

EMERGENCY PROCEDURE TABS

USING THE
MENU

4

THE STORY
SO FAR

5

CONTROLLER 10

ARTIFACTS 14

FIREPOWER 15

HEALTH &
ARMOR 19

POWER-UPS 21

THE ENEMY 23

DOOMMNL 01-D19505-1D

POCKET CHECKLIST

INSTRUCTION
BOOKLET

THIS PUBLICATION SUPERSEDES
DOOMMNL 01-D19305-1C
DATED 1 JULY 2021, CHANGED
15 MARCH 2022, WHICH SHOULD
BE REMOVED FROM THE
FILES AND DESTROYED.

ISSUED BY AUTHORITY
OF THE CHIEF OF
PLANETARY OPERATIONS
AND UNDER THE
DIRECTION OF THE
COMMANDER,
RADIOACTIVE WASTE
SYSTEMS COMMAND.

MATURE



AGES 17+

Williams

Williams Entertainment Inc.

SUPER NINTENDO

ENTERTAINMENT SYSTEM

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

**THIS PRODUCT HAS BEEN RATED BY THE
ENTERTAINMENT SOFTWARE RATING BOARD. FOR
INFORMATION ABOUT THE ESRB RATING, OR TO
COMMENT ABOUT THE APPROPRIATENESS OF THE
RATING, PLEASE CONTACT THE ESRB AT
1-800-771-3772**

**WARNING &
PRECAUTIONS**

**For Williams Customer Support
regarding DOOM™ for the Super
Nintendo Entertainment System, please
contact Williams Entertainment Inc., at:**

903 874-5092

9:00am - 5:00pm

Central Time

Monday - Friday



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE
ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL
NINTENDO SEAL OF QUALITY.

CONTENTS

Getting Started	03
Main Menu	04
The Story So Far	05
Object of The Game	07
On-Screen Information	08
Messages/Automap	09
Controller Functions	10
Doors, Switches, Etc.	11
Completing an Area	13
Artifacts	14
Firepower	15
Hazards	18
Health	19
Armor	20
Power-Ups	21
Enemy Recognition	23
Coming Attractions	28
Credits	29
Warranty	30

**WARNING: Never Try to
Insert or Remove a Game
Pak When the Power is ON!**

GETTING STARTED

- Turn the power OFF on your Super NES®.
- Make sure a Controller is plugged into the #1 Port on the Super NES® System.
- Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in place.
- Turn the power switch ON.
- After the Title Screen disappears you will be at the beginning of the first level. Press START to bring up the Main Menu.

THIS PRODUCT IS NOT DESIGNED FOR USE WITH
THE SUPER NES® MOUSE, SUPER NES®
SUPER SCOPE OR SUPER NES®
MULTI-PLAYER ADAPTERS.

USING THE MAIN MENU

If you hit **START** from game play, you will bring up the Main Menu. Press up/down on the Control Pad to move the skull icon next to your desired selection. Then press the **A Button** to activate the selec-



MAIN MENU

tion. If you're in a game, you can bring up the main menu at any time by pressing **START**. To exit the menu press **START** again. The **B Button** will also exit the menu.

RESTART LEVEL: Use this if things aren't going your way.

NEW GAME: If you want to jump into the action select this. First, DOOM™ will ask you which Difficulty. Then DOOM™ will ask you which Level. To make the levels more challenging, you will need to select a harder difficulty level. Each difficulty level differs in the toughness of the enemies you'll face.

OPTIONS:

SOUND: ON or OFF.

MUSIC: ON or OFF.

Press the **A Button** to toggle between ON and OFF.

When you're finished customizing, push **START**.

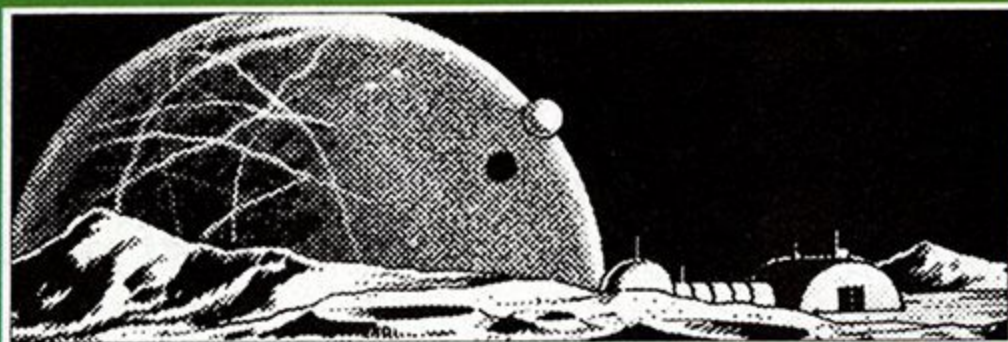
THE STORY SO FAR



You're a Marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation. The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for 50 million miles, your day consists of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently however, the gateways have become dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity--babbling vulgarities, bludgeoning anything that breathes and finally suffering an untimely death of full body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military



support. Something evil is coming out of the gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. Since then attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troop for 50 million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence. Seems your buddies are dead.

IT'S UP TO YOU

Things aren't looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons were taken by the assault team leaving you with only a pistol. If only you could get your hands on a plasma rifle or even a shotgun you could take a few down on your way out. Whatever killed your buddies deserves a few pellets in the forehead. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial firepower somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now.

OBJECT OF THE GAME

Welcome to DOOM™, a lightning fast virtual reality adventure where you're the toughest Space Trooper ever to suck vacuum. Your mission is to shoot your way through a **22 Level** monster-infested holocaust... Living to tell the tale if possible.

The game play for DOOM™ is quite simple. This is not a cumbersome role-playing game, but an action-oriented slugathon! Also, you don't need super-human reflexes to win - using your wits is **IMPORTANT**. To escape DOOM™, you need both brains AND the killer instinct.

ACTION



ON-SCREEN INFORMATION

DOOM™ provides on-screen, up-to-the-minute information that you'll need to survive.

4 KEY CARDS



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



2. HEALTH: 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.



3. YOUR MUG: This portrait isn't just for looks. As you take damage you'll begin to look like raw hamburger.



4. KEY CARDS: You can see any cards you possess right here. There are three key colors: Red, Yellow and Blue.



5. ARMS: This image shows which weapon you currently have readied.



6. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might also.

MESSAGES

Often you'll find yourself running over various bonus items and evil artifacts. DOOM™ tells you what you're picking up by printing a message at the top of the game screen.

MESSAGES



AUTOMAP

To help you find your way around DOOM™, you're equipped with an Automap Device. By pressing SELECT, you replace your normal view with a top-down map of *everything you've seen to date*. The green arrow represents you AND points in the direction you're looking. Pay Attention!

You can zoom in and out by pressing X or Y.

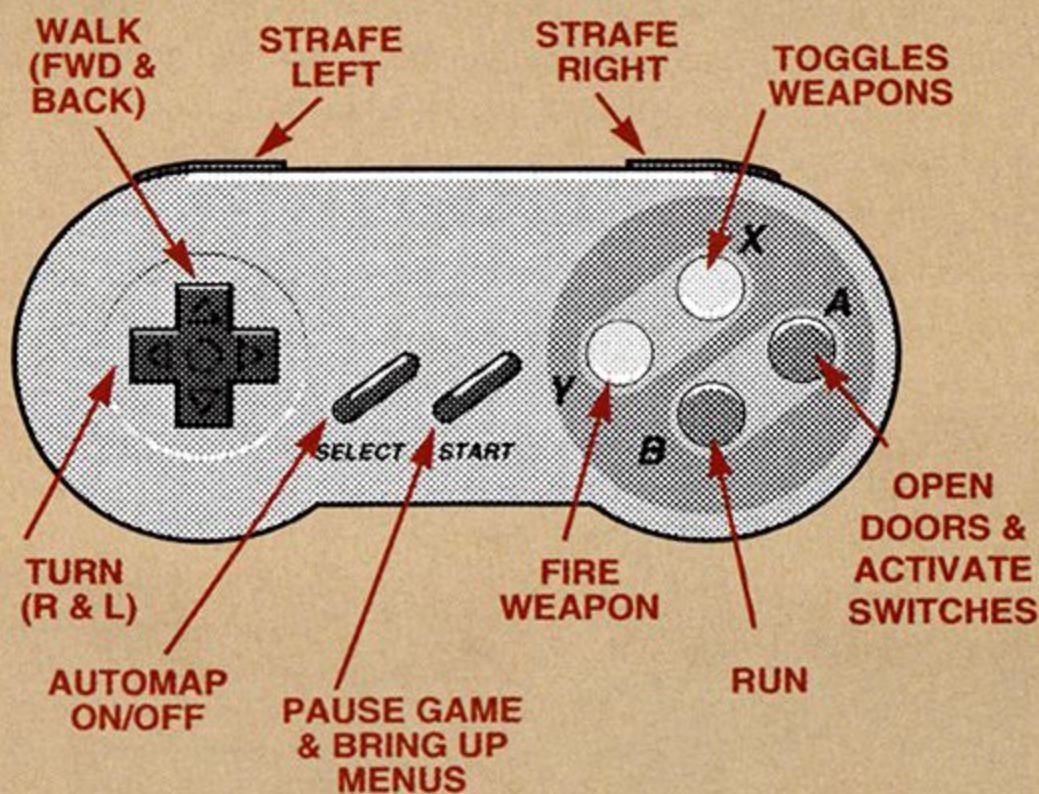


AUTOMAP

MOVING IN THE AUTOMAP

Using the control pad, you can move yourself while viewing the Automap. Keep your wits about you because this is dangerous - you can't see or shoot the enemy while viewing the Automap.

CONTROLLING THE ACTION



WEAPONS CHANGE: (X Button) is still active while in Pause mode so you can switch while under attack.

STRAFE: (L & R Buttons) moves your firing pattern left or right without turning.

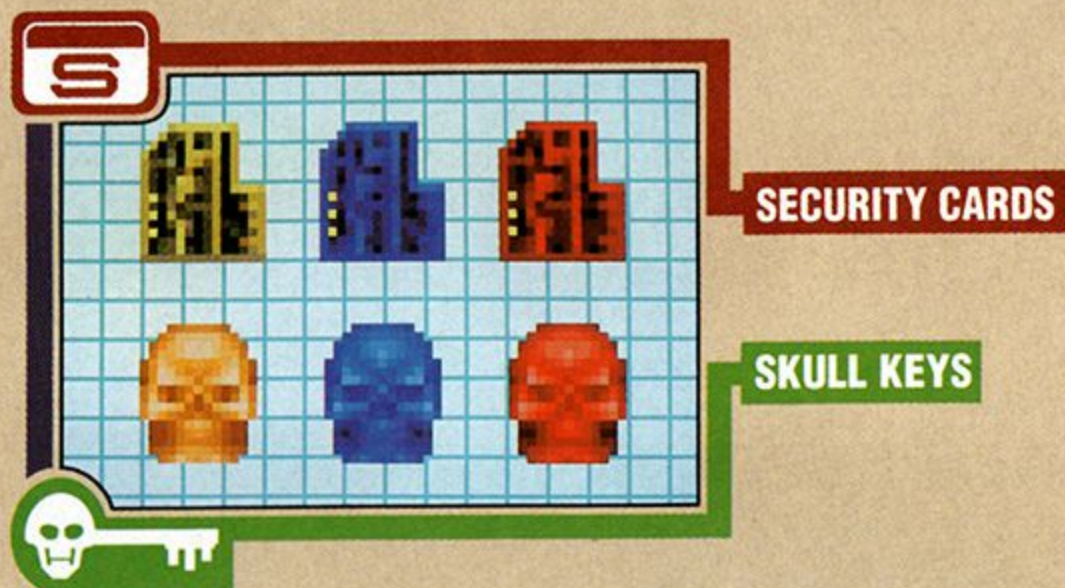
TIP: *Use Strafing to avoid incoming missiles!*

RUNNING: Hold down the **B Button** while pressing the control pad to run.

PICKING UP STUFF: To pick up an object, just walk over it. You're smart - you'll know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the **A Button**. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc.) If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.



LOCKED DOORS: Some doors have security locks and require you to have a color coded (red, yellow, blue) 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.

HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the **A Button**. If you've found a secret door, it will

SWITCH



open for you. There are clues that will reveal a secret door--a wall that's shifted down or a different color, a flashing light on the wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the **A Button**.

TELEPORTERS: Teleporters are identified by a gray or red square on the floor beneath them. To use a teleporter, walk over the symbol.



TELEPORTER

COMPLETING AN AREA

At the end of each area in DOOM™ there is an Exit Chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber, press the switch inside to exit the area and head onward. When you finish an area, an ACHIEVEMENT SCREEN tallies your performance - hidden regions located, ratio of kills, percentage of treasure found and your completion time.

LEVEL ACHIEVEMENT



ETERNAL LIFE AFTER DEATH

If you die (better luck next time), you restart the level at the beginning. The game remembers what you had when you started the level, so when you choose "restart level" you won't lose anything you've gathered from previous levels. 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. Whoa, deja vu.

ARTIFACTS

A few artifacts from the other dimensions are now laying around. You may want them!



HEALTH POTIONS

Provides a small boost to your health - even past your normal 100%!



SPIRITUAL ARMOR

Provides a little extra protection above and beyond your normal armor.



SOUL SPHERES

Rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



BLUR ARTIFACTS

Strange orbs that make it difficult for others to spot you. But, the Enemy can still see you if you're too close. Keep your distance and fire away. Duration: Time based.



INVULNERABILITY ARTIFACTS

Products of the anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white--your punishment for being tough. Duration: Time Based.

FIREPOWER

WEAPONS: At first, you only have your pistol and your fists 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 **X Button** selects the different weapons.

TIP: *If things get tough, you can pause the game (**START Button**) and then use **X Button** to change weapons.*

- 1. FIST** can be used to deliver a punch to the enemies. It will always be with you.
- 2. PISTOL** is your standard military-issue weapon. It will stay with you, so don't forget about it if things get tough.
- 3. SHOTGUNS** deliver a heavy punch at close range and a generous pelting from a distance.
- 4. CHAIN SAW** cuts down the baddies like standing timber, but you have to get close.



5. CHAINGUNS direct heavy firepower into your opponent, making him do the chaingun cha-cha.



6. ROCKET LAUNCHERS deliver an explosive rocket that can turn one bad dude inside-out.



7. PLASMA RIFLES shoot multiple rounds of plasma energy - frying some demon butt!



8. BFG 9000's are the prize of the military arsenal. Great for clearing the room of an unwelcome guest. Shoot it and see for yourself.

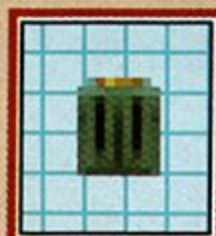


FIRING: To use a weapon, point it at the enemy and press the **Y Button**. If your shots hit a bad guy, he'll fall over dead. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

TIP: *Create chaos among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll damage him for you. It's always best to let the bad guys do the work.*

AMMO: Different weapons use different types of ammunition. Running over certain enemies also gives you Ammo.

WEAPON: PISTOL, CHAINGUN



**LARGE
AMMO**

**SMALL
AMMO**

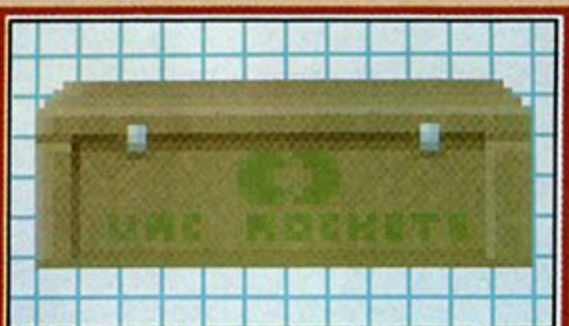
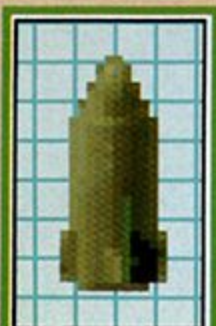
WEAPON: SHOTGUN



**LARGE
AMMO**

**SMALL
AMMO**

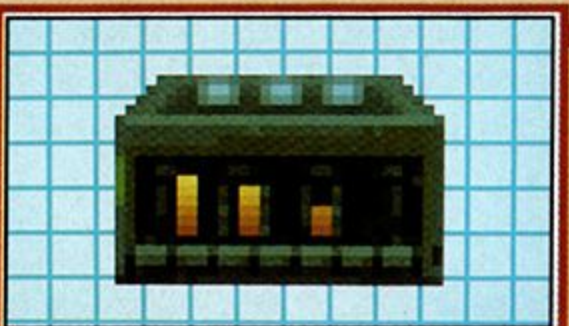
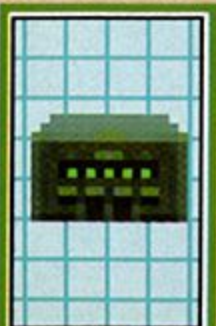
WEAPON: ROCKET LAUNCHER



**LARGE
AMMO**

**SMALL
AMMO**

WEAPON: PLASMA RIFLE, BFG9000



**LARGE
AMMO**

**SMALL
AMMO**

You have a maximum limit on the amount of ammo you can carry, too. But, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

HAZARDS

DANGEROUS DOOM™ ENVIRONMENT

Some parts of the DOOM™ environment can be more dangerous than the monsters you'll face. Areas containing radioactive waste or crushing ceilings should be approached with caution.

SLIME & OTHER RADIOACTIVE WASTE:

Many of the areas in DOOM™ contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!



HELL SLIME

CRUSHING CEILINGS:

Some of the ceilings in DOOM™ can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful, this is no slide on ice!

HEALTH

Even for a tough hombre like you, DOOM™ can be a deadly place. Whenever you are injured, the screen will flash red and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING: When you're hurt, you'll want to get healed as soon as possible. Fortunately, you'll find an abundance of Medkits and Stimpacks littering the base. Grab them if possible.

HEALTH



STIMPACKS

Stimpacks give you a quick injection of booster enzymes that make you feel like a new person--at least to some degree.



MEDKITS

Medkits are even better and include bandages, antitoxins and other medical supplies ready to make you hit the ground running.

ARMOR

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.



SECURITY ARMOR

Security Armor is a light weight kevlar vest that's perfect for riot control.

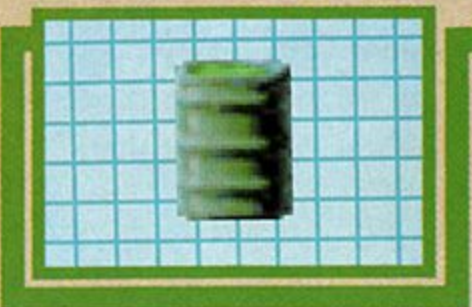


COMBAT ARMOR

Combat Armor is a heavy duty jacket composed of a titanium derivative--useful for protection against real fire power, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're currently wearing.

BARRELS

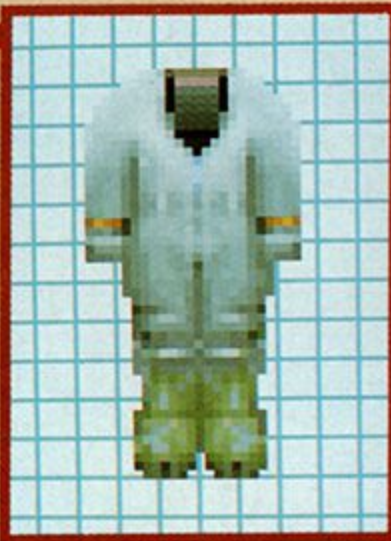


BARRELS

Barrels should be fired and exploded near enemies. Be careful though, don't get too close to the blast because it will take you out also.

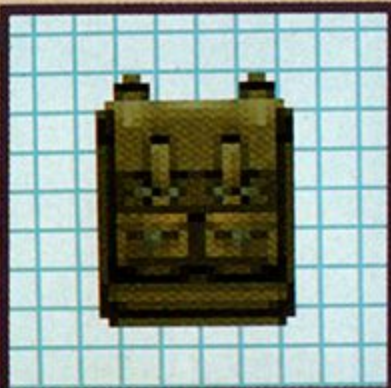
POWER-UPS

Other bits of "challenging electronics" may be found in DOOM™. Most of these are pretty darned handy, so grab them when you can. These special items either have a duration of the entire level, a specific amount of time or just provide an instant benefit. A few of them affect your game screen so you can tell when they're active. For example, when you pick up a radiation suit, the game screen turns green. It returns to normal once the effect wears off. This is a hint to get out of the radiation ooze now!



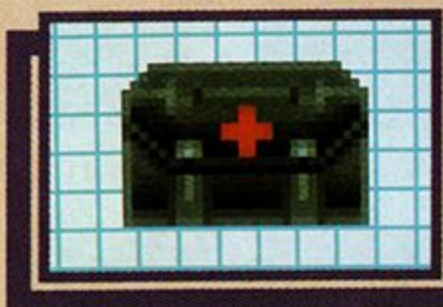
RADIATION SUITS

Provide protection against radioactivity, heat, and other low-intensity forms of energy. Basically, these suits enable you to wade through radioactive ooze without taking damage. While a suit holds out, your screen will have a greenish tint. Duration: Time Based.



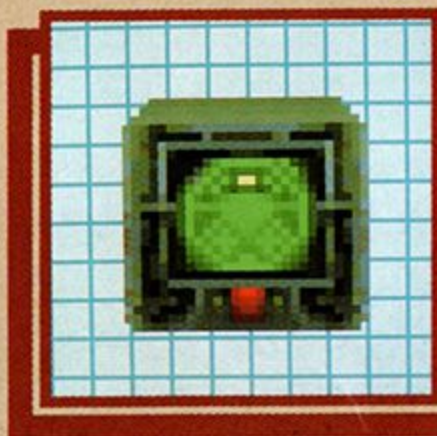
BACKPACKS

Increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.

BERSERK PACKS

Heals you, plus acts as a super adrenaline rush and enormously boosts your muscle power. Since you're already a pretty meaty dude,

this mega strength lets you tear ordinary dolts limb from limb and you can even splatter those demons without too much trouble. However, you've got to use your Fist Attack to get the benefit of the Berserk Attack bonus. When you become Berserk, your screen will briefly turn red. Duration: One Level.

COMPUTER MAPS

A handy find. Will update your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in grey.

Duration: One Level.

LIGHT AMPLIFICATION VISORS

These allow you to see clearly even in pitch dark. Duration: Time Based.

ENEMIES

When the Creatures first appeared at the Gateways, their images were captured by remote video cameras. The video data was computer analyzed by the UAC and the results are provided here, AND ONLY HERE, to help you determine what you're up against.

Some call them Demons, some call them Monsters. Whatever they are, they're not of this world and they're waiting for you.

ENEMY
RECOGNITION

Nº



17:48

FORMER SOLDIERS:

Once a Marine, always a Marine--except in this case. These guys may look like your old buddies, but now they're nothing more than pistol-toting, bi-pedal maggots. Waste 'em!

SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

SF

03:21

FORMER SERGEANTS:



Ditto. Except these guys are meaner, and tougher. These walking shotguns will provide you with a few extra holes if you're not careful.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

WI

11:34

IMPS:



You thought an imp was a cute little dude in a red suit with a pitchfork. Think again. This Imp heaves balls of fire down your throat and takes several bullets to die. It's time to find a better weapon than a pistol, if you're going to face more than one of these mutants.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION



20:17

DEMONS:

Sorta like shaved gorillas, except with horns, big heads and lots of teeth. They don't kill easy. Get too close and they'll rip your sorry head off.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION



02:47

LOST SOULS

Dumb.
Tough.
Flies.
On Fire.
'Nuff said.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

E2

09:35

CACODEMONS:



They float in the air, belch ball-lightening, and have one horrendously big mouth. If you get too close to one of these monstrosities, You're Toast.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

N2

22:59

BARONS OF HELL:



Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus Rex.



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION



13:26

CYBERDEMON:



Half unfeeling machine, half raging horned devil. This walking nightmare has a rocket launcher for an arm and will definitely reach out and touch you. Make sure you're loaded for bear before you get to this guy.



SCAN LEVEL

VIDEO TIME

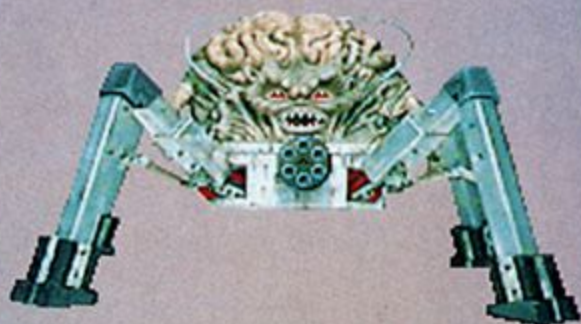
LOCATION

U.A.C. DESIGNATION



11:11

SPIDER DEMON:



Think of the pain a Black Widow causes when you disturb her nest. Then think what happens when you stir up one the size of a of a M60 tank. She shoots a



SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

chaingun. Could put a Big Hurt on you.

There is
no Knowledge
that is not Power



Fourteen selectable fighters,
including eight new characters,
two new bosses and one fighter
hidden within the game!

MK3 uses 50% increased image
memory for stunning graphic
resolution. As well as 12 new
3-D rendered, source-digitized
moving backgrounds for a richer
depth of field.



Loaded with everything you have
been asking for, including six
symbol Kombat Codes that allow
you to release more secret
powers in the game. 32 mgs of
exciting game play - the most
ever for a Mortal Kombat game!

MORTAL KOMBAT 3

MORTAL FRIDAY
13 OCTOBER 1995

COMING
TO
ATTRACTIONS

CREDITS

id SOFTWARE

Programmers	John Carmack, John Romero David Taylor, Michael Abrash
Artists	Adrian Carmack, Kevin Cloud
Level Designers	John Romero, Sandy Petersen American McGee, Shawn Green
Development Support	Shawn Green
Biz	Jay Wilbur
Biz Assistant	Donna Jackson

Original PC Music and Sound FX: Bobby Prince

SCULPTURED SOFTWARE

Programmer	Randy Linden
Project Mgmt Team	Randy Linden, Kelly Zmak, Vince Bracken
Programmer Support	Randy Linden, Ron Stagg
Artists	Michael Hunter, Bryan Jacobs, Virginia Sargent
Sound	Paul Webb, Bob Dayley
Testing	Vince Bracken, Gary Rowberry Chris Olson, Chandler Holbrook Garon Galloway, Ben Nielson
Doom is My Life	John Coffey
Special Thanks	Jodi Harvey, George Metos Kevin Kralian, John Morgan

WILLIAMS ENTERTAINMENT

Manual Design & Production	Debbie Austin, Steve High, Shawn Murphy
Quality Control	Williams Entertainment Testing

WARRANTY

WILLIAMS ENTERTAINMENT INC. warrants to the original purchaser of this Williams Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Williams Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Williams Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Williams Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Williams Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Williams Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WILLIAMS ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WILLIAMS ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS WILLIAMS ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Williams Entertainment Inc.
1800 South Business 45
Corsicana, Texas 75110
(903) 874-2683

Williams® 

Williams Entertainment Inc.

**Williams Entertainment Inc.
1800 South Business 45
Corsicana, Texas 75110
(903) 874-2683**



DOOM™ is a trademark of Id Software, Inc.

Copyright © 1993 Id Software, Inc. All Rights Reserved.

All characters, images, likenesses and other elements depicted in DOOM™
are the property of Id Software, Inc.

Distributed under license by Williams® Entertainment Inc.

Williams® is a trademark of WMS Games Inc.

The software program for this particular version of DOOM™ was
developed by Sculptured Software, Inc., which own the copyright to
such software program, but not to any audio-visual elements or images
or screen displays generated by the program.

PRINTED IN JAPAN