirectory will contain your configuration file and your saved game files.

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