

THE DOOM MASTER WADAZINE #2

IN THIS ISSUE IT'S DOOM VS DOOM, WAD REVIEWS AND MORE

DOOM VS DOOM



THE

DOOM

MASTER



#2

PRODUCED BY:

ENDLESS

The best, the ugliest, the bloodiest and the dooomest of Doom!

Issue #2

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**The
D O O M
Master Wadazine
Presents:**

The second edition of the DMW, a magazine project full of enthusiasm and passion!
Now with the support of the community and with its own cover!
Enjoy this reading and welcome to Issue **#2** of the *DMW*!



Writers of this Edition:

Endless: The *Doom vs Doom* article, the WADs and the essentials of the DMW.

InDOOMnesia: Our first article contributor! Please, a big round of applause for our friend! With its great knowledge of Doom console-ports, InDOOMnesia gift us the deep and fascinating *Year of Retro Console Doom: How the Old Console Doom Ports Make a Return in 2020* article!

Roebloz: Our first interviewer! Another master of the console-ports and a passionate enthusiast. Full of desire to help and start with excellency in his contributions, Roebloz brings us the first ever interview with *Randy Linden!*

Ant1: Our first reviewer! Ant1 dust off his writing skills to bring us one special WAD that you should try for some good wholesome fun, *Magic Doom*. A big applause for our man and may he keep up the great work!

TheEvilGrin: Following the path of reviewing, I welcome TheEvilGrin! The man gave us his awesome recommendation for *Phobos Revisited*. Welcome aboard!



Doom vs Doom

A comparative retrospective.



- Endless

A rather peculiar subject that might come up from time to time is the comparison between the classical Doom and the modern Doom. It is usually something natural that always happens whenever there are sequels separated by a considerable amount of time. We could say that it is part of our nature to compare things.

Of course, there is something interesting that happens in this process. Doom and its main sequels are usually separated by quite considerable margins of time. Well, decades actually. With the speed at which technology evolves and the market changes, we can expect each sequel to be different from one another, and of course, that's what's happened to our precious game.

Often times there are somewhat fierce fans on both sides who can fervently defend their opinion about the king among kings. Declaring with absolute certainty which game prostrates himself the best among all. We have the puritans who despise Doom 3 and Doom 2016 onwards, or the opposite; new fans who hated the slow, boring classic Doom gameplay.

Of course, they're both wrong, but in that case... what's right then? Gameplay over graphics? Technology over feeling? John vs John? Doom Marine vs Doom Slayer? What makes a game of Doom, Doom?

From a realistic point of view, then, the fact that it's called Doom already makes it Doom, legal stuff and that. But let's put aside the technicalities and concentrate on the main games. When I refer to main games, I mean Doom 1&2, Doom 64, Doom 3, Doom 2016 and Doom Eternal (which we will put in the same category. Like Doom 1&2)

Remember when Doom 3 was released? The whole world stood by and watched as the father of the FPS returned to take back his throne. Full of hype and accompanied by beautiful trailers that showed such advanced graphics along with an amazing OST, Doom 3 seemed to be coming to claim what was rightfully his. But... the story was slightly different.

Doom 3 set enormous expectations from a group of fans who had been waiting for more than a decade. Longing once again for the feeling of adrenaline in a series full of action and violence, everything looked so good, and on one hand, yes, it looked very cool. But the arrival of Doom 3 was one that to this day, is still seen in mixed colors. Of all the details between the huge change in classic Doom compared to Doom 3, these are pretty clear even to the untrained eye, some might say that if Doom 3 had not used the title next to that 3 probably no one would have guessed it was a Doom game. The change both in tone and gameplay mechanics was drastic, one of the first examples of a great leap between sequels. Another example that I can think of is the infamous Unreal sequel, Unreal 2: The Awakening, which not only changed the formula of the original in an extreme way, but it also was received, in general, with negative comments. Doom 3, on the other hand, as I said earlier, was a mixed bag. We can all understand that this game was not received as a work worthy of what the original Doom series was, but on the other hand there were some aspects that made this one stand-out as a neat, horrifying game.



Romero sporting a lovely smile and rocking the long hair while making the game we love



This big bad boy makes his presence known with his shattering roars and intense footsteps.

Doom 3 introduced the first next-gen graphics to the series. Considered a technical and graphical marvel for its time, the game still stands thanks to its fascinating use of ambient light. We all remember how bloody dark it was in its day, but within the darkness also lay the horrors that made us cry out. The inclusion of a new style of art brought with it probably one of the most terrifying designs I've seen in FPS games. Flaming floating heads screaming through the air, spiders with deformed heads, mutant soldiers with tentacles, massive half machine, half flesh demons and one of the most terrifying Hellknights ever. Doom 3 was metal af. I think we can all agree on something else here too: Doom 3 featured the best Hell design ever, period. Remember those babies shaped like insects? Or those huge demons with a TV in their mouths? Id showed us their dark side with this delivery; an experience as macabre as it is diabolical. It's precisely in that leap in content that things were divided up for the fans. On the one side, yes, Doom 3 is very different from its predecessor, but does that really mean it's a bad game? I don't think so, on the contrary, I think Doom 3 is in essence a very welcoming addition to the saga, since while other games are a constant steamy-soulless copy, Doom has variety.

The transition to Doom 3 wasn't a one-shot deal, though. There was a certain predecessor that, despite not working as a proper titled sequel, followed similar steps. We all know who we're talking about, the dark little brother of the saga.

Doom 64 is one of those examples of taking the original formula but giving it a different flavor. A mix between the classic feeling of killing demons through tech bases and hell, and then combining it with a horrific, nightmarish atmosphere. Although the general consensus on D64 is usually quite positive and respectable, this is probably the least known and played delivery by fans of the saga. This is mainly due to the fact that it was a game that was exclusive for a long time to a single console, one that after years was more associated with less violent game and more Mario games and after that, the game was never brought back again, until recently. The only way to experience the game was through emulators. It was only a

couple of months ago that Doom 64 finally arrived at the door of its deserved home, the glorious PC. With a new release on modern platforms, through a somewhat dubious port (thanks Bethesda) at least now we can enjoy this game in a much purer way than before. One path that takes us into an intermediate between action and horror.

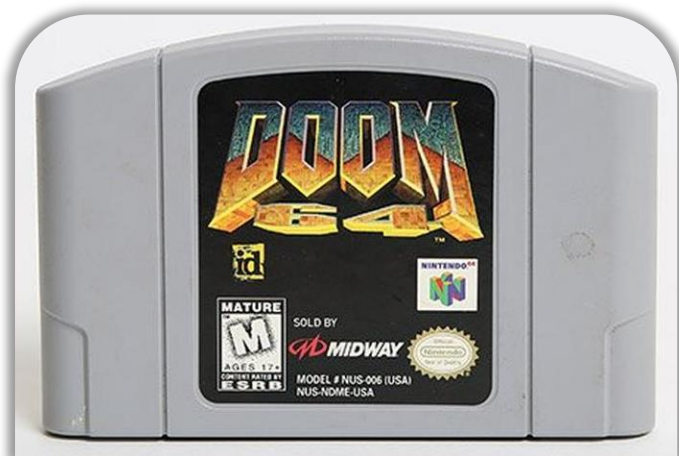
Although the news articles, the video game media and the community in general do not usually make much mention of this game, it is undeniable how it is part of the path for the future of the saga. To such an extent that one of its weapons even appears in Eternal, and its story is also part of the cannon (supposedly, it's kinda confusing) Doom 64 is a work characterized by differentiating between the rest of the sequels by its darker colors, its more tetrical designs, its ambient music "drone" style and a deliberate use of elements of horror to create a remarkable game, even among other N64 titles, or any other shooting title of that time.

While elsewhere we were chewing gum or throwing shurikens, Doom 64 was a step forward into a different, unknown, harmful world. One where our Doom Guy no longer felt as powerful as he once did.

I'm sure that a few lucky people here tried the game in its original state, an N64 console, and probably most can confirm

the fact that just entering the game and seeing those dark colors accompanied by a lot of music gave enough thoughts to say "Wait a minute... is this Doom?"

And hell, yeah it is.



Yet, the road didn't end there, the saga continued with what was Doom 3, which already explained its history, but after Doom 3 there was a silence, a long, long pause in which it seemed that our beloved game would never see the light of day again... until in 2014, a trailer came out.

The rest is history, and a good history. We know how Doom 2016 came to regain the title and give once again current relevance to our beloved game. The path taken for the creation of Doom 2016 (O Doom 4) was one that was fixed in each route taken and detail exposed by the previous deliveries. The violence and frenzy of classic Doom? Check, the art and horror of Doom 64 and Doom 3? Check. Final result: A new, big, damn great game. The changes were present, of course, as in every game, but this time the changes were made with care to achieve a balance between satisfaction towards the new and towards the old. Doom 2016 does not forget its roots, it does not forget its predecessors, and if it got to see high above, it is because it stood on the shoulders of giants.



Slaying demons in 2016 was a lot of fun.

The story did not end there, of course not. With the massive critical and commercial success that was Doom 2016, it was obvious that a sequel would be forthcoming, and so it was, a sequel that not only took the good of 2016, but improved it threefold and gave us the most frenetic delivery of the saga. Doom Eternal, my favorite title too by the way, I love that word, my own nickname is a variation/synonym. Moving on.

Doom Eternal has been probably the most acclaimed delivery of the "modern" Doom games, creating a hype as bloody as exciting, the game was launched with massive success and was considered and catalogued numerous times to "GOTY", although of course, we both know that the true champion is classic Doom to GOTC (Game of the Century.) but whatever. Unlike Doom 2016, Doom Eternal brought more classic and arcade elements to the table. Featuring an arena-based combat system as well as more progressive navigation, full of secrets, special battle arenas and bosses that, in classic Doom style, become part of the natural enemy pool. Improving the features threefold and adding a new repertoire of enemies, including the now iconic Marauder, Doom Eternal surprised in every single category, especially the music, which needs no further mention of how amazing it was.



*Introducing new enemies, weapons and new worlds.
Doom Eternal looks big, but is it really?*

Bringing a more modernized touch, ordinary and polished mechanics, a mode between classic and modern and an undeniably violent gameplay, Doom Eternal is probably the version of Doom that we all once yearned for before 2016. I don't dare to say that this is a perfect delivery, since despite being extremely fun, it lacks content, replayability, multiplayer properly done and is in the hands of Bethesda so that alone is bad news. But probably the lowest blow of all is the fact that just like Doom 2016, it lacks tools for mod creation. Doom 2016 contained Snapmap, sure, fun, nice. But it wasn't a system capable of creating the things we've done with a game three times older. That was better than having nothing at all, and Doom Eternal has nothing in that sense.

Each game has given us different characteristics that have made them stand out in their respective aspects. Both their good things and their bad things have been taken into account in every article made, every comment said and every opinion formulated. Some love modern Doom, others are fans of the atmosphere and art of Doom 3, and of course, we all love classic Doom, a testament to the history of software and videogames itself, a technological breakthrough that can never be forgotten.

So, in the great debate over which one is dominant as superior? Doom vs Doom? Which one is better?

I think the question comes down to a different problem. Perfection is subjective. Beauty is in the eye of the beholder after all. I consider the entire saga to be a masterpiece. Each has contributed something that the other lacked, creating a balance where we can satisfy any taste or need we have by simply coming in and choosing one to play with. We want retro and simplicity at its purest? You know the choice. Do we want to feel spiders on our skin and scream a little bit? You know what the medicine is. Do we want pure frenzied madness with violent music in the background? You know who I'm talking about. You see? Doom is one of those few sagas that in reality, have not had bad deliveries objectively. Doom 3 was probably one of the most hated during its early years, and yet now we look at it with more respect and the admiration it deserves. I don't want to say that Doom is the game for everyone, of course it isn't, because tastes are so varied that some of us want vanilla but others want chocolate. But for us, for those that we like the taste of Doom, I can happily say that Doom has everything for everyone. Let's not forget, that after all this time, together we still celebrate a saga, together we still participate to enjoy a series that has lasted for 25+ years and aims for more. How many games have achieved that? Not many, that's sure mate, that's sure.

So... which one is the best Doom? Well, the short answer is simple: **Doom.**



Year of Retro Console Doom: How the Old Console Doom Ports Make a Return in 2020



- By InDOOMnesia aka taufan99

Amidst the COVID-19 outbreak that has been putting every single face in the world into a long one this year, the DOOM community has somehow been receiving many forms of relief to accompany them during the prolonged homestay. Namely, the release of DOOM Eternal and the re-release of the atmospheric legend DOOM 64 on March 20, both of which were initially planned for release on November 22, 2019.

Apart from the DOOM 64 re-release, the Sony PlayStation port has recently resurged in popularity as well. With the initial development plan of the reverse-engineered source port [PsyDoom](#) by Darragh Coy aka. Intacowetrust since the end of December 2019, Erick194 of the famous Team GEC also vastly contributed by [his extensive reverse-engineering](#) of the port, which was released on February 3, followed by [the same effort](#) with the PlayStation port of Final DOOM on June 14. While the PsyDoom port is still in an early phase, it can entirely play the original PlayStation port with close to no problems. Currently, Erick is also focusing on reverse-engineering the original DOOM 64, as well as the Sega Saturn port, which is basically the cut-down version of the PlayStation port. Once the reverse engineering is done for these two, there is just as much hope to improve them as with the case of the PlayStation port.





Another good news comes from the compromised-but-still-technologically-marvelous Super NES port. On February 29, Randy Linden, the port's programmer, made two Github pages related to the port, the first for [the port's source code](#) itself and the second for the development toolchain for use on Amiga, dubbed [ACCESS](#). After about 5 months of behind-the-screen activity (mostly related to the source code licensing), he finally released the port's source code under the GPLv3 license on [July 14](#). The release is divided into 4 different phases, which, by the time this article was written, is still in an ongoing process. Similarly, the ACCESS toolchain would be released under 4 phases as

well. This also opens up a chance of further improvements by skilled programmers alike. This has been first proven true by xttl's circle strafing hack (published as an IPS patch for the original ROM file), with more still to come later.

The Game Boy Advance port has also been thriving alongside the previously mentioned ports. [A hack](#) involving PrBoom that lets players play the original DOS IWADs (minus Plutonia by the time this was written) on the device, in their uncensored glory and original map geometry, has been actively developed by Doomhack and Kippykip. On the other side, speedrunners such as [Alexo670](#) have been attempting to achieve world records of the original Game Boy Advance port. The second game's port (featuring the custom Southpaw engine also used in Duke Nukem Advance and Ice Nine), while not as much revisited as the first one, has been receiving a few graphic hacks recently. In reality, there are only two such hacks by [Roebloz](#), but more may possibly follow. I think it would be interesting to see it receive another groundbreaking treatment like the PlayStation and Super NES ports.



The Atari Jaguar port sees a bunch of homebrew developers on AtariAge improving it under the moniker [Doom: Slayer Edition](#). Beginning development as a simple hack adding in-game music (which the port lacks) and fixing sound effects, the developers would later add even more stuff, such as restoring the spectre (with a visual effect similar to the PlayStation port), [the cyberdemon and the spiderdemon](#) (both originally absent in the port), Pro Controller support, and even the ability to load PWADs (dubbed JWADs there). While the thread has been dormant since June 17, there may be some behind-the-screen development ongoing. Additionally, the [Calico backport](#), which has been put on hold for a while after the recruitment of James "Quasar" Haley by Nightdive Studios, has somehow received an unlikely x64-optimized build by Vic Vos, who, surprisingly, had no prior coding background. While this release features virtually no



other improvements, this is still a significant step forward, as this brings the backport to the more modern platforms and is likely to reignite people's interest to continue further development of it.

Apparently, Rebecca Heineman, the developer of the infamous 3DO port, also recently reacquired the 3DO development kit and expressed an interest in revisiting the DOOM and Wolfenstein 3D ports for the console. Unfortunately, she broke her leg a while ago and [is still in recovery](#), putting her plan to a halt. We at the Doomworld wish her a healthy recovery and the best of luck for the plan.

What about the another poor 32X port? Though it also has yet to receive the same kind of groundbreaking treatment (its source code has yet to be released, perhaps due to the port being directly distributed by Sega), Roebloz has also developed [a few custom maps](#) as romhacks, even going so far as to (re?)confirm that the 32X port is [actually capable of crushers](#), a feature not found in the original Atari Jaguar port. Interestingly, while the Jaguar port was developed first, the 32X port was released earlier.

The massive comeback of old Console Doom ports is the result of both the fans and the developer's dedication to our beloved franchise, which in turn can also become an instrument of creativity for everybody. And there is no better time to cherish this achievement than right now.



**And now, the first exclusive interview for
the ~~Doom~~ Master Wadazine,
With Randy Linden!
Brought to you by: Roebloz.**

Hello, I am Roebloz and I bring you your local **Console Doom news and facts**. So, this month a few neat discoveries happened and we even had a source code release for one of the most interesting 90'sports!

First of all, the SNES port of Doom which is known for the music and overall accuracy in level geometry, as well as being the only 90's port not based off the Jaguar port directly or indirectly, has had a source code release by programmer **Randy Linden**, who also created the PlayStation 1 emulator known as **Bleem!** The source release didn't seem to be fully complete at first, but some people already managed to do some neat things. Randy continues updating the GitHub page but people have yet to rebuild the ROM, even with *Randy's* help! Speaking of *Randy*, I managed to get a small interview with the man himself to answer some questions that weren't answered in **Cacodemontube's** interview.

Roebloz: Why were Episode 2 and 3 difficulty-locked in most releases?

Randy Linden: If I recall correctly, the decision was made to increase the longevity of the game.

Roe: What was the hardest map to get running on the port?

Randy: All the maps were easy to get running – no one map was more difficult than any other because the toolchain automated the process of conversion.

Roe: If you could go back in time, what would you change in the port?

Randy: I'd use HDMA mosaic to pixel double everything which would save VRAM and allow me to draw flats (ceilings/floors) as well as improve the framerate.

Roe: What do you think of Cacodemontube's custom SNES levels?

Randy: I *love* Caco's work – VERY impressive considering that none of the source or other information was available at the time he did all the work.

Roe: What is your favorite 90's console port of Doom apart from yours?

Randy: My favourite port has to be the N64 – I always loved that machine and think the port was an excellent version!

And with this, we end the interview, thanks to the great *Randy* for his participation! Now for your 32x Doom News, aka the port with the best tunes, yours truly found that crushers do work, however some people had already found it before, it just was never documented anywhere it seems. Oh well.

That is all for your **Console Doom News**, huge thanks to *Randy* for lending me some of his time to answer my questions for you! This is *Roebloz*, logging off.

THE WAD CORNER #2

The pure essence of the wadazine!

These are your WAD recommendations from the minds and hearts of the DMW writers of this edition! With love and fun, satisfy your needs for WADs, man!

Lock and load your super shotgun and get ready for hell, **you're going into Doom!**

Ray Mohawk's Manic Monday: By Doomkid. (2019)

One of the great beauties of Doom is the fact that it's incredibly diverse. From the classic megawads full of innovative mechanics to the modern maps that push the limits of the engine. However, that doesn't mean that the more complex everything is better, on the contrary. Simplicity, modesty and punk hairstyles are one of the things we all need from time to time in life. Fear not, for Doom and his community have you covered. Introducing, Ray Mohawk's Manic Monday. Created by the mastermind of Doomkid, RMMM is a small collection of 6 well-packaged maps with style, groove and summery demons. You better bring the machete to cut those coconuts, cause they're thick here. Wink.



Functioning as a partial conversion, RMMM also brings with it the art of sprites. Modifying the appearance of the most common demon repertoire to give them a more charismatic and holiday feel. Maybe you thought that Imps were evil and full of hate, but the truth is that they are very laid-back folks. A few palm trees skirts and everything looks better, won't you agree?

With classic textures, new sprites, two new simple-to-use but welcome weapons and also 6 small maps well-adjusted in both style and layout; RMMM is an adventure through a sunny sky to a starry hell... or was it a sky?

Enter this adventure, a different kind of hell but just as fun as any other hell! Plus, you'll have some great MIDI renditions to look forward to.

- Endless



Now, I'm happy to introduce a special man into this corner through an awesome interview.

The *author* of **Ray Mohawk's Manic Monday**, Doomkid!

So, let's start with a little interview based on simple questions!

1. *Ray Mohawks Manic Monday!* That sounds like a pretty interesting character, is there a story behind the creation of this Ray?

-Doomkid: The character just came to me randomly. I was looking at old skins and found one of the shotgunners with a Mohawk, and shortly after found a mugshot of the Doomguy with a Mohawk. For some reason, when it was all pieced together, the name Ray Mohawk came to mind. Gez mentioned Raymoohawk in the release thread, and I think he's right, on a subliminal level I was almost definitely inspired by the real Ray's name.

2. Where did you get the idea or inspiration to create this wad?

-Doomkid: Well, I saw all these videos of friends back in the Americas coping with the snow, especially my buddies *Mr Crispy and Decay*. I was dealing with bushfires and heat during the summer. It just felt like an odd clash and I wanted to make something that felt like a nice, bright, bushfire free and snow free experience.

3. Any sequels or spiritual successors planned?

-Doomkid: Not necessarily, but as a rule of thumb, if you have fun with one of my wads you're likely to enjoy my other stuff too since there is conceptual continuity through it all.

4. Music is something you enjoy a lot, especially Zappa (and that's an understatement). This WAD is especially enjoyable because of the incredible and catchy MIDI renditions it has, did you already plan what songs you would use or did you have a more complex process?

-Doomkid: Basically, I was just on a kick with these songs at the time and wanted to put them in the wad! (My Zappa-heavy wad was *Doomed in Space*)

5. As a great Doom veteran, especially from the MP scene, and above all a great and respected member of Doomworld, you have a great knowledge about different WADs released, what would you like to see more in WAD projects or what do you think is a style or aspect that should be more exploited?

-Doomkid: HAHA, this is WAY too much praise, I'm just a shmuck I assure you. But, to answer your question, I love partial conversions and would always love to see more stuff like that. As for new ones, think *MagicDoom*, *Alien Bastards*, *Sargasso*, that sort of thing. Stuff where there may be a custom enemy or two, or some behavior changes to the weapons, but still all fundamentally very Doomy. Older classics like *Area51* always felt like they had a touch more personality than the standard offerings without going overboard and feeling like something else altogether. I love that stuff.

6. And finally, for the fans (myself included) are you working on any Doom project at the moment?

-Doomkid: *Rowdy Rudy 2*, some Deathmatch maps with my friend *Decay* and some *vanilla megawad* that is currently still in its baby stages.

Thanks a lot for the words **Doomkid!**

With this, I conclude this small interview that may be of your liking, dear Doomer. I hope you have enjoyed it as much as I did.

- Endless

[The Darkening Episode 1](#): By various authors. (1999)



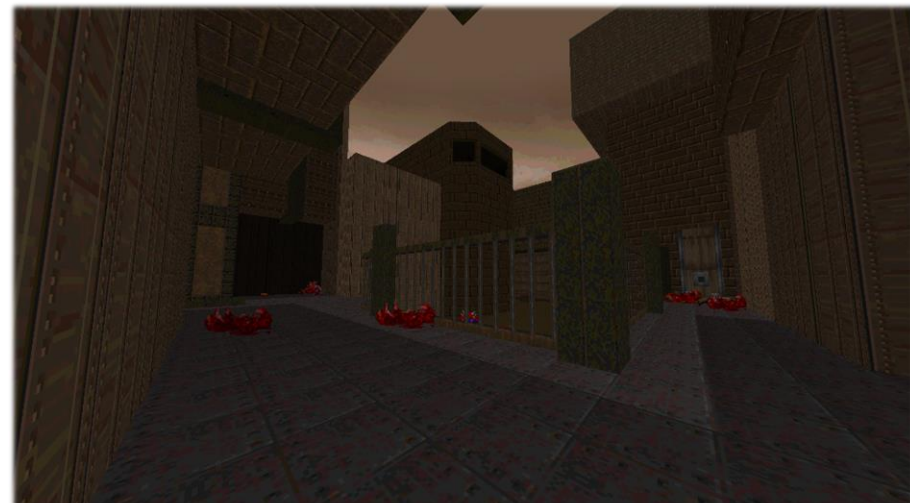
An oldie but a goldie. You know very well the saying "age like wine", a term that usually doesn't go down well with WADs from the 90s, but of course, there are always exceptions, and here I come to present to you one of those exceptions that pleasantly surprised me with its ability to feel relevant decades later.

The Darkening is a collection of 11 singleplayer maps and 11 multiplayer maps, which technically makes it a megawad, but for the reason of this review we will concentrate on the 11 singleplayer maps. And they are quite good let me tell ya.

Don't let the simple work of stock textures fool you, nor the simple appearance that screams "90s". The beauty of this WAD is not outside, but inside. It's the design that caught my attention, to the point that while playing it I even thought: "Hey, this feels like a Scythe prototype." Not in its difficulty, no, this map is simpler, but its design is what caught my eye. Short and sharp. The intensity is constant and the challenge may not be as suicidal, but it's strong enough to keep us entertained through 11 excellent layout-wise maps.

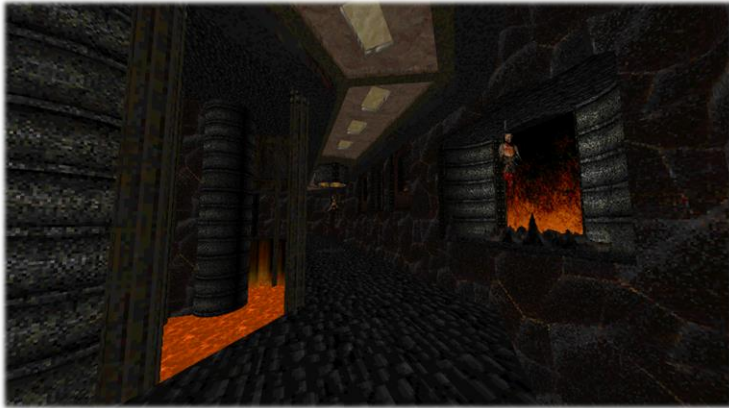
Simplicity is a term I often adopt to describe something satisfying but simple. The Darkening is simplicity. The maps are small, with paths so direct that it is almost impossible to get lost through the well-directed roads. To counteract the fact that the maps are quite *meh* to look at, they have excellent positioning theory and synergy between demons and design. You are in a constant battle through closed areas that evoke the sensation of industries or abandoned places. The art style may lag somewhat behind modern WADs, but the other kind of *art* does not lag behind, and that art is the one done from a top-down perspective in Doom Builder, the one that allows us to draw like architects. Here, The Darkening triumphs as a fun map in the middle of 2020, since 1999.

- Endless



Hell Ground: By Eternal. (2009)

Oh boy, where do I begin? Hell Ground is, by far, one of the greatest and most impressive WADs out there in existence, period. Although this collection of 7 maps is already a decade old, the quality it possesses is so amazing that another decade could pass and its relevance will still be important. This was my introduction to Eternal, a [miracle mapper](#) who by this point has become one of my favorites. As I recommend this WAD in particular, I am sure I will recommend others from his great repertoire of works.



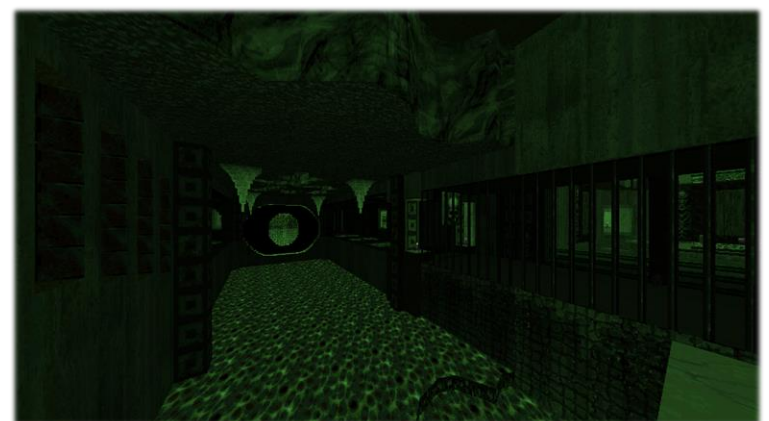
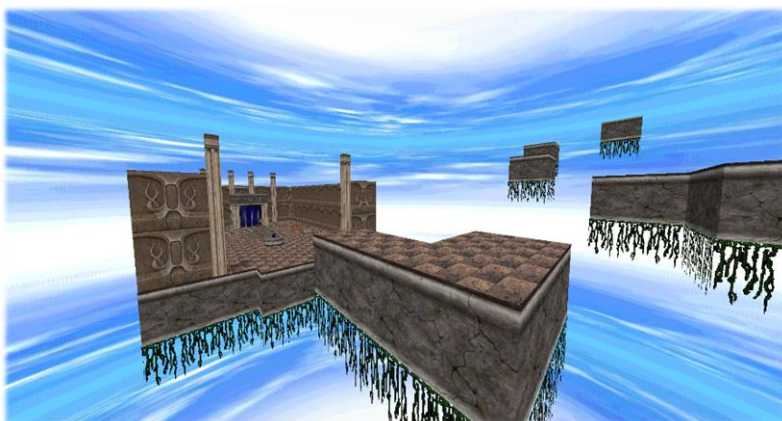
By introducing a collection of 7 maps, no more, no less, you may believe at first that this is a collection of small maps, but it is the opposite. These maps are so huge that the mini-map doesn't fit all over the screen. You might be a little intimidated to jump in front of this WAD with what I just said, but now comes the fun part. Each map has a massive size as well as a fascinating design. Interconnected roads, well-made teleporters, different dimensions, hellish themes, plutonia-esque themes, sky-bases and even a few moments so psychedelic that you'll spend smiling through the whole encounter, or with your eyes wide open, there are two kinds

of people. Each map is a work of art that is presented with as much intelligence as style. The atmosphere is a unique quality of this WAD, one of the few that manages to establish a sense of dread and mystery for every step you take through this adventure in these hellish grounds.

But everything is not only show and spectacle, here there is also excellent combat and a lot of fun. The challenge is enough to put you on the edge without having to break your head trying to overcome some map. The beauty lies in the ability to combine the map theme and design with the intense combat and enemy repertoire, and speaking of enemies, Hell Ground includes two simple but interesting enemies modified to give more presence to the capabilities of this beautiful WAD.

From dark and gothic mansions, crossing through disturbing dimensions, reaching the gates of paradise to finally fall into the pits of hell and close the mouth of the devil. Hell Ground is an experience you will enjoy today, tomorrow and forever, after all, a guy named Eternal gave us an eternal gift, one that is fucking awesome.

- Endless



Outer Base: By Kuleshoff. (2020)



Feeling tired of life's difficulties? Looking for something to de-stress you with even if it is just for 20 or 15 minutes? Outer Base has you covered, mate! A small map made by the newcomer Kuleshoff, a mapper that with a few maps designed since 2019, has proven to possess solid skills to deliver fantastic and well-done levels.

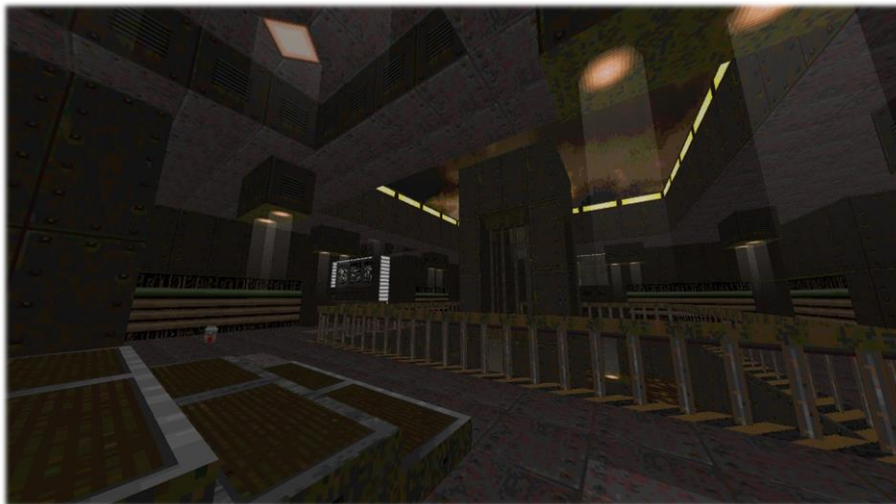
Sure, it's not as big as other maps that let you get lost for 45 minutes, but it's good enough to show you that in small packages comes big gifts. Quake-style, Outer Base is a map that

makes use of strange tech-bases drowned by the hordes of hell. Excellent use of textures, ambient light and even ambient sounds make this map a pretty impressive effort for a rookie among the great world of WAD creation.

The design is done in a way to give you as much insight into the author's qualities as possible, as well as to show you that he means business. Without being complex, Outer Base has enough tricks up its sleeves to give you a good run for your money. A fairly acceptable challenge as well as a short duration make this one very enjoyable in these boring days where a little Doom heals the heart. After all, walking through demon-infested brown worlds on beautifully designed tech-bases and even rivers (or drains) gives a certain feeling of softness.

Destroy enemies through this solid delivery and feel the fury running through your veins thanks to Andrew Hulshult's fascinating soundtrack among the rusty steel corners stained with blood in Outer Base. Let's hope the author continues his improvement process and delivers bigger deliveries to give us a glorious new-entry in this active community. After all, a mapper who is able to create great maps tends to draw us big smiles with their awesome skills.

- Endless



DBP05: Coffin Curse: By the Doomer Boards Community. (2018)

Do you like to feel relaxed to the sound of a sweet sonata? The sun on your face while you stretch your feet? A margarita on your right and a good book on your left? Nothing like a relaxing life, right?

WELL FUCK NO. Too bad if you just want to chill cause Coffin Curse is about to break yo ass. Yo?

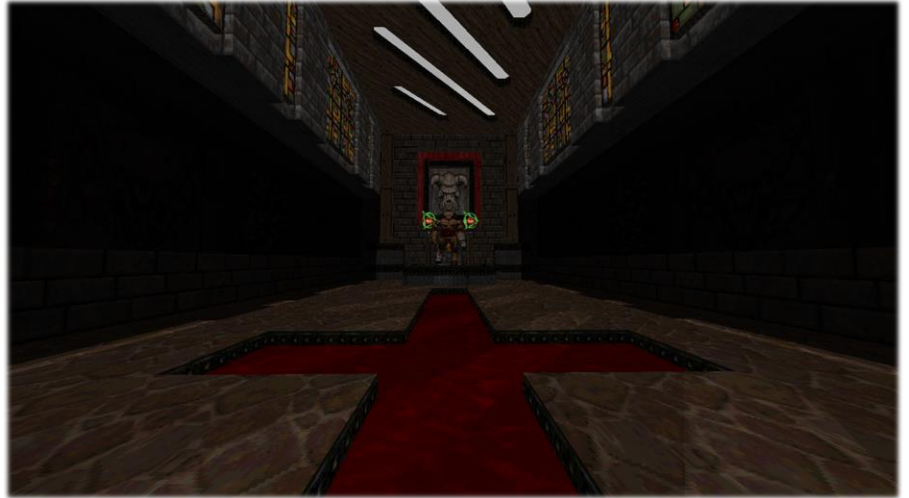
Ahem, I got carried away. Moving on. Okay!

back to one of my favorite projects and favorite group of mappers (kinda?) The Doomer Boards Projects delivers the fifth installment of the franchise, this time assaulting us immediately with what is a crazy 7-map collection that is designed to amaze you with pure violence and sheer destruction. Coffin Curse doesn't fool around. Hell no. The previous deliveries feel like a walk in the park compared to the first 3 maps of this beast. These are not maps designed to smash your head against your desk by being annoying or tedious to grind, but they are designed to make you grind your teeth into exciting fights in huge, deadly arenas. Hence, your Coffin Curse.

But don't let that scare you. You won't encounter over 1000 demons in a huge arena or face waves of Pain Elementals for hours on end. On the contrary, the number of enemies is even somewhat reduced to what we would consider difficult. The real challenge of this WAD lies in its excellent layout that forces you to be constantly aware of every move you make and every corner you encounter. Enemies lurk everywhere and their numbers may be few, but their strength is greater. Strategy and reflexes are something you will need. Items are not things you can take for granted and ignoring enemies can cost you dearly. Watch out for every move, young Doomer, see and hear every sound, the demons walk carefully, for at anytime and anywhere they will seek to curse you inside your own coffin.

Such a challenge is also accompanied by excellent visuals too. Don't expect a simple collection of difficult maps and that's it, you will also find maps so well-crafted that they are critical to understanding clever designs and wonderful layouts that help both improve the overall experience and also give you a good kick in the ass.

- Endless



[Magic Doom](#): By magicsofa. (2020)



While nobody can deny that The Ultimate Doom is a fantastic game, it doesn't have the same "magic" or "power" to it once it has been beaten once. However, as I am a (relatively) inexperienced Doom player, I wanted my first community WAD to be one that I felt at home with, giving me the same general experience of the original game while changing enough elements to make it interesting.

This goal was clearly accomplished well within Magicsofa's Magic Doom. Featuring levels E1M1-E3M9, this WAD has plenty of new ideas. While

vanilla, this WAD's focus on fast-paced action means that some weapons shoot faster, with some enemies' HP being increased. As a result of this focus, a lot of the more memorable sections of these levels are those with lots of action. Clever use of infighting and good movement is very important to survive these sections, but the pacing and setup of each fight is very well done, allowing for different options in navigating. On top of this, while the fights and speed of these maps are touted, the explorers of Doom will certainly enjoy this WAD as well. Every level contains good secrets, that take time to figure out without being too obtuse. In fact, I found some of them by accident as I traversed the levels. With keycards that lead to ammo and health (but otherwise being unnecessary) and many different paths to get to the exit of each map, one can easily spend lots of time enjoying each map.

As for difficulty, this WAD isn't incredibly difficult in my opinion, and I'm sure most people reading this will find it easy, but for me, playing on Ultra-Violence was a good difficulty level that was definitely harder than the original 2 games while not being punishing. Admittedly, E1M8 was very difficult, but I was also on 18% health at the start of the level. As much as I do praise the WAD for its good balance of difficulty versus punishment, I did find some moments to be rather cheap, with tons of Barons and lost souls right at the exit switch in E2M3 as an example, however this was only mildly annoying due to the plentiful plasma ammo scattered throughout the level.

Overall, this was a very satisfying experience for me as a newcomer to community levels, and those used to community packs will surely be satisfied by a return to a more vanilla formula, with enough changes to make it worthwhile. At times it will throw lots of enemies at you, but in no way is this a slaughtermap, making it great for everybody to enjoy. Every level of Doom player should definitely give it a try!

- Ant1



Phobos revisited: By ReX Claussen. (2004)

Have you ever been tired of playing modern WADs with custom everything?

Of blasting your way through Mancubi with the Super Shotgun?

Of archviles turning you into a grilled steak in less than 2.13 seconds?

I have. In my purist moments, I always return to playing The Ultimate Doom's episode 1. But I guess you've already done the same thing, don't you?

The thing is, it quickly becomes boring since you already have played it a thousand times.

I was going through old Cacowards winners list when I found the Ultimate solution against your despair. Behold "Phobos revisited"! A remake of Doom's E1, but bigger, better-looking and more importantly, more fun to play.

All the levels have been remastered, some new crunchy secrets added, but it still captures very well the spirit of E1. The keys are for the most part at the same place, but accessing them will be more difficult.

You should recognize places though, as the general layout is still there. Music is of course the same, but I advise you to use "IDKFA.wad" if you want some more modern metal vibes and you're tired of the old midis.

Having no super shotgun will quickly change your playstyle. But you know what? Taking out imps from far away with the normal shotgun is as fun as turning hellknights into pieces of swiss cheese with the SSG.

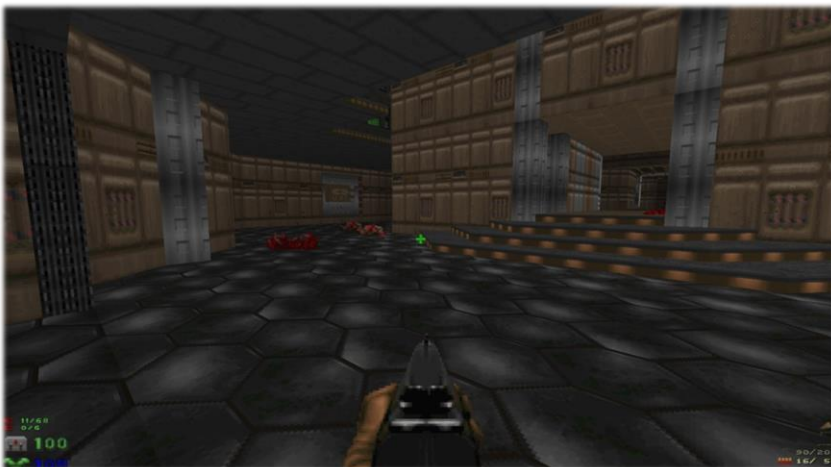
With such narrow corridors the traditional blam-clic-clic weapon will be your default weapon, and it is more than efficient against the enemies you'll find here. After all, who needs a super shotgun for a few zombiemen?

I must admit it would have come in handy for E1M8 though. This map has of course been remade, and let's just say it's...more difficult (spoiler alert, I died).

If you finished it and are still in a need for Doom 1 vibes, good news: its creator also did E2 and E3, even if people tend to find them underwhelming, according to the reviews.

Final decision? Definitely worth being played, and one to keep in your "WADs" folder for rainy days. You'll replay it for sure.

- TheEvilGrin



THE MASTER RECOMMENDATION #2

I hope you all enjoyed this wonderful reading that was done with both love and care!

This edition marks a special milestone for being the first step in what is the ongoing support of the community, now with new writers and contributors, this project will go for a long and happy life!

Now, as part of the DMW, it's time to recommend what I consider a WAD that has stood out with grace during this not-so-wonderful year!

With a lot of enthusiasm and a bright smile, here I present to you:

The Master Recommendation of Issue #2

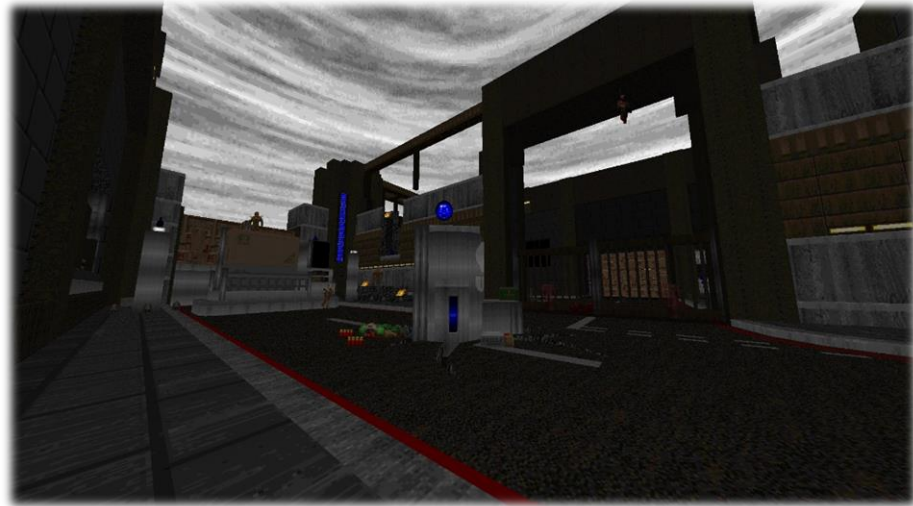
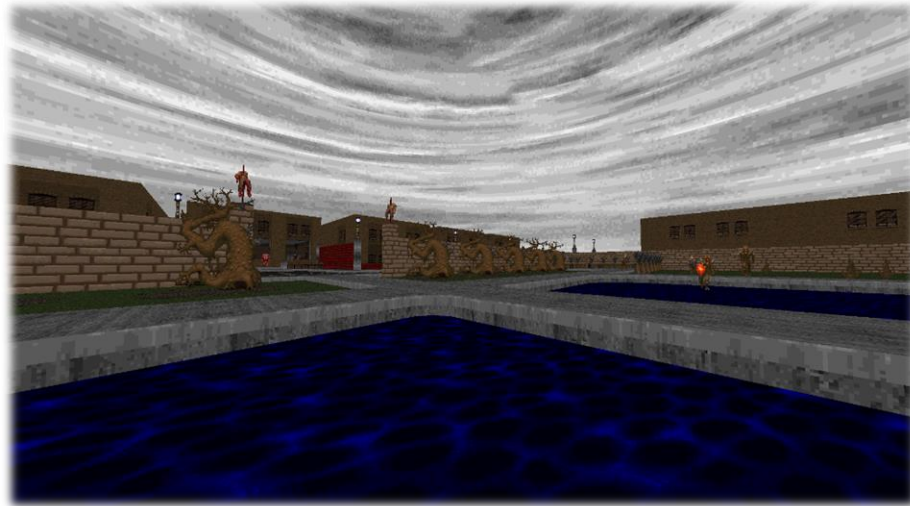
Is...

25 YEARS ON EARTH

By: Phobus

In the good style of Doomer celebration, there are times when we find certain works that give us an excellent taste to enjoy, a taste of glory, victory, art and skill. We celebrated with great joy the 25th birthday of our favorite game, but some took this celebration to higher limits beyond our abilities.

Introducing one of the creations of one big passionate fan that gave us both a gift and an opportunity. Phobus offers the chance to relive classic moments through massacres between well-packaged maps that give us a good punch in the nostalgia organ and the trigger finger.



With excellent MIDI renditions of fantastic hard rock songs and metal songs, plus wonderful maps designed under the theory of "short but sweet", or well, in this case, short but *metal*; 25 Years on Earth is a project that has been built with care and skill. The premise lies in a reminiscence of Scythe's style, if we want to compare that is. Maps of small size but with enough detail and complexity to give them unique touches. Added that to challenges that will put our skills to the test, without having to exhort us to smash the keyboard in a rage, 25 Years on Earth is an enjoyable experience for every type of player who wants to get inside a Megawad that is neither too big nor too small. This one is just the right size, just right enough to satisfy your vanilla-style and metal-violence needs.





Creating a megawad is no easy task, we all know that perfectly well. Not only is it about achieving the goal of 32 or 30 maps, but it's also about being able to create a constant flow between fun and innovation, and by the latter I mean making the maps feel fresh within their own limitations or corresponding theme.

25 Years on Earth achieves this thanks to its excellent planning on every map it presents. Quirks is something you will find in a few maps, giving a certain style to each encounter, but what really stands out is the creativity that we

can find in the design taken at each level. This gives a sense of freshness through each win, since the similarities are within the "central theme" of the megawad, no map is twin to another, no map feels "Hey, I've done this before." You'll find maps that stand out quite a bit from others for having special and unique aspects, innovative designs that complement the gameplay as well as classic maps of pure entertainment killing demons.

Do you like Slayer? Do you like Guns n Roses? How about some Judas Priest? Van Halen maybe? Well look no further, 25 Years on Earth has you covered, kid. One incredible aspect that helps to highlight each map and also duplicate the entertainment is the music present in each map. You won't find the already saturated renditions of Prince or the Final Doom OST (which are great btw) but on the contrary, you'll find some pleasure as you go along listening to a familiar song and thinking "Hey, I know this band! Nothing says genius like knowing how to combine the style of a map with excellent MIDIs that work as a great rhythm to the waltz of adventure, of combat, of Doom.

Style and fluency are some of the words I like to use to describe this megawad. The atmosphere is established thanks to a very good work in every detail needed to give it both an identity and a personal touch, a touch of pure hard rock.

You might be tempted to think, "No, this looks pretty hard." But let me tell you, actually, no, not that much anyway. 25 Years on Earth is no piece of cake either, it's not just a walk in the park, but look at it more like a walk in the park in a war zone. Possible? Yeah, dangerous? Pretty much. And, oh boy! This megawad has some pretty dangerous moments for you! Appreciably, the difficulty curve is well aligned with the progress you make, this meaning that you won't be facing the elite forces of hell all at once since the first map, but the more progress you make the more fucked up the challenge you'll have to face before you reach the axis of all evil. No pain no gain, my dear Doomer. You better be ready too, for when the final fight comes, when all the forces of hell rain fire and bullets upon you, when you finally arrive at the last step of this magnificent beast, be ready, be very ready, for this will be your last fight! 25 Years on Earth, ladies and gentleman, its waiting for you.



- Endless

Newstuff on Doomworld:

Since July 19, this is everything WAD related in the great Doomworld forums.
From the great newcomer to the...well, newcomers!
Check them out!

- [Doom -1: A Doomworld Experiment](#)
- [After the Storm V1 \(Single Map WAD\)](#)
- [The Blank Canvas, a short 1 level wad](#)
- [Clippy's new Doom 2 map - 2 Cyberdemons!](#)
- [DOOM 64 EX ABSOLUTION RELOADED](#)
- [Line in the Sand - Team Mapping Challenge](#)
- [WoW: The Heresiarch's Glitchy Pump Hole](#)
- [SANDYS REVENGE.WAD \(Vanilla Doom II map\)](#)
- [Back to 1994: doom1 episode](#)
- [Hell Skylands: Its like Islands, But In The Sky!](#)
- [My First Ever Doom Levels!](#)
- [Base \(V3\)](#)
- [Quirk - 3 maps for DOOM2](#)
- [DOOM2 - NIGHTMARE!](#)
- [My first *finished* map](#)
- [Mortal kombat II for zandronum and also gzdoom](#)
- [Protoslayer](#)
- [e1m3 Remaster \(UDMF practice\)](#)
- [MY first wad \(IS A DEMO\)](#)
- [Malleable Intent \(a large DOOM 2 single-level WAD\)](#)
- [Frostbite \(Short single level WAD\)](#)
- [Kshetra Keep](#)
- [Short, Sweet, Simple](#)
- [Spectris.wad: WIP Two-Level minisode remake of ZX Spectrum DOOM fan game](#)
- [The Unforgiven: A Basic Map](#)
- [Doom Arena - my first foray into sharing my wads](#)
- [Doom 2 - The Focus Recreation](#)
- [Embers of Armageddon: Hell on Earth](#)
- [The Icon of Sin, but it's actually good. hehe](#)
- [Cyberspace wad terry terry.](#)
- [\[Limit Removing\] 10 Monsters Only \(part 2\) - mini wad](#)
- [Distant Outpost](#)
- [Sick .Wad \(demo version](#)
- [NEW MAP - Infested Citadel \(UPDATED\)](#)
- [Decino's Casino \(version 1.0\)](#)
- [One Single Imp and Maybe Like Three Archviles \(don't download please\)](#)
- [I made new map :\)](#)
- [Bastion of Chaos public beta by Bridgeburner. A GZDoom map!](#)
- [An Actually Good Icon Of Sin Fight](#)
- [ANOMALY \(WAD\)- Full release](#)
- [Doomed Brick \(My Fourth Wad\)](#)
- [Abyssal Speedmapping Session 46 - Just What the World Needs ASS is back!](#)
- [\[wip\] Eternal Slumber Party 3](#)
- [DBP26: The City of Damned Children](#) Oh yes
-

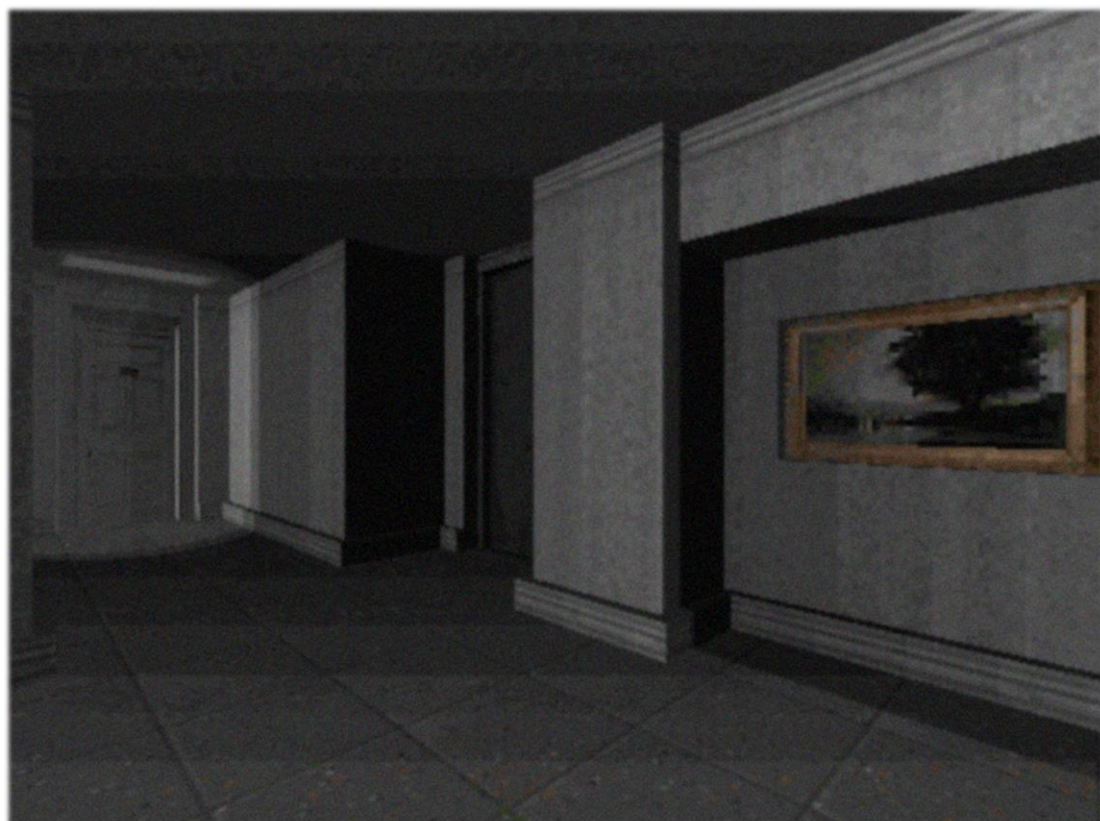
PICTURES GALLERY!

All your Dooming pictures from the [Doom Pictures Thread 2020](#)
Since July 19!



- Egg Boy

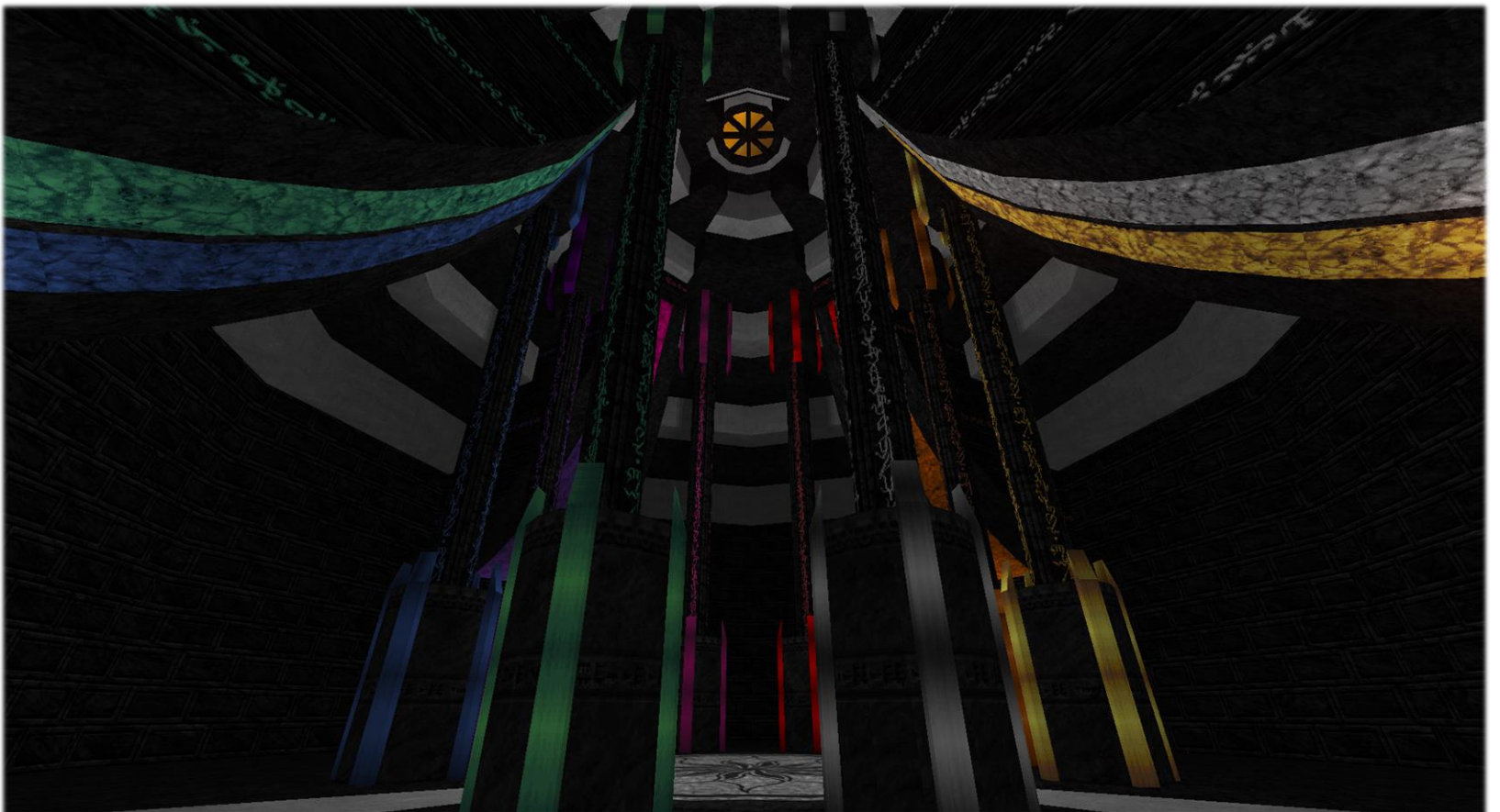
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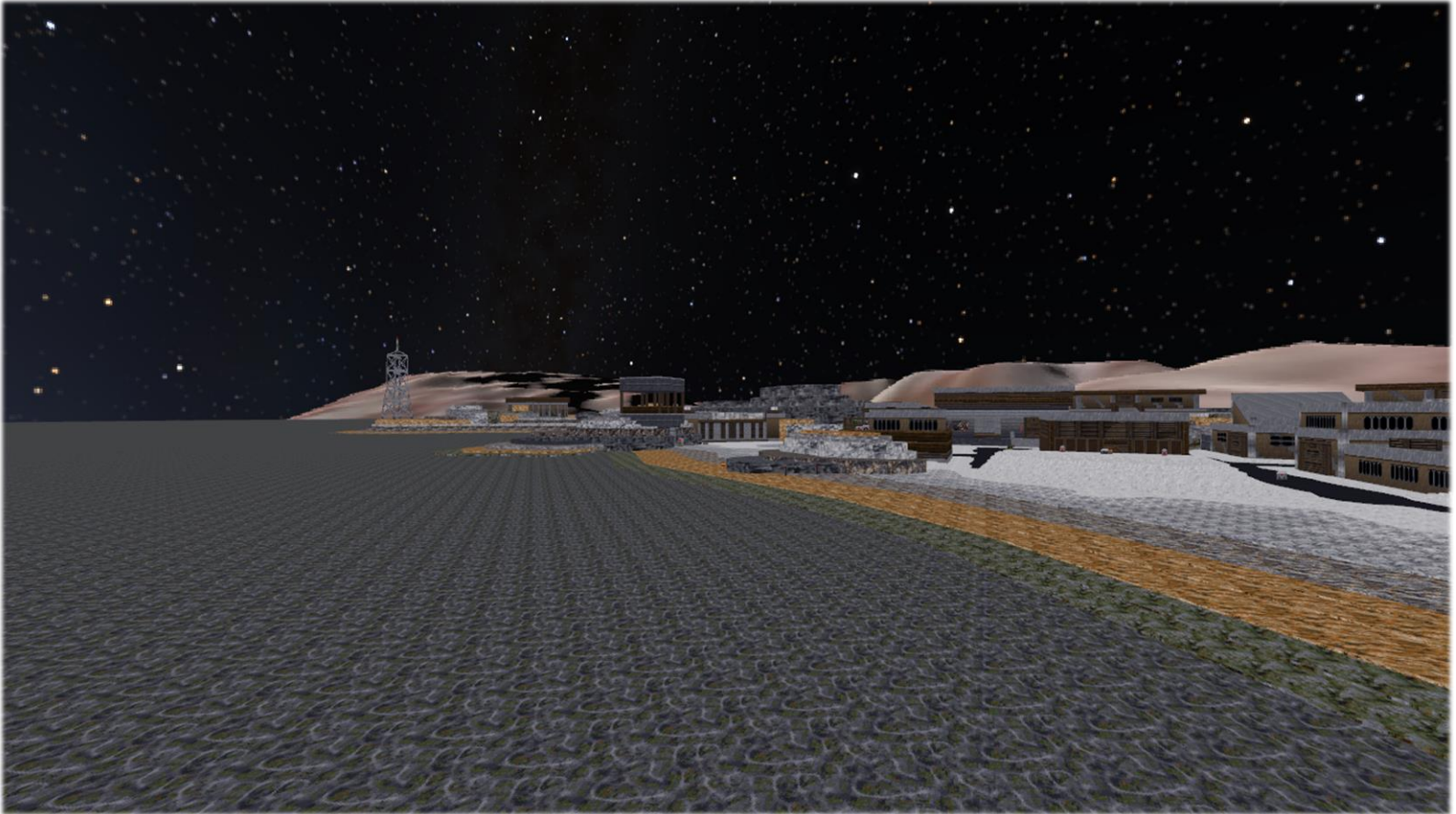
- Andromeda.



- Major Arlene



- Argent Agent



- HQDefault



- NaturalTvventy



- Endless



- pc234



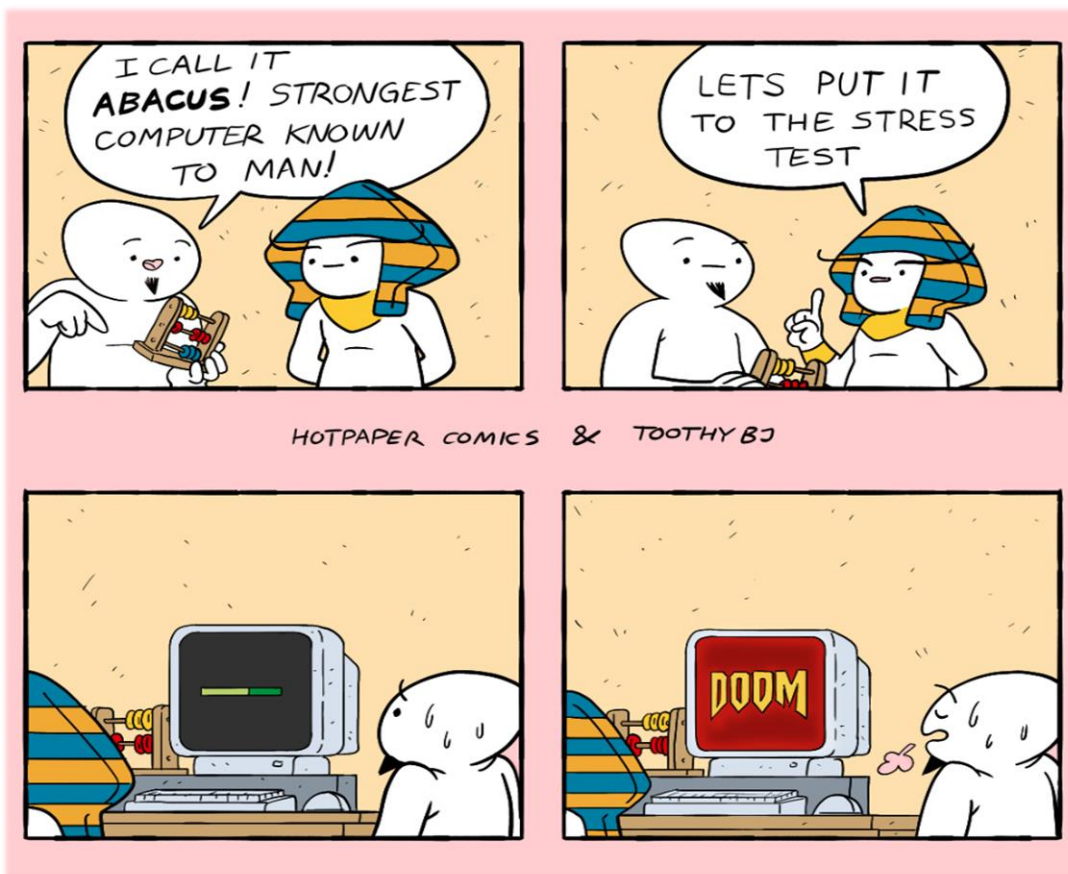
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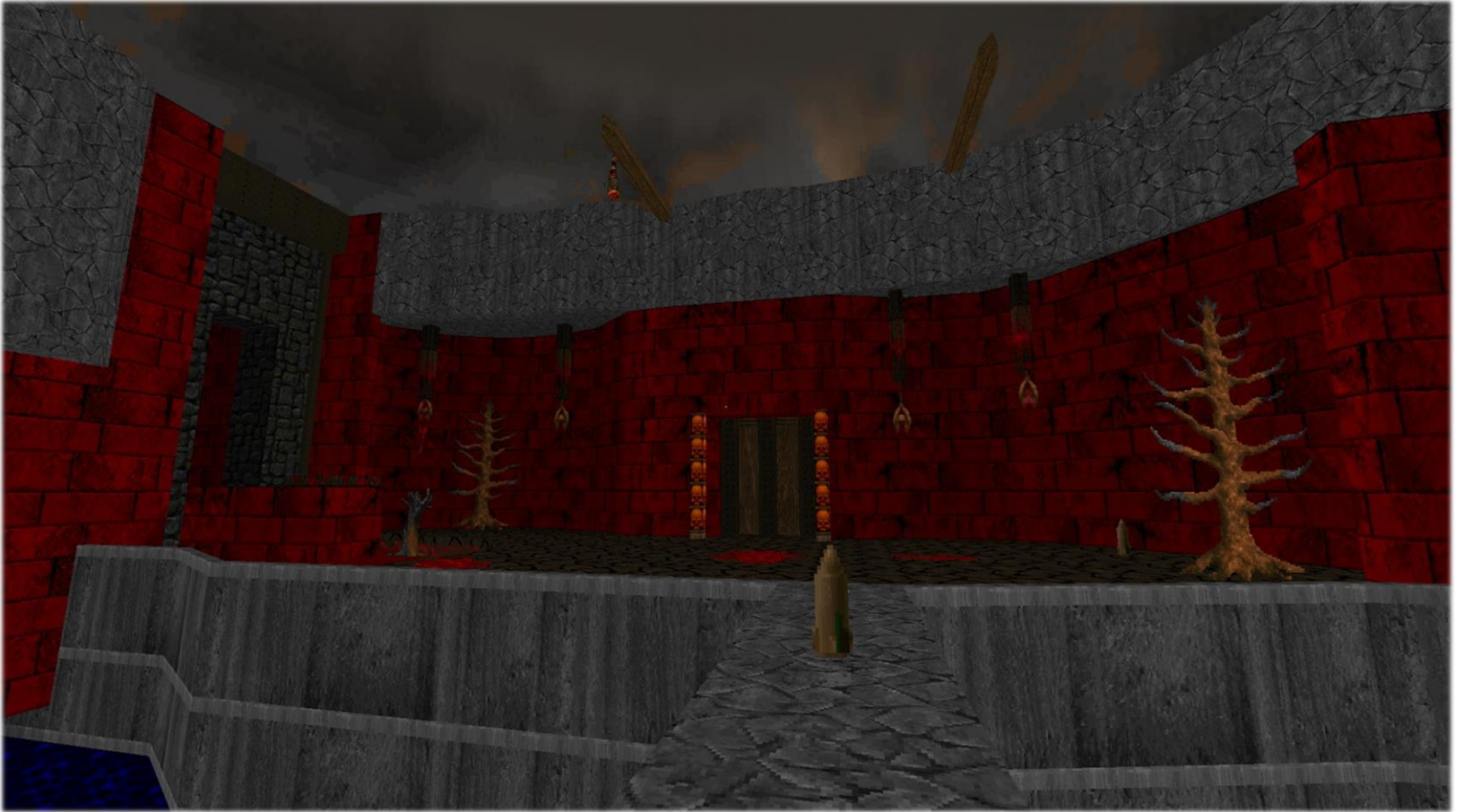
- Horus



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- Doom_Dude



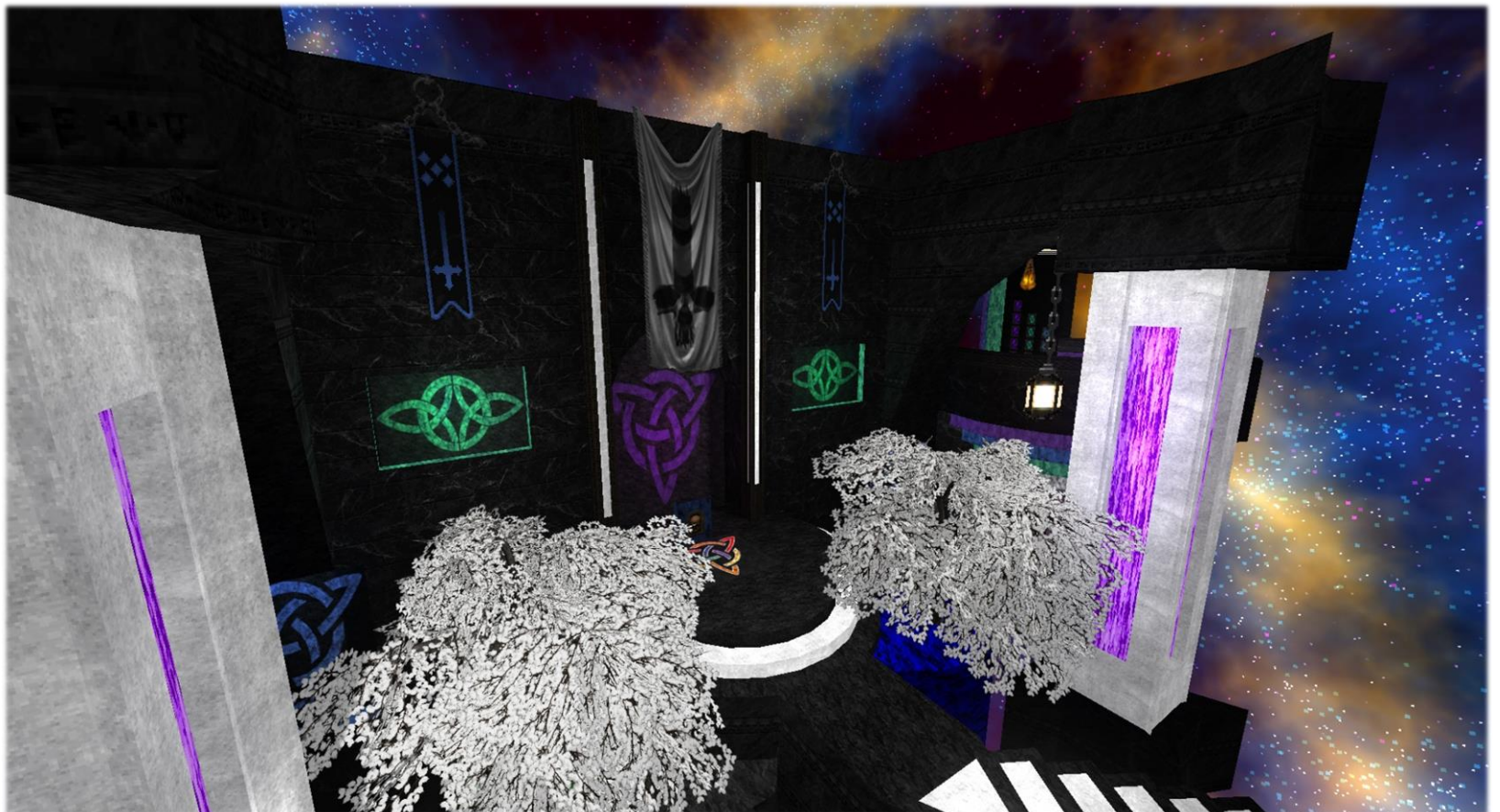
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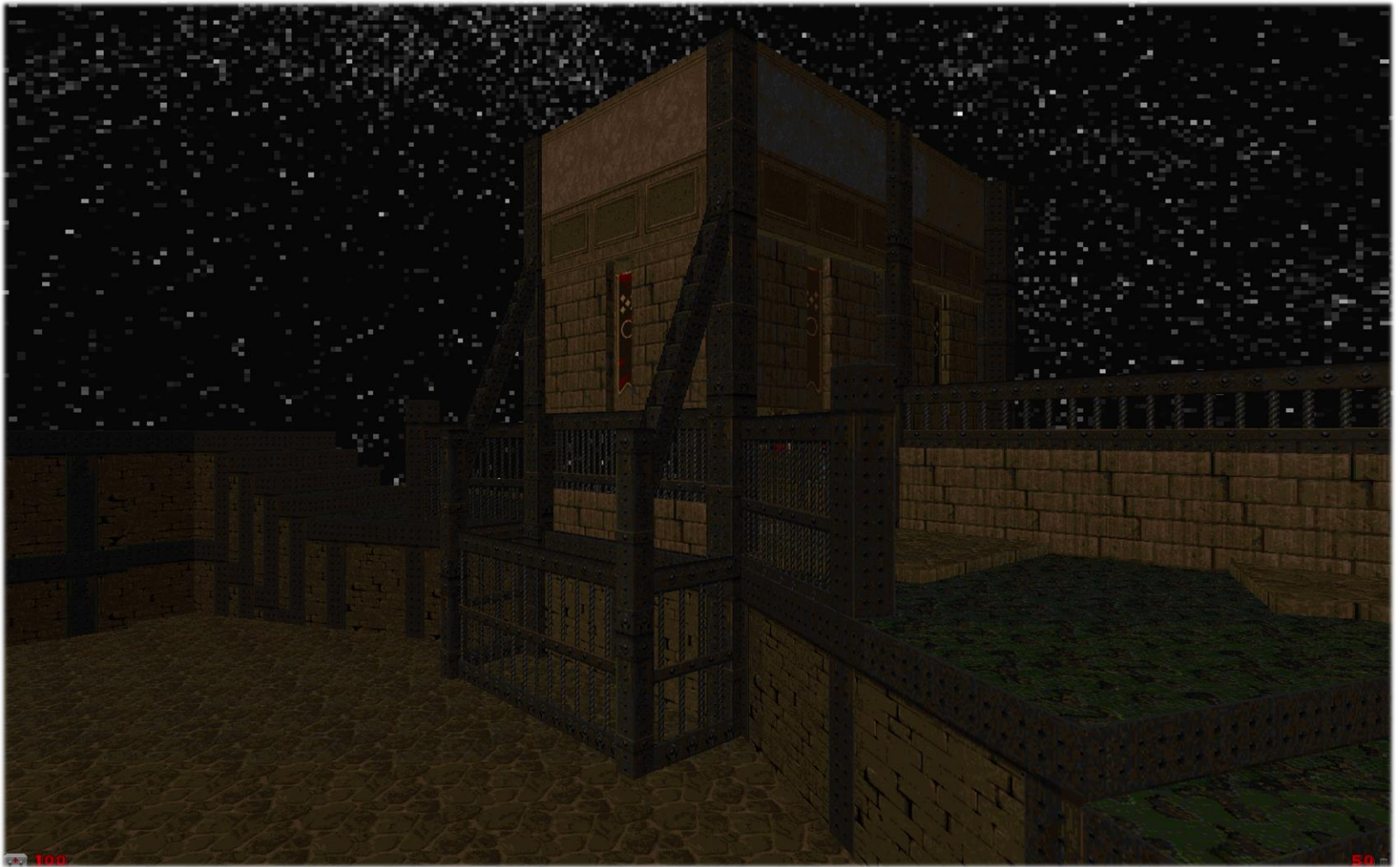
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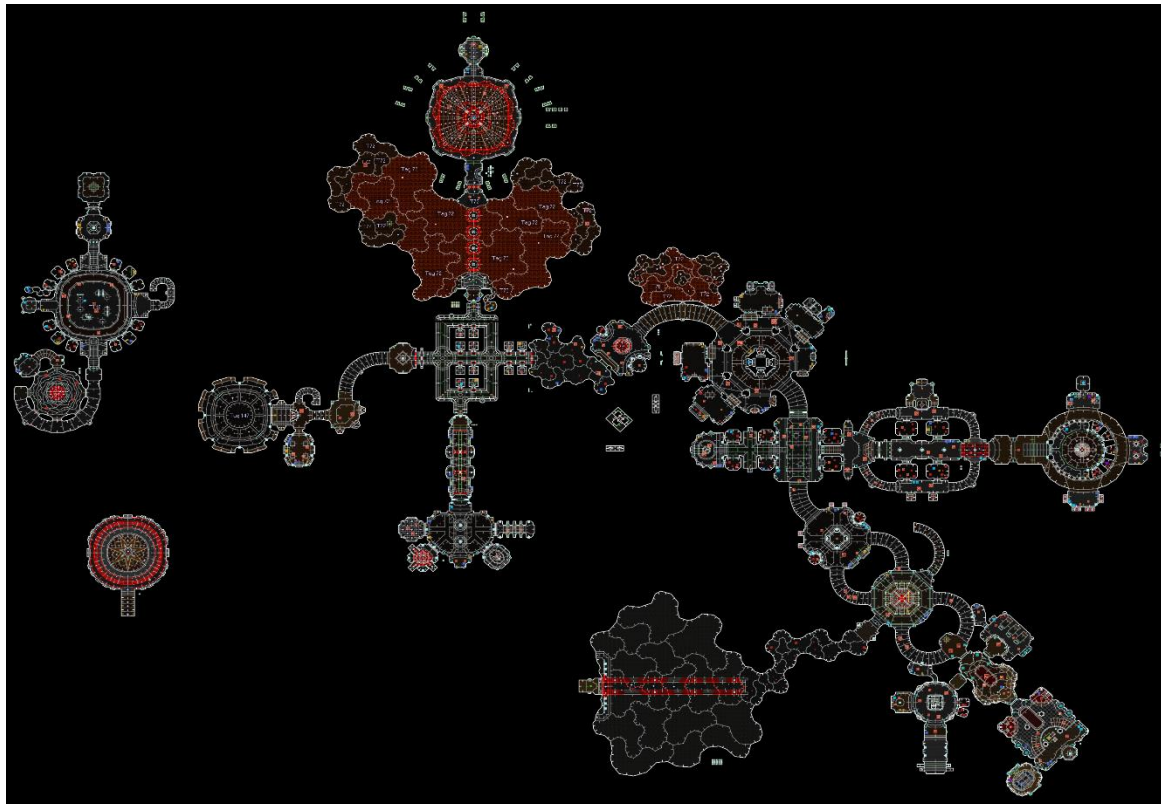
- Major Arlene



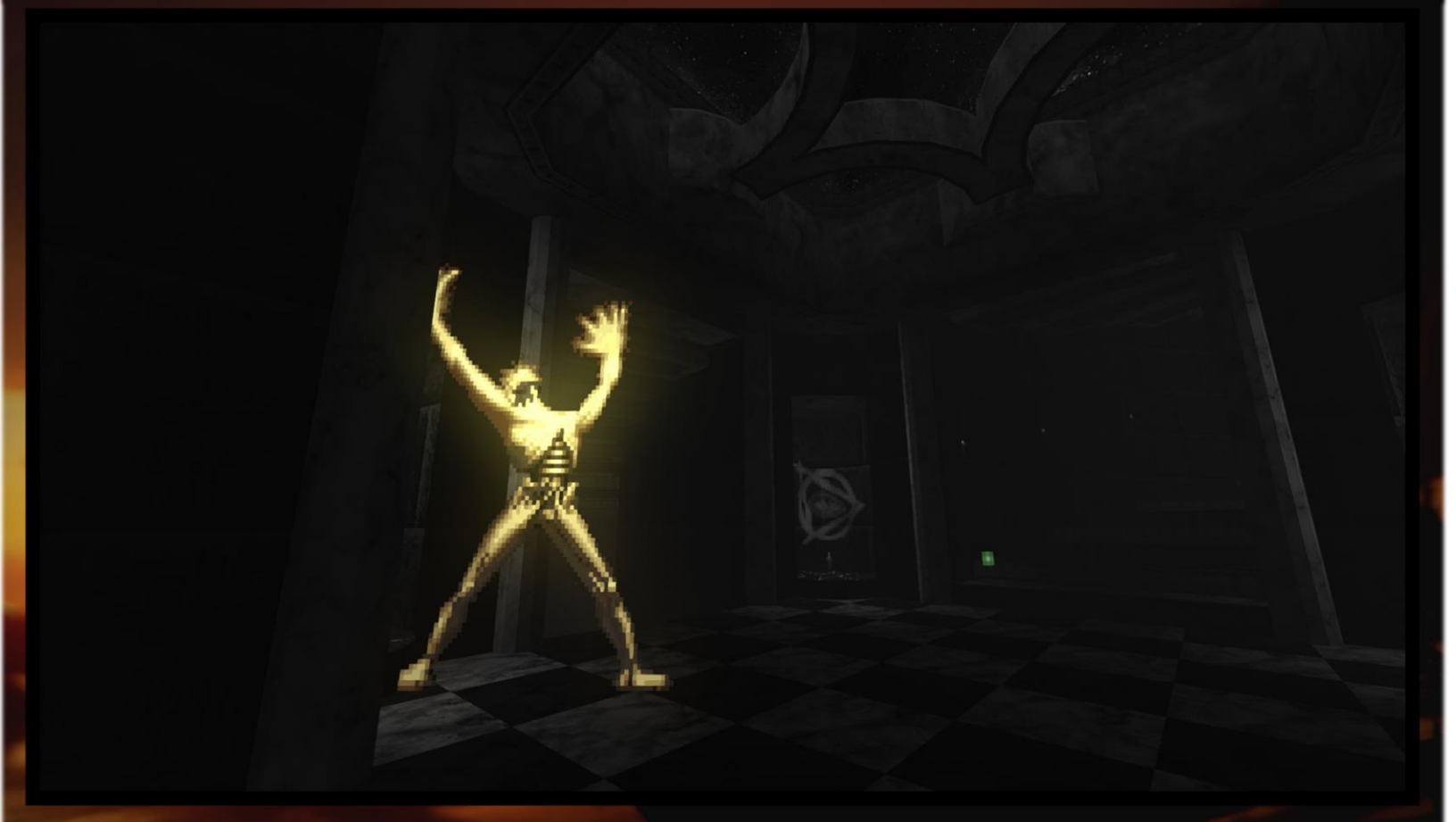
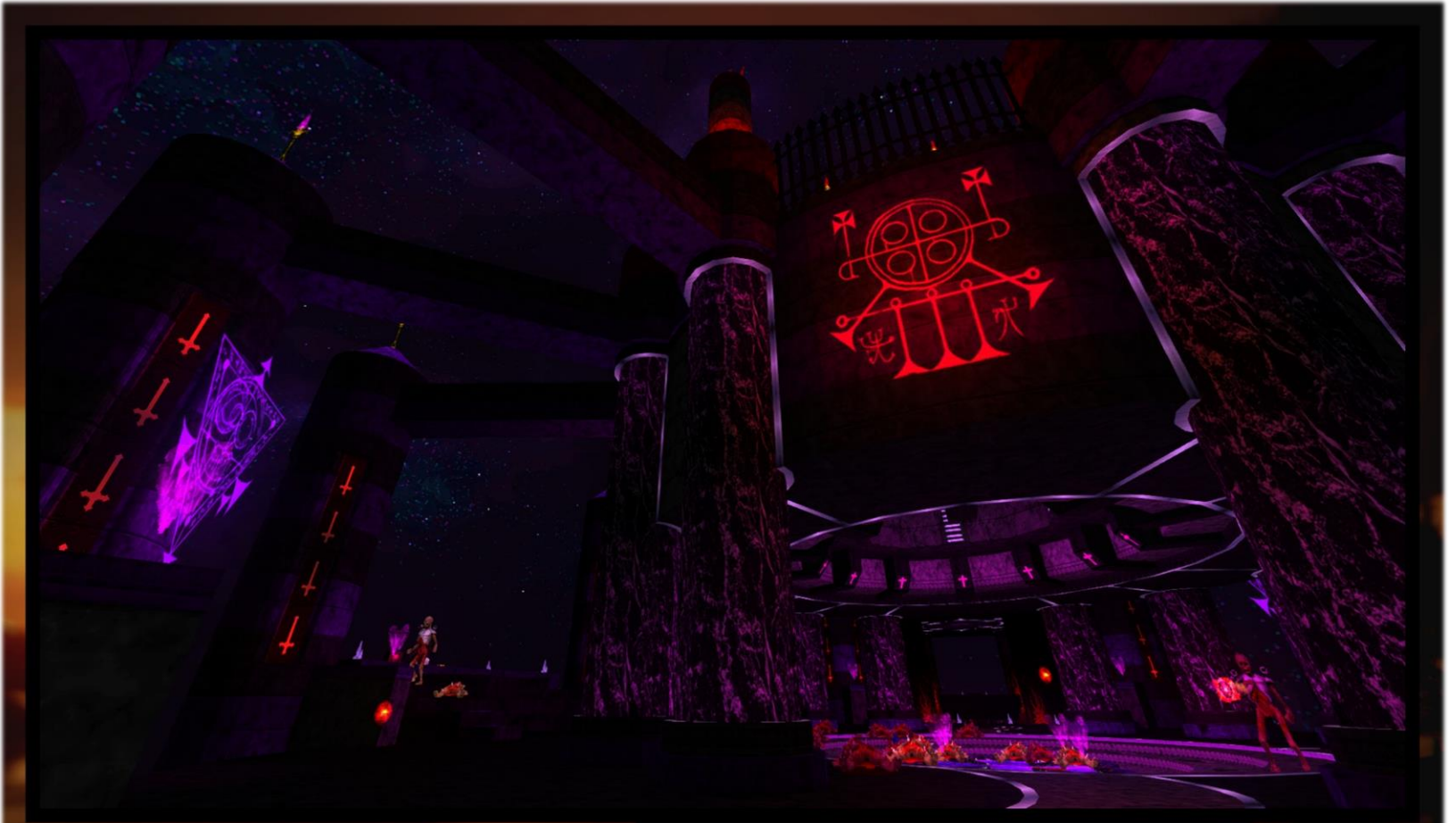
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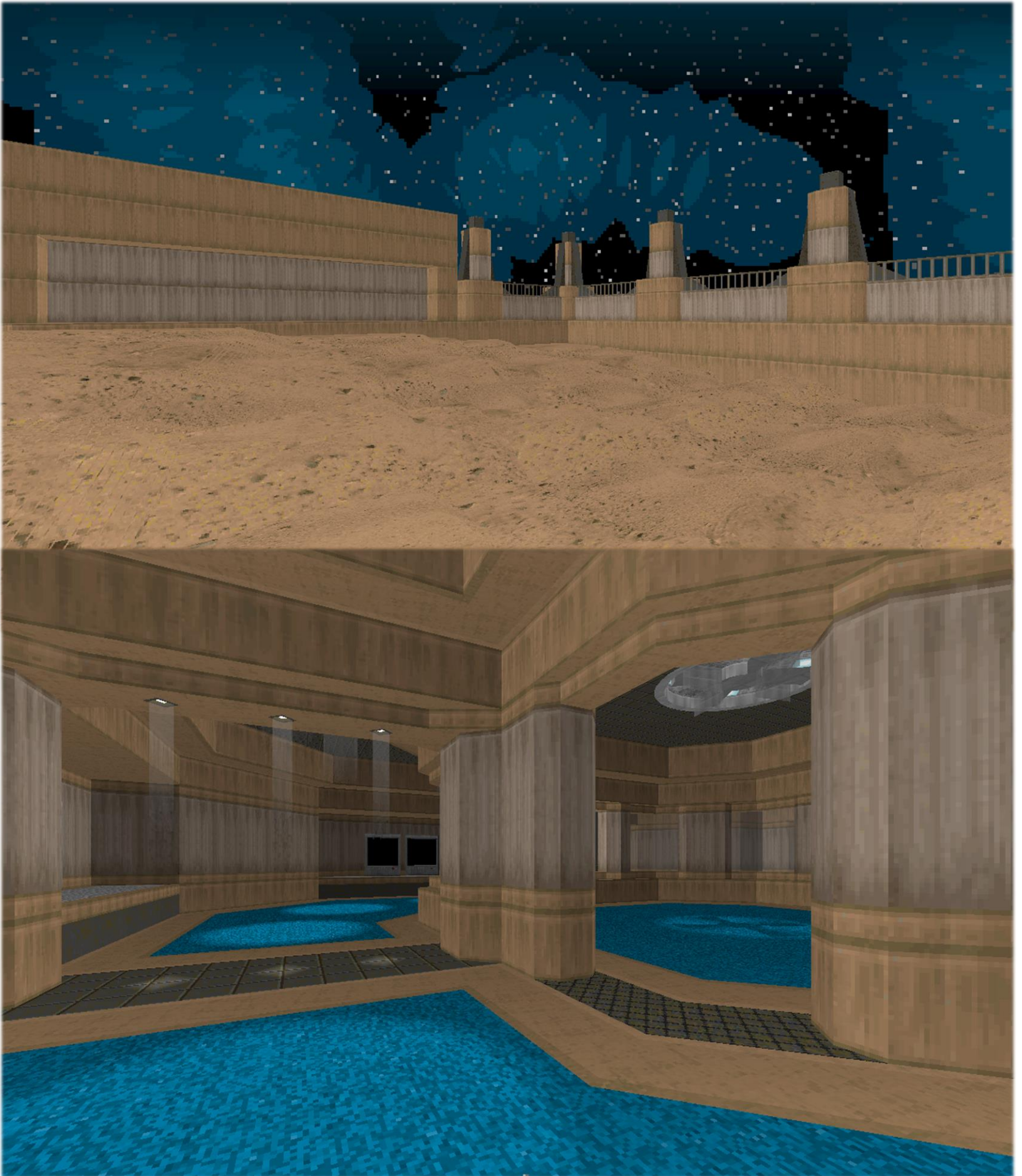
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- <<Rewind



- NIGHTMARE



- <<Rewind



- Sonny666



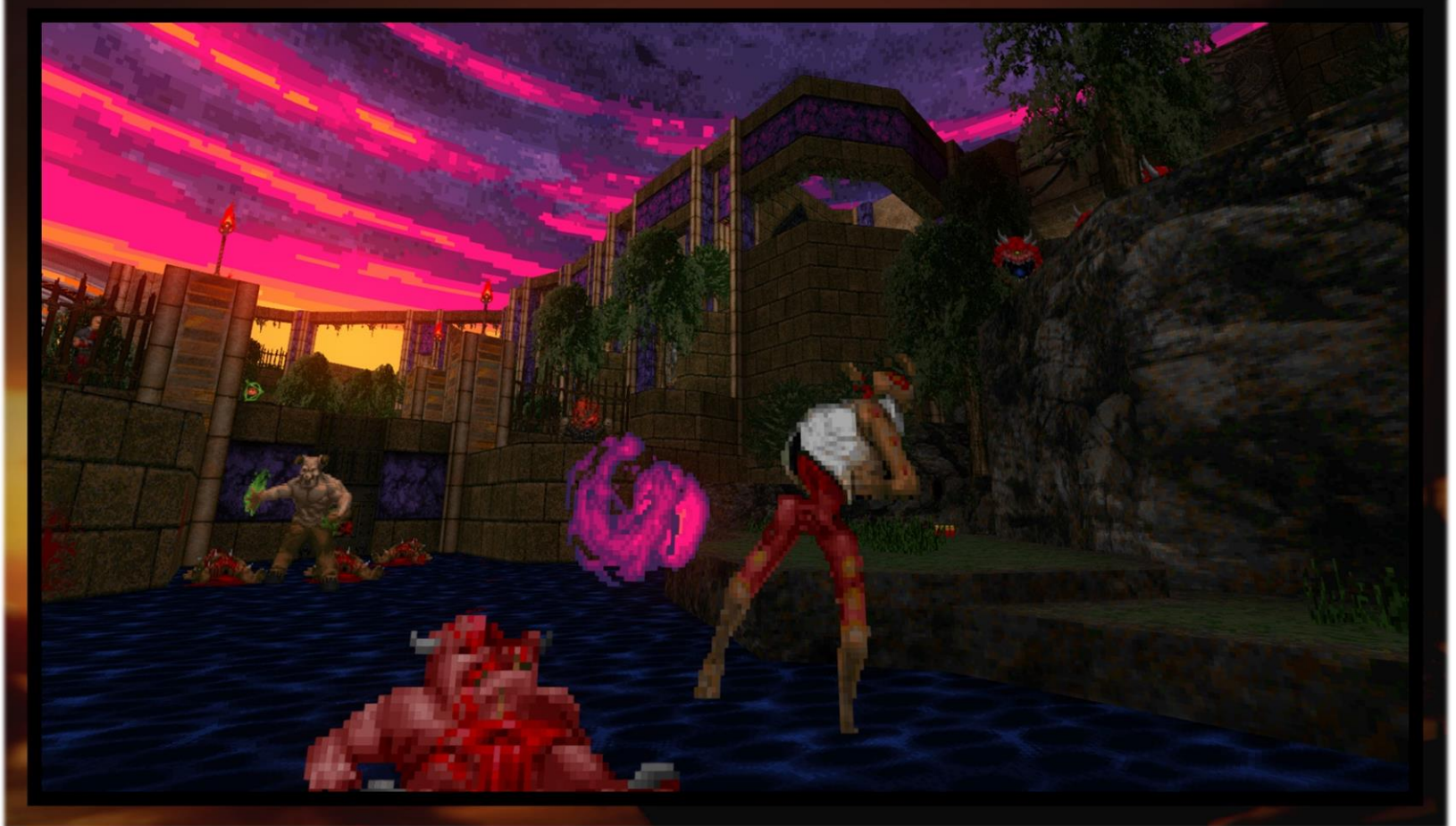
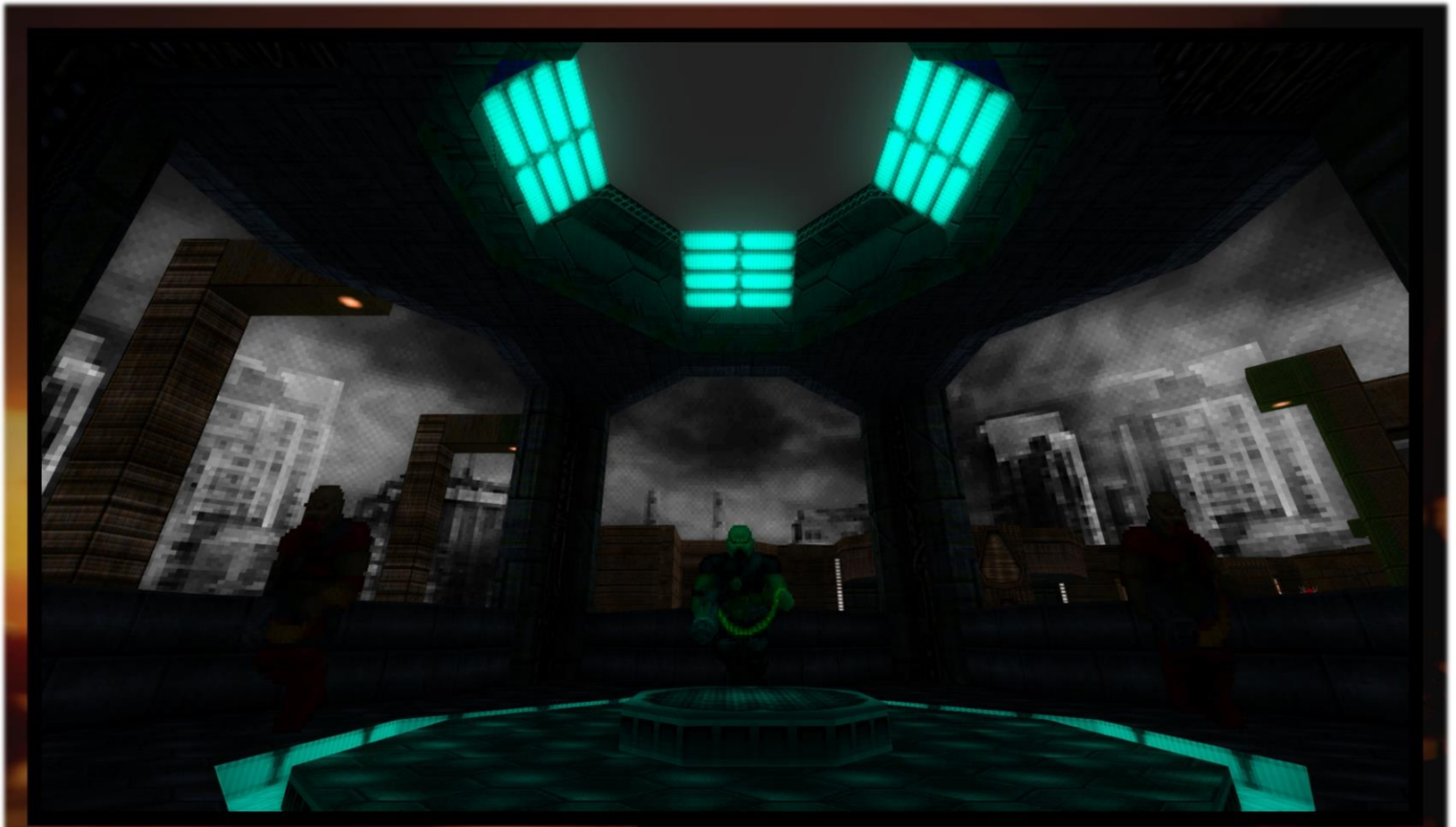
- Redneckerz



- NoReason



- <<Rewind (What a great photographer.)



**Special
Thanks
To:**

InDOOMnesia, Roebloz, Ant1 and TheEvilGrin: for being the very first writers of the second Doom Master Wadazine edition!

Doomkid: For always being there.

Doom_Dude: For creating the great first cover for the Discord server and helping me with feedback.

elend: For contributing with the badass/awesome cover and logo for this magazine.

And of course, special thanks to all the dear Doomers who have taken the time to read this magazine! It has been a great experience that I will definitely keep coming back to. Until my heart stops or Doom is dead, oh wait, *Doom NEVER DIES*.

Thanks a lot for all the great support and as always, leaving comments, now go play some fucking Doom.

