



THE DOOM MASTER WADAZINE

#4

DOOMING

IN LATIN AMERICA
A DIFFERENT STORY

INTERVIEW WITH CHRIS MULLEN AKA CEEJAY
WAD RECOMMENDATIONS AND MORE!





PRODUCED BY ENDLESS

The 4th awesome editon of the Wadazine magazine. Fully made by Doomers for Doomers.
Welcoming new member and constant readers, the DMW won't stop growing!

WRITERS OF THIS EDITION:

Endless, the usual production work, the Dooming in Latin America article and lots of WADs recommendations. Plus, the adds.

TheEvilGrin, once again, I welcome her reviews into the Wadazine!

Immorpher, a veteran D64 player that brings us a great recommendation for fans of the dark, gloomy and terrifying Doom game!

InDOOMNesia, using his special skills to make an awesome interview.

TheNoob_Gamer, need a guide into the deep ocean of /newstuff on Doomworld? Here's your guide!

Lit_Gamer, sharing his own Doom-inspired poetry contest!

SPECIAL THANKS TO:

TheEvilGrin, for keeping with us and contributing with a new recommendation! Thanks girl.

Immorpher, for sharing his passion for Doom 64 by shedding some light into a recommendation!

InDOOMnesia aka taufan99, for keeping with us and offering great articles!

Gaia74, Danlex and Mary_Rose, for helping me with the main article and sharing their words!

TheNoob_Gamer, for diving into the Doomworld newstuff.

Doomkid and **Chris Hansen**, for being our hosts.

elend, for returning with an awesome new cover!

4MaTC and **Nikoxenos** for editing and making the magazine look waaay better!

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DOOMING IN LATIN AMERICA: A DIFFERENT STORY

by Endless



I think we can all accept that Doom is an international phenomenon. Everywhere, in every country, the name Doom is now known.

A hyperbole, of course, but one that is not so far removed from the reality of this fantastic game and its ability to reach the corners of the planet.

Following the spirit of the fantastic article of inDOOMNesia in the 3rd edition about Doom in East Asia, now I want to give my small contribution with a story that is quite personal to me.

The history of Doom in the Spanish speaking continent and my country. For purposes of simple style, I will say Latin America, but this also includes the European country that gave us the Romance language, the one that started it all, Spain.

The world is quite different on this big piece of land.

As on any other continent, cultural divergence is intense, and so is the political, social or cultural pieces of the history.

Latin America has been a continent plagued by a different trivia of problems that our Latin readers will know quite well (or any history buff of the Americas) We can say that new, shiny stuff here usually arrives first, but comes late.

Just a small catchphrase there.

difficult, not to mention the 80s, when consoles just came along and computers started evolving on steroids.

Looking at it from a personal point of view, as the writer of this article, it is a bit sad and dark to think how things have been here, but also, it is a renewing way to show how passion surpasses limits.

Most of our countries were in civil war from the 60s to the 90s, some even continue to be in conflict, technically.



Guatemala City. PS: It's not even my city.

Most of us could not expand too much on our gaming hobbies, since access to them, depending on how new they were, was quite difficult.

Even for the lucky ones who had the resources to get them.

Accessibility or the odds of finding things related to video games or computers during the 90s was pretty

From my point of view, I can speak to the armed [conflict](#) from 1960s to 1996 in Guatemala, driven, obviously, by a large factor of contexts related to the cold war.

DOOMING IN LATIN AMERICA: A DIFFERENT STORY

Yet, this is not a history lesson, but it's an important context that has to be understood in order to see how technology, entertainment media, and of course, video games, began to enter here.

I know from close family members born during the 1970's and 1980's that access to a computer was almost like a wonder, and oh my God, don't even come to me with the internet, which to this day still sucks.

Won't you agree, my fellow countrymen? Even by 2008 or 2010, it was still quite common to find cream-yellow computers with CRT monitors and those old ball-mice.

Technology has always been here, it has always come in some form, but it is the availability that was restricted, difficult to access.

Not being able to count on the technology meant that also the "accessories" would begin to die.

I mean, what did it matter that I had all the Id Software games if the only PC that I could use to play them costed trice the original price?

And I say this, because even though it was a time that I did not live, legend has it that we once had video game stores in my country, with all kinds of stuff.

All kinds of videogames and nerd/geek stores.

Legend has it.

Don't get me wrong, there are still game stores in my country, but they are restricted to simple standard editions exclusive to CONSOLES.

Forget about being a PC gamer here.

It's as pricey as buying a motorbike.

Just for some perspective, in current years, the avg salary for a US citizen is \$33, 706 while for a Guatemala citizen is \$2, 740, (yes, the source is old, but it's, sadly, not that different today)

This is to the point that if a middle-class US citizen visits my country, well, its officially filthy rich here.

Plus, prices are just fucking insane for PC parts.

I recently checked an Intel core 5 on both Amazon and a local store, the local one being twice the price and the worst part is that my country sometimes charges an absurd amount of money for the import tax when buying internationally. Nuff said.

Videogames don't stray too far too.

So, what were the options when Doom came?

During the 90s, well, actually, few.

Immigration fever was starting, armed conflict was coming to an end, but gangs were born and crime quadrupled.

The economy was going from bad to worse and access to technology was only for the lucky ones.

I can say, with some sadness for my brothers, that I was one of those lucky ones.



Cool place to visit.



But not that cool to live.

I didn't have the best PC's in the world or a collection of video games, but I was lucky enough to play Warcraft 3 or Crysis on minimal graphics before the 2010s.

It was my family that was lucky enough to be able to play a few classics.

My uncles were special fans of Blizzard games as well as Doom and Duke Nukem, especially Doom 3 which became the black sheep of the house with its clear satanic references (which family didn't have to fight with their moms to let them play? Hehe)

However, those times have moved on.

My relatives are now complete adults with families who have left videogames in a very, very secondary range.

Me, being one of the few still active within the gaming community, I have to say that I feel lonely.

I got to admit that Steam is a fucking miracle, the only goddamn way to play modern videogames without having to sell my soul.

Yet, does this mean that am truly alone?

Well, actually, not that much.

Here in my country? Pretty much.

I don't know a single Doom fan, and very few PC gamers, and even the console gamers are mostly hyper fixated on one game.

Yeah, you know which one.

Probably the most popular videogame on PC has to be either [LoL](#), [CS GO](#) or [Fortnite](#), and I'm not very fond of only-multiplayer games.

Yet, outside these frontiers, on the far neighbors, there's actually some Doom fans!

Although the history is quite similar among all countries, some technology and gaming enthusiasts managed to find some way to enjoy this precious Doom-relic.

I guess you could say that most of us, today, are young, maybe excited about being part of a past we couldn't live with, or maybe we just have good taste, but here we are, with the greatest demon purging simulator of all time, Doom.



I'm positive that there's like 20 or less original Doom boxes in my country. And I don't have one :(

Just up, in North America, Mexico, home of tequilas, la Bamba and the greatest invention of all time: Tacos.

We have the active mapper [DMPhobos](#), a constant community contributor that has participated in a series of Doomworld mapping events.

There's [zheg](#), creator of the Eternal Slayer mod.

You also have the cool [Gaia74](#), the creator and admin of the biggest Spanish-speaking Doom community on Discord and pretty much the internet and also an active modder.

Sadly, looks like Central America hasn't had that much luck with classic gaming.

Yet that doesn't mean there are none.

[Danlex](#), from El Salvador, is one hell of a map maker.

Contributing with some heavy metal contributions, like the work he did along Insane Gazebo in [Come eat The Mapwich](#) and a solo map, [Wall in the Park](#).

Also some serious texture work in his WIP that he shared [here](#) and [here](#).

Here, in Guatemala, lives yours truly, [Endless](#), active Doomworld member, WAD enthusiast and the creator & current producer of the Doom Master Wadazine. Now, that one makes me proud.

DOOMING IN LATIN AMERICA: A DIFFERENT STORY

Go all the way south and you get the big, full of jungle, and deserts, and mountains, and lakes, and food, and everything, part of the continent.

In Argentina, home of the che boludo and the godlike Cerati, we got [DJVCardMaster](#), a recent mapper that has contributed both to the newly released [Akeldama](#) and [1000 Lines Community Project 1 and 2](#).

Also, [Rodrigo Acevedo](#), that despite not being active anymore, won a Cacoward back in [2005](#) for [HeDRoX](#).

There's also [Nicolás Monti](#), a vanilla style mapper that won a [Cacoward in 2015](#) for his 90s themed map-set, [Erkattaññe](#).

Quite the authors!



Chile, home of one frozen-hell desert and surreal volcanoes (srly, check them out), also counts with some important figures to the Doom community too.

[Edmundo Bordeu](#), one of the leaders of the historical [Batman Doom](#), that despite leaving in 2003, still left one hell of a mark.

Also [ledoom85](#), map maker that has contributed to several community projects, including [The Joy of Mapping #5](#) and last year's [Super Mayhem 17](#)

and [Roberto López](#), another active mapper that has contributed to several projects since 2010, including the recently released [Akeldama](#)



Now Brazil, the massive, full of jungles and beaches country.

Let's get this over with, it has quite a polemic but still part of us member that has definitely leave a big mark on the whole community.

This is no other than [Marcos Abenante](#) (Sergeant Mark IV), Brutal Doom maker.

Moooving on.

We have [LoganMTM](#), author of the Doom 3 themed Cacoward winning mod, [Legacy of Suffering](#), quite the modder and also a mapper, having contributed to various maps since 2005, like the [NewDoom Community Project II](#), to name one.



Peru, the country of the palta (It's aguacate goddammit) counts with [Pedro Francisco Puicón](#), second place winner in the classic [10 Sector competition](#) back in 2000 and author of various levels, including some in the laureate, [Caverns of Darkness](#)



All the way up in the European continent, right in the football loving clubs and huge cathedral enthusiasts' areas, we have Spain, which also comes with some Doom fans.

Here we have [Gonzalo Pérez de la Ossa](#) and [Albert Valls](#), both authors of the iconic puzzle megawad, [Cyberdreams](#).

There's also [Roger Moraga](#), a relic of a mapper and early Hispanic speedrunner.

Now that is indeed quite the historic member.

Here is also [Perro Seco](#) (Funny name btw and quite the mysterious map maker) author of the runner-up in the [Cacowards 2012](#), the gargantuan, [Planisphere 2](#), an amazing replica of NY city.



Those are some of the community members I've been able to find.

I'm sure there are many more, maybe even in C.A., but for now, this is what is documented.

We're not as numerous as the other continents or countries, like the US or Europe (I believe Europe has the biggest number of members) but we have a story that has left a mark one way or another on Doom's legacy.

A tight, particularly fond community that despite the troubles, despite the crisis, the political warfare and just the random Latin stuff, we love Doom and we want to keep playing good old Doom.

I'm sure there are many more out there, and I hope that with this call they will know that they are not forgotten.

In the one true [Doomwiki](#), I've found several Latin sounding names/titles that, unfortunately, don't have much information about their origins, but still, I apologize if I forget someone or just didn't mention the nickname, there are probably many more out there, and many more waiting to shine.

Doom is a phenomenon that vibrates between the strings of space-time.

One whose legacy has not only been embedded in the annals of video game history, but who has managed to extend its influence to every corner.

In Latin America, we also love the sound of the SSG when it bursts a Baron, or the fascinating effect of the BFG when it shatters demons with its weird mechanics, or simply the fantastic, iconic, satanic art style of the game.

Different countries, different cultures, different languages.

All that, well, it just doesn't matter when what unites us is pronounced with the same word: **Doom**.



AND THE LONGER THE ICON OF SIN STAYS ON EARTH...
THE MORE WE'LL KEEP ON PLAYING

DOOM

DOOMING EXPERIENCES

But a community is not only historical data and relevant authors, a community is also full of experiences, moments, memories that help to provide the foundation for whatever we want to endure for posterity.

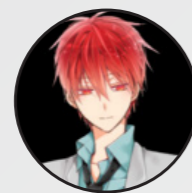
In a world full of players, in this case Doomer, there will always be different stories, different memories and different moments to savor.

This is a perspective to those times, to a distant past or a more present one, a taste of what our first experience with Doom was as Hispanics/Latinos.

We may not know the names or origins of all the members there, but at least with this article, and the previous inDOOMnesia article, I want you to know that you are not alone in this ocean of possibilities and history.

We may not be alike, nor have the same skin, the same language or the same culture, but as I said before, we are not mere mortals here, we are goddamn Doomers.

Now, here I present some of the experiences of my fellow Doomers in their own words!



Gaia74

I joined the doom community in 2016, not too long ago, since I loved this game, I met it thanks to my father at a too young age, at 3-4 years old, and I always played this game and when I knew there were communities I didn't hesitate to join, that's when I learned about the modifications and little more, but everything was in English, and the communities too, My English was poor and my immaturity was also a lot, and I could not communicate well or understand well certain things, today I do well, but before, it was disastrous, also, the community in Latin America was dead, there were no people and few people who spoke Spanish came to know, I joined a discord of a friend who was doom in Spanish, To find out that there were many of my age who spoke Spanish, I decided to help him and together, he and I made this Spanish Doom Realm community that I am very proud of.

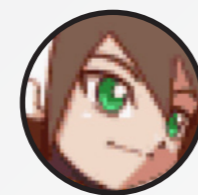
Thanks to this, I have met many Latino members who also appreciate that we are growing the Latin American community again, it's good to share our tastes with people even when we differ in language, but it's even better when we speak the same language, or we are

close at least, those people with whom I speak and only for the pleasure of doom, we become such good friends that sometimes we even consider ourselves a family and I do not regret it, I love you all.

Today I'm just a modder not very well known, (to not say a nobody) who seeks to be friendly with everyone and who wants not only to do something for Doom, but also leave my mark in a good way and someday say that I've contributed something to this community of a great game.

Keep playing Doom, guys, it is eternal, and if we don't keep playing, do the same as my father did with me, make our children see this game and say, here were generations, I love you all!

- Gaia74



Mary rose

I met Doom at the age of 6 or so in 2010 or 2011, I remember finding the Shareware version on the internet while wandering around free online games pages (lol), I was always looking for games on the internet at that age as I was too young and thought I could find anything on the internet.

Doom was a game that from the beginning for some reason I was afraid to play

it, just seeing Zombiemans move scared me although it didn't take me long to adapt to the game, that fear was gone and well, I discovered that it was very entertaining for me to play Doom, from that point on I started to enjoy First Person Shooters from an early age.

To tell you the truth I have always been unaware of several things and that is why I spent many years without being able to play Doom because I did not know where to get the full game and in a physical way, until in 2014 I met virtual stores and about ports, WADS and mods.

The first port I knew was ZDoom and there I could play Doom again after some years, I could also finally play the two complete games, Doom and Doom II, and on the way, I met some Wads like Scythe 1 and 2, Alien Vendetta, Jenesis and Hell revealed 2.

Upon meeting these Wads, I also knew that I could be able to make my own maps like them.

So, from 2014 I set out to learn how to make my own maps, although it was not an easy task since I spent a lot of time improving my skill so I did not release any maps until... until this year.

I always believed that to show people my maps I had to reach an optimal level in the quality of the maps, so it was not until this year that I dared to do something at once.

I feel that every day I was in front of the computer, from 2014 to 2019, trying to do the things that others

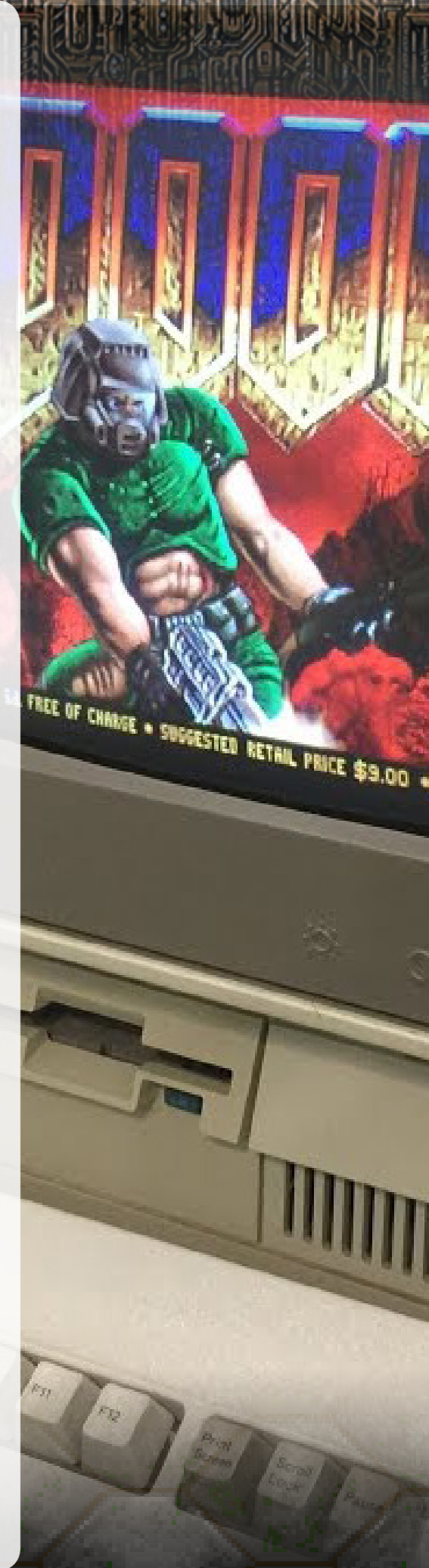
did, for me were the best days I could have had, the creations of people like Guarsoul or Tormentor667 were always an example for me to follow, they were my inspiration to continue improving my ability.

This year I finally decided to create «My first map» officially, it was a map I made for MAYhem 2020 (MAP19: The Three Towers), although I doubt that this map received much attention but personally, I am very happy with the result.

I had to make a map under the limit of 20 sectors and without realizing it I ended up creating a huge map, I still see it and feel that the map is not what it seems, really for my first official map I am very happy with the result.

I'm still just starting on this and you can tell I have a long way to go but I'm very eager to continue creating more maps.

I really want people to enjoy my creations after spending so much time trying to improve the quality of my maps, and if possible, I would like to grow in this community that I am just joining, I feel that this is what I have always wanted.



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SHORT INTERVIEW WITH CHRIS MULLEN AKA CEEJAY, KEEPER OF EDGE'S LEGACY

In the ocean of custom DOOM content stand various groups and sub-groups with their own charm.

Contemporarily, the GZDoom/Zandronum scene prevails, with the Vanilla/Dehacked scene holding the second highest title and all other scenes scattered around, waiting to be noticed further on.

Among these scenes, the EDGE (Enhanced Doom Gaming Engine) scene has been the most fascinating, not only historically but also in its modern existence.

Once rivaling ZDoom and even Doom Legacy at the early-mid 2000's, EDGE has also impressed people with its extensive moddability which ZDoom later followed, amazing mods such as the legendary Immoral Conduct and Covert Ops, and even... a Sega Dreamcast port!

Nowadays, however, ZDoom has since been continued as GZDoom, seeing even more advancement than ever.

While the EDGE scene has been overshadowed, they have also been thriving to rise from dormancy.

One of the most grand defenders of EDGE's legacy is modder Chris Mullen, who you may know more as CeeJay, the developer of tons of EDGE mods, including but not limited to Doom Forever, Duke It Out in Doom, Gameplay Mod for Epic 2, Batman Doom for EDGE, Wolfenstein 3DGE, DOOM 2016 Weapons Mod, [Desperados](#), [CeeJay's Bad Day!](#), [Fancy Doom](#), an [update of T.C.H.G.'s Zombies TC](#), [Star Wars: Dark Forces Gameplay Mod](#), and even [Marathon 2 Gameplay Mod](#).

(Some of his aforementioned projects that are not individually linked can be checked on this [EDGE Forums thread](#))

At such a terrific rate of productivity, CeeJay has been making most of his mods by himself, an appreciable dedication in and on itself.

And without further ado, I present you the interview with CeeJay!

How long have you been modding for DOOM, specifically EDGE?

Chris: My memory tends to be a little hazy, getting old I guess, but I have been modding for DOOM since around 1997 and started using EDGE around the mid 2000's.

How many EDGE mods have you developed/ been developing?

Chris: I have literally worked on hundreds of mods, though only a handful have actually been released to the public.

I am almost always working on something or another.

If I get an idea I start throwing something together and if I like how it is turning out I continue developing it.

Most of my crazy ideas end up on the cutting room floor though.

Many are just experiments or showcases.

What keeps you consistent in term of EDGE modding amidst the popularity of the likes of GZDoom and Zandronum?

Chris: I'm a perfectionist when it comes to my work, which is both a blessing and a curse.

I have always strived at quality, to better myself. I always try to make my projects as good as I can make them.

That doesn't always happen though. I've made my share of stinkers.

I rarely compare what I13 do with whatever other people are working on, I believe that can be very demoralizing and kill any progress you make right there and then.

I try not to lose focus on why I do it in the first place.

Which is because I want to, I enjoy it and I just hope that at least a small percentage of the community will find as much enjoyment in my work as I had making it.

Any recognition, awards, etc. is just a bonus.

What are your favorite mapsets and/or EDGE mods by other authors?

Chris: My all-time favourite DOOM project would have to be Batman DOOM, I just find it so impressive with what they were able to pull off back then with all those

limitations.

Some more recent favourite WADs would be Pirate DOOM by Arch & The Golden Souls series by Batandy.

As for EDGE, there are unfortunately only a handful of mods out there and an even a smaller amount of active developers.

But one mod I am looking forward to would be EDGE64 by Runsaber, seeing as I am a big sucker for everything DOOM 64 related.

I would also encourage people to check out Astral Pathfinder, also by Runsaber.

How different has the fandom been during your time and nowadays?

Chris: The community by large. Like living things, have grown and evolved.

When I started, the community was much larger and more widespread, I remember logging onto the internet for the first time and finding literally hundreds of webpages related to DOOM.

There were a lot of youthful ambition, but sadly also a lack of focus and a definitive lack of available resources.

Which comes to today where the community is a much smaller but tighter group with a near endless supply of resources in terms of editing tools,

documentation, related media, etc.

Today there are projects being developed and released that rivals even the quality of any commercial game being put out by a pro studio.

And most of the time these mods are developed by one person.

Any hope for fellow Doomers, specifically mod developers?

Chris: A few years back I would probably have predicted the community to have fizzled out by now.

But from where I stand, as a casual observer usually standing by the window looking in, the community is stronger than ever and doesn't show any sign of going away any time soon.

With this current and persistent fad for all things retro, it is an interesting time for us, the DOOM community and I see nothing but good things around the corner

And so, comes the end of our interview.

CeeJay is only one of the more obscure charms of our fandom, as is the case of EDGE.

I hope you enjoyed this little interview as much as we conducted it!

- InDOOMnesia aka taufan99



THE WADAZINE NEEDS YOU!

**I WANT YOU TO WRITE
RECOMMENDATIONS!!**



**CONTACT ENDLESS
FOR YOUR CONTRIBUTION!**

Stop right there!

Before getting into the Wad corner to blast some WADs,
What about some small cup of tea, with the smell of roses outside and a feeling of beauty inside?
Why then, come on, and welcome to the winner section of the:

Doom poetry contest

With DOOM being over 25 years old, many talents have entered the community, and have made their mark there.

There are mappers that make intriguing stories that pull in the player and maps inside these stories that makes the player want more.

There is a never-ending palette of story-line to be made, and those in the community use it.

But, why does DOOM have to end at mapping? DOOM is an art, but not just one style of it.

As seen throughout the years, there are painters who paint magnificent paintings, sculptors who sculpt amazing sculptures, and writers who write beauty.

At the end of June, a contest was posted on the Doomworld forums to write a poem about DOOM, and with many beautiful submissions, only one winner could be chosen.

After 2 months of competition, one poem stood out among the others, and was chosen to be featured in this here magazine!

BoxY's poem D_BETWEE has been chosen for its pure beauty and the magic it creates.

BoxY said their poem is "based on the general experience of playing certain kinds of slaughtermap."

Here it is in all of its doom glory!

In nowhere places placeless,
nests of iron hard wrought, rock diced manifold in strange light
and pillars countless gazing,
in arrangement pure, inhuman
berth mass assembled
bone metal flesh and ichor formless, effigies senseless, hateful
cast as tides shrieking, shambling, squirming
in every wall crawling.
with those alone caged in structure a dance eternal,
casts of lead molten, cleansing rays and great wastes sundered in wiped cycles
nerves breaking, senses failing, burning to white ash with purpose
the mad seek death perfection

But creativity is not limited to what I stated above, there are many new talents being created every day, and you could make one yourself.

Everybody has creativity inside of them, you just have to share it to make your mark.
So, are you ready to make it?

-LiT_gam3r

THE WAD CORNER #4

DBP09: LEGEND OF
THE HIDDEN TECH

Doomer Boards
Community. (2019)

Oh yes, it's on. Once more, another recommendation to the great DBP series.

By this point, I should probably consider creating a section of his own.

But moving on.

Oh boy, where to begin?

I'll be direct and honest, I'll get right to the point: I love this set of maps and it's, so far, my favorite of all the ones I've been playing with.

Without a doubt it is a map set that not only brings incredible quality, but a wonderful thematic presentation that I have never seen so well done on Doom before.

It is a collection of 9 themed maps based on a combination of futuristic technology and Mesoamerican culture.

Imagine it like this: The Mayas or the Aztecs now have ultraadvanced technology and fight the forces of hell, those perky demons, or was it the demons that invaded the great civilizations?

We have been lied all this time... This gives a great opportunity for fascinating stories.

If I could give you an example of the whole theme of this great map-set it would be: Stargate, but instead of Egyptians, Mesoamericans.

Each map is a work done in detail.

I cannot say realistic, because of course there were no teleporters or subway bases during the 14th or 15th century, but there are some incredible maps that take great inspiration from Mesoamerican architecture.

We can find a great quantity of excellent constructions that with an excellent work of textures become a sweetness to observe, it is almost like seeing some painting of Van Gogh closely, full of emotion, movement and brushstrokes as dramatic as precise.

This is like entering a parallel dimension, where the touch of reality is as we know it through history, but not through the present.

A demonic alteration that leaves great beauty in every step.

These maps are not only attractive, but they are full of fascinating and well thought out designs that leave us with our breath taken away.

One map in particular left me absolutely amazed and I will forever consider it one of the most beautiful maps I have ever played.

Now, this is Doom, and that means we have to ask ourselves the question: How is the combat, the gameplay?

Legend of the Hidden Tech has some incredible maps to look at, no doubt, but the gameplay is not lagging behind at all.

The maps are challenging, with some maps that stand out for being super violent massacres and extra fun, as well as some original tactics that serve to give a twist to the traditional game and give us new flavors of violence.

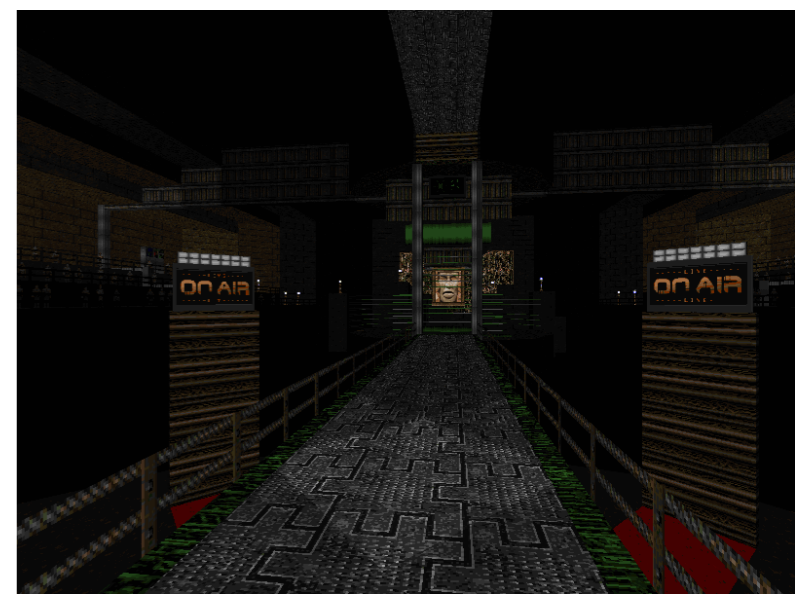
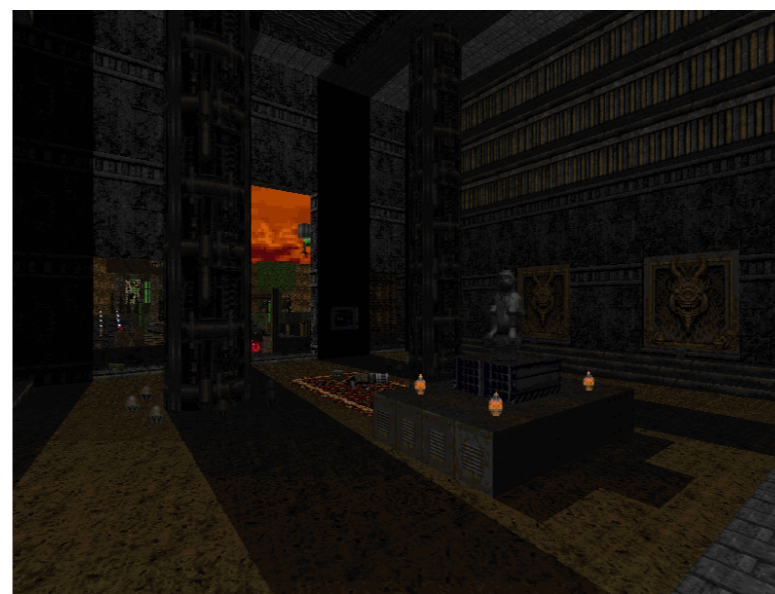
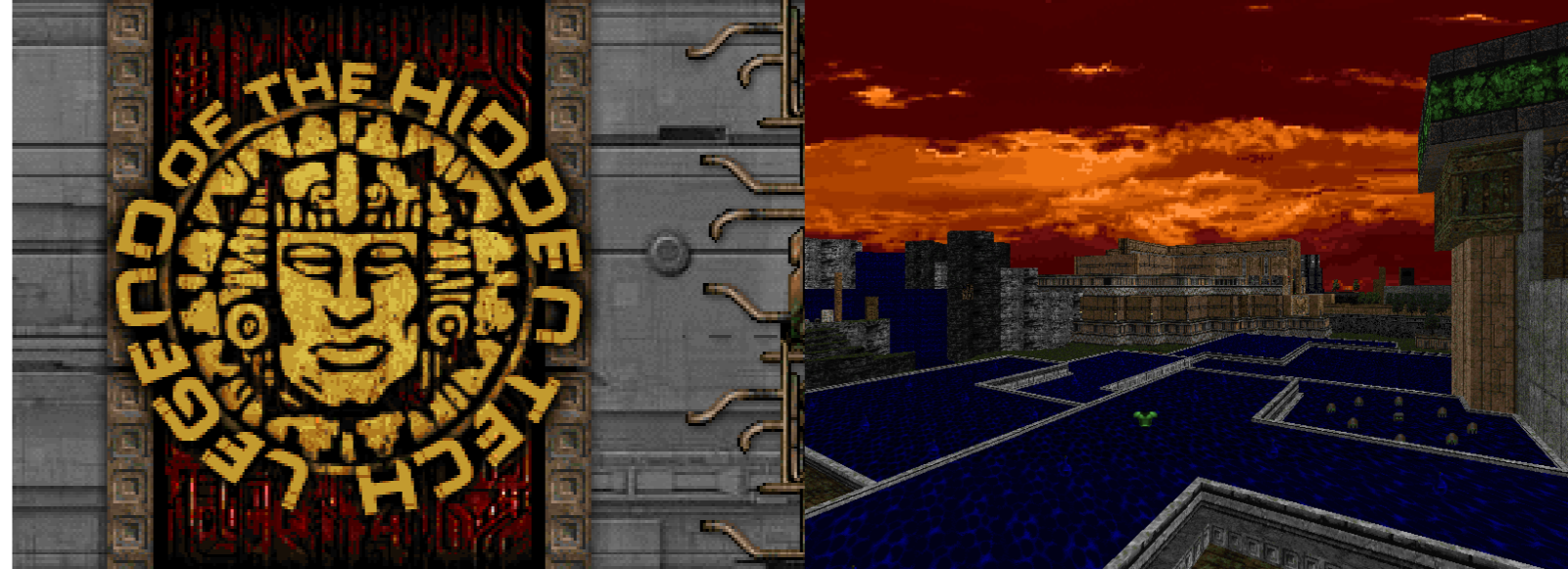
Throwing ourselves against hordes of demons, that is present, but what about a little change where the hordes are endless and different?

Oh, you want more?

look for the bonus map, and oh hell, you'll know what it's like to run with the pure rush of adrenaline for your life.

The DBP09 is just freaking great, man.

From first map to last map, all in all, an amazing, different and historical pillar for the whole series and one of my favorite map-sets of all time.



SIGIL

John Romero. (2019)

You knew this was coming, I mean, its Romero man!

It's got to be in the Wadazine.

How many gaming communities can boast with pride that one of their most admired and original creators always keeps in touch with the community and even contributes a few gifts here and there?

Not many, really.

In fact, I can't think of any more than Romero.

Videogames Rockstar's are an endangered species in these current, dark times, but don't be afraid, because we still have one.

Sigil is a set of 9 well-done maps with 9 respective Deathmatch maps, which is why it is usually called megawad, but as for sweet, goodold singleplayer, it is an episode replacement.

Now, one has to ask, "Can one of the original designers still retain their skills to create another level more than two decades later"?

Well, duh, yes.

Sigil is a map that continues the story where The Ultimate Doom left off, in Thy Flesh Consumed, which makes Sigil a kind of official continuation (kinda?) created completely by Romero and perfectly accompanied by the two great OSTs of both Buckethead and Jimmy, both legends in their fields.

A fascinating aspect of Romero's levels is that the creation is done according to the difficulty; that is to say, it is the map itself that gives you the challenge, not just the monsters.

This creates an incredible combination of good design accompanied by demons ready to boil our blood.

If I have to compare Sigil with anything, it is simply with the maps of Romero in Thy Flesh Consumed.

They are not extremely large, but they are not miniature either.

These are maps that create an interesting dynamic between combat time and map time.

With this I mean: There is always fun.



You never get stuck asking for minutes what the hell to do, nor do you constantly bust your head praying to RNGjesus to let you be victorious for once, damn it.

No, you don't. Here is skill, here is pure and raw skill that you must use to navigate through these excellent maps.

Both in their simple vanilla look, they present beautiful structures reminiscent of, of course, Romero's original work, but with a modern twist that gives them a fantastic welcome flavor.

For an episode, we may even feel it's too short at the end, since we will most likely want more, but of course, tastes are subjective, but there is always something general that can stand out among all things.

In this case, it is the simple fact that one of the original creators of Doom still has us in mind and comes back from time to time to give us a great gift that is not only free, but also fun, fascinating and full of passion.

Small to medium, but strong in each sense.

With small number of demons but tight enough to put just the right pressure in our veins to keep that heart pumping fast.

This is no easy task, but it's one hell of a task.

So, do you really like Doom if you've never played Sigil, or any of the Romero maps?

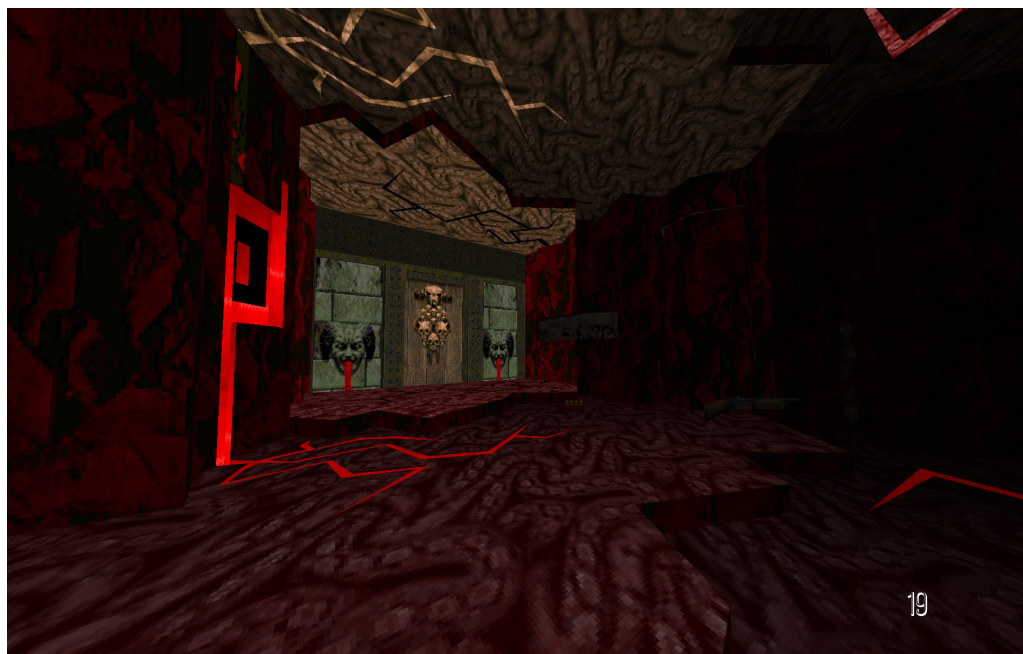
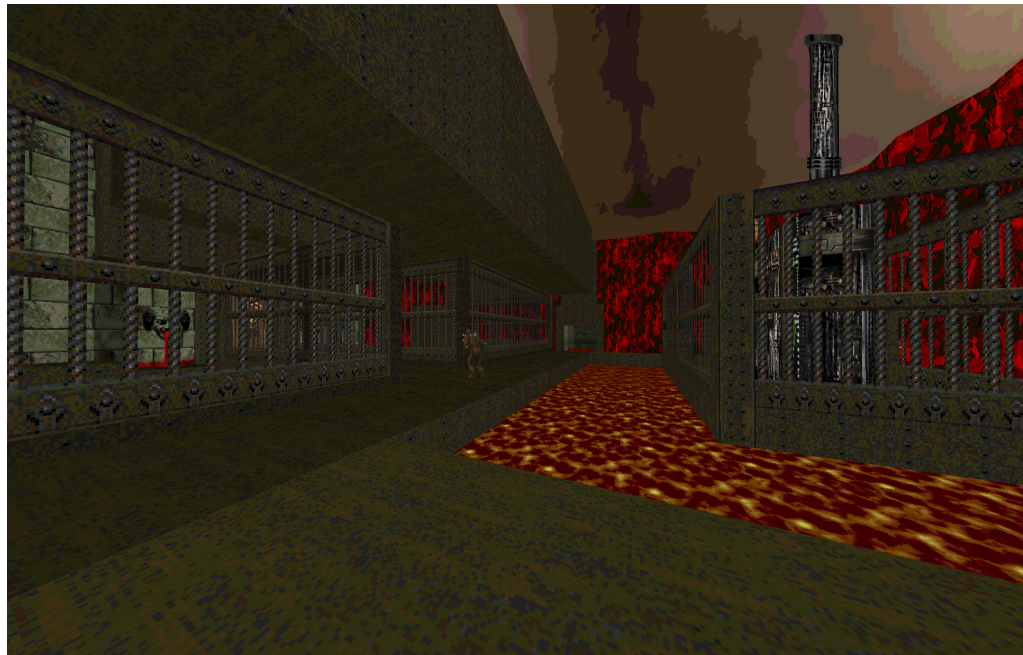
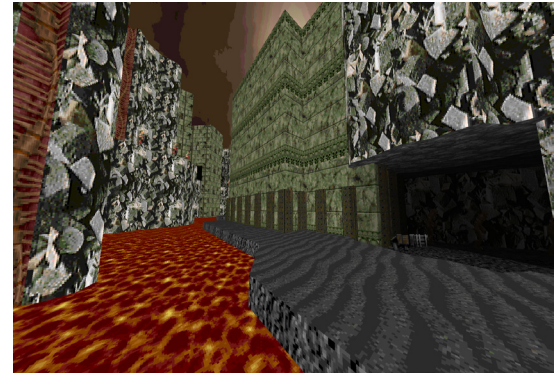
What the hell are you waiting, mate?

This right here is nothing but a beautiful, red tainted gift to us.

One that we all can agree, is very welcomed.

Oh, and by the way, Romero confirmed that he's going to work on another future wad for Doom, will it be Doom 1 or 2? We don't know, but you better be ready. [Source.](#)

-Endless



THE WAD CORNER #4

COMMUNITY CHEST 2

Various authors. (2004)

Now, this one is a kind of a mixed bag when it comes to recommendations.

As a matter of fact, this tends to be the general consensus when it comes to old community projects, especially Community Chest 1, which, all in all, is not good.

Yet, there's something that I still find relevant and worthy of recommendation.

And that is the simple fact that these projects work as a block, the first block that would give way to a practice that has created and delivered excellent maps for everyone for years to come.

So, if that's the case, why don't I recommend CC1?

Well because that megawad is not fun, sorry.

But CC2?

Now, this is getting more interesting.

My real opinion about CC2 is one of mixed comments as good as bad.

It is a megawad with a map quality much higher than CC1, and that is for a very long shot.

CC2 even has names that have become legendary today.



Erik Alm, Graf Zahl (one of his few maps), ExI, Kaiser, B.P.R.D, Tarin and none other than the badadministrator himself, Linguica.

These people have left a huge legacy both on the mapping community and the Doom family in general.

That's one of the points where Community Chest 2 thrives.

It's full of legendary mappers and counts with some absolute great examples of maps for 2004 and even today, current standards.

Yet, of course, it's a community project, not all maps are going to be great, but here's the thing: They all are better than those on CC1.

Some of these maps can be so amateurish that we will find them cute; but other beasts are of such incredible quality that even one of them was named among the 100 best maps in history (The Mucus Flow).

That's what's so screwed up about this megawad.

There are so many maps of such immense size and complexity, that it feels like all the authors were in a competition to try and find out who can make the coolest and biggest map of the year.

This comes to the point that while the great majority of the maps are great, they are, nonetheless, way too big and badly organized.

Fun fact: By map 07 I was already going over the 1-hour gameplay mark.

It sure will leave you sore.

The quality of control is, well, not good on the control part.

Yet, this where all started coming together.



Great mappers were born, the projects started to shine (It even won a Cacoward) and this was, probably, the farewell to the old-school, amateur, badly organized megawad projects.

After this, things not only got better, but became even more anticipated and craved for.

CC2 has on his side some really great maps created with special care and dedication.

Plus, while the difficulty is generally harder than CC1, is not as crazy or dull as his predecessor.

This is why I think it's a valid recommendation that will surely give you some good times; it has great maps, good overall quality and it's one historical moment for the both Community Chest series and the Doom community.

-Endless

DOOM 2: HELLSCAPE

Chris Lutz of the Chaos Crew. (2017)

Have you ever tried to play the chasm keyboardonly?

I have (Why? Don't know either) and the PTSD I earned from that last until one night, a fellow mapper recommended me this wad.

He told me it was for inspiration, but I must admit that my hate for Doom 2's episode 3 also dissolved in the blood of the demons I perforated, superbly shotgunned and rocket-launched.

So yeah as you may have guessed from the title, this is a reinterpretation of Doom 2's "episode 3" (good ol' Grin and her Iwad reinterpretations).

It includes maps 21-30 but nothing else for obvious reasons.

All maps look a lot better than Doom 2's.

The firesticks, candles and other light sources have been put to good use here, and by that I mean that they're actually used as light sources and not as simple decorations (and I can only remember a few maps that did that too, mainly in Alien Vendetta and certainly not in Doom 2).

So, if you use GZDoom, prepare to shift-click at launch and tick the "enable lights" and "enable brightmaps" boxes.

Believe me, it's worth it.

It didn't know the marble textures looked that nice with tall blue firesticks and lava and all that heckish stuff.

Sure, is a good source of inspiration.



The level design is amazing. You can, and you certainly will, get lost for quite a long time.

There is quite a bit of variety inside the episode.

The thing that most people didn't like about this episode is the fact that the maps had good concepts, but pushed to the limit, which meant not a lot to see apart from that and the decoration that could have been there got blasted into another plane of existence.

Well, nothing of that is still present here.

An example: in "Barrels of fun", the barrels are still there, but the place is bigger, prettier and a lot more impressive.

See? Concept is here, but not the "ugliness".

The icon of Sin is even fun to fight now, thanks to a general redesign of the area.

This time, you actually have to do stuff before you make his brain go ka-boom.

In terms of gameplay, the whole thing is really enjoyable.

The encounters are varied, always unexpected and the difficulties are well balanced.

Some secrets are little unfair though, like the one where you have to run 20 meters in less than 10 seconds.

With a U-turn in the middle... Not so much "evil traps" but a fair amount of "I knew there was going to be a trap, but didn't expect that", which makes the whole thing always feel new and challenging.

One thing though: PAIN ELEMENTALS.

Those are everywhere and well, they're annoying.

On a scale from entryway to Plutonia nightmare with pistol-starts, I would say it earns a fair Tower of Babel.

Not so hard in terms of encounters, but the lava which is everywhere (well this is Hell, what were you expecting? Pumpkin juice?) can and will bamboozle you.

A few of them are inescapable pits too, so yeah, remember to save often.

The hardest map is in my opinion map29 (the living end).

Demons in this level are really hard to shoot due to a combination of a lot of cacodemons and a lot of other stuff shooting at you from halfway across the map.

Prepare to get rekt by the auto-aim since a few levels have a lot of verticality.

Vertical mouselook is recommended.

To put in a nutshell, go play it.

Worth it and not too long.

-TheEvilGrin



THE WAD CORNER #4

ZOK'S EPISODE 1 FOR DOOM 64

ZOk. (2020)

We have had the great Doom 64 for Doom 2 project, but what about the other direction?

How about the original Doom in Doom 64?

Sure, it is impossible to avoid the various E1M1 remakes; many of which are unfinished.

The closest 64 fans really have had is DeXiaZ's "Fusion of Realities" which creatively remixed Doom 1 and Doom 2 maps together.

But as far as a purer redesign of Doom 1 into Doom 64, it was up to ZOk to come to the rescue!

ZOk's Episode 1 is a reimagining of the shareware episode of Doom for the Doom 64 Remaster and Doom 64 EX.

Those familiar with ZOk's *Complexe16* are aware of his penchant for detailed techbases and its expertly applied here.

Note that this isn't a straight copy of the original linedefs into Doom 64, as this reimagining had to be done from scratch due to Doom 64's different monster sizes.

This allowed ZOk to add extra geometric detail to the maps as well as gradient lighting.

It remixes all 8 original episode 1 maps, plus the additional secret level, for a total of 9 maps.

The first thing you may notice are the gritty Doom 64 textures with colored gradient lighting.

These visuals gave Doom 64 its unique haunting feel and now it's carefully applied into Doom's episode 1.

Overall, the maps feel more spacious than their original counterparts.



This gives an alone and isolating feel.

It's a delightfully foreboding atmosphere with nice splashes of color.

Thus, ZOk's Episode 1 has the familiar progression of the first episode of Doom 1, yet it feels at home in Doom 64.

This WAD also stands out musically as this is the first Doom 64 Remaster/EX WAD to have custom MIDIs.

Considering Doom 64 EX has been available for over 10 years, the addition of these tracks is a particular milestone.

The music used here were extracted from PS1 Doom by GEC Master Edition Team, and edited for Doom 64 by Impboy.

This lead Impboy to discover how to make custom MIDIs compatible for Doom 64 EX (thus also other Doom 64 ports in the process).

So, we can hope more Doom 64 WADs use custom music in the future!

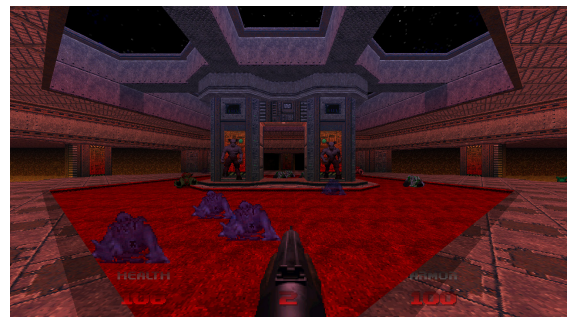
If you ever want to revisit the shareware episode of Doom from a different perspective, I recommend ZOk's Episode 1.

I found the difficulty to be roughly equivalent to that of the early levels of Doom 1 and Doom 64.

And if you're Doom obsessed you likely have the map progression ingrained your brain so I recommend playing on the hardest difficulty with '-fast' in the loading parameters for an additional challenge.

Ultimately it makes for a fascinating combination of the familiar action with a new darker atmosphere.

- Immorpher



SHARP THINGS

Xaser. (2013)

This is an interesting map that takes both a vanilla and a modern style, molding them into a strange mix that can probably be perfectly described as unorthodox.

And, in spite of that, that's not a bad thing, not bad at all.

An interesting map that for lack of a better word, I will describe his style as: sharp.

Very sharp.

Designed for Doom 1 (aka Ultimate Doom) this is a single large map with an impressive and disturbing structure.

A style reminiscent of Silent Hill art or I could even say a strange combination of nightmares with an abstract feel.

The title of the map gives a good idea of what you will find when you start this dark adventure: architecture that reassembles sharp blades or knives.

Like hellish spikes waiting for you to get close to them to cut your skin with rusty and dirty geometry.

Don't let the Doom 1 setting fool you.

This map is specially done to challenge you with both great enemy encounters and some really sharp level design, well established withing its own theme, in a way that will test your skills.

It's no walk in the park, but does get into the walk-in-hell status pretty well.

Now one thing is to make a map like this, but first

you must think that a map of this kind would actually be very hard to do in an enjoyable way.

First, its ugly, and I don't mean this like a negative point, but it's like, full of ugly art style in the sense that it feels so unnatural, so cruel, so hellish.

Let me tell you that it does take a special kind of skills to create a well-done map in such a nightmarish manner.

Each area of this map is designed to surprise us or leave us with a strange grimace on our heads, one of confusion at the bloody and outgoing style of the map, and another grimace of pain at the difficulty of the map.

But that last one is not as bad as it sounds, the map is challenging, but except for the last zone of the red key, it is quite passable without any major problems.

After all, Doom 1 enemies don't make much of a problem, these are pretty chill, cool demons. Quite the lads.

It probably comes as no surprise that this map was made by no one else than Xaser.

An author that during his long and polymathic career has created maps with quite a unique style that gives it a well-earned "extravagant" reputation.

From small variations in themes to big general changes, his maps are extroverted, different, visual and some might even say of acquired taste, but something that cannot be missing along all these words is: Unique.

Whether it's one of the

award-winning maps with good reviews, or one of the lesser-known ones, hidden among the chest of secret treasures waiting to be revealed.

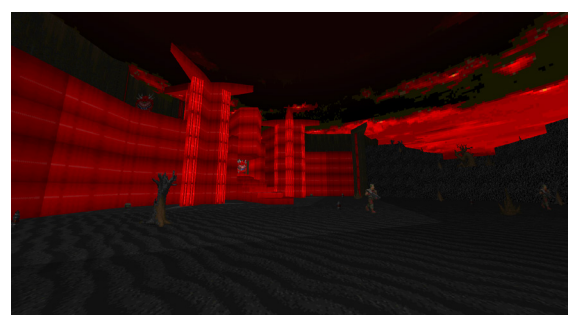
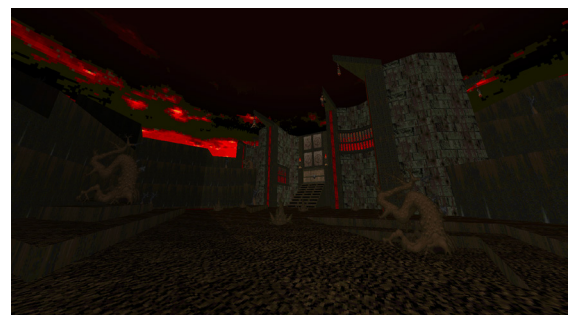
Sharp Things is one of those strange, brilliant gems that stand out from the rest.

A Doom 1 map designed in such an "ugly" style on paper, but attractive if done properly. And that's something that should be highlighted.

Not just any author can make a map with such an unorthodox and abstract theme become one of such a panorama; like an old statue covered in rust, corrupted by time but always maintaining its characteristic sculpture form.

As I once read somewhere, art must comfort the uncomfortable and discomfort the comfortable.

-Endless



THE WAD CORNER #4

TRINITY COLLEGE

Steve McCrea and others.
(1994)

No issue is complete without having some sweet vanilla wads.

Trinity College (aka The Unholy Trinity) As you can easily guess from the title, this map is set on the actual structure of the University of Cambridge, specifically Trinity College, somewhere in England that I will probably never visit.

Yet, here is Doom to satisfy that desire of virtual exploration.

Of course, this is not a kind of virtual reality simulator or a masterpiece in that sense, if we really want to visit this place virtually our best bet would be doing it with Google Earth, but, leaving that aside, this is an important map for the simple fact that it decided to go outside the norm and follow a path that to this day, is still not very admired within the community: the realistic maps.

The Doom engine is a marvel, we all know that, it may have its errors and limitations here and there, but for 1993, it was the best thing that could happen to PC Gamers and video games in general.

Doom offers incredible options in terms of creation; from 1994 to 2020, the community is a complete and reliable testament to that fact.

However, there is a certain quality that has always suffered a little in terms of its adaptation within our beloved game, and that is the creation or design of maps that wish to create a "realistic" environment.

This is mostly because: First of all, it is due to the simple fact that this game was made in the 90s, the technology was not capable of doing more than what Doom already offered.

Second, the creation of realistic levels can not only be done with your layout, but also requires a much more attentive and detailed visual work, with the main focus on textures and lights.

And third, creating realistic maps often means sacrificing the most important factor of all: gameplay.

Because of that, to this day, maps that try to approach to the sense of realism are usually much less than those of more abstract, creative or fantasy designs.

I believe that when we refer to this type of realistic maps, that is where the term "Cute Doom" is born.

And probably this is where it gave birth to that seed.

Trinity College is the perfect map to start your historical adventure through the most important maps of our beloved game.

Its design is obviously from the 90s, so it feels a bit outdated and lost compared to modern times.

However, the true brilliance of the map is born in its historical factor.

This is where Doom started to show that it was capable of creating more than Tech-Bases and Hell levels.

This is where three authors, Steve McCrea, Simon Wall, and Elias Papavassilopoulos, decided to take out their own brush and create a painting different from the rest.



We can find textures taken, by hand, with cameras, in real locations.

We can find architecture that tries to reassemble rooms, halls, tables, etc.

We can even find a curious cinema area with a fantastic animation made for the screen.

The first one I see of that kind.

This is Cute Doom, not only because it is part of the term, but because we can see that to create these kinds of levels you need to have a direct touch with reality, one where our eyes become the witnesses of a creation.

After all, they say that art imitates reality, or reality imitates art?

With an outdated design but a prevailing spirit, Trinity College is a fascinating example of what we once were and how we have evolved.

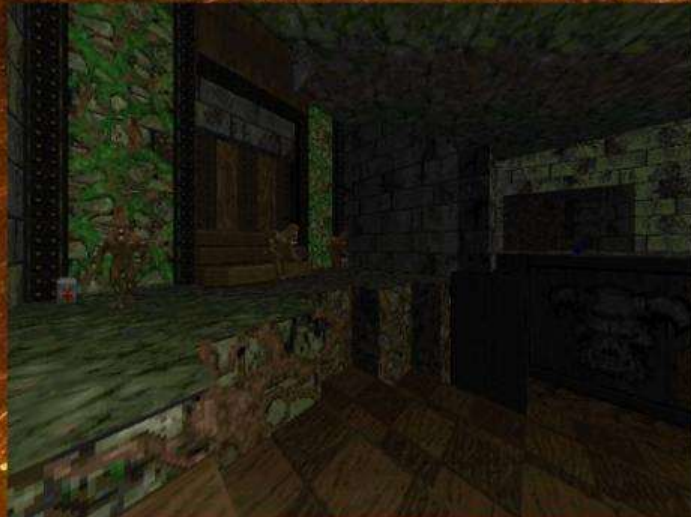
With a rather lost design but one that encourages exploration and some realistic texture work, plus

an incredible interpretation of a Bach classic, this

is a map that works as a time capsule and a

mirror to faraway places. One that may make you smile.

- Endless



YOU MAY RUN...
BUT YOU CAN'T OUTFRUN IT.



32 speedmaps made by the French Doom Community

a new adventure
by the french doom community



THE CLOCK IS TICKING.

*Pull into the harbor. Grab a baguette.
Fight the armies of hell. Join a worker's uprising.
Become a hero to a generation whose society has failed them.
All this and more in...*

THE CITY OF DAMNED CHILDREN

THE MASTER RECOMMENDATION 4



The City of Damned Children by The Doomer Boards Community

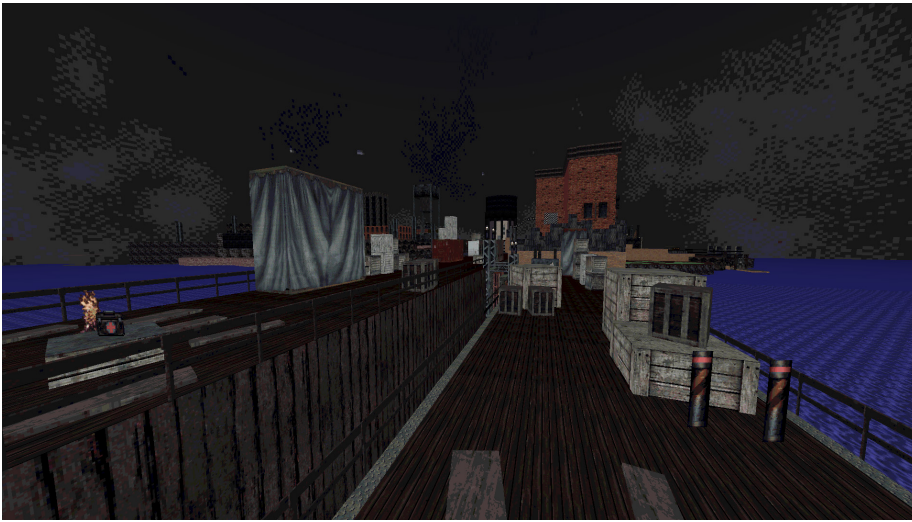
A wild new map-set seat appears. This one is sure to leave with a different taster in your mouth, one between black strawberries (that doesn't even exist but sounds metal) and dark chocolate. Welcome to a new world, a dark one, one where the eternal fire of hell is replaced by a human dimension, one of realism and dystopia, one where reality blends with the dark nightmare. Here you will not find smiles, you will not find happy humans, you will not find ideas, you will not find

culture. This is 1984 in France, this is *Eraserhead* in *Doom*, this is Brazil on earth (the film not the country, duh) here the air you breathe is not pure, it is not oxygen, it is bloody, polluted; a pinch of oil invades your lungs while your eyes drown in a noir environment that we can never overcome. Welcome to a city where children are born cursed.

This is *La Cité des Enfants Damnés*. A map-set of 12 maps done by none other than the great team of mappers from the

Doomer Boards Community. This time around, like every month, they choose a special them and create art around it. In this case, we have something more special, more somber, yet, as fascinating as any other DBP. Based around a movie that I haven't watched (but is now on my to-watch-list) *The City of Lost Children*, this map set takes inspiration from a multitude of French-film culture and some other weird, dark and dystopian references.

When we play *Doom*, the first thing we want is to have fun, of course, but in order to achieve the fun we must first select maps that satisfy certain factors to achieve excellent quality and give us good times. The *Doomer Boards Projects* have been a series of fantastic map-sets that without a doubt have managed to create that quality, but there is also something else that makes them stand out like no other. And that's their theme. Each monthly project is one based around an idea, a theme, a style.



With the 26th delivery, they decided to give us a little baguette and launch us into a dark world where the only colors that exist are shades of grey.

And oh boy, is it really grey. I'm truly convinced that creating a map is an art that offers total creativity to the author. It is here where we have to look for something excellent if we want to stand out in the great ocean of content that this game

has offered for almost three decades. We have maps of all types, all art, all styles, but we will always have certain styles that will call our attention more than anything else. Maybe this map-set is one of those styles, because even if the preferences are varied and different in each Doomer, this map is themed in such an exceptional way that it is impossible to deny the quality that is under this project execution.

In my case, I love atmospheric maps; those maps that offer a fantastic atmosphere thanks to an excellent combination of their design, their visuals and other extra details, especially if there's ambient or new sounds. *The City of the Damned Children* is one of those maps. Each one of them, from the first to the last, stands out magnificently in the visual and environmental aspect. Like a spiral journey into a living nightmare. Black bricks, the smell of carbon in the air. The gray, dark sky, where rain is confused with pollution. Forget about the promise of tomorrow, because now you will be trapped in the past. A horribly dull and broken past.

The design of each map is, as expected, exceptional. We have traditional maps that follow a clear and well-defined progression, as well as fantastic maps that take different





alternatives to offer variety in the gameplay. Each map follows a clear path in terms of the design you want to achieve, as well as an excellent quality control and attention to detail that encourages us to explore even if we have just killed all the demons. And oh, the demons. We all know that the most disturbing demons are those coming from none other than *Doom 64*. Imagine them in our beloved *Doom 2* but with a certain twist

of violence accompanied by beautiful classic gameplay. Just as the enemies receive a visual change, there are also certain visual changes in some weapons and even fascinating new spawns from hell, or in this case, the 1984-France; ghosts that seek to harvest your soul while they are able to revive other enemies, or even static eyes that will fry your brains from a distance.

By far my favorite new skin is the one for the chaingunners, its just so metal and obscure at the same time. Fucking lovely. So come in, welcome to a gloomy world. Tear don't exist, cause there's no one to cry. Here, smoke and fire rule, while you obey. None shall rise, for our big brother is way up high. Let the children cry, for their unworthy souls are deserving of it.

Once more into the fray, into the last good fight I'll ever know.

CLICK [HERE](#) TO GET THE WAD!

And as now, since issue #3, I want to give this medal to this well-deserving team of winners!

For a great job, a fantastic map-set, well-done and extra fun, The Doom Master Wadazine proudly awards the 4th seal of approval to...



**DOOMER BOARDS COMMUNITY
for City of the Damned Children**



IT'S COMING...

BACK TO
SATURN

EPISODE 3:
INSTRUCTIONS TO THE RUSTY TIME MACHINE

*BTSX E3: Coming Soon to a fast-
food restaurant greasy diner near
you!*



NEWSTUFF ON DOOMWORLD

RIP AND SHARE.

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2. [\[Doom II\]\[Limit Removing\] 180 Minutes Pour Vivre nice](#)
3. [Toxicity - First Short Mapset \(WIP\)](#)
4. [Purgatory](#)
5. [Doomkid's Mega! \[WIP Vanilla Megawad\] noice](#)
6. [Sirius planet](#)
7. [Complex \(DOOM 2 Map\)](#)
8. [Ancient Temple Doom WAD](#)
9. [Island Fortress RC1 released!](#)
10. [Water Treatment Plant- A small map](#)
11. [DOOM 87: The Lost World \(Demo Release\) for DOOM II - Vanilla-compatible maps](#)
12. [Cold Shoulder and Charon Anomaly- two new maps](#)
13. [Fear System \(Rampagious.wad\)](#)
14. [Abysm 2: Infernal Contract - Beta v.1.2 - Action RPG TC for Doom 2 :0](#)
15. [MarioDoom.pk3 - Vanilla Edition \(unofficial patch\)](#)
16. [Geant Doom 2 Wad \(1 map only but...\)](#)
17. [Training Center?? Pffft \(Doom II map\)](#)
18. [The IDK \[a DOOM II joke wad\] very cute](#)
19. [Control Tower \(D2 MAP11\) - Updated to v1.01](#)
20. [SPECTACLE CREEP \(Doom 1 remaster Proof of Concept\)](#)
21. [A Preposterously Mad Map Proposal](#)
22. [\(Single Map\) Drainhole - Looking for testers!](#)
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24. [2048 Units of /vr/ - Boom Megawad for Doom II they've returned](#)
25. [RAVEN MIDI Pack II - Breathing Life Into "Deathkings"](#)
26. [NEW MAP: CALUSET - FORTRESS OF THE DAMNED](#)
27. [Rtex.wad , a boom compatible Texture pack made using house items as inspiration](#)
28. [New Wad - Database Error](#)
29. [Bloodfalls 2 \(decino mapping contest\)](#)
30. [lousy Korean boi's hellschaos.wad](#)
31. [Eleven Zero - 32 Maps Megawad \(WIP\) V1.2 has been released - NEED PLAYTESTERS !!](#)
32. [my first map, looking for critique.](#)
33. [DBP27: 10 Day Vacation yes yes yes](#)
34. [Criticality \(beta\)](#)
35. [The Doom Marine.wad](#)
36. [Sanity's Eclipse - A demo about a long overdue project looks interesting](#)

NEWSTUFF ON DOOMWORLD

WAD Guide by *TheNoob_Gamer*

WELCOME TO THE NEWSTUFF SECTION OF THE WADAZINE!

Where everything released on the WADs & Mods section since August 19 make it into this repository of freshly recent WADs! All new, all good, all ugly, all mad, will you find out?

[Bionicle Heroes: Doom Edition](#) - In a certain mask-dependent legion, you are a guy that have all masks and guns; so, people there send you on the quest of clearing up the demonic assault. Blast through Doom with highly intricate weaponry and utilizing a bunch of mask-based powerups at your disposal, guaranteeing fresh gameplay! By *theshyguy489*.

[180 Minutes Pour Vivre](#) - The French Doom community is back at it again! A spiritual community successor semi-vanilla project to *3ha3*, it features extensive usage of *Dehacked* and a *Scythe*-like difficulty ceiling - the later you progress, the harder the mapset becomes. Expect good visuals, nice map design and another chance to brush up your French!

[Complex](#) - Newcomer *drew* brings us to his first map released publicly. A rather short hi-tech factory map with impressive visuals (for a first-timer) and surprisingly decent gameplay.

[Sirius planet](#) - Regular hell-tech-base stuff with interesting efforts in detailing and gameplay by *Risotto*.

[Doomkid's Mega!](#) - Another WIP vanilla 20 (currently 8)-map megawad taking place in *Doomkid's* weirdly charming Doomiverse. The *Dehacked* usage makes up for lots of fast-paced; challenging combat sequences - make sure to think and shoot baddies at the same time!

[Purgatory](#) - Want a short map? Want to actually make some usage of your brain muscles? Like meaty, dark stuff? Don't worry, this UDMF map checks all of these boxes! By *Generic Doomer* and *Daniel*.

[Revenant Arena](#) - Well, you actually get to fight a revenant. In an arena. In a punchout men-to-men. What more could you've asked?

[Gateway to Shangri-La](#) (writer's note: last issue stuff, but too good to not be mentioned) - *Doom*, but it consist ently fucks up streamers and your eyes. A strong appreciation and artistic vision for *FIREBLU* is strongly required. Also comes with a *FIREBLU*-themed variant of your good ol' stock texture pack, because. (By *Willy W.*)

[Mario Doom Vanilla](#) - A simple graphical replacement prominently starring our Hero, the Marioman,

blasting away demonic entities posing as creatures from Mario universe, utilizing various iconic items and weaponry at his disposal! Formerly a mod that is exclusive to ZDoom-based ports, *Doomkid* has made a valiant effort to make this compatible with every ports in existence, including vanilla!

[Abysm 2: Infernal Contract \(In public beta\)](#) - The sequel to a total conversion taking place in the *Innocence Doomiverse* by *jazzmaster9*. It is an unique medieval action adventure game taking pages from various classics such as *Diablo*, *Dark Souls* and *Strife*, to make room for various unique features such as a *Strife*-styled HUB system, detailed stats that can be viewed anytime, visually stunning levels, and much more! Currently, everything is complete, however, proceed at your own risk as bugs might still be present.

[Eleven Zero \(WIP, 3-map demo\)](#) - A MBF-compatible megawad that revolves around the fairly unexplored concept of time travelling in *Doom*, with interesting combat and weapon+enemy tweaks. Also featuring sick visuals from a color-blind. (by *Dranyan*)

[Hellschaos.wad](#) - [REDACTED]

[Realm665 \(WIP\)](#) - WIP efforts of Mr.S. Retro to convert Realm667's ZDoom exclusive modding resources to *Dehacked*, making these resources usable for a larger audience.

[Database Error](#) - GZDoom 2-map PWAD by the author of the same name, taking place in a sewer system, and with lots of combat. The development stories are worth giving a shot.

[CALUSET - FORTRESS OF THE DAMNED](#) - Newcomer *Dragons-ForLunch* try dabbling with OTEX textures while also attempting to create a level that anybody within their skill level can play. Featuring solid texture usage, no story and lots of immersion. Play in -nomonsters for best results.

[Rtex.wad](#) - Someone out there got bored and decided to scan around their house and made a texture pack based on their sightings. This is the result; albeit in a rather cartoon-y manner and with many interesting variations and tweaks to create unbelievable themes (tech-bases, temples). *theirhouse.wad* included. (By **Redead-ITA**)

[A Preposterously Mad Map Proposal](#) - *Mapwich*, except the team members actually know each other beforehand; one doesn't know how to do *Doom* editing at all, and the map comes from an abstract drawing. The end result is surprisingly good - we have a hell map with strange geometry that makes sense! Kind of. (By *Biodegradable* - *Clippy*)

[Close Quarter Slaughter!](#) - GZDoom map that gets more thematically corrupted - in a good way. The combat should be suitable enough if you have just finished

Doom 2. Taking the map slowly is heavily recommended.

[SPECTACLE CREEP \(WIP\)](#) - Another one has joined the fray - *HQDefault* has dedicated his recent efforts to redone the visuals and gameplay of the all-time classic E1 of *Doom* for a larger GZDoom audience. Only E1M1-E1M3 is included for the time being.

[IDK](#) - GZDoom jokewad brother made for his sister who incidentally has her own DW account as well. *IDK*, play it if you want more *Wolf3D* in *Doom* - it's actually a decent effort, and the sister's video playthrough is quite entertaining. (by *Triangle Box Studio* for *Kokoro Hane*)

[Control Tower](#) - A *Doom 2* map replacing *map11*. Has a hightower that is corrupted by occult activities from stupid UAC people, the gist is quite simple. If anything, this map has quite impressive statistics. (by *Stabbey*)

[Ultimate Classic Minimap](#) - So you don't like pressing a simple button to view a digital map that doesn't take long to load. Alright. This mod, by veteran *Redxone*, includes a fairly customizable HUD minimap - you can tweak its color, place waypoints, toggle player following... It does everything the automap does and is objectively better.

[DOOM 87: The Lost World](#) (WIP 32-level vanilla megawad) - *Dallas*, or *DCG Retrowave*, a hardcore retro gaming enthusiast, decided to make his own megawad. Expect creative 90s-style aesthetics blending well with modern gameplay and with *Doomcute* moments as a cherry on the top - Saying hi to the Urinating Elemental, trying to play a dancing game, going to a supermarket, *myhouse.wad* and

much more! If you are looking for another spiritual successor to realism-style early PWADs, this might as well be it, at least aesthetically.

[Training Center?? Pffft](#) - Have a techbase that test your reflex instead. It also has weird mapping tropes, and the difficulty gets progressive easier. (By *Elio*)

[Cold Shoulder and Charon Anomaly](#) - 2 individual, new maps in one thread! *Cold Shoulder* is a limit-removing *Doom 1* map, meant as a starter, and is generally nice-looking. Being a *myfirstmap* tuned-up, it also comes with neat texture usages that are rarely found on more professional maps.

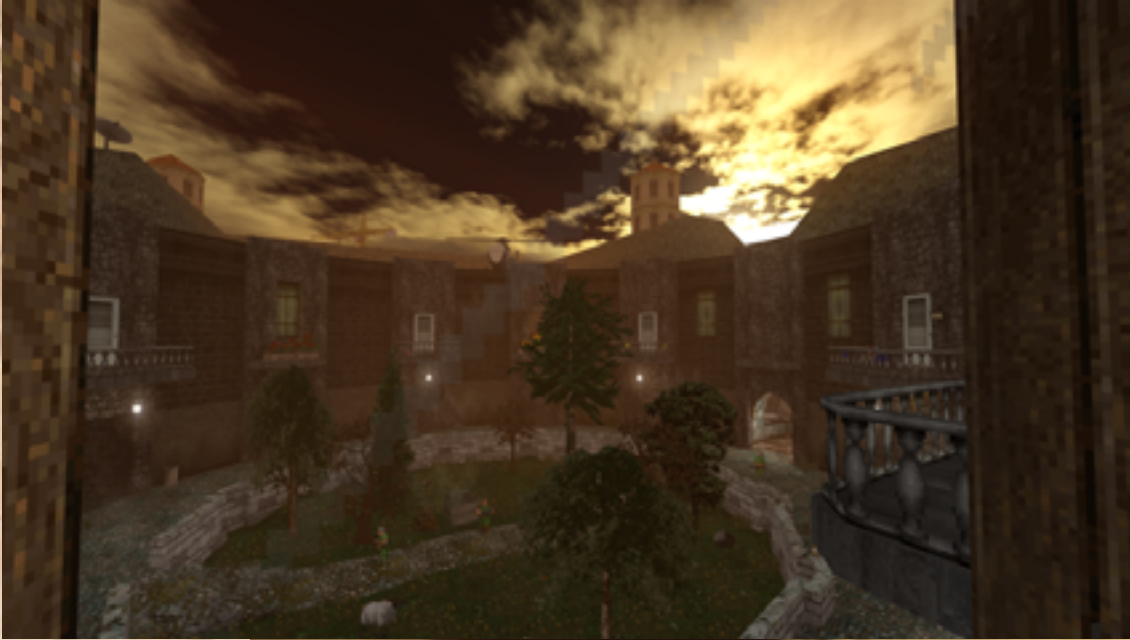
The only thing that *Charon Anomaly* have in common with *Cold Shoulder* is the theme; and being limit-removing. Otherwise, it is the complete opposite. *Doom 2*, big, kicks your ass. May not have power armor. (by *Elio*)

[Raven MIDI Pack](#) - It's no secret that Kevin Schilder makes excellent tracks, after all we see a lot of maps reusing moody scores from *Heretic*. But it is also quite lacking, *Heretic* itself only features 19(+3) original ones for usage out of 48 maps, and this community project seeks out to fill in that hole. The end result is quite good, without context you might think many tracks here were made by the man himself. Also, good if you enjoy ambient or strong medieval music. (Various, with *Jimmy* as the lead)

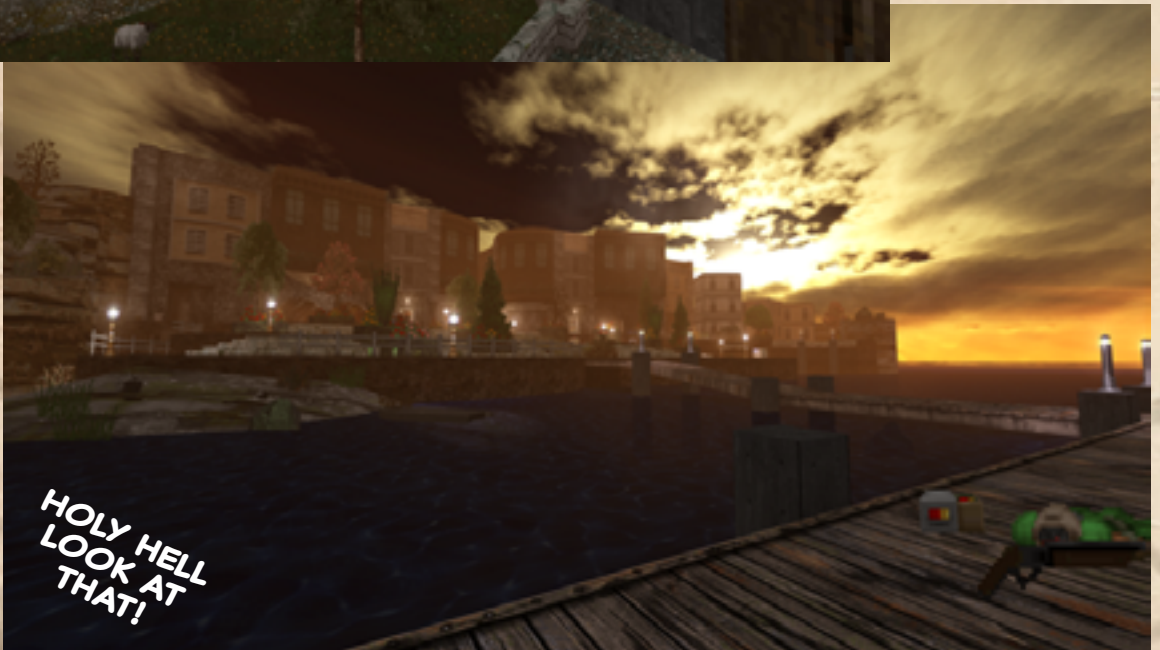
[10 Day Vacation](#) - Brought to you by the *DBP Crew*TM. You are on trip to a beach and the demons won't stop begging you to have their asses kicked. Expect lots of water and sexy demonic entities. And cooking with *SlayerTech*.

GALLERY

All the great Doom pictures
posted on the [2020 thread](#)
since August 19!



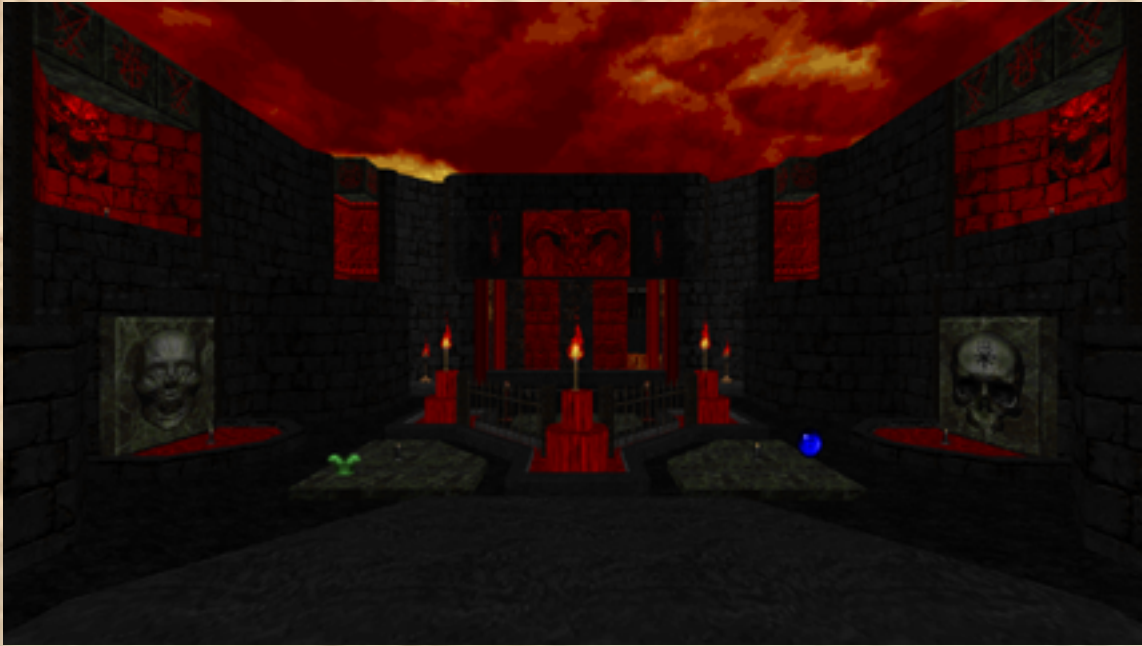
JASKA



**HOLY HELL
LOOK AT
THAT!**

NATURALTVENTY

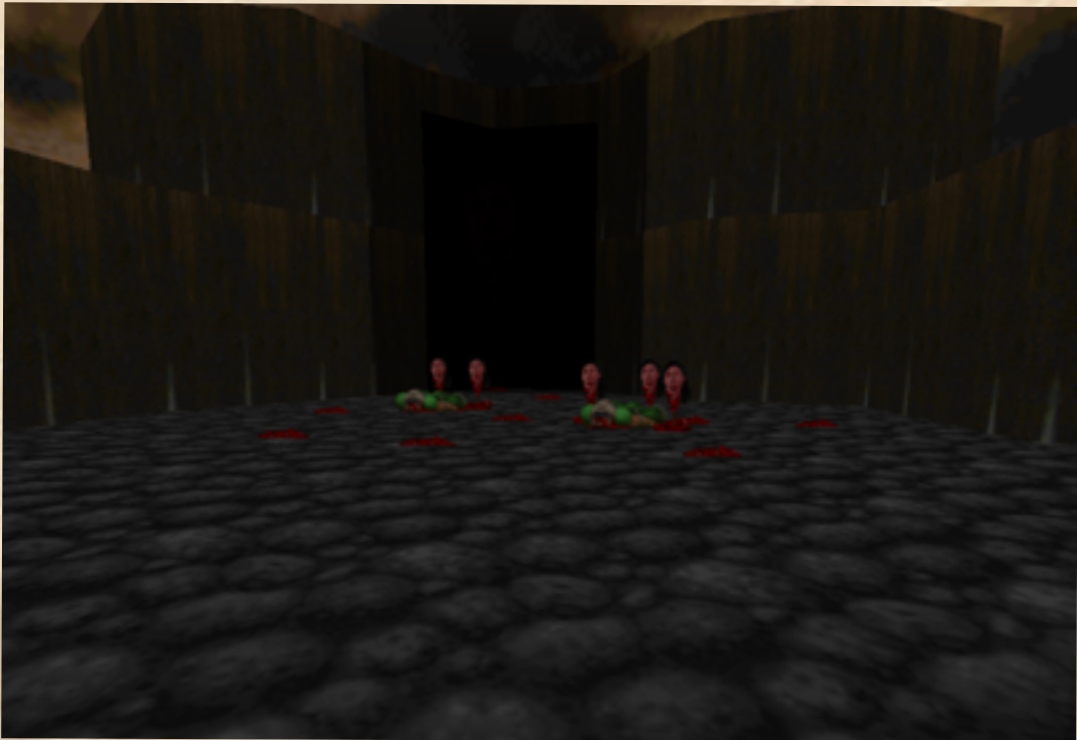




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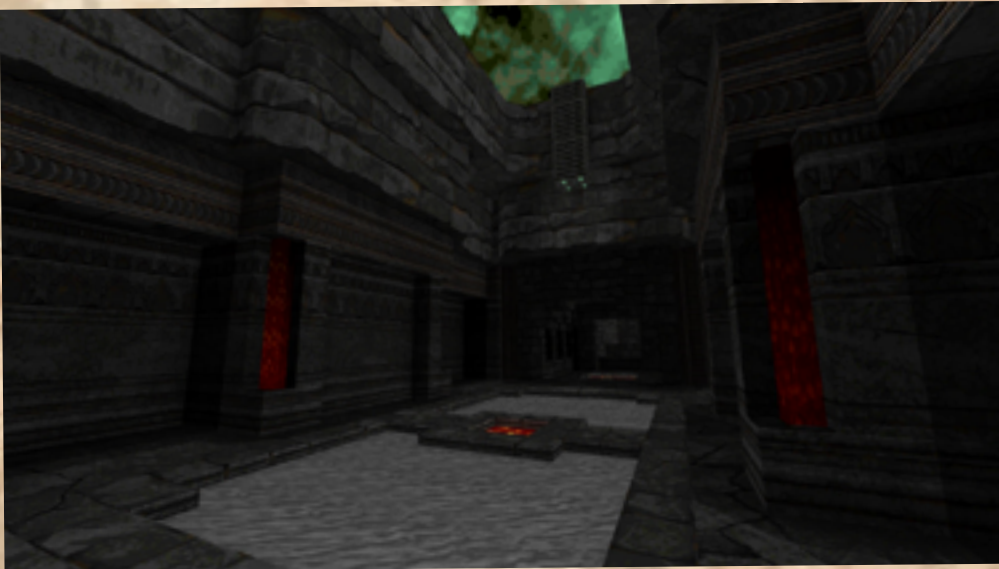


DOOM_DUDE



RD

GALLERY



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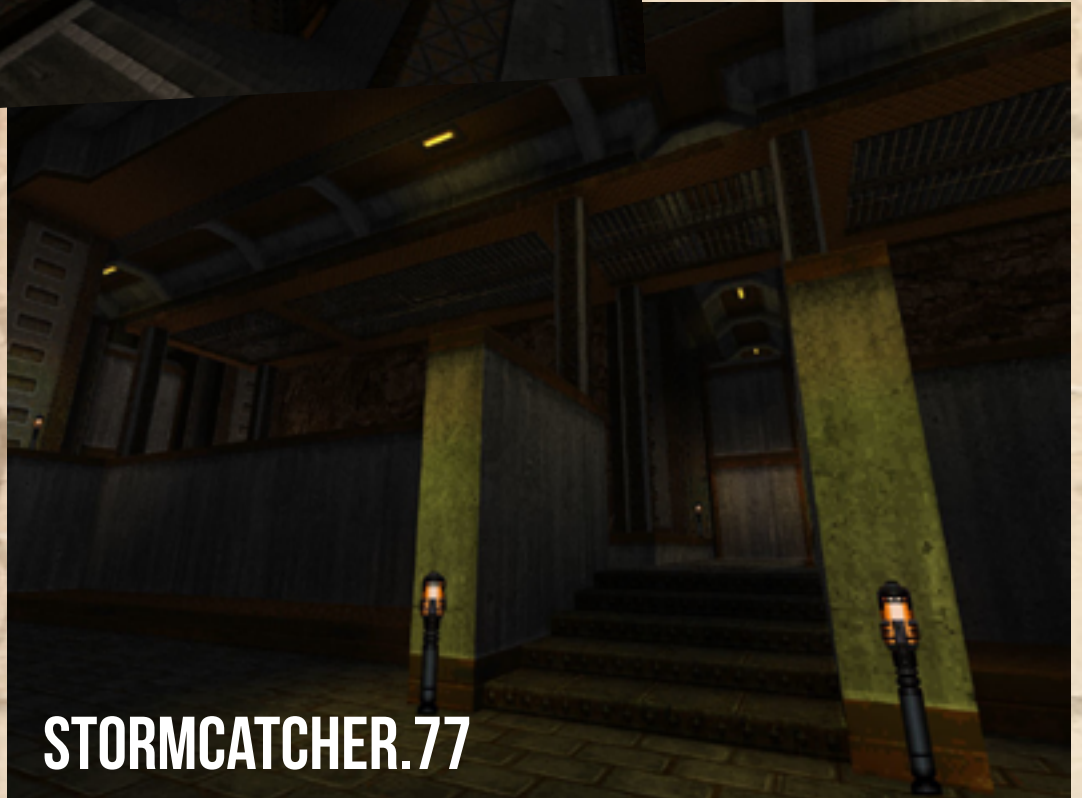
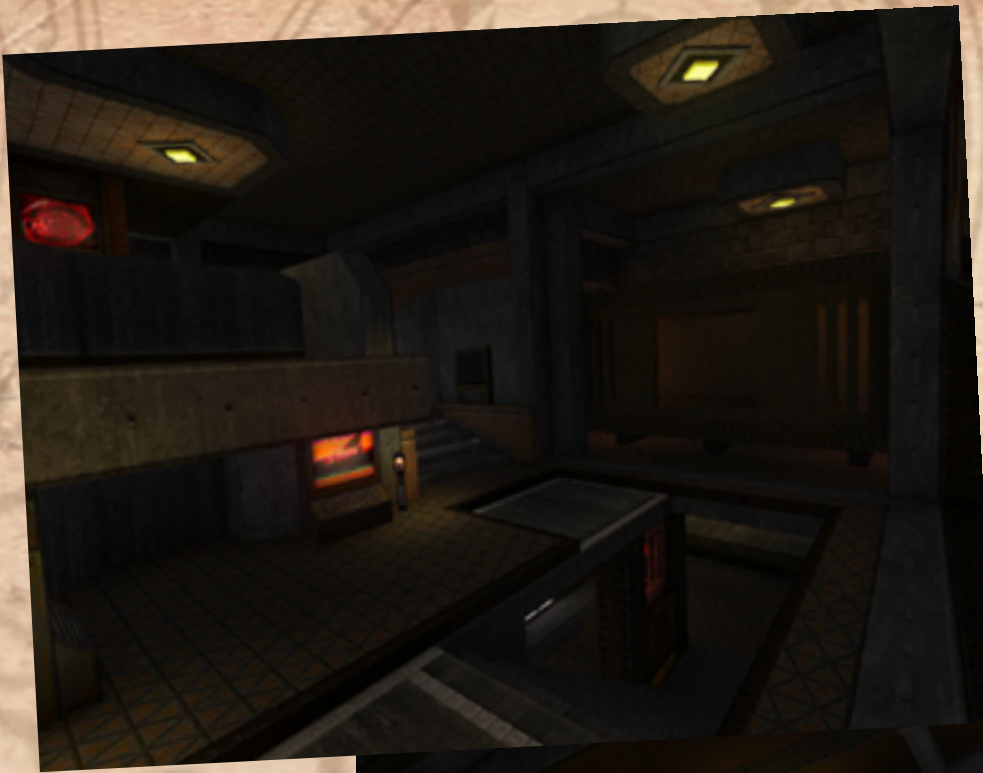


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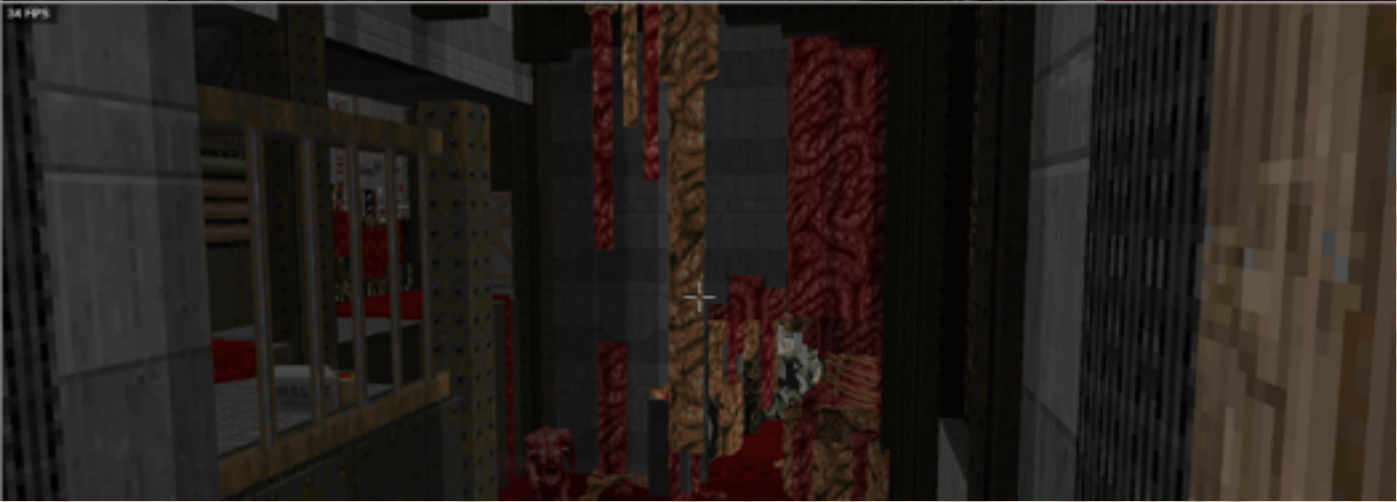
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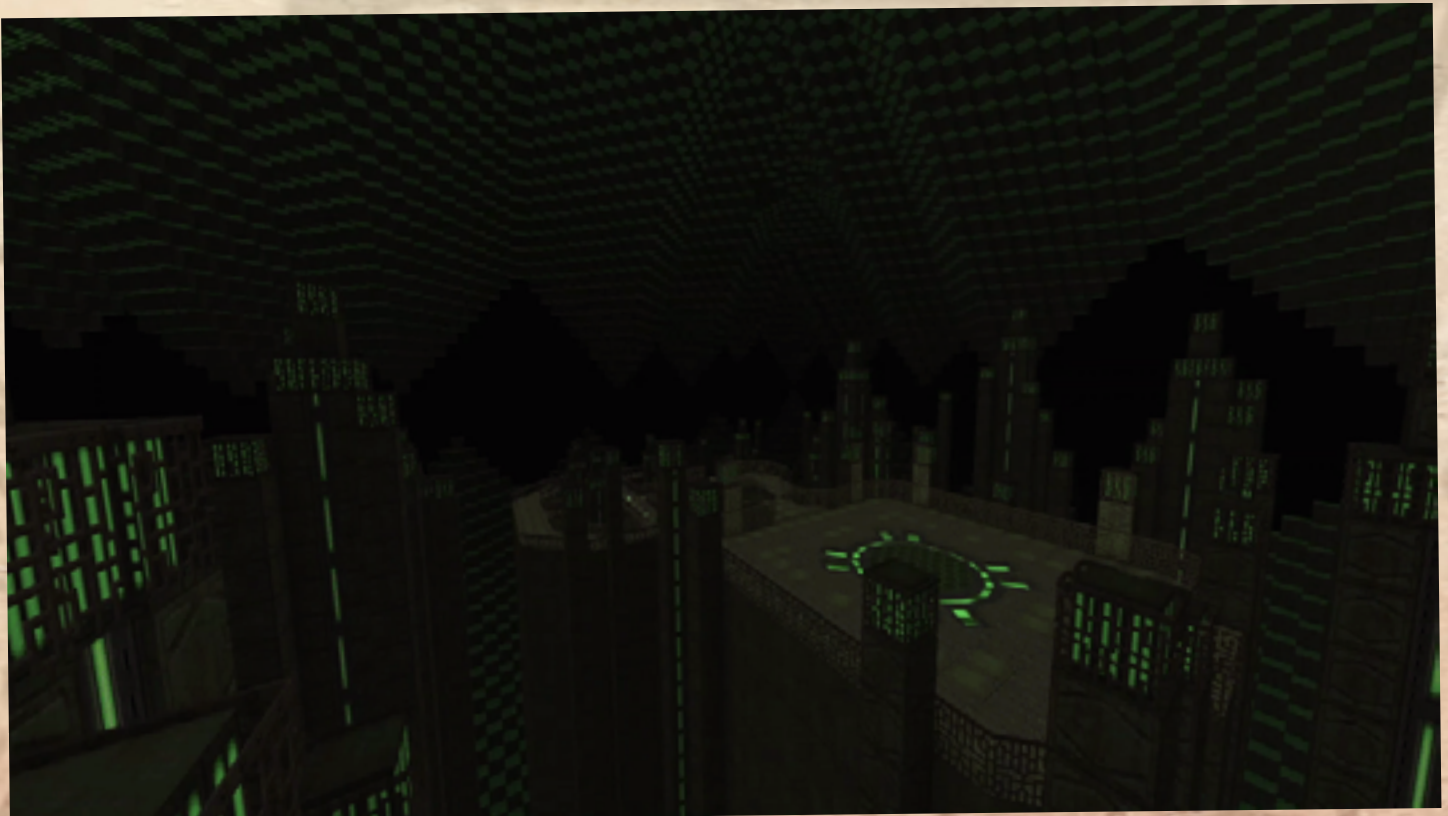
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BLUEPINEAPPLE72

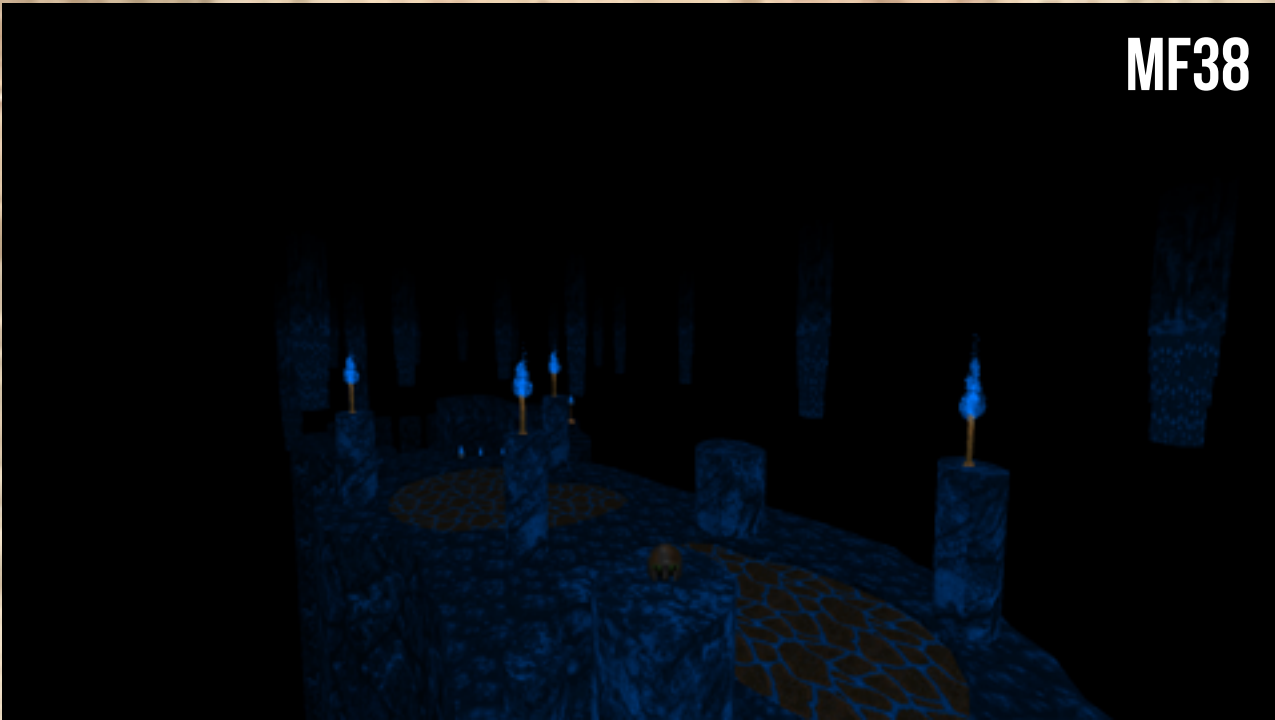




BAAUL



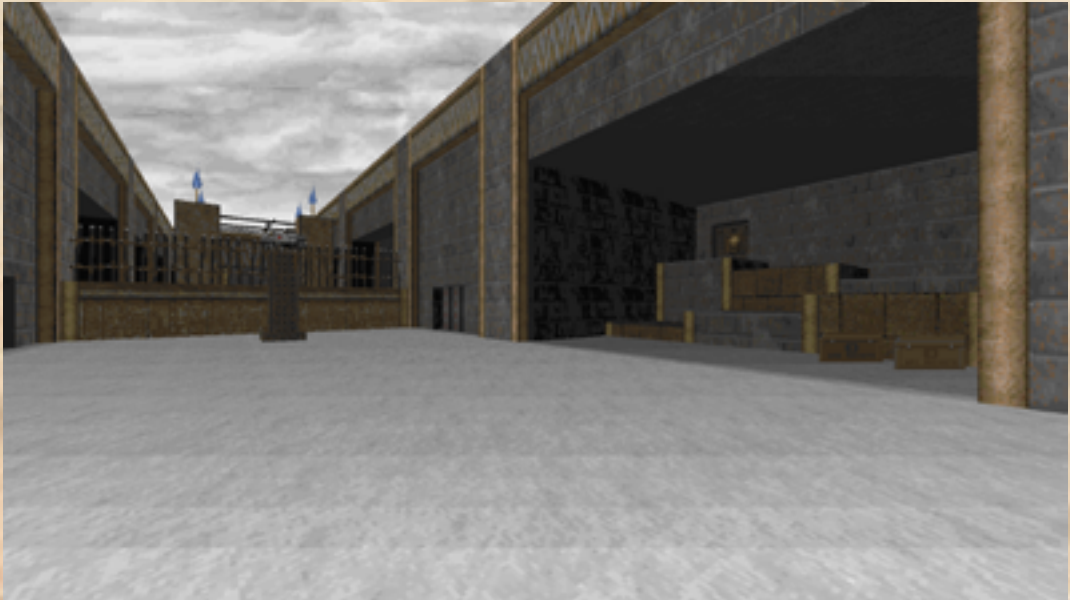
MF38



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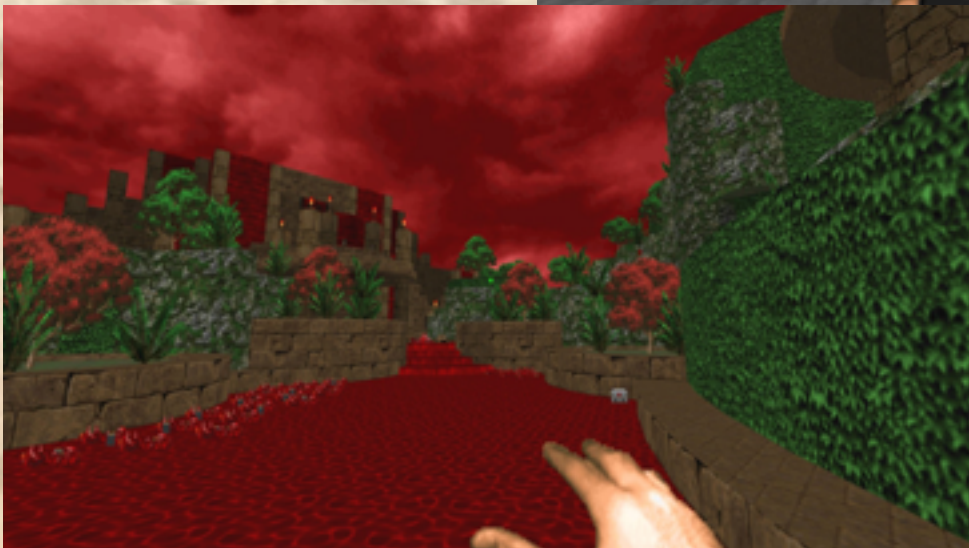
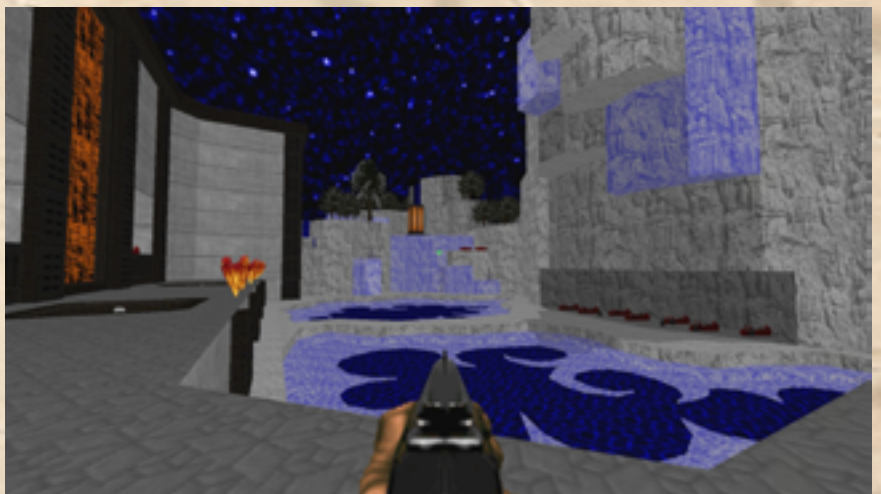
EGG BOY



ENDLESS

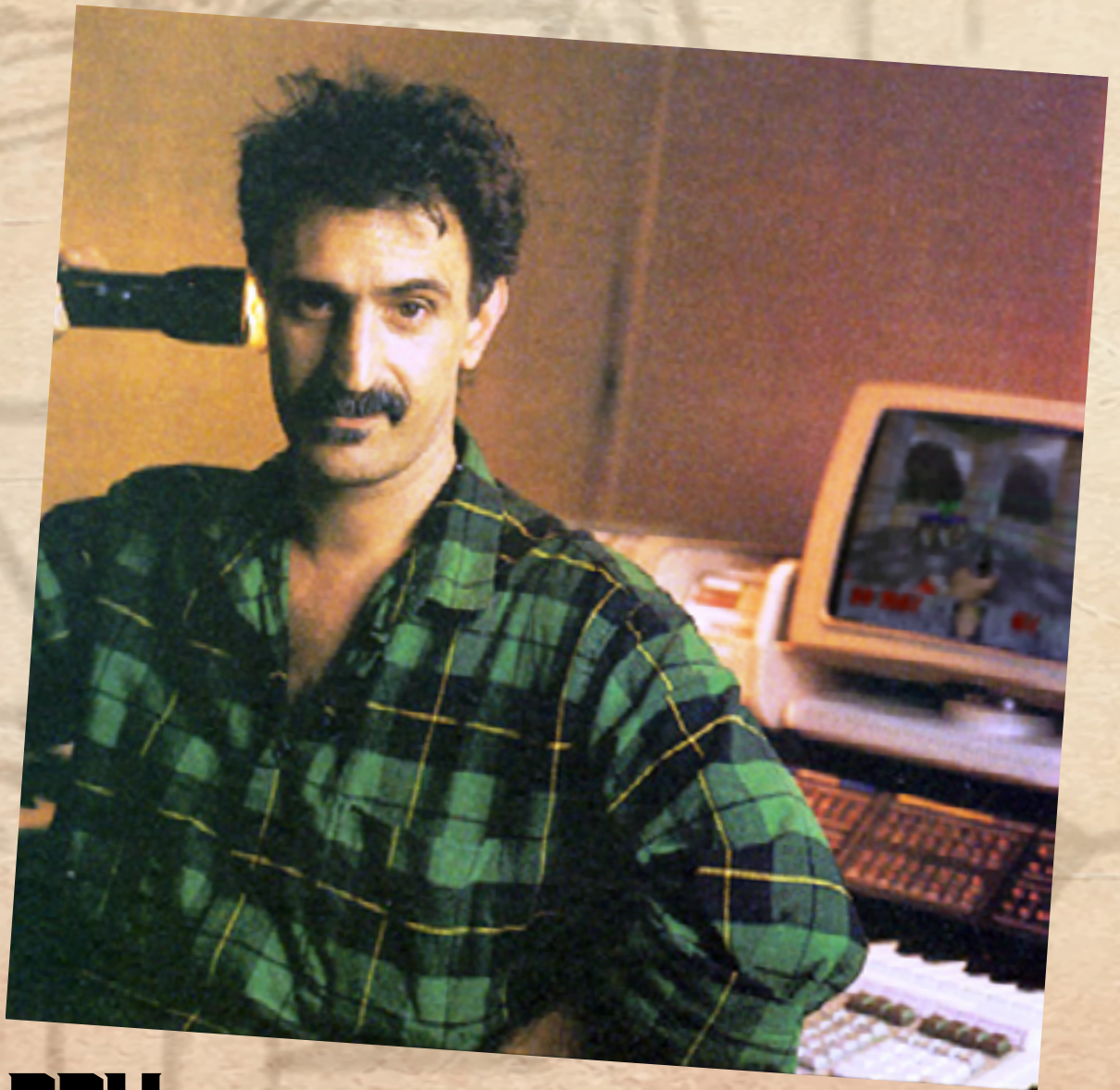
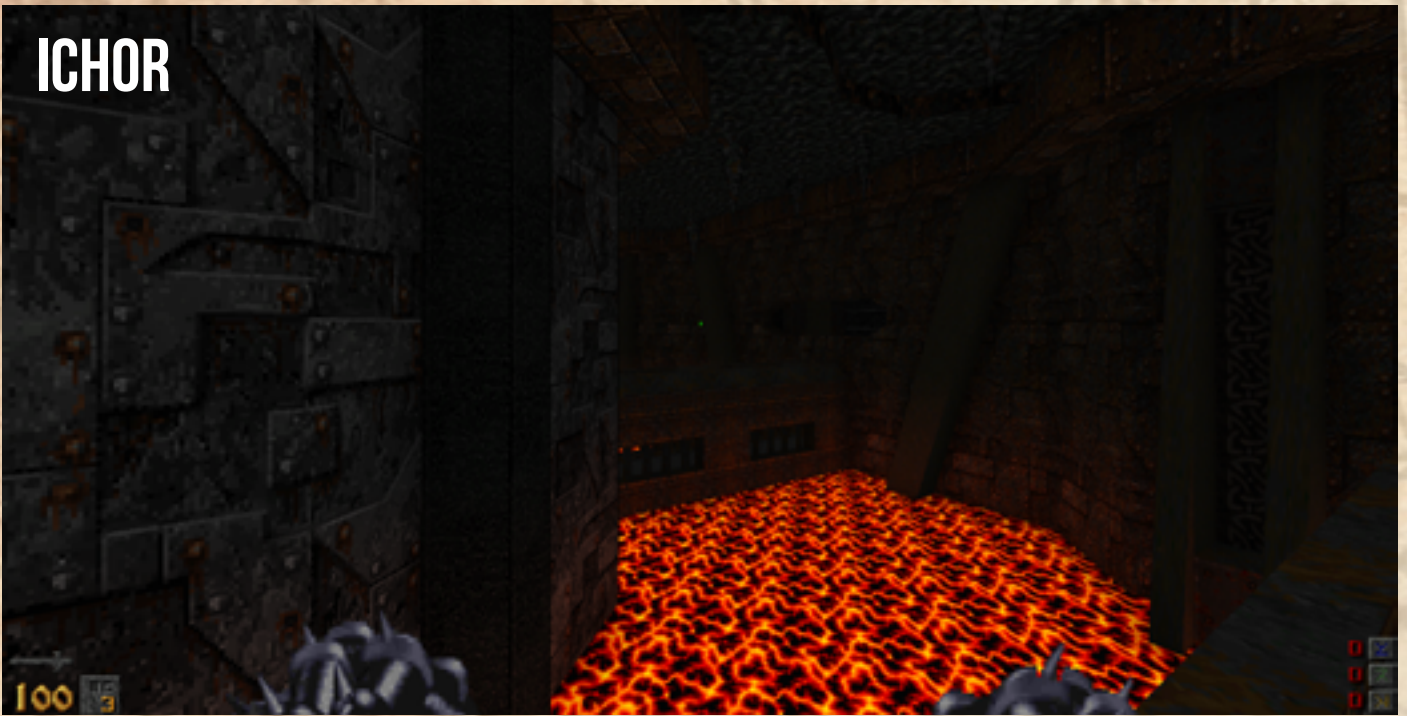


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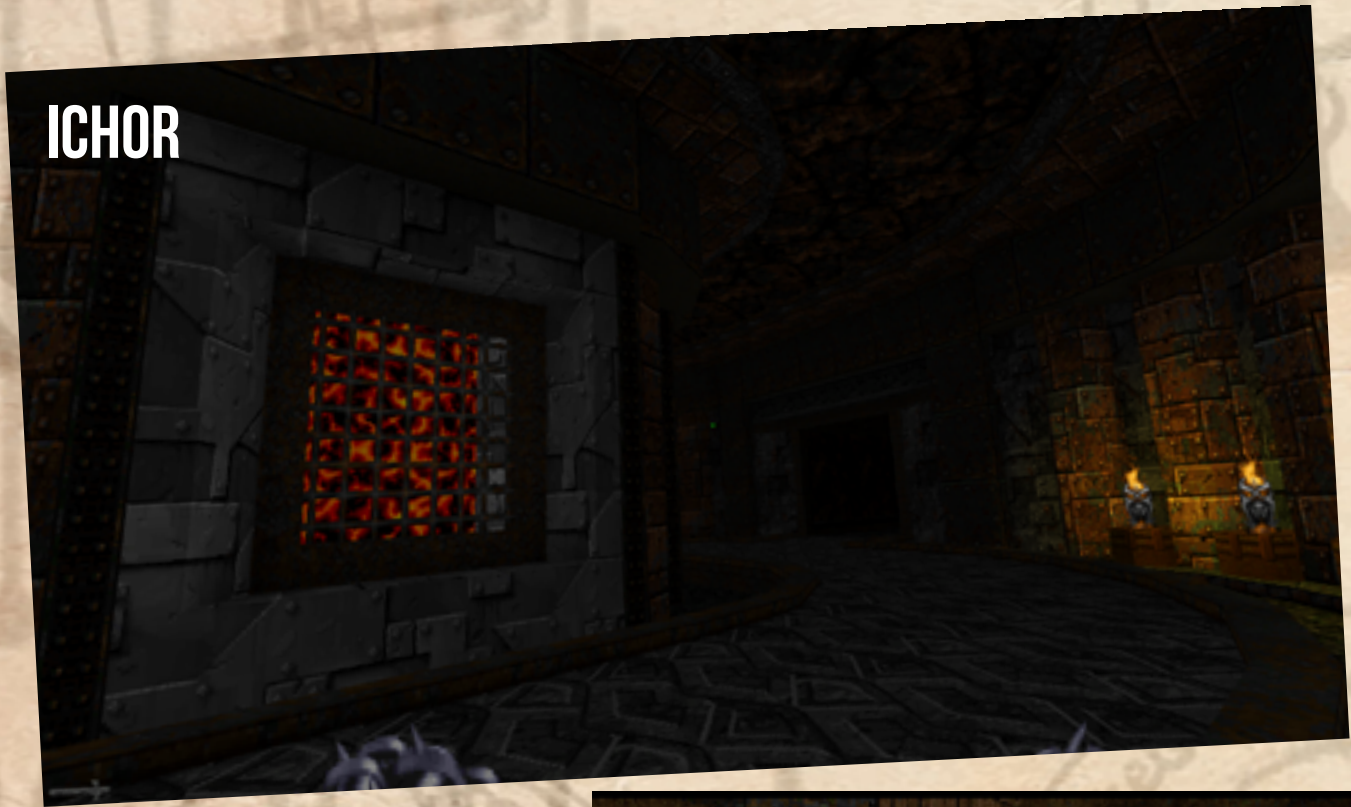
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DOOM KID





NATURALTVENTY



ICHOR



<<REWIND

10	184%	231	4%	BULL	500	400
AMMO	HEALTH	ARMS	ARMOR	SHELL	100	100
				RICKY	100	100
				CELL	600	600

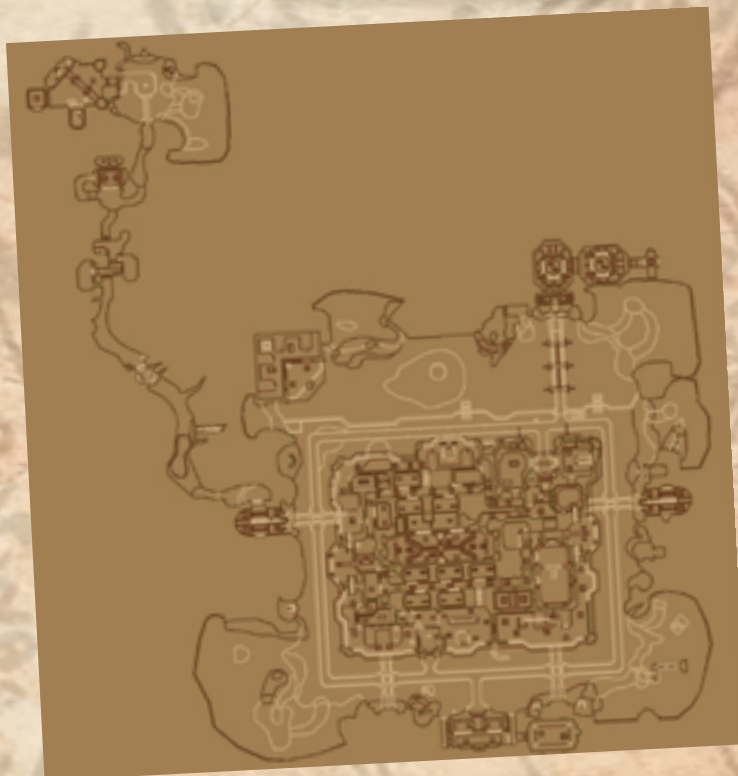
GALLERY



DJVCARDMASTER



DOOM_DUDE



DOOM_DUDE

GALLERY

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