



DOOM
THE
GALLERY EXPERIENCE

A GAME BY SCUM DOG GAMES

PRODUCTION.....Filippo Meozzi

PROGRAMMING.....Liam Stone

WRITING.....[ErasmusMagnus](#)

DOOM is copyright © 1993 id Software



QUESTIONS? Contact us at contact@scum.dog

THE STORY SO FAR

You're an art connoisseur, one of Earth's most cultured, experienced in appreciation and learned in contemplation. Three years ago you criticized a beloved modern artist for taping a banana to a wall. He and his shattered reputation were exiled to the dregs of social media, while you were cast to New York, home of the ██████████.

The ██████ is, by floor area, the largest and most-visited art museum in the United States and the entire Western Hemisphere. With no philistines for 50 miles, your day consisted of drinking wine and wasting prattle on the flatulent.

For the last four years, the ██████'s biggest patrons have used the gallery for testing limited and reserved exhibits, including historical Old World artifacts. So far they have been able to open beautiful rooms of great pieces from antiquity. Recently however, the exhibits have grown shockingly unpopular. Art critics entering them have either left or been stricken with a preference for unchallenging lowbrow drivel—writing social media posts about Marvel movies, watching daytime television for hours at a time, and finally suffering an untimely permanent scrolling through their phone. Disowning former Ivy League graduates became a full-time job. Latest news from the ██████ reports that the new wing is suffering a small set-back, but everything is under control.

A few hours ago, you received a letter from the museum. "We are pleased to announce the debut of our new wing at the ██████. You are invited to enjoy the gallery at your leisure, as well as to provide any input before we open to the general public." The rest of it was typical self-serving niceties. Soon afterwards, the rest of New York's high society went quiet. Since then, attempts to correspond with either group have been pointless.

You, the only connoisseur of a sufficient caliber prepared for introspection on the finer parts of historical cognizance went to the gallery immediately. You were invited to greet the museum patrons in the entrance as the rest of the invitees were preoccupied confabulating amongst themselves. For several hours, you overheard the various topics of small talk: the quality of complimentary beverages, recommendations on exclusive invite-only country clubs, gossip betwixt the various patrons, compliments on clothing, and then finally, laughter. Seems your colleagues are preoccupied.

IT'S UP TO YOU

Things aren't looking particularly well off. You'll never be able to appreciate the fine art away from the exhibits. Plus, all the additional apéritif fixings are arranged inside leaving you only with a carafe of wine. If only you could get your hands around a cheese sample or even a Pabst Blue Ribbon you could savor the experience longer. Whatever was so publicized deserves a few hours of your expertise. Securing your wine glass, you abandon the heedless flibbertigibbets. Hopefully you can find more scintillating conversation topics inside the exhibits proper.

As you walk into the main lobby, you hear the sweet sounds of Bach echo throughout the halls. Peace and quiet at last. There's no distractions now.

OBJECT OF THE GAME

Welcome to **DOOM: The Gallery Experience**, a contemplative virtual gallery exploration where you're the most sublime art critic ever to peruse the greatest works of the ages. Your evening's panned in to sip wine throughout the country's greatest museum. Purchasing trinkets from the gift shop if possible.

The gameplay for **DOOM: The Gallery Experience** is quite simple. This is not an action-orientated slugathon, but a cumbersome walking simulator. You don't need a college degree to traverse the museum either. To enjoy **DOOM: The Gallery Experience**, you need both an open mind and patience.

USING THE DOOM: THE GALLERY EXPERIENCE MENU

When you run **DOOM: The Gallery Experience**, a panoramic main menu will appear. Use the arrow keys, mouse, or joystick to move the skull cursor up and down. When the skull is adjacent to a desired selection, press the Enter key, left mouse button, or the A button to activate that selection.

If you're in a game, you can bring up the menu at any time by pressing the P key. To exit the menu, press the P key again. To return to the previous menu from a submenu press the right mouse button.

NEW GAME

If you want to jump into studying the exhibitions, select this.

OPTIONS

This selection houses various game settings. For example, you may increase or decrease the volume of the music and sound effects by dragging the slider left or right. You may also toggle on or off the flash that appears on screen whenever you acquire something material, as well as viewing the game fullscreen, or in the smaller window. You may also substitute the thematic classical music for Doom MIDI's if you so wish.

CREDITS

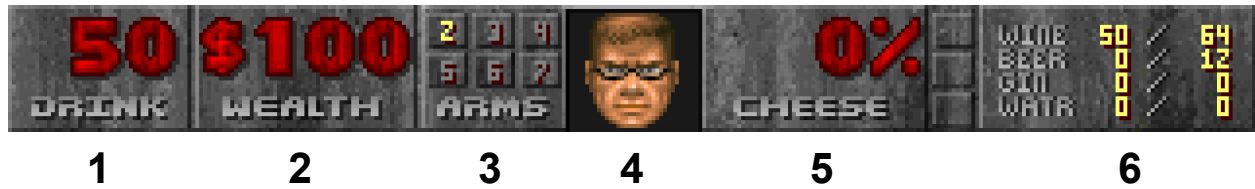
This, the most important part of **DOOM: The Gallery Experience**, tells you who created the game, and the origin of the assets used in its creation.

MEDALS

If you wish to thoroughly investigate the gallery's contents, you will be rewarded for maximally investigating various fields, represented by silhouettes of medals becoming solid as you fulfill hidden prerequisites for achievement.

ON-SCREEN INFORMATION

DOOM: The Gallery Experience provides on-screen information that's necessary to enjoy art. The principal information can be found on the status bar at the bottom of the screen.



1. MAIN DRINK

In colossally ostentatious numbers, you see the number of drinks remaining for the beverage held in your hand.

2. WEALTH

You start out at \$100, but you won't stay there long as you make purchases in the gift shop. At \$0, it's time to leave. Try to be more frugal next time!

3. ARMS

This list of numbers shows which beverages are available to hold in your arms. If a number is highlighted, the beverage accessible by pressing that number is available. ("1" is always available).

4. VISAGE

This portrait is just for looks.

5. CHEESE

Caseic hors d'oeuvres keep you staying longer at the museum for as long as it lasts. Keep an eye on it, because when it goes, you might too.

6. DRINKS

This shows how much of each type of beverage you're carrying and the maximum amount of drinks you could imbibe—if you have them.

MESSAGES

Often you'll find yourself running over various complimentary sundries and evil materialistic currency. **DOOM: The Gallery Experience** tells you what you're picking up by printing a message on the game screen.

CONTROLLING THE STUDY

Most of the commands in **DOOM: The Gallery Experience** are a simple keypress away. You can use either your keyboard, mouse, gamepad, or touchscreen to move, pick up items, drink and examine art.

MOVING

At first, you might find yourself bumping into walls affected by wine while the art is kept at bay. Once you build a tolerance for alcohol, and the controls, your body obeys.

WALKING

Use the W, S, up and down arrow keys to walk forward and backward.

TURNING

The left and right arrow keys turn you left and right.

RUNNING

No running is allowed in the museum. The artifacts are fragile and being in here is a privilege. Please be considerate of your surroundings or security will have to escort you out.

STRAFE

By pressing The A and D keys in the WASD key layout, rather than the arrow keys, you can sidestep, rather than turn left or right.

PICKING UP STUFF

To pick up a complimentary gift, just walk over it. You're entitled and will relish anything of material interest.

APPRECIATING ART & OPERATING DOORS

To examine an art piece and operate most mechanisms, stand directly in front of them and press the Spacebar, right mouse button, or A button. When you successfully interact with something, it will change in some way (doors open, an artwork modal will pop up, etc.). If something does not change after a couple of tries, it is probably not worth examining.

LEAVING THE GALLERY

At the end of the gallery, there is a gift shop, marked by a sign above its door. Beyond that is the exit sign that indicates the passageway to leave the museum. In the gift shop, approach any trinkets for sale, and interact with it to view its price tag, and decide whether or not to buy it. You cannot purchase anything you cannot afford with your petty cash, and you are too classy for shoplifting. Purchase anything of interest, then proceed to the exit room and flip the switch to leave. Once you do, an Achievement Screen tallies your artistic insight, indulgence in museum offerings, money spent purchasing gifts, and areas hidden from the public accessed, and time spent browsing the gallery.

BEVERAGES AND HOW TO DRINK THEM

BEVERAGES

At first you only have your wine and your pensive hand for inebriation. When you run over a new beverage, you'll automatically open it and hold it. As you browse the gallery, you may wish to choose between drinks. The numeric keys select particular beverages (you cannot use the keypad keys for this selection). The beverages are:

1 = Pensive hand

2 = Glass of wine

3 = Cans of Pabst Blue Ribbon beer deliver an undignified thirst quencher prone for belching.

DRINKING

To drink your held beverage, press the left mouse button or right trigger.

REFILLS

Different containers hold different types of drinks. When you run over refills, **DOOM: The Gallery Experience** automatically replenishes your container.

You have a maximum limit on the amount of drinks you can imbibe. These are listed on the right side of your status bar. Also, when you find a drink you're already holding, don't scorn it! Picking it up gives you another round for later.

