

DOOM TROOPERS™

U/SNS/AMSE/USA



**MUTANT
CHRONICLES**

Playmates



Interactive Entertainment, Inc.



Designed and Developed by

Adrenaline
ENTERTAINMENT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DOOM TROOPERS™

Welcome to the world of Mutant Chronicles! We hope you enjoy this latest addition to your video game library!

Please take a few moments to read this instruction booklet to familiarize yourself with the controls. This way you will find more satisfaction from the game and be less inclined to call our consumer help-line. If you have a problem with your game play that is not covered in this manual, then by all means give us a call. You can find the number on the back of this instruction booklet.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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GETTING STARTED

1. Make sure that your Super Nintendo Entertainment System is set up correctly.
2. Be sure that the Controller is properly plugged in.
3. Make sure that the power switch is turned OFF. Place the Mutant Chronicles™ Doomtroopers™ Game Pak into the game pak slot and press it down firmly.
4. Turn the power switch to ON. You should see the Super NES title screen, followed by legal stuff and then the Mutant Chronicles™ Doomtroopers™ title screen.



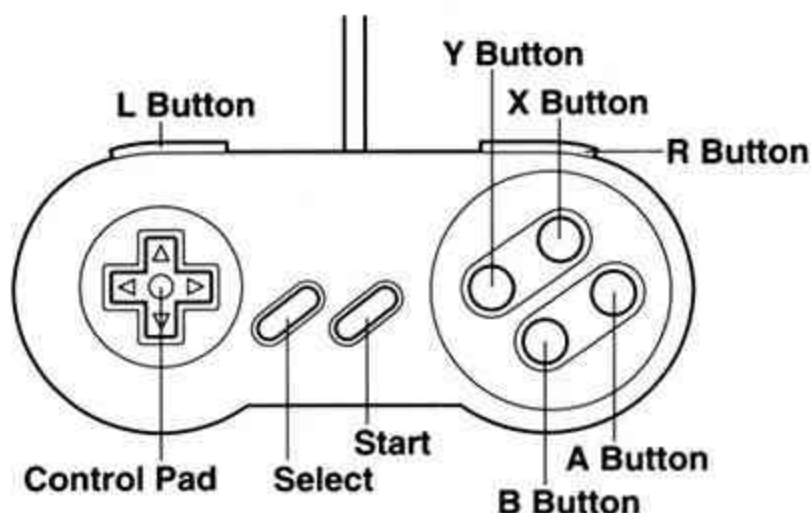
A SLEEPING ENEMY AWAKES

You want the rush from taking on an army of mutated warriors single-handed? Then you may have what it takes to make it as a Doomtrooper!!! Take on worlds infested with the mutated hordes of Dark Legion mutants and teach them the true meaning of fear!

Join Mitch Hunter and Max Steiner as they take on the galaxy — blazing a trail of smoldering Dark Legion Forces in their onslaught to rid the human outposts of the deadly alien threat. Suit up as a Doomtrooper and get ready for the most action-packed combat you've ever seen! The world is counting on you — don't pass this one up!



CONTROLLING THE DOOMTROOPERS



The controls listed below are for the pre-set configuration. You have the ability in the Options Screen to assign the button functions as you see fit. If you do not alter the controls in the Options Screen, they will function as follows:

- A Button** This fires the main attack gun(s) that the Doomtroopers carry.
- B Button** Press to Jump. If you jump near a ledge that you can reach, and the Autoclimb is On, your character automatically grabs the ledge and pulls himself up.
- X Button** This launches the special weapon. The special weapons take longer to reach their targets but do more damage when they hit.
- Y Button** Activates the Close-attack. This is best achieved in close hand-to-hand combat situations only. Do not attempt this move when you are far from an enemy.



- L Button** When close to an enemy (like Close-attack), you can grab or punch them by pressing this button.
If you turned Off the Autoclimb feature on the Options Screen, this button also activates the climb move when you get near a ledge.
- R Button** Use this to aim your weapon 360 degrees around your character.
- Start Button** This will pause the game and enter your selections in the Options and Title Screens.
- Select Button** (No set function.)
- Control Pad** Moves your character up, down, left and right. When firing, it also aims your weapon.



NOTE:

When trying to climb down from a ledge, in Autoclimb Mode, let go of the control pad as soon as the character steps off the ledge. If you don't let go, he will grab onto an adjacent ledge.

HINT:

If you configure the settings to have main weapon as A Button and the Aim function also as the A Button, you will be able to fire and aim while jumping. This is the only way this can be achieved. This will limit ability to shoot special weapons in some directions.

PLAYER SELECT SCREEN

You are presented with the option to play as Mitch or Max when this screen appears. The 1-Player version allows you to choose which one you wish to play. While in 2-Player mode, once Player 1 chooses a character the other character is

automatically given to Player 2. You will play the selected character for the duration of the game.



NOTE: In 2-Player Mode, when one player dies, be careful to time it so that when you come back onto the screen your teammate is in a safe area or you may die again.

OPTIONS SCREEN

You can customize your battle with the Dark Legion by entering your commands in this screen. The options include:

Difficulty - Wimp, Trooper and Brutal.

Lives - Choose from up to 5 lives for a game.



Autoclimb On/Off - This determines whether you want the computer to automatically have your character grab a ledge when jumping for it or if you would rather do it yourself.

Joystick (Configuration) - Determine which button configuration works best for your style of game play!

Password - Continue your game play at the last completed level by entering the password you were given on this screen.

Exit - Go back to the main title screen. Your changes remain once you exit the Options Screen.

THE DOOMTROOPERS

Mitch Hunter

Age: 27

Hair/Eyes: Brown/Brown

Height/Weight: 6'4"/205

Corporation: Capitol

Rank: Captain

Unit: Capitol Armed Forces

Background: Planning to use it as a springboard to the world of high finance, Mitch signed on with the Capitol elite forces for a couple of years. Nine years passed, and the impact on the world Mitch wanted to make with a suit and tie is being made with battle armor instead.

Personality: Mitch has an extreme personal code of honor and will refuse to do anything that conflicts with it. He is very charismatic, and almost always gets his way (even if his commanders don't always approve).



Maximillian "Max" Steiner

Age: 34

Hair/Eyes: Blond/Blue

Height/Weight: 6'5"/240

Corporation: Bauhaus

Rank: Major

Unit: Etoiles Mortants

Background: The son of an aristocratic Bauhaus family, he joined the air cavalry at an early age. He gained fame as one of the finest helo-pilots, but a scandal grounded him. He has earned just as strong a reputation on the ground as he had in the air.

Personality: Both his background and demeanor are noble. Though not preachy about it, Max would never break a promise or the unwritten codes of combat. He is one of those people you instantly respect, a natural leader.



THE FORCES OF THE DARK LEGION

Legion Forces

Hair/Eyes: Varies/Varies

Skin Color: Varies

Height/Weight: Approx.
5'2"/165

Weaponry: Varies

Appearance: The Legion Forces make up the bulk of the Dark Legion's forces.

They are the reanimated human dead of the battlefield, brought back to life by necro-technology. Their ghoulish twisted grins and glowing eyes are enough to strike fear into any soldier's heart. Their equipment and armor are the plunder of combat.

Demeanor: The Legion Forces are mindless zombies that act without any will of their own. They are slaves to the will of a commanding Nepharite or Dark Legion superior.



Necromutant

Hair/Eyes: Silver-White/Red

Skin Color: Black

Height/Weight: 5'10"/260

Weaponry: Heavy
Firearms

Appearance: Necromutants are warriors transformed by the twisted science of the Dark Legion. Their bodies are perfectly adapted to combat. They are massively built, with broad shoulders and muscular arms. Their skin is the color of soot and their eyes are expressionless wells of darkness. Their veins pulsate with an unholy glow.

Demeanor: Necromutants are the commanding officers of the Dark Legion. Followed by hordes of Legion Forces, they will fearlessly assault even the strongest fortifications.



Razide

Hair/Eyes: None/Red

Skin Color: Red

Height/Weight: Approx.
7'5"/600

Weaponry: Very Heavy
Support Firearms

Appearance: A Razide is a hybrid collection of flesh, iron and stone. Unearthly organs connected by endless tubes pump dark liquids through the Razide's muscular body and send ripples across the skin. They tower over an average person and can crush stone with their bare hands.

Demeanor: The Razide is a beast from another time and existence, impossibly strong and given a constitution beyond any man's. Under the command of a Nepharite or Centurion, they are the Dark Legion's support troops and fire power.



Centurion

Hair/Eyes: Black/Gray

Skin Color: Green

Height/Weight: Approx.
6'6"/250

Weaponry: Varies

Appearance: Centurions are the special forces of the Dark Legion. They physically resemble Necromutants, but they often carry better weapons and equipment.

Demeanor: Centurions are a superior form of Necromutant, a little more intelligent and imaginative. Their combat abilities are also better, and they are often used for special missions as well as commanding troops.



THE MISSION OBJECTIVES

Mitch and Max have their work cut out for them. They travel to planets in the solar system, looking to rid them of the Dark Legion infestations. Heavily armed and armored with state-of-the-art weaponry, the Doomtroopers are ready to kick some mutant butt!

Mitch uses a modified CAR-24 close-assault rifle with a "Southpaw" rocket launching attachment. Max carries twin MP-105 machine pistols and a modified Gehenna Puker Flame-thrower which mounts under his wrists. By successfully completing increasingly difficult and dangerous missions, they come one step closer to defeating Algeroth, Dark Apostle of War & the Dark Technology. Defeat Algeroth and the war with the Dark Legion is over.



ITEMS - Both soldiers can collect the following items as they blast across the battlefields. Each item adds either power to their arsenal or restores health to their life meter.

Special Weapon Power Ups:

Blue Power Ups add a limited supply of flamethrowers to Max's arsenal, or a limited supply of rockets to Mitch's arsenal, depending on which character you are playing.

Red Power Ups add a limited supply of exploding fireballs to Max's arsenal, or a limited supply of homing missiles to Mitch's arsenal, depending on which character you are playing.



Bullet Power Up: Adds an extra supply of bullets to player.

Health Power Up: Restores full health to player.

1 Up Power Up: Adds an extra life to the player.

WAR ON THE DISTANT PLANETS



The Dark Legion has overrun the human bases established across the solar system and it's up to Mitch and Max to get them back.

MARS - Site of one of the first of Man's colonization efforts,

Mars has become infested with the nightmarish denizens of the Dark Legion. The once peaceful terrain now crawls with dangerous Legion Forces waiting to add you to their ranks!

VENUS - This planet has been successfully terraformed into a lush jungle world that is now home to the tyrant



Demnogonis - the Dark Apostle of Destruction. Climb raging waterfalls and blast your way through the dense vegetation to reach his unholy throne of bones, built from the skeletons of his numerous victims.

MERCURY - The hottest planet (closest to the sun), is the new domain of Semai - the Dark Lord of Spite. Reeking with fetid pools of lava and dripping death from above, the terrain of Mercury is even more dangerous than Venus.

Semai wields incredible powers that your mere guns and rockets cannot crush. You must find a way to use his own weaponry against him...



PLUTO - Going from the extremes of heat to the depths of cold, you now grace the planet furthest from the sun. Pluto is known for a chilly reception, especially from the Dark Legion terror known as Razide who lives within the hidden fortress. You must penetrate deep within the ice caverns to locate the base's reactor and destroy it. Remember to get out before the whole installation blows sky high with you still in it!



NERO - The tenth planet of our solar system is the home world of the Dark Legion and the domain of Algeroth. Secreted deep in his Cathedral, Algeroth awaits all warriors with



more weaponry and pure fire power than you have yet faced. Good luck, Doomtrooper, against this menace, you're going to need all the luck in the world!

SUMMARY SCREEN

The Level Summary Screen automatically appears when you complete each level. This screen provides you with the vital statistics of your character(s).

The summary includes:

- The number of lives you have left.
- The number of continues you have left.



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NOTES AND PASSWORDS

This space has been provided for you to write down notes about the game as well as the passwords you collect along the way.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES AND PASSWORDS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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