

THE GREAT ADVENTURE OF
朝比奈みくるの
大冒険
MIKURU ASAHINA



MANUAL – ENGLISH
(by CCIDave and Orphen)

ASAHINA MIKURU NO DAIBOUKEN

Created by CCIDave
(graphics and maps)

Additional credits to :

UltraJP
(status bar design, manual title logo design)

Leily
(Mikuru nurse skin)

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(beta testing, suggestions)

Edward the great
(suggestions, picture resource)

This game is based on the 1st episode of the Japanese anime
“Suzumiya Haruhi no yuuutsu” (The melancholy of Haruhi Suzumiya)
created by Kyoto animation.
Original novel written by Nagaru Tanigawa and illustrated by Noizi Ito.

This game runs on the “DOOM Legacy” engine by Denis Fabrice and Pereira Boris.
<http://legacy.newdoom.com/index.php>

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You are not allowed to modify the files, and I don’t allow hosting as
long as my website is still online.

The musics and sounds used in the game are copyrighted by their respective owners.
The graphics are under my copyright (except the pictures used as
“posters”, the fonts, and a few textures).

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FANFIC STORY

Kyon: What? A game?

Haruhi: Yes, we're going to create a game based on our movie!

Kyon: (first a shitty movie, and now a game... what's next?)

Wait, do you even know how to create a game? You couldn't even create the SOS-brigade site yourself, you know nothing about programming! (ok, I think we all know who is going to create that game...)

Haruhi: I don't have time to learn how to create a game, that's why you're going to do that. And don't forget we have only 9 month before the next festival!

Kyon: Wait, don't you think I couldn't have the time to learn...

Haruhi: So, what kind of games do you think would suit our movie?

Kyon: (Your movie...)

Haruhi: I have thought of a fighting game, but such a game would require lots of characters. How about a first person shooter?

Kyon: (That's how I got, once again, forced to do things for our SOS-brigade leader... I feel ashamed. And I feel sorry for Asahina-san for being the main character of Haruhi 's future game.)

(After hours and hours of searching through Internet for a good program to create games, I finally found something I could handle without any problem. I'm not going to learn C++ or Java to please our "dear" Haruhi, so I decided to search for some old customizable games. I could use Duke Nukem 3D, but I might use DOOM by id Software instead.)

Okay, I got something, Haruhi.

Haruhi: DOOM? It's okay as long as I can draw the graphics myself. Now, we have to make a list of the enemies... We have your 2 friends, Tsuruya, and Yuki.

Kyon: (Why not adding yourself as a super big boss... That would make me play the game only to beat you)

Haruhi: I know! I'm going to create a new monster, the one I've dreamed of once. A giant with a blue body!

Kyon: (That was no dream, you idiot! It was a closed space)

Haruhi: The game will need more bizarre creatures. I was thinking of a giant cricket! What do you think about it, Kyon? Koizumi-kun?

Itsuki: Nice idea, Suzumiya-san.

Haruhi: Fine! I was also thinking about adding the mysteriously transferred student that was in our class, Asakura Ryoko! A knife and mysterious powers would fit her perfectly! What do you think about it, Kyon? Yuki?

Yuki: Yes...

Kyon: (The celestial, the cricket, and now Asakura-san... How can she guess about stuff that happened without her around? Well, Koizumi calls her "GOD" after all...)

Haruhi: Come on Kyon! Let's start working!



GAME STORY



You are Mikuru Asahina, a waitress from the future who is here to protect Itsuki Koizumi. Itsuki is an ESPer, but has not managed to discover how to use his full potential yet.

Some times ago, Yuki Nagato, an evil Alien came on earth to have Itsuki on her side, and use his power for the “evolution”. Mikuru and Itsuki managed to defeat Yuki, but she is back, and she decided to use her full potential to capture Itsuki.

You receive a message from Itsuki telling you that Yuki is back, but the worst thing is that Yuki has captured your friends Tsuruya-san, Kunikida and Taniguchi, brainwashed them, and created clones out of them to stop you from protecting Itsuki.

Now it’s up to you to decide the destiny of Mikuru, Itsuki and Yuki by going through 8 levels. Use all your weapons and your brain to find Yuki and protect Itsuki.



INSTALLING THE GAME

First of all, you need the original IWAD of DOOM or Ultimate DOOM (it won't work with DOOM 2 or Final DOOM). And no, don't ask me where you can download it, because it's illegal. Even though the source code of DOOM is open source, the original IWAD files are still under copyright by id Software.

You can buy the DOOM collector edition that includes Ultimate DOOM, DOOM 2, and both Final DOOM games TNT and Plutonia for only 20,00 \$. See page 2 for the URL of id Software's official site.

You also need the Legacy engine to run "Asahina Mikuru no Daibouken" (let's call it "MikuDOOM"). MikuDOOM won't work with the original doom.exe, nor DOOM95, nor any port like ZDOOM, JDOOM, Vanilla, etc... MikuDOOM is designed to work with Legacy only.

You can download Legacy from its official site (see page 2) for free, since it's freeware.

Okay, now that you got Legacy and the original IWAD of DOOM/Ultimate DOOM, be sure you have installed Legacy correctly, and that the DOOM IWAD works with Legacy by using the launcher, or by typing in DOS (or using a BAT file) "legacy.exe -iwad doom.wad".

Now, download MikuDOOM from my site (again, see page 2 for the URL), and just unzip the files in your Legacy directory. You should have 5 files (mikuru.wad, mikuru2.wad, mikuru3.wad, mikudoom.bat, mikudoom.txt) and 1 subdirectory (mikudoom_doc).

Just double click on "mikudoom.bat" to run the game. Note that you can use the launcher for that, but I have included some parameters to play the game the way it's supposed to be played (digital music, opengl, more memory).

If you wish to use the launcher to play the game, be sure to have selected "opengl" in the video modes, or else, you'll have ugly stuff in the game. If you have other IWAD that DOOM or Ultimate DOOM, be sure to have the right IWAD selected in "game mode", or else, you won't be able to play the game. And to run the game, you'll have to go to "single map", select the WAD file, write "-digmusic" in the command file, select "E3Mx" before running the game.

Note that MikuDOOM hasn't been tested with the Mac, Linux and DOS versions of Legacy, since I use Windows...

USING THE DOOM LEGACY MENU

When you run MikuDOOM, a self-running demo will begin. To get to the menu press the Spacebar. Use the arrow keys, mouse, or joystick to move the cursor up and down. When the cursor is adjacent to a desired selection, press the Enter key, left mouse button, or joystick Fire button to activate that selection.

If you're in a game, you can bring up the menu at any time by pressing the Escape Key. Many of the Menu options can be activated directly by using a function key, thus bypassing the menus entirely. To exit the menu, press the Escape key or to return to the previous menu from a submenu press the Backspace key.

MAIN MENU

SINGLE PLAYER

If you want to jump into the action, select this. See the sub menus below.

MULTIPLAYER

If you want to play with your friends, you must select this one. See the sub menus below.

OPTIONS

Used to setup parameters for the game.

READ THIS!

It shows the credits of the game. Press Enter again to see the list of shortcuts.

QUIT GAME

It enables you to quit from MikuDOOM and return to DOS/Windows/etc...



SINGLE PLAYER

NEW GAME

After selecting this one, MikuDOOM will ask you which game you want to play. The first two games are made for peoples who are not used to DOOM, and want to learn how to play. To start the story mode game, select the third one "The adventures of Mikuru". If you are using Ultimate DOOM, you will have a blank fourth selection, selecting it will bring you to the first "how to play" game. Once you have selected your game, it will



ask you the difficulty level you want to play. Each difficulty level differs in the toughness of the enemies you'll face. Beware of the Expert level of difficulty. It is definitely not suitable for inexperienced game players (not even fair at all).

LOADING AND SAVING YOUR GAME (F2 AND F3)

Games can be saved or loaded at any time during gameplay. To save a game, move the cursor to an empty slot (or one you don't mind writing over), and press the Enter key. This option is only available if you are currently in a game. To load a game, simply select the appropriate game from the Load Game menu.

END GAME

This allows you to end the current game without exiting to DOS/Windows/etc... or loading a new game.

MULTIPLAYER

START SERVER

If you want to be the game leader select this one. It will ask you which level you want to play (select E3Mx), the level difficulty (skill), if you want to have monsters, the game type (cooperative or deathmatch), the server type (internet or local lan), and the server name. Select Start when you want to start your game.

CONNECT SERVER

It allows to you join a game. It will ask you if you want to search for available games on the internets, or on local lan.

TWO PLAYERS GAME

This option allows you to start a split-screen multiplayer game. The options are the same as "Start Server".

SETUP PLAYER ONE

You can change you name, colour and skin from this menu.

SETUP PLAYER TWO

Same as for player one, but you can also configure Player two's keys.

OPTIONS

You can change lots of things of the gameplay from here, like allow jumping, fast monsters, respawn items or monsters, etc...

END GAME

Same as the "Single Player" menu's End Game option.



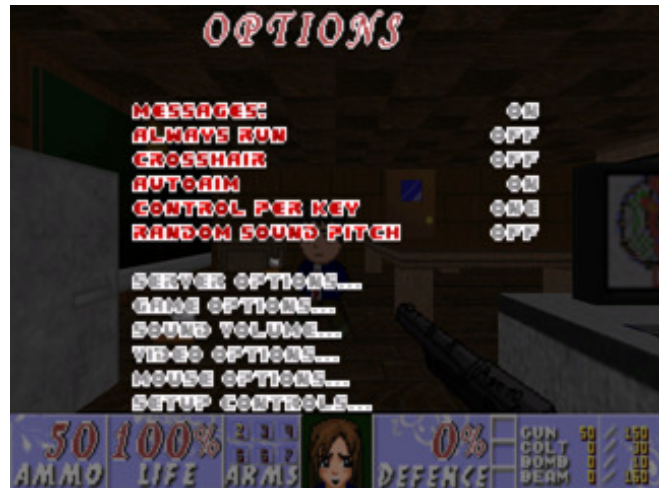
OPTIONS

MESSAGES

In MikuDOOM, whenever you pick up an item, you'll receive information about the thing you just picked up. This option lets you toggle MikuDOOM messages on and off.

ALWAYS RUN

If you don't want to hold the Shift key and want to always run, turn it on.



CROSSHAIR

You have 3 different types of crosshairs available if you are not sure about your aiming abilities. Turn it off if you don't need it.

AUTOAIM

If you want the game to detect and autoaim an enemy who is close but not IN your aiming field when you shoot, turn it on. If you turn it on, you'll have to accurately aim at your enemies (even the enemies who are under or over your aim field).

CONTROL PER KEY

Select from one or several.

RANDOM SOUND PITCH

You can turn it on or off.

SERVER/GAME OPTIONS

See "Multiplayer".

SOUND VOLUME

This selection has a bar with a sliding marker, allowing adjustment of the volume from "off" to "maximum". You can use the arrow keys to slide the marker back and forth. These bars modify the music as well as the sound effects volume. You can modify the volume of your CD audio if you have inserted one in your computer.

VIDEO OPTIONS

You can change your video parameters and the screen size from this option.

MOUSE OPTIONS

Everything related to your mouse can be modified here.

SETUP CONTROLS

Configure your key from here. Note that the names of the weapons shown are the original DOOM weapons name.

SHORTCUTS

Pause key = Pause

F1 = Read This!

F4 = Sound Volume

F7 = Options

F10 = Quit

- = Reduce View

Esc Key = Menu

F2 = Save

F5 = Video Options

F8 = Toggle Messages

F11 = Gamma Correction

+ = Increase View

Tab = Automap (on/off)

F3 = Load

F6 = Quicksave

F9 = Quickload

F12 = Cooperative view

QUICKSAVE: Pressing the function key F6 allows you to Save a game without leaving the action. The first time Quicksave is used in a given game, the standard Save menu appears. Select a slot. From then on, pressing F6 automatically saves the same to that slot without interrupting the fun of smackin' baddies around. Pressing F9 loads in the last Quicksave game after prompting you.

GAMMA CORRECTION: On some monitors, DOOM may appear too dark. Pressing the function key F11 lightens the screen through different brightness levels.

COOPERATIVE VIEW: When you are playing a cooperative Multiplayer game, you can see your friend(s)'s screen by pressing F12. 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.

ON-SCREEN INFORMATION

THE STATUS BAR



MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

LIFE: You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time.

ARMS: This list of numbers shows which weapons are available. If a number is highlighted, the weapon is accessible by pressing that number. ("1" is always available.)

YOUR MUG: This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage you'll begin to cry.

DEFENCE: It helps you to get less damage when you get hit. Keep an eye on it, because when it goes, you might, too.

SMOKED CHEESES: They are used to open locked doors. You can see any cheeses you possess right here. There are three cheese colors; Yellow, Red and Blue.

AMMO: This shows how much of each type of ammo you're carrying and the maximum amount you could carry – if you had it.

MESSAGES

Often you'll find yourself running over various items. MikuDOOM tells you what you're picking up by printing a message on the screen – unless messages are off.

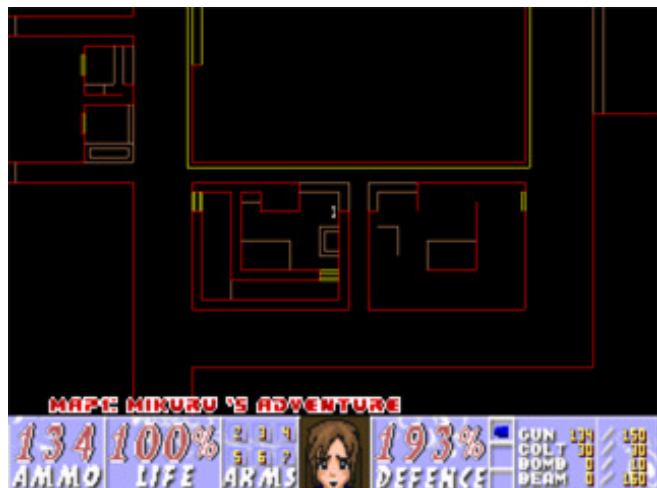
THE AUTOMAP

To help you find your way around MikuDOOM, you're equipped with an automap device. By pressing the Tab key, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking.

You can zoom in and out by pressing “+” or “-“. Press the number “0” to toggle between zoom and full view. To mark your location on the map, press the “M” key. This will place a number over your location. To clear all the numbers from the map, press the “C” key.

MOVING IN THE AUTOMAP

Using the arrow keys, you can move yourself, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Pressing the “F” key will toggle Follow mode on and off.



THE STATS SCREEN

When you complete a level (except the last one), an 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.

In a cooperative game, it shows the same information for all players, while in a deathmatch game, it shows the amount of frags of each player.



HOW TO PLAY

MOVING

At first, you might find yourself bumping into walls while enemies beat you up. Once you've got movement down, everything else follows.

WALKING: Use the up and down keys to walk forward and backward.

TURNING: The left and right keys turn you left and right.

RUNNING: Hold the shift key and the appropriate arrow key to speed yourself up.

STRAFE: By holding the Alt key and the right or left arrow key, you can side step, rather than turning right or left.

LOOK UP/DOWN: Use the "page-up" and "page-down" to look up and down respectively. Use the "end" key to go back to the centre.

FIRING: To use a weapon, point it towards the enemy and press the Ctrl key.

PICKING UP STUFF

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

USING DOORS, SWITCHES AND ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the Spacebar. When you successfully operate a switch, it will change in some way.

LOCKED DOORS: Some doors have security locks, and require a colour coded smoked cheese 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.

ELEVATORS: You'll see platforms that raise and lower. They can usually be operated by walking up to the platform and pressing the Spacebar key, or by walking on it.

BROKEN ELEVATORS: If you activate an elevator that doesn't go up enough to go somewhere, then you just found a broken elevator. They can be activated using a switch. Once they are activated, just use them like normal elevators.

ALTERNATE SPACES:

You'll encounter a few alternate spaces in the game. One of them is just an alternate "room", while the other one is used to quit the level (since the whole level takes place in an alternate space). If you see the "SOS" logo somewhere on the floor, just walk on it.

WATER:

You'll sometime have to walk onto water, or just swim. But since Mikuru fears water, you'll need a swimsuit, or else, you'll take some damage (in level 7, you don't require a swimsuit though).

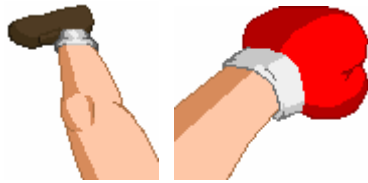
When you are under water, to swim, just do as if you are walking by pressing the arrow keys. To swim up, you'll have to press the jump key (see "setup controls"). You can also use the look up/down and the up arrow key to swim up and down.

ETERNAL LIFE:

If you die, you restart the level at the beginning with a pistol. You have no "lives" limit. But everything in the level is back again, like you.

WEAPONS AND ITEMS

WEAPONS: At first, you have only your pistol and your kicks for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The numeric keys select particular weapons (you cannot use the keypad keys for this selection). Here is the weapons list:



1 = Kick/Boxing gloves  / 

The kick, along with the pistol, is one of your first attacks available when you start a new game. When you get the boxing gloves, you can toggle between both attacks by pressing 1 again.



2 = Pistol AMMO USED: 

Your basic weapon. It shoots quite rapidly, but is not powerful enough to protect Itsuki from Yuki. And to fight your friends' clones, you may need better weapons.



3 = Colt  AMMO USED: 

This weapon can deliver a heavy punch at close range and a generous pelting from a distance. It's powerful enough to get rid of those clones.



4 = Machine Gun  AMMO USED: 

This weapon fires enough bullets per second not to let move most of your opponents. You can hold the Ctrl key for rapid fire. Once you release the Ctrl key, Mikuru will stop firing.



5 = Fumoffu  AMMO USED: 

Originally Itsuki's ESPer power. Mikuru can use the Fumoffu because Itsuki judged she might need better attacks to beat the upcoming bizarre creatures. Beware of not shooting something too close from you...



6 = Beam attack  AMMO USED: 

Mikuru's basic beam attacks. Hold the Ctrl key to fire continuously.



7 = Mikuru beam  AMMO USED: 

Mikuru's full power beams. One shot can beat most of your opponent... Though you require 40 beam powers to use it.

ITEMS: Here is the list of the other items you will find, you'll probably want them

 Those little hearts will give you a bit more life (+10). You can't pick them up if your life is at 100% or over.

Affect item %: no



Those big hearts will give you more life (+25). Like their little brothers, you can't pick them up if your life is at 100% or over.

Affect item %: no



Like a new life, those items will give you 100 of life. You can go up to 200%!!

Affect item %: yes



Those items give you 100% of defence. Those items can't be picked if you already are at 100%.

Affect item %: no



“God mode“ is a rarely encountered item that renders you immune to all damage. When you have the God mode, you will be able to see clearly even in pitch dark (note that if you don't use the OpenGL video mode, you will have a white screen). God mode don't last long, so enjoy it as much as you can.

Affect item %: yes



Swimsuits will allow you to go on/under water without taking any damage. Same as God mode, it doesn't last very long. Your screen will turn green when you wear the swimsuits.

Affect item %: yes



Get new shoes to kick some asses. Your kicks will be stronger than a Colt shot with those items. When you pick them up, it will give you 100% of life (if you are under 100% of course), and your screen will briefly turn red, but you can use the super shoes until you finish a level (or you die).

Affect item %: yes

CHARACTERS

MAIN AND NEUTRAL CHARACTERS



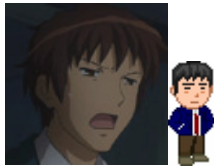
Mikuru Asahina is the main character of the game. She is a waitress from the future who is in our time plane to protect the ESPer Itsuki.

Mikuru is voiced by Yuko Goto.

Itsuki Koizumi is the character you must protect. You will only see him in the last level.

Itsuki is voiced by Ono Daisuke (he doesn't speak in the game).



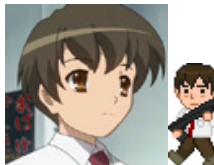


Kyon is a neutral character in the game. He is in fact the game programmer. You will find him in the SOS-brigade room walking around and saying “yare yare” (oh boy...). Kyon is voiced by Sugita Tomokazu.

Konata Izumi is a character from the “Lucky Star” anime (also by Kyoto Animation). Yuki also captured her to make clones out of her. You might think she is a neutral character but she can blast you if you stay too close from her when you shot at her. Her self-destruct attack can be used against your enemies. Konata is voiced by Aya Hirano (she doesn’t speak in the game – you can see a picture of Aya, who also dubs Haruhi, in level 4).



ENEMIES



Kunikida is a friend of Mikuru who has been brainwashed and cloned by Yuki. He carries a pistol and shots at you, so be careful, even though he is the weakest around. Kunikida is originally voiced by Megumi Matsumoto, but in the game he is voiced by Minoru Shiraishi.

Taniguchi is Kunikida’s best friend and has also been brainwashed and cloned by Yuki. Unlike Kunikida, Taniguchi uses a colt to shot at you, and is a bit harder to defeat. He can even access Alternate Spaces (fan joke). Taniguchi is voiced by Minoru Shiraishi.



Tsuruya-san is Mikuru’s best classmate. Yuki made 2 kind of clones out of her: the normal ones, and faster and stronger ones who have red hair (original game character). Tsuruya-san is voiced by Yuki Matsuoka.

The data life-form that came on earth and grew using the data of the internet website logo of Haruhi. He uses male brain tissue to survive. The student he used as victim is the SOS-brigade’s neighbour, “the computer president”, and since the computer president’s object of fear is a cricket, the data life-form uses the appearance of a giant cricket. In the anime, it is beaten by Itsuki’s Fumoffu.



Celestials are created in alternate spaces from Haruhi’s subconscious when she is in bad mood. If those monsters destroy the whole planet in an alternate space, the whole world will be remade by Haruhi. In the anime, Itsuki and his ESPer friends get rid of them. In the game, Mikuru accidentally enters an alternate space because she used Itsuki’s powers.

Ryoko Asakura is Yuki's backup, so she also is an Alien. In the anime, she wants to kill Kyon to see how Haruhi would react, creates an alternate space, and is defeated by Yuki. Asakura, like in the anime, uses a knife. But in the game she throws power balls.



Ryoko is voiced by Natsuko Kuwatani. In the game she also uses voices by Yuki Matsuoka.



Yuki Nagato is an Alien who came in earth to convince Itsuki to join her. She uses the "Starring Inferno" to attack. In the game she uses the same attack as Ryoko, but fires non-stop (unless you hide somewhere, or you attack her). Yuki is voiced by Minori Chihara.

MULTIPLAYER INSTRUCTIONS

For people who wish to play with someone else, I want you to know that with Legacy, you can play up to 32 players. The original DOOM could support 4 players max (which was good back in 1993 since it was the first game to allow multiplayer).

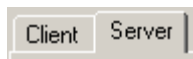
Legacy also features a split-screen mode for 2 persons who want to play together, but can't use 2 computers. I'll explain you how to use Legacy's launcher instead of the in-game menus.

USING THE LEGACY LAUNCHER

As far as I know, the Launcher is only available in the Windows version of Legacy. Since I don't own Linux or Mac, I can't explain how to run a Multiplayer game on both.

Run the launcher, and be sure you have the Opengl video mode and the (Ultimate) DOOM as IWAD before clicking on "Multiplayer".

You will have to select between "client" and "server".

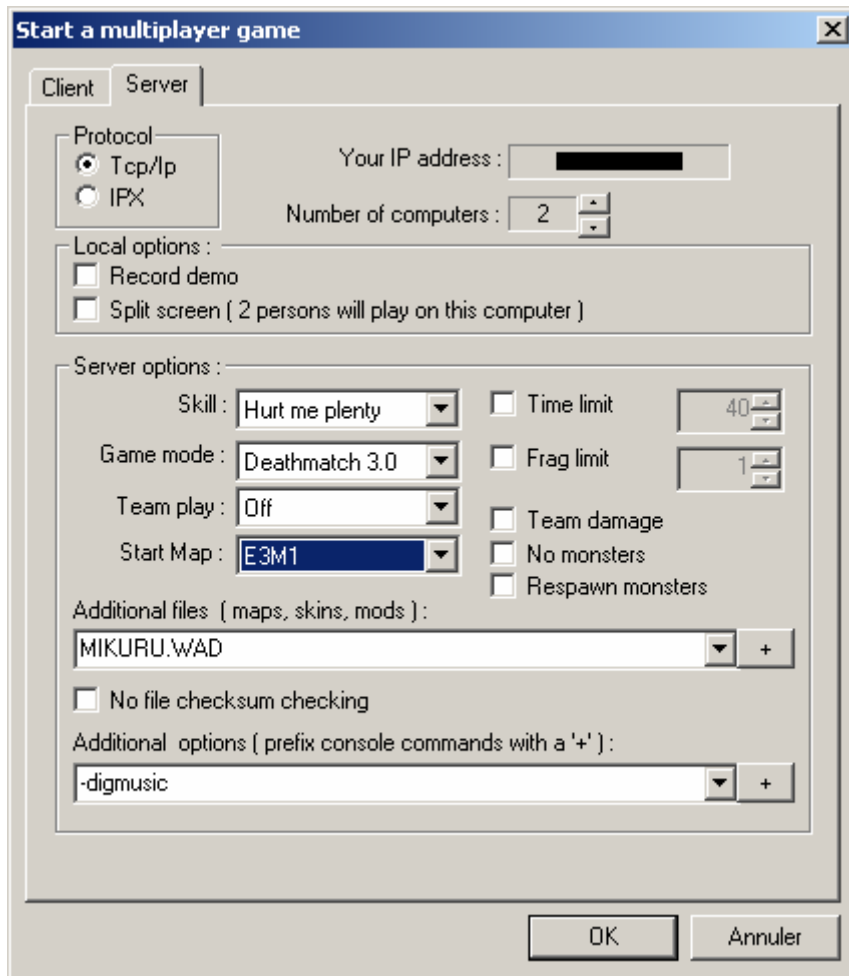


If you are the Server, you are obviously the leader of the game: you decide of the level to start on, the time limit, etc... During gameplay you also can kick a player from the game, even though that's a bit rude.

If you select Client, you'll have to enter the IP address of the server to join the game created by the Server.

Here is an explanation of the menus in detail:

SERVER:



Your IP address: It shows your IP address, and you will have to give it to your friends who aren't in your local server if you want them to join your game.

Number of computers: Select the maximum amount of computers able to join the game. You can go up to 32.

Record demo: Check this if you want to record a demo of your game. When you quit the game, Legacy will ask you if you want to save your demo. You can later view it using the launcher.

Split screen: If you want to have 2 players on the same computer along with the other players.

Skill: Select the difficulty level. Mainly used for a cooperative game (in deathmatch, it's used for the players' life).

Game mode: Select cooperative or deathmatch (there are 3 deathmatch modes).

Start map: Select the map you want to play in. Remember that MikuDOOM only uses E3Mx.

Time limit: If you want to decide who will be the winner after the amount of minutes you have selected. If you don't want it, uncheck it.

Frag limit: The first who makes the amount of frags you selected will win, unless you have unchecked it.

Team damage: If you play a team deathmatch mode, or cooperative, you can choose to make damage at your friends or not.

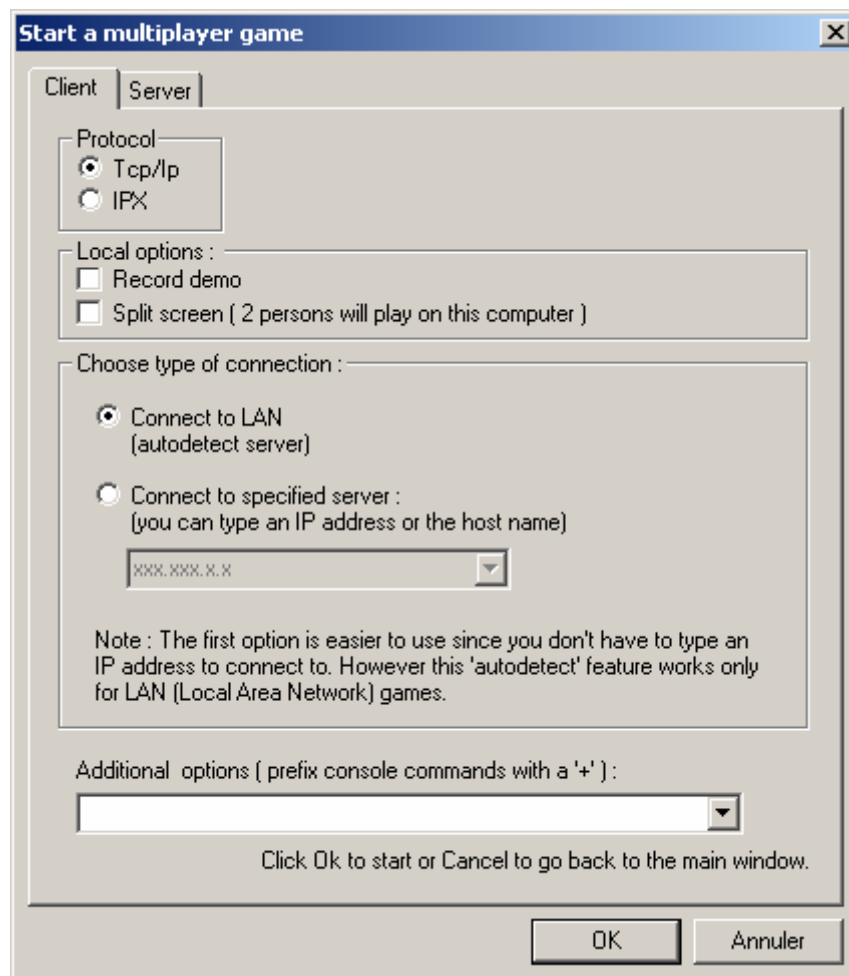
No monsters: If you don't want enemies in the game. Used for deathmatch, since it would be stupid to play a cooperative game with no enemies.

Respawn monsters: If you want your enemies to resurrect after they die, check it.

Additional files: If you want to play MikuDOOM, I suggest you to write "MIKURU.WAD" as shown in the picture.

Additional options: Write "-digmusic" to have the mp3 musics.

CLIENT:



Same as server, you can record a demo or have a second player on the same computer.

Type of connection: Check “LAN” if you play on a local server, or check “specified server” and write the game leader’s IP.

Additional options: Same as server, write “-digmusic”.

GENERAL MULTIPLAYER DETAILS

Menus: When you activate the Options menu or submenus, the game keeps running so that other players can continue with the action. So it’s best to find a safe place before adjusting screen size or sound volume and other stuff.

Unpause: A player may Pause the game by pressing the PAUSE key, but any other player can Unpause by pressing the PAUSE key again. Make sure it’s OK with your buddies before taking a breather.

Save: When you save a multiplayer game, DOOM saves the game on every player’s system in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe save game slot.

Death: If you die and restart in the level, previously taken items and defeated enemies don’t reappear. Even though you’ve died, other players have survived. This also means the level will eventually run dry of enemies and ammunition. You can avoid this by selecting “respawn monsters” or the 5th skill level.

Teleporters: In MikuDOOM you only have one teleporter that makes you go to an alternate space (level 4). When a player enters a teleporter, anything that is standing on his or her destination will be destroyed. This is called telefragging. This humiliating form of death is second in shame only to being kicked to death with the weakest attack. It can be avoided by getting off the teleporter destination as quickly as possible.

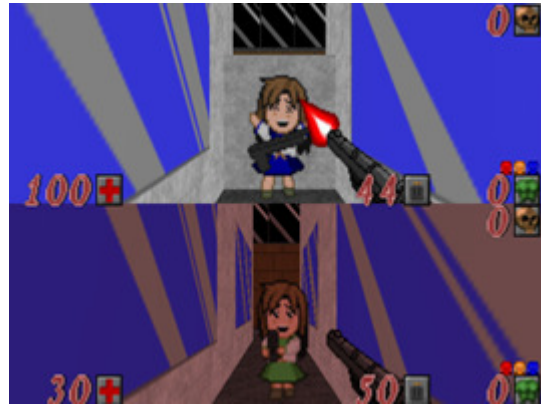
Uniform colours and skins: In multiplayer, each player’s uniform has a different colour. The colour of your character is the colour behind your face on the status bar. Legacy also allows skin changing in addition of the colours. In MikuDOOM you can select between 4 skins: the default “school” uniform, bunny-girl, waitress or nurse.

Chat mode: In a multiplayer game you can communicate with other players in the Chat mode. To enter into Chat mode and broadcast a message, press the letter “T” (can be changed in the key configuration). A cursor will appear. Type your message and press the Enter key to send it.

Exiting a level: when one player exits a level, all players instantly exit with him, regardless of their position or their status.



4 players Cooperative mode



2 players (split-screen) Deathmatch mode

COOPERATIVE GAME MODE DETAILS

Rules: The rules are simple, they are the same as in single player, but in this mode, you team up with your friends to fight against Yuki and the others. You can decide in the Options if you can damage your partners or not.

Weapons: When you pick up a weapon, it stays in the game for the other players to pick it up. If you already have that weapon, you can't pick it up. Note that Colts dropped by Taniguchi can be picked up even if you own the Colt, and will disappear from the game.

Where you start: All players will start in the same area.

Automap: When you toggle the automap, you also can see your partners and their colours. You can also see your partner even if he is in an area you haven't visited yet.

Intermission screen: You can see every player's performance here.

DEATHMATCH GAME MODE DETAILS

Rules: Shoot at everything that moves. There are no winners until you decide it.

Items: When you pick them up, they respawn after some seconds infinitely.

Teams: Legacy allows you to do team-play. You can select the team mode by colours or skins. You can also configure if you want to damage your partners or not.

Where you start: Players start in random areas. If you want to win, you'll have to look for your opponents.

Status bar: Instead of "Arms", you'll have "Fragments". It counts the amount of time you killed someone. When you kill yourself, it will count -1.

FREQUENTLY ASKED QUESTIONS

Q: Where can I download the DOOM IWAD?

A: Buy it. The main IWAD files are still under id Software's copyrights. If you still want an illegal copy of the IWAD, search by yourself.

Q: Legacy says "doomargs.tmp" is missing.

A: Open random text editor and save an empty file as "doomargs.tmp" in your Legacy directory. There you go.

Q: When I play the game, it quits and I get a message error that says something about "Heap size using -mb parameter".

A: This error isn't supposed to happen unless you use the Launcher to play MikuDOOM. Edit the mikudoom.bat file using a text editor, and increase the number right after "-mb". If you are using the launcher, in "additional parameters", after "-digmusic", write "-mb 30" (or increase the number if it still doesn't work).

Q: Why "The melancholy of Haruhi Suzumiya" and "Mikuru" in DOOM?

A: I first was on a DOOM 2 project "Resident Evil", but doing 30/32 levels was way too long, so I decided to start a new project. I didn't know what to do. Since I have made a Mikuru character for the MUGEN engine (also inspired from the first episode) I decided to use Mikuru again.

Q: When I play the game, I get strange levels, strange textures, and strange monsters such as men with chainguns, skeletons, one-eyed flying heads, spiders and fat guys.

A: You are using the wrong IWAD. It's either DOOM2, TNT or Plutonia.

Q: What is "The melancholy of Haruhi Suzumiya"?

A: It's originally a novel (see authors name on page 2). Later on, Kyoto Animation made a 14 episodes anime out of the first novels.

Q: Why merging the "movie" stuff with what really happened in the Haruhi story?

A: I couldn't make 8 levels based on only 20 minutes (first episode), so I based my game on 280 minutes (the whole anime): more weapons, more enemies, more places ...

Q: Mikuru isn't supposed to be offensive, and the Mikuru beam isn't real, plus she doesn't have the Fumoffu.

A: The game is based on the first episode, so it's based on "another" Mikuru who is supposed to be a movie character, so this Mikuru is different from the one of the true story. In the movie she throws beams, so... As for the Fumoffu, come on, it's just a game.

Q: Why not making skins of the other characters (Tsuruya, Itsuki ...) for Deathmatch?

A: Probably someday, but won't be added within MIKURU.wad. If I do it, it will be an independent PWAD file.

Q: Why is Yuki's hair purple?

A: Because of DOOM's limited colour palette.

Q: Why does Kunikida use Taniguchi's voices?

A: Because Kunikida doesn't yell like Taniguchi does in the anime.

CONSOLE UTILITIES, CHEATS AND FINAL NOTES

Legacy has a console mode like Quake. There are some interesting things you can use with MikuDOOM.

To access the console mode, during gameplay, press the “`” key. You will see lots of messages from the game. You can type a command, press Backspace to delete the last character, and Enter to execute the command.

Here is a list of some interesting stuff:

CHASECAM 1: Type “chasecam 1” to toggle a 3rd person view like “Duke Nukem: time to kill” (or “Tomb Raider”); type “chasecam 0” to return to the 1st person view.

SCREENSHOT : It takes a screenshot of the game, although you will have the console in the screenshot. If you type “bind s screenshot”, when you leave the console mode, it will take a screenshot whenever you press the “S” key.

You can see a full list of console commands in the /legacy.doc/ directory.

CHEATS

If you aren't used to DOOM, I can suggest you to use the “God mode” and “All weapons” codes. Once you are ready to play fair, don't use any cheats.

Cheat codes must be typed during gameplay, at anytime (except in Nightmare mode). Here you go:

IDDQD: God Mode. This version of the God mode never ends unless you retype the code.

IDFA: Gives you all weapons, and the maximum ammo, and 200% of defence.

IDKFA: Same as above + all smoked cheeses.

IDBEHOLD S: It gives you the “new shoes” item.

IDBEHOLD A: You can see the complete map (in automap). Areas you haven't visited yet are grey, instead of red/yellow/brown.

There are more codes of course, but you won't really need them.

FINAL NOTES

The project has been started on August 2007, and released on June 2008. It took me almost one year to complete it (though I was not working on it everyday).

I hope people who love Haruhi will enjoy playing my game, and I hope Harutards won't bother me because Mikuru doesn't have the same face as in the anime (it happened...). I think peoples who aren't used to FPS can play MikuDOOM, since DOOM is simple.

About DOOM fans, I don't really know what they would think since they are pretty picky when it's not difficult enough, or when it comes to a mod inspired from something else like a game, an anime or a movie.

Thanks for reading!

- CCIDAVE -