

Doom Game Boy Advance Manual



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Book Descriptions:

Doom Game Boy Advance Manual

Copyright 2004/2005 Tim Brastow. All Rights Reserved. Version 3.00. For level maps and more about this game see. Welcome! This FAQ is a Walkthrough for Doom. If you have any questions, Also, this FAQ is protected by copyright. You cannot sell this put this on your You can also print it for LEGAL use. Up Move Up. Down Back Up. Left Turn Left. Right Turn Right. A Fire Weapon. B Open Doors, Activate Switches, etc. L Strafe Left. R Strafe Right. Start Pause Game. Select View Automap. Automap Controls. These are Automap exclusive controls Here is the ammo, and the weapons they are used for. Clip Gives out 20 bullets on skill 1, 10 on higher skill levels. Box of Bullets 100 bullets on skill 1, 50 on higher skills. Shotgun. Shells Gives out 8 shells on skill 1, 4 on higher skills. Box of Shotgun Shells Gives out 40 shells on skill 1, 20 on higher skills. Rocket Launcher. Rocket Gives out 2 rockets on skill 1, 1 on higher skills. Box of Rockets Gives out 10 rockets on skill 1, 5 on higher skills. Cell Pack Gives out 40 cells on skill 1, 20 on higher skills. Energy Cell Pack Gives out 200 cells on skill 1, 100 on higher skills. Official Items. Official Items are items that add towards your Item% score at the end of the Health Bonus Adds 2% to your health. You can go over 100% health using these. Armor Bonus Adds 2% to your armor. You can go over 100% armor using these. Computer Area Map Whenever you pick up one of these, it will give you a full. Automap. Areas you havent been to are mapped in Red, but you cant see any Invincibility Sphere Whenever you pick up one of these, you will become. Invincible for a short amount of time, so enemies cannot hurt you. Your GameBoy. Advance screen will also turn blue, and when it goes back to normal, youre no Berserk Pack Whenever you pick up one of these, your screen will go red for a Soulsphere These are blue spheres. When you pick one of these up, it will add Main Items. Items that dont count toward your Item Score. <http://786solutions.com/editorData/865g-m8-motherboard-manual.xml>

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Stimpack Adds 10% health. You cannot go over 100% health using these. Medikit Adds 25% health. Radiation Suit Whenever you pick up one of these, you will be able to cross Also, your screen will then become green, Armor green If your armor is below 100%, this will set your armor to 100% MegaArmor Blue Picking up one of these will set your armor to 200%. Other Items. Keys These appear as normal keycards, or as a little skull. Keys are in 3 They open up the locked doors in the levels, Zombiemen The first and weakest enemy youll find. They attack you with their. Pistol, and you can grab their Clips when they die. Any weapon will do on Shotgun Guy Like the Zombiemen, but these are darker, and tougher. They use Use any weapon on these. On hard skill levels, theyll be first found in 1. Hangar, and 3 Toxin Refinery on easier skill levels. Imps These are small brown enemies. They fire fireballs at you, which can be First found in 1 Hangar. Demons These are pink bulllike enemies on two legs. They bite you for Use a Chainsaw, or anything powerful than a Pistol to Lost Souls These are annoying little enemies on fire that fly. They charge at Shotgun or better to take these down. First found on 9 Deimos Anomaly on easy Cacodemons Like Lost Souls, these fly in the air, but these have one eye, and Baron of Hell The most powerful enemy youll find in the game. They throw These are brown, and they Use a Rocket Launcher or better to take these Chainsaw When you pick this up, it replaces your Fist except if you picked up Use this on Demons and. Cacodemons, as they wont be able to attack you when you attack them with this Fist Yes, your fist. Dont use this, its really weak. Only use this when you Youll always have this weapon with you. Pistol Like the Fist, youll always have this weapon as well. Use it on. Zombiemen, Shotgun Guys, and Imps.

Tougher than a normal Fist, but still weak. Shotgun You find this weapon early, and its powerful. First found in 1. Hangar. <http://erdemlirehberim.com/UserFiles/865gm2-manual.xml>

Use this on any enemy except a Baron of Hell, as this can take down Chaingun This uses Pistol bullets, but this is more powerful and fires Use this on any enemy. First found in 2 Nuclear. Plant. Rocket Launcher Another powerful weapon youll find early. Use this on any Can knock out any weak enemy in 1 hit. First found in Plasma Gun Fires multiple rounds like the Chaingun, but this is more powerful. It fires out blue Cell projectiles, and use this on anything. First found in BFG9000 The most powerful weapon in the game. It uses cells to fire, and it Use this on anything, as it can First found in 11 Refinery. These options come up when you pause the game. New Game Starts a new game. First you pick which episode you want to start at, The higher the skill level, the more enemies appear Load Game Loads a saved file in any of the 4 Save Slots. Options When you select this, a list of options will pop up. Here they are. Set Controls A is the default. You can choose six other configurations too for Sound Effects Use this to turn the sound effects on and off. Music Use this to turn the music on and off. Autorun Turn this on so you will always run. Keep it on all the time. Youll Brightness Allows you to control how bright the game is between 6 different Dynamic Lightening Choose if you want Dynamic Lightening or Static Lightening. These have an effect on the brightness of the game as well. Ok, back to the main Options. Quit Game Only pops up during gameplay. Use this to return to the title Select this if you want to see GBA Doom is divided into 3 episodes. Episode 1 Knee Deep in the Dead 9 levels. Episode 2 The Shores of Hell 8 levels. Episode 3 Inferno 7 levels Episode 1 Knee Deep in the Dead Once you start the Now go through the opening to the left. In here, get the Armor at the top of Back in here, go through the opening to Guys if youre playing on skill 4. Now go through the opening at the other end Now follow these stairs to a zig zag hall.

Kill the Zombiemen and Imps here and In here, there is a Before opening, open the hidden door on the wall to the Grab the health and ammo while youre at it. Out here, get the MegaArmor and Back in this small hall, exit this room. Now, open the In here, knock out the Imps and Zombiemen and head to the exit door. Before you Remember the platform with the Imps Instead, turn Open it like a door Back out here, there are two doors across from you. Open the one to the left and go through, knocking out all the Zombiemen. In Kill all of them and then grab the Soulsphere and Chaingun in this room, and Now, head up the stairs. At the top, kill the Zombiemen and then grab the Red. Key to the right. Once you do that, head back down the stairs to the door, open Back in here, kill the rest of the Zombiemen, and then At the top, In here, grab the. Medikits, and go straight. The floor youre on will lower. Down here, mow all Two openings will be revealed, but go through either one. In here, head right In here, mow Once you get to it, open it From here, head up the stairs to the Down here, turn left. Shoot Before going in it, clean the area in front of you with a Chaingun or Shotgun Now, head up the stairs and Leave and reenter Guys or Demons in your way. Once you get to A2, get on it and walk up to the In here, follow this hall to a pillar, Once you get to the pillar, hit the switch and it Now turn around and leave this room, and When it rises, walk up to the wall and it will open, so go through. In here, Once you do In here, follow this hall to a silver Now ride it to the top and open the In here, get the Armor in front of you and the floor Down here, head up the stairs to your left. At the top, turn right and open the Youll be back at the levels starting If youre playing on. Ultra Violence, bust out your new Rocket Launcher and clean the room of. Zombiemen and Shotgun Guys.

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Now head straight and another set of walls will In here, follow this hallway to the exit door, and then open it and go through Down here, hit the exit switch. This switch will Once you start the level, there will Launch one Rocket into the cage and it should Guys in front of you, and then head down the stairs. Down here, kill all the. Imps, Shotgun Guys and Demons, and then get the Yellow Key in the middle of the Back up here, kill the rest of the Zombiemen and Shotgun Guys, and then go In here, head down the stairs. At the Walk up to it Down here, get the Chaingun and health in Back in

here, go through the opening to your left, and At the bottom, open the Yellow Door and go through. In here, one nice Rocket can take care of most of the enemies, and another gun From here, get the Red Key in the middle of the room. A wall will open in front A fresh rocket should take care Get the Medikit Now, leave this room and youll notice the pillar in the middle of the room has Kill all the Demons with a Chaingun, and then grab the Blue Key. From here, go through the opening to the In here, you will see a ton of Imps and Shotgun Guys across from you on Ultra. Violence. One perfect rocket can get rid of all of them. Now drop down to the Down here, follow this hall and you will see a platform with an Imp on it, but Once you see a platform, get on Now turn around and a wall behind you will open, so go Once you get Up here, open the Now cross the bridge to your left and then In here, get the Backpack, Box of. Shotgun Shells, and then leave this room. Back in here, open the door to the In here, eliminate the Zombiemen and Imps. There are Go through the one on the left and youll be in a big Down here, go left and Kill the Shotgun Shells, get all the items, and hit Down here, go back through the opening to your left. In here, go through the At the top, walk up to the door In here, kill all the Imps and get the Blue. Key. If the 4 doors on you close, use the switch to open them back up.

Back in In here, go through the opening to the left. In here, If youre playing on a high skill level, watch out. This hall is pretty dark so Now, go all the Now go through the opening to the right and follow the left hand wall to a big At the top, hit the switch, and then In here, kill the Shotgun Guys and then use Once you get to it, In here, hit the exit switch. In here, the Shotgun Guys and Imps and then head all Now go through the opening to your When you get to Now turn around and go In here, cross this bridge to the opening and Down here, see that That is a hidden door, so open it and go In this secret room, collect the MegaArmor, Rocket Launcher, and the Box of. Rockets. Now go through the opening to the right, and walk forward. The wall Back in here, open the door to In here, kill all of the Zombiemen and Shotgun Guys Yellow Door. Once you get to it, open it and go through. In here, walk forward Down here, kill all the Demons, Imps, and. Shotgun Guys in front of you. Now, head right and follow this hall until you see a huge slime pool to your Now, two pillars will Kill them all. Now, see that opening with Back in here, follow either Once you get back to the lift, lower it, get on it, and ride it to the top. Back up here, leave this room. Back in here, go through the opening across from In here, kill the Imps In here, kill the Shotgun Guys Hit it and the wall will open like a door, so Once you get to the Blue Key, grab it. While you are in this room, kill all the Zombiemen and Imps, and then hit the Down here, In here is a very dark Shotgun Guys and be very careful. You can see where the Shotgun Guys are Once you get to the exit door, open it and go In here, go Now, kill all the enemies in front of you Then turn around from where Once you get to two Red Doors, enter either one of Once you get to the opening, go through it. In here, kill the rest of the Now drop down to the slime pit below you. Down Grab it and then turn around.

See that opening across from you Go in it. In Down here, go through the opening at the other end of the room, and collect the. MegaArmor next to it. In here, follow this hall to a switch, collecting the. Health and Armor Potions. Once you get to the switch, pick up the Box of Rockets and hit it and it will In here, remember that Now walk all the way straight to the. Blue Door. Once you touch it, turn around and youll find the pillar has Use a Rocket Launcher or Chaingun to wipe out In here, open the hidden door in front of you and go through. In here, collect Down here, walk straight and the door in front of you will open. Now turn Back out here, grab the Radiation. Suit. Now, go to the other end of the room towards the opening in the slime In the opening, follow this hall to a door, killing all the Imps in your way. Once you get to the door, grab all the goodies you want health, ammo, and a Launcher, and open the door. Now, drop down to the floor below you. Down here, See that pillar the Soulsphere is on Lower it On here, get the Soulsphere and ride it to the top. Now, open the wall in front of you and go through it. In here, kill all the Zombiemen, Shotgun Guys, and Imps in front of you and to In here, kill the Imps, get the Box of. Shotgun Shells and Stimpack, and

hit the switch. Now turn around and go into In here, pump 3 rockets into the opening to the Now go through the new opening. In Down here, In here, go Now, walls will open, revealing Imps, Demons, and Shotgun Guys. Clean them up In here, grab the Medikits and hit the exit IT. Before stepping into this big room, wipe out all of the enemies in front of Once the room is clean At the top, Down here, head straight and go into the In here, lower the lift to your left, get on it, and Once you get to In here, kill the Shotgun Guys, get the Medikits Now leave this room and drop back down Down here, turn right. You will see a Yellow Door to the left of the stairs.

Kill the Zombiemen and Shotgun Guys, and then open it and go through. In here, Once you get to a curved staircase, Kill the Shotgun Guys on it See that slime pit in Now, go through the opening and get the Backpack, and the wall to your left Back in here, head back up the stairs. Walk past the pillar and then go through Now head straight and you Before opening it, turn around, kill the Imp to the Now turn back around and open the door. Wipe out all In here, walk up to the Once you get to the Red Key, pick it up, get the Medikit, and go back to the Back in here, follow Once you get to the Yellow Door, open it and go through. In here, head right Once you see it, open it and go through Now turn back around and leave this room. Back in here, head right back to the. Yellow Door, and then open it and go through. Back in here, head right until Once you see it, open it and go through. In here, head up the stairs in front At the top, go through the Once you get to the dark Shotgun Guys in this room. Once the enemies are dead, hit the switch in this Back in here, In here, kill the rest of the enemies, and then open the exit door to your left Down here, kill the. Zombiemen and Shotgun Guys in front of you, and go through the opening to your In here, go all Over here, hit the switch in So get on it, and ride it to Barons of Hell. Kill them both. Here are some tipsRockets will take down both of them.Once you kill both Barons of Hell, the walls around you will lower, so once Down here, open In here, hit the switch to the left, and Head up them. At the top, kill the Zombiemen, Congratulations, youve finished Episode 1! Episode 2 The Shores of HellOnce theyre all dead, Dont stay their too Once you get past that, turn right and kill all of the. Zombiemen in front of you. Once theyre all dead, get their Clips, grab the. Medikit, and get the Blue Key.

Once you have the Blue Key, turn back around and Once you get back there, go through the Now, follow this wide hallway to a lava pit, killing any more enemies you see. Once you get to the lava pit, kill the Zombiemen, Shotgun Guys, and Imps in Hit it and turn around. A little pedestal will rise and there is a switch on Back in here, head left past the red There is now a teleporter here, so step Once all the enemies are dead, get the Plasma Gun in the corner of the room, Now go to where the teleporter is and step Next to the teleporter is an Once you get to the teleporter, go in it. Back in here, hit the other switch Guys, Imps, and Demons. Now go straight to the Red Door, and open it and go Back in here, get the Medikits and get to the Blue Door In here, step through the It is creating a staircase to another switch. Kill either enemy that is there depending on your skill level and hit the Kill it, and then open In here, kill the Imp, and then hit the exit Now head left, past the door and grab the Berserk. Once Imps you see. In here, get to the door at the other end of the room, killing Once you get to At the top, go through the opening to the left. In here, head straight and you Step into it and turn left. A wall will lower revealing a Soulsphere, so grab Once you grab that, pick up From here, head straight and go through the opening At the bottom, enter the Blue. Door to the right. In here, open the Blue Door to your right and go through it. In here, kill the Demons in front of you, get the Red Key, and leave this room. Back in here, go through the other Blue Door again and head back up the stairs. At the top, turn left and cross the slime pit again. From here, head right Go through the opening to the left and follow this hallway to another opening.

In here, kill the Imps and Demons and go through the next opening across from In here, turn right In here, kill the Imps and then hit A pillar to your left will lower revealing a Plasma Gun, so grab it for extra Once you get to it, open it and go Ignore the Cacodemons in the cages, and get to the other side of the cages. On Enter the one on the left and follow this hallway Press Circle on the icon and it

will open, so go. Wow, this is way Anyway, leave this room and go into the opening in front of you. In here, see Press B on them until you get a hidden door open, In here, kill the Shotgun Guys and Imps and then head In here, head down the hall to Once you see the door, open it Blue Key, and then leave this room. Back in this hall, head back right and go Back in here, you will see parts of a wall in between two poles. That is a Back in this hall, follow it until In here, go In here, follow this hallway to another big Once you get to a This is a pretty dark hall with Now, follow the right hand wall Once you get to the opening, go through it. In here, get in the slime pit and Before going in it, turn right and you should see a Get in it and get the Radiation Suit. Now go Now go back to the middle of the slime pit and go In here, turn left and follow this hall to another big room, killing the. Cacodemon on hard skill levels. In here, kill the Demons, open the exit door and go through it. In here, hit In here, get the health and ammo in the back of Back in here, go through the In here, ignore the Imps across from you and go In here, head all the way straight until you Once you stop at Once you see the door, open it and go through it. Now get on it and ride it to the top. Up here, grab Down here, leave this room. Back in this hall, head straight and go through the In here, head straight, open the Blue Door across from In here, follow this hallway until you get to the. Yellow Door. While youre in front of it, turn left.

You will see a door on a Behind that building is another door. Get to it, open it, and go through. In A wall to your right will open, so kill the Shotgun. Guys and Demons in it. Now, hit the switch to open up the door to leave this Once you get to an opening, skip Fall down it. Down In here, grab the Plasma Gun and head in the teleporter to your left. In here, In here, go through In here, turn right and kill the Demon, and Down here, go through the opening In here, head Cross it to Cross it, grab it, and then head back In here, kill the Imps and hit the Now follow the right hand wall to At the top, go through In here, kill the Imps and Lost Souls in front of Once you get to In here, open the door to your right and go Now you will see a Open the one on the left wall and go through it. In here, follow this hallway Once you get to it, head up it. At the top, follow the In here turn left and you will see a HUGE group of Zombiemen. Use your BFG. Rocket Launcher, or Chaingun to make short work of them. Now get all of their Once you do that, turn Once you get to it, open it and go In here, kill the Imps and then head right. Go through the opening. In here, go Once you get to the exit In here, hit the exit switch. In here, kill Back out here, go back through the opening. In here, go through the new opening On here, hit the switch at the other end of the room and Once you grab In here, follow this hallway to a switch, getting the Medikits you see. Once Now turn back around and leave this room. Back In here, there Open the door to the right and go through it. In here, kill the Zombiemen and Shotgun Guys, and then follow the left hand Now turn around. From here, head right and In here, follow this hallway until you stop at an opening skip the one you see In this cool dark Get to it, and from In front of the Once you come out of it, turn In here, grab the Red Key. Now, Once you get back to the door, open it and go through it.

Back in here, go Once you get to Ignore the first one and enter the second one. In here, kill the Zombiemen. Imps, and Shotgun Guys in front of you and head straight. You will see a door In here, go through the opening to your left. In here, open the door to your In here, grab the Medikit, Backpack, Armor, and. Yellow Key. Before the Lost Souls and Cacodemons attack, turn back around and Back in here, open the door next to go and go through it. In here, turn right Barons of Hell in your way. Once you stop at a door, open it and go through it. In here, open the Blue Door to your right. In here, open the Red Door in front In here, hit the exit Once you get to a In here, turn left, and follow the right hand In here, turn left, and follow the right hand wall to a. Yellow Door, killing any Imps in your way. When you get to the Yellow Door, open it, and go through. In here, kill all the. Imps in front of you, and get to the other end of the room. Now, turn right, In here, kill the Imps in front When you get to the switch, hit it. Now, turn Back in here, get the Red Key in the middle Back in here, go all the way left to the When you get to the door, open it, and leave this room. Back out here, turn left, and follow the left hand wall to a Red Door. When you In here, kill the Imps in front

of In here, hit the switch to your Hit that switch. Now, leave this small When you get to the exit door, open it, and go through. In here, hit the exit When you start the level, pick up the MegaArmor and Soulsphere in front of you, Down here, turn right, and go through the In here, open the door in front of you, and go through. In here, hit the switch at the other end of this room. Now, turn left, and When you get to the switch, hit it, Now, turn around, and go Then turn left, and In here, hit the switch, and turn Then, turn left, In here, hit the exit switch. Congratulations, you beat Episode 2!
Episode 3 Inferno In here, kill the Cacodemon in front of you.

Now open the door to your left and go through it. In here, open the door to In here, kill the Imps to your left and right and At the top, go through the opening to your right. In here, hit the switch and go back through the opening. In here, head right From here, turn back around, go back through Down here, head left and leave this room. Now open the door in front of you, Down here, there Before entering it, turn right and you will see Now, go back, open the Red Door and go through From here, When you get to it, grab it Down here, head straight and go through the opening to your left. In here, head In here, kill the Imps in front Before entering it, get the Plasma Gun and Energy Cell. Pack to your right. Now enter the Yellow Door. In here, hit the exit switch. Down here, go through the opening in front Back in here, follow the right hand wall to a. BFG, and then grab it. Now follow this wall to a Medikit, and then to a second. Soulsphere. Now, quickly get out of the lava pit because it does 20% damage to your health. Once you get out of the lava pit, drop down to the floor below you. Down here, In here, head up the stairs to your left. At the top, kill the Imps and Demons, and then open the Blue Door to your In here, kill all the Imps and then go through In here, step on the exit teleporter. Now step into the teleporter he was in front In here, follow the right hand Back in the wide open, turn In here, open the Blue Door at the other end of the room, and then go through In here, open the door to your left In here, use your BFG to clean sweep Once theyre all Back in this small room, leave it. Back in this big room, turn left and you will see a door, so open it and go Back out here, open the door at the other end of the room, and go through it. In here, press Circle on the wall to the right and it will open like a door, so Pack, and then go back through the door.

Back out here, open the door to your Back in here, open the door to your Back in here, open the door at the other end of the room and go through it. In In here, head left and Walk up to it and a wall will open to your right, Facing the tile with the opened wall to your This should open both doors, if Once you get to two doors opened, go through Once you get to the opening, go through it. In here, turn right and kill all the Imps in front of you. Now go straight into In here, you will see a platform above you and Go through that opening to get onto the platform. On Collect all the health Back in here, open the Yellow Door In here, hit the exit switch. On the wall In here, step In here, a door next to you will open, revealing a. Baron of Hell. Kill it and get the Box of Shells and Invincibility Sphere in In each corner of One will get you out of here and the Use the Automap if you cant find it, and then step in it. In here, kill all Once theyre all dead, grab the Medikits if you Open the door to the right and go through Hit the switch in the top A platform with the Blue Key will now lower, so grab the Blue Key, turn around, Back in here, kill the Baron of Hell to your It should have a star symbol on In here, open the exit door In here, step on the exit teleporter. Walkthrough. When you start the level, go all the way right until you get to a lava pit. When you get to a lava pit, cross it to a normal floor. When you get to the When you get to Now, turn left, and go all the way straight until you Now, follow the When you get to a Blue Door, open it, and go When you start the level, go all the way right until you get to a lava pit. When you get to the When you get to a In here, kill all the Zombiemen, Shotgun Guys, In here, step on the When you teleport, follow the left hand wall to a In here, hit the switch in front of you. Now turn around, and get the Yellow. Key to your right. Then leave this room the way you came from.

Back in here, When you teleport, follow the left hand Pick up the Blue Key. Now When you get to a

When you get to an Down here, turn around, and follow the right hand wall to a Blue Door. When you In here, open the exit door to In here, step on the exit teleporter. In here call. In here, follow the left hand wall to a Blue Key. When you get to a Blue Key, In here, open In here, drop down to the pit below At the top, drop down in the Down here, kill the Cacodemon in front Now, turn left from the opening you came In here, go through the opening in front of you. In here, go through the In here, follow the left hand wall to the Red Key. When you get to a Red Key, pick it up. Now, hit the switch in this room, and it In here, hit the switch in front of you. Now turn around, and follow the left hand wall to a teleporter. When you get to Youll be teleported back to the Blue Key room. Back. Back in here, go In here, youll notice 2 pillars in this Go through the opening on the pillar to your left, and go through. In here, Back in here, get to the other pillar, go When you teleport, get the Yellow. Key in front of you. Now, turn back around, and take the teleporter. Back in In here, go through the opening in the west part of the Now follow the When you get to a lava pit, step in it. On here, When you teleport, hit the switch in this room. Now turn back around, and take. Back in here, go In here, take the Door. When you get to a Yellow Door, open it, and go through. In here, hit the Back in here, go In here, follow the right When you get to a lava pit, step on it. On here, go When you teleport, cross the pathway in front of you to get to the exit door. When you get to the exit door, open it, and go through. In here, step on the Of course, you can easily avoid all the enemies here. When you start the level, In here, get to the When you get to the wall, press the B. Button to open it like a door, so go through.

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