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THE

#5

DOOMMASTER

WADAZINE

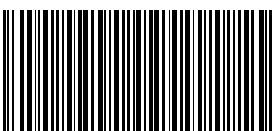


ALL-NEW WAD REVIEWS

MAYHEM 2020

DOOM ROM HACKS
HISTORY OF THE DOOM COMIC
...AND DOOM FOR ALL!

ISSUE 5 - UNOFFICIAL - FREE



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VIOLENT!



WRITERS OF THIS EDITION:

Endless, the usual organization of the Wadazine and some WAD recommendations.

Roebloz, writer of the Console Doom Hacks article.

InDOOMnesia aka Taufan99, bring in with him a very touching article and some WAD recommendations.

Chip aka LiT_gam3r (and with the help and edits of **BluePineapple72**), he previously brought you the Doom Poetry contest, now he brings you the Doom Comic article!

General Roasterock, welcome to the WAD addicts club! The general brings a nicely done recommendation for you to enjoy!

Immorpher, sharing is D64 wisdom with some nice WAD recommendations.

Zurdwango, joining the WAD recommendations and reviews team.

TheNoob_Gamer: Our scuba-wadist!

SPECIAL THANKS TO:

4MATC and **NIKOXENOS**, our lovely editors and graphic design wizards!

Captain_Caleb, for joining into the spell-checking editing team! 1-man-spellchecker

Doomkid and **Chris Hansen**, the hosts that give a lovely home to our Wadazine.

elend, for working with the image of the Wadazine logo.

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Introduction	4
Roebloz Doom ROM Hacks Recommendation	5
...and DOOM for All! A Small Tribute to Physically Challenged Players.....	8
The Master Recommendation 5: MAYhem 2020	9
WAD Corner: Miasma by Thomas Seifert	14
WAD Corner: DBP Lilywhite Lilith by Doomer Boards Community	15
WAD Corner: Mercury Rain by Jimmy	16
WAD Corner: Magnolia	19
WAD Corner: Wretched	21
WAD Corner: Eleven Zero by Dranyan.....	23
WAD Corner: classix.wad.....	25
WAD Corner: Fava Beans by Sean Birkel.....	27
Doomstreet Journal	29
Doom Comic Article	31
Newstuff Guide	37
Pictures Gallery	42

INTRODUCTION

The 5th goddamn edition of the *Doom Master Wadazine!* **Wow.mp4!**

We have come so far, and we have achieved quite a lot! Now, prepare for more! The *DMW* has gone through an interesting path that brought with it new changes and new faces. Once, I was alone, wandering through the *Doom* world, yet now, I have an entire team that's more than willing to work for just the heck of it! *Passion and love make things great.*

And as the new issue arises, so do the people behind it. We now have more contributors than ever, including a permanent badass team of graphic design wizards that completely evolved the *Wadazine* to the next step! Yet, that doesn't mean we are now closed. *Not at all.*

If you, lovely reader, dear Doomer, wish to **help and contribute** to this awesome community effort, hear this: You are more than welcome! Contact me, *Endless* on Doomworld or join the *DMW Discord* for more information to submit articles, WAD reviews, artwork or offer your skills.

And without further ado, I, proudly present, the *Doom Master Wadazine #5!*

– *Endless*
EDITOR-IN-CHIEF

ROEBLOZ'S DOOM ROM HACKS RECCOMENDATION

Welcome to my own section!
Yes, it's still Console Doom!
While the Imps go dwell in the WAD
Recommendation section, true Barons go
here to get recommendations on what to
play with their flash carts.
So, fellow refined Doomer, allow me to
present to you the current best trio of
Doom Console ROM Hacks.

THE ELITE CHOICE:
THY FLESH CONSUMED 32X
AUTHOR: ROEBLOZ



Few games have the possibility of having ROM Hacks that try to bring content from another version to the less-competent one.

Well this masterpiece (Of course I'm gonna say masterpiece when I'm talking about my own hack) brings all (But E4M7) the maps from The Ultimate Doom's Episode 4 including some that weren't even able to be ported onto the PSX port right in there swiftly.

(If you can call spending 7 hours on E4M6 is being swift)

It even includes a revised Dead Simple acting as the replacement for E4M7 and even a brand new, custom bonus level in the MAP09 slot!

While a lot of geometry might be gone (And some of the difficulty!), if you've ever wanted to play Thy Flesh Consumed on 32x, here is probably your best bet if you prefer it standalone, slightly tweaked in difficulty and more in a American McGee-conversion style.

I say all that, as e-Doctor on Doomworld had made a similar hack prior, unknown to me (*It did not get any big attention though, and it's slightly closer to the original layout, which can cause problems with hordes of enemies if you aren't used to the 32x's controls*) so credits to him for the original one!



THE MOST IMPRESSIVE: PC DOOM TOTAL CONVERSION + PRBOOM GBA AUTHOR: KIPPYKIP, DOOMHACK

While Thy Flesh Consumed brought a single episode not even fully intact to the 32x port, this beauty by [Kippykip](#) is probably the ultimate ROM Hack of any Doom port: Bringing the entire PC version untouched

(Other than the obvious screen crunch and sound difference anyway)

How is this possible, you may ask? Well this GBA TC is actually using the PrBoom+ engine, adapted for GBA making everything feel more...Accurate I suppose?

This really shows how the community manages to do things that would have been thought impossible at the time.

While it still needs some optimization, it runs well most of the time, has the full level maps, blood, and even music closer to the original!

It is a must-have for GBA Doom players.
(I will personally still prefer playing the original Doom 2 on GBA thank you very much)

Also as a side-note, the entire source code of PrBoom GBA is available on GitHub with instructions on how to build the ROM with custom maps.

(Yes, you can even play Plutonia on this!)

Still, don't expect to run NUTS.wad on it.

In the end, it is a magnificent piece of «But Does It Run Doom?» technology.



BEST GAMEPLAY CONVERSION:

CACOSWEEPER 32X

AUTHOR: ROEBLOZ



Now you might be saying:

«*Seriously Roebloz? Promoting your stuff twice?*»

but do remember I did make most of the classic console ports hacks (*There was close to none on ROMHacking.net before I came*) although I saw a site about 32x Doom hacking that is down currently which means a lot of hacks were probably lost there, which accentuates the problem of lack of Doom hacks to talk about.

I could have talked about the SNES Doom Circlestrafing patch, but It's literally this: «xttl made a patch that reimplements circle-strafing in Doom SNES»

There.

Now onto the main hack I'm talking about here: Cacosweeper 32x.

Cacosweeper is basically recycling the idea of the bonus level of Eternal Doom, an old 90's WAD that I do recommend playing.

So in said bonus level, the player plays Minesweeper with the risk of releasing a Cyberdemon if they land on a mine.

I tasked myself with recreating it on the 32x, but even better than it ever was.

Thus was born Cacosweeper; 15 maps of Minesweeper madness with each pillar lowered risking the release of the Cacodemon army if you are unlucky enough to end up on a mine.

I also had the idea to implement three «boss levels» where you are given a weapon and you must lower the right pillars to gain ammunition to kill the demons to then progress.

Of course I'm probably biased for my own ROM hack, so here is what Redneckerz had to say on an article for Realm667's news section:

«*Cacosweeper takes what made Cybersweeper so fun and adds some subtle tweaks to it. In 15 maps, you have to figure out which switches to flick before the exit can be reached*» **-Redneckerz**

So if you like Minesweeper, if you like Doom, then you should give Cacosweeper 32x a shot, as even if you don't have an eternity to spend on it, it will take you 30 minutes at best as long as you understand how Minesweeper works.

This is all for the Console Doom ROM Hacks recommendations of this issue.

Will this section come back? Yes.

Every issue? Definitely not, unless there is a major influx of Doom ROM hackers popping up suddenly, which I highly doubt.

I will try to make another article like this when there will be more hacks made by someone else than me, as else I just feel like I am shamelessly promoting my stuff for free, which isn't cool at all.

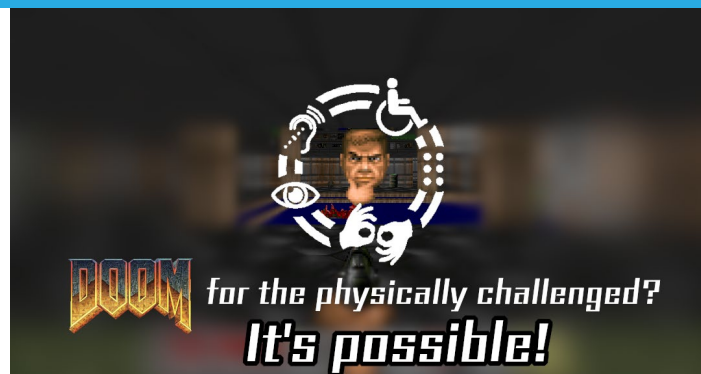
The links of all the hacks, as well as their creators's personal pages can be found right below. This is [Roebloz](#), signing off.



...AND DOOM FOR ALL!

A SMALL TRIBUTE TO PHYSICALLY CHALLENGED PLAYERS

BY TAUHAN99/INDOONMNSIA



The following article may contain sensitive topic(s) for certain people. You may skip this entire article if needed be. If you're willing to argue regarding this article, please do so in a civilized manner.

Dedicated to the physically challenged people of the world (and also the mentally challenged).

I have an admiration for the physically challenged people.

Despite their different physical appearance and functions from normal people, they usually enjoy life and find their ways even better than most of us with healthy body.

But what about physically challenged experiences with DOOM? This is not a topic we talk about everyday, so I was interested in covering it.

Designed with an idea of simulating reality back in its time, DOOM offers an immersive experience that can still put people in awe for a 1993 game.

You can say the same for other games like Descent (1995) or Quake (1996), but those are much more complicated for normal players, let alone physically challenged ones.

DOOM, on the other side, has a simple, arcade-like gameplay experience that easily accommodates a variety of players, which can also include physically challenged people.

However, not much of their experiences is chronicled around for several reasons.

Hence the short length of this article

Let's start with Esa Repo, aka no other than [Espi](#).

Yes, the guy whose name is immortalized as a Cacoward category.

Sometime in 2008, he was diagnosed with cancer, requiring his right arm to be amputated.

This, however, did not stop him from dedicating his time with our favorite series. In fact, on October 6 2008, he uploaded a [YouTube footage](#) of himself finishing Ultimate DOOM's E4M1 on UV, with only his left arm on mouse (freelook is also enabled, perhaps for convenience).

The mouse, as described on the video, has enough buttons for him to play throughout the map.

On August 29, 2009, Espi passed away after a prolonged bout against his own cancer.

May he rest in peace.

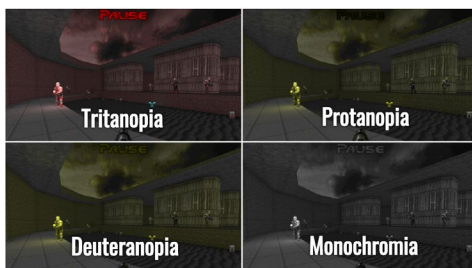
Next up is a [GZDoom shader](#) for the colorblind by Tribeam3rd released on April 25, 2018.

It has 4 modes depending on the types of colorblindness; tritanopia, deuteranopia, protanopia, and monochromia.

To use the shader, load the shader on GZDoom first, then go to Display settings and check for the bottom Colorblind Mode option.

These are two interesting things about physically challenged experience with DOOM so far.

Of course there are more others that you and I are still missing, so if anyone has another such interesting experiences, let us know!



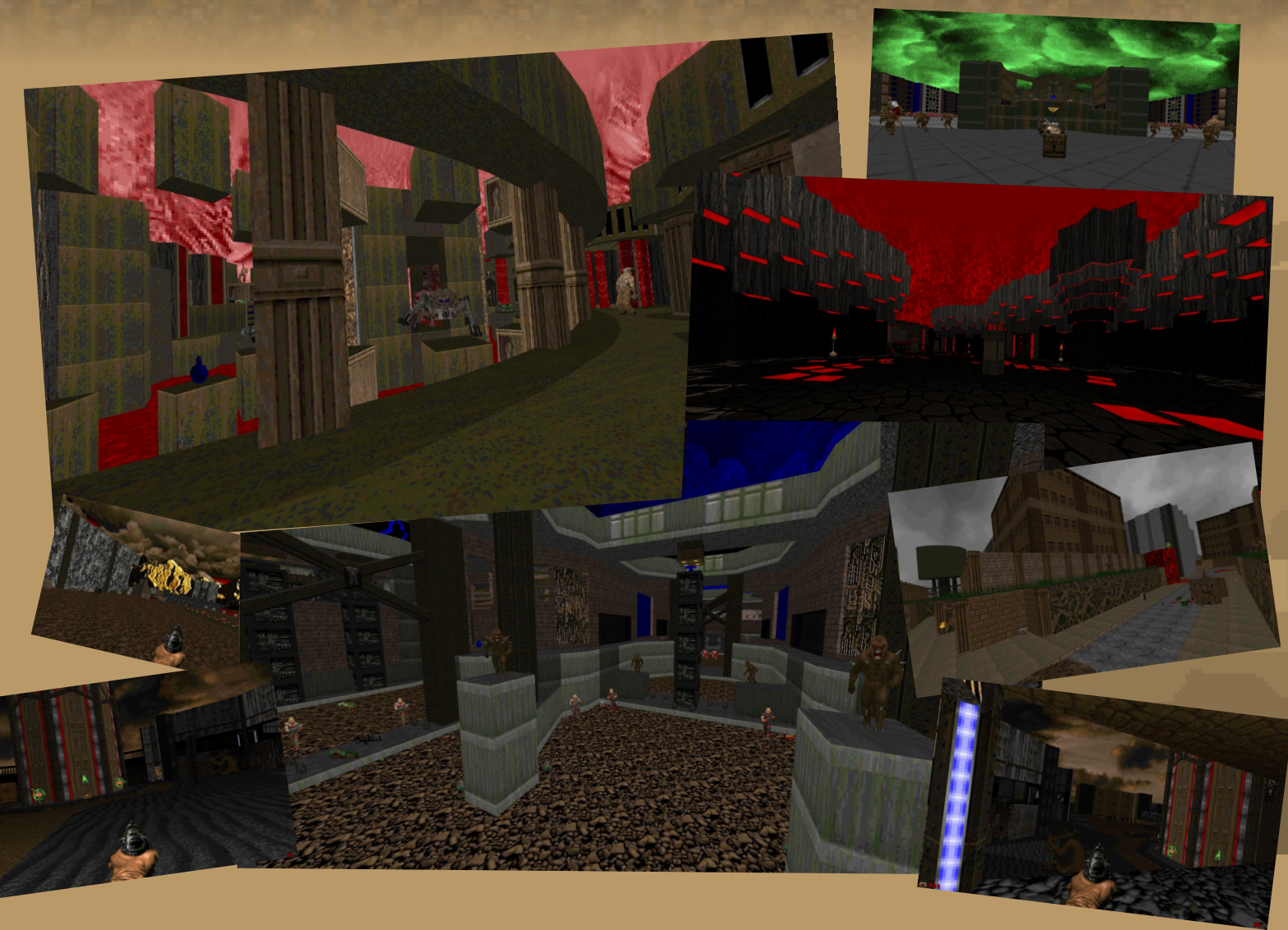
The image shows the comparison of 4 modes.

**WHO WOULD HAVE THOUGHT THAT 2020,
DESPITE EVERYTHING, WOULD NOT BE
SUCH A BAD YEAR?**

**AFTER ALL, NOT ONLY HAVE WE RECEIVED
A FASCINATING NUMBER OF MEGAWADS,
BUT THIS 2020 BROUGHT SOMETHING
THAT NO OTHER YEAR CAN MATCH,
IT BROUGHT WITH IT SOMETHING DIFFERENT
THAT NO ONE COULD HAVE WARNED US.**

**SOMETHING THAT WAS OUT OF THIS WORLD.
NEW TO ALMOST ALL OF US... YET
SO SIMILAR.**

THIS YEAR, BROUGHT...



MAYhem 2020

SOMETHING, SOMETHING, HINDSIGHT



Welcome to MAYhem 2020: Something Something Hindsight! For the uninitiated, MAYhem is a community project started way back in 2012 by TheMionicDonut with unique mapping themes and limitations introduced in each year's iteration of the project.

Sometimes the maps have only two types of monster, sometimes they look like Mario should be hopping around them collecting coins: all in all, there's been a delightful variety of MAYhem over the years.

If you are late to the party, don't worry I got you homie: You see, MAYhem is a special series that started way back in 2012, under the lead of TheMionicDonut.

The goal of the first entry was to create a megawad within the duration of May, thus MAYhem, yet they've only managed to achieve 12 maps.

Now, 8 years later, MAYhem 2020 hit the /idgames archive and is ready for you to enjoy.

Not only has the series endure for all this time since 2012, but each entry has proven to be a worthy contender for nice quality and hours of fun, each entry always brings in something different to the table with varied themes or settings.

This time around, MAYhem 2020, the ninth entry in the series, brings an interesting touch that works in favor of the big number of maps.

Do you like short, fast-paced maps?

Do you like a well-done challenge?

Do you like some variety in your dish?

How about some delicious fry potatoes alongside that juicy filet mignon?

Well, here you go mate, this is the full plate on your table ready for you to stick that BFG in a blast it to the heavens!

With the main setup of 32 maps being Boom compatible and the extra 16 bonus maps needing a ZDoom port to access.

That number is quite big even for today's standards, yet, don't worry about the overall experience, since is not going to affect your playthrough by tiring you after each map; you won't feel sore, nor overwhelmed.

MAYhem is big, but the maps are much smaller, going for the middle-sized maps and with very few exceptions that go crazy big and long.

This is because this year setting was inspired by the years of yore of the mapping community, specially

the 10 Sectors Competition.

MAYhem 2020 follows the same path by stablishing that each map must now over the 20 sectors limit, making all the submitted maps relatively fast to finish.



MAYhem 2020 is a full megawad of 48 maps!
Yup, that's a lot.

Not only that it counts with an interesting setting, but it also comes backed by curious texture pack that adds various alpha and beta textures from the original games, giving this set a vanilla-ish feeling thanks to both the simple sized areas and the texture work.

It almost feels cute, visual-wise, but some of these maps offer quite a good bite, strong bite actually.

You'll find yourself quickly immersed in this whole megawad thanks to the interesting limitations, which work more like actual creative challenges where each author had to find his way around to overcome the limits and embrace the limits, be the limits, enjoy the limits.

And well, it works, and it even works better thanks to the fact that this is a megawad.

Probably one of the most dangerous things about making a full megawad is the fact that one must be careful as to how long does each map take and how they are organized through the whole set.

Sometimes, even if a megawad is full of quality maps, if each map feels like an absolute chore of great effort to get through, that can and will hurt the overall score of the entire megawad.

MAYhem 2020 circumvents this problem by offering multitude of short maps with a very well-designed setup in mind.

Not only there's more than enough diversity in each map, but there's also some good-looking candy-eye maps for you to enjoy.

If you look closely at the map list, you'll quickly find that there's plenty of great stuff around: Names of authors like Phobus, creating the awesome and full of depth MAP 09; Dragonfly, opening the megawad with his characteristic detailed style and use of beautiful textures; Mary, creating an awesome and huge battle zone of pure awesomeness; Xaser, making The Scar, a grim map that honors his own name proudly; Horus, paying a graceful homage to Thy Flesh Consumed; Bauul, making one of the most fun and well executed map gimmicks; TheVlperKiller, a famous speed runner that shows he also has them mapping skills! and, of course, Obsidian itself, the leader, bringing his own puzzle-like style into the table.

Those were some of my favorite maps and some of my favorite mappers.

Without a doubt, we have some heavy weights here.

Damn, I don't know about you, fellow Doomer, but this year, despite being quite shitty for real life, has being pretty great for Doomgasm.

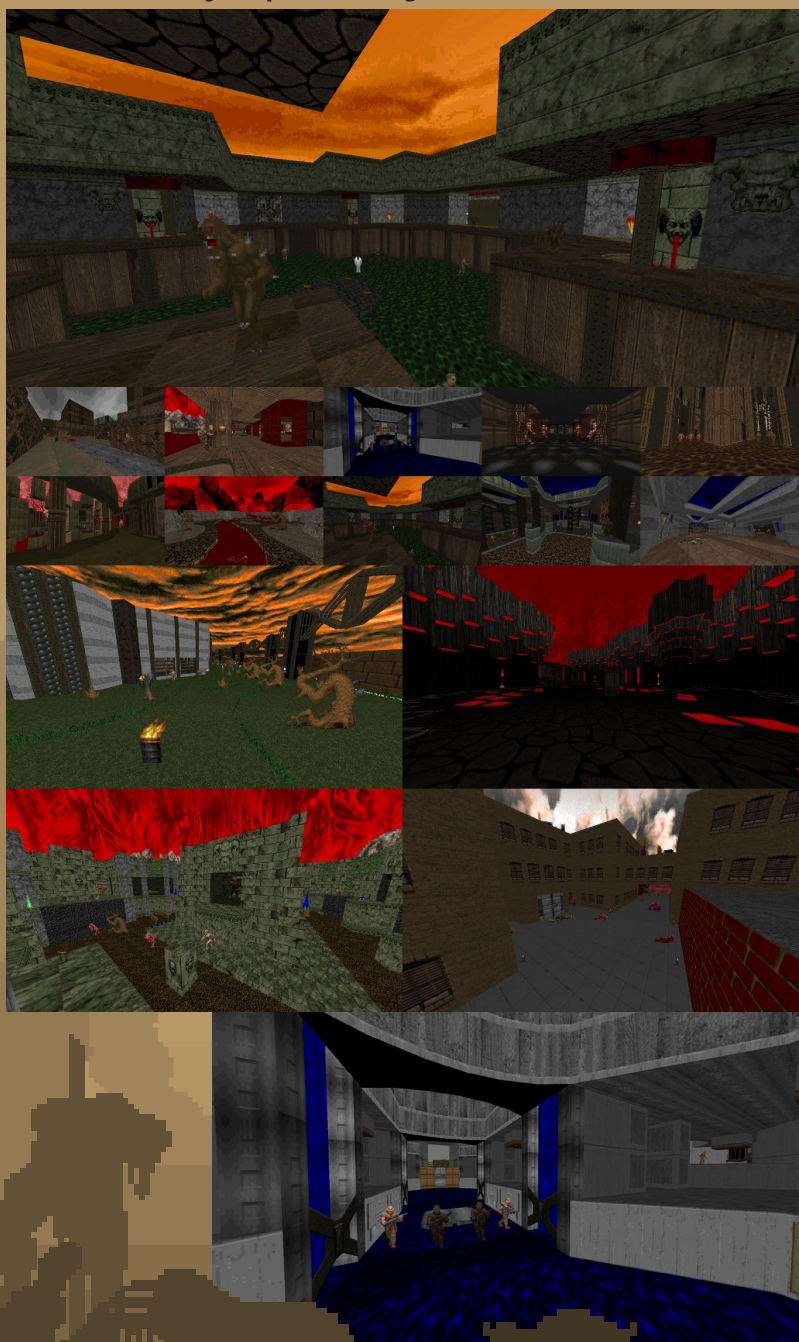
With this year showing an outstanding quantity of megawads, with over 16 megawads being released up to September.

If this keeps going like this, we might have 20 megawads by the end of the year! MAYhem 2020 is part of that glorious spree, and let me tell you that it satisfies all my desires and cravings.

Full of great looking maps, with short to medium sized and awesome challenges as well as good balance and nice direction.

Not only that, but it totals to 48 maps.

Man, this is just pure Doomgasm.



But things don't end right here, as a matter of fact, I, happily, introduce you to:
James 'Obsidian' Caldwell!



The project leader of MAYhem 2020. He has been so kind as to accept to participate in this little piece of Doom, contributing with a fascinating interview.

With the ninth issue of the series, MAYhem has shown a clear increase in both the number of maps and overall quality, what do you think about the evolution of the series?

Obsidian: This one's a tricky one to answer considering the different driving forces behind the series over the years.

As you very well know it kicked off in 2012 with TheMionicDonut at the helm and it was a far more casual affair to start with, but I feel like 2014 was the point where it turned into something worth sitting up and taking notice about.

Since then things have changed hands a couple of times and I imagine that the presence of each project leader can be felt to some degree, to the point where rating the projects as objectively better than the other when you've been as involved in them as much as I have can be somewhat difficult.

I will say decisively that MAYhem 2019 was not as well realized as it could have been, but a lot of that was due to outside influence on my end and I endeavored to apply the lessons I learnt to this year's project.

Currently I think MAYhem is in a pretty good place and that's something that I attribute to much more than just me: it's called a community project for a good reason.

You have led many community projects (especially the ASS series) what do you think has been one of the most interesting challenges to overcome with MAYhem 2020 as the leader?

Obsidian: To be perfectly frank, this year's MAYhem was incredibly smooth sailing compared to the previous 2 outings I headed, even with taking the garnered experience into account.

If I were to put my finger on something of challenge it would probably be the overall size of the finished product: despite MAYhem 2018 technically being 2 projects, the amount of submissions this year blew it out of the water and keeping track of everything was rather arduous at times.

Thankfully I had elbow grease to spare and managed to wrap everything up in a relatively small time.

You have directed the series since 2018 without stopping, how have you found this experience?

Obsidian: Pretty dang wild, honestly.

You mentioned the Abyssal Speedmapping Sessions earlier and while those certainly helped me prepare in regards to compiling expertise, my dinky little sessions are a far cry from the institution that MAYhem is and I consequently needed to be a decent bit more

professional in regards to making everything come together.

I went into the series somewhat cavalier and I feel like MAYhem 2018, while overall well-made, was something of a vanity project with all of the DeHackEd nonsense.

When you're heading projects like these, the last thing you want to do is make them less accessible and I feel like that was what I was doing for a while before I had my little Groundhog Day moment and cleaned up my proverbial act.

It's been a welcome learning experience and I embrace the opportunity for further education.

From starting the series with 12 maps to finally reaching the amazing amount of 48 maps, what do you think has caused this increase in participation and number of maps created?

Obsidian: Some of this can be attributed to what I was talking about earlier with accessibility, but frankly I owe the majority of the realization of this year's project to all of the new mappers who've contributed.

There was a fairly massive influx of new faces this year who were eager to prove their mapping capabilities and overall, I found myself really impressed with what I saw, especially when you take this year's restriction into account.

Here's hoping that this spurs them on to continue mapping: I'm never gonna complain about having more maps to play, heh.

Of the entire series, if you could choose one favourite, which one would it be?

Obsidian: 2020, no question.

It was focused, has a good amount of polish to the finished product, it features an absolute heap of talented up-and-comers in the Doom community and (most importantly) I got it out the door in record time! Still very proud of that.

Do you have plans to run MAYhem 2021? If so, have you thought of any new themes?

Obsidian: I do indeed plan to return for MAYhem 2021.

As for themes, well...I'm gonna keep that close to the chest for now.

Rest assured, I do have a little something in mind.

Considering that you started publishing maps in 2012 (a relatively recent date) you have shown yourself to be both prolific and consistent with the work you deliver; what inspires you to deliver so many maps and be part of so many community projects?

Obsidian: In regards to motivation, a fair bit of the reason why I contributed to the number of projects that I did was simply a part of the learning process: working alongside more experienced mappers helped me develop my own style and avoid pitfalls when possible, all while being able to actively participate in the community conversation.

I would encourage newer mappers to have the confidence to get involved once you have the basics sorted: it's a good community that we have here and I imagine that not too many people will begrudge you for needing a hand from time to time.

As for prolific: remember, a lot of those maps on my DoomWiki page are shitty speedmaps.

:P I've always had an absolute blast with the Abyssal Speedmapping Sessions, but that is in no way indicative of the quality of the maps produced.

And that's fine by me.

This year has been without a doubt, full of his own kind of mayhem, yet, despite that, looks like the Doom community didn't slow down a bit.

What's your thought on this year regarding the Doom community and the effect it has had on you?

Obsidian: On me personally? I will say that having the community here has been quite a boon to a great many people (myself included) considering how 2020 has progressed and I'm thankful for the opportunity to immerse myself in this funny old hobby with so many other like-minded people.

It's been over 8 years since I joined the community and I don't see myself getting off Mister Romero's Wild Ride any time soon: I think that says plenty about the community that has been cultivated here.



PROJECT LEAD GRAPHIC ARTISTS TESTERS

**THANKS TO EVERYONE WHO
HELPED MAKE THIS A REALITY!**

OBSIDIAN

**DRAGONFLY
4MATE**

**THENO0B.GAMER
HORUS
NOISYVELVET
DAVIDN
ARNO
REVENANT**

With this, I'm very happy to say to you:

Thank you for your participation, Obsidian.
Both the Doom community and the Wadazine club
appreciate the fantastic effort, and we hope to see more of
you for years to come.

Thanks, mate!

Every once in a while, why don't we just make up some extra
mayhem?

Here, go crazy, go make some MAYhem.

And now, without further to do,

I proudly present
the fifth
Doom Master Wadazine
seal of approval to:
Obsidian et al, for
MAYhem 2020!



WAD Corner

MIASMA

Thomas
Seifert (2016)



Miasma is one big, outstanding, dark-green monster.

And this one bites quite good too.

We can approach this map with a little bit of caution, curiosity, just the desire to be able to observe something else, different.

Its name alone emanates an aura of mystery, of danger, of adventure.

Like the title of some cosmic terror story, or maybe an event of death and decomposition, Miasma manages to evoke all those things and many more thanks to its absolute quality from the get-go.

Inspired by the work of B.P.R.D, Mucus Flow, this map follows its own example by working in an almost masochistic way on every detail, evoking the same atmosphere thanks to its excellent design that makes perfect synergy with every detail, every area and

every simple style decision.

A black world, torn by acid, leaving behind the remains of a huge demon-infested fortress, a monument to decomposition, reminiscent of the miasma of death, a doomed poem.

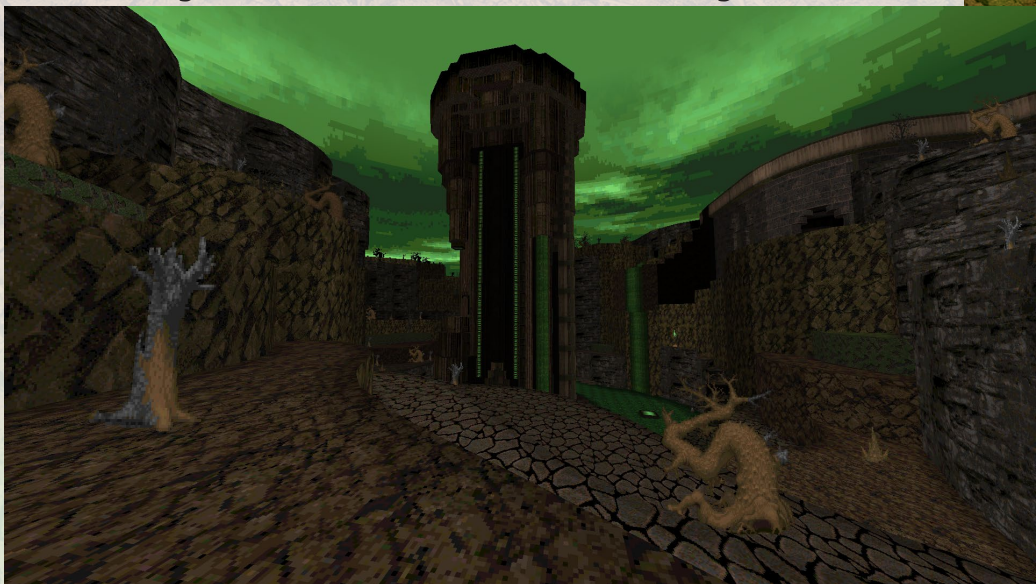
From the beginning we will easily realize that this map does not joke around with simple games (but it is a game, you silly); it comes with everything.

The starting area is a nice little acid garden with a few

zombies next to us (and one of the few on the map).

This area serves quite well to set the initial mood that will spread across the map, as well as give us a few seconds of rest before we launch into the real challenge, and uh-oh, it will be challenging.

This area is quite docile in that sense, smooth, nice, gives us a perfect idea of the type of environment/style that awaits us, but once we reach the teleporter, the real action begins.

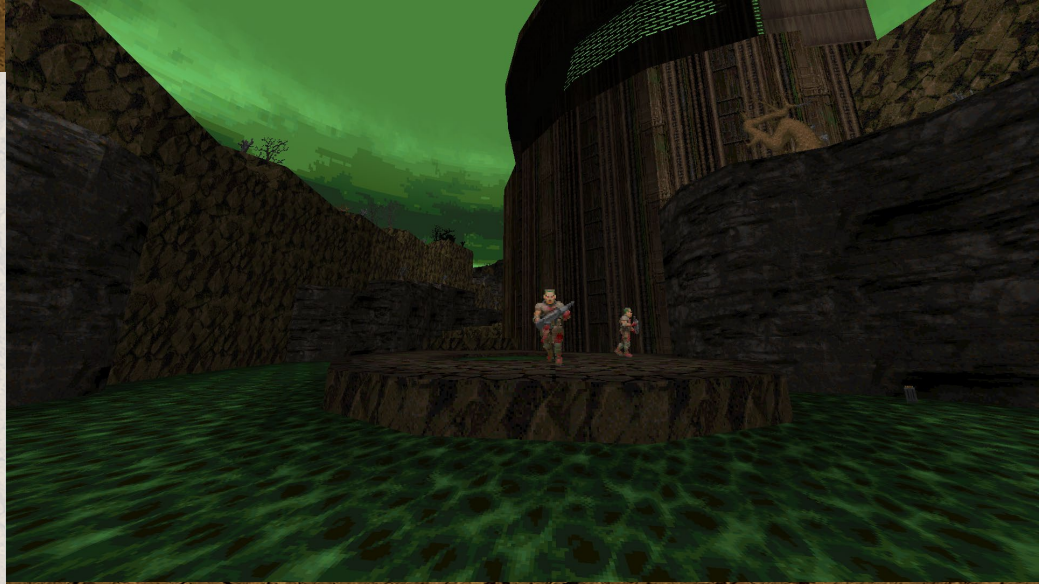


We are immediately launched to the indoors of the map.

An excellent combination of abstract structures under a unique style that reminds me of the colors of Quake and a much more formal design, skilled and certainly quite creative.

The windows of the set are made with such detail thanks to an excellent use of geometry that it is simply impossible to ignore the details of the map. This, added to the excellent design of the textures and its striking palette, creates an example to follow in terms of "acid" pattern. But not everything is just architecture and beautiful layouts, here we are also thrown into the action of the map, which will strive to put us at the edge of our seats, especially if we decide to play this map in UV.

Miasma is not your usual Doom map, nor your usual challenging map. Is an experience, one that will surely leave you gasping.



Lilywhite Lilith

DBP 11: Lilywhite
Lilith

The Doomer Boards Community (2019)



Welcome to another entry in my unofficial Doomer Boards recommendations series!

I had to research a little bit first where the name came from before making the full review: Lilywhite Lilith. Apparently, it's a song by the English rock-band Genesis, a group I already knew but had never heard this particular song before.

The Doomer Board Project 11 follows the theme of the songs on the album through a fantastic odyssey of maps united

under lyrics, with a unique style that is difficult for me to put into words, but we could leave it at: Reminiscent of Greco-Roman architecture with simple styled mansions, nice and expansive exteriors, beige ruins and everything combined under a green and dark dream.

It's no simple map-set and it's no simple style, one that not only shines by its simplistic beauty and dream-like scenarios, but also for its fantastic ability to convey calmness.



I don't know if that was one of the purposes of the whole team, or maybe is just a collateral result of the texture and layout choice, but this maps just feel like a sweet serene to the eye. Tranquility and brutality all under one.

This time around, I can confidently say that this is one of the most relaxing entries of the whole series, theme wise, that is.

The texture work and the level design are one that conveys such a feeling of peace and the passing of time, like a moving clock that never stops, yet moves with tranquility, with patience.

You'll find yourself immersed in a world made out of dreams and songs, filled with demons and some neat visuals.

First neat visual you'll find is some cool-looking colored window panels.

These ones are not only for the fluff, they are actually interactable.

You can shoot them or punch them, and some will break, revealing either some useful items or some cruel demons really to attack your face.

Sometimes Doom is not only about hell, or tech-bases, or Plutonia, or weird shit, sometimes Doom is also about simplicity, beauty, dreamscapes, art on mapping.

Lilywhite Lilith is one truly fantastic and seriously outside-of-the-box theme that manages to capture extremely well the whole feeling of daydreaming and beautiful modesty.

Maps filled with little details inside a beautiful scope of marble and moss, a combination that never before I thought I needed so much.

You see, marble is beautiful, yet, is simple, and moss on the other hand, is wet and smelly and gets everywhere, but once you combined those two into a simple texture choice, you get something that surprisingly not only goes well, but creates its own aura of pure Lilywhite Lilith.

-Endless



A fantastic map that makes use of incredible features included in ZDoom and its derivatives.



Mercury Rain

Jimmy (2016)

With a beautiful design that gives certain airs of radiation (It's raining mercury, right?), but at the same time combines a strange natural essence, as if you were in an alien base, outside of Earth, but familiar, like an enchanted forest that feels like home, but on another planet.

The map is mainly oriented to offer a high-quality visual factor, as you can tell from the screenshots and my weird-ass descriptions.

With sounds of rain, fine drops and even distant thunder, this map creates a perfect environment reminiscent of early 2000s video games, where every

effect was used alongside a magnificent art style to create moody levels. Mercury Rain achieves that, along with an excellent gameplay that offers different variables complemented by a design dynamic enough to make it tasty.

GZDoom tends to be a special format that requires some extra work both from the mapper and from the player to get to work properly, yet, let's not forget the fact that GZDoom format doesn't necessarily means "super-hard-effect-format".

You see, there's some small effects that despite being simple in the normal sense (and practically irrelevant for gaming standards today) can still increase the overall quality of a Doom map by the double.

Sometimes I embrace the unorthodox, the surreal and the beauty, here, I embrace the Mercury Rain.

Jimmy needs no introduction to the Doom community.

He's pretty much pumping quality stuff non-stop since 2008, from his famous MIDI work to his fantastically-done maps, he's been there doing something.

Mercury Rain is a case of a map that kind of slept under everyone's radars.

I mean, why doesn't it have a Doomwiki page already?

Sacrilege... but anyway.

This map, I consider, is one of his underappreciated works, I believe this is something that one might expect from extra prolific authors, the fact that every once in a while, some of his works may be uploaded/published in a more quietly way.

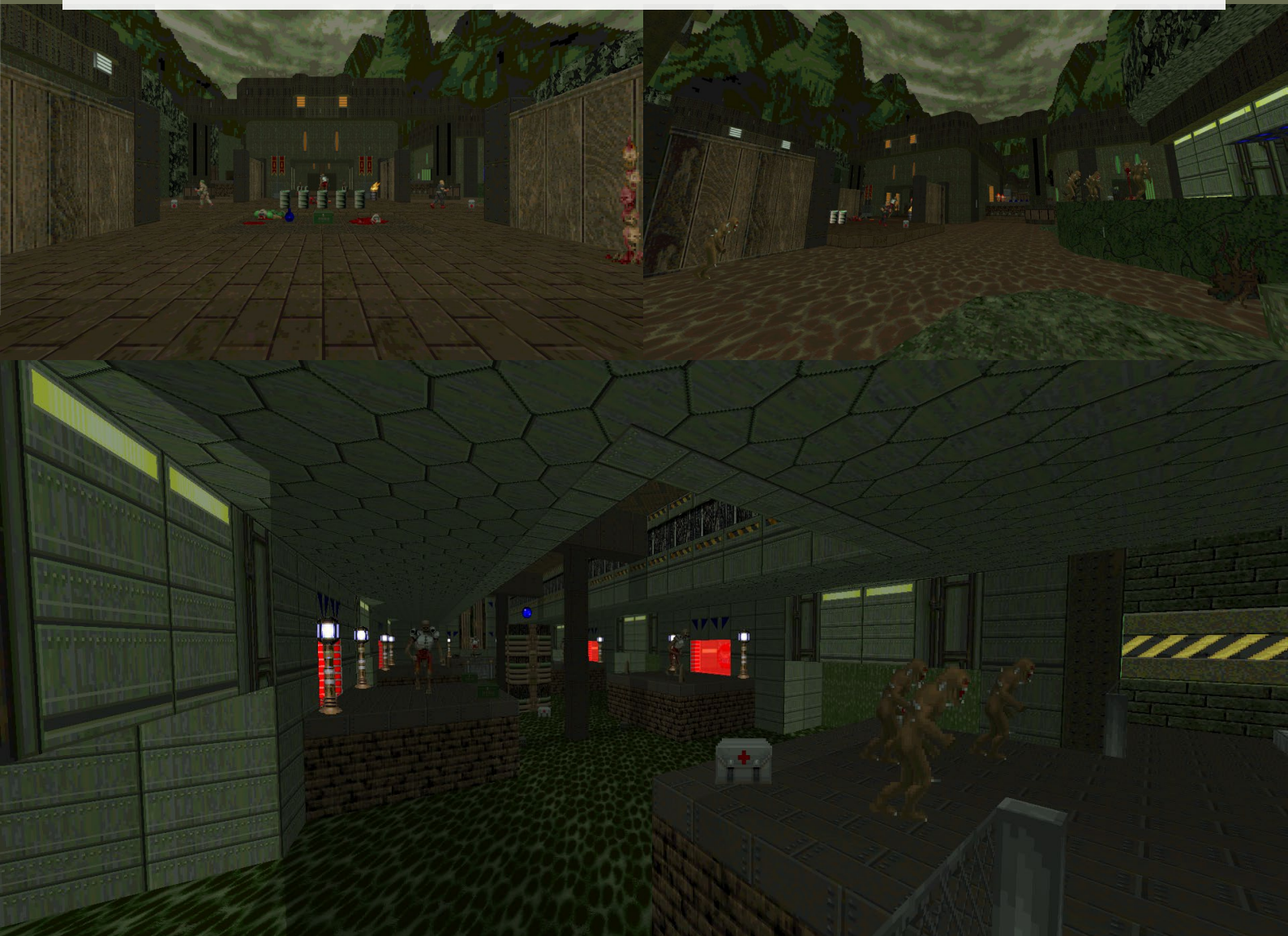
Yet, here I am to make some noise. *Noise*

Mercury Rain is a fantastic level that embraces ambience and visuals with a graceful touch on simplicity, without, of course, leaving behind or sacrificing gameplay.

Is a simple, yet visually pretty map that offers a good challenge without even super hard nor boring. You'll find yourself quickly immersed in this green world full with rain and a nicely done MIDI that is surely going to satisfy your WAD cravings.

For those that want some Doom escapism, this is quite the good choice.

- Endless





? MEGAWAD

A wild MEGAWAD APPEARED!
on
/IDGAMES

Straight from hell?

Romero in disguise?

Doom of dooms?

Wanna find out?

MEGAWAD

HP: 
98 / 100



MEGAWAD.WAD

YOU

HP: 
10 / 100

Wild MEGAWAD
appeared!

▶ FIGHT P_KM_N
ITEM RUN

MAGNOLIA

WAD Recommendation by

**GENERAL
ROASTEROCK**

WAD AUTHOR: RIBBICKS (2018)

CLICK [HERE](#) TO GET IT!

In another attempt to master colors beyond the original two-hundred fifty-six of the *Doom* palette, Ribbiks delivered "*Magnolia*" in May of 2018. It's a small set, containing only three maps, but this doesn't take away from the overall quality, as it knocks every entry in this WAD out of the park.

At a glance, the levelset is filled with colors rarely touched by the *Doom* community: magentas and cyans. The world of *Magnolia* feels both cold and welcoming at the same time, and this feeling is further magnified by the intensity of the fights. A huge range of encounters is available in the maps, meticulous implementation of strategy for the focused hipster in "*Another Place, Entirely*", to the strict puzzling scuffles for the gaming sleuth in

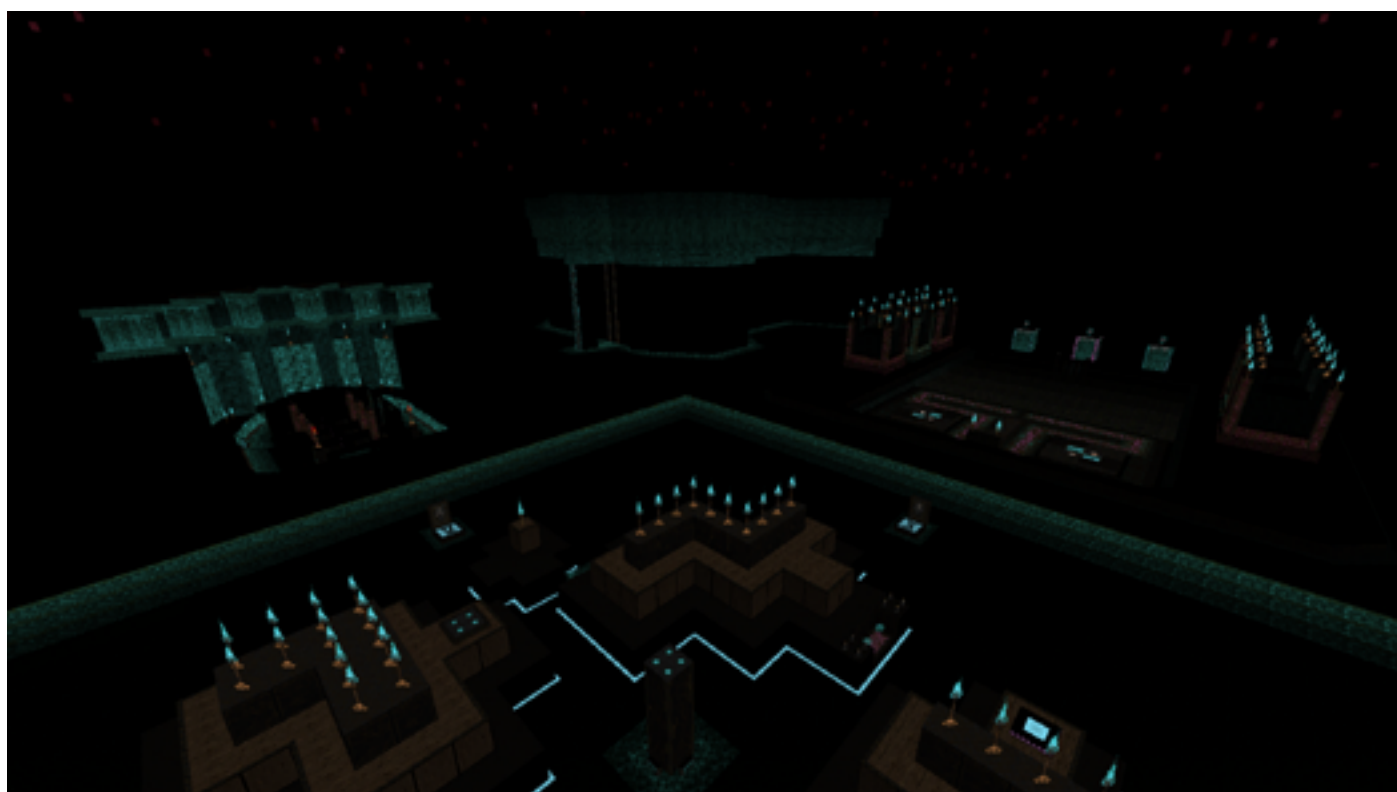
"*Prowling Fowl*", to the grand scale for the thrill seeker in "*Soria Moria*".

The soundtrack of this wad is entirely composed by Ribbiks himself (even if the names of the tracks are still unknown to the public"). Since composer makes up one of his many talents, his music perfectly suits the chilling atmosphere. Haunting strings serenade you throughout your journey, until the final map where the intense percussion takes center stage. It is a mystifying example of the power that MIDI has, even among modern day OSTs.

There is more to discover in this WAD, however. Due to some relatively simple *DeHackEd* tweaks, there are more threats to consider. Lesser teal-colored

Cyberdemons will hound you with the destructive potential of their original identity, but with only one-thousand (1000) health, and stationary Evil Eyes will spew a constant stream of plasma from a distance. These new monsters are key features of several encounters throughout the levelset, and their behavior is pushed to every possibility. The new Cyberdemons in particular are utilized stupendously as a tool for several areas, even occasionally infighting with the originals in several fights.

Magnolia defies tradition, not only with its flamboyant color and unique gameplay elements, but it even rebels against community norms. There is no Ultra-Violence skill for this WAD. Only skills 1 (*I'm Too Young To Die*





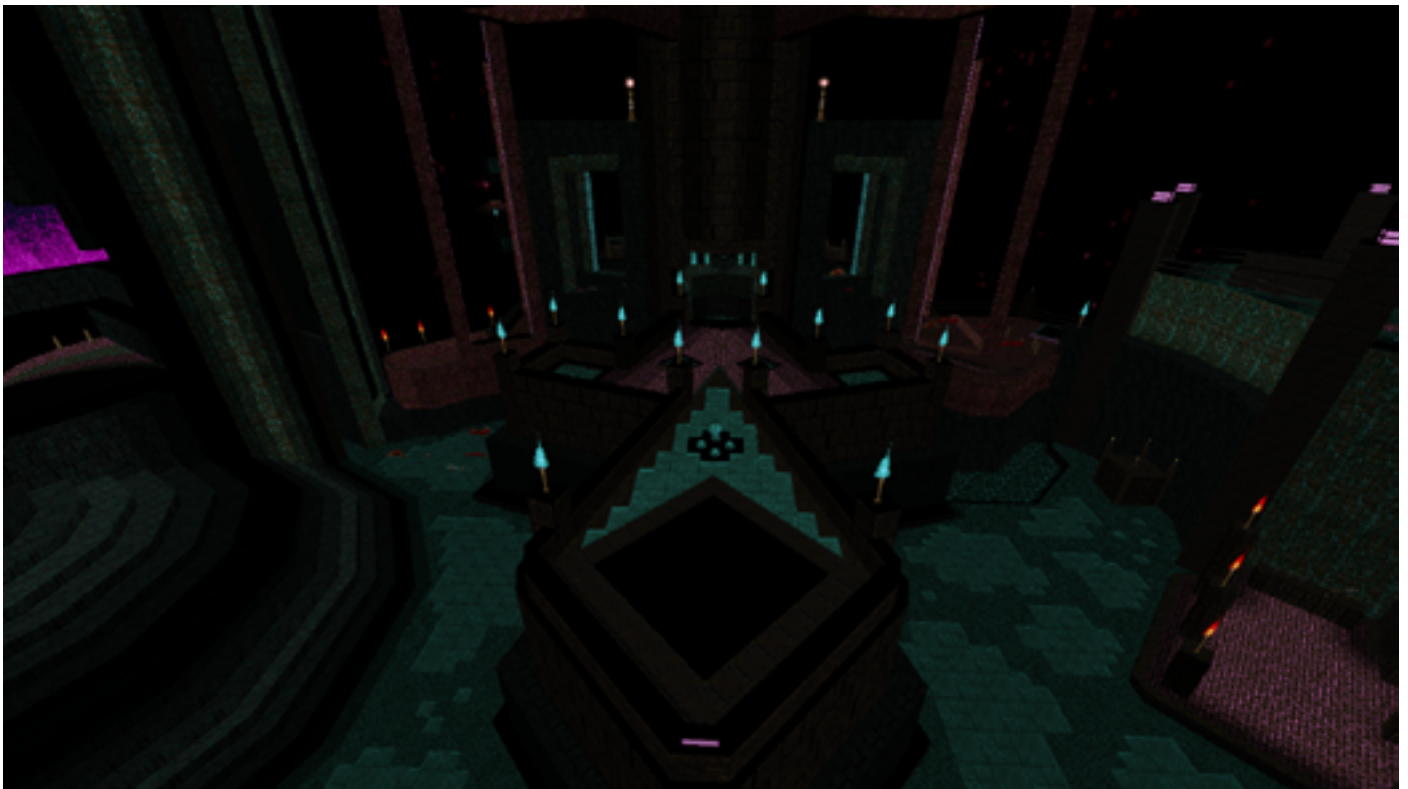
and Hey, Not Too Rough) and 2 (Hurt Me Plenty) are implemented. *Ribbiks* has made statements like this before with WADs like *Stardate20x8*, where the intended difficulty balancing was done around Hurt Me Plenty, and Ultra-Violence was saved for the sadomasochist professionals. This

handling of the foundation of the WAD has drawn some confusion and ire, but it only adds to the mystical feeling of the maps.

There was a reported instance of one of the text files in a non-final version of the WAD saying “~ for magnolia_

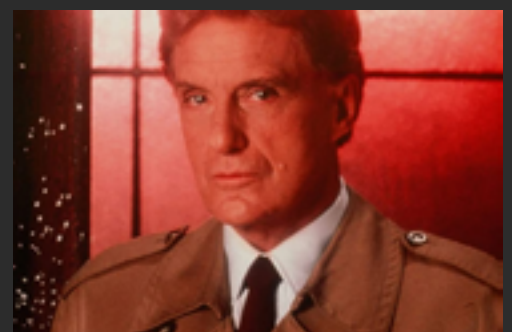
uv.wad, send a hmp playthrough to *ribbiks@gmail.com*”, though to this very day, it has never been discovered if this was a joke or not, and this line remains a mystery.

Perhaps you will be the one to solve it.



UNSOLVED *mysteries*

If you have information about *magnolia_uv.wad* or any other unsolved *Doom* mysteries, please contact the Unsolved Mysteries team at *Doom Master Wadazine*.



WRETCHED

WAD by Jason Dagenet (2020)

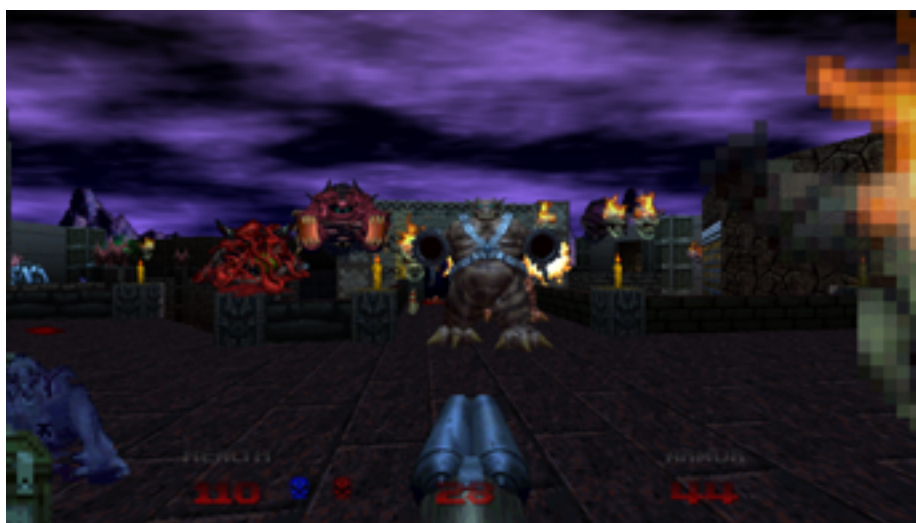
[GET IT HERE!](#)

for **Doom 64 Remaster**
and **Doom 64 EX**

Back in 2011, when *Doom 64 EX* modding became a reality, Jason Dagenet was one of the earliest mappers to answer the call. Nine years later, he became the first to release a new map for the *Doom 64 Remaster* in the form of "Wretched." In this 30-minute map you will be fighting the mother demon's worst amongst demonic temple grounds as if wretched from hell itself.

Sometimes the first map on a new engine is a rough experiment. However, Dagenet was able to leverage his prior *EX* and mapping knowledge to make a map far from a wretched state. It has tones of "Spawned Fear" and "Eye of the Storm" with some of the best uses of gradient lighting. You will be witness to a master class of how to set the gradient orientation for deep pits, indoor rooms, tall structures, and opposing contrasts for insets. These details are necessary to simulate proper ambient occlusion and light source effects which really makes a visual difference.

"Wretched" is far more than lighting eye candy as it exists in a non-linear layout with plenty of geometric detail. In *Doom 64* fashion, the doors are color coded to match their corresponding keys. And you are always in prime position to see how switches change geometry. Setting up the progression such that you are in the right visual ranges is not an easy task, but the effort pays off. To top it all, there is nice geometric detailing in the form of fire pits, water shorelines, and inset demonic iconography. If this is the architecture the demons bring, then I, for one, welcome our demonic overlords!



The difficulty is about one level harder than the main *Doom 64* campaign, which is a nice challenge. This does not mean you will spend minutes trying to take out a baron with a shotgun. You will have the chaingun before lost souls, the super shotgun before hell knights, and the rocket launcher before mancubi. It's a good progression of weapons and you will need them. As these normal demons are not the only ones you will be fighting. There is another kind of demon you will be

facing and you will have to discover them for yourself!

Jason Dagenet has produced a well-balanced experience in the form of "Wretched." It is not often when a map is good on the visual, navigational, and action aspects of gameplay. I particularly recommend this if you have played through the "Lost Levels" on the remaster and are in need to keep your *Doom 64* fix going.



*"If this is the architecture the demons bring, then I, for one, **welcome** our demonic overlords!"*



Let me tell you a funny story about my current Doomworld username.

Earlier in February, I decided to come back to play DOOM once again after about a year of inactivity.

Thinking I was the only Indonesian guy to play Classic Doom (at least on Doomworld) back then, I decided to designate a project to bring interest of Classic Doom to more Indonesians, and thus InDOOMnesia was born.

My plan would consist of posting consistently on my personal blog and YouTube videos.

Unfortunately, I don't really have enough willpower to do the project, and my devices are not made for recording and editing YouTube videos.

With no formal announcements, this project had already stagnated by the time I designated it (and still nothing comes out of it yet...), leaving me stuck with this username until the February of next year.

Months later, I got two another Indonesian Doomworld users asking me if I, in fact, am really Indonesian.

In all honesty, I feel weird just even remembering their question.

One such user turns out to be Dranyan, and we have since been following each other (via Doomworld's user system).

I didn't think much about that, having since focused on other things, either on Doomworld or in real-life.

ELEVEN ZERO

by Dranyan (2020)

Until Dranyan himself announced the release of his own megawad; Eleven Zero.

Of course, it makes sense that I'd play(test) a 3-map demo of it (technically 4, but one is a placeholder).

And now onto the main deal!

Eleven Zero brings the theme of time traveling that, while not uncommon in sci-fi setting, isn't an oft-seen concept in our modding scene (at least in the recent times).



The first episode (the only partially available episode so far) even starts with an animation of flying white clocks, made up of single-patched masked textures, that fly pass you before reaching the era.

It's a pretty unique eye-catcher if I do say so myself.

The maps offer a huge terrain with several tight passages that prevent players from the thoughts of cheesing, populated by enemies every here and there typical of slaughterwads.

Color variation helps build a primordial feel to the maps, reinforcing the estranged nature of the first episode.

I'm also digging the addition of the green color at places.

MAP01: Jungle Jumble features a unique use of Icon of Sin-styled map exit, where the player activates a switch that demolishes a tall, huge temple in the center of the map's last part, as if destroying the evil spirit that resides in it.

I haven't seen such a map exit in a while, so this is a pretty cool way to end your map.

MAP02: Candle Cave also has this passage where you have to activate a switch to detonate a set of barrels to proceed further below.

The exit passage pits you at a pitch black room only with a switch, which you have to activate and wait for a few seconds for the exit pit to appear.

It's a short but also still-intense break from the maps' slaughtery carnage.

If you don't mind something like the first DOOM's Mt. Erebus and Limbo, get ready to deal with **MAP03:** Vulcan, while having to deal with packs of demons and finding out a way to exit soon.

A few greens and trees are scattered around the maps too, matching the theme as well as reminding us that a good DOOM scenery can also have living plants.

A good portion of hitscanners is also present, offering more variety and keeping the slaughter theme consistently challenging.

To make sure the experience is fresher, there's also a DeHackEd patch that makes the pistol fire much faster, proving more usefulness than the original, the chaingunners only drop clips to keep the difficulty intense, and stronger enemies only slightly weaker.

All in all, Eleven Zero sets up quite a promising premise.

Hopefully this can be a groundbreaker for our own local scene.

Then again, why should I remain called InDOOMnesia without any particular reason?

- By InDOOMnesia/taufan99



Classix.wad

THE .WAD AUTHORS ARE C. SAVAGE, B. VANNATTA, B. WELDON, ZEPPMASTER, D. FABRICE AND FRIPPER[BFM]



Hoo boy, this is an old one. How many *DoomWorld* members were alive back in '96? Anyway, it's a giant DOOM Deathmatch map compilation megaWAD, who doesn't like that? The .wad itself is home to 3 DM mapsets built on the original *Doom* engine, as well as 3 stand-alone maps.. The total map count is 32, and the map-pack overall has some very fun and intricate level design, while unfortunately faltering in the earlier maps when it comes to longer matches due to the lack of ammo pickups (What was *Mancer* thinking?).

While having no ammo pickups makes dominating other players much harder (which depending on who you are is a good thing or a bad thing), it takes the usefulness of some weapons out, like the rocket launcher and plasma gun. This bad lad will give you very little time to get away from it's deadly rockets when you spawn in front of him in MAP01.

One of the biggest pros with this .wad is the music. The original tunes from *Mancer's* map-packs are really

good, and that's on top of the new punchy sound effects for all the weapons. All maps in this compilation share those sound effects, making for a deathmatch experience that not only plays good, but sounds good as well.

The early maps (which are *Mancer's* doing) are visually similar and cycle between 2-3 art styles, with marble halls and brown bases being the most prominent ones. Be prepared to see a number of these maps that share the same color scheme. Not a big problem for me, may be a big problem for you.

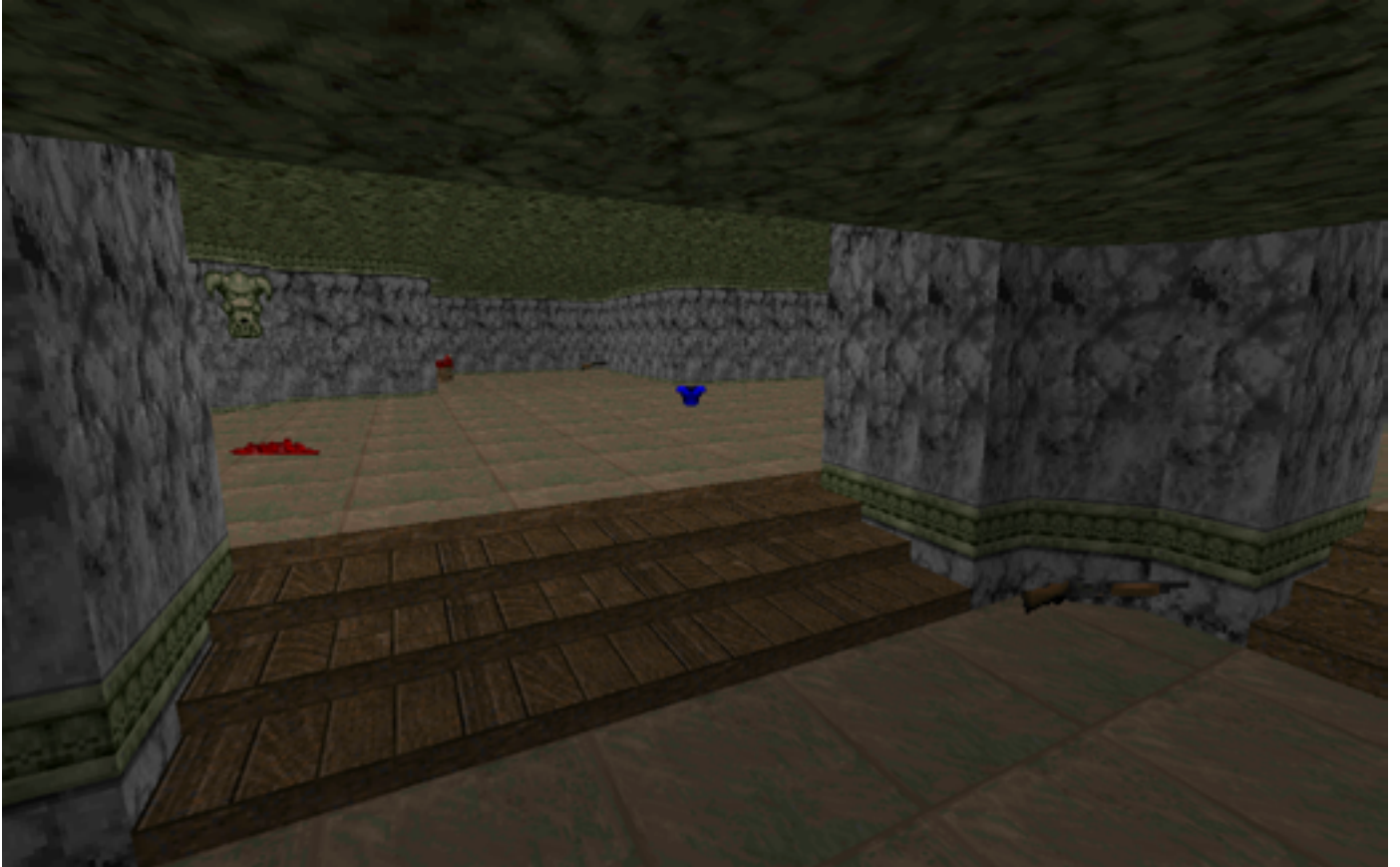
However, the maps start *drastically* increasing in quality and ammo supply, since after MAP15 you'll start playing the *Danzig* map-packs and I would be understating if I said that they are incredibly slick and expansive, yet not empty-feeling and desolate and just downright fun. Hell, I even think that *Danzig 1* and *2* are some of the best DM map-packs on the Internet, right up there with *FastDM*. They're that good. Ammo starts appearing in larger quantities, and the "big boy weapons" like the Rocket Launcher, Plasma Gun and BFG-9000 start being used

more frequently due to the ammo lying around.

The three solo maps are also of very high quality and MAP32, made by *Fripper* is my favorite from that bunch. You may think differently, and if you do, then you're weird and all your friends think you're weird too. Just kidding.

When all is said and done though, this compilation is sure to give you and your deathmatching buddies more than enough fun blasting each other to gibs while yelling profanities, although some issues do crop up with *Mancer's* map work. They're not very major at the end of the day, but some might have a bone to pick with them, and for those people, the .wad might not be up their alley.



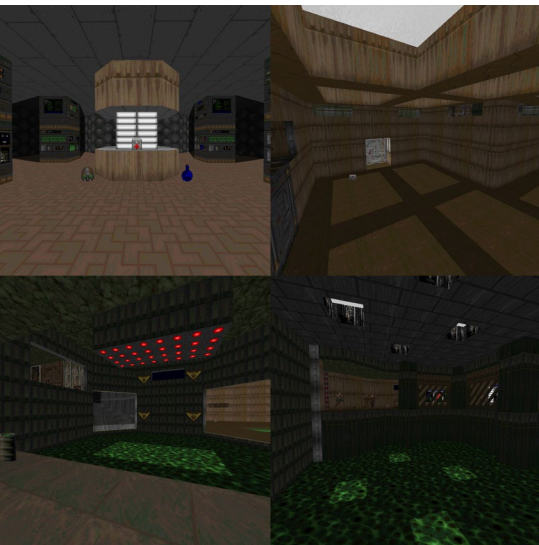


[Grab the WAD Here!](#)



Fava Beans

Sean Birkel
(1995)



Ah, the 90s, the golden days of the birth of the first-person-shooter madness in PC's.

Doom was launched two years ago and was crowned the best game of the decade.

The community was not only beginning its great dawn, but also the map authors were beginning to be born and their true abilities were shining through.

A time where things were different and an era was born.

With a simple style that as we can imagine, follows quite the traditional style of The Ultimate Doom with Tech-Bases and abstract designs that seek more to achieve a point of fun, balanced with good visuals and good gameplay.

Fava Beans is a traditional map-set in every sense.

From its simple use of stock textures to its simplified and modest style

of gameplay; from start to finish these are maps so vanilla that our mouths will be sweetened.

Such a term is usually thrown around from time to time with mentions of new maps that try to replicate the vanilla feeling, but in order to replicate it, we as players, first have to understand well what that vanilla feeling was in the first place.

Here we can find the best characteristics of such terminology.



We will find short maps that should not take us more than 5 minutes in terminals in their majority, each one of them following a fundamentally primitive but essentially attractive style.

Bearing in mind that this came out in 1995, I can see with relative ease why it was so well mentioned and is still loved within the community.

It has each of the essential factors to be enjoyable, delivering and polishing them to its own standards, following a very good dynamic balance within the very IWAD it uses, The Ultimate Doom.

No WAD section is fully

completed without its deliciously vanilla flavored recommendations, and this time around, Fava Beans, despite the name, has such a nice true vanilla 90s flavour.

This is a short, cool-looking (for that time) map-set that is, without a doubt, an important step in the history of Doom map-making, one that you should definitely learn and try out by yourself.

We are into the second decade of 2000, yet, despite all that time, Doom lives on and I still can't believe it. It just so awesome, yet the best part about it is actually going through the entire history of the evolution of all these precious WADs.

Like small gems incrusting in a golden plate armor. They may get outshined by the bigger more colorful precious stones, yet, they always shine despite that.

Years may pass, and I encourage all to play some good old vanilla WADs.

Fava Beans is one great starting point, go play it, go see it with your own eyes and relieve this piece of Doom history.

-Endless





DEIMOS 003

Mini radio complex "Deimos 003 stereo" has a high quality of reproduction and recording, easy to operate.

It consists of an all-wave tuner, a cassette recorder-set-top box, an electric player, an equalizer pre-amplifier, a power amplifier and is completed with 35AC-212 (c-90) acoustic systems.

A feature of the radio complex is the reduction in the size of the blocks. The electric turntable uses a tangential tonearm, direct drive motor, electronic control of the tonearm, the ability to automatically repeat the recording.

GLOBAL SCALE

Microsoft buys Bethesda for \$7.5B



Deal for ZeniMax includes Bethesda, id Software, MachineGames and Arkane Studios

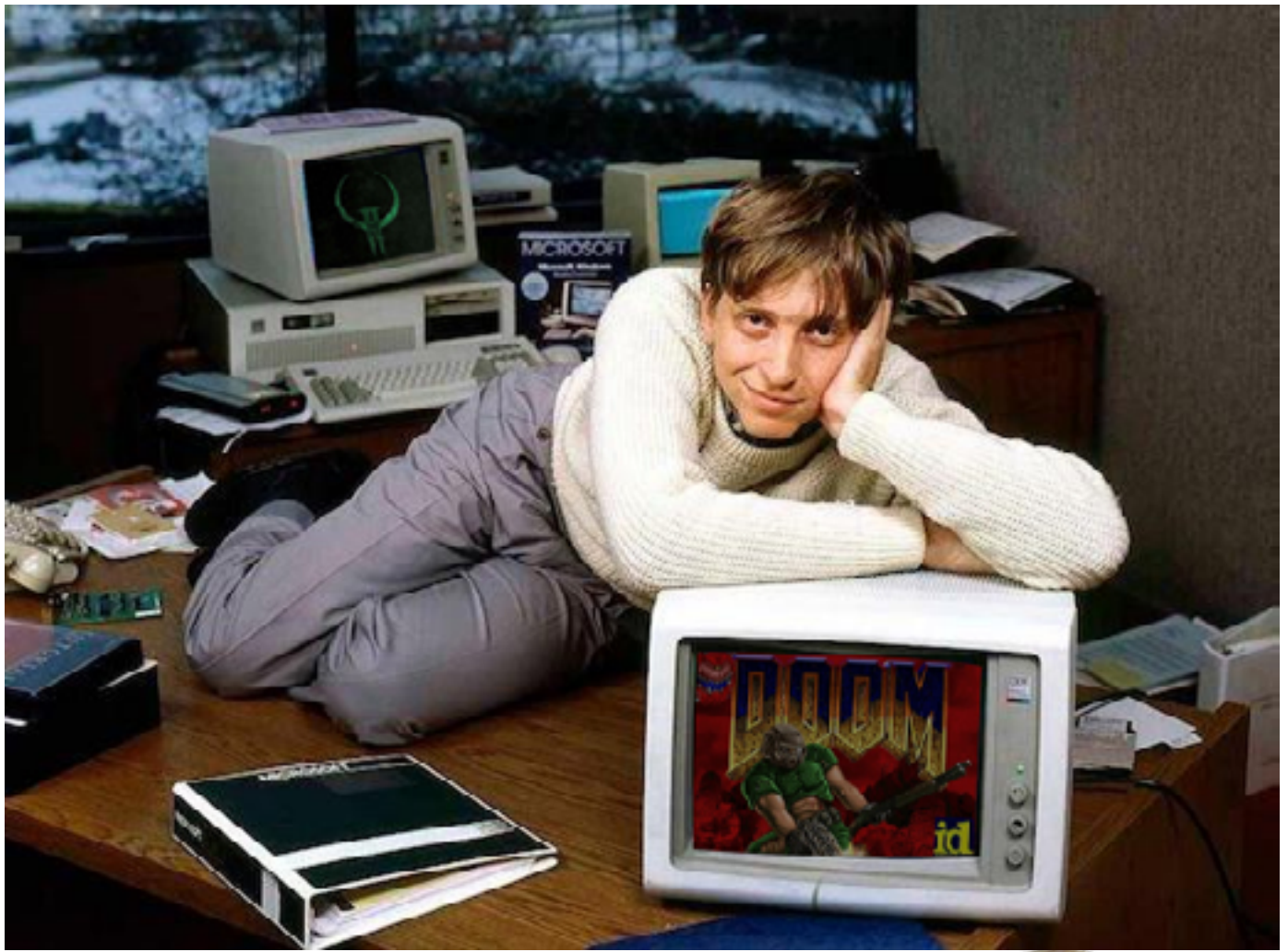
“As one of the largest, most critically acclaimed, privately held game developers and publishers in the world, Bethesda is an incredibly talented group of 2,300 people worldwide who make up some of the most accomplished creative studios in our industry across Bethesda Softworks, Bethesda Game Studios, id Software, ZeniMax Online Studios, Arkane, MachineGames, Tango Gameworks, Alpha Dog, and Roundhouse Studios. These are the teams responsible for franchises like The Elder Scrolls, Fallout, Wolfenstein, DOOM, Dishonored, Prey, Quake, Starfield and many more.

Bethesda's games have always had a special place on Xbox and in the hearts of millions of gamers around the world. Our teams have a close and storied history working together, from the amazing first DOOM, and its id Tech engine, innovating games on PCs to Bethesda bringing their first console game to the original Xbox, the groundbreaking The Elder Scrolls III: Morrowind. Over the years I've had many deep conversations with the creative leaders at Bethesda on the future of gaming and we've long shared similar visions for the opportunities for creators and their games to reach more players in more ways.”

- Phil Spencer, Head of Xbox

Carmack is optimistic- teases return to old titles





"We are especially excited in exploring new opportunities with Argent Energy".

MICROSOFT (NASDAQ:MSFT)



RIP AND TEAR!

THE HISTORY OF THE INFAMOUS DOOM COMIC

ARTICLE by
CHIP (AKA LiT_gam3r)

The DOOM Comic. Regarded as "Rather lame," By TeamTNT's leader, Ty Halderman, this book has gone down in DOOM history as one of the worst achievements ever by the community, and the reasons seem pretty obvious.

Credited to the comic's creation were Tom Grindberg, the artist and colorist; Edd Fear (most likely a pen name), the letterer; and for reasons beyond which no one can explain, two writers: Steve Behling and Michael Stewart; all of whom chose spooky nicknames that went along with the goriness of the comic. Tom chose the nickname Gallows; Edd became Dead; Steve was Body Bag; and Michael got the nickname Splatter. The editors of the issue are just referred to as the Slaughterhouse 3, probably the three people credited at the bottom of the page with no specific role.

This comic was produced by the mother of all comics: **Marvel**. More specifically, it was produced by Dana Moreshead, somebody who just so happened to work at Marvel Comics at the time. Strangely, *GT Interactive*, more commonly known as [Atari, Inc.](#) is credited as the producer of the comic, although they had only published the original DOOM games, and not the comic itself (but the comic does thank them).



The cover of the infamous DOOM comic shows the badassness of the DOOM Marine. I mean, look at how many rounds he went through just to take out that zombie!

Soon, Doomguy's berserk wears off, and immediately, the marine storms off, trying to find a bigger, badder gun to take down this wretched beast, saying some pretty quotable lines along the way.



AND... That's it.

That's until 1999 when a person by the name of Lowtax posted [a review](#) of the comic on *PlanetQuake*, and people started to give this comic a second look now knowing that the absurdity almost made the comic humorous, whether that was what the writers intended or not. But people just couldn't get enough of that badass *Doomguy*

With this, the comic grew immensely popular (*for comics based on non-story-oriented video games with stereotypical 90s action, that is*). Copies were being sold on eBay and other comic retailers, and the book was now seen as a collector's item.



The iconic lines from the comic were adored by the community for their over-the-topness. And people just couldn't get enough of the sadistic words Doomguy spouted out of his mouth.

The lines were so popular, that when ported to the Xbox 360, DOOM 2 had achievements named after the beautiful words.

When completing a level on nightmare, one would receive the achievement, "Rip and Tear" after the aforementioned line.

"The Great Communicator" was used in reference to the book when Doomguy finds a chainsaw.

Later, ID themselves joined in on the DOOM comic fun and [said that they drew inspiration](#) from the comics for the newfangled DOOM games on a Twitter post. Even quoting "Rip and Tear" as a line from the narrator in the [opening scenes](#) of the popular DOOM 2016! It is one of the first words you hear said, and one of the coolest.

Even Mick Gorden, the Music Composer of DOOM's soundtrack couldn't help but use the forever-popular phrase from the comic for the name of one of his songs, and thus, "[Rip & Tear](#)" was born. It is possibly one of the most popular songs from the soundtrack, and if you type DOOM OST into your search bar right now, the first suggestion will be "Rip & Tear!"

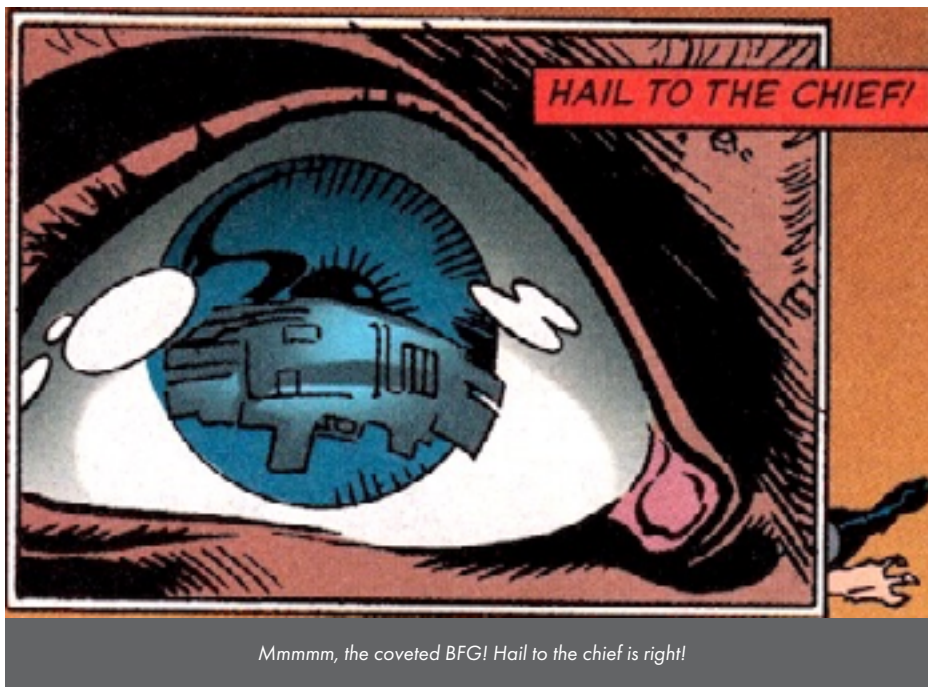
Later, referencing both the comic and possibly *Brutal DOOM*, DOOM 2016 created a *Glory Kill* system. This could happen When a demon is damaged enough, they will turn bright orange, prompting the player to walk up to them and perform a gruesome kill with their bare hands. The achievement awarded to doing this act is called (you guessed it) "Rip and Tear." This design was later implemented into DOOM Eternal, 2016's successor, with even more gory deaths from even more demonic beings.

Another achievement for DOOM 2016 is called "[Witness the BFG](#)" similar to the lines spoken by Doomguy in the comic, making a direct reference.

More recently, an unfinished script for an unofficial sequel to the comic was [posted](#) on the Doomworld Forums by yours truly. It would follow the marine's trip to Earth, carrying survivors and his pet Daisy along the way as they destroyed evil hellspawn. It was discontinued when ideas for the comic could no longer be made.

For the 2019 Cacowards, the image used as a poster was an edited picture from [Scuba Steve's Zine](#) handed out to the attendees of Quakecon 2019. This itself is a picture referencing the cover of the DOOM comic. Doomguy stands in a similar position and is shooting the brain of an unlucky demon in both pictures. Although, in the zine, Doomguy holds a sword and shoots the brains of a revenant. The revenant is also the only demon to be seen, while in the comic there are many. Doomguy also wears a helmet, whereas in the comics, there is no helmet to be seen, and Doomguy is in Hell on the cover, not a tech base on Earth.

The [Cacoward's image](#) has even more references. On top of the ones already mentioned, The Cacoward picture has a warning at the top in the same font color and highlight as the warning from the comic, and to the left, instead of *Knee Deep in the Dead* written in the small box, the box states, "[Celebrating the Best of DOOM in 2019.](#)"



"A Really Big Gun" Doomguy needs it, Doomguy finds it, Doomguy kills with it. That's a friggin' **BFG!**

"A man and a half" A berserker packin' one!

"You Have Huge Guts" is true, but when punching them, there appears to be no effect. This line is used in the middle of Doomguy saying "Rip and Tear," over and over again, and could probably go unnoticed by anybody reading the book. Either way, it was a hell of a cool line!

The popularity of the comic led to the creation of [WADs and mods](#) for DOOM and DOOM 2. One of the most notable WADs/Mods that drew inspiration from the comic might be one of the most popular mods for DOOM of all time! [Brutal DOOM](#), a mod focused on creating a more gory, and exciting DOOM experience, brought the line, "Rip and Tear" to life, as when picking up a berserk pack, you could *Rip and Tear* the demons to smithereens, and *Rip n' tear* appears in the top corner!

Some [debates](#) have started all over the DOOM community, arguing that Doomguy from the comics is the DOOM Slayer from *Eternal*. We now know that this is true, partially revealed in *Eternal*! When the DOOM-Slayer finally speaks, he says similar lines to Doomguy in the comic! Furthermore, DOOM-Slayer's hair and face structure are very similar to that in the comic.

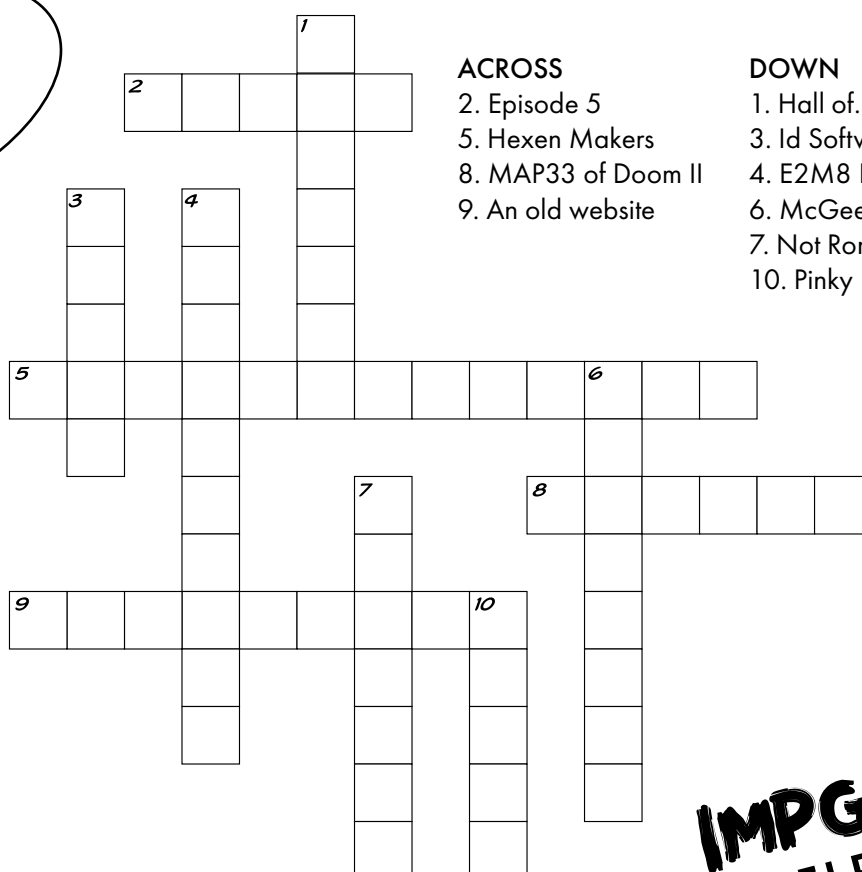
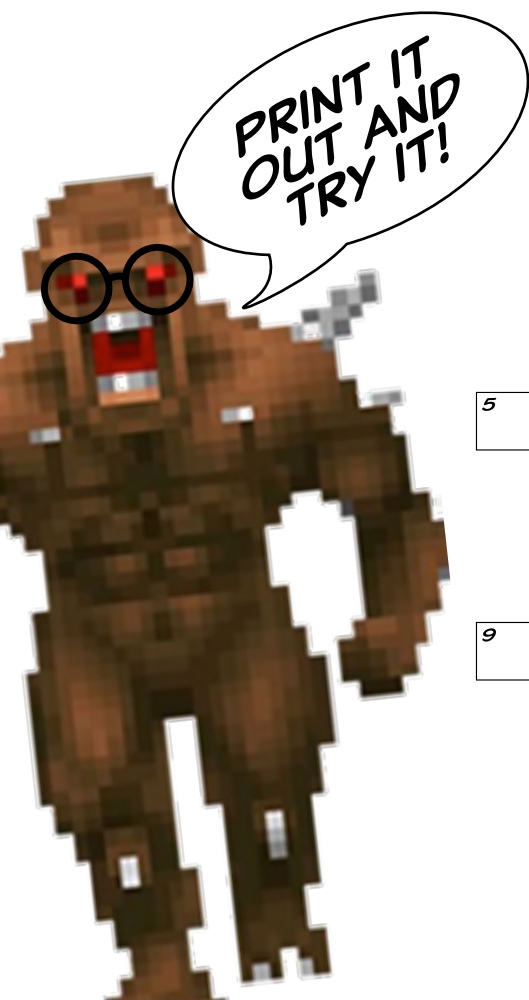
And with that, I conclude my journey into investigating this odd piece of writing and conclude that even though the DOOM comic had a rough start, it ended up being adored by the DOOM community, and is now used as inspiration for so much other media, even in the DOOM series.

Now, I leave you off with a question (well, actually two) and answer. Which other game series has used a comic as inspiration for a future game in the series? Which other game comics or any other comic for that matter have had this much attention 24 years after its release? That is something I think all of us already know the answer to:

The DOOM comic.



Although this isn't exactly how the BFG works, the artist did know about tracers, and drew them, even though they look a lot like bullets.



ACROSS

2. Episode 5
5. Hexen Makers
8. MAP33 of Doom II
9. An old website

DOWN

1. Hall of...
3. Id Software Location
4. E2M8 Boss
6. McGee
7. Not Romero
10. Pinky

IMPGUY'S
PUZZLE CORNER

OCTOBER 1 - 31

NANOWADMO

2020

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- **COMPLETE A PROJECT BY THE 31ST**
- **THAT'S IT! SET A DAMN GOAL.**

*“It’s a challenge—
not a contest”*

Click [HERE](#) for
more info and to
take part in this
year’s challenge!

NEWSTUFF ON DOOMWORLD

WAD Guide by *TheNoob_Gamer*

RIP AND SHARE.

Perpetual Death (GZDoom/WIP) - Vanilla styled megawad with a lot of promising level designing, hellgore and original music. By *Disgrunted Caco*.

Impse Dehacked Edition (Vanilla/single-level) - Celebrating the newly added Steam update to classic DooMs, *Marphy Black/Revenant100*, the mastermind behind the Revenant Quadrilogy decided to remake the classic sexual-visual adventure of the short-lived relationship between Doomguy and a femimp. With 69% more interactivity than the original, in first-person!

Pricsi Doom (???/single-level demo) - Hell Prison Break from *Telemassacre* with questionable design choices.

Ultimate DOOM Music Replacement (GZDoom/WIP - best used with Episode 4) - Bobby Prince composed a wide variety of scores across a lot of 90s Apogee games, many of which share the dark and violent tone of Doom and are very overlooked. *darkoutsider* picked some of their personal favourites, and the results are quite fitting.

Doom 2 Map Recreation Project (GZDoom/WIP 7-level demo) - *Generic Doomer* seems to like remaking the classics, as if his previous efforts weren't enough. Like before, there are some cute little details, alternate paths, lots of jumping and crouching, all goodies you would expect from a GZDoom project while also trying to maintain the charm of the iwad's feel.

Station 13 (Boom-compatible/WIP - 3-level miniwad) - A mapset best played with a strong appreciation for Wolf3D, too clean detailing, and when you are really craving for more novice mappers' content. By *AtticTelephone*.

24-carat speed (Limit-removing/24-level megawad) - *Elio* has been quite productive. Perhaps they felt 3 projects released in the past 15 days are not enough, so they went multitasking, making their own game and did 24 speedmaps. The result, while may not so artistically appealing thanks to the map genre's nature; might still kicks your butt with its 90s-styled gameplay; custom enemies; gimmicks, and detailing (don't be fret if you are stuck at map02 ;))

Sanity's Eclipse (Boom-compatible/WIP - 3-level demo) - Promising levels from community lurker *ArchCrusader*, with level continuity, a test of your Doomguy skills on UV, and somehow every level brings something new and something unique to the table, with the sub-theme constantly changing. Also, lots of verticality, autoaim not recommended.

Catacombs (Limit-removing/WIP single-level) - Dark, creepy Hellish stuff with sweet, simple early-level combat from newcomer *Sufferer*. Currently unplayable past a certain pickup, so proceed with caution.

SpaceNazis (GZDoom/WIP single-level demo) - Nazis in Space spanning across a megawad!

Currently, 1 map has been made to affirm this theme. By *Error-404*.

Kinda (GZDoom/32-level megawad) - A wild megawad™ appears! Expect traditional progression, refined combat style, clean texture placement and no difficulties. Rest assured, the quality is surprisingly good. By *TheMightyWhoosh*.

Map666 (GZDoom/single-level) - New map by novice *bob372*. While the visuals might not be too stand out, as with first-timer projects, with some rather bugging errors like inappropriate texture usage, lack of indicators; the gameplay can surely keep you on your toes.

My Mini-Megawad Project Vanilla/WIP 12-level miniwad - 1 demo level available) - More vanilla goodness! With striking urban factory visuals, neat environmental detailing (hanging corpses are always cool), and lots of incidental combat.

Tuned Up (GZDoom/Gameplay Mod) - A project made to log *RetMenTos'* progress on their ongoing *Decorate* skills. Standard rebalance stuff (pistol changes, chainsaw now hook you onto enemies even deeper, weapons have reloads to trade for general improvements, etc.) that might spice up your Doomguy session.

Harmless Pain Elements (Limit-removing/single-level) - You might have seen someone making a chaingunner that shoots even more chaingunners. This is the same thing, but with Hell Potatoes, multiplied by 5; are hidden inside a

supermarket occupied by their friendly siblings... Kind of. Play on something like Crispy if you are allergic to visual glitches that ruin your experience. By *DCG Retrowave*.

[Abandoned Lab/GOODWAD \(GZDoom/2 separate levels\)](#) - Hell stuff, suitable if you are looking for more good things to play and like giving feedbacks. By *DuckDuckDemon*.

[Wolf Chapel Revisit \(Hexen-GZDoom/single-level\)](#) - What's this - a random, fresh and new Hexen map? A reimagining? With new enemies? Eats half an hour of your life to be beaten? *whirledtsar* said yes.

[The myfirstmap.wad Thread \(Various compatibility/length\)](#) - Do you want to see how even the coolest people can make shitty maps? Do you think that many first maps have great potential, or cool stuff buried under rather unconventional errors? Do you want to share with the world that you can make a door? If you say yes to any of these 3 questions. Player discretion is advised, first-time levels from all Doom engine games welcome.

[Sent to Death \(GZDoom/50-level megawad\)](#) - Don't sweat by the intimidating amount of levels - it's just a guy who likes Doom mapping but haven't played any Doom games extensively. Proceed at your own risk, or if you just want to just goof around - many maps contain softlocks and peculiar design errors that might put off some players. By *SuperSpyroFan*.

[A very simple HUD](#) - Minimal HUD stuff from forum lurker *Dark-ShotX45*. Comes in traditional favor as well!

[MooD \(GZDoom - Pluto-nia/WIP levelset - 1 level demo\)](#) - If you are somehow expecting more iwad maps in reverse, you should keep looking. This is simply a Hell slaughter level by *vaxe9177*. "Play in Brutal Doom for best experience".

[Awake Again \(GZDoom/Single-level\)](#) - Surprisingly

competent techbase level from novice member *Salmon*. What's in store might not be too artistically appealing, but the gameplay makes up for it - UV is strongly recommended for players looking for a challenge; and the map features quite a lot of secrets and paths that offers replayability.

[Anguish \(Doom 64/Single-level\)](#) - Doom 64 doesn't have custom maps... not! As a bonus, this was speedmapped as well (kinda)! Play this level if you are looking for more excellently-crafted Hell levels in the game that also kicks your ass. Immorpher's comment about how to launch the map on Steam might be of great assistance in case you don't know mod support is a thing. By *jda-genet*.

[Pious Simplicity \(Limit-removing/Single-level\)](#) - A map born from a trashed team project, by the 2 talented *40oz* and *dobu*. Expect claustrophobic map design; hardcore moments, and brilliant texture usage. Also, only for UV.

[Grindhouse \(Boom-compatible/Single-level\)](#) - Hillside techbase stuff with excessive resource management, competent usage of OTEX that must be loaded alongside the level and good gameplay flow that will keep you on your toes for 15 minutes. By *TheOrganGrinder*.

[Last Rites \(EDGE/WIP Gameplay Mod\)](#) - Awesome weapon pack inspired by abandonware game with the same name, featuring a chargeable plasma rifle, scrappy rocket launcher and akimbo weaponry! By senior EDGE modder *CeeJay*.

[Valiant Weapon Mod \(Selected Compatibility/Gameplay Mod\)](#) - Little mod that incorporates certain interesting weapon alterations from the modern classic *Valiant* and *Doom 64*.

[Pixels of Doom \(Vanilla-compatible/Doom Utility\)](#) - Ever wanted a tool to create a map out of a random picture? *akaAgar* decided to went ahead. Comes with a highly robust texture and height edi-

tor in case you think *STARTAN* is not pleasing enough to your eyes. Doors and things not included.

[Doomworld](#) [thread](#)
[Github](#) [page](#)
[Download](#)

[Smashing Pumpkins in a Dark Wonderland \(GZDoom/Single-level TC\)](#) - Extremely surreal, cartoony (in an inconsistent manner) TC, loosely inspired by noclip and Alice's adventure in Wonderland, packed with surprisingly competent gameplay. By *KUBA18i*.

[Improved Muzzle Flash \(GZDoom/Minimod\)](#) - Now you can use these muzzle flashes as makeshift torches! By *TenenteZashu*.

[Blood Foundry \(Vanilla/3-level miniwad\)](#) - Speedmaps with taste, style, size and fast-paced gameplay. Very good for a coffee break. By *Egg Boy*.

[Forbidden Quake OST Liner Notes: The WAD \(Limit-removing/Single-level\)](#) - Bethesda's Microsoft acquisition has led to an interesting Quake-themed infiltration mission where you have to retrieve many walls of text. By *Big Ol' Billy*.

[2Fort Classic \(GZDoom/Single-level\)](#) - 2 Fortress 2 Doom. By *Adrian the GasMask Face*.

[\[WIP-Demo available\]](#) - Yet another attempt at *Doom Evil Unleashed*

NEWSTUFF ON DOOMWORLD

RIP AND SHARE.

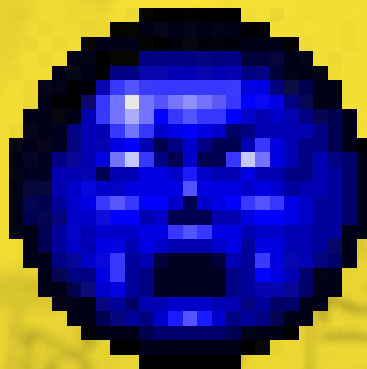
- [1. Satan's Symphony \(First Level of 8 levels\)](#)
- [2. GzDOOM-1 - GZDoom community project exp - on hold](#)
- [3. Sanity's Eclipse - 3 levels demo \(feedback appreciated!\)](#)
- [4. High Point \(Demo\) \[DOOM II wad\]](#)
- [5. Rowdy Rudy II: POWERTRIP - Released! \(vanilla megawad, seeking feedback\)](#)
- [6. Looking for some feedback](#)
- [7. Operation: Arctic Wolf Revisited \(overhaul\)](#)
- [8. Metal Mission in Nukage \(Single Map, SP/COOP\)](#)
- [9. Some news on my project & Lil' Teaser](#)
- [10. Hyperdeath v2 - Play my first ever demo, please! Playtesters needed!](#)
- [11. The Reactor](#)
- [12. Doom 2 Map Recreation Project Beta](#)
- [13. New Wad: Deimos forgotten storage pit](#)
- [14. \[Limit-Removing\] - Zeramida \(v.1b\)](#)
- [15. Cacosweeper 2: Hellish Boogaloo Preview](#)
- [16. Classic style E1M1 replacement](#)
- [17. 'With Their Flesh He Shall Create'.WAD \(DEMO \)](#)
- [18. Imp Encounter: DeHackEd Edition for Bethesda \(Vanilla DOS-compatible!\)](#)
- [19. Abyssal Speedmapping Session 47 - The one where Phoebe commits vehicular manslaughter!](#)
- [20. A prototype wad.](#)
- [21. Pricsi Doom](#)
- [22. My Doom 2 WAD - Perpetual Death](#)
- [23. Sustenance Ep1 \(5 maps\)](#)
- [24. 24 carat speed- A limit-removing megawad!](#)
- [25. Catacombs beta \(WAD\)](#)
- [26. NaNoWADMo 2020 - The month-long mapping challenge!](#)
- [27. Hexen map: Wolf Chapel Revisit](#)
- [28. The 128 kb mapping extragavanza 'challenge'](#)
- [29. Harmless Pain Elementals? - A Happy DOOM Adventure \(Vanilla DOOM II-compatible mod\)](#)
- [30. My first maps uploaded on Doomworld.com](#) Personal tip from me: Use wad titles please.
- [31. My Mini-Megawad Project](#)

- [32. Infernal Foundry \[WAD in Progress\]](#)
- [33. New map by me \(v.2\)](#)
- [34. The first level of a megawad I'm planning, tentatively titled SpaceNazis.](#)
- [35. \[GZDooM\] MooD Beta](#)
- [36. Anguish - Custom Doom 64 map](#)
- [37. Doom: Sent to Death](#)
- [38. \[GZDoom\] Awake Again - First Map, Testing Appreciated](#)
- [39. An old map collab with 40oz](#)
- [40. Grindhouse - 1 map, Boom format, OTEX, possible WIP](#)
- [41. Blood Foundry, 3 Vanilla Speed Maps](#)
- [42. 2FORT CLASSIC FOR DOOM](#)
- [43. My second Doom map ever!](#)
- [44. \[GZDoom 4.2.3+\] Total Conversion for Doom II: Smashing Pumpkins in a Dark Wonderland](#)
- [45. Forbidden Quake OST Liner Notes: The WAD \[limit-removing\]](#)
- [46. \[WIP-Demo available\] yet another attempt at doom evil unleashed](#)
- [47. 2600.wad \(DOOM Atari 2600 Hoax, But It's Now A Playable DOOM PWAD\)](#)
- [48. DOOM2 - Secret.wad](#)
- [49. The Army of Insanity \(My First Project\)](#)
- [50. \[BOOM\] New *very* nonlinear map - CARBON DIOXIDE - feedback welcome!](#)

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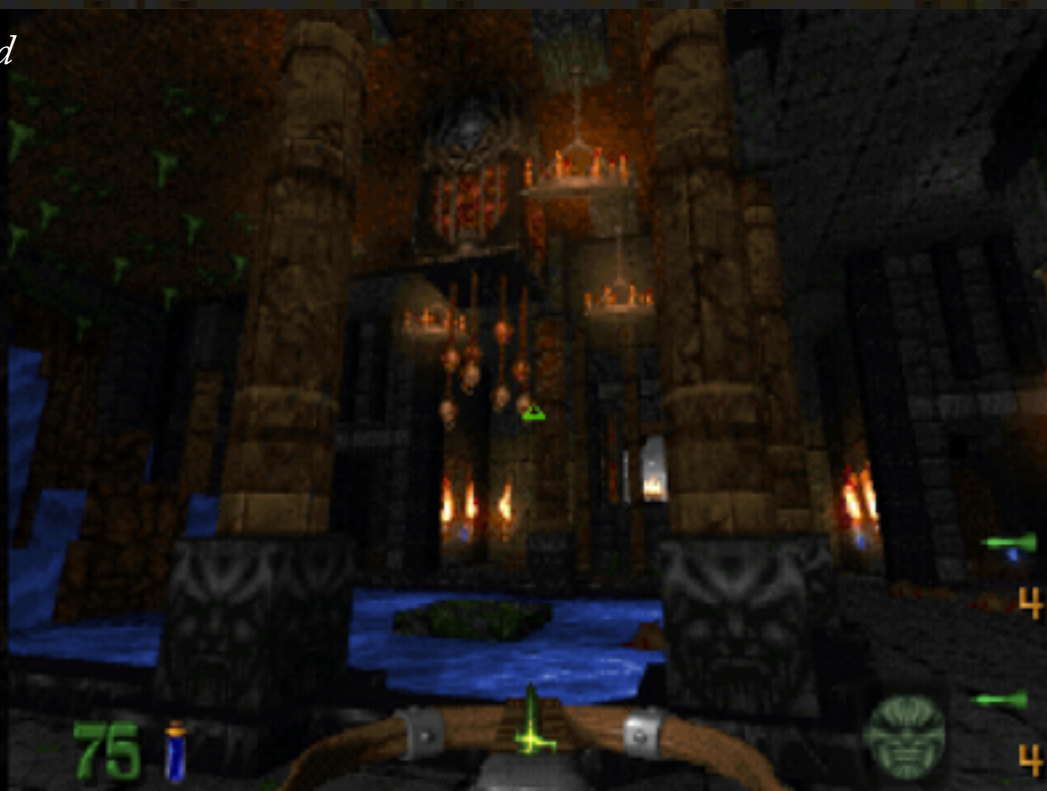


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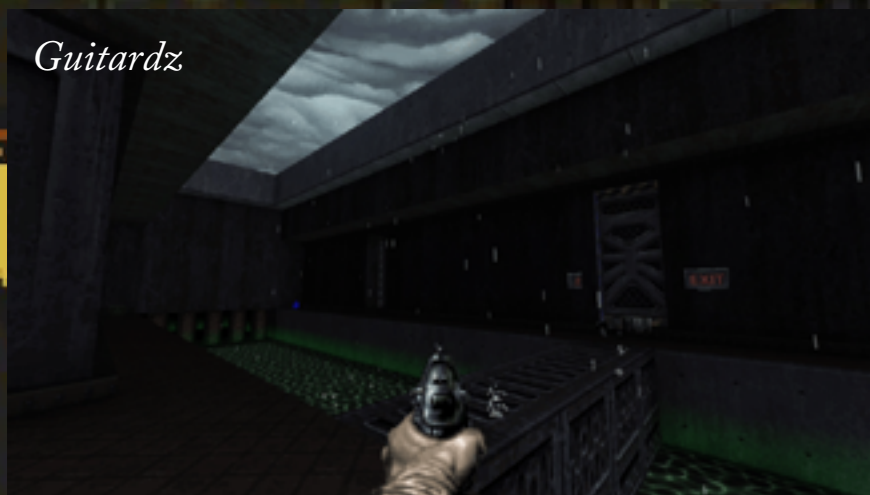
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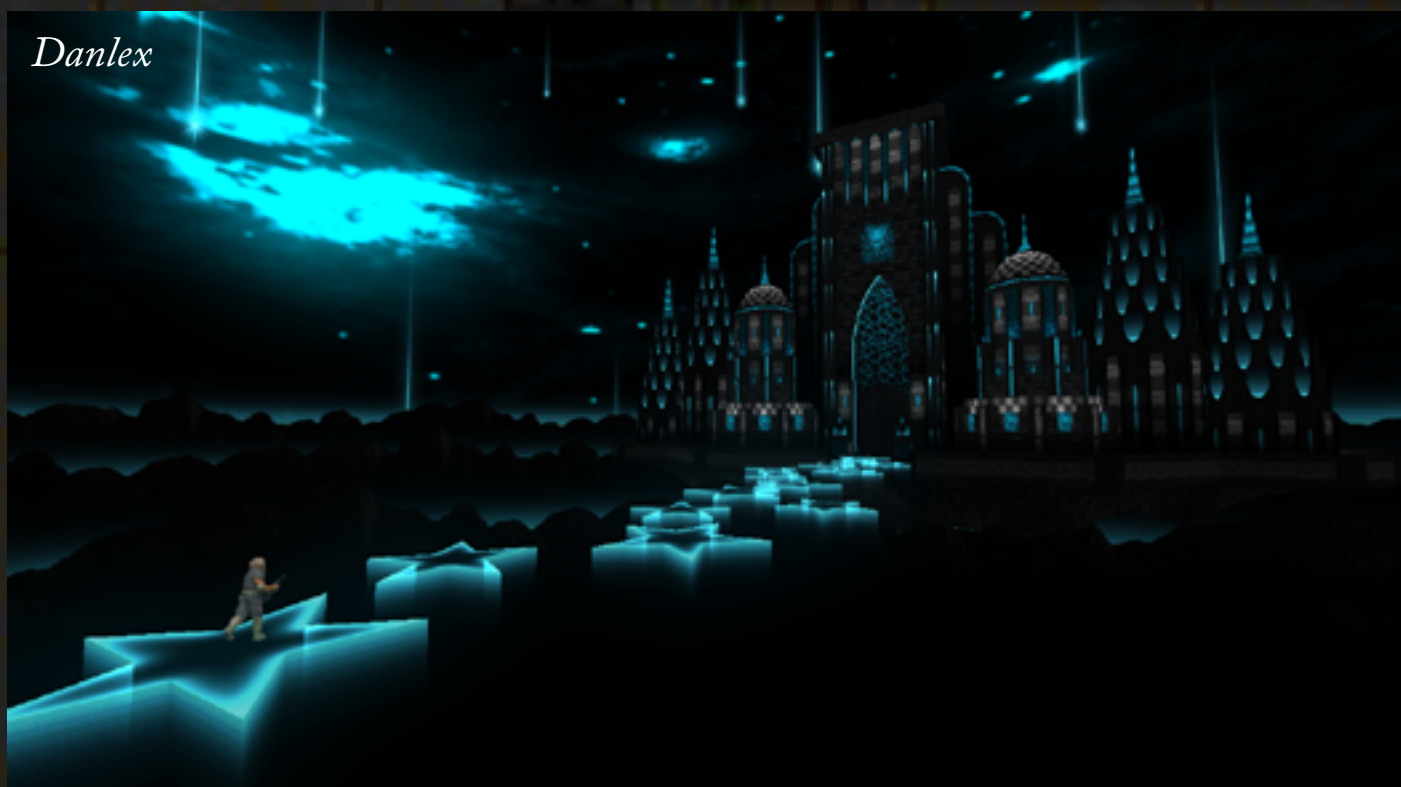
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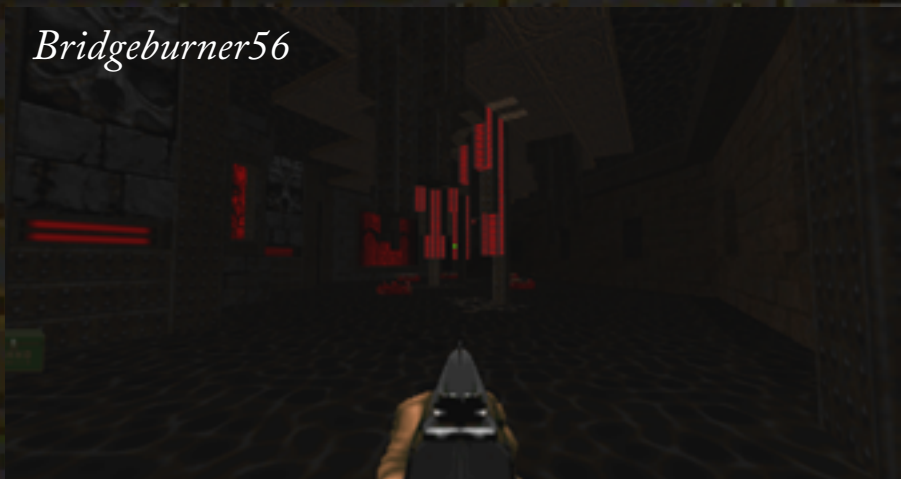


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PICKED UP 4 SHOTGUN SHELLS.
YOU GOT THE SHOTGUN!

Guitardz



nue



HitBoi64



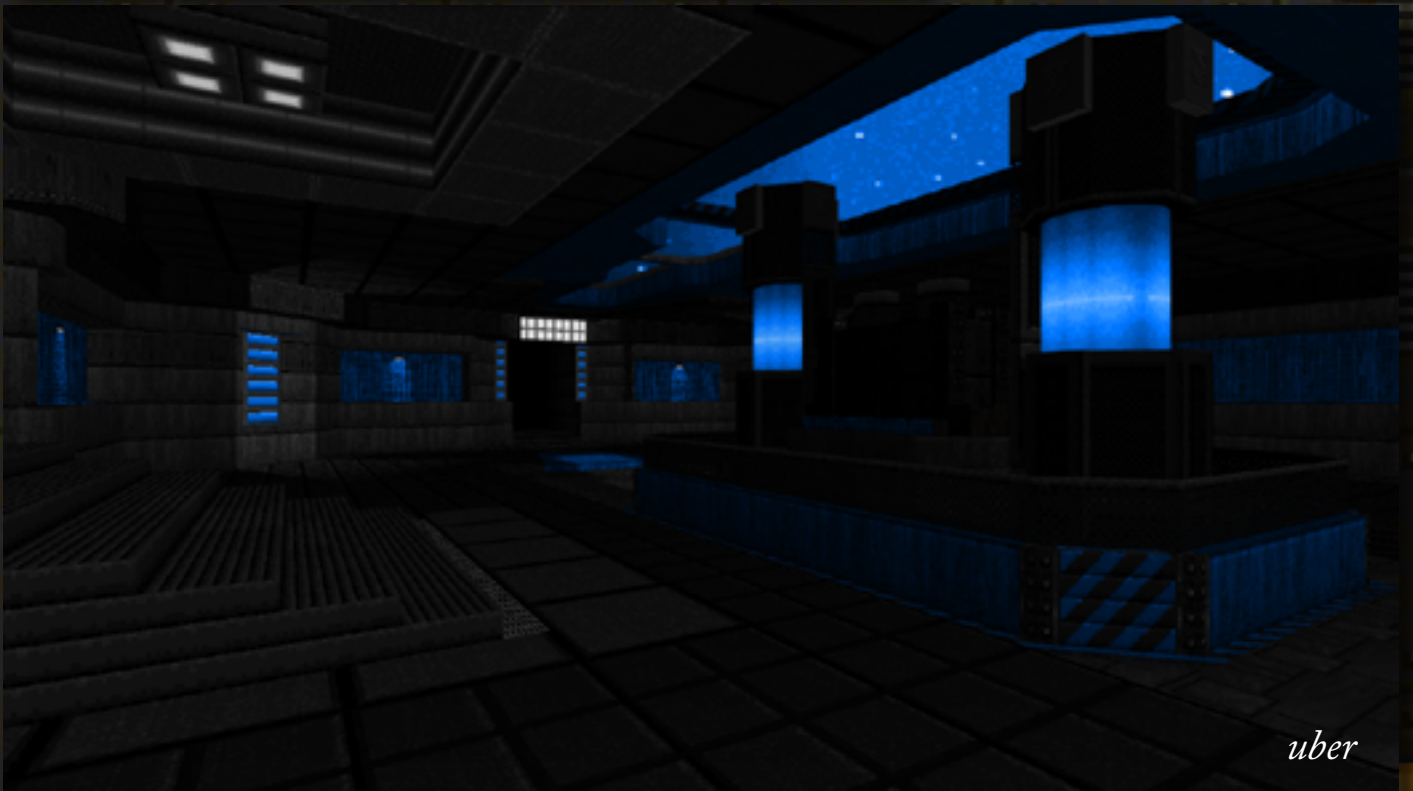
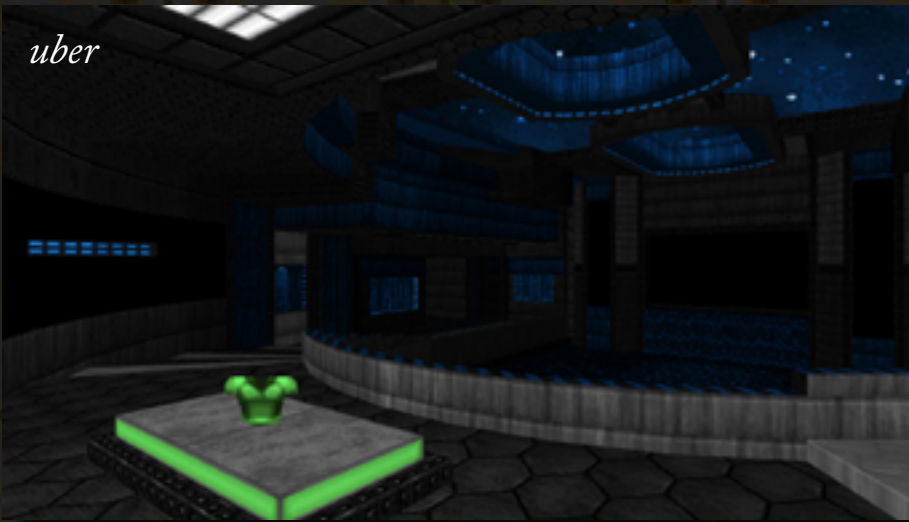
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Walter confetti

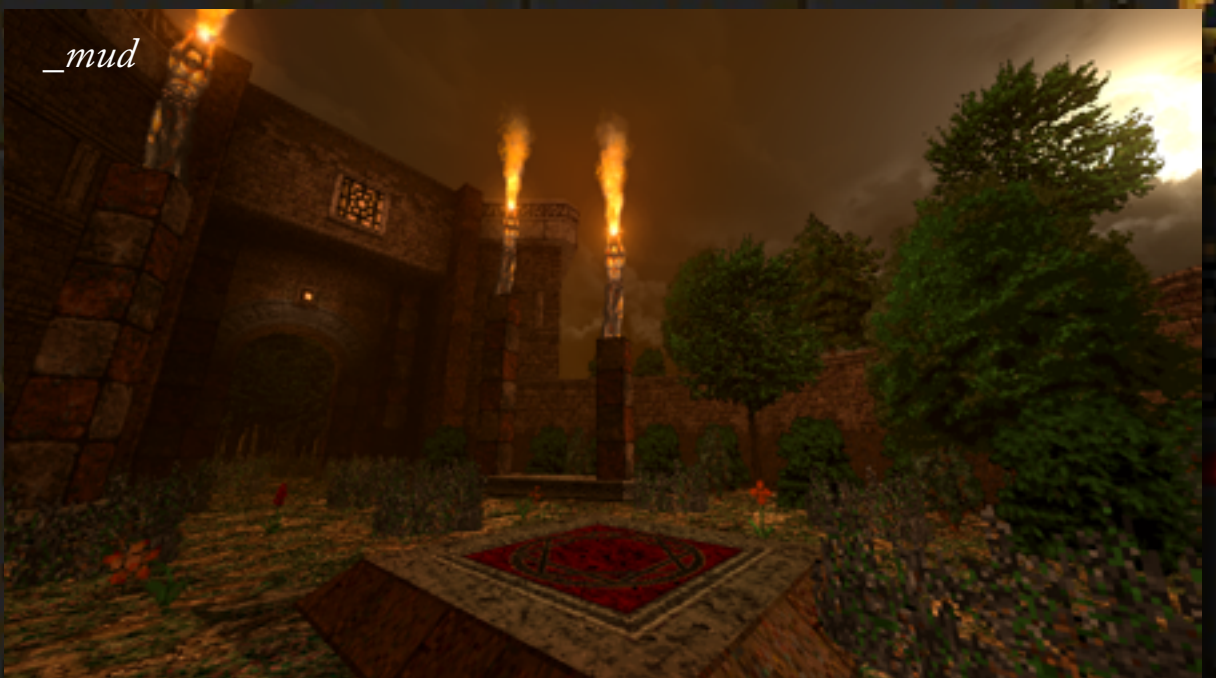


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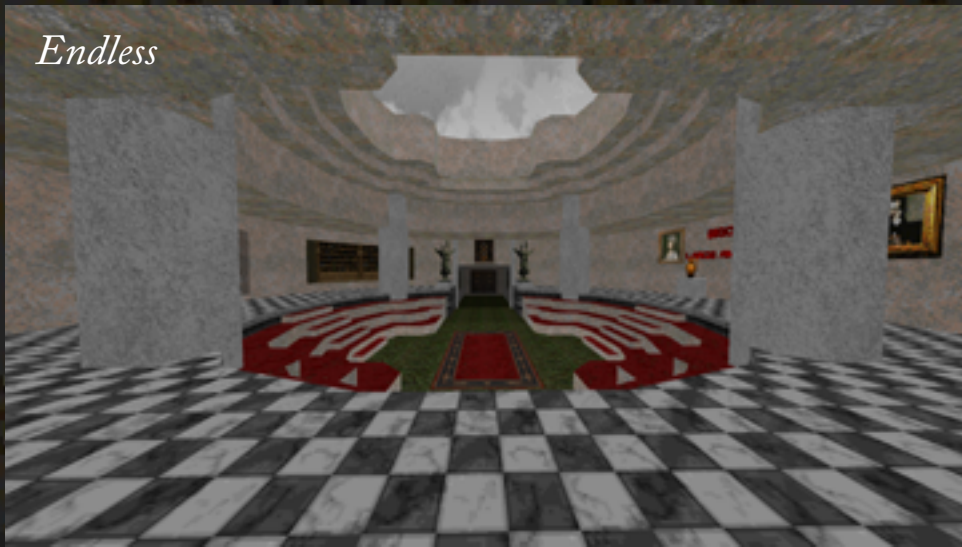


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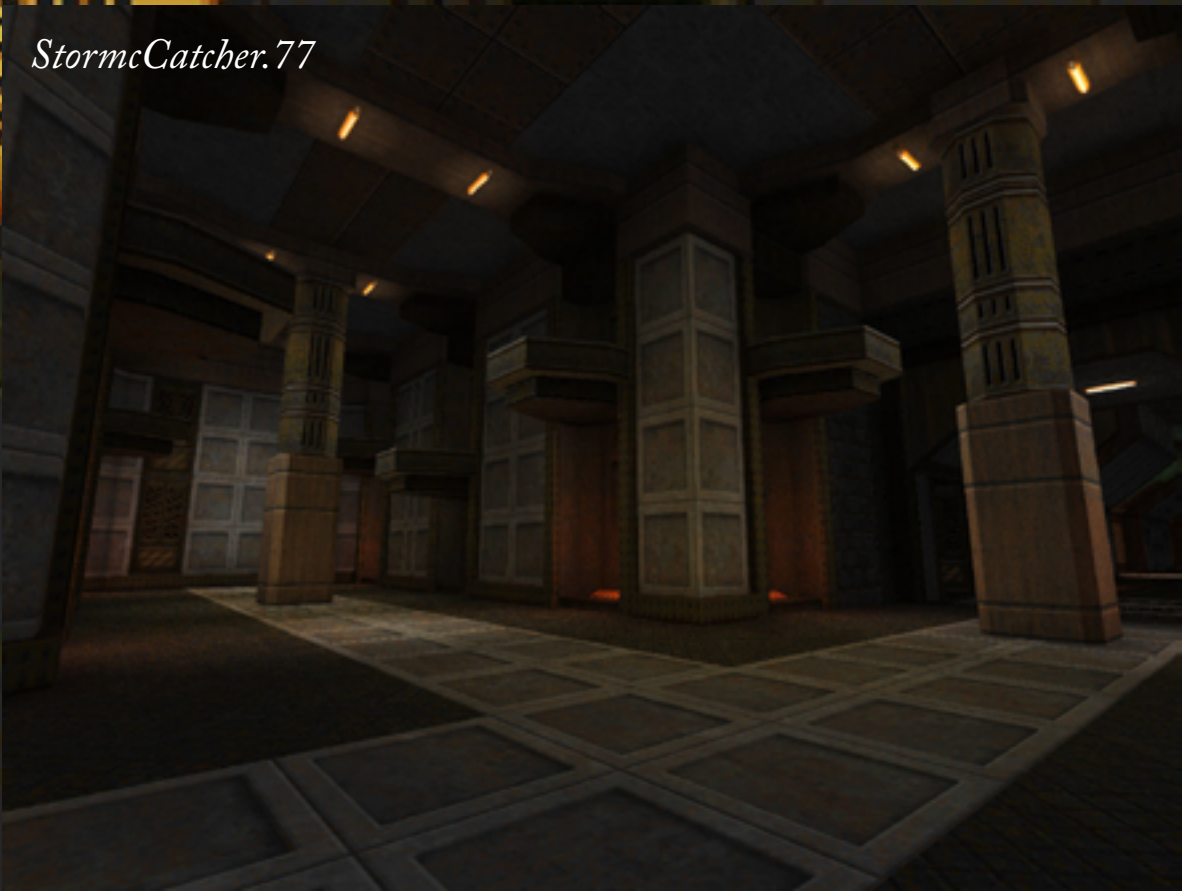
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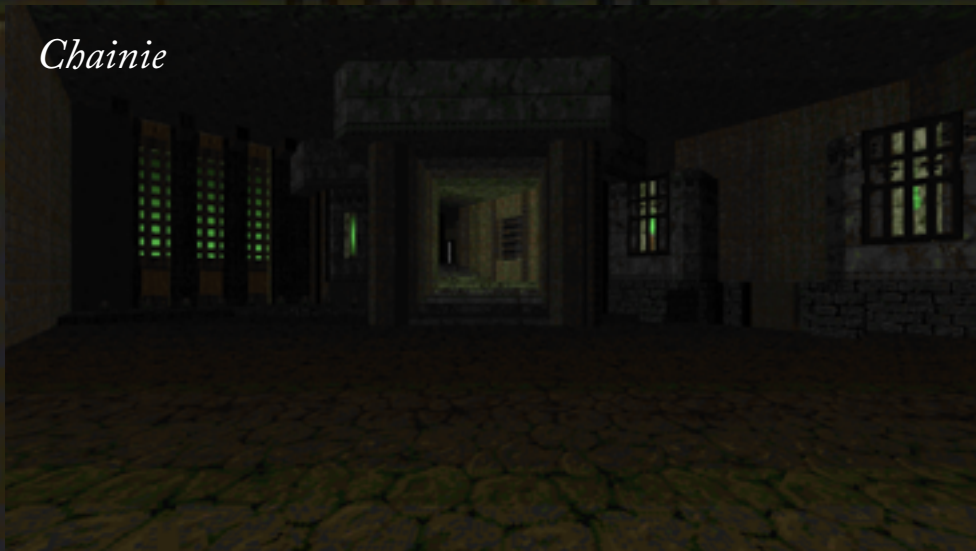
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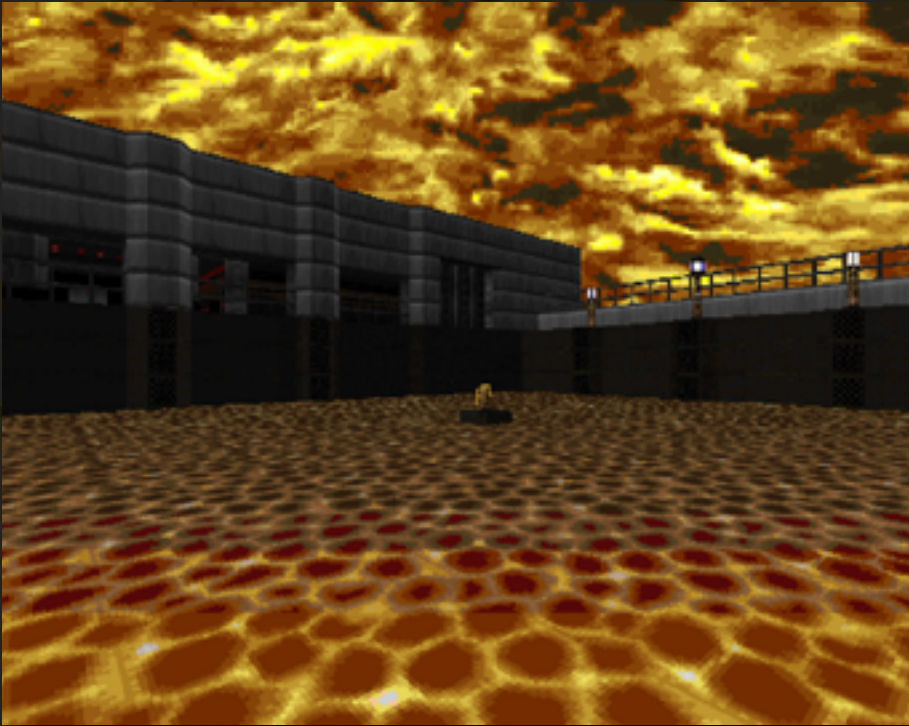
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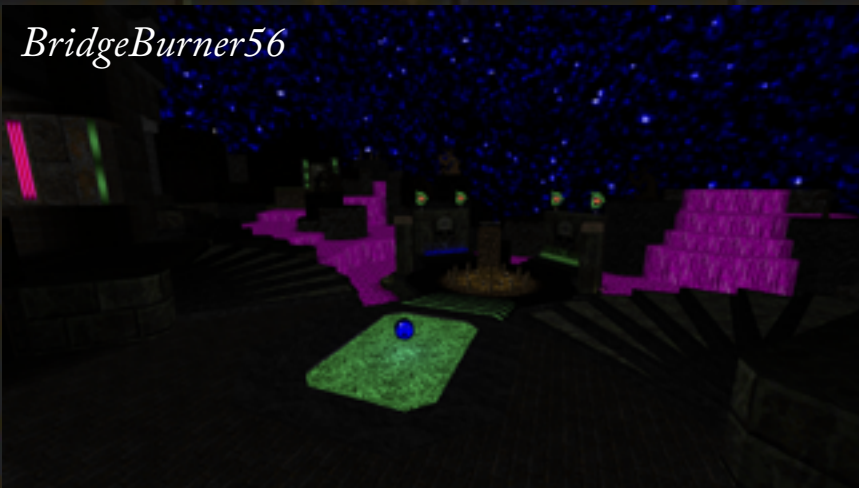


Egg Boy

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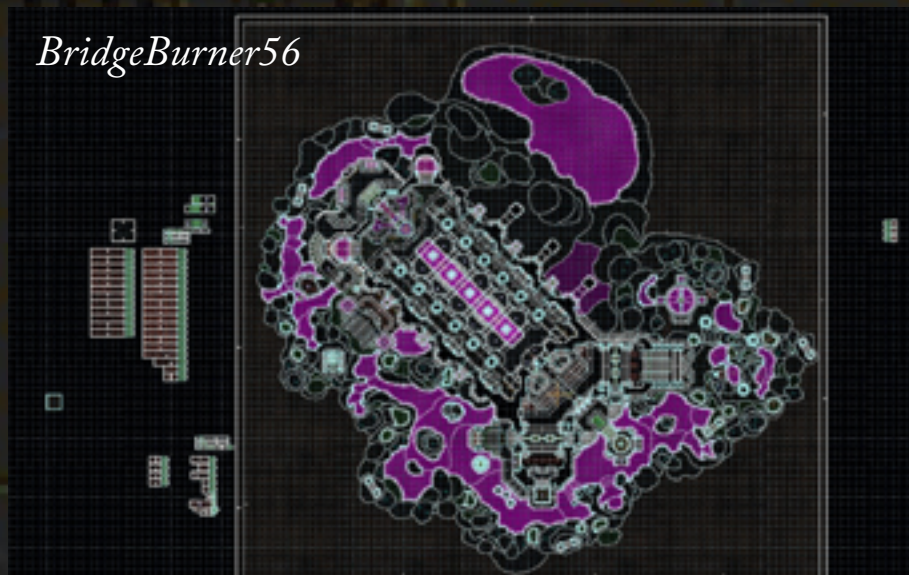
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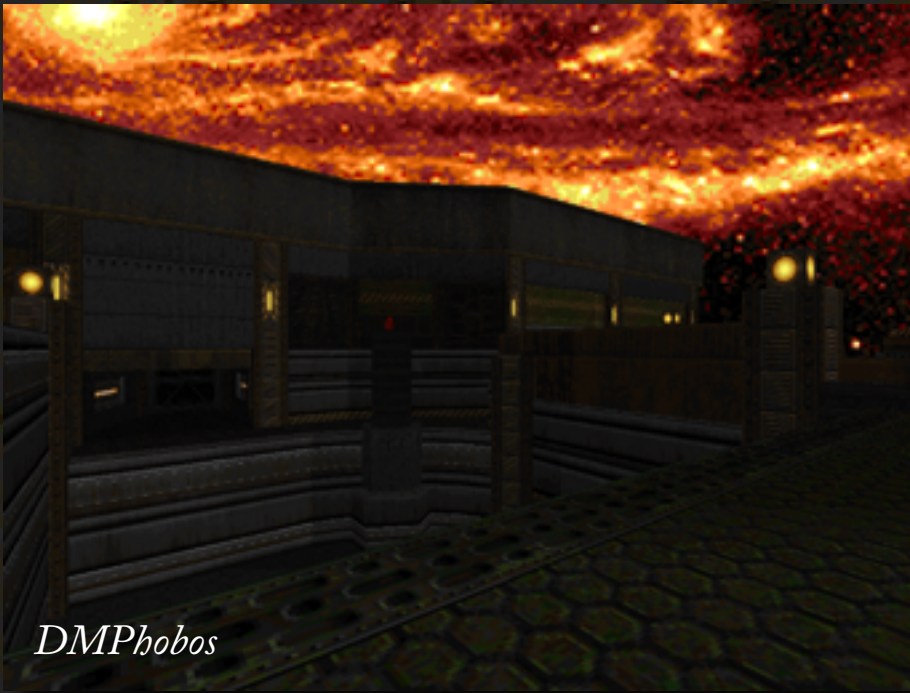
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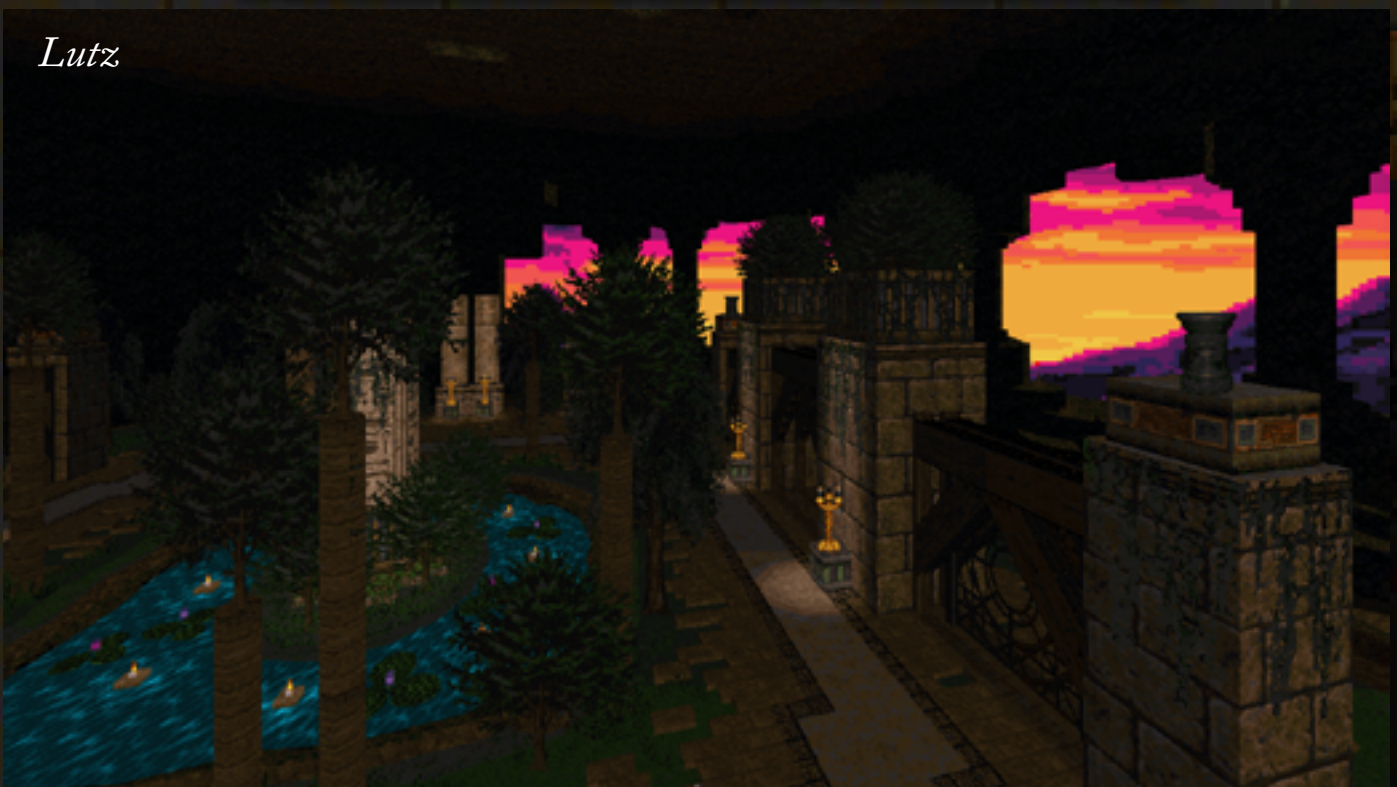
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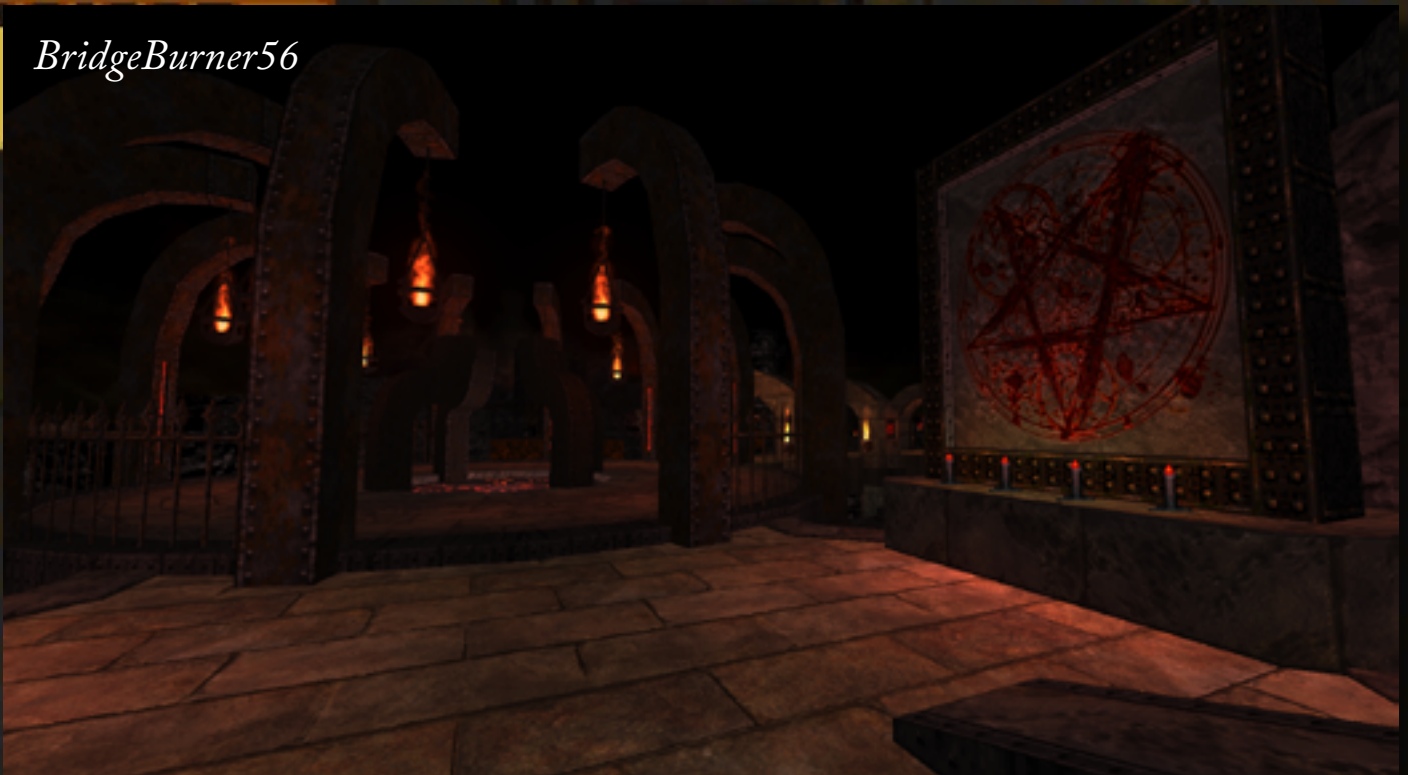


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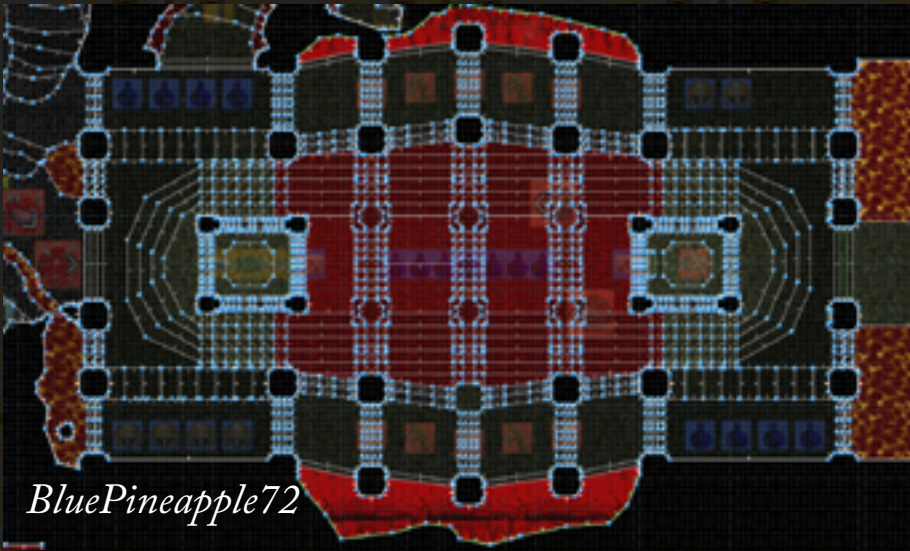


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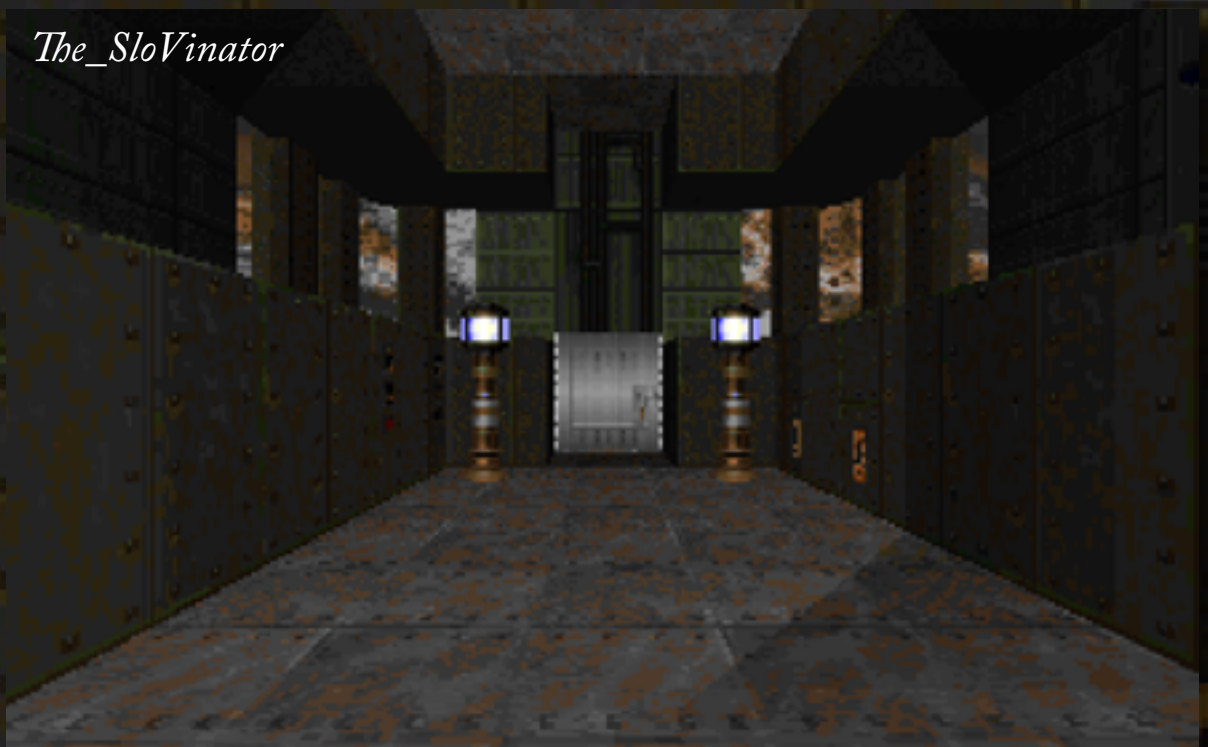


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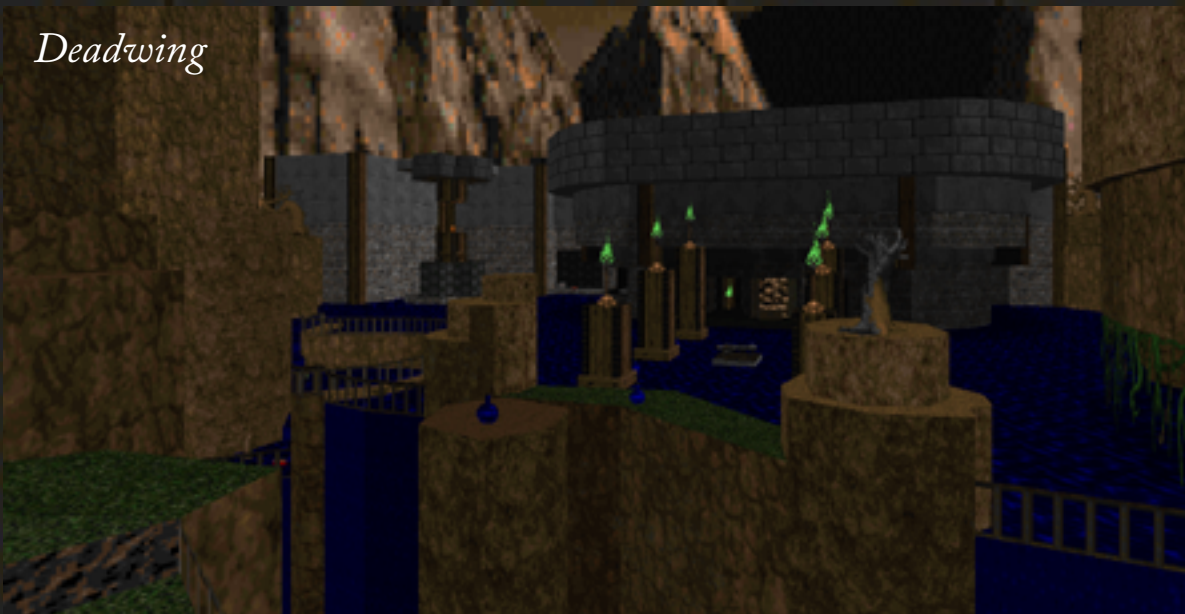




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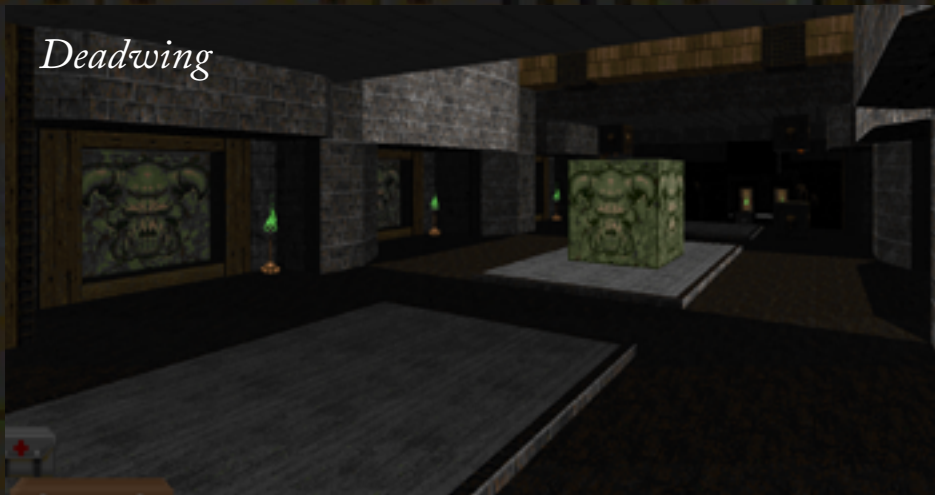


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Deadwing

Deadwing



POISON



GEZ



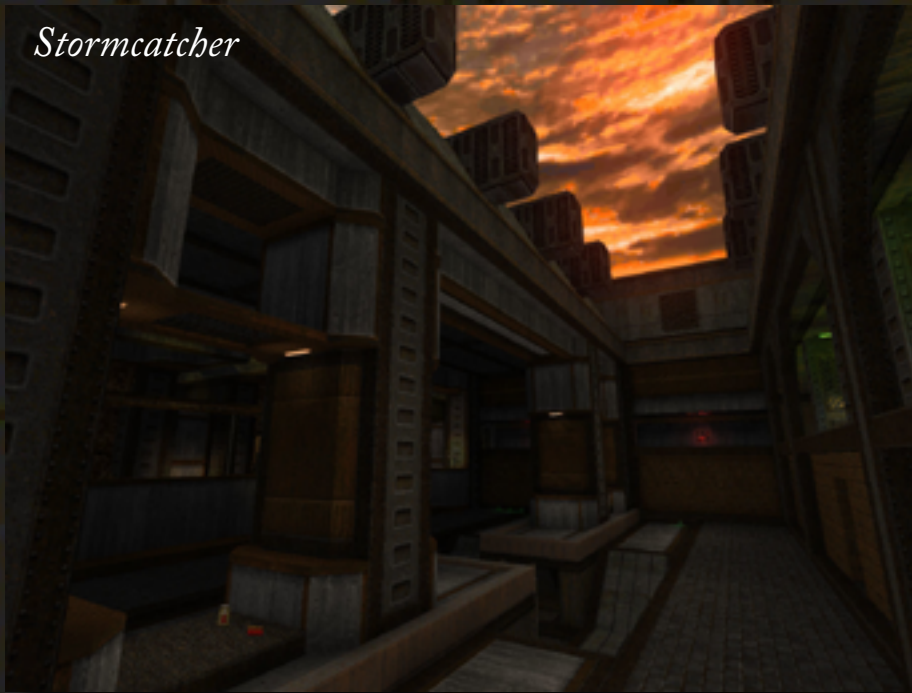
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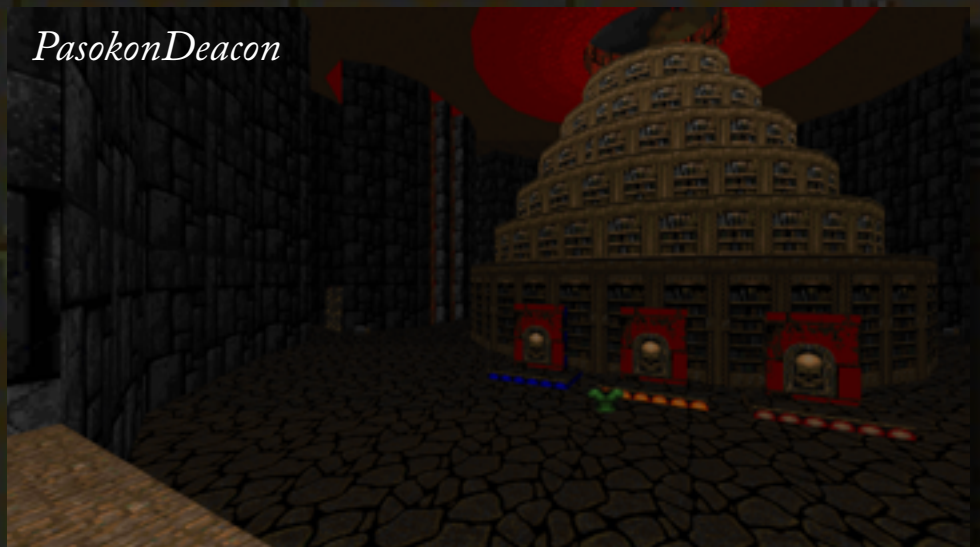


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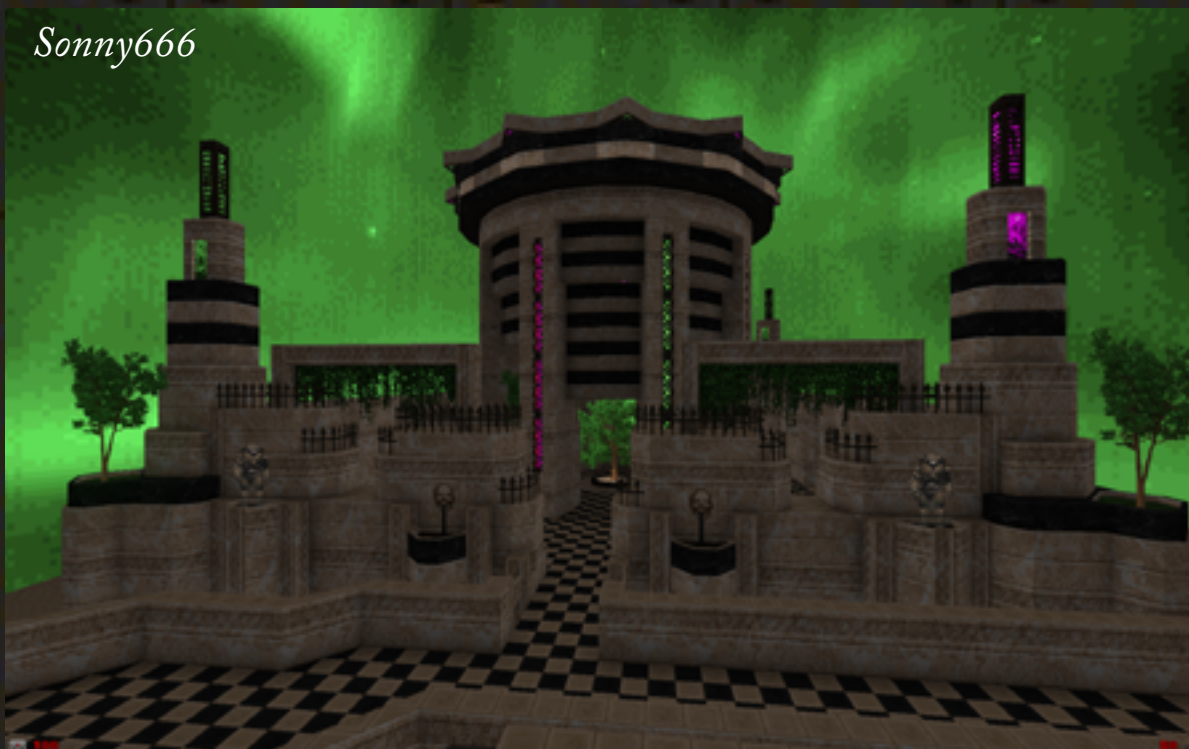


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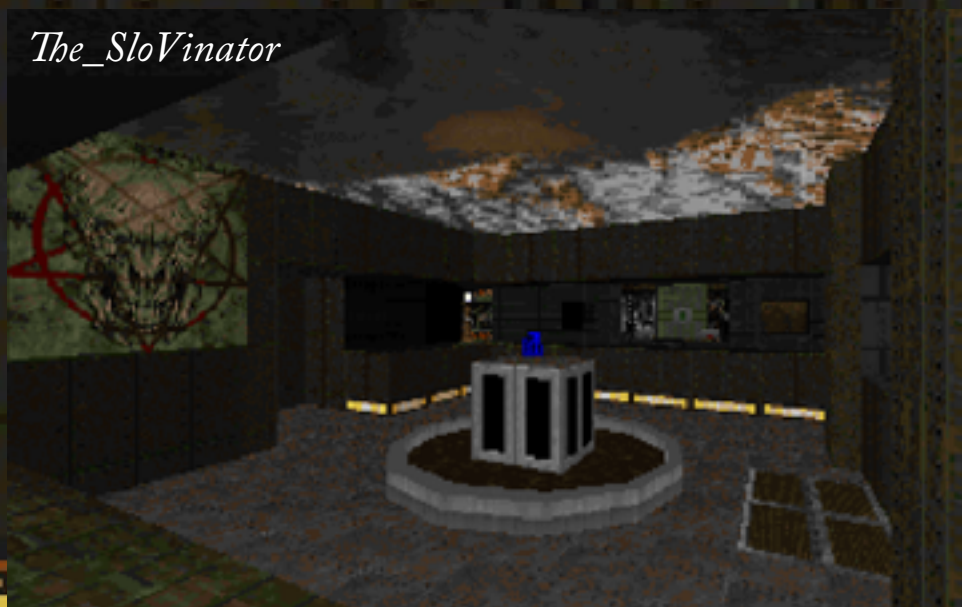
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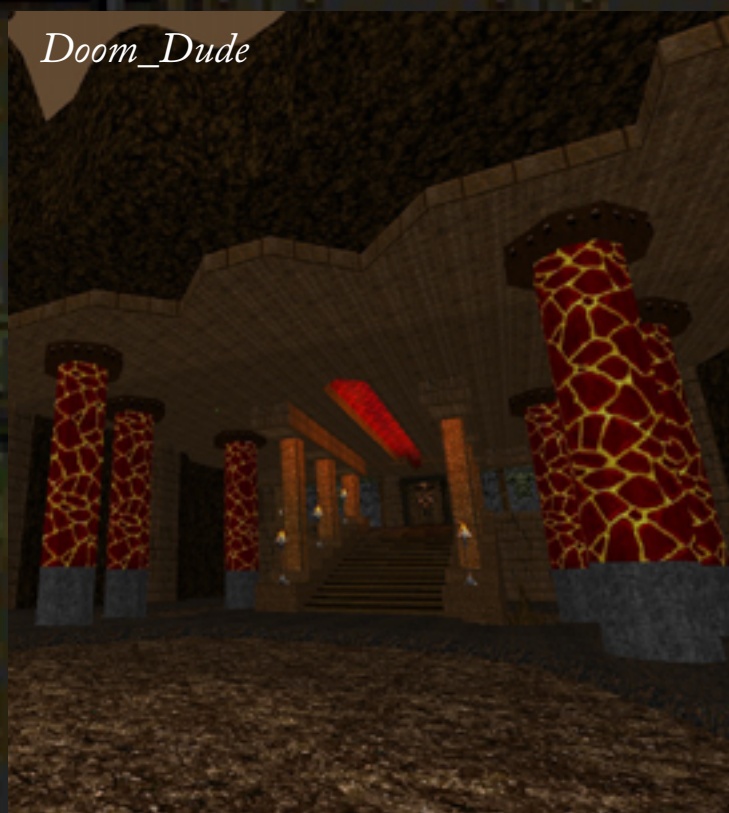
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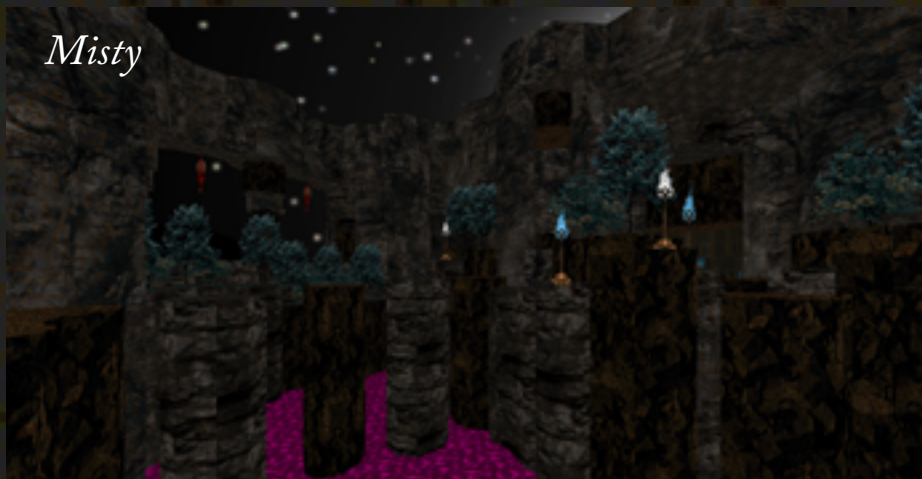
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Lila Feuer

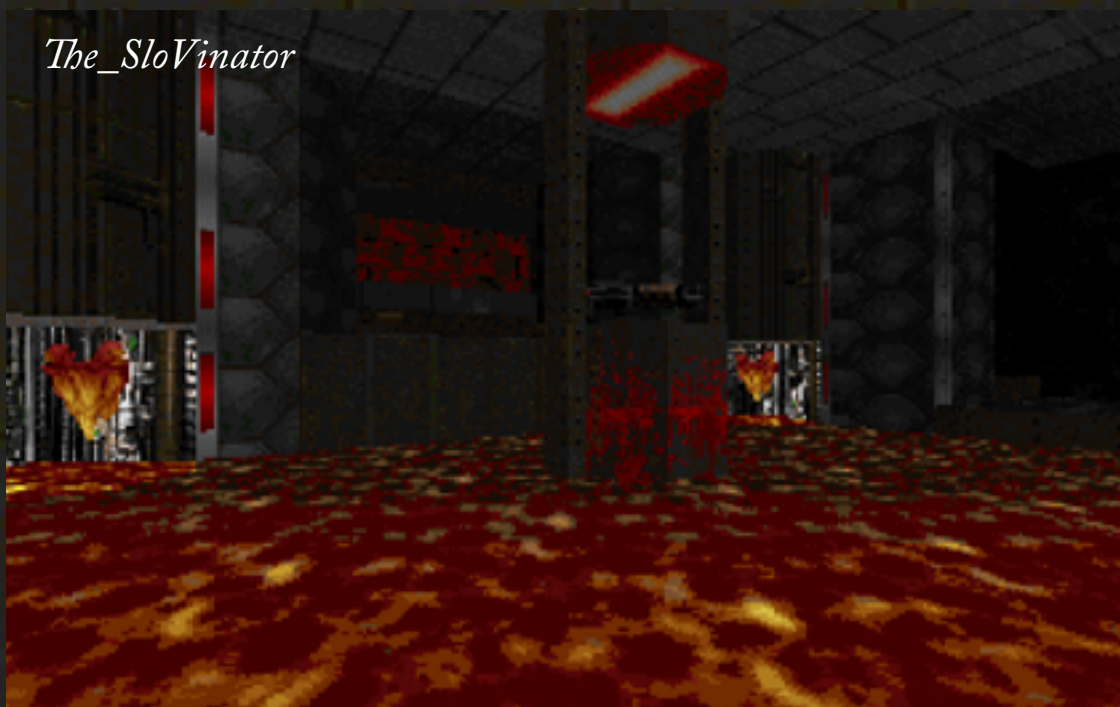


Misty



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