

XBOX

LIVE

ONLINE ENABLED



LIMITED COLLECTOR'S EDITION

# DOOM 3™

<http://www.replacementdoes.com>

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

## Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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## INTRODUCTION

You are a marine, one of Earth's toughest, hardened in combat and trained for action. Shortly after you report for duty at the Union Aerospace Corporation's Mars research facility, a massive demonic invasion overwhelms the base, leaving chaos, horror and uncertainty in its wake. As one of only a few survivors, you must use overwhelming firepower and all of your combat skill to battle through the demon hordes, find out what went wrong and prevent the evil from spreading. Only you stand between Hell and Earth.

## GETTING STARTED

After starting **DOOM 3**, press the **▶** button to access the main menu. Here you can choose between Single or Multiplayer modes, or change your game settings.

**Campaign** – Choose this to begin or continue a Single Player game. If starting a New Game, choose your difficulty level from one of the options available. Nightmare mode must be unlocked by completing the game in another difficulty level.

- **New Game** – Select difficulty and start a new game.
- **Load Game** – To load a saved game, highlight the name of the saved game from the list and press the **A** button.

**Multiplayer** – Join or host a game on Xbox Live or System Link.

- **Xbox Live** – Connect via the Internet to play **DOOM 3** on Xbox Live.
- **System Link** – Connect Xbox consoles locally using an Xbox System Link Cable or via your LAN. Up to four players can join.

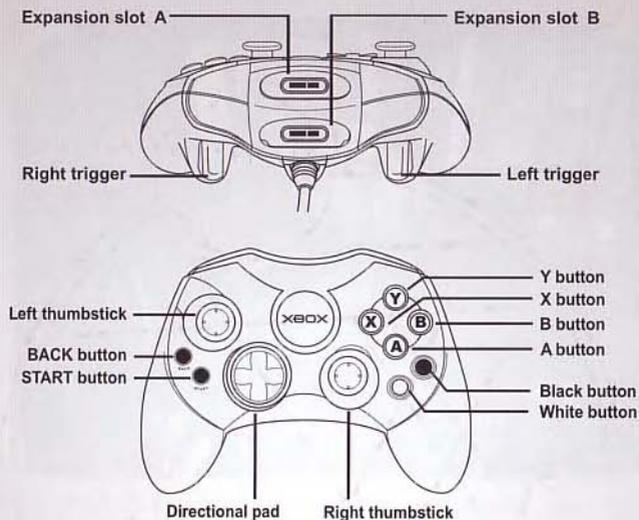
**Settings** – Configure game and system settings. These settings are global and apply to both Single and Multiplayer.

- **Thumbsticks** – Choose one of four thumbstick configurations that affect looking and movement. You can also invert your look direction from this menu.
- **Buttons** – Choose one of 3 configurations for button controls.
- **D-Pad** – Customise your D-Pad for easy weapon access by choosing a direction on the D-Pad, pressing the **X** button, then choosing the weapon you want to access and pressing the **A** button.
- **Game** – Configure your game options:
  - >> **Crouch** – Set to Hold if you want to hold the button. Set to toggle if you want to have it turn on and off with the press of the button.
  - >> **H Sensitivity** – Choose how fast you want the crosshair to move from side to side.
  - >> **V Sensitivity** – Choose how fast you want the crosshair to move from top to bottom.
  - >> **Auto Switch** – If this is set to Yes, you'll immediately switch to the next new weapon you pick up.
  - >> **Auto Reload** – If this is set to Yes, the next pull of the trigger will reload the weapon if ammo is available.
  - >> **Aim Assist** – If this is set to Yes, you'll get a little help targeting monsters. This setting does not affect your aim in Competitive Multiplayer matches.
  - >> **Look Acceleration** – Depressing the sprint button in combination with a look direction speeds up your turning speed.

- **System** – Adjust video, vibration and headphone settings.
  - >> **Contrast** – You can change the screen contrast with this setting.
  - >> **Brightness** – You can change the screen brightness with this setting.
  - >> **Vibration** – If this is set to Yes, the controller will actively use vibration feedback.
  - >> **Headphones** – If this is set to Yes, the sound playback will be balanced for headphone use.

**DOOM<sup>3</sup> LORE –**  
 The original DOOM<sup>®</sup> was released in 1993 via shareware by an id Software comprised of 10 employees. It has become one of the most well known PC games of all time.

## GAME CONTROLS



- |                            |   |
|----------------------------|---|
| Ⓐ – Jump                   | ⊕ – Quick Weapon Select                                 |
| Ⓑ – Next Weapon            |   |
| Ⓨ – Previous Weapon        | Ⓡ trigger – Fire/Activate                               |
| ⓧ – Reload                 | Ⓛ trigger – Sprint                                      |
| ▶ button – Pause Menu      | Black button – PDA (the game pauses when the PDA is up) |
| ◀ button – Quicksave       | White button – Flashlight                               |
| Ⓡ thumbstick – Look/Aim    | Click Ⓡ thumbstick – Zoom                               |
| Ⓛ thumbstick – Move Player | Click Ⓛ thumbstick – Crouch                             |

NOTE: Controller configuration options are available in the Settings menu.

## GAME DISPLAY



- 1) **PDA/Video Disk Indicator** – When you pick up a new PDA or video disk, these icons appear. Press the **Black** button to view your PDA and examine the new information.
- 2) **Armour** – Displays how much armour you have on. The maximum is 125. When you're shot or damaged, some of the impact is absorbed by the armour you wear. When armour is over 100 in Multiplayer, it slowly reduces itself to 100.
- 3) **Health** – The amount of damage you can take. You are completely healthy when the number reads 100. As you're shot or injured, this number decreases. If the number reaches 0, you will die and the demons will feast on your lifeless body. Picking up health packs or using health stations increases your health.

- 4) **Stamina** – The orange bar indicates how much stamina you have left. As you sprint, your stamina decreases. If your stamina is completely depleted, you will not be able to sprint. When you stop sprinting, your stamina slowly replenishes. There is no stamina in Multiplayer.
- 5) **Area Name** – As you walk through the UAC facility on Mars, this indicates your location.
- 6) **Clip Ammunition** – The amount of ammunition in your current weapon. Reload (**X** button) to fill it from your reserve ammunition. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).
- 7) **Reserve Ammunition** – The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).
- 8) **Weapons Carried** – The blue dots indicate which weapons you're carrying. When your clip and reserve ammo is fully depleted, the corresponding dot turns red. An empty space means you have not acquired that weapon yet.
- 9) **Crosshair/Cursor** – Your crosshair generally assists in aiming. However, as you approach other UAC personnel, your weapon lowers and your crosshair indicates that you can talk to the person. Their name appears next to the crosshair. When you approach a computer panel or other graphical interface, your weapon lowers and your crosshair becomes a pointer you can use to interact with the information on-screen.

*TIP -  
Pits of red smoke  
and fog are usually  
bad.*

## UNDERSTANDING YOUR PDA

This crucial piece of hardware is issued to you upon your arrival in Mars City. It contains your security clearance (some locks require a scan of your PDA), your mission objectives and access to the data contained in other PDAs you find. When you find or are given another person's PDA, their information and security clearance is automatically downloaded to your PDA. You can read e-mails and play audio and video logs created by other UAC personnel to find critical or useful information about your surroundings and your mission. To access your PDA, press the Black button (the game will pause when the PDA is up).

Your PDA is often your most valuable piece of equipment. Refer to it often and keep an eye open for the PDAs of other UAC employees.

- Your PDA displays your current mission, available weapons and any inventory items you're carrying.
- Read e-mails and listen to audio logs to retrieve security codes and other valuable information about the facility.
- Video disks provide important information and tips about combat, weapons and the UAC environment.
- Your PDA includes an embedded security clearance and is often used as a key to unlock doors and secured areas.

To enter and exit the PDA, press the Black button (by default).

*TIP -  
Plasma bursts are  
a good deterrent  
against rocket fire.*

Navigate the tabs on the bottom of the screen by pressing ← or → on the D-Pad.



- **User Data:** Your personal PDA information is always located at the top of the PDA Files list. When you pick up or are given a PDA from another UAC employee, their information and security clearance are downloaded directly to your PDA. Select **Personal** from the list by pressing ↑ or ↓ on the D-Pad, then press the **A** button to read e-mails or review audio and video logs. You will now be able to scroll through the available e-mails, video disks and/or audio logs by pressing ↑ or ↓ on the D-Pad. Access the item by highlighting it then pressing the **A** button. Back out to the previous screen by pressing the **B** button.

>> **PDA Files** – Select **Personal** from the list by pressing ↑ or ↓ on the D-Pad. Your data will appear displaying name, current location, rank and security clearance. To browse the information from another UAC employee's PDA, select their name from the **User Data** list.

>> **E-mail** – Select a name from the list by pressing **↑** or **↓** on the D-Pad and then pressing the **A** button. You will now be able to scroll through the available e-mails by using the D-Pad. Read an e-mail by pressing the **A** button. E-mails acquired from other UAC personnel can contain security codes, locker codes or other valuable information. If an e-mail is sent directly to you, it appears in the User Data window when Personal is highlighted.

>> **Video Disks** – Select **Personal** from the list by pressing **↑** or **↓** on the D-Pad then press the **A** button to access the video disk player. Press **↓** on the D-Pad to highlight a video disk, then press the **A** button to view it. If you find a video disk or a video is sent to you, it appears in the User Data when Personal is highlighted.

>> **Audio Logs** – Some of the PDAs you find may contain audio logs. These reports and journals are recorded into the PDA. Like e-mails, they often contain important information about your surroundings and the UAC. Audio logs can be accessed by selecting a name from the list by pressing **↑** or **↓** on the D-Pad and pressing the **A** button. Press **↓** on the D-Pad to highlight an audio log then press the **A** button to hear it. Audio logs continue to play if you exit the PDA.

- **Objectives:** Your primary and secondary objectives are listed here.
- **Inventory:** The weapons you're carrying are listed here. Select a weapon to learn valuable information and tips about using it.

### TIP-

- All your weapons should be checked and reloaded before combat.
- Don't kill civilians!
- Don't stand beside explosive barrels – especially during combat!

## WEAPONS

Soon after arriving in Mars City, you'll be given orders and issued the standard weapons load-out for a marine at the UAC facility.

**Fists** – There's nothing like a little hand-to-hand combat.



**Flashlight** – Power fluctuations and maintenance issues continue to create poor lighting at the UAC facility and flashlights are now required for all security forces. Also works as a club in close combat.



**Pistol** – Standard marine issue semi-automatic pistol. It's highly accurate and provides solid stopping power without expending too much ammo.



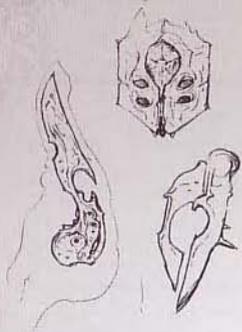
**Shotgun** – The weapon of choice for close combat. Use sparingly for medium or long-range targets.



**Machine Gun** – A high rate of fire, good accuracy and excellent power makes this a perfect weapon for medium and long-range enemies and quick targeting.

### TIP-

Save and Save often...  
unless your  
health is really low.



Soul Cube - UAC archaeologists uncovered an object they've called the "Soul Cube" in an early expedition on Mars. Very little is known about the object. Deciphered text found nearby seems to indicate that the Cube grows stronger every time a "demon" is killed. After five demons have been killed, the Cube's energy can be released to destroy even the most powerful demons. The "souls" gather the health of the slaughtered enemy and transfer it to the user.

The UAC develops the most advanced weaponry of the 21st century. Keep an eye open for additional firearms and hidden arsenals of secret or experimental weapons.

**NOTE:** The Soul Cube does not appear in Cooperative Multiplayer.

### DOOM<sup>3</sup> LORE -

For the original DOOM, John Carmack created a program, Fuzzy Pumper Palette Shop, that would capture live video images and convert them into a PC graphic format that could then be manipulated by the artists to create some of the game's textures.

## IN-GAME MENU



Press the **▶** button to pause your current game and bring up the in-game menu to access the following options:

**Save Game** - Save your current game. To save a game without accessing the menu, press the **⏏** button. This quickly saves your progress and the game will appear as QuickSave in the load menu.

**NOTE:** You can only have one QuickSave at a time.

**Load Game** - To load a saved game, highlight the name of the saved game from the list and press the **A** button.

**Settings** - Configure game and system settings.

**Exit Game** - Quit the current game and return to the Main menu.

## COOPERATIVE MULTIPLAYER

After successfully saving mankind from the demon horde, wage war once again. This time, use some teamwork and pair up with a friend over Xbox Live or System Link to battle demons in the brand new cooperative mode made just for the Xbox.

### Hosting a Game

When you progress through a Cooperative match, you activate checkpoints. When a partner joins you, he or she will start at the most recent checkpoint you've activated.



### User Interfaces

As you make your way through the base, you'll come across high security doors that require both you and your partner to be present. These doors have a red interface and read "Dual Authorization Required"

until both of you are nearby. You can activate the doors only when they turn blue.

**NOTE:** Dual authorisation panels are disabled when only one person is playing.



### Backpacks

As you progress, you'll undoubtedly stock weapons and ammo to be stored in your backpack. When you die, you drop the backpack. When you are teleported back into battle, hurry to your last known position and pick up your backpack. Only your backpack will pulsate with a glow. If you're hosting and your partner quits out of the game, his or her backpack disappears.

## Inventory and Pick-Ups

In each level, you'll find weapons and ammo strewn around. Make sure to grab whatever you can find, but remember, your partner may need items, too. In a few areas, you'll see two of the same weapon or ammo type—one's for you and the other's for your partner.

## COMPETITIVE MULTIPLAYER

Competitive Multiplayer pits up to four battle-hardened marines against each other in a test of combat skills and firepower. Compete in one of four game modes including Deathmatch, Team Deathmatch, Last Man Standing and Tournament.

### Deathmatch

An every-marine-for-himself slugfest. If you're the marine with the most kills when time runs out, you win.

### Team Deathmatch

Pair up and compete to be the team with the most kills before time runs out.

### Last Man Standing

Each marine has a limited number of lives. If all others have fallen and you're the last marine standing, you win.

### Tournament

Two marines battle one-on-one while others watch and wait as spectators. When the battle's over, the first spectator in line becomes the new opponent while the loser moves to the end of the spectator line. The victor remains in the combat arena until defeated by another marine.

## XBOX LIVE™ AND SYSTEM LINK



### Take DOOM 3™ Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

### Downloadable DOOM 3™ Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels and more) to your Xbox console.

### Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

### Xbox Live Manager

Once DOOM 3™ is started, an indicator of your Xbox Live status appears in the top left corner of the screen. If you're signed in to Xbox Live, an option appears at the bottom of your screen that allows you to access the Xbox Live Manager by pressing the **X** button. The Xbox Live Manager contains the following options:

- **Players** – This displays players who are either active or have recently departed from your game session. Here, you can send or cancel friend requests, send feedback to Xbox Live or set voice options for other players. It's empty if you're not currently in a game.
- **Friends** – This contains all your Xbox Live friends. You can check a friend's game status, send voice messages, set voice options or send game invitations.
- **Messages** – To quickly check for any voice messages or friend requests, choose this option.
- **Settings** – Here, you can choose your voice mask, whether or not you want to appear online and if you want to hear communicator chatter through your speakers.
- **Statistics** – Where do you fall among the DOOM 3™ Xbox Live player community? Players are ranked based on frags, frag rate and deaths. To cycle through the various game type standings (or overall ranking), press the **L** trigger. To cycle through the range of time periods, press the **R** trigger. Move through the pages using **←** and **→** on the D-Pad.

From the main Xbox Live Manager menu, press the **X** button to sign out of Xbox Live.

### DOOM<sup>3</sup> LORE -

Tim Willits, the lead designer on DOOM<sup>3</sup>, started his career making maps for the original DOOM and releasing them on the internet for free. id liked his work and hired him as a designer in 1995.

## Xbox Live

If you're part of the Xbox Live community, you can join or create your own matches over the Internet.

- **Quick Match** – This search brings up the first available Xbox Live session. You may only specify the game type you wish to play. To search for another game, press the **X** button.
- **Optimatch** – This search allows you to browse all of the available DOOM 3™ games. To narrow your search, specify the game type and/or map, or whether or not the host is tracking stats. Press the **X** button to refresh your list.
- **Create Match** – Create an Xbox Live session for others to join. When creating a match, you can change several options. Cycle your choices by pressing **←** or **→** on the D-Pad. Move through the options by pressing **↑** or **↓** on the D-Pad. Match Option descriptions are on page 18.

**System Link** – For local Multiplayer action, connect two Xbox consoles together using an Xbox System Link Cable or link up multiple Xbox consoles via your LAN.

- **Find Match** – This search brings up any available LAN sessions. To refresh the list, press the **X** button.
- **Create Match** – Create a local session for others on your LAN to join. When creating a match, you can change several options. Cycle your choices by pressing **←** or **→** on the D-Pad. Move through the options by pressing **↑** or **↓** on the D-Pad. See Match Option descriptions below.

## Match Options

- Game Type** Select among Deathmatch, Team Deathmatch, Cooperative, Tourney or Last Man Standing.
- Map** Select the map you want to play.
- Friendly Fire** Available only in Team Deathmatch or Cooperative modes, this option enables or disables friendly fire between teammates.  
**NOTE:** Your health will not decrease from team damage, but your armour will.

**Frag Limit** The player who reaches this score first wins.

**Time Limit** The player with the highest score after the set time limit (in minutes) expires, wins. Once the time limit is reached, the map will reload with all players starting at zero frags. If the game is tied when the time limit is reached, the game will go into Sudden Death mode.

**Max Players** Set the maximum number of players for your match. When creating an Xbox Live match, the game will detect your Internet connection speed and apply the recommended number of players. Setting the player number too high will decrease overall game performance.

**Private Slots** Here you can choose the number of slots to reserve for players that are on your Friends List. This is set to 0 by default.

**Stats Tracking** This enables Xbox Live tracked stats in your game. If this is on, the session will be subject to Xbox Live arbitration. This is not available for Cooperative mode.

Once you've set the options you want, press the **A** button to accept your settings and create a game.

## DOOM 3 LORE -

There were over 500,000 lines of script code written and over 25,000 image files generated in the process of creating all of the graphical interfaces, computer screens, and displays throughout DOOM 3.

## COLLECTOR'S EDITION EXTRAS

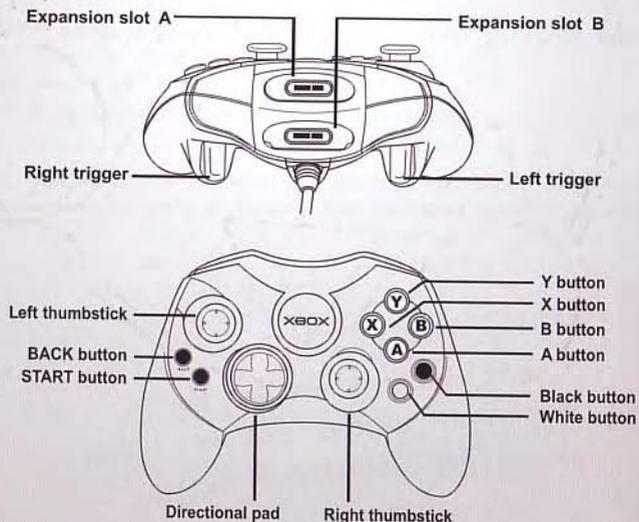
### Ultimate DOOM™ & DOOM II®

In 1993, John Carmack and the id Software team broke new ground by creating the most immersive and intense first-person action game ever made. The Collector's Edition of DOOM 3™ includes both ULTIMATE DOOM™ and its sequel, DOOM II®. For the first time on Xbox, experience the beginning of the DOOM™ legacy firsthand.

### Getting Started

On the DOOM 3™ main menu, choose Extras. Cycle through options with ← and → on the D-Pad. Move up and down with ↑ and ↓ on the D-Pad.

### Game Controls



- A** - Display Last Message
- B** or D-Pad → - Next Weapon
- Y** or D-Pad ← - Previous Weapon
- X** - Use/Activate
- ▶** or **◀** button - Pause Menu
- R** thumbstick - Look/Aim
- L** thumbstick - Move/Strafe
- ↑** - Show Automap
- R** trigger - Fire
- L** trigger - Sprint
- Black button - Zoom Out
- White button - Zoom In

### Using Doors, Switches & Elevators

To open most doors and operate switches, stand directly in front of them and press the **X** button.

**NOTE:** Some doors have security locks and require you to have a colour coded security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch on those doors.

### Picking Up Stuff

To pick up an object, just walk over it. You're smart, and know if you need to take it.

### The Automap

To help you find your way around, you're equipped with an automap device. By pressing **↑** on the D-Pad, your normal view is replaced with a top-down map of everything you've seen so far. The white arrow represents you. You can zoom in and out by pressing the **White** or **Black** buttons, respectively.

**NOTE:** You're able to move, turn and fire while viewing the Automap—but remember, your enemies are still active as well.

## Completing an Area

At the end of each area there is an exit chamber. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, the Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time and a par completion time are all displayed. To continue to the next area, press the **X** button.

## Eternal Life After Death

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit; you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

**NOTE:** Jumping is very important while playing **ULTIMATE DOOM™** & **DOOM II™**. Though there is no jump button, you can leap from ledges by getting a running start. Remember to use the **L** trigger to sprint. The faster you're moving, the further you'll go.

## In-Game Menu

You can bring up the menu at any time by pressing the **▶** or **◀** buttons. Use **⊕** or **⊖** to move the skull icon up and down. When the skull is adjacent to a desired selection, press the **A** button to activate that selection.

**New Game** – If you want to jump into the action, select this. You'll be asked to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face.

**Load/Save Game** – Games can be saved or loaded at any time during gameplay. To save a game, select **Save Game**, then move the skull icon to any empty slot (or one you don't mind writing over) and press the **A** button. This option is only available if you're currently in a game. To load a game, simply select the appropriate game from the Load Game menu and press **A** to load it.

**Quit Game** – This returns you to the **DOOM 3™** main menu screen.

## Split-Screen Multiplayer

### Cooperative Mode

Cooperative Mode allows players to join forces against the demons invading Mars and Earth. Up to four people can play.

**Starting a Game** – From the **CLASSIC DOOM™** menu, choose either **ULTIMATE DOOM™** or **DOOM II™**, then for the Mode option, choose **Cooperative**. Then choose the number of players you want and what area you would like to play.

### Deathmatch Mode

In Deathmatch, your mission is to kill everything that moves, including your buddies.

**Starting a Game** – From the **CLASSIC DOOM™** menu, choose either **ULTIMATE DOOM™** or **DOOM II™**, then for the Mode option, choose **Deathmatch**. Then choose the number of players you want and what area you would like to play.

**Winning** – The rules for completing or winning a Deathmatch game have intentionally been left general. Any player can exit an area and force all the other players to move to the next area. Also, there's no limit to how many kills are required to win. We decided to leave it up to you. You know what you like best!

## id Software Interviews

Select this option to watch interviews with members of the id Software team as they talk about the process of creating one of the scariest games ever made.

## G4: Video Game TV "Icons" Feature

Select the **G4 Videos** option to watch the **G4: Video Game TV "Icons"** episode featuring **DOOM 3™** and get a rare glimpse behind the scenes at id Software.

## Concept Art

Choose this option to see a collection of original concept sketches and paintings that were created during the development of **DOOM 3™**.

## CREDITS

### DOOM 3<sup>™</sup> Originally Developed by id Software

Artist . . . . . Adrian Carmack  
Technical Director . . . . . John Carmack  
Artist . . . . . Kevin Cloud  
CEO . . . . . Todd Hollenshead  
Lead Designer . . . . . Tim Willits  
Sound Design . . . . . Christian Antkow  
Programmer . . . . . Timothee Besset  
Designer . . . . . Mal Blackwell  
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Programmer . . . . . Jim Dosé  
Media Artist . . . . . Pat Duffy  
Lead Programmer . . . . . Robert A. Duffy  
Designer . . . . . Matt Hooper  
Animator . . . . . James Houska  
Office Manager and id Mom . . . . . Donna Jackson  
Designer . . . . . Jerry Keehan  
Associate Producer . . . . . Jason Kim  
Artist . . . . . Seneca Menard  
Animator . . . . . Fredrik Nilsson  
Designer . . . . . Steve Rescoe  
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Dir. Business Development . . . . . Marty Stratton  
Artist . . . . . Patrick Thomas  
Programmer . . . . . Jan Paul van Waveren  
Development Assistant/Animator . . . . . Eric Webb  
Programmer . . . . . Jonathan Wright

### Additional Credits

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Theme for DOOM 3<sup>™</sup> Composed by . . . . . Clint Walsh  
Additional Sound Effects Design . . . . . Danetracks, Inc.  
Additional In-Game Sounds . . . . . Chris Vrenna  
Additional Story and Dialog . . . . . Matthew J. Costello  
Voice Recording and Production . . . . . Womb Music  
Voice Casting/Direction . . . . . Margaret Tang  
VO Engineer/Editing/Monster FX . . . . . Rik Schaffer

## VOICES

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Betruger . . . . . Philip Clarke  
Campbell, Additional VO. . . . . Andy Chanley  
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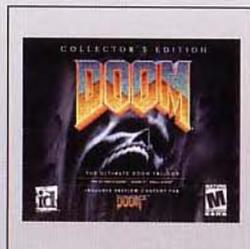
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