
MAD DOC JR'S
DOOM RAILS
EVERYONE 10+
Cartoon Violence
ESRB CONTENT RATING
www.esrb.org
Online Interactions
Not Rated by the ESRB
DREAM
FORGE
ENTERTAINMENT

Table of Contents

Safety Information..... 2
Installation..... 3
Story..... 3
System Requirements..... 3
Game Controls..... 4
Keyboard/Mouse Controls..... 4
Gamepad Controls..... 6
Game Interface..... 7
Weapons and Power ups..... 8
Menus..... 9
Single Player..... 9
Multiplayer..... 9
Troubleshooting Multiplayer Games..... 10
Game Play..... 11
Company..... 15
Customer Support..... 15
Credits..... 16
Warranty..... 18

Safety Information

A very small percentage of people may experience seizures 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 while sitting farther from the television screen, using a small 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.

Installation

After downloading Doom Rails, go to the DoomRailsSetup.exe file and double click to launch the installer, then follow the on-screen instructions. Some antivirus software may detect Doom Rails as a virus. This is because Doom Rails uses Themida. Themida is legitimate anti-piracy software that prevents the use of "cracked" copies of this game. It is not malware and will not harm your machine in any way. If you have questions or concerns please contact **support@dreamforgegames.com**. When the game is started for the first time, you will be asked for an activation key. Activation keys are another way to prevent piracy. This key came with your copy of Doom Rails. Please note doom rails may be activated five times. If additional activations are required, you will need to make a request by contacting **support@dreamforgegames.com**. Also note that when Doom Rails is uninstalled the Doom Rails activation file remains on your computer. This means you will not need to reenter activation key, so uninstalling won't waste an activation.

System Requirements

Minimum:	**Recommended:**
OS: Windows 98	OS: Windows XP, Vista, Windows 7
Processor: 1 GHZ	Processor: 2 GHZ
Memory: 1 GB	Memory: 1 GB
Graphics: NVIDIA 6150 or ATI R520	Graphics: NVIDIA 9800 or ATI Radeon 4850
Hard Drive: 650 MB	Hard Drive: 650 MB

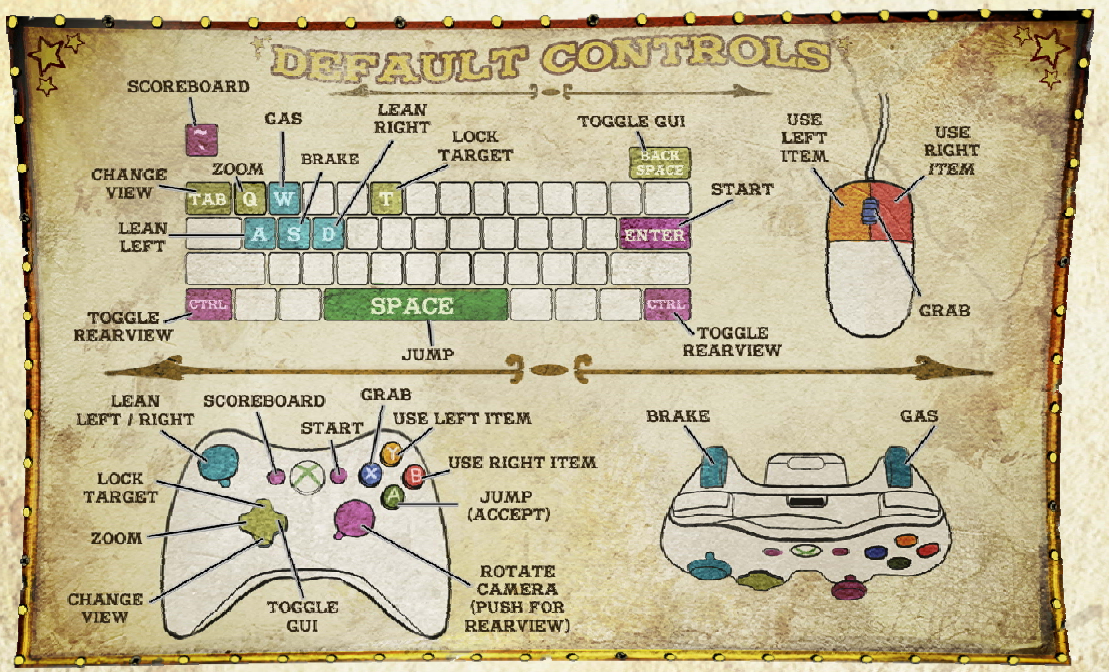
Story

The lonely, yet brilliant Mad Doc Jr. has spent the better part of his life tinkering in the depths of his lab. The result is Mad Doc Jr.'s greatest creation, Doom Rails. Consisting of five thrilling and dangerous rides, players can battle each other in high-powered rail carts using a variety of weapons. Now Mad Doc Jr. needs you to test his rides. In order to finish each ride you must complete a series of objectives but it won't be easy. Enemies will attempt to stop you each step of the way. Can you rise to his challenge?

Game Controls

Doom Rails can be played with a keyboard/mouse or with a gamepad. These controls are set to the default shown below but controls can be changed by the player at any time. This can be done through the in the Main Menu under Options or by pressing the escape key on the keyboard while playing. From this menu you can chose to set Keyboard/Mouse or Gamepad controls. Simply click the action you want to assign and once the words “Push Key” appears in green press the key you would like to use. When you are happy with the control changes you made press the Apply button at the bottom of the window and your new controls will be saved. If you decide not to save your changes, pressing the Cancel button will return them to their last configuration. Pressing the Defaults button will change the keys back to the default shown below. If a button says “Not Assigned” it means there is no key currently assigned to that action. You will probably want to make sure that all the keys are assigned before leaving this menu.

The default the gamepad controls are configured to support an Xbox 360 gamepad. If you don’t have an Xbox 360 gamepad or would like to use another type of gamepad you will need to change the gamepad controls before playing.



Default Keyboard/Mouse Controls:



Use turbo by holding the W key.



Use brake by holding the S key.



Lean by pressing the A key for left and the D key for right.



Use jump by pressing the Space bar. Holding the Space Bar before releasing it allows for increased height.



Clicking the Left Mouse Button will use the item in the left inventory slot.



Clicking the Right Mouse Button will use the item in the right inventory slot.



While leaning grab by clicking the Middle Mouse Button. You can hold the Middle Mouse Button as well.



Lock the camera to the nearest target by pressing the T Key. Press T again to return the camera.



The Enter key is used to start the game. The Enter key is also used to accept the selected menu button. Pressing enter in a multiplayer game opens chat.



Pressing the Escape key opens the in-game menu. Escape is also used to go to the previous or to cancel.



The Control key toggles rearview.



The Tilde Key toggles the onscreen scoreboard in multiplayer games.



Pressing the Q key adjusts the camera zoom in and out.



Pressing the Tab key changes the camera view.



Toggle the GUI on and off by pressing the Backspace key.



Moving the mouse will rotate the camera allowing you to look around. If you don't move the mouse for a few seconds the camera will return to its original position.

Default Gamepad Controls: (Defaulted to Xbox 360 gamepad)



Use turbo by holding the Right Trigger.



Use brake by holding the Left Trigger.



Lean by pressing the Left Analog Stick to the left and right.



Use jump by pressing the A button. Holding the A Button before releasing it allows for increased height.



Pressing the Y Button will use the item in the left inventory slot.



Pressing the B Button will use the item in the Right inventory slot.



While leaning grab by pressing the X Button. You can hold the X Button as well.



Moving the right analog controls the camera allowing you to look. Pushing it in toggles rearview.



The Start Button is used to start the game. The Start Button is also used to accept the selected menu button.



The Back Button toggles the onscreen scoreboard in multiplayer games.



The D-pad Up locks the camera to the nearest target. Press D-pad Up again to return the camera. Press the D-pad Left key to adjust the camera zoom in and out. Toggle the GUI on and off by pressing the D-pad Right. Pressing the D-pad Right key changes the camera view.

Game Interface



Health: The green bar in the upper left hand corner of the window shows how much health a player has. When a player is out of health, they will explode. If a player can avoid taking damage for a few seconds the health bar will replenish itself over time.

Turbo: The red bar in the upper left hand corner of the window shows how much turbo a player has. If a player slows down for a few seconds the turbo bar will replenish itself over time.

Left item: The item currently equipped in the left item slot is displayed here.

Right item: The item currently equipped in the right item slot is displayed here.

Objective: This window displays objective the player needs to complete to continue in single player mode. The bar below it shows the amount of time the objective must be completed in. If you fail to complete the objective in time, you must restart the objective over again.

Mad Doc JR's Radio: This displays Mad Doc Jr.'s dialogue. Here objectives will be explained. In the tutorial the keys you have assigned to actions will be shown.

Radar: The arrows above enemies help you to spot them from across the track. When enemies are off screen the arrows will point to the edge of the screen closest to their location.

Weapons and Power ups



Rockets: A fast-moving projectile that flies down the track and explodes on contact. Rockets come in packs of ten and have three seconds of flight time before automatically detonating. By leaning to the sides the player can guide rockets down different paths.



Mines: Mines are dropped behind a player to create obstacles for other carts. Mines come in packs of ten and detonate on contact with carts or will explode if their internal timer expires. Mines will explode if shot by a rocket or hit by a pulse wave. Be careful, if you place a mine while stopped then you'll hit yourself! Try leaning and jumping while placing mines to make them harder for enemies to dodge.



Pulse Waves: This item creates an electromagnetic pulse within a small radius. This pulse disables opponents' shields and destroys rockets and mines. The pulse also does a small amount of damage to players. Pulse waves come in packs of five and are a great weapon for offense and defense.



Shields: This item is a barrier that greatly reduces damage from rockets and mines. Shields make players invincible to ramming from enemies. Players with shields will always win in head on collisions. If two carts hit head on and both have shields the faster cart will win. The shield encases the user in a barrier when it is activated and lasts four seconds. Shields come in packs of two.



Hearts: This item will restore a portion of a player's Health Meter on pickup. This is the perfect item after a skirmish with an opponent leaves you weakened. This item is used the instant you pick it up and does not replace items currently in your inventory.



Gas Cans: This item replenishes the player's Turbo Meter. Picking up Gas Cans allows players to continue moving at high speeds around the track without having to slow down to recharge their meter. This item is used the instant you pick it up and does not replace items currently in your inventory.

Menus

Title Menu

The first viewable screen when the game starts is the Title Menu. From the Title Menu you can start a game, change options, or quit.

Options Menu

From the options menu players can change video resolution, graphic settings and control configurations. Doom Rails has adjustable graphic settings. Depending on your computer you may want to increase or decrease these settings to improve visuals and performance in the game.

Main Menu

From the main menu you can begin the single player campaign, join a multiplayer game, create a multiplayer game or return to the title menu.

Single Player

After beginning a single player game, players can select their character and color. While in the single player campaign, players will travel through five game levels with varying objectives. The first level is a tutorial level and will instruct you how to play. The purpose of the single player game is to teach the player and prepare them for Multiplayer combat. When a level is completed it will be unlocked allowing it to be replayed at any time.

Multiplayer

From the main menu players can choose to join an existing multiplayer game or to create a game of their own. After selecting or creating a multiplayer game players can choose their character and color. When creating a game players can chose from two game types, change game settings and set the number of Bots. Bots are computer players that can be added to games to increase the number of players. The two game types are as follows:

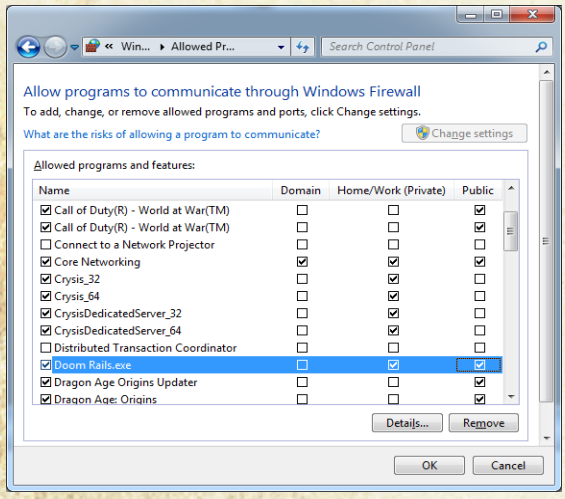
Deathmatch: In the deathmatch game mode players compete in a track of their choosing with the goal of destroying other players. Players earn a point for every cart they destroy. Matches can be set to expire after a certain amount of time, can end when the kill limit is reached or continue until the player hosting the game ends it.

Team Battle: This cooperative mode splits the players into two teams. The objective is to destroy members of the other team. Players earn a point for every enemy cart they destroy.

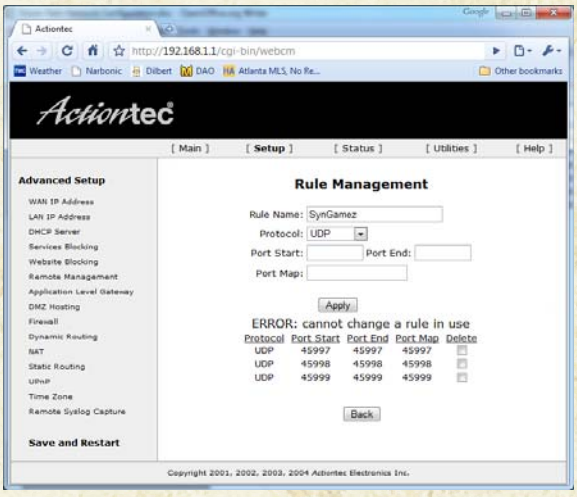
Troubleshooting Multiplayer Games

When playing online some players may find they cannot see games in progress. This may mean that Doom Rails is being blocked from connecting to the server by firewalls, routers or antivirus programs. The Doom Rails list server acts as a negotiator to help players find and connect to each other through their home routers and firewalls. If you find you have trouble joining or seeing multiplayer games please try the following:

Depending on your home network configuration, you may be able to join or host a game automatically, or you may need to change your home router's configuration to direct incoming traffic on UDP port 45997 and 45999 to the same ports on your local PC. Consult your router's manual to find out how to do this. If you have a firewall enabled on your local machine (like the Windows firewall or Norton Internet Security), you may also need to configure it to allow “Doom Rails.exe” through the firewall. Here are some sample screenshots of what a correct configuration may look like.



(Windows Firewall)



(Router Settings)

Depending on your software and hardware, your windows may not look the same as those above. However they will likely be similar. If after configuring firewalls, routers and antivirus programs you are still unable to see or join multiplayer games please contact our Customer Support for further assistance at **support@dreamforgegames.com**

Game Play



Ramming Attacks: When you ram an enemy from behind they will take damage relative to how fast you were traveling before impact. This is a very effective method of attack but watch out for mines dropped by your enemy.



Head on Collisions: Head to head collisions will always resulting in a cart being destroyed. The cart that is traveling faster will always win in a head on collision. However, having a shield during a head-on encounter will trump the other player, no matter what speed you are going. If both players have a shield on during a collision then the faster cart will still win. If both players are traveling the same speed both players will be destroyed.



T-Bones: Sometimes tracks cross each other perpendicularly, allowing one cart to ram into the side of another. The cart hit from the side will always be destroyed unless it has a shield.

Crushing: Jumping on an opponent's cart is always an instant kill. The key to this devastating attack is timing your jump and speed to match the targeted cart. It seems simple enough but can be quite tricky.



High Grab: While in the middle of a jump, a player must lean to the side and press grab on the controller to grab an object in the air. This action takes a little practice but can give an individual a distinct advantage over other players. Some items up high are more convenient than those at track level.



Controlling Rockets: Leaning to the sides after or while firing rockets allows you to steer them down different tracks. For example, if you're leaning left after or while shooting, the rockets will turn left at the nearest fork in the track and continue to take all left turns until the rocket explodes. Be careful on small sections of track that form a circle, you may end up shooting yourself.



Brake-n-Jump: This is a common technique that you may find very effective. When an enemy is attacking you from behind, hit your brakes and jump in the air. If you time it right the enemy will pass under you. This gives you the upper hand and allows you to ram them or to use rockets. Alternatively, if you time you jump perfectly you can fall onto your opponent as they pass under you, crushing them. This is an instant kill.



Track Obstacles: There are two different track obstacles you will encounter in the single player game. These two are the wrecking balls and the punchers. While passing through these obstacles try adjusting your speed to decrease your chances of getting hit. Good timing is the key to passing through the obstacle. The punchers can also be jumped over if you don't have the luxury of slowing down. Some obstacles have levers that turn them on and off. Turning them on at just the right time can be used as a defensive weapon.



Levers: Pulling levers can have some interesting effects. Some levers produce items when and others turn track obstacles on and off. Each lever has a sign that hints at what that lever does. The results of pulling levers can be used to your advantage with a little practice.



Radar: The arrows above the carts and on the edges of the screen aid the player in identifying enemies. The arrows that appear on the sides of the screen show where the enemies are off the screen. Once a cart is behind you visibility is lost and you must use the Rear View function. In Team multiplayer games the color of the arrow will match that of carts team. Be careful not to attack your teammates.



Company

Dream Forge Entertainment is an independent and privately-owned video game and social application development studio located in the beautiful rural community of Ruston, Louisiana. Dream Forge is home to some of the best and brightest talent in the industry.

Customer Support

Please visit **www.DreamForgeEntertainment.com** to find the latest updates and information on Doom Rails and our other great titles from Dream Forge Entertainment. If you have problems or need help troubleshooting please contact our customer support at **support@dreamforgegames.com**

Credits

Director	Mike Barnhill
Operations Director	Stephanie Pepper
Producer	Daniel McMillan
Lead Programmer	Tom DiCesare
Network Programmer	Sean O'Neil
Security Programming (1.1.0)	John Yellott
Lead Designer	Stephen Seachord
Designer	Tom Ross
Art Director	Billy Patton
Lead Animator	Fred Howard
Animators	Frank Serrano Steve Davis
Lead 3D Artist	Matt Link
3D Artists	Ryan Taylor Dan McKim Sean Maloney
Lead Texture Artist	Nick Canavan
Texture Artists	Arthur Rodriguez Jason Pytko
Lead Concept Artist	Davi Blight
Concept Artists	Fred Fields Tyler Windham
Audio Director/Co-Composer	Gabriel Smith
Music Composer	Oliver Wallner
Voice Talent	John Giles

Special Thanks To...

Mystic Game Development

Jason Aunkst
Ethan Houge
Nathan Winfrey
John Posey
Dylan Smith
Zackary Knott
Jackson Knott
Jeffery Moseley
Chris Hobbs
Tim Emfinger
Chad Thomas
Dustin Norton
Nathan Caswell
Troy Biscomb

Game Testers

Dylan Smith
Zackary Knott
Jackson Knott
Jeffery Moseley
Chris Hobbs
Tim Emfinger
Nathan Caswell
Chad Thomas
Dustin Norton
Ashleigh Philippi
Christopher Lee
Ashley Giles
Anjelica Monahan

Warranty

LIMITED WARRANTY: Excepting patches, updates and any downloaded content, and this Program if you are downloading it from an authorized Dream Forge Entertainment, LLC online reseller, Dream Forge Entertainment, LLC warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 30 days from the date of purchase. If the recording medium is found defective within 30 days of original purchase, Dream Forge Entertainment, LLC agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Dream Forge Entertainment, LLC. In the event that the Program is no longer available, Dream Forge Entertainment, LLC retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Dream Forge Entertainment, LLC and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 30-day period described above.

Thank you for playing Dream Forge Entertainment's Doom Rails.

www.DreamForgeEntertainment.com

