EDUCATIONAL
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ABYSM 2:
infernal contract

BETHESDA
source port

DOOM
Escapism

And much more!

MORE
666%
DOOM

I DDQD

WRITERS OF THIS EDITION:

Endless, the usual body of the Wadazine, the Master Recommendation and the Doom Escapism article. Hope you guys like it.

Taufan99, a super fun and interesting interview with the managers of a Doom virtual party in the Knee Deep in the Bool article.

Zurdwango, shining his technical knowledge with the Bethesda Source Port article and the Art of Source Ports.

Oldschoolgeek32, making his premiere with the extra deep The Art of Source Ports article!

Redneckerz, veteran wiki editor brings his glorious knowledge and writing skills into the Educational Tools and What to Do With Them article.

Major Arlene, the one and only Major, bringing her great writing and reviewing skills with a fascinating WAD recommendation, lovely stuff!

Eric Claus, joining the recommendation team by making his own WAD recommendation.

General Roasterock, hits us with another awesome in-depth review.

TheEvilGrin, keeps going strong in the WAD recommendations team, aiming to become a veteran.

Nikoxenos, our graphic design wizard is also a reviewing wizard! Welcome to the WAD recommendation team, mate!

Immorpher, the D64 master blesses us with his own WAD recommendation, a very obscure one as a matter of fact.

TheNoob_gamer, keeping the WAD diving strong with his Newstuff guide.

SPECIAL THANKS TO:

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

Captain_Caleb, with general advice and some edits on the Doom Escapism article.

Bridgerburner56 and **Taufan99**, server mods and advisers.

4MATC and **NIKOXENOS**, editors and graphics wizards.

INTRODUCTION

The sixth edition of the *Doom Master Wadazine.* Twice as big, twice as good, thrice as **Doom.** The Wadazine team won't stop pumping quality writing pieces and the community keeps making awesome contributions that help the project go strong. With this, I can happily say that the Wadazine is staying for the long run! Long live it. Of course, spooky month is up, but wait a bit more, next issue shall bring the spooky doots.

This is also quite the special edition, bringing with it the outstanding quantity of **6 detailed and in-depth articles!** With lots of WAD recommendations and various others contributions. This is by far the heaviest issue to date, son it is also a kind of experiment in the sense that is the first time we release so much quality content. In one way or another, I really hope you guys like it. After all, a gift to Doomers made by Doomers.
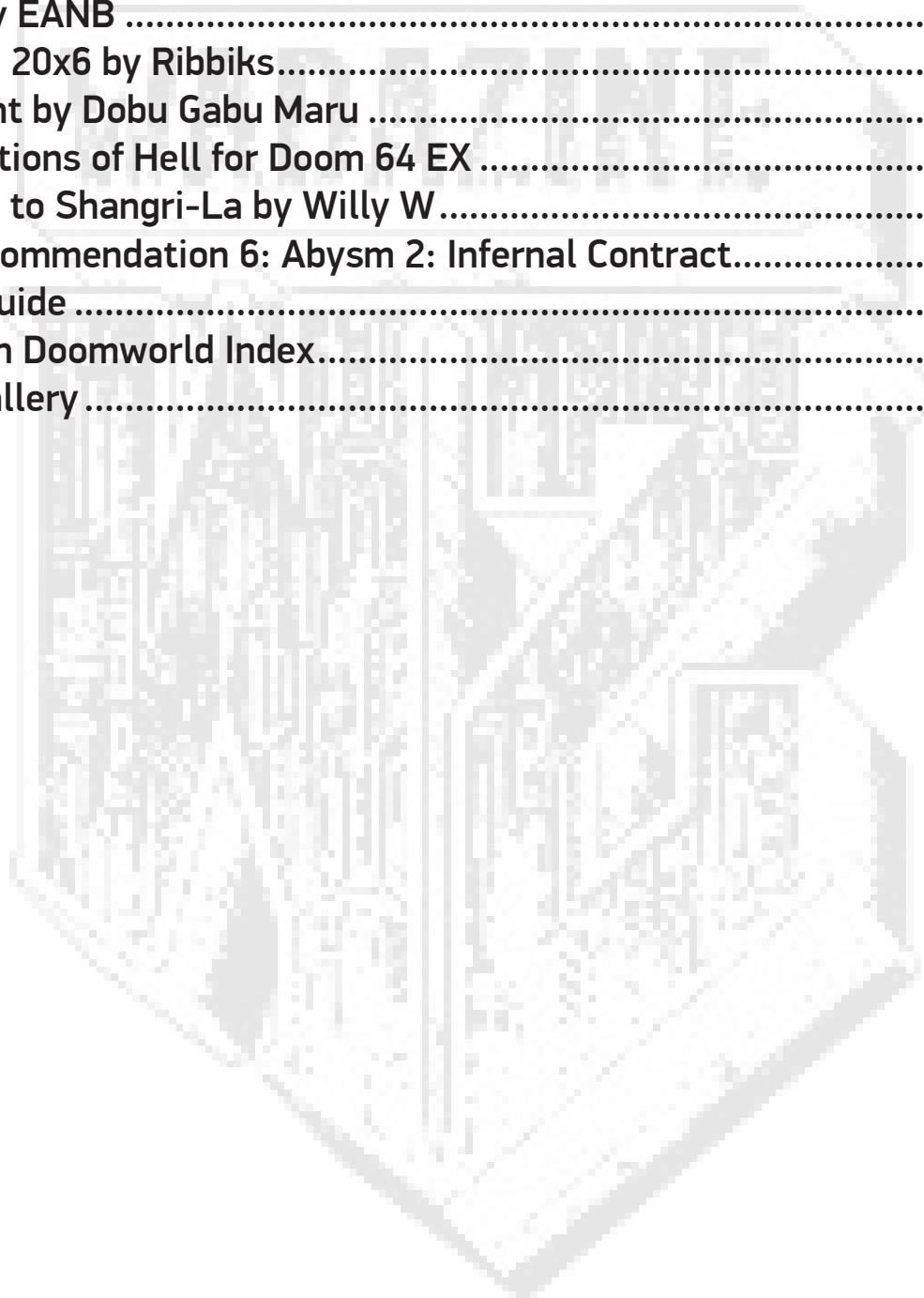
Let's have a happy reading, shall we?

– Endless
EDITOR-IN-CHIEF

INDEX

Now interactive!

DOOM ESCAPISM
or How I Learned to stop worrying and love the map.
A love letter to gaming maps and Doom WADS.

by Endless

The Exploration Era

Let's start with a simple question, what is escapism?

Wikipedia says: *Escapism is mental diversion from unpleasant or boring aspects of daily life, typically through activities involving imagination or entertainment.*

Escapism may be used to occupy one's self away from persistent feelings of depression or general sadness.

Cambridge dictionary says: *a way of avoiding an unpleasant or boring life, especially by thinking, reading, etc. about more exciting but i m p o s s i b l e activities.*

And finally, **Oxford dictionary** says: *The tendency to seek distraction and relief from unpleasant realities, especially by seeking entertainment or engaging in fantasy.*

Escapism is to live out of the ordinary.

So now we know that it is but what the hell does it have to do with Doom?

A 90s game with graphics so outdated by today's standards that people (uncultured people) giggle at it by just looking it?

A game with an engine older than me, older than probably most of today gaming population.

Hell, Doom is pretty much the first actual example of 3D (or 2.5D if you go in that direction) FPS game that possessed enough pixels to be seen as revolutionary in the graphical department, yet now people probably would compare it to Super Mario Bros. in the visual aspect, somehow.
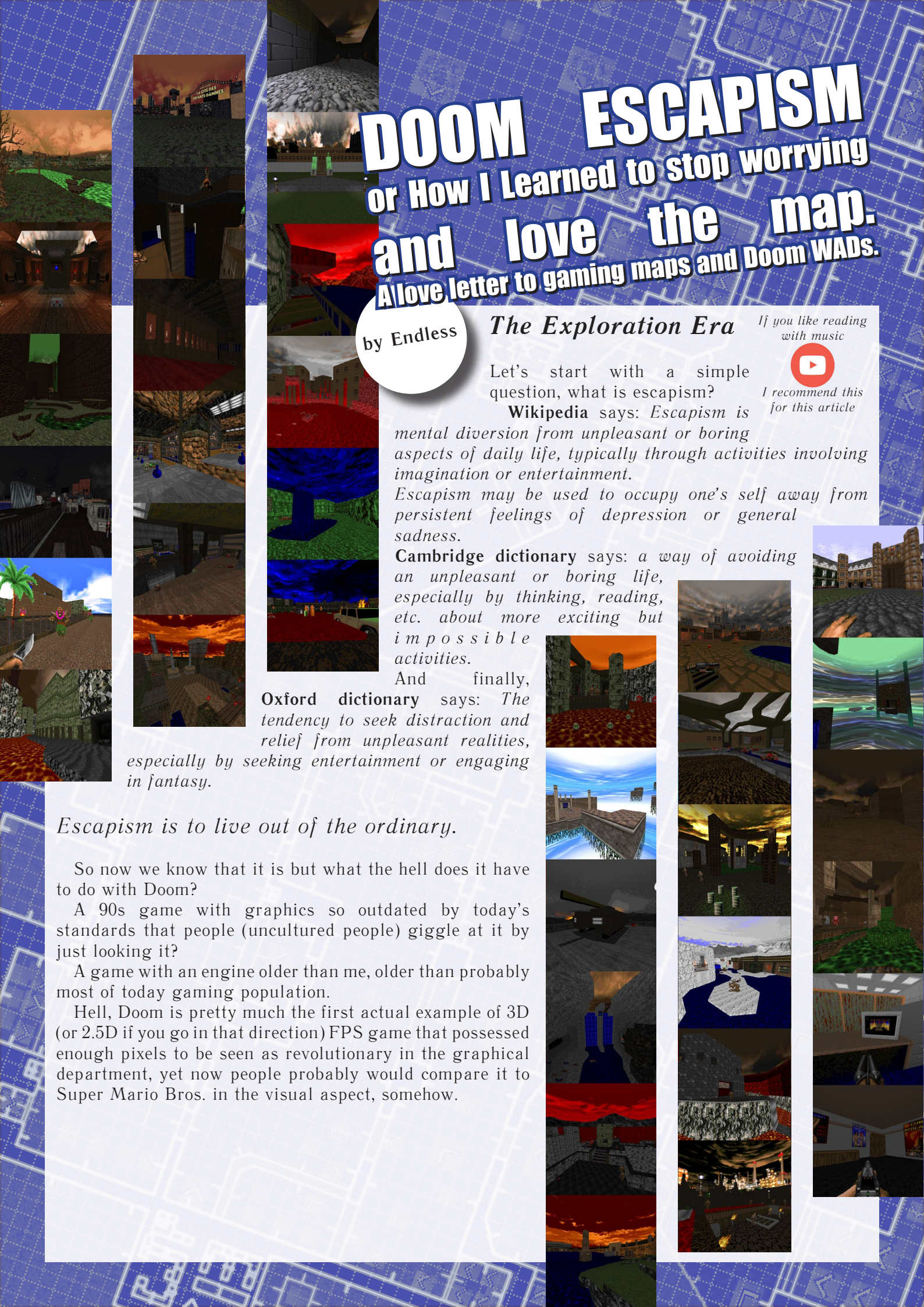
You see, beauty comes in many shapes and forms and as the saying goes: Beauty is in the eye of the beholder.

I, and I think many others, see Doom as a beautiful game.

Is not on the graphics, is not on the textures or the super low resolution, no.

It's on the palette.
It's on color.
It's in each and every brush the artist takes to form the whole painting.

I see Doom as a way of art that could be compared to painting; you make the drawing, you decide the colors or the style, you choose the tools and the format and then you go wild and make it your own.

Like a painting, it's all in the way of how the painter paints.

Sometimes there's good paintings, sometimes bad, sometimes novice paintings that slowly grown into better works, sometimes there's interesting or we could say extroverted paintings.

Sometimes too, there's master pieces, or in a cooler way to say it: A magnum opus.

Kind of pretentious but I like how it sounds.

Latin is cool, wouldn't you agree?

From that point on we can tackle the true meaning and context behind the main subject.

Escapism is a way of finding a better or more fun way of life, like a dreamy experience where we marooned ourselves in a non-existent yet existent world.

Yet, escapism is not only a way of thought or an imaginary practice, but it also requires, in most cases, and special tool, or even better, and especial theater where we can launch ourselves and be happy for a few minutes.

Escapism can be in a way, both a bad and a good thing.

Some would argue that, as the word suggest, it is a way of running away from real life problems and hiding away from the actual issues of one surroundings.

Sure, it can be that.

Yet, on the other hand, it also works as a launchpad into a dreamlike state where people can find and gather different desires and dreams into a more palpable and enjoyable fashion, like the first scheme of an upcoming construction, it works as the first mold of the first brick.

Whatever you believe about escapism, I can tell you, dear reader, that in one moment of your life at least once you went into the insides of your mind and thought to yourself: I wish…

And there's nothing wrong in wishing.

And that's how we end up looking for someplace to escape for a while.

Some people use books; a fascinating world on paper that can create us complete worlds.

Some people watch movies or tv; a theatrical world where words come to live and expressions can be seen, sounds can be heard and beauty can be admired.

Some others choose music; a beautiful dreamscape where sound is the transport towards a symphony of delight and feel.

There are many ways, many forms, many arts.

Others that wish to partake on the same practice may take a different, more modernist way of lucid dreaming; videogames.

Like a combination of everything, games mix all forms of art into a single color that shines by its fascinating and practically unparalleled aspect: Immersion.

If you've been into the gaming world for quite some time, there's mighty chances that you have come to inspect this aspect in close proximity. Some games, let me tell you, make you live what you see through the screen, what you hear through your speakers or headphones and what you read through the subtitles.

And all this is done through your own choices, your own actions.

You choose where to go, you choose what to do, what to live, how and when.

The world is at the reach of a simple WASD.

Of course, all games are different, but you get the point.

That picture right there, that's E1M1 and that's the first time I took a taste of Doom in my own. Sure, is not much, but it was the first step into what would become a journey that even I wouldn't have imagined before. You see, gaming has been pretty much the go-to activity of mine to spend time (well spent time, mind you) since I was, damn, I don't really know, very little. I have no exact memory of when and how, but I do remember with what. My first videogame ever was Spy Hunter for the PS2, after that, is all history now. Gaming, the PS2, and others games, showed me a door into worlds I have never seen before. Pretty worlds.

The funny thing was that during my early gaming days, what truly captivated me about videogames, wasn't necessarily the fun, I had plenty of fun of course, but I was a kid back then so everything was fun to me, in that sense this was just another kind of fun.

Then, what was the trick that got me into videogames? Well, precisely that: the world.

This was an artform way beyond anything I had seen before.

Interaction was flawless in my mind, it felt like a was traveling through the screen into something completely different to what my surroundings were.

Like a portal into a new dimension where everything was… beautiful.

Spy Hunter may not look like much today, but my kid version sure loved it.

You look at that picture and you can easily guess that it's an arcade game with a racing mix.

Yup, it is, pretty damn fun (try it) but it also introduced me to places that I didn't even had the idea existed in the world.

If my memory isn't failing, that first level is set in Berlin.

I have zero idea how to hell Berlin looked like back in the day, so this for me was the true Berlin and it was beautiful.

White clean roads with lush yellow-ish forest on the sides, with huge mountains on the background that closed the borders of the level with great magnitude, as well as various city/town levels with underground roads and functioning metros.

I was blown away.

This? This was art.

This was my greatest and probably most profound artistic moment that shaped the way I would look at the world for years to come.

Sounds a bit too dramatic? Like a hyperbole? Well, take it as you'll like, but it is dramatic for me, well, it was a dramatic showcase the first time I saw that game.

And things got even better after that when I meet FPS games.

Spy Hunter was great, yet, the arcade style of gameplay and fast-paced action meant that I couldn't stop and just enjoy the scenery, some levels even had time limits.

I just wanted to stop, get out the car (which is not possible) and just walk into the goddamn forest.

Let me do that! Well, first-person-shooters let me do that finally and my first FPS was probably the greatest FPS that the landscape-craving mind of mine could have.
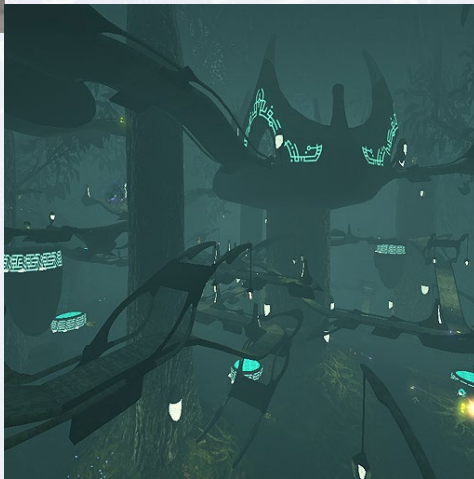
Unreal Tournament 2004 set the bar to pretty much all the upcoming FPS games I would play.

I'm pretty sure some lots of you have played Unreal Tournament in one way or another.

Pretty much all the PC community went crazy when Unreal came out, but sadly I wasn't even born yet.

Still, I did get the chance to play UT2004 in like, 2008 or something, and oh boy was it glorious.

This game was my cocaine back in the day.

I would play the crap out of it.

Picture a 6yo kid playing this game during the entire day with a big grin on his face.

My family did and they didn't like the idea that much so I couldn't play the entire game… only the entire morning and boy, thanks grandpa for letting me play without thinking I would become a failure just because I enjoyed games.

Thanks to UT2004, my dream to walk the ground of those beautiful landscapes became true.

If you missed the golden days of the Unreal Tournament saga, you'll probably won't feel as passionate as I feel when I talk about this game, but just take a quick look into the maps and you WILL see the kind of level design this game had.

As a matter of fact, I encourage to play it.

Unreal Tournament 2004 was beautiful no doubt, but I didn't stop there, I actually went a play some other great FPS games, among those, Counter Strike Source.

Considered to be the black sheep of the CS family.

CSS introduced me to the Source engine and thus, to some of the finest water graphics and reflections I had seen back then, yet, what I actually love more was that this was probably my first touch of a gaming community.

Unreal Tournament wasn't a very popular game after 2008, it was, sadly, slowly dying into a pit of abandonment.

Counter Strike on the other hand is probably one of the most played game sagas of all time.

Pool rules: The Pool rules, period.

The thing is, Counter Strike was (probably still is) extremely popular in Latin America for some unholy reason that I'm not exactly sure why.

Maybe thanks to how easy it was to get a pirated version that would still play on server.

I don't know, but I played multiplayer and I loved it.

I sucked at it, that's for sure, but guess what? My favorite part of the game was actually dying.

When you die you get the choice to follow others players cameras, but you also get the choice to free-roam noclip style and I loooooved doing that.

Italy, Dust, Savanna, Favela, Mansion, Snow, Pool, Inferno, Aztec, etc; Geez, I played a ton of CS maps both official and custom made, yet the custom made was where my loved for exploration was born.

Gameplay wise, CS is fun, but the gameplay just didn't click on me on the long run, but the Source engine sparked a love that would go and grow even more.

Guess what game would truly shine that love on my heart?

U n r e a l T o u r n a m e n t 2004 and *CSS* were really fun games with awesome maps, but the thing is, those maps just existed as a device for gameplay.

They sacrificed visual and level design freedom for balancing purposes.

After all, their main setup was the competitive multiplayer, but Unreal changed everything for me.

The original Unreal, that game so pretty and beautiful during 1999 that it blew everyone's mind.

Now it looks like a piece of gum that got melted with some colors (and I loved it) yet, back then Unreal was probably the Crysis of 90s games.

Before Can it run Crysis? It was Can it run Unreal? So, with that you can make an idea of how truly fantastic this game was visual wise.

Yet, both Unreal Tournament 2004 and CSS look superior on the graphic department, but like I said before they truly were not meant to be taken as exploration-adventure games.

Unreal on the other hands embraces exploration and landscape design.

Yes, you heard me, dear reader, I'm not saying level design, I mean landscape design.

This article explains perfectly well what it was to play Unreal back then.

Unreal maps/levels are not just meant to be a form to go through the game enjoying the combat and killing some weird-looking aliens.

Unreal levels are meant to be savored.

These levels are downright gorgeous and I dare to say that the second level of Unreal, right after escaping the ship, is probably alongside E1M1 the greatest level of all time.

Period.

Unreal levels were just not levels, they were beautiful landscapes that you could explore with joy.

Since the first level, you were rewarded in the time you took at exploring the prison ship with various helpful items.

As a matter of fact, all levels reward you from exploring, which immediately sends your brain the idea that: I should explore this a bit.

This was the first time that a game was making me feel nice for going away from the original path.

It was great.

Unreal is also long as heck, and some levels can be quite harder and some are not as cool as others (looking at you Return to Na Pali) but the overall game is pretty much a masterpiece in my opinion.

I could keep talking about games that molded my passion towards gaming landscape, or as JP calls it: *Game tourism* but now after this introduction, I want to show you what has truly allowed me to escape the reality that surrounded me.

Now, all these years later, that sense of exploration has been quite softened.

Most modern FPS's in the AAA genre still make gorgeous levels, but as usual, centered around the much dominating Multiplayer mode, yet, is not that they are bad, is just that… I don't feel that sense of wandering as much as I did before.

Call it age, call it saturation, or maybe just sheer boredom.

I can't say I play every single FPS title that comes out, but most that I do, I just do for the fun.

The last game that actually made me gasp in awe was Metro Exodus, one of my favorite modern games ever.

Yet, after the excitement calms down and the dust settles, what's left?
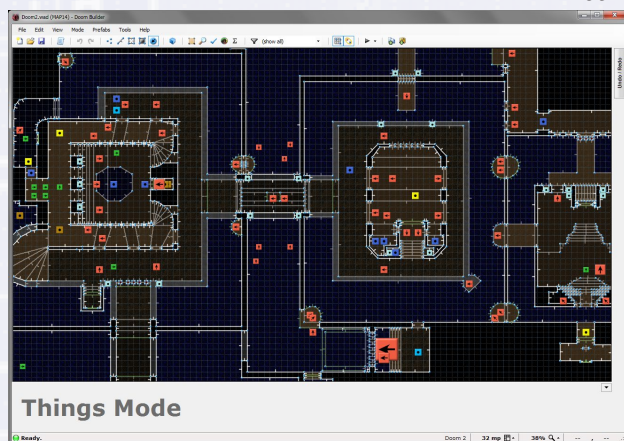
Doom is left.

The Doom Era

Sorry if my long introduction bored some of you.

I may have taken my time to get to the point, but I believe it to be a necessary introduction into what truly will make Doom shine among the rest of games, even if its old as hell.

Doom is, on its natural state, a very simple yet almost perfect FPS game.

The general consensus is that among the IWADs, The Ultimate Doom possess the best level design, with Knee-Deep in the Dead considered as the best one in most cases.

Well, one thing is for certain, the Tech-base style of Episode 1 is without a doubt the most influential theme in the entirety of the Doom community since the first ever WAD.

And that's the beauty of it.

Doom original levels were freaking fun but naturally may look outdated in the current year.

We are talking about a game that is soon-to-be 27 years old and a game that will still be played even after 30 years.

Heck, I see myself checking Doom in 50 years.

Episode 1 of The Ultimate Doom is probably the greatest starting point for this community.

I mean, it is indeed the starting point of at least an 80% of the people that have played Doom in all these years, but not only that, is also the point from where the community of mappers decide to take off and create their own re-imaginings of what Knee-Deep is.

But mappers have to start somewhere, right?

Origwad, considered to be the first ever PWAD in Doom history.
It's just two rooms and a few demons.

Now a days most modern players may take or play custom maps as granted, just a simple skill that takes some time to develop.

Yeah, sure, but have you ever looked behind you and see where it all started? Beauty is like a flower, first it needs to set roots, for when the time comes it shall blossom like a universe in your hand.

For a blossomed flower blinds even the most critic of eyes.
Eviternity

Doom is the canvas; the map editors are the colors and tools and the mapper is the artist.

With that beautiful synergy between creation and creator, you have things that have just kicked everything out of the park.

Doom WADs have evolved, big time, since 1994, 1993 if we count the original IWAD.

When I started my journey into Doom, I was already considerable old, like 14 or 15 years. My first taste of Doom was with the black sheep of the saga, Doom 3. Nonetheless, I enjoyed the game and truly feared it for its diabolic art style and dark levels, but on the other hand, it really didn't spark the exploration curiosity that I was trying to find. Yet, thanks to the not-so-respected BFG Edition, I finally could try out the originals, the classic Doom games and see by myself what this 90s era was like. Lucky me, my gaming mentality wasn't closed to old-school videogames, as a matter of fact, I wanted more old-school games, so this was, indeed, a welcoming experience that I enjoyed quite much. Forward in time, source-ports came into action, forward a little bit more in time and the best thing ever happened.

Once I found out about the /idgames archive, there was no coming back.

This was it; this was the biggest, greatest and most fascinating repository of custom maps (and a lot of other custom stuff) that I had ever found.

Still, to this day, I genuinely believe in that the Doom community is the greatest modding community of all time.

You can get, quite literally, lost in this ocean of custom content, but above all else, in this glorious dimension of WADs, the famous file that allows to play custom-made maps on the original Doom engine games.

This is where my Doomed journey began.

This is where I would find not only an absurd amount of fascinating content, but a lovely community of welcoming veterans and cheerful newcomers alike.

This was the game that would help me go through life in these unhappy times.

Thus, I dived into this brave, new world.

Like a well-mannered modern pretentious cunt, my first ever WAD, that I can remember, was none other than **Scythe**.

The first map that would launch me into a craze of pure madness and joy.
Pic taken by **Kmxexii**

And it was freaking great.

Scythe was just a taste to come, for I don't remember exactly when or how, but once I knew about the existence of the Cacowards, I just went batshit crazy.

All the WADs I could play in a lifetime? (or about 3 decades content-worth) and everything for free?! This was heaven.

Still is heaven.

I have always been fan of community content.

Been a lover of Steam Workshop, I found myself looking more and more into the eyes of the modding community in all sorts of games, yet, despite that, I really never felt truly satisfied with what I found.

Probably another modding community that I cheerfully enjoyed was the Left 4 Dead 2 mapping community, but dear lord, once I found Doom, I just married it.

But why is that? And what has all this to do with escapism and Doom? Well, that's what you are about to see.

Doom is, in many ways, extremely open to re interpretations.

If you have the skills and patience, you can create things that look like either completely surreal or absolutely beautiful, or both.

Thanks to both the adaptive capabilities and extra skillful hands of various coders, Source-ports exist, which not only allowed me to launch myself into the world of Doom WADs with ease, but overall improve my experience while playing.

The Doom engine, in a way, possesses a charm that is very hard to replicate.

Even Unreal, that despite the entire love I have for that game, the gameplay lacks some extra polished that would benefit the game from a more modern point of view.

Doom, on the other hand, has us to polished like a beautiful, unparalleled diamond.

And this is where I've lost myself.
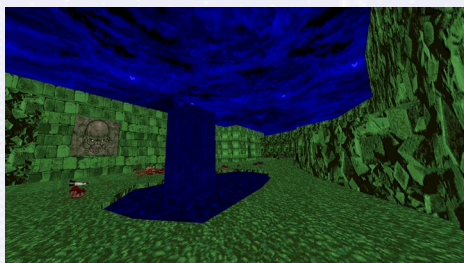
All I needed to do was google Doom WADs, search for a few minutes, find one that interested me, search on /idgames, download, drag it and drop it to my source-port, ???, profit.

It was just great.

I loved dearly the simplicity in how everything worked.

There was a time were this wasn't as easy to do, but now, this is so easily done and fast that it almost feels absurd; plus, the .wad files on themselves don't weight NOTHING compared to how stupidly big modern games are.

Looking at you, CoD…

On my first journey into this new world, I have to admit that I really wasn't paying much attention to most of the WAD scenery that I found.

Since I tried to start from the first to the last (probably one of the reasons why I embrace vanilla design so much) I started with very simple WADs that don't look like such amazing things compared to the beast that we enjoy now.

But worry not, I did end up playing some of those magnificent creatures that we can call masterpieces (or Cacowards).

Slowly but surely, I started to discover that what I was playing was much more than just a way to pass my time.

It was like tasting by hand the food that somebody else did for me.

Like walking into a restaurant, you sit down, asked for your plate, wait just a moment, bang, the plate is here, time to taste it and… oh, it tastes so good.

This is one delicious dish, but above all else, this one great restaurant where you can get everything you want.

Just ask.

Seriously, just ask, in over 26 years, there's plenty to try out.

That's what I did at least, and that's how I got here.

With time, my passion starting a big fire that right now, I'm pretty sure could make any other of my flames feel ashamed in comparison.

The love I share for Doom is one that has evolved into many different factors, and one of those is the beauty that allows me to be in another world.

That is, the jump into a map that, looking simple on the outside, brings so much more in the inside.

Once I got more involved in the overall interactions with the community, there was no coming back.

This is it; this is Doom, this is what I want, I said to myself, and now, a few years later, here I am, writing about why this game allowed me to live my dreams of exploration.

All I ever wanted was to go far and go away; beyond the veil and over the horizon.

A place where no man has been and no eye has seen.

Doom makes that wish a reality by showing me thousands of worlds where the eye can shower in pure delight and wonder.

Dreamscapes, if you wish.

Doom maps are not only for the destination, but also for the journey.

All my years looking for the next Unreal experience in my life, and I finally found it.

The name was Doom, and despite the gloomy hellish title, it was a blessing to me, you could say almost a miracle.

Here it was, a doorway, or stairway (to hell?) that allowed me to reach the greatest height that I could wish for.

All this thanks to one fantastically designed piece of engine and thanks to the great, amazing efforts of the community out there, making sure that this game takes all the love it deserves.
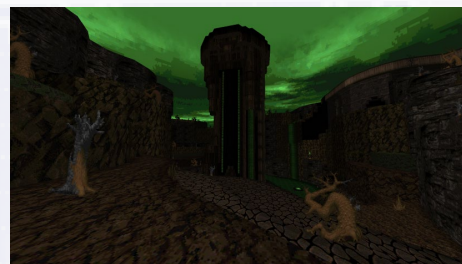
I encourage you to take a different point of view when playing any WAD that you want to try after reading this.

Don't look at it as just a way of communicating gameplay, but also see beyond the mechanics and appreciate the intangible essence.

That which we can only look.

Level design must take a lot of factors into account so it can be successful at making the player have a good time, but I got a secret for you regarding my own enjoyment: I sometimes just enjoy looking at the map.

This may be one of the reasons why I started my own screenshots/review archive but is also one of the reason why I tend to have such a good time with almost every single WAD that I play.

I must admit, I'm not much a critic myself.

I see something that I like and I will try to focus on that thing so I can at least enjoy myself while playing it.

This may or may not be a negative thing, but for, it has work quite well.

Hence why I enjoyed the WAD world so much.

The variety is insane, the detail is pure sadism, the layouts are so diverse and some are so great that it feels like a whole new game.

So much, so good.

Almost three decades later, even one of the OG creators keeps making maps for Doom! Damn!
SIGIL *E5M7*

The amount of work that has been done with level/map editors is insane, but so are the map makers.

Since the 90s to the 2020s, they still won't give up Doom and keep pumping such quality that my mind just gets a wet-stroke.

Do I want to go to the red planet and see Mars with my own eyes? Just need to look for the right WAD.

How about something more purist? Just search for the thousands of Tech-base styled maps.

Maybe something different, something crazy? Plenty of absolutely nutty maps out there.

All right, something more grounded, leveled to Earth? There's quite a ton of urban/ Earth themed WADs that shine with pride.

Okey, okey, how about something that feels like dimensional travel? Oh boy, you got some surprises coming for you.

Fuck it, give me something like a forest or a green map? Yup, there's also that.

Get the point? There are entire worlds out there!

Plenty of stuff to play, plenty of stuff to enjoy.

Doom is the key to the door that lets me gaze into beautiful pieces of art, but better yet, it immerses me on them.

For that and much more, I will always look at Doom with a wonderous eye.

Like an explorer aboard a ship, looking far into the unknow horizon that stretches beyond the scope of his eye.
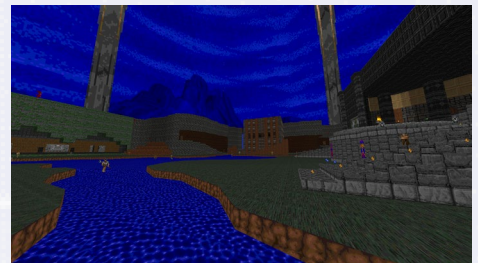
There's even Heretic for those dark-fantasy driven Doomers out there!
Call of the Apostate for Heretic *E3M7*

Here, I'm finally free to escape this mad place, enjoy the goodness of just some fictitious, yet, real enough worlds, where I can have some great fun and sense of wonder, something that real life lacks for me.

Every once in a while, I just like to look at maps and wonder: How would it be if this was real? Sure, demons aside, I'm pretty sure I would be having a great time exploring worlds like those that we can find on Doom WADs.

Heck, if you really want to sense the solitude and peace of exploring Doom maps, just look for any Deathmatch maps and enjoy the silence while you explore combat arenas that lack anything living, but you.

It's almost hard to believe that these beautiful settings are home deadly combat.

To live is to dream.

While sometimes I may spend my day rambling about the disgraceful state of everything around me and the constant misery of this god-forsaken land, sometimes I also just like to sit down and enjoy the view.

But what view can I enjoy? What else is to see that I haven't seen? Well, here, not much, but there, in that game that crumbles right into the abyss of hell, there I can see things where no mere eye can go.

World that despite being, clearly, a foundation of fiction and virtuality, feel so real to the imaginative touch of my hand.

Like a dream, a good dream, sometimes we don't want to end, but we still wake up and feel the sun on our face.

Escapism works like that too.

It's just a dream, a place where you can feel and sense the surrealism of a machination made by an artist.

Like dreams, there's no limit to what you can feel, to what you can sense, to what you can live.

Sure, it ends, like all dreams, there's a moment when you have to wake up, but when I'm in Doom, I really don't need to wake up.

I am wild awake, completely sure of what's to my left and what's to my right.

I see the walls and I hear the streets, but right in front of me, lies a computer.

A device hated by most family members that go over the 40-year span, but loved by those that seek for something different than the usual conformism and denial.

Well, ironic.

One could say that escapism is, in a way, also a form of denial, yet, when we are sure that what we are doing is not real, yet still feels like a better place, what are we accepting? The denial, or the happiness that brings? Both a positive and a negative effect, is that escapism is the acceptance that what we are enjoying, is… well… not real.

Thus, we strive for further world where imagination can be set free.

Even if is only that, a work of imagination.

I can't really say that this is blissful ignorance, for, at least on my part, I am well aware of where I live and to where I escape.

A game.
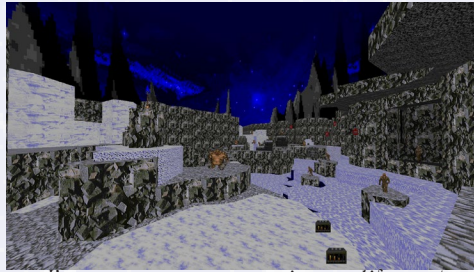
I've never seen snow in my life, yet here, here it is in all its 90s glory for me.
Circle of Caina. *MAP 06.*

Doom and the community have managed to create a landscape where everything can become a reality.

Even the **cool looking slopes** and **non-Euclidean geometry** can be done if you have the skills for it.

With time, I'm pretty damn sure that both the mappers, coders and the source-ports themselves will be capable of creating even crazier and cooler stuff.

Just look at our history, each year has brought a different surprise that manages to endure for a great legacy.

What once was impossible, became magical, and what once was magical, became ordinary.

Doom maps won't stop amazing me probably never.

Mostly because I'm just an egg yolk compared to the full-grown veterans that have lived this game history since 1993.

I have still too much stuff to try and too much stuff to enjoy, and that fills me with excitement and wonder for what's to come.

You, dear reader, dear Doomer, you may look at Doom with different eyes, with a more grounded point of view where there's plenty of fun and simplistic yet joyful mechanics, but you, dear reader, dear Doomer, you may also look

at it like an expression of a different form of art, one where there's so many colors and so many different styles that it is impossible to just encapsulate it into one single genre.

Doom is a landscape.

A beautiful and constantly evolving landscape where your eyes can have a good time and just flow into a different current.

Like a beautiful panorama of the Rocky Mountains, there's as much depth and beauty as your eye can see, and more.

Don't stray away from the magic that a map is; its level design, its layout.

Go further beyond and explore, sense every step and every cranny.
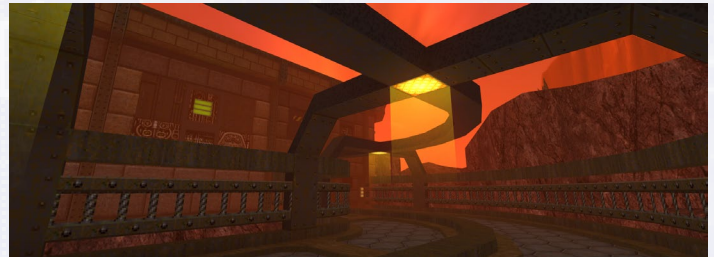
*Yes, you can also make things look real. From* **Dragonfly's 3D Slopes tutorial.**

Feel what the map maker was trying to achieve, whether it is gameplay or a visually outstanding style.

Just enjoy it, just escape into it.

D oom is the perfect videogame for escapism into new, delightfully unique worlds.
Hell, mountains, deserts, tech-bases, Mars, the Moon, Earth, Mesoamerican culture,
dreamlike states, fantasy world, cities, towns, villages, corrupted bases, space stations,
Lovecraftian maps, horror maps, toxic wastelands, post-apocalyptic, cyberpunk, anime themed,
parody, jokes, crazy Cyberdemon buttholes, inside a computer, inside a simulation, forests, snowy
lands, dark castles, marble palaces, blue oceans, black worlds, sinister worlds, happy worlds. I
thank both Doom for offering the space and the community for filling the space with absolute
beauty. I thank you for allowing me to be the explorer I've always wanted to be. The best part is
that I'm not even halfway there because there still is so, so, so much more to discover.

Now it's your turn. Go explore, go and escape inside the worlds of Doom.
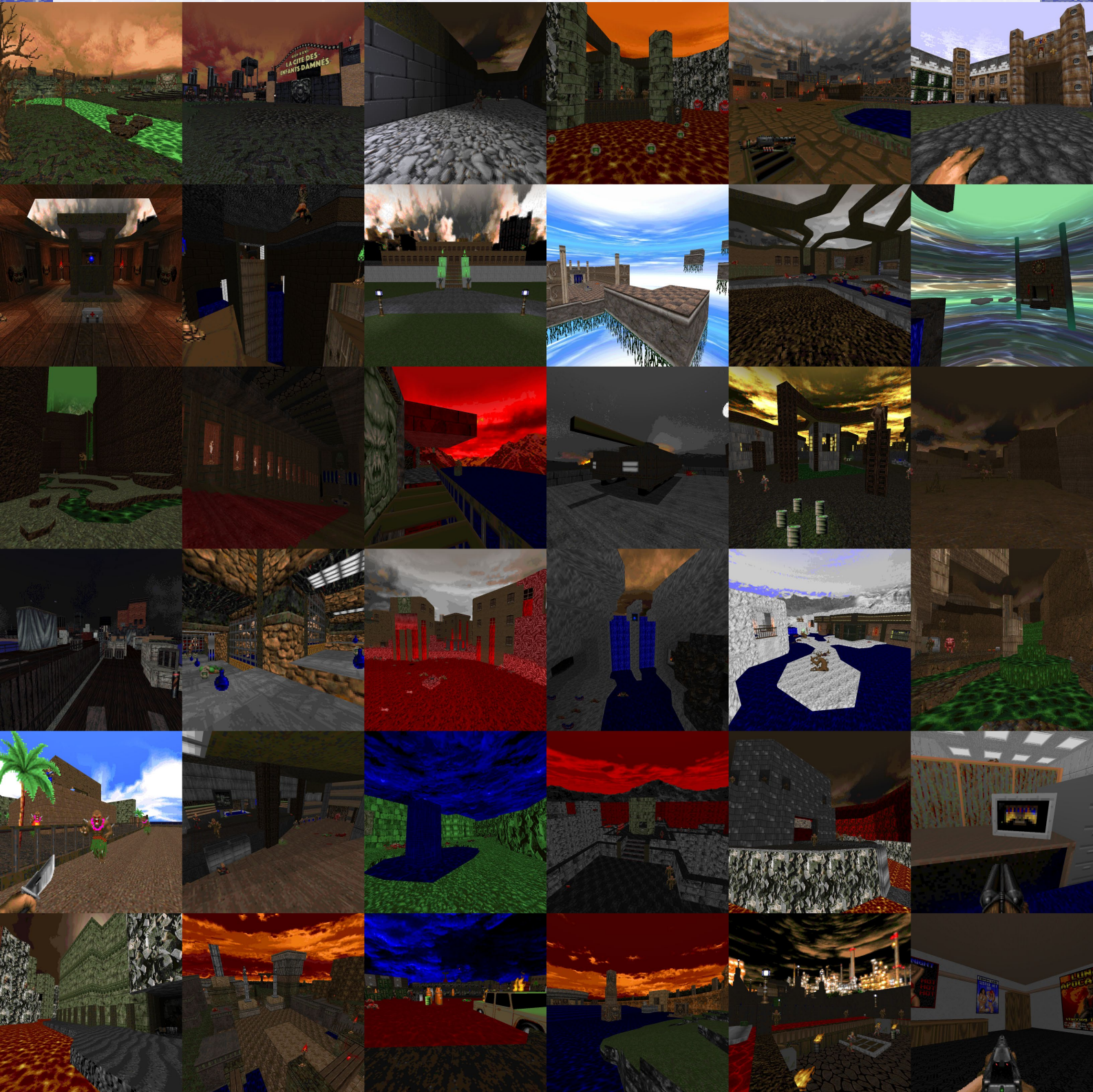
Some of the dozens of maps I have played and enjoyed this last 3 months.

THE ART OF SOURCE PORTS

Introduction

When DOOM was released in 1993 for the MS-DOS operating system, it revolutionized the world of first person shooters forever, not just in terms of graphics and technology, but also its top notch gameplay and elements that we still happen to see in many first person shooters today. However, certain limitations limited the future capabilities and the potential that the Doom engine had that we take for granted today. Thus, I present to you the article, The Art Of Source Ports.

The Origins

Of course, we need to begin with the versions that started it all and changed FPS gaming forever; the original releases of Doom (1993) and Doom II (1994). Doom and Doom II were released primarily on DOS-based operating systems, but were later officially ported to many more systems such as OS/2, IRIX, Solaris, macOS, Linux, and NEXTSTEP, which was also used to develop DOOM's graphics engine.

All of these ports varied from version 1.0 to 1.9 and were released throughout the course of early 1994. All versions rendered at 320x200 resolution and it depended on the hardware on how the game would play or perform.

However, even with much more powerful hardware, Doom itself had limitations inside the game, one of which is the amount of sprites limited to the player's view. At the time, they were limited to only draw a maximum of 128 sprites on the player's screen, and it cannot exceed that number.

Another notable limitation is that the drawsegs (which is pretty much the renderer of the maps in Doom) will not render more than 256 Segs in the screen, meaning that the further parts of the map will disappear or will not be in the player's field of vision. Other prominent limitations include being able to only use or activate 16 buttons in a single map, the limitation of only 30 active ceilings, savegames being limited to 120 kb, and many others. Exceeding these limitations will result in the game crashing or the player seeing undefined behavior in gameplay.

Ports and Windows

After Doom and Doom II became such successful hits on 90s operating systems, Doom was in-demand to be ported to various consoles during the time, this included the Super Nintendo, Sega 32x, Atari Jaguar, Playstation, 3DO, Sega Saturn, and many others.

Nearly most of these ports usually lacked a few levels from DOOM and

DOOM II and lacked some features from the original.

However, new features were implemented in some console ports, an example of this being the addition of new music in the Playstation 1 release. Not only was DOOM in-demand to be on consoles, but it was also featured to be available for Windows 3.11 operating system under the title of "Windoom" but it never saw the light of day as an official release. However, the concept of Doom for Windows operating systems was still in demand by Microsoft.

The concept of the port for Windows was so well received that Bill Gates even considered buying id Software. This port ended up being "Doom95", based upon the code base of WinDoom and was officially released in August of 1996 and had mixed responses due to the game's average performance and the wide assortment of bugs under the Windows 95 OS. This included bugs upon the overall gameplay, bugs and issues with the automap, issues with the compatibility with newer operating systems and new hardware, and many more.

Source Story

4 years after the release of the Original Doom for MS-DOS Operating, John Carmack, Co-Founder and Programmer of ID Software, released the Source Code for Doom to the public under non-for-profit license, and later for GNU GPL license.

The interesting story behind the release of the Doom source code was that it was not based off of the original MS-DOS version of Doom, but rather the Linux port programmed by Dave Taylor in 1994.

This was because there were many legal problems regarding Doom's DMX Sound Library. The DMX sound library was used to provide proper and accurate sound and music playback. This was considered a big issue since the original MS-DOS version of Doom that used it was not allowed to be released to the public due to copyright infringement concerns.

Because of this, John Carmack instead released the source code from the Linux port. Both the MS-DOS and Windows Source code were never released.

First Source Port

Not long after the release of the Doom source code to the public, DOSDoom, the very first DOOM source port, was released for the public on December 23, 1997, just 5 hours after John Carmack released the source code! DOSDoom was developed by Chi Hoang and a small team of developers.

It primarily introduced a lot of features that we take granted today, which included freelook, jumping, translucency, and a lot of new technical capabilities and gameplay advancements. DOSDoom would serve as a fork for future source ports such as Boom and Doom Legacy.

DOSDoom was also the first source port to integrate scripting languages for modders in the form of DDF and Radius Trigger Scripting, making interesting and complex maps much easier to make. The final version of DOSDoom was released in 1999, before serving as a base port for EDGE. DOSDoom is still considered to be one of the most influential and important Doom source ports of all time.

Emergence of ZDoom

Only months after DOSDoom, ZDoom emerged. ZDoom was a source port developed and maintained by Randi, Graf Zahl, and Bluzut3, all prominent members of the DOOM community. Originally based on 2 older source ports, ATB Doom and NTDoom, ZDoom has been considered to be one of the most technically advanced source ports in the entire timeline of Doom. It introduced even more features and capabilities to the DOOM engine.

Support for all idTech 1 games

ZDoom supported a lot of games based upon the Doom Engine. These include Heretic, Hexen, Strife (not until Vavoom had a crack at it first), and many more idTech 1 based games. It even supported most editing features from these games.

The removal of most DOOM limitations

ZDoom also removed most of the limitations present from the original vanilla Doom Engine.

These included the removal of the 128-Sprites on screen limit, the removal of the drawsegs limit, meaning it can render much more detail from afar.

### New gameplay improvements and mechanics to the DOOM engine

Aside from support for most formats, ZDoom also featured gameplay improvements and mechanics from DOSDoom such as freelook and even added newer mechanics and improvements such as 3D floors, Colored lighting, Decals on walls, ability to enable chasecam, crosshairs, jumping, swimming, and many much more.

Support for advanced modding

Mod Support was also vastly improved for ZDoom. It featured support for a wide array of scripting languages. These included ACS, UDMF, FraggleScript, and a new scripting language called "DECORATE". "DECORATE" is a scripting language that made the creation of new weapons, props, enemies, and effects much easier to code.

Stand-alone DOOM mods

Specific mods such as Action Doom II and Hacx specifically required you to play it on the ZDoom source port as these mods use the many technical advancements of the source port.
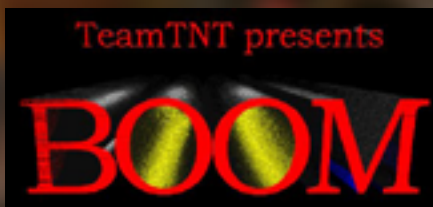
Boom and Edge

Boom

On the basis of DOSDoom, Ty Halderman from TeamTNT (yes, *the* TeamTNT) released the now deeply influential Boom source port. The original aim of Boom was to make a DOOM experience that is close to the original while still improving the featureset. It featured a new De-HackEd standard called BEX, custom colormaps, deep water effects, scrolling textures, silent teleportation and also removed most of the hard limits of the original DOOM engine, like the sidedef, linedef and visplane limitations. This gave way to mappers to express their level designing visions better and allowed for very complex geometry. Boom was succeeded by lxDoom, made by Colin Phillips and MBF, which was made by Lee Killough.

EDGE and 3DGE

EDGE (sometimes referred to as 3DGE) was a contemporary of Boom, and had it's development started before it's parent, DOSDoom v0.55, even officially released! It was one of the first adopters of rendering via OpenGL and introduced a scripting language called RTS. There was even talk of merging multiple of the more advanced source ports of that time into the Open Resource Gaming Engine, or OGRE.

These plans unfortunately fell through, despite becoming so popular as to reach the attention of John Carmack himself, who signed up to the OGRE forums and gave some ideas of his own. As for EDGE's future, it's looking pretty grim. Much of the mind-share has been occupied by ZDoom, due to the instabilities of EDGE and the more advanced featureset of ZDoom.

As EDGE's popularity was starting to fade, a new fork of EDGE was released called 3DGE. It brought along many previously requested additions, such as GLSL shaders, support for the UDMF map format, .png sprite patches and more commodities. In its prime, 3DGE saw a number of interesting releases such as Dream3DGE, which was a port of 3DGE to the Dreamcast.

Marine's Best Friend

Lee Killough, who worked with Ty Halderman on both the Boom source port and TNT: Evilution, created his own source port called MBF, which stood for Marine's Best Friend. It was a direct fork of Boom, and its biggest feature was AI companions in the form of dogs. MBF has remained essentially dead since a couple of years after it's initial release, but the MBF port lives on through Fabian Greffrath's Woof!, which brings 64-bit support to the now outdated engine, along with some QOL stuff and bugfixes.

Strife on Source

The first source port to run Strife

Back in 2000, people had no way to play Strife outside of using a DOS computer or DOSBox, since the Strife source code wasn't public. That, however, was about to change with the release of Vavoom. It brought along many features, such as support for Hexen's mapping features like hubs and ACS, support for the DECORATE scripting language, translucency, VavoomC (inspired by QuakeC), and many more. But none of them are what keep Vavoom in the mind-share of many Doom players. The most prominent feature of Vavoom was Strife support. Unfortunately, this support was not without its graphical problems, like

the bugged out skybox and missing textures in certain areas. However, the somewhat beta Strife support still gives Vavoom a big historical relevance, and the early PS2 era quality model pack gives it laughing stock relevance. I'm pretty sure it was good looking back in the early 2000s, though.

CS Doom Legacy

After the days of Doom Multiplayer with applications such as Death Manager! and Dwango. In early December of 2001 saw the release of csDoom, a multiplayer source port based on ZDoom version 1.22.

Developed and programmed by Sergey "Fly" Makovkin. csDoom was a multiplayer source port intended to replace ZDoom's peer-to-peer code with functioning client/server multiplayer protocols.

However, the source port was met with heavy criticism due to Fly not wanting to release the source code of the port. However, after pressure from the community, Fly released the source code. However, the source code revealed some interesting things: a hard ban on one user's IP address, and a programming backdoor that would give access to any server if they had or had a variation of the nickname "Fly".

Because of these discoveries, Fly had received a large amount of backlash and ceased development in January 2001, citing a lack of time to develop csDoom.

Sergey's contribution to the DOOM deathmatching community has lived on through csDoom's direct descendants, Odamex and ZDaemon, which are some of the most widely used multiplayer source ports today.

Zandronum, on the other hand, traces its roots from Skulltag. The focus of Zandronum is bringing many new game modes to DOOM's relatively dry multiplayer options, like Capture The Flag, Team Deathmatch, Last Man Standing, Survival etc. It also supported a lot of (G)ZDoom's advanced features and even more improved netcode.

The Modern Era

For all the drama surrounding GZDoom's lead maintainer Graf Zahl, there isn't a single DOOMer that doesn't look at the humongous amount of work that has been put into GZDoom and not feel a big amount of respect. GZDoom has such a big feature set that some creations can be so beautiful, they are on par with modern games.

GZDoom also has support for gameplay mods like Brutal Doom, Death Foretold, Demonsteele and many more amazing creations from the community. GZDoom changed the face of Doom modding as it introduced even more advanced modding tools that let map makers create almost brand new games within the engine.

Some of the stand out examples include Brutal Doom, Doom Slayer Chronicles, Bastion of Chaos, The Golden Souls Series, and many more created by the most passionate mappers and modders of the DOOM community. GZDoom proved to us the full potential of the Doom Engine.

It also proved that modding and mapping could be taken to the next level with its limitless capabilities and a whole ton of features. Overall, GZDoom, will always be considered to be one of the greatest and most influential source ports in terms of the DOOM modding scene.

Back to Basics

Rereleases on modern consoles and PC

After the release of many countless source ports we take for granted today, there were also a lot of official rereleases of classic Doom games to many consoles including 8th generation systems such as the Playstation 4, Xbox One, and Nintendo Switch as well as digital downloadable through Steam and GOG. Some are really great rereleases while others no so much. So here is a comprehensive retrospective upon rereleases on Classic Doom Games

The Ultimate Doom (1995)

The Ultimate Doom was an updated version of Doom released by ID Software for MS-DOS in April of 1995. It was a expanded version of the Original Doom that includes a all-new 4th episode episode, entitled "Thy Flesh Consumed" which adds 9 new levels to the original Doom game. The Ultimate Doom also featured the last and final official version of Doom to be updated, version 1.9. Aside from that, this version still incorporates the original Doom basegame and software, alongside with the original Software limitations.

Doom Collector's Edition (2001)

In 2001, ID Software released the "Doom Collector's Edition", a rerelease bundle pack including Ultimate Doom (1995) , Doom II (1994), and Final Doom (1996). These versions of the game also uses Doom95's executable as a base application for playing the IWADS, however, it did not include the MS-DOS Executables.

Steam Versions (DOSBOX) (2007)

By 2007, The Ultimate Doom, Doom II, and Final Doom was published in Steam store, running on a DosBox Executable, an emulator for MS-Dos based games. Minor changes were also introduced to this release, one of which is the removal of red crosses on health items (Due to legal concerns with the rights of the Geneva Convention), and instead replaced with pill-logos.

Doom 3: Collector's Edition + Resurrection of Evil versions (2005)

In 2005, If you bought the collector's edition for the Xbox or if you bought Resurrection Of Evil Expansion pack. It would have include a copy of both Doom and Doom II as well as an additional map for each ("Sewers" and "Betray")

The BFG Edition (2012)

In 2012, Doom 3: BFG Edition was released, and aside from the many changes, enhancements, and expansions for Doom 3, It also included a copy of The Ultimate Doom, Doom II, as well as the Doom II expansion, No Rest For The Living, developed by Nerve Software. One of the biggest problems in this version is that it includes randomized sound-pitching, which can be irritating at times when the audio seems off. Another problem were the previously mentioned new secret maps, which cannot be accessed anymore, regardless on what system you bought it for. However, the walls that activate as a secret exit still remain, but it will just put you back to the start of the level you were currently in (over and over again).

Steam & Bethesda.net edition

This is the version of DOOM that you will get when you buy it on Steam or Bethesda's storefront. GOG users seem to need not apply, as they don't get this new and cool source port. It adds true widescreen, support for DeHackEd, uncapped framerates, split screen and Ultra-Violence+. If you don't want to mess around with unofficial source ports, play this one. It's good for first time doomers.

Vanilla-ish

Chocolate Doom

As the DOOM engine became more and more complex through the means of source ports, a part of the DOOM community wanted a way to play the old school classics the way their creators intended on their new and shiny 32/64-bit computers. In 2005, their dreams came true with the release of Chocolate Doom, which ported John Carmack's wunderkind engine to modern architectures, along with every software limitation and crack in the engine. Chocolate Doom adds in very minor QoL changes such as a setup executable that also changes the DOSBox executable's settings. Inside the setup executable of Chocolate Doom, you can now turn on always run if you don't like having to keep Shift pressed down all the time.

Crispy Doom

Chocolate Doom is still widely used today among purists, but a very well-known member of the DOOM community called Fabian Greffarth (whom, if you recall, made Woof!) forked Chocolate Doom and created Crispy Doom, which added an improved rendering resolution, limit removal, brightmaps, mouselook and many more additions to bridge the gap between modern and vanilla gameplay. Crispy Doom is now the recommended source port to use if you want to record demos for the COMPET-N archives, along with PrBoom+.

Doom Retro

Doom Retro, made by Brad Harding, brings MBF and Boom support to an out of the box and immaculate retro experience. However, in its quest for freely adding features, compatibility with original DOOM demos is broken, unlike Crispy Doom and PrBoom+. Doom Retro also adds a Quake-like console, widescreen support, a WAD launcher and support for the SDL library, meaning it can be ported to almost any operating system.

Have you had trouble visualising all of that? Don't worry, we did that part for you...

Doom Source Port Family Tree
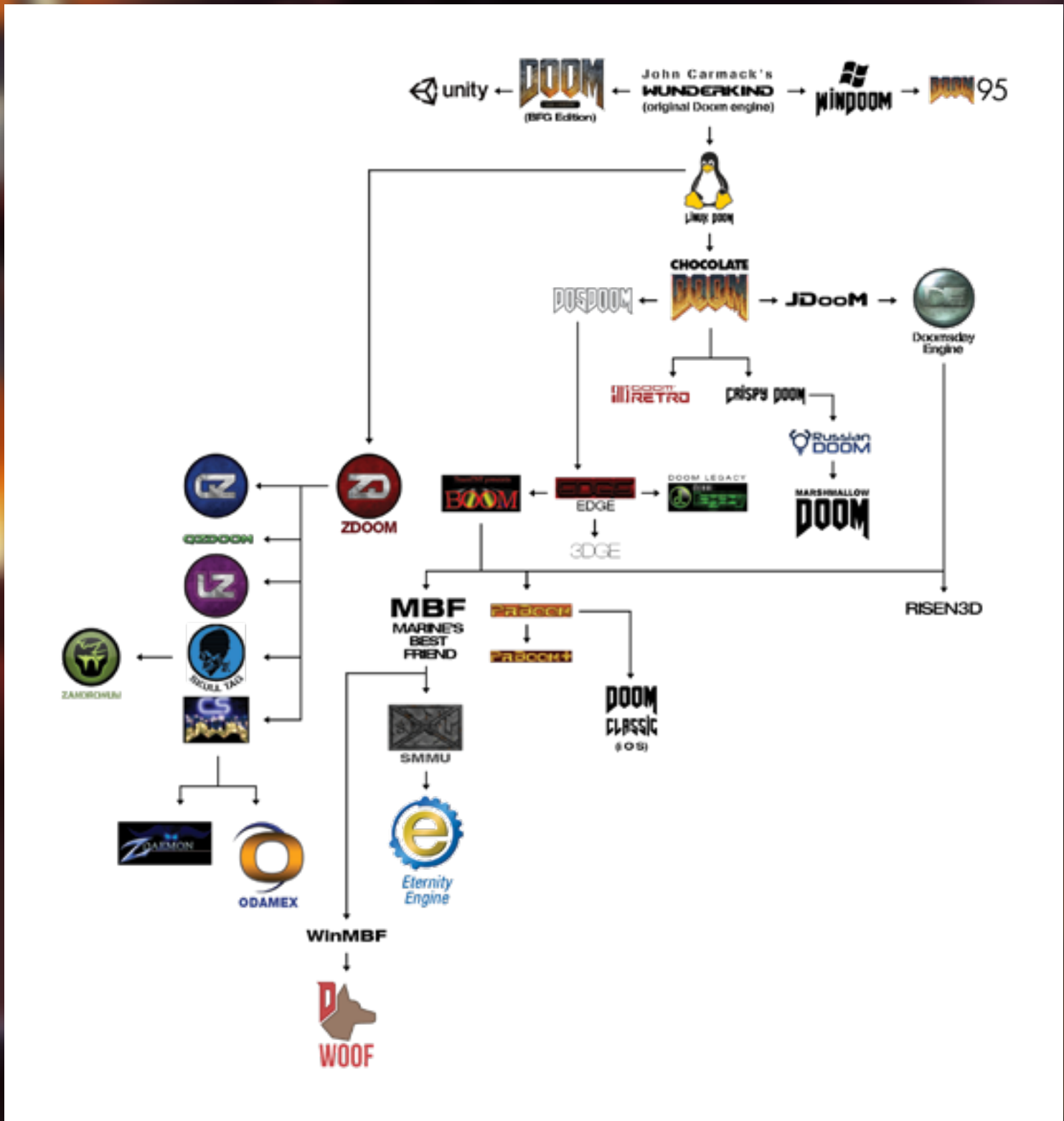
MAYKR FONT

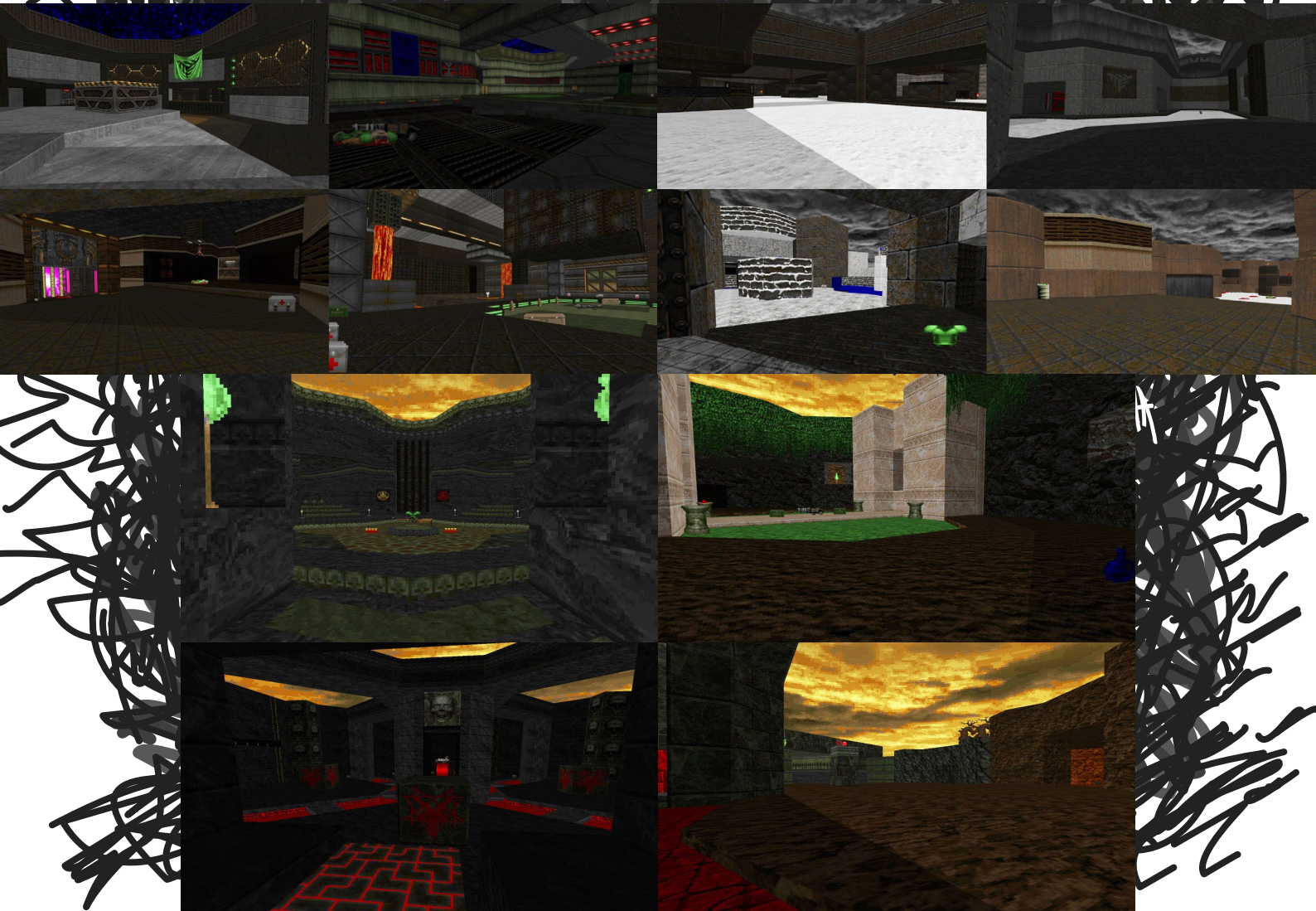## INTERVIEW WITH CARNAGEX

by Nikoxenos

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1000 LINES 2

COMMUNITY PROJECT

YOU KNOW WHAT THEY SAY... "LESS IS MORE" AND
1000 LINES 2 IS HERE TO TEACH YOU THAT!

LIMITS INVITE INGENUITY; LET CREATIVITY SATISFY
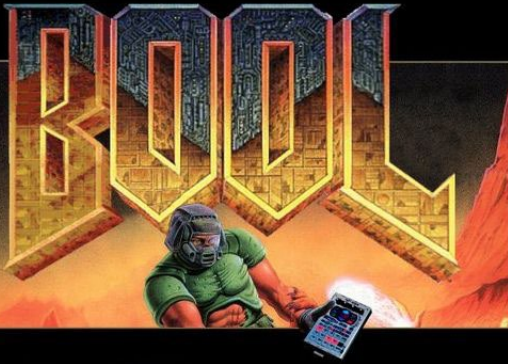YOUR THIRST FOR LINEDEFS!

1000 LINES 2 COMMUNITY PROJECT, THE SEQUEL TO
THE FAMOUS 1000 LINES, READY FOR YOU TO ENJOY!

When Virtual Concerts go DOOMy (an Interview)

By taufan99/InDOOMnesia Featuring **Likort**, **kwc** and **Reid**

KNEE DEEP IN THE BOOL

-First of all, it's a pleasure to meet you. Could you introduce yourself for all the readers out there?

kwc: Hey, I'm **kwc**, I'm from Canada, I conceptualized and organized the event/performers/set times and designed the maps.

Reid: Hi, I'm **Reid**, and I'm from England. I organized playback of the audio on the night, hosted and designed the site, and hosted the Zandronum server itself. Thanks for having us!

Likort: Hello, I'm **Likort**, from Germany, I did the Twitch stream for the event.

-Congratulations on the Knee Deep in the Bool (KDitB) events!
Virtual concerts have become a common thing among many event organizers as well as partygoers, following the COVID-19 outbreak.
Many of these rely heavily on streaming services such as Twitch.tv and YouTube's recent streaming service.
However, in this case, you have chosen to instead use Zandronum for both Knee Deep in the Bool (KDitB) events, which is a very extraordinary choice of conducting them. Do you have any particular reason(s) behind this?

Likort: If I remember correctly, **kwc** started revisiting Doom 1 and 2 and quickly got into community Wads and Megawads.
First he was just streaming for us in Discord while playing single player, later he encouraged us to play some of the Wads with him online.

Eventually he started making his own Wads, making little birthday Wads for people, until he came up with the idea of having a concert in a Wad, with actual people performing on stage, others running around, as well as a bit of monster spawning shenanigans.

kwc: The most important thing I wanted to achieve was giving folks an opportunity to feel like they were occupying a physical space. At the time, right at the beginning of this whole COVID thing, it felt like having a virtual concert sat right in at crossroads of being a novelty and being totally necessary. Not only was it the only option to play a show, but it was likely the only chance for most of us to perform together at all, we had people from all around the world. Doom was just a natural choice for me, low specs, inexpensive, well documented, intuitive controls, and with a ZDoom-based port, you can pretty much achieve whatever you would want for a thing like this, especially if you're inexperienced like myself ;).

-What about the event's name? Any background on this?

Likort: In this context, Bool is when our friend Tactilian sits in a Discord Voice Channel and plays his music or the music he wants to play at that moment. Other people in the server are free to join and listen. Sometimes there are Guest Bools, where other people of the community decide to play music too. A concert where our friends are playing music was a natural extension of that experience.

-How was the overall experience for you (and perhaps the team)?

Reid: I had an amazing time, it was such a great experience seeing everyone come together and listening to some great music whilst running around the map and having fun. We had a lot of great performers, including some of my favourite artists which was a dream come true.

Likort: I had underestimated the impact of the (first) event, had no idea how it would play out, so I got drunk with a roommate listening to the music while the PC was recording, trying not to touch anything (see tech issues below). As one would expect, chat was increasingly hard to follow the more the event progressed. Only the next day I fully realized what a blast everybody was having, and how being able to be "there" provided so much more immersion for the performers and attendees.
kwc: I was pretty stunned by the turnout, and I am VERY happy with the team. **Reid & Likort** are the true heroes here, I'm just the George Lucas of this project.
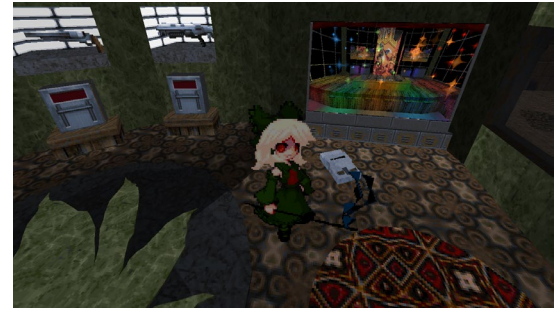
kwc: Standard mapping & wad editing stuff, UDB & Slade. Some of the features of the maps were using Server Commands to spawn monsters at key moments, make performers fly to reach spots that would allow them to access keycards which in turn woul allow them during their sets to control certain light effects, a hallway with digitized Album Covers of the performers, and Camera to Texture TV Screens in the Concert Hall and the Lounge.

Reid: The music for the event was not played live. I handled collecting the sets (mixes) from the performers which we then played back through Mixlr (an audio live streaming platform) on the night. Fortunately, Zandronum servers are easy to host so I grabbed a cheap VPS and set up the server using the WADs **kwc** provided, as well as some administration tools. I threw together a quick website with information about the event and some instructions to join, and tried my best to assist people who were having issues through our Discord server. **kwc** was the mastermind behind the map and much of the organization.

Likort: I streamed the client video and sound, as well as the sound from the Mixlr stream, to Twitch via OBS Studio with the help of Virtual Audio Cable.

Reid: We didn't really have much criteria, it was pretty open within our circle of friends, so yes the performers were all friends of ours. I think we're all open to the idea of others outside of our circle playing too if we host another event. The main constraint we faced was the length of the event, so we couldn't include everyone. It was pretty much first come first serve.

kwc: Funny that, the first event was fairly hand-picked at the beginning, it was a new idea within our friend circle so I invited all my buddies I knew would be willing to help me see something through. After the first event, I had a lot of folks DMing me asking if they could play the next one, so I had a few in the backlog for the second event. For KDITB2 I opened the signups publicly, first come first serve type of thing, and ended up having to close it after about 6 hours because we already had more people signed up than the last event. I don't have the heart to turn people down, so I'm probably going to just handpick people again for the next one haha.

Reid: We announced the event around social media and in Discord beforehand, and encouraged performers to post the event posters that we had made in order to try and spread the word. The audience was mostly made up of the performers themselves, people in our circle of friends, and friends of the performers. Strangely enough though, we had a random Zandronum player join. I guess the server was at the top of the server list as we had quite a few players. That was really fun and exciting to see, and he also mentioned that he really enjoyed the music too. It would be great to try and reach a wider audience if we do any future events
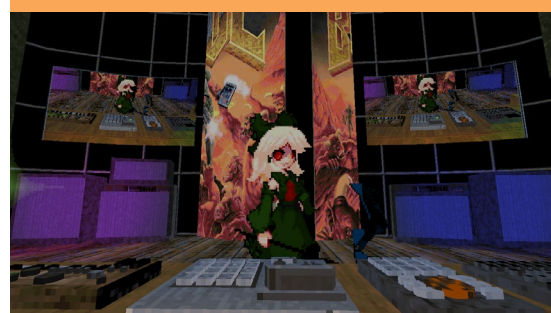
-Were there any issues during these events, and how did the team solve them?

Likort: People had issues especially on Mac to properly set up their clients. **Reid** was always there to help them.
During the first event, I was only using one computer, so the game was running on the living room PC. Due to the fact that the client stops rendering when you alt-tab, whenever I would alt-tab to read Twitch Chat or Discord, the stream would freeze. This was solved on the second event by streaming from a separate computer where the Zandronum Application always had the Focus.

Reid: Luckily on my end, things ran pretty smoothly! I got to enjoy the performances myself while I kept tabs on everything. I tried to offer support for people who were having issues as they came up.

kwc: It was a bit of a challenge managing set times between all the different time zones, at some point you're going to end up making somebody stay up until 5am on a weeknight if you're not careful.
The biggest one for me, though, was managing burnout when working on the second event immediately after the first, if you're new to this sort of thing make sure to give yourself enough time and measure your ambition!

-Any further plans and wishes for more KDitB events to come?

Likort: It all depends on when or whether **kwc** feels like it again. An all new map might be further in the future, a rehash could be pulled off without losing too much sleep.

kwc: Yep, I'll admit that I ran myself ragged putting together both of them in such a short time span, so I intend on taking a bit of a break on any new concert maps. KDitB3 will likely be in mid-late 2021 though, after this school year ends.

-Thanks for the interview! It's been a pleasure to be able to talk with you. All the best for the Knee Deep in the Bool team and next events!

kwc, **Likort**, **Reid**: Thanks for having us!

*You can watch a compilation of the events' highlights on **Likort**'s Twitch.tv page here*
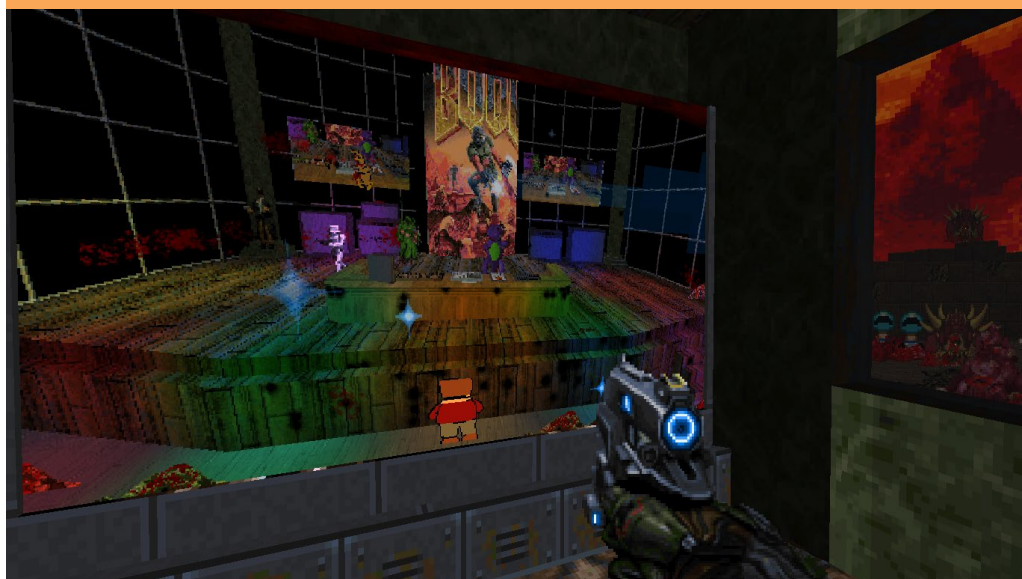
BETHESDA's

new DOOM source ports
(Actually playable experiences)

DOOM is now completely in widescreen, all the way to 21:9, baby!

"Oh look, Bethesda released another DOOM source port.

Those *idiots* can't make a DOOM source port to save their skin!

This is probably another broken and unfaithful, watered down versi-

Wait, it has widescreen support?

And it fixed the Nightmare! difficulty?

It also supports motion controls and controllers?

And splitscreen Deathmatch 3.0? And DeHackEd patches?? *AND* it has uncapped framerates??

AND it's on Steam??

What?"

That was my reaction to seeing the new September 3rd update for the official DOOM versions from Bethesda.

It really pains me to say this, but Bethesda really did do a good, if not great job at introducing DOOM to the common masses of people who haven't played the classic DOOM games already, both by revamping their re-release and bringing said re-release to Steam.

GOG users are SOL unfortunately, as they will not be getting this new source port.

The port is, unfortunately, still slightly censored with the friendly windmills of tolerance and friendship in MAP31 and MAP32 being replaced with some weird upside down triangles.

Also, Hitler's mustache seems to have been shaven off during the development of this new source port.

No one besides Bethesda employees really knows why, since Germany reversed their law on Nazi symbols in video games back in 2018.

Where did the windmills go?

Anyway, the new source port has been updated with a lot of new features, namely **DeHackEd support.**

This allows you to play some early total conversions like REKKR.wad but the source port still lacks the ability to load multiple mods at once, which hinders the mod playback somewhat.

Also, there is still no MBF/Boom, or even GZDoom support.

As much as it is a fool's errand to hope for something like that, we can still hope, damn it!

All 12 of the **Nightmare!** difficulty fans will be excited to hear that the skill level has finally been fixed and turbo Pinkies are a thing yet again.

And if you want turbo Pinkies but don't want respawning monsters, well you're in luck because Ultra-Violence+ is a thing and adds in fast monsters… along with -solo-net monsters, making some .wads like Back to Saturn X and The Plutonia Experiment damn near impossible unless your skill is in the ranks of Zeromaster and decino.

The addition of Deathmatch 3.0 **splitscreen on PC** is one of the best things that could have happened to this port and I, for one, welcome this feature wholeheartedly.

Now you have an additional thing to bond with your family members over during these uncertain times.

Speaking of splitscreen, you'll need to use controllers in order to play it.

However, now you can play DOOM with motion aiming, like God intended.

This will hopefully (I don't have a motion controller to test how it works) make playing DOOM with a controller less reminiscent of playing with a keyboard only, but more reminiscent of playing with a keyboard and mouse!

Another quality of life update is the **uncapped framerate**.

Now, DOOM will render at anywhere from 30 FPS (Why isn't there a 35 FPS option?) to uncapped, with the last cap being 240 FPS.

However, this new option has one fatal flaw; ~~the mouse aiming is completely broken and has a lot of judder when you run it over 60 FPS.~~

~~So until that's fixed, I'd recommend that you stick to 60 FPS.~~*

The «tutti-frutti» effect

VIDEO SETTINGS

ASPECT RATIO   16:9
RESOLUTION   1920 X 1080
VSYNC
WINDOWED MODE
OVERALL BRIGHTNESS
LEVEL BRIGHTNESS
SET FPS LIMIT   60

AMMO | HEALTH | ARMS | ARMOR | CELL | 0 / 300

You can also now turn on VSync if you want.

The other additions are relatively minor, with those being:
• New secret area sound notification (different from most unofficial source ports)
• New 16:9 art for the episode maps, intermission screens etc.
• Millisecond accurate timer to the minimap and intermission screen
• Crosshairs have been optionally added

Multiple bugs have been fixed:
• The "tutti-frutti effect" where textures didn't tile vertically has been fixed
• The ouch face behaviour has been supposedly fixed
• Proper message appears now when you pick up a medkit when under 25% health.
• Former Humans now light up when firing like all other hit-scanning enemies.

However, some stuff still remains to be fixed:
• Music looping issues
• No specific toggles for -fast or -respawn monsters
• No way of loading multiple addons/mods like mentioned

For a first time player whose only experience with DOOM was seeing the word in a dictionary, this port is more than good enough to start them out, but for any DOOM nerd who knows what DOOM should look, sound and play like down to a T, this is a "good enough" effort that ultimately doesn't deliver quite to the same degree of quality as community efforts That split screen and gyro aim is an absolutely killer feature though.

TRIVIA:

Did ya know!?

The «tutti-frutti» effect is a bug in the DOOM renderer that causes vertical textures to not tile properly and appear distorted and discolored.

It appears when a texture is less than 128 units in height or if a texture with transparent areas is placed as an upper or lower texture on a two-sided or one-sided linedef.
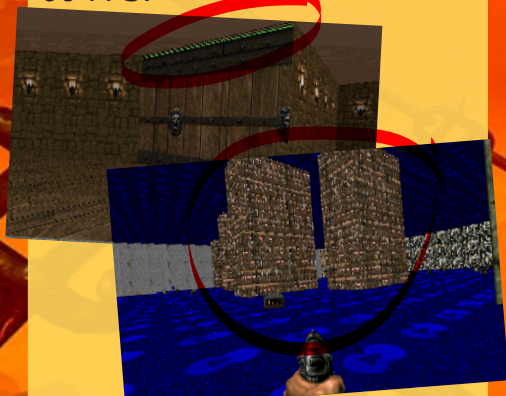
*UPDATE: October 6, the mouse issue has been fixed! Now everyone can enjoy DOOM at a refreshing 240Hz refresh rate!

Educational Tools
and What to do with Them #1

by Red (Redneckerz)

A primary component of Doom's longevity is demonstrated in the various amounts of tools available. From Whacked to SLADE to Doom Builder – When you enter the realm of crafting Doom worlds for a new audience, your demands are easily met and covered for.

But what if you are starting fully anew? What if you want to learn more about what ticks behind the world of Doom? Where do you start? And what else is there to find?

This is what this article is about. In Educational Tools and What to do with Them, which is #totallynotaplayonajkrowlingbook, we will zoom in on a select list of tools that aren't often mentioned – if at all. Each of these serves a different audience, so consider these tools a supplement to what you may already know or atleast have heard of – The aforementioned Whacked, SLADE or Doom Builder. Note: Screenshots taken from either public sources and of their respective owners, or taken by author when applicable.

Boomlightgen
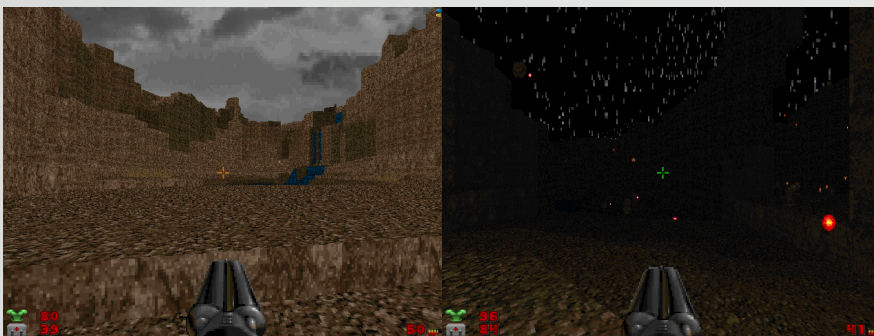
Boomlightgen is a great usage of a underutilized stock Boom effect taken to new heights. Presenting itself as a compiled WadC script, it takes light values of all sectors with tag>10000 and generates a script for the aforementioned WadC, which in turn builds a «voodoo doll script» to achieve a day/night cycle in stock Boom. The only big disadvantage of this method is significant linedefs/sidedefs usage (50% of the map is day/night cycle «script»). It was used in the WAD The Last Sanctuary.

A advanced version also exists, which can build different lighting for night based on 2 wads which are identical except for light levels at the cost of 2x more linedefs/sidedefs. The link contains the source code to the program and functional blocks for compiling. Boomlightgen is a very handy tool to introduce different variations of ambiance in a level through dynamic time of day changes.

Blank-TX

Blank-TX is what it says on the tin: Black placeholder textures for use when mapping. Because they are, in fact, blank, it makes crafting well-designed architecture more prominent, instead of focusing on the texture layer first. As such, Blank-TX is a staple tool of simplicity, but incredibly useful at the same time.

Obaddon

One of the more known tools on the list, Obaddon, as it says, is an addon for Oblige, the random level maker for Doom. With Obaddon, you can significantly expand the variety of your random levels, which make this extensive tool an absolute must for those who want new exciting Doom adventures. At a glance, Obaddon includes:

• A huge library of prefabs to decorate maps, spanning over a year of content work

• Various new level layouts, like streets, nature, massive arena's, and more

• New shapes tand also new architectural elements like beams, caves, ravines, forests..

• Various ZDoom-only enhancements: Dynamic lights, fog and story generators, a episode selection and more...

• Includes a custom 64 bit Oblige 7.7.0 executable (Called Oblige64), courtesy of Sumwunn to compile multiple megawads with Obaddon, bypassing the hard 2 GB memory limitations.

All in all, Obaddon makes random level generation that much more interesting. Warning: do not upload Obaddon crafted maps to /idgames!

ObHack/ObHack FreeDoom

ObHack, like Oblige, is a random level generator for Doom. In fact, its derived from Oblige 2 (versions 0.8.1/0.9.7) and contains a range of different options compared to either later Oblige versions of Obaddon:

• Real secret areas that take work to find

• Improved random number generator which allows arbitrary English or Spanish text to be the seed, resulting in a nearly infinite number of possible seeds

• New modes: Single Player + Deathmatch, Deathmatch without exits, and Carnage

• Progressive level size: Levels get bigger as one gets to higher levels in the wad

• Tiny and small level sizes

• Option to have swarms of mosters

• Choice of player starting weapon

• More texture packs, including contributions from Mr. Chris

• Deathmatch starts and extra deathmatch-only weapons and ammo in single player maps

Alongside this there is also a seperate tool, ObHack FreeDoom, which combines FreeDoom with a tweaked version of ObHack to generate a ''fixed'' mapset that serves as the ''canon'' megawad for ObHack FreeDoom. It is designed to work in the Doomsday port, version 1.8.6, but can also work with Chocolate Doom.

Vanilla Doom Actions

Vanilla Doom Actions has demonstration written all over it: It features all available linedef and sector actions. It includes: * Doors * Floor actions * Ceiling actions * Lifts * Stairs * Crushers * Scrolling Wall * Teleporters * Lights * Damaging floors * Secret rooms * Level exits, all in one single map. It serves as a educational tool to highlight the kind of flexibility that is possible in Vanilla Doom and as a easy to use reference guide for mappers if they want to implement any of the things seein in Vanilla Doom Actions. A demonstration map worth using!

Fogger
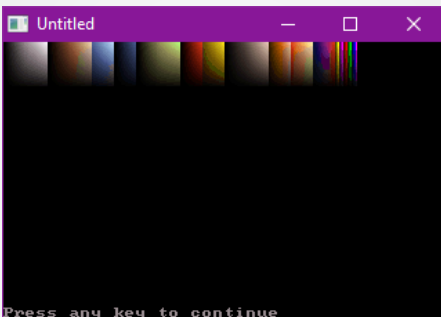
Some Doom mods change the COLORMAP – a lump used by the Doom engine to change the colors in a scene. With careful editing, various lighting effects are possible. SLADE has the option to make these COLORMAPS, but Fogger is a far smaller standalone program built for just that purpose – To craft custom COLORMAPS. Fogger comes in Windows and even DOS flavours, can use fades, and has a customizable end level – Original Doom COLORMAP didn't finish after the 32nd level. All in all, a small and simple tool that may come in handy.

Headless Doom

Headless Doom is a benchmark/test program based on Doom. It has been used for testing compilers, CPU simulators, FPGA hardware, timing analysis software and a coverage testing tool. It is written in C, with some GCC extensions, and is portable to any 32/64-bit platform supported by GCC or Clang.

It consists of the original Linux Doom source code, slightly modified, two executables (Benchmark.exe/Test.exe) and the Doom Done Quick demo, which goes through all the 36 levels of The Ultimate Doom WAD (which you need to supply). This makes Headless Doom basically the go-to software to test various kinds of hardware using just Doom.

The Linguica Archive
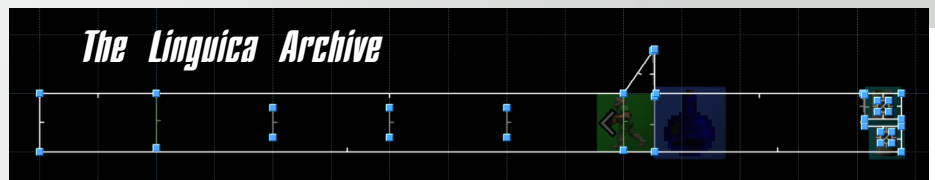
The Linguica Archive is a condensed treasure trove of vanilla mapping tips and tricks, made up out of years of effort by Linguica, Nine Inch Heels and others from the community. The Archive contains various WAD's to demonstrate recent mapping discoveries like Mikoveyors and Linguortals, along with a significant dosage of DeHackEd abuse and COLORMAP magic. The Linguica Archive is where regular DOOM takes a break and the weird and bizarre rise to be. Considered highly experimental!

EMUS
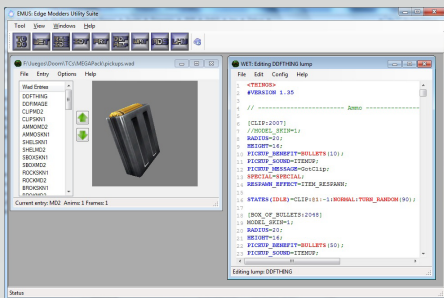
EMUS, or EDGE Modders Utility Suite, is a software collection that contains everything you need to assist you with your Total Conversion. Though primarily catered to the EDGE source port, EMUS contains several utilities that are useful for anyone. EMUS is thus a handy alternative to common day Doom problems.

- RTS-IDE: An editor for the creation of RTS scripts (RTS being the Doom source port EDGEs scripting language).

- DDF Off-Line: A little tool to allow you to consult the latest DDF docs locally, without being connected to the internet. The documentation in this release is for EDGE 1.29.

- FRT: File Renamer Utility, Allows basic batch renaming of files.

- WET: Basic Wad Lump editing, allows you to open or create a wad and see a list of entries and edit most of them.

- MST: A tool that reads all the animations contained in a Quake 2 format MD2 model and then uses them as a base to define the states in DDF

- WMT: Wad Merging Tool, can merge two or more wads.

- LHW: Create a hybrid wad with both HiRes and LoRes images in it

- IDT: Images DDF Tool, assists in the creation of an images. ddf file when dealing with a large number of images.

- To Do List: will maintain a list of things to do: consists of a list and a text editor. Allows items to be marked as «Done» or «To do».

Doom ACE

Easily the most exciting thing to come out this year, this heavy work-in-progress is hard to believe and even more difficult to describe: Utilizing a modified Savegame and WAD file along with a loader, Doom ACE brings unlimited flexibility to Vanilla Doom. Utilizing Arbitrary Code Execution, it is capable of injecting completely custom code into the Vanilla engine without accessing the internal limits. The results are thus endless: So far demonstrated are a custom status bar ala ZDoom, and a Snake mini game that can be played at the menu screen. But the fun does not stop there.

Completely new effects like more advanced shadows and lighting are possible, along with smooth monster animations. Being a heavy WIP, Doom ACE has yet to see its full potential. Author KGSWS plans to craft a modding API to easify the creation of WADS and mods that take advantage of this exploit. It should be noted that, due to the nature of the exploit, this works ideally on real DOS hardware, or in DOSBOX. Vanilla ZDoom and beyond: Even in 2020 the veteran Doom still has a few undiscovered tricks up its sleeve.

Bigbox
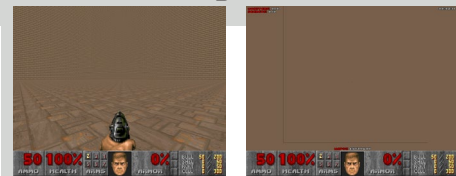
Bigbox is simply one thing: A gigantic empty sandbox map, ideal for testing mods. Bigbox will load in Zandronum and other ZDoom relatives.

Visplane Explorer
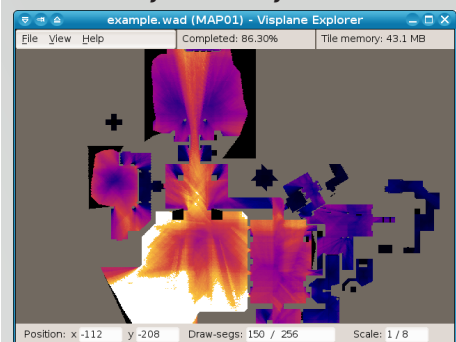
Every seasoned mapper that has worked with Vanilla limitations knows of Chocorenderlimits, a source port based on Chocolate Doom that provides users with realtime info on typical vanilla limits, like visplanes, drawsegs, and the like. Visplane Explorer takes a slightly different approach: It uses a stripped back Chocolate Doom core with raised limits as a standalone program, rather being a playable port. Besides visplanes, drawsegs and solidsegs can also be checked. As such, VE is a interesting alternative to playtest your Vanilla maps and may come in handy as a second opinion for verification purposes.

Kinsie's Gameplay Mod Test Map/Kinstest

For ZDoom and variants, Kinstest is the only debug map you ever need to playtest any or all mods you have made. It allows you to spawn all weapons in your mod and has sections designed to highlight ZDoom specific features, like slopes. Ideal to test your map, with a proven trackrecord by ZDoom modders.

Doom patcher
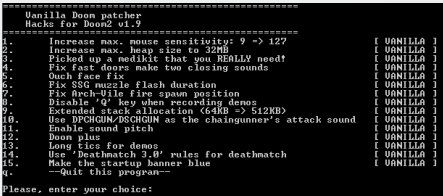
The Doom-plus series of executable hacks raise the limits of Vanilla Doom whilst staying fully compatible with the original code. However, various subsequent hacks aren't incorporated in these works, such as the ouch face fix or allowing the Doom executable to address more memory, allowing larger levels to be loaded in. With Doom Patcher, you can take any standard Doom executable, and apply the hacks to your liking, crafting your own executable hack in the process.

Chocolate Doom-Pathdraw
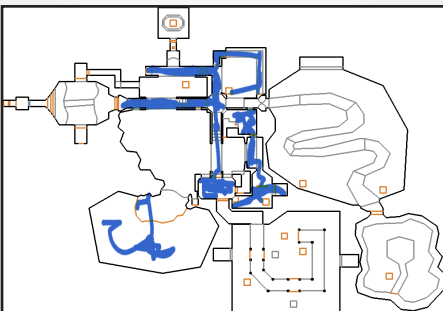
Block Rocking Bytes
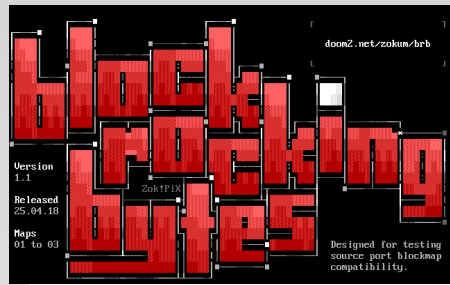
Like many other tools on this list, Block Rocking Bytes is a test WAD, but unlike the others. BRB tests out compatibility in ports with regards to blockmap-related hacks, compression, special effects and optimizations. The maps are all designed for Doom 2 version 1.9, DOS / latest Chocolate Doom. The result is a mapset for the technical whizzkids: Where Vanilla Doom Actions is more a tool for mappers, Block Rocking Bytes takes it a level higher.

Want long tics support? Doom Patcher covers that. Want to use Deathmatch 3.0 rules? Doom Patcher can enable this. Its author, AXDOOMER has collected several separate cracker (.crk) files, used to make these hacks, and combined them in one easy to use Python script or standalone program. Doom Patcher is thus a must for anyone who prefers a DIY approach to raising the limits of Vanilla, giving you various options to do so, including several fixes to age old bugs. It is advised however to use a copy of your Doom executable before activating these new features.

The above screenshot does not represent actual tool usage, but acts as an visual overlay of the recorded coordinates.

A often missed sub-port, Chocolate Doom-Pathdraw is a build of Chocolate Doom that is modified to output player position dat to stderr. This makes it easy to highlight how speedrunners use the level, and can be also used when developing a bot

Miniwad

Leave it to Simon ''Fraggle'' Howard to invent new creative ways with the medium that is Doom. With Miniwad, or ''Minimal DOOM IWAD'', an answer is given to the question: ''How tiny can Doom be in filesize before it loses its resemblance?'' The result is a IWAD (a standalone title) that is less than a megabyte and thus can be fit on a floppy (For readers: floppy disks are what your parents used to use to save their study papers.) It features:

- Flat-shaded walls and floors
- An assortment of identical looking enemies that look like creepy silhouettes
- Nine variations of the same gun
- Two sound effects
- No music
- No real levels (Bring Your Own Levels)
- Usable menus!
- Minimalist status bar

Miniwad is thus an excerise in minimalism, stripping Doom to the bare minimum without delving into source port territory. It serves as a good reminder of the importance of level design first, rather than details. A good map will be good no matter how it looks.

for Doom. Though considered a simple hack, Pathdraw can be useful for Doom statistics and studying of playstyles by highlighting how specific players move around a level.

ZDRay
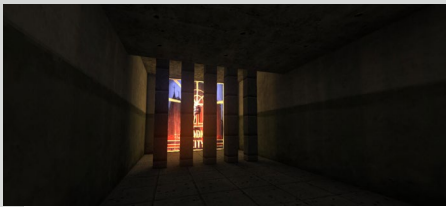
Remember the awesome lighting effects from Strife: Veteran Edition? The 2014 remaster featured new and improved static lighting through the introduction of a specialized baking program, called DLIGHT. It was used for Doom64EX and Strife: VE. Its source code was released later. ZDRay uses the baking code of DLIGHT and enables it for GZDoom. Available as a standalone program and a custom GZDoom build, ZDRay allows you to enable advanced (static) lighting in your Doom worlds, with global illumination and several bounces. The results can be stunning, but the baking process is not GPU-accelerated and runs on the main processor, costing a significant amount of time.

Warning: ZDRay's code is experimental. The GZDoom build that is offered for download has been specifically made to enable lightmap support, code which has since been abandoned till further notice for inclusion in later GZDoom versions. Therefore, to use ZDRay, you will either need to compile a custom build of GZDoom or use the supplied build. This may or may not work on your system.

Doom Port Addon Launcher

Doom Port Addon Launcher, or Doom P.A.L, is obviously a launcher for Doom WADS, heavily focused on the source port EDGE. Drag and drop loading of WAD files, user-defined config files called *.dpc, and 5 customizable buttons that you can use to call your favorite Doom apps. As a launcher, Doom P.A.L is feature rich.

But what sets this launcher apart from every other out there is its unique ''Package It!'' feature. With ''Package It!'', you can include a MiniLauncher GUI for your Total Conversion or mod along with all of the TC's/mod's files in one handy zip file, making it a ready to go package to distribute your works. This feature is source-port independent, and will thus work with ports other than EDGE.

RESTful Doom
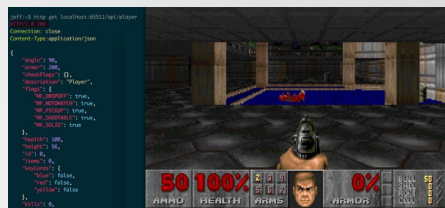
One of the more unique ports out there, RESTful Doom uses the chassis of Chocolate Doom to provide a very novel feature: It implements a RESTful API, allowing you to query and manipulate various game objects with standard HTTP requests as the game runs utilizing JSON technology. A full API specification is available, along with various details on how to manipulate Doom in this rather peculiar kind of way.

Doom vis

DOOM-Vis is a educational port of the original Linux Doom source code, ported to Windows (8, in this case) and augmented with a side-by-side visualization of some internal rendering data. The BSP structure and traversal can be observed concurrently with the game.

VanillaDM

Many Doomers rely on DOSBox to play Doom, primarily because until the Unity port, it was the only option that was immediately available upon purchasing the game through GoG or Steam.

DOSBox by itself is subject to various specialized builds, offering specialized filters, and more. With VanillaDM, users gain a sleek GUI environment for multiplayer Dooming, using the aforementioned DOSBox. It utilizes a prepackaged DOSBox build with a collection of tightly configured programs, such as Deathmanager and a modified IPXSetup running underneath the VanillaDM GUI to make multiplayer Dooming the vanilla way be a walk in the park.

Because DOSBox is the underlying core, OpenGL rendering of the GUI is possible, along with the aforementioned filters to change color gradients or enable more grainy pixels. All together, it transforms DOSBox Doom in multiplayer in a pseudo-source port with various advanced options, whilst remaining purist enough for well… purists.

The green and yellow lines are BSP planes. Yellow means only the closer side/child was traversed; the far child was skipped due to its bounding box being out of view. With this side-by-side visualization, it becomes immediately obvious what goes under the hood. DOOM-Vis is thus a great supplemental tool for testers and programmers alike, making the world behind Doom visible in visual.

DMVis
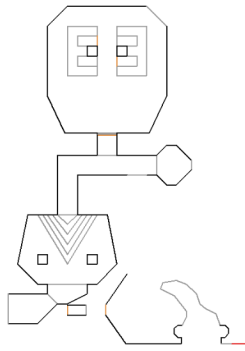
DMVIS effectively draws the layout of a Doom map from start to finish and saves the result as a animated GIF.

In that way, you are able to discern how a map was constructed – When a line was placed, when a section was added – in a semi-chronological state (Re-edits are likely to be ignored). It provides a new layer of insight in how levels are built, and when they were built. Which memorable section of a level was constructed when? DMVIS visualizes the building of a level, turning itself into a great tool of inspiration. See how the masters did their magic!

DJDoom

If you want to play with the source code, then there is the original 1997 release, targeting Linux. For portability, there is SDLDoom. But what if you just want a reference? DJDoom is exactly that. A reference implementation, including just the bare minimum to build a playable Doom engine from the original source code with minimal changes necessary to build and run in a Windows environment, using DirectDraw for graphics and input. A must have for anyone who is starting out with studying Doom.

PNG2WAD

A recent tool, PNG2WAD has a simple, but briljant idea: Take a PNG image, and morph it into a map for Doom. Sounds easy? It definitely is not! With PNG2WAD, you can design levels in a new and unique way, and on Windows, the nodes can even be generated along wit hit! This tool, that has to be run on the commandline, has the following features:

• Any bitmap size
• Supports doors, secret passages, special sectors, entrances, exits, variable floor/ceiling heights
• Theme configuration to create maps with various feelings and textures (hell, tech base, sewers...)
• Can generate maps in the Doom 1 (ExMx) or Doom 2 (MAPxx) name format

• Optional things generation to create immediately playable maps filled with monsters and items. Or you can disable the thing generator and populate the map yourself using a map editor such as Doom Builder
• Includes BSP for node generation on Windows. On macOS/Linux you'll have to build nodes manually using a third-party node builder before you can play your maps

PNG2Wad brings a new lease of life on map making design by forfeiting the actual level editor and replacing it with a more sketch-like mechanic. Draw your Doom worlds to life? PNG2Wad has the answer.

Isabelle.wad
Isabelle MBF Helper Dog

by itsmeveronica (2020)

CLICK TO DOWNLOAD

In March of 2020, the gaming world was rocked by the release of Doom Eternal and Animal Crossing: New Horizons. The two juggernauts were released to high demand on the same day- preceded heavily by memes.

Perhaps because the audiences of the games are so polar opposite, the two communities briefly supported each other with comics, memes and videos showing the Doom Slayer and Animal Crossing character Isabelle, fighting the hordes of Hell together. And it is from those memes that this WAD is born!

Created by itsmeveronica, this WAD adds Isabelle herself as a companion for Doom Guy's adventures. Compatible with GZDoom, you can now bring Isabelle into your favorite WAD to watch your back and wreck some stuff.

She has three modes selectable by approaching her and pressing USE. The modes are: STAY, FOLLOW and PASSIVE FOLLOW.

FOLLOW - Isabelle stays close by you and attacks monsters on sight.

STAY Isabelle will wait wherever you currently are.

PASSIVE FOLLOW - Isabelle stays close by but doesn't attack.

She is invulnerable, and her attacks include shooting confetti, using a hammer, throwing pots, and of course a shotgun. During intense firefights, Isabelle will throw health, armor and ammo pickups for Doomguy. Getting left behind is no big deal, as Isabelle will teleport behind you if she gets stuck in a wall or left behind a lift. There are a lot of great animations for her too- while waiting you can see her do little dances or swing, and frequently she will jot down some demonic notes on a clipboard.

I'm not much of an Animal Crossing fan- I have never played the games and don't know the characters. So I'm definitely not the target audience for this WAD. Despite this, I had a GREAT time playing with it. It is hilarious, cute, and tons of fun to have an AI companion to blast through some levels with.

Definitely check this one out!

- Nikoxenos
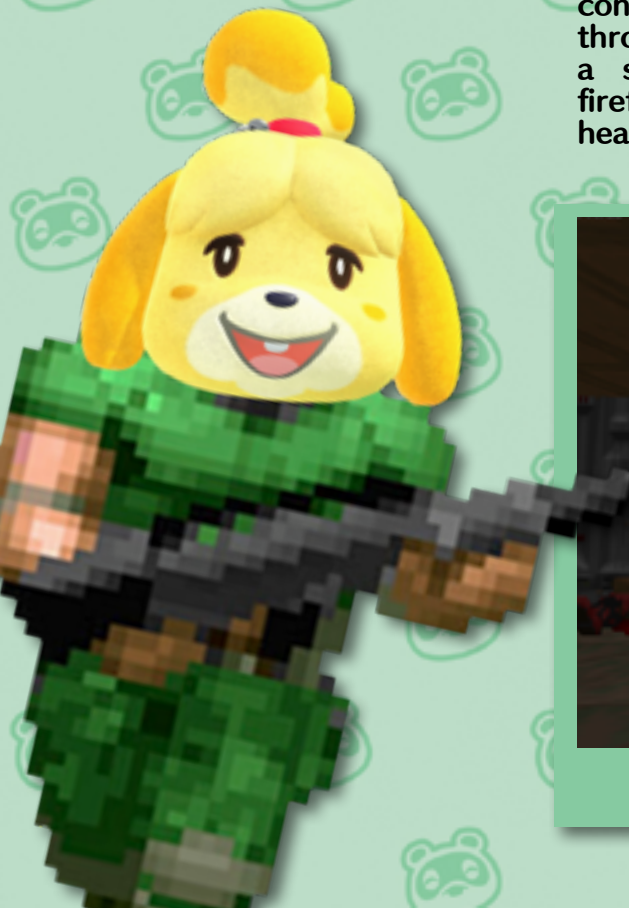
Isabella lights up some demons with a shotty

GLAIVE

There are many WADs of various lengths, and naturally there are plenty of excellent WADs to cater to any length and action preference. If you are like me and generally favor more compact maps with high action and low runtime then *Glaive* by *EANB* is a great WAD to play! *Glaive* is made explicitly with the spirit of the well-known *Scythe 1* in mind, and indeed has the name *Glaive* to pay homage to *Scythe 1* going with a polearm theme. For those of you unfamiliar with *Scythe 1*, the premise is generally short and compact maps that aim to ramp in challenge as you go further into the WAD. *Glaive* is a MiniWAD in size and clocks in at 9 maps as compared to *Scythe 1* being a full sized MegaWAD but the maps all have quality. I suggest playing each with a pistol start for the most challenge, but the WAD can be played continuously and does support difficulties if UV is not your speed.
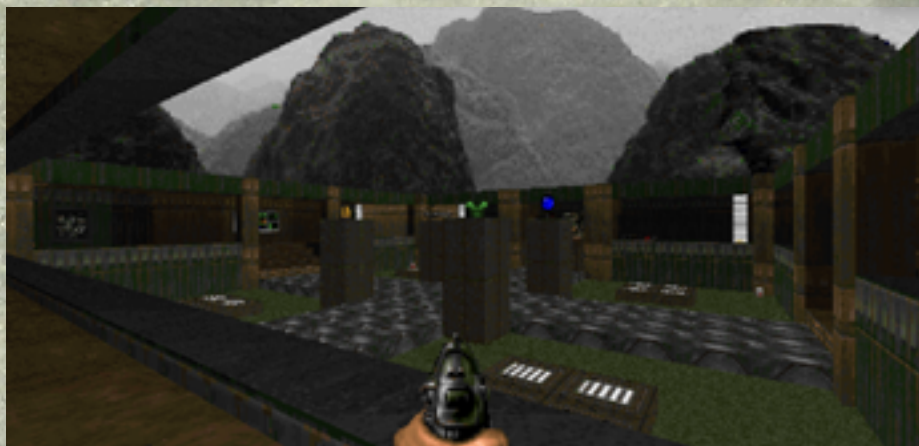
Taking a deeper look at the details here is what *Glaive* will offer. *Glaive* is limit removing so unfortunately you will not be able to use the stock exe or chocolate doom to play the maps most likely, but it works great in any limit removing port. The aesthetics and layout of the maps are good if simple as most of the textures are stock or touch ups of stock textures but laid out well to look good to the eyes following the Tech-base aesthetic. Level design has no compromise either in terms of level design as while compact, simple, and hard to get lost in they offer challenge in how you deal with the enemies in each encounter and keep you hooked. As a personal favorite I love Map 4 as it is practically a form of *Dead Simple* dipped in E1 and has plenty of quick paced action.

Doomers will find a great variety of maps to play, and it is good to see that there are authors willing to keep the idea of smaller action-packed maps alive. *Glaive* shows you do not have to compromise on having a clean look with compact layout and action, and you will enjoy slaughter while having your eyes pleased. With authors like *EANB* us fans of the short and bloody will have plenty of good content and challenge that is simple but no less satisfying. It is not fancy, but does not need to be, and will provide many a challenge! Lock and load; kill or be killed.

- Eric Claus
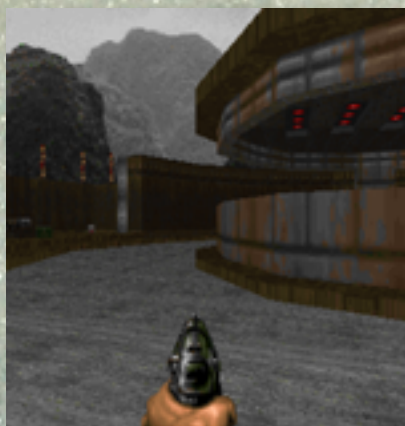
RIBBIKS' Stardate 20x6
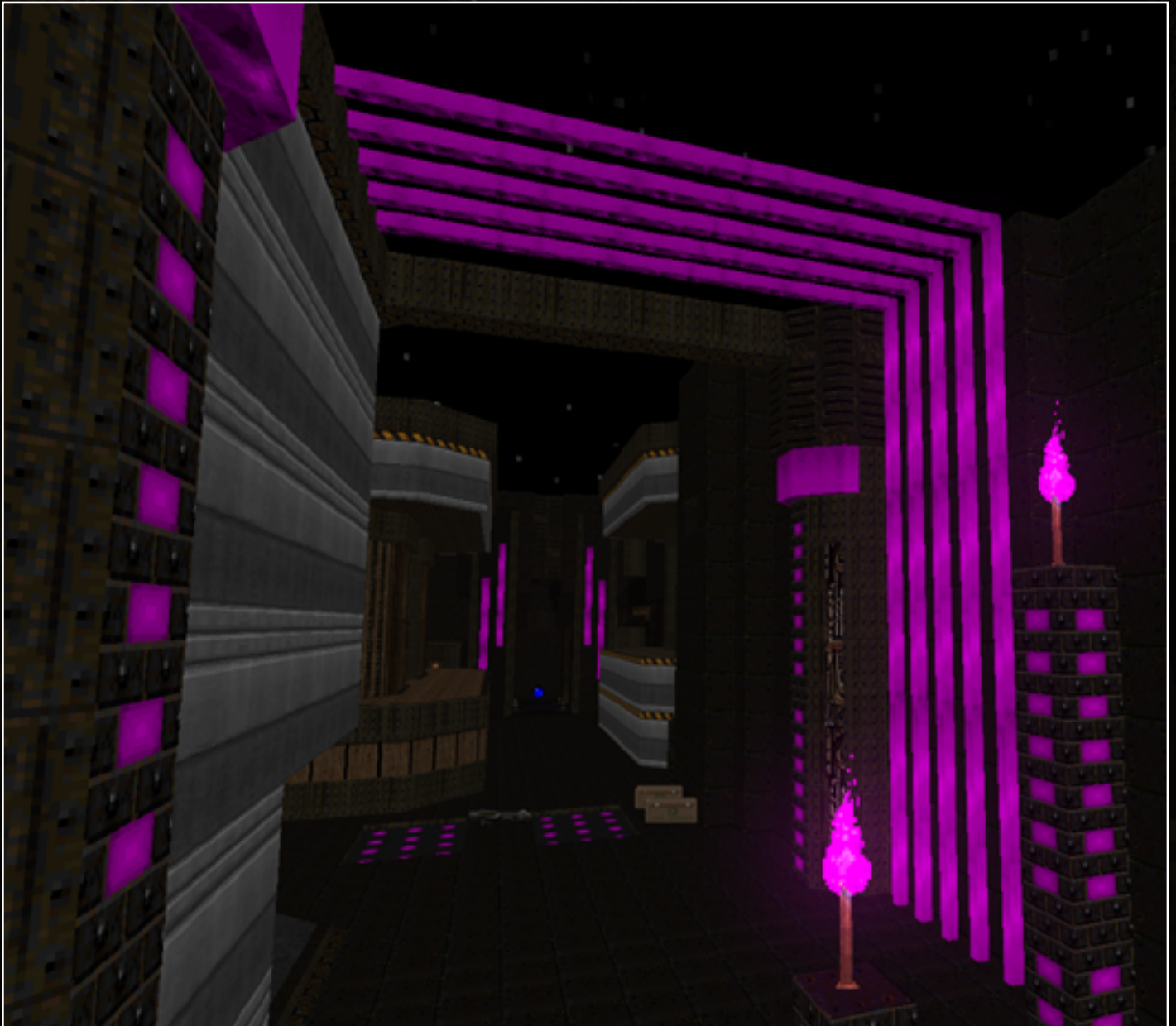
REVIEW BY MAJOR ARLENE

WAD BY RIBBIKS (2013)

When I began my journey with *Doom* in 2012, I was wide-and-starry-eyed as I began exploring the archives map by map, WAD by WAD.

Quite early into my *Doom* career I realized I'd lean towards the more colorful side of mapping, and when I found *Stardate 20x6* a year later I was, well, star-struck.

Little did I know as I was playing this set it would later inspire me to create my own colorful worlds in *Doom*. *Ribbiks* has created quite a few other works in recent years that have made him stand out as a master of his craft, including *Magnolia* and *Finely Crafted Fetish Film*, *Stardate 20x6* remains, at least in my estimation, some of his best work.

Stardate 20x6 is an 8-map set made for *Boom* (Map01-07, Map31). Most notable of this set is its color, the greens in *Doom's* standard palette replaced with beautiful amethyst hues. *Ribbiks* artfully weaves these gorgeous tones with architecture and caves that go from gargantuan to claustrophobic in a blink, with little rest given for those there to admire the scenery.

Yes indeed, as aesthetically impressive as these maps are, *Ribbiks* has no intention of putting you in them for a simple Sunday stroll. Right from the start of *Amethyst II* (map 01), the player's mettle is tested in tight spaces and on precarious platforms, and the ante is only upped from there. *Ribbiks'* use of varying scale helps to create combat that never feels impossible- but will surely have the player gasping for breath and potentially backed against a wall.

Of course, the map I find that truly speaks to my favorite things about *Ribbiks'* mapping is Magnus (Map07). The room containing the BFG (pictured) speaks volumes well before the roars of the ensuing horde of demons do. The sheer scale of the room and ominously dark corners leave no doubt that the player is in for a long, hard, but rewarding fight.

It's truly hard to believe that *Stardate 20x6* is already 7 years old; it's remained a timeless classic to me and a set I play whenever I seek inspiration. If you feel the need for some color in your life, give this set a whirl. You may be destroyed by demons, but at least you'll be surrounded with tranquil amaranth hues as you do!

-Major Arlene

CLICK TO DOWNLOAD
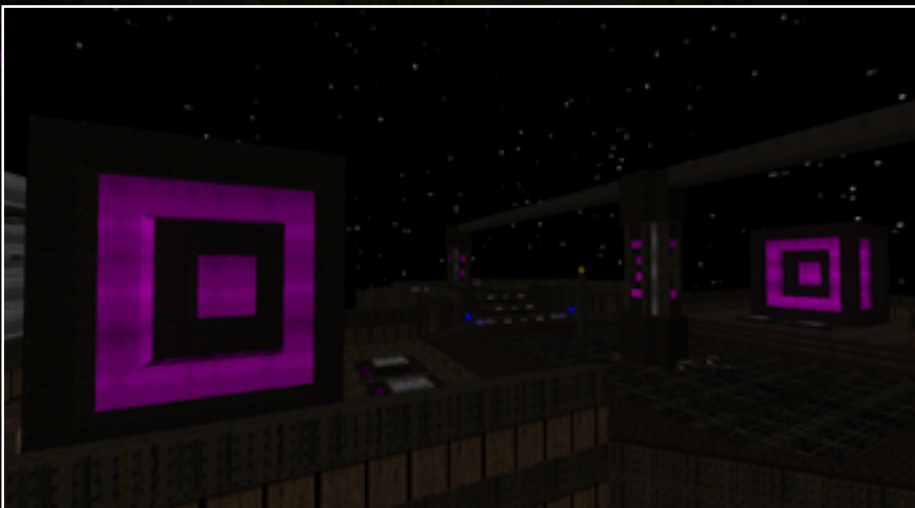
MOONLIGHT

WAD BY DOBU GABU MARU (2019)

WAD Recommendation by
GENERAL ROASTEROCK

When it comes to the highlights of gameplay within *Doom*, few would think of the elements that *Darryl Steffen*, otherwise know as *Dobu Gabu Maru*, incorporates into his WADs. While he has proven that he is more than capable of making intense combat scenarios, such as the secret fights of *Iron Exuviae* from *Nova: The Birth, and Saturine Chappel,* some of his true landmark productions come in the forms of his monsterless maps. *The Given* is a marvelous expanse of ancient medieval architecture that gives the player no directioning, allowing them to explore the map at their own pace, and discover the puzzles and their solutions on their own accord. It's less of a campaign and more an adventure, very against the grain of the normal rip and tear attitude of most maps.

Moonlight is very much akin to *The Given* in its intentions, but now sets up a gradual increase of challenge over the course of several sequential puzzles. These challenges include understanding a number system with a different base, deciphering and translating an alien alphabet, and many more instances of critical thinking. It also assumes that you can excel at these tasks, and reincorporates them into many of the later mind benders as an extra step. The difficulties have been replaced with an amount of hints for each puzzle, with Hey, Not Too Rough being the most, and Ultra-Violnence being none. While not impossible, the bar is raised very high for a general public of problem solvers.

Accompanying the intellectual trials is a very striking visual style: the entire WAD is primarily black and white, only rarely using color to provide contextual hints for some of the rooms. While also providing an alien atmosphere that assists in making the loneliness feel worthwile, the monochromatic appearance allows for no distraction from the tasks at hand. The music is also a mellow melodic tune with very little to overwhelm your senses. These elements are subtle enough to be enjoyed without hampering your ability to think through the map's puzzles.

It's very easy to say that *Moonlight* isn't for everyone, and its complete removal from the formula of *Doom* may be a deterrent for many traditional players, but it's something to be appreciated beyond the normal quality standard. It's a deviation that allows players to prove more than a single form of prowess, and while it may not be the first strict puzzle WAD created, even from the very author, it is a new standard for the capabilities of *Doom* players.
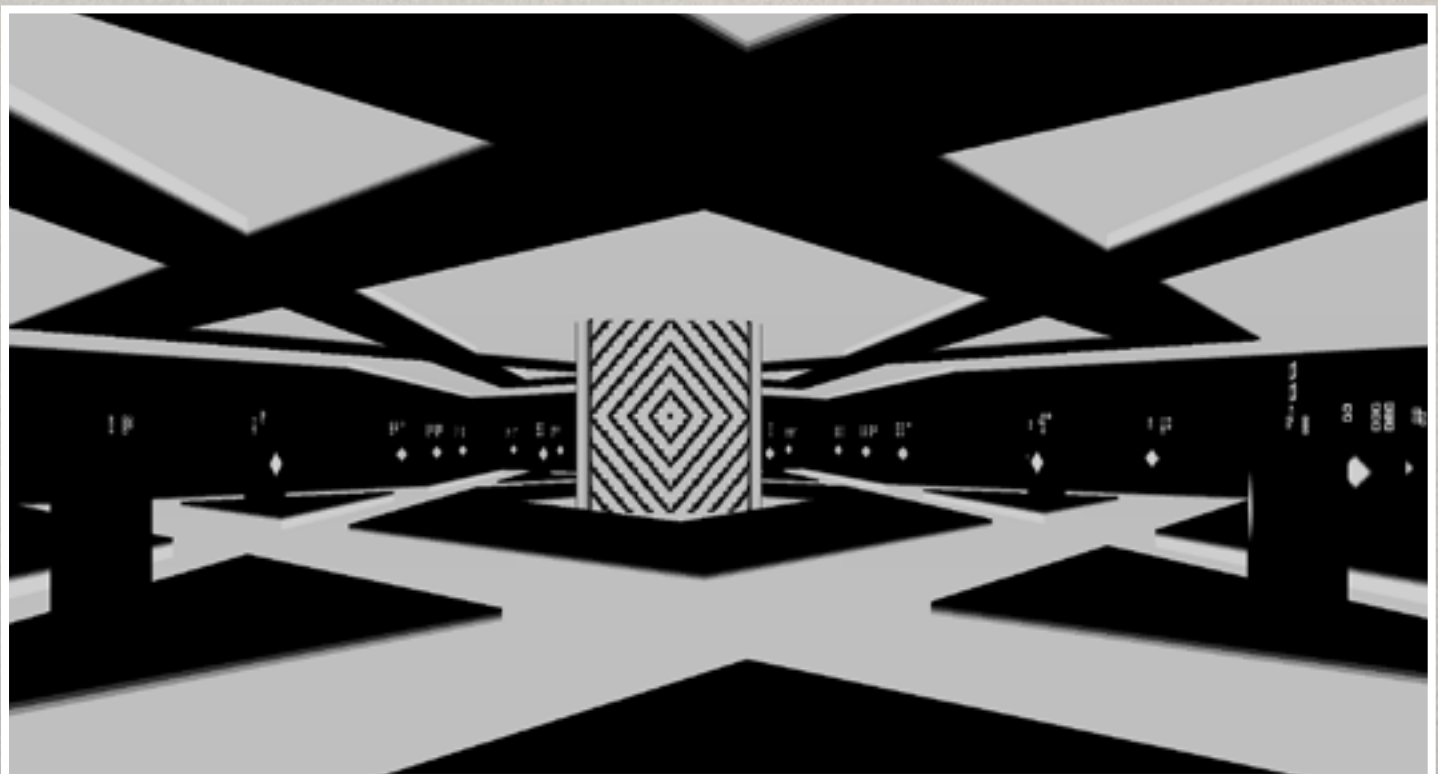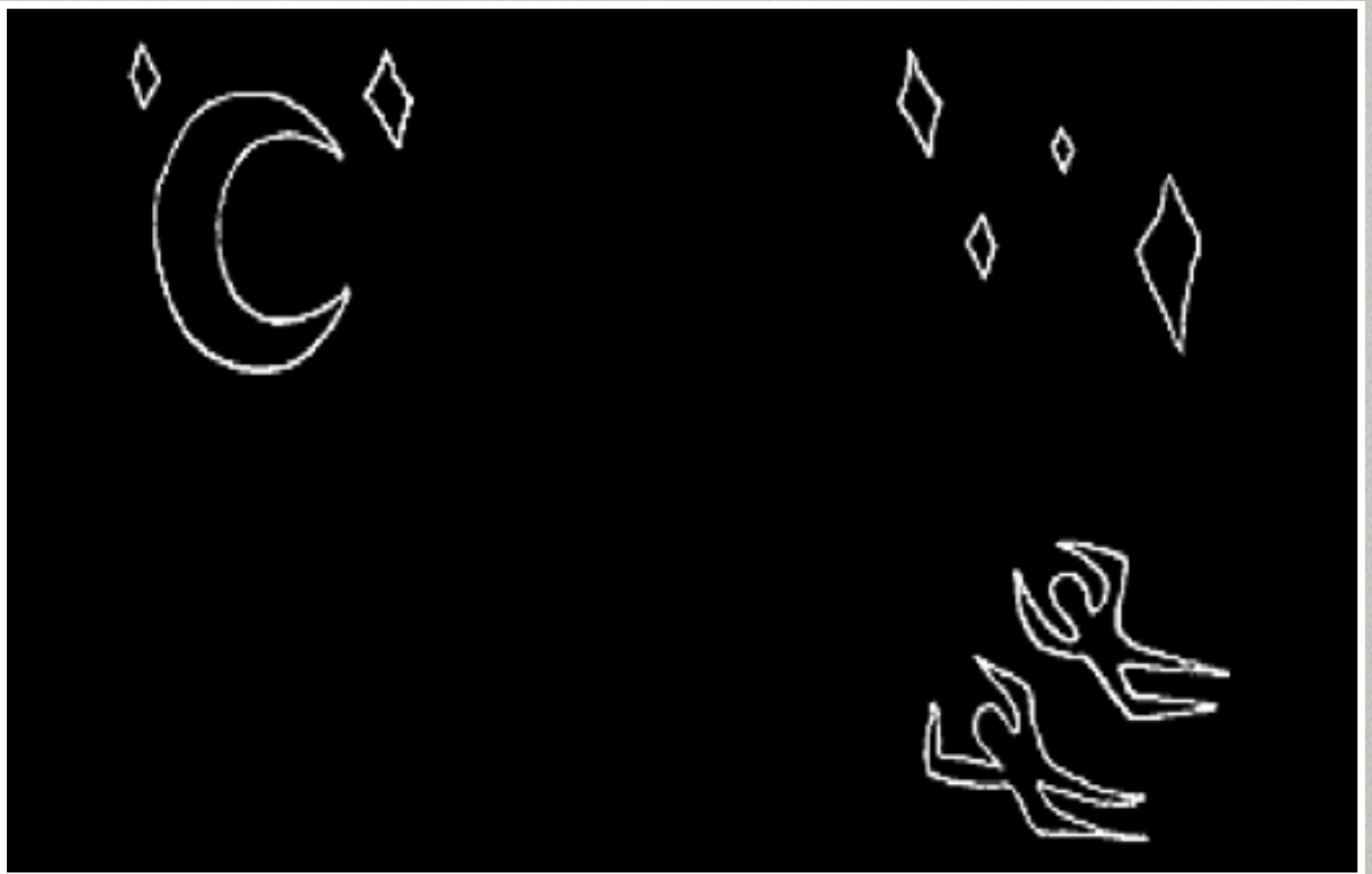
CLICK TO DOWNLOAD

"It's less of a campaign and more an adventure, very against the grain of the normal rip and tear attitude of most maps."
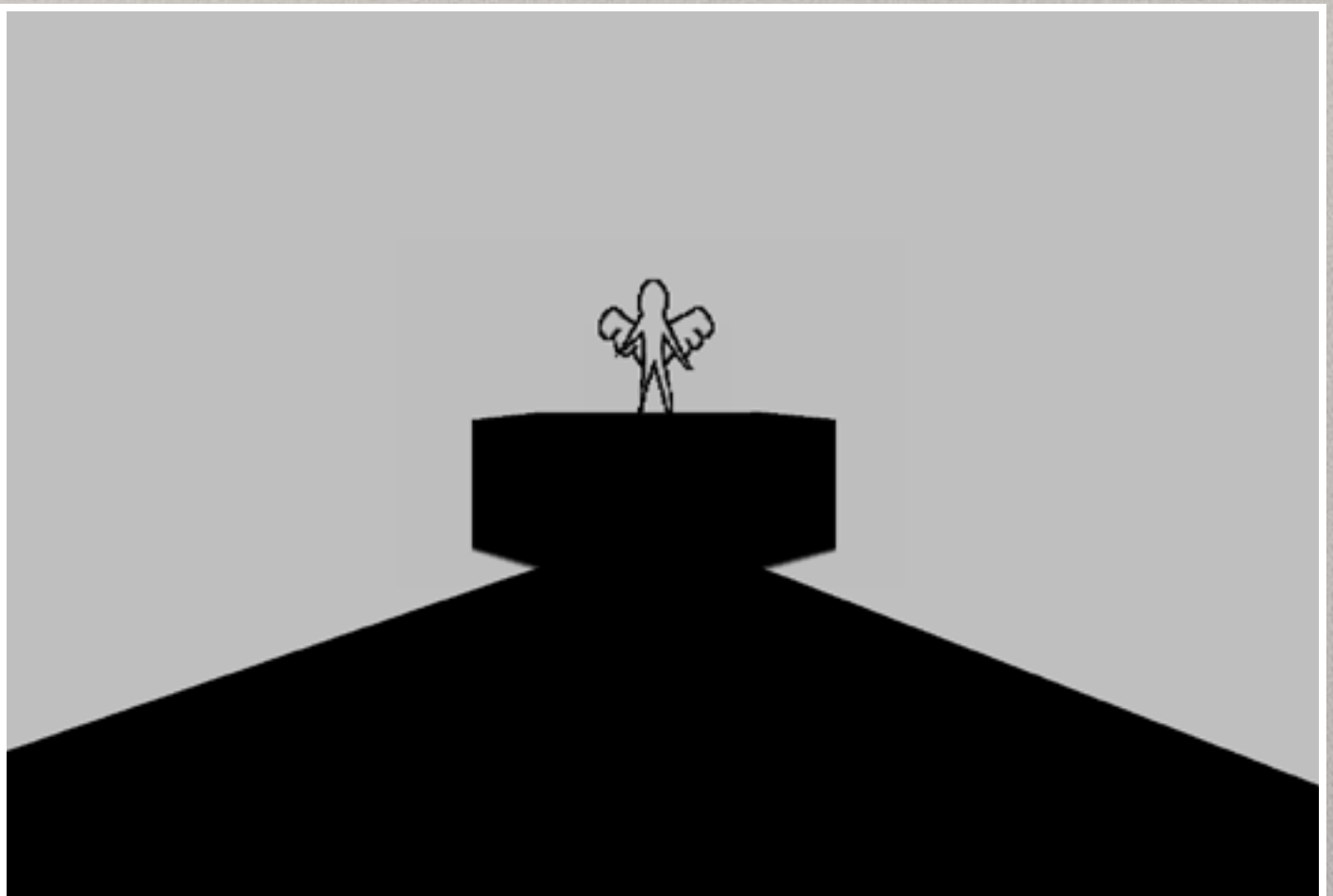
PERMUTATIONS OF HELL

WAD by Sector 666 (2012)
[GET IT HERE!](#)

for Doom 64 Remaster and Doom 64 EX

The majority of *Doom 64* takes place within hell, thus it can be a challenge to design an aesthetically different hell map. However, *Sector666* was up to this challenge and then some. **"Permutations of Hell"** is an impressive *Doom 64 EX* map with a loss-of-sanity hell theme and oh so many permutations.

The architecture on display hints of hell as imagined in the more modern games of the *Doom* series. Particularly this map takes place in a hellish void with floating structures of torture and madness. Imagine *"In The Void"* mixed with themes of *Doom 3's* hell, and you will have a good impression of the visuals of this map. On top of this already unique aesthetic, *Sector666* sprinkled in some nice lighting effects and scrolling textures for a bit of fun disorientation. Ah, the suffering. The sweet, sweet suffering!

As you progress through the level you go through different "permutations" of the hellish structure. Each permutation has changed lighting, geometry, enemy encounters, and accessible rooms. Each permutation isn't a rehash but a unique new area, which also helps navigation as you will be traveling back through them. And, in some cases, you can proceed in a branched path way where different choices lead to different experiences. *Doom 64's* "camera views" make a return, however without the computer screens and instead appear as visions.

As you progress you will receive visions from other permutations of the structure and see how they change. Since each permutation is uniquely designed, it is not too difficult to see where you need to go next. The use of screen-less visions give the floating demonic structure a feel independent of space and time as we know it. Who needs the concept of time anyway when there are demons begging for merciless extermination!
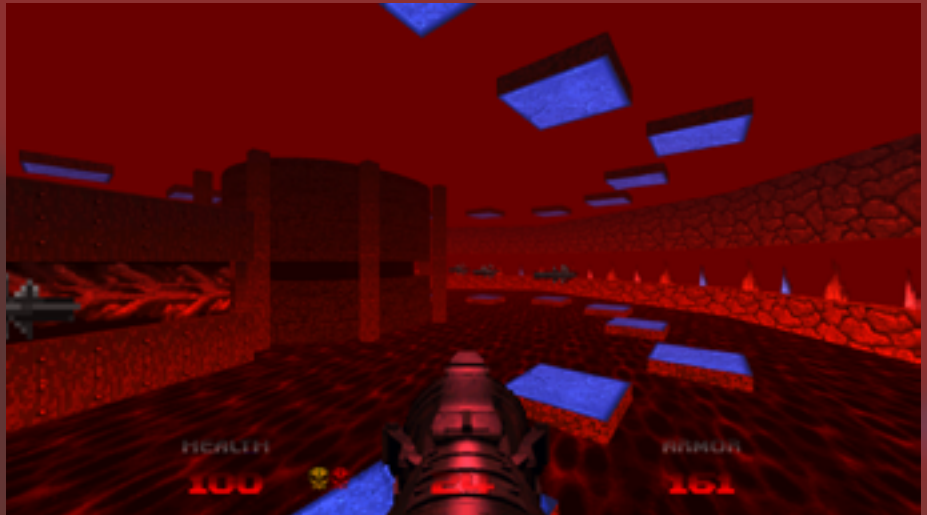
The fights are paced well and challenge you in smaller areas. Interestingly the demons which show up in these fights are randomized as well. So, playing it again can lead to different experiences. Overall, the difficulty ends up being roughly equivalent to that of the later *Doom 64* levels and is approximately 30 to 45 minutes in length on a casual play.

The replay-ability, the madness, and the disorientation make **"Permutations of Hell"** a fantastic way to express your hellish desires.
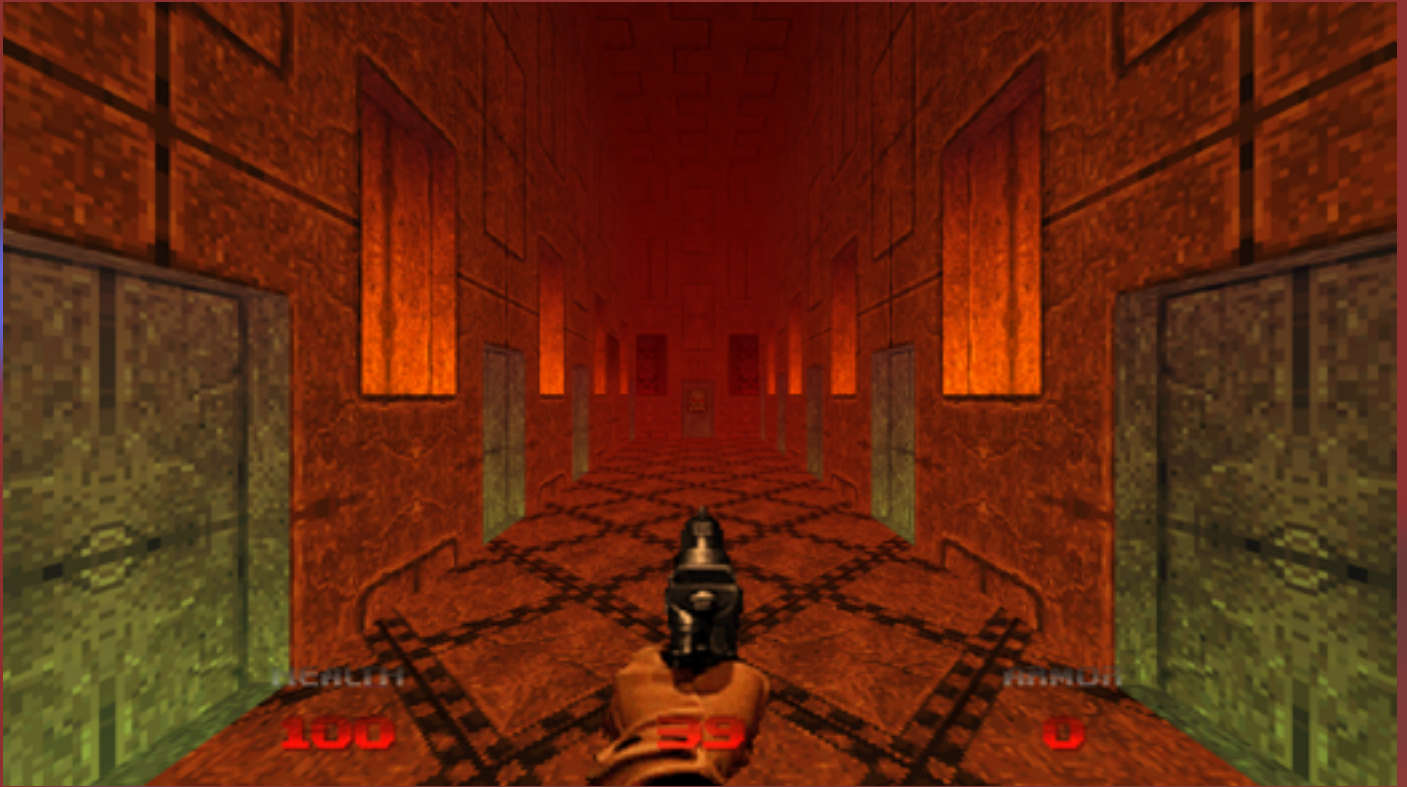
*"Imagine **"In The Void"** mixed with themes of **Doom 3's** hell, and you will have a good impression of the visuals of this map."*

"Ah, the suffering. The sweet, sweet suffering!"

WAD Recommendation by Immorpher
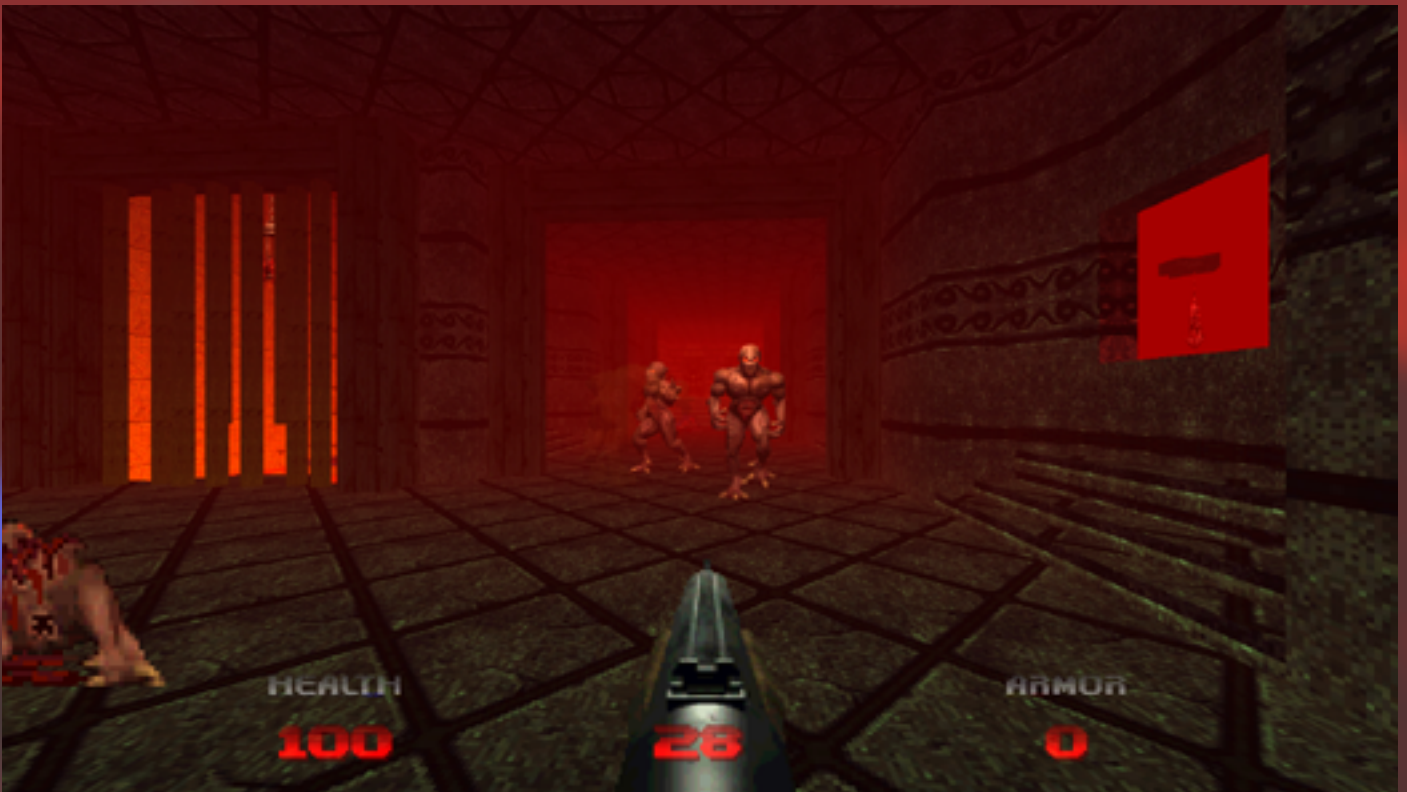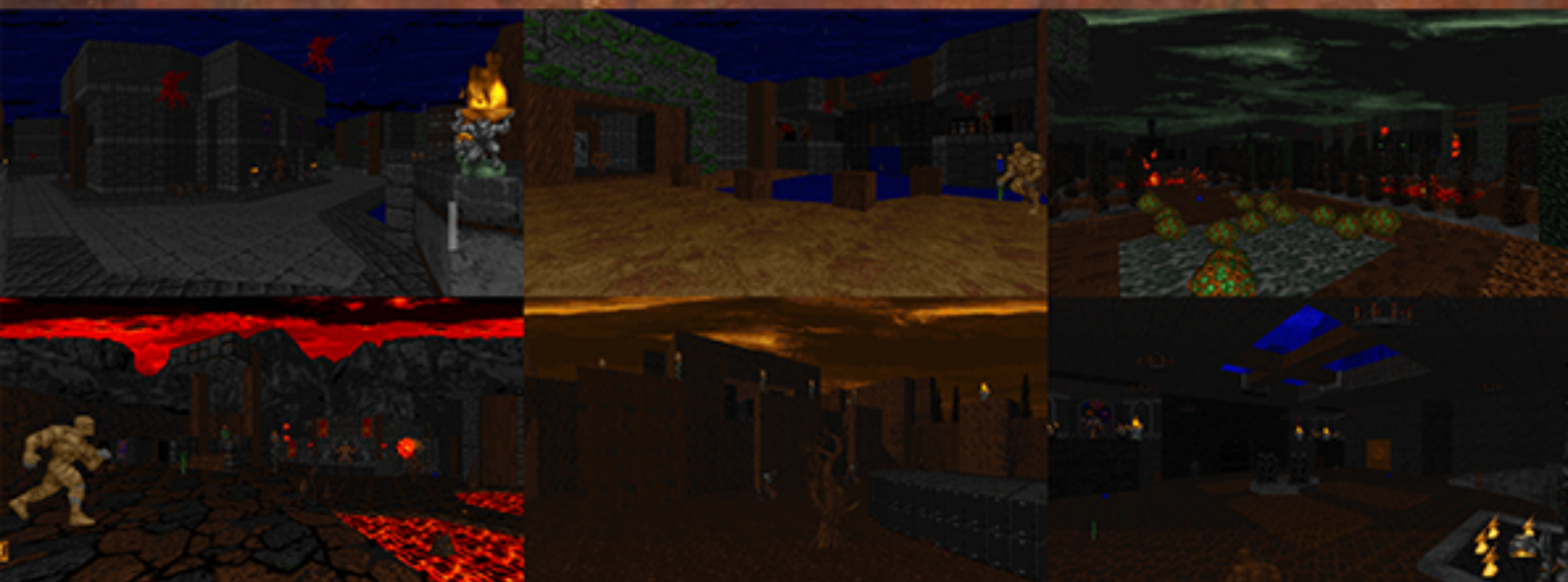
GATEWAY TO SHANGRILLA

by Willy W. (2020)

Yeah, FIREBLU.

But wait, that's not all this map has to offer, don't skip this page.

If you came for a map made entirely made in FIREBLU, you will be pleased, but there's also an adventure to live.

An about forty minute, if you don't die about ten times like I did, journey, into the depth of the night, in a place that is supposed to be a gateway but looks more like a place of its own.

There are plenty of night tracks everywhere in famous wads, but not a lot of night maps.

I must admit, though, that this map exactly fits the most nightly vision of a night map I've ever imagined.

The lighting effects are just gorgeous, with a style that refers to Sunlust's late maps but still manages to do an effect of its own.

Since everything is FIREBLU, the mapper had to rely heavily on darkness and light, and he did succeed at making his map not a huge pack of blue and red screaming at your eyes.

Don't let the music fool you, though.

This a hard map, and even harder when you don't know which projectile is which (the sprites are also FIREBLU).

There's no less that 7 cyberdemons on Hurt Me Plenty, and the ones in the middle will be rocketing you every single minute from the middle of the map, until you get right in front of them, and the end of the map.

Archviles are also here in great numbers and their red and blue flames will turn you in a giant FIREBLU torch if you're not careful, and even if you are.

Some of the arenas even deserve the "evil trap" mention, like that blue key room.

Remember that one circular room in Sunlust map29 ? I'll say no more.

Even more evil this time, because it's hard to tell the difference between a switch and a wall when everything is FIREBLU.

Overall, this was a great experience, a bit evil sometimes, and not too hurtful for your eyes (haha anti-blue light glasses go protecc).

This is Willy W.'s second publicly-released project, and I'm sure that his next ones will follow the lead of both beautiful and enjoyable.

And cyberdemons just look nicer with purple guts, don't they?

-TheEvilGreen
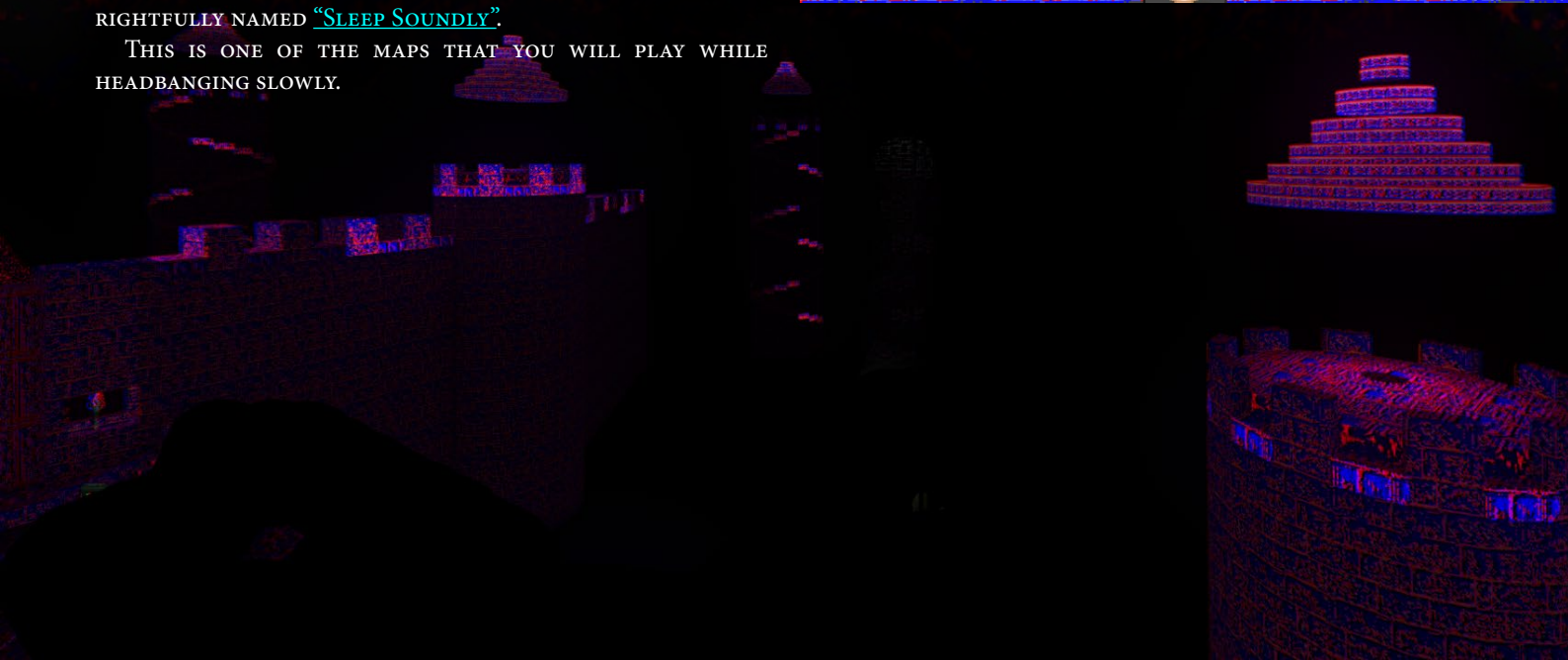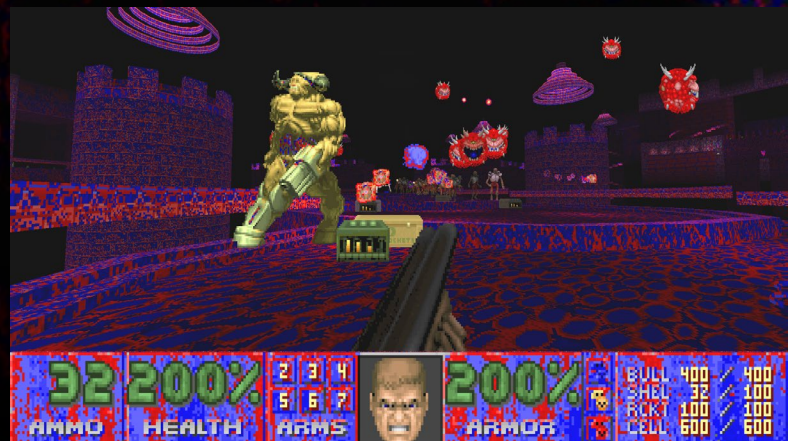
In fact, while close walls are visibly FIREBLU, the colours from far away tend to blend together and create a nice shade of purple, which adds to the already dreamy and kind of "magic" atmosphere.

The music helps a lot too, a track by stewboy rightfully named "Sleep Soundly".

This is one of the maps that you will play while headbanging slowly.

IMPGUY'S PUZZLE CORNER

GUESS WHO'S BACK?

LAST ISSUE SOLUTION

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

Last issue solution grid:

```
      M
 S I G I L
      R
 T  C R
 E  Y R
 X  B O
 A  E R
 R A V E N S O F T W A R E
 S  R         M
    D    C    E
    E    A  B E T R A Y
    R    R    R
 D O O M W O R L D
    O    M  D I
    N    A  E C
         C  M A
         K  O N
            N
```
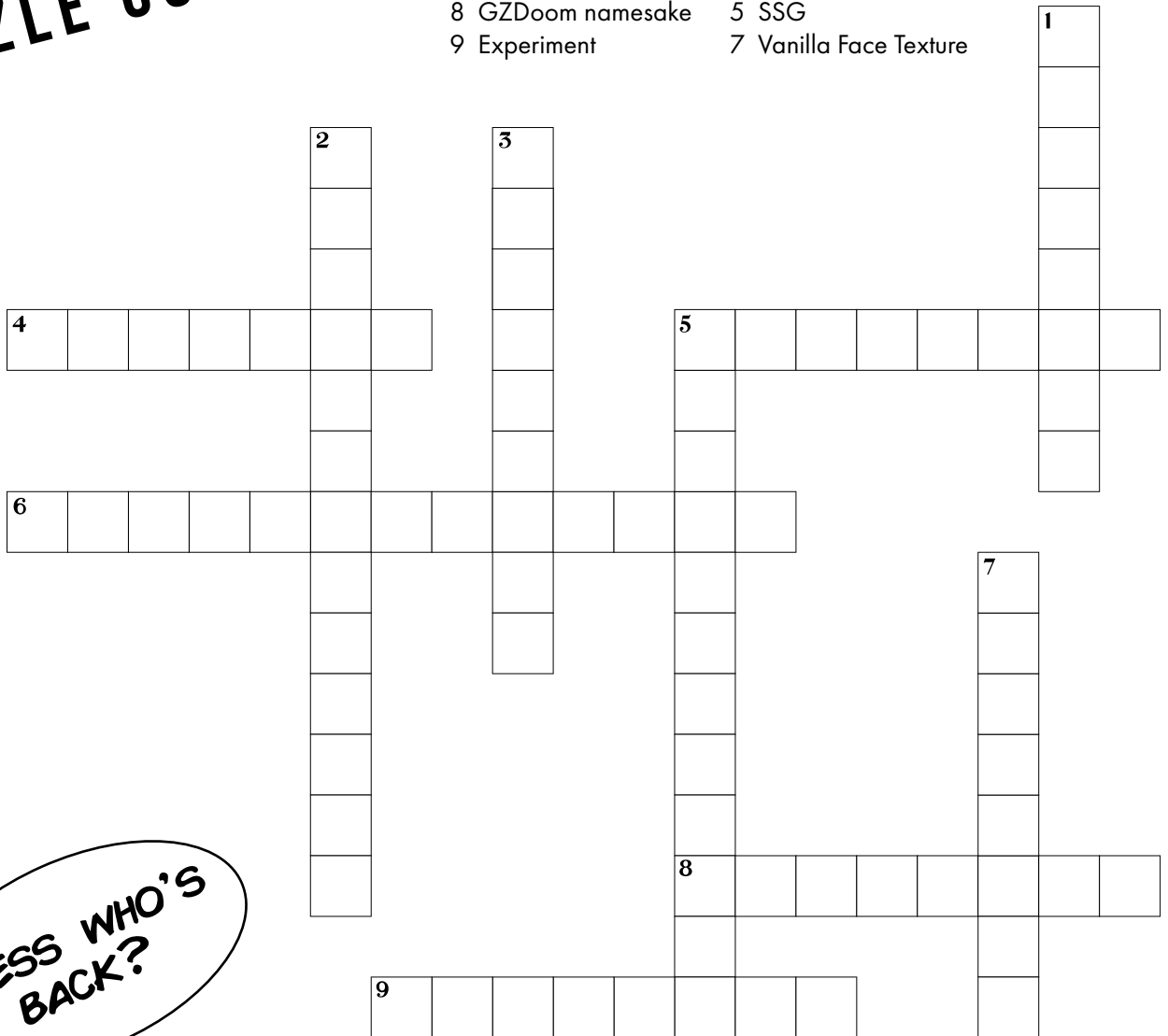
*Congratualations to **EtherBot (Discord)** and **Eris Falling (Doom World)** who posted correct solutions to last issue's crossword. Great job!*

THE ECHO OF A DISTANT GUITAR...

BLISTERS THROUGH TIME AND LAND...

THE COMING OF A NEW AGE...

OF DARKNESS AND DESPAIR...

A PACT WITH THE DEVIL...

FOR AN INFERNAL CONTRACT OF WAR.

WELCOME TO THE ABYSM OF HELL.

...Are you one of those that loved the aesthetic and style of **Heretic?** Maybe a big **Diablo** fan (like me)? Or what about some **Dark Souls** masochism for fun? Well, have you ever thought how would all those games look like if they were merged into a single **Doom** child? Look no more, *Abysm 2: Infernal Contract* has got you covered.

A total conversion that includes an entire plethora of awesome to content to create a new fantasy world into the machinations of the **Doom** engine! Made with care and passion by *jazzmaster9*, this is a TC that includes so many good stuff while at the same time maintaining a simple gameplay system with great variety and lots of awesome maps to explore.

Total Conversions are nothing new in the long run to the **Doom** community. Dating as far back as the very famous *Aliens TC* from the 90s and many other examples from the same period. Yet, TC's done right, now that's a different story. This is a different kind of monumental work that not only requires you to know some really well-developed mapping skills, but also

some modding or programming skills that will definitive in the creation of a TC. Now, once you have the skills, you also need an objective: What Am I going to create? Well, *jazzmaster9* asked himself the same question and came up with something completely different and beautifully-crafted that perfectly conveys the dark fantasy theme into a more FPS rpg-ish like total conversion.

When it comes to mapping, *Abysm 2* does a fantastic job at creating interconnecting levels that expand unto different kinds of layouts that offer both variation and exploration opportunities. Like venturing into the dark and old landscapes of **Diablo**, mixed with a much deeper and more fascinating layout that resembles the likes of the fabulous and brutal **Dark Souls** series. You'll find yourself immersed in all kinds of landscapes and beautiful themes that are done with care and attention to detail. Levels are not only there for show, they also offer some fascinating background thanks to small side quests and very rewarding secrets that can be both easy to find and also more challenging, like starting your own small adventure to find every single penny on every single cranny. *Explore and tear until it is done*. It's damn worth it.

Starting with the simple dark fantasy setting of a frozen harbor, we travel through various landscapes that each have its own small set of side quests to add some spice here and there. Like going through a frozen pass that leads to a secret manor; exploring a ravine in the middle of a battle between

man and demons; go through a secret underground flooded library where a big monster awaits; reach the volcanic slopes of a land of fire; travel through dark castles with dangerous secrets; fight your way through a nightmarish construct of flesh and blood; reach the gates of Hell and reach the great end! And many more!

Abysm 2 offers as much variation as need when it comes to a fantasy adventure through a world full of demons. Even better, you can travel through all this lands quite quickly thanks to strategy portal points. Ala **Diablo 2**, this is quite lovely.

If you are expecting a more interesting and entertaining gameplay style, well damn this TC has that too! Thanks mostly to a new simple yet very effective and more deep-than-you-think repertoire of new weapons. We can divide this weapons mostly on pairs, with each one having a specific function and damage output for different situations and enemies, meaning that no weapon ever feels useless or is going to be replaced by a upgraded option, like the pistol in **Doom**, yet in the same output, each weapon his balanced enough that you need to tweak between usage of each one. Already used to new weapons?

ABYSM 2
INFERNAL CONTRACT

Oh well, then take this: A full new inventory system with a great deal of new items to use against the forces of hell.

Weapon spam is, indeed, an option, but like any well-done RPG out there, you can only do it right if you know how to do it right. See, *Abysm 2* is not only a new re-skin for **Doom**, but it also packs some interesting mechanics thanks to the implementation of a new stats system that, while been very compressible and easy to understand, requires you to pay attention into what stats you are using the most. Now, why yes, most of the RPG's that this TC takes inspiration from are quite famous from being, uh, a little bit hard to understand at first and have a much more complex skills and stats system, *Abysm 2* tries to be as simple as possible without becoming dull. You'll easily get the hand of how skills work in-game and also outside of game, thanks to the awesome and well explained manual that comes included alongside the main file.

Abysm 2: Infernal Contract encapsulates perfectly well how a fantasy TC should be one without going way over the top or saturating with unnecessary content just for the sake of flashing out. Balanced, like all things should be. You'll explore a **Doom** engine world with a **Diablo** twist and some **Dark Souls** styled levels. Enemies that are as unique as fun, full with their own elite and unique variations. Weapons that go from the simple fantasy magic wand to the more unique and awesome triple crossbow launcher. A huge map that is as impressive as diverse. A simple but super fun stat system that goes well alongside the inventory system that's way too fun. All in all, *Abysm 2* is great fun in every single aspect. The perfect TC for those fantasy-driven Doomers out there. As a **Diablo** and **Doom** fan, this like a beautiful cursed child that looks just like I wanted to look: Doomy and hellish.

Even if you aren't such a great fan of RPG games, *Abysm 2* offers the same fun combat of the classic **Doom** thanks to a very dynamic gameplay system that's reminiscent of **Heretic** plus

WEAPONS AND AMMO

Axe: Your starting weapon for the Alchemist's Set; has two attacks: fast normal attack and slow strong attack; Inflicts **Physical** damage.
STR: B   DEX: C   INT:
UPGRADES
• None

Mace: Your starting weapon for the Hunter's Set; has two attacks: fast normal attack and slow strong attack; Inflicts **Physical** damage.
STR: A   DEX: C   INT:
UPGRADES
• None

Crossbow: Shoots fast moving bolts that pierce through enemies; Inflicts **Physical** damage. Uses bolts as ammo.
STR: D   DEX: C   INT:
UPGRADES
• Automatic Crossbow: +Secondary Fire

Amethyst Wand: Shoots fast moving magical bolts; Inflicts **Magic** damage. Uses White Mana as ammo (Hunter, Alchemist); Uses No Ammo (Sorcerer)
STR: DEX: INT: D
UPGRADES
• Piercing Shot: +Damage

Repeater: Rapid Fire Gun that shoots flechettes; Inflicts **Physical** damage. Uses Flechettes as ammo.
STR: C   DEX: INT:
UPGRADES
• Optimized Gears: +Accuracy
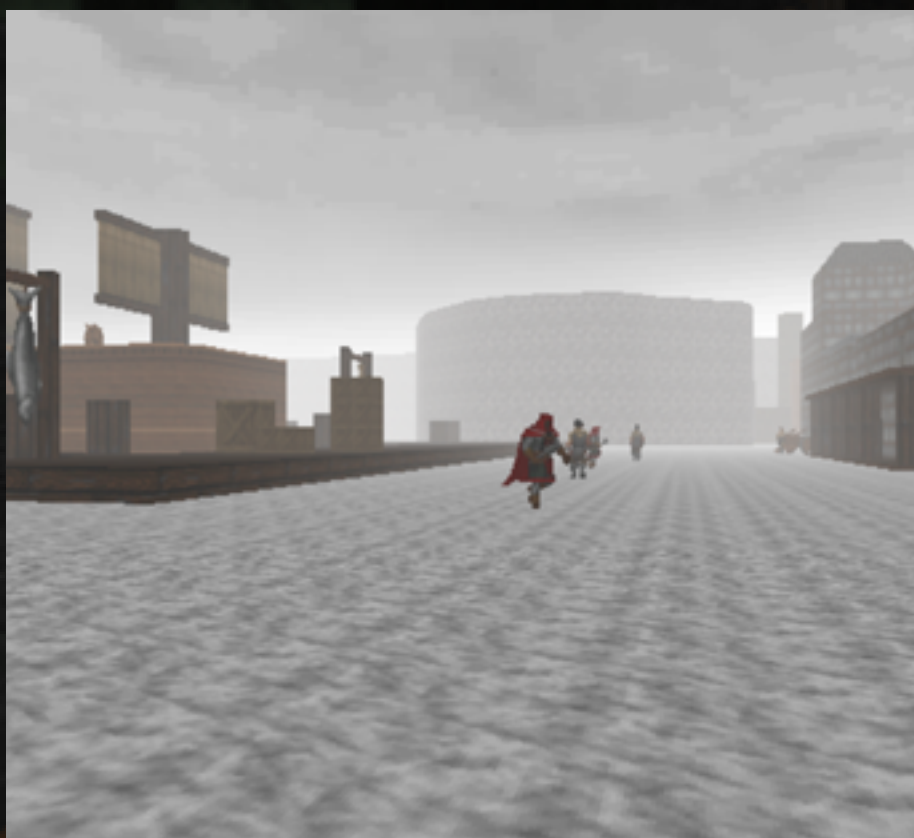
Doom enemies. Heck, just play this, do it, dear Doomer. *Is good.*

Abysm 2: Infernal Contract is an awesome dark-fantasy themed RPG shooter that brings with it as many cool features as you could want!

From heads to toe, a fantastic and fun experience made with passion and care. For this, I proudly gift the sixth *Seal of Approval* to *Abysm 2!*

DEMON
150/150

LEVEL 6
XP: 956/1510

THE SIXTH
DOOM MASTER WADAZINE
SEAL OF APPROVAL TO:
JAZZMASTER3,
FOR ABYSM 2: INFERNAL CONTRACT

GET IT HERE

DOOM MASTER WADAZINE SEAL OF APPROVAL
APPROVED

A MOD BY JAZZMASTER

SPECIAL THANKS TO:
PRIMEVAL FOR THE MUSIC
JDALOMO FOR THE ENEMY HEALTH BAR HUD
IRISSASARA, ASHEWYN AND ZIKSHADOW FOR THE VOICES
HIGHDARKTEMPLAR FOR THE TITLE SCREEN IMAGE
CHUBZDOOMER FOR THE RPG XP SYSTEM

ADDITIONAL CREDITS

		DRDOCTOR
DUTCH DEVIL	MIDORIMAN	ABBWU
ETTINGRINDER	STOPSIGNAL	OSJCLATCHFORD
CYB	ZRRION THE INSECT	XASER
VADER	VICE	AFADOOMER
DAVIDG	ROLLS	BIG MEMKA
XIM	QUAKEDOOMNUKEM	SHADOWMAN
TODM	YUKIHERZ	NEOWORM
ESSELFORTIUM	TIMMYROXOR	AMUSCARIA
ROTTKING	UKIRO	TORRIDGRISTLE
TALON	SEBABDUKEBOSS20	BRIDGEBURNER
FUZZBALLFOX	THE ULTIMATE DOOMER	MOR'LADIM
REVAE	DENISBELMONDO	THEMISTERCAT

AT THE DEVIL'S TABLE
AN INTERVIEW WITH JAZZMASTER9
BY ENDLESS

1. How did you come up with the idea of Abysm 2?

jazzmaster9: Abysm 2 pretty much builds upon the foundation laid out by Abysm 1. Abysm 1 was more of an Action adventure with RPG elements, and I wanted to expand on that more, I really wanted to lean into that heavy stat based combat where there is a sense of progression with the character itself.

Abysm 1 was the learning stage and Abysm 2 was the implementation of everything learned. I have gained so much knowledge from making the first mod that I already had the technical know-how to add additional features for the sequel.

2. Abysm: Dawn of Innocence, came out like 2 years ago, did you start working right away in the sequel or did you took a break? How long did it take you to finish it in that case?

jazzmaster9: The development for Abysm 2 went full swing immediately after the Beta for Abysm 1 launched.

The early prototypes for Abysm 2 was made in the middle of Abysm 1's development cycle. I had these new ideas that I wanted to prototype so I made a quick mock up as a proof of concept for the new features mainly, Weapon Damage scaling with Stats,

New spells and Ammo Crafting. There were so many ideas that 1 mod could not contain it, the sequel was inevitable at that point.

At one point during the last month or so of Abysm 1's development, I was developing Abysm 2 simultaneously. I would make and test levels for the Abysm 1 while, at the same time, working on refining the base features for Abysm 2 as well as plotting out the setting and questlines. It was messy but I couldn't wait to see my vision come to life.

3. What would you consider to be the most interesting challenge to overcome when creating this TC?

jazzmaster9: On the Creative side, the most interesting challenge was balancing the gameplay. Balancing the New Weapons and Enemy roster with the Weapon scaling system proved to be a challenge.

With Abysm 1, the enemies and weapons pretty much had Doom Equivalents and I used Doom as a point of Comparison. You have your shotgun type weapon, your chain gun, rocket launcher, etc. The enemies are basically your standard Doom Enemies so I used Doom as reference for gameplay.

That Fine balance completely falls apart once Character based

progression is introduced. Now I don't have a clear-cut reference point for the gameplay, Doom doesn't have stats or weapon upgrades, I have to make sure that the character's progression is in line with the enemies encounters through trial and error. An Imp at level 10 won't be as threatening as when you are at Level 2 or 3, so a lot of rigorous testing was done to ensure the enemy encounters still have a Difficulty curve as the player levels up their stats.

On the Technical side, just getting the new Stat System to work was a challenge. This is when I started really learning ZScript and applying its capabilities.

4. It even comes with an interesting and delightful lore! Did you make this fantasy story just for the game or does it come from another source, like a DnD campaign or a writing hobby?

jazzmaster9: I made the main storyline of Abysm specifically for the mod, it's pretty straight forward. Demons Invade Earth, Earth needs to stop demons, it's a storyline pretty much repeated in all PWAD released but what I really wanted to explore world building and lore, there is a story to every place you encounter, every NPC you meet and even some of the bosses.

I took Heavy inspiration from Diablo

2 when crafting dialogue, the Journals you read were inspired by the Lazarus and Horadric tomes in Diablo 1. The mod even has passages lifted straight from Diablo 1 and given new context. I'm not ashamed of my influences, it's because of those that I am able to create such a rich world.

5. The inspirations are very clear, especially the Diablo 2 inspiration, but out of everything, what would you say was your greatest inspiration for Abysm 2?

jazzmaster9: My greatest inspiration for the Abysm in general where the Soulsborne games, Dark Souls 1 in particular with its interconnected level layout and lore. I wanted basically to make a Dark Souls-ish world but in Doom, a world where exploration and discovery was the main driving force. Abysm 2 has you snooping around buildings, going down treacherous caves and finding loot and even cool boss enemies. It's the same sense of discovery I felt when I played Dark Souls 1 for the first time, I wanted to emulate that.

6. Regarding mapping, how did you approach this special aspect when making it?

jazzmaster9: So, for Abysm 2 I had to design the Overworld and the Dungeons.

For the Dungeons it was pretty straight forward, I pretty much made them the same way I would make regular Doom levels. The Main objective is different this time, it isn't just pushing the exit switch, there are sub objectives within the dungeons that need to be done, but fundamentals of Doom level design are still present. Engaging monster encounters, smart monster placement, good signposting for progression and an engaging layout to navigate, those are still very much in line with how I make Doom levels.

The overworld is pretty much that but now scaled a hundred-fold, the same rules still apply. Getting from the Town to Dungeon A or Dungeon B still needs to be engaging but in a more macro scale, I made sure that I gave the player things to do to progress, combat is a given, navigating and searching buildings, finding switches, moving up and down ladders, etc,

I signposted Main Quest dungeons within the overworld by basically making Imposing Structures that can catch their attention. The best example is The Massive Library in Lower Hadria, it greets you almost immediately upon entering the area and of course the first thing a player wants to do is to find a way up there.

7. Is there any aspect you are not happy with? Or are you satisfied with the result?

jazzmaster9: I will say there are some areas that, if given a change, I would completely redo in terms of aesthetics, the mod took a year and half to make and from then and now, my mapping skills have become better, new tools have come out since that makes 3d architecture easier to work with.

With that being said, I am quite satisfied with the result. At the end of the day, I set out to make a fun Action RPG and I've done that, I'm proud of the work I made.

8. If there were no limits or restrictions, what would you have liked to add or do in this TC?

jazzmaster9: Definitely a more interactive Inventory and Crafting System, If I had the technical know-how to use ZScript at its fullest, a Diablo type interactive inventory, Randomized Weapon properties like in Diablo and a deeper crafting system.

9. So comes the question, is there going to be Abysm 3?

jazzmaster9: Not in the foreseeable future, working on Abysm 1 and 2 back to back was fun but creatively exhausting so I'm planning to take a break from any large-scale projects.

With this, I want to say: Thank you very much for been part of this issue, jazzmaster9! Abysm 2 is definitely a fantastic mod and filled of great little details, one that's worthy to check out!

Do you see it?

How to View Stereograms

At first look stereogram is similar to nothing more but a tiled pattern, however, with a proper look you can discover amazing 3D image hidden inside. You will see exactly what was put in by a stereogram artist.

Some people who have problems with binolular vision most likely will not be able to see hidden image. Other vision issues such as nearsightedness and farsightedness will not affect much your ability to see stereograms.

Method I:

1. Put your face close to the screen or printed stereogram. Try to look through the image, pretending it doesn't exist. Of course you won't be able to see anything yet because image is too close to the eyes.

2. Always hold stereogram horizontally, do not turn and do not bend it. Don't tilt your head and try not to blink.

3. Then start to move back from the stereogram (or move stereogram away from you) very slowly. Your eyes naturally will try to refocus back on the image but you will need to force your eyes not to do so. Keep looking through the image and moving back from it slowly at the same time. If it happens that eyes focus on the image start Step 1 again.

4. Once you can keep looking through the stereogram, keep moving it (or your head) back and force very slowly. At some distance, when patterns overlap each other, you will notice that something strange is happening to the image. That's a very good sign and after a while you will see blurry levels of depth or some 3D images.

5. Once you can see blurry 3D picture, keep looking at it this way. Don't force your eyes to focus yet, they will need some time to adjust. After a few seconds you'll see how image snaps and becomes very sharp. When it happens you will know that you can see the stereogram.

Method II (personal recomendation from 4MaTC):

Look at the center of the image then cross your eyes, like you are retarded, then move them to normal position. Boom! Now you see it!

Unfinished Map Flea Market (Various Compatibility/Length) - Wasted your time on something a lot but abandon it later down the line for some reason and not willing to just outright terminate it? Well, now's your chance - maybe your abomination might end up being a magnum opus of someone else! By *4MaTC*.

Flawed Symmetry (GZDoom/Single-level) - Cleverly designed Dead Simple-like small speedmap that strongly focuses on movement and reflex in cramped, hazardous environment; made for *Alfredo's* own birthday. Nice visuals not included.

The Confrontation (GZDoom/Single-level) - Flat techbase level from novice mapper *Briøche*.

Firefight and Oddysey (GZDoom/2 separate single-levels) - *Deathclaw886's* first forays into Doom mapping. An oversized factory and a vast (but still oversized) canyon, all with some sorts of gameplay and first-timer mistakes - proceed with caution.

DOOM 3D (GZDoom/Single-level) - Doom with a touch of the infamous flat design from its Nazi-slaughtering predecessor. And speed. By *THE IMP* (formerly known as Adrian The Gas-Mask Face)

Kill an Imp (GZDoom/Single-level) - Wow.wad's long lost and somewhat more inferior cousin. Test your Doom skills in this intricately challenging level.

2600.wad (Limit-removing/Single-level Doom 1) - Efforts have been made to turn the dubious, supposedly then-WIP port of Atari 2600 Doom into an actual Doom 1 map that's okay for time wasting and for looking around. By *Wadmodder RiderPùdu*.

Another attempt at Doom: Evil Unleashed (GZDoom/WIP 7/14-level set) - ...which focuses on restoring and tweaking Doom Alpha content - scores, player characters, extreme weapons tweaks including the ability to perform homing attacks. So far, the maps seem to complement the gameplay changes well. By *SaladBadger*.

Secret (Limit-removing/Single-level) - Infiltrate a supposedly hidden, strangely designed UAC facility and check what the boys have been up to. And perform your regular cleanups. By *Pezl*.

Carbon Dioxide (Boom-compatible/Single-level) - Something that happens when novice visual designs are mixed with competent gameplay, high geometry complexity and multiple branching paths to take. Recommended if you have a lot of time and just want to sit down and play Doom. By *jacnowak*.

Doom 1&2 Subzero Terminator Edition (GZDoom/ Gameplay Mod) - You play as an antihero who is super enthusiastic in murdering people with blunt, short-ranged weaponry and handles everything else in a questionable manner. For deadly Berserk pack users. By *Roebloz*.

Doom the way id Smooshed Together (GZDoom/Minimod) - Now you can play the entirety of Doom the way id Did in one sitting without having to manually switch the wads midway through! Requires the original WadSmoosh (and the entirety of the series) to work properly. By *EtherBot*.

The Infernal Upper Decker (Boom-compatible/Single-level) - Brought to you by *Duerer:* Another day at UAC. You try to take a crap but it doesn't work out - it seems Hell has been secretly dumping...contents in the archive. Now it's up to you to stop them and solve your disposition problem. Featuring lengthy setpieces and challenging combat that will brighten up your playthrough. Might break gameplay mods.

DOOM_DUST2 (GZDoom/Single-level) - Taste the sand and get your butt kicked in this authentic demake of the classic Counter Strike map! Requires manual player spawn placement or launch parameter -deathmatch to work. Author unknown; originated from Brutal Doom.

Solitary - West Wing (Vanilla/Single-level) - First mapping attempt from novice member *VandalVinny*, focusing on linearity and fast-paced gameplay.

FINAL FRONT - Red Assault (Zandronum+/Single-level) - The usual stuff - Something important was lost, Hell plays its cards again, humanity got screwed and you are somehow tasked to resolve everything. Only that this time, your city is the battlefield, and it's not small. May requires Brutal Doom to work properly. By *John77_ & Mark_Hruodol*.

Hardoom (GZDoom/Gameplay Mod) - If you are looking for something to waste your time and skills on,

this mod pack here should satisfy you. Play on Nightmare for best experience. By *Telemassacre*.

[Technology Center (GZDoom/Single-level)](#) - Dark, techbase, short, good, lots of zombies, by gunkye.

[DBP28: Fear and Loathing (Limit-removing/10-level set)](#) - Enter Spooktober with a special brought to you by Doomer Boards Krew™. Very dark, perfectly-timed ambient noises, a story told through well-crafted in-game scenes, some integrated/backported Doom 3 content (spider included) - it's just like playing a nicely done Doom 3 mod! Don't forget to bring your flashlight. SFX Sound Pack (Mod Resource) - Sick of hearing the wimpy weapon sounds over and over? Want to introduce some spice to your session or your mod? This pack might be worth looking into! Currently no pain and map-related sounds included. Compilation by *Doomkid*.

https://www.doomworld.com/forum/topic/117300-sfx-sound-pack-shooting-sounds-pistols-shotguns-reloading-items-teleporters-more/

[Archi-Tek (GZDoom/3-level wad)](#) - romsu89 comes out of thin air and takes us through a journey in a HUGE, sprawling Hell-infested urban tower (with some prison break as a bonus). Get ready to be in awe of the impressive visuals; clever tricks and solid gameplay that the author got up their sleeve!

[Doom -1 (Boom-compatible/35-level megawad)](#) - What happens when a simple wad, a bunch of people and some luck got together. Featuring a bunch of custom content to lighten up the experience. By various, initiated by *AtticTelephone*.

[Throttle (GZDoom/Single-level)](#) - A simple, short techbase map Dragons-ForLunch made to get better at mapping.

[Painkiller Mutilator (GZDoom/Gameplay Mod)](#) - Painkiller Doom. By *Technoir1984*.

[F*k you, Esther! (GZDoom/Single-level)](#) - Unravel the mindf*ck mysteries behind the fortress of Esther as you continue to do your demon cooking business. By *smeghammer*. Mini Bunny-hop challenge (Zandronum/Single-level) - Doom platforming in the void. Friends recommended. By bolon667.

https://www.doomworld.com/forum/topic/117260-zandronum-mini-bunny-hop-challenge/

[ChasmDM (Limit-removing/Single-level)](#) - You thought Chasm doesn't get much love? Think again. Suffer with other people in this highly innovative Deathmatch map while narrowly attempting to avoid everything else. By *DCG Retrowave*.

[7 Deadly Sins (Boom-compatible/7-level wad)](#) - Levelset by *dubaCRO*, inspired by Whispers of Satan and Wolfenstein 3D, with very inconsistent pacing - proceed with caution.

[Late for Work (GZDoom/Single-level)](#) - You are late for work. Too late. Now you have to clean up the mess that your colleagues caused. Featuring lots of custom weaponry and enemies that will challenge your Dooming skills. By *happy_mac*.

[Refinery (Vanilla/Single-level)](#) - *OpenRift*'s first deathmatch map, taking notes from various IWAD classics and Brutal Doom. The clean techbase feel definitely makes the map worth a go.

[Robot J's Deathmatch Arena (Boom-compatible/WIP 7/32-level megawad)](#) - More deathmatch stuff! Featuring super 90s horizontal level design and weirdly cute sprite replacements - you'd better blaze through these stuff. By *Robot J*.

[September Under the Sea (Limit-removing/5-level wad)](#) - A collection of various September speedy maps by various people made under *BluePineapple72*'s coordination. All levels can be beaten within 30 minutes.

[All the Wiser (GZDoom/5-level wad)](#) - Another collection of birthday levels for various Doom community people under *Major Arlene*'s vision. Intricate visuals, homages and ..interesting gameplay included.
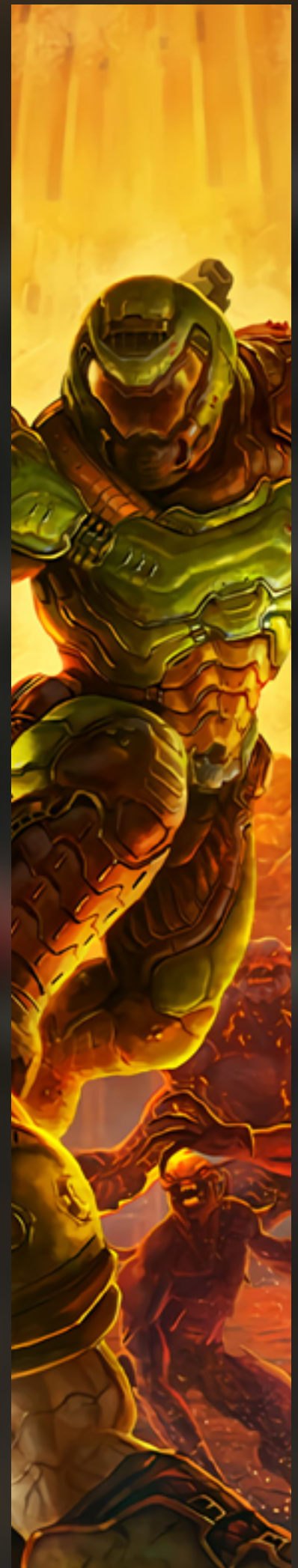
Newstuff on DOOMWORLD

RIP AND SHARE.

Endless

PICTURES GALLERY

Bridgeburner56

Deadwing

StalkerBlade

Guitardz
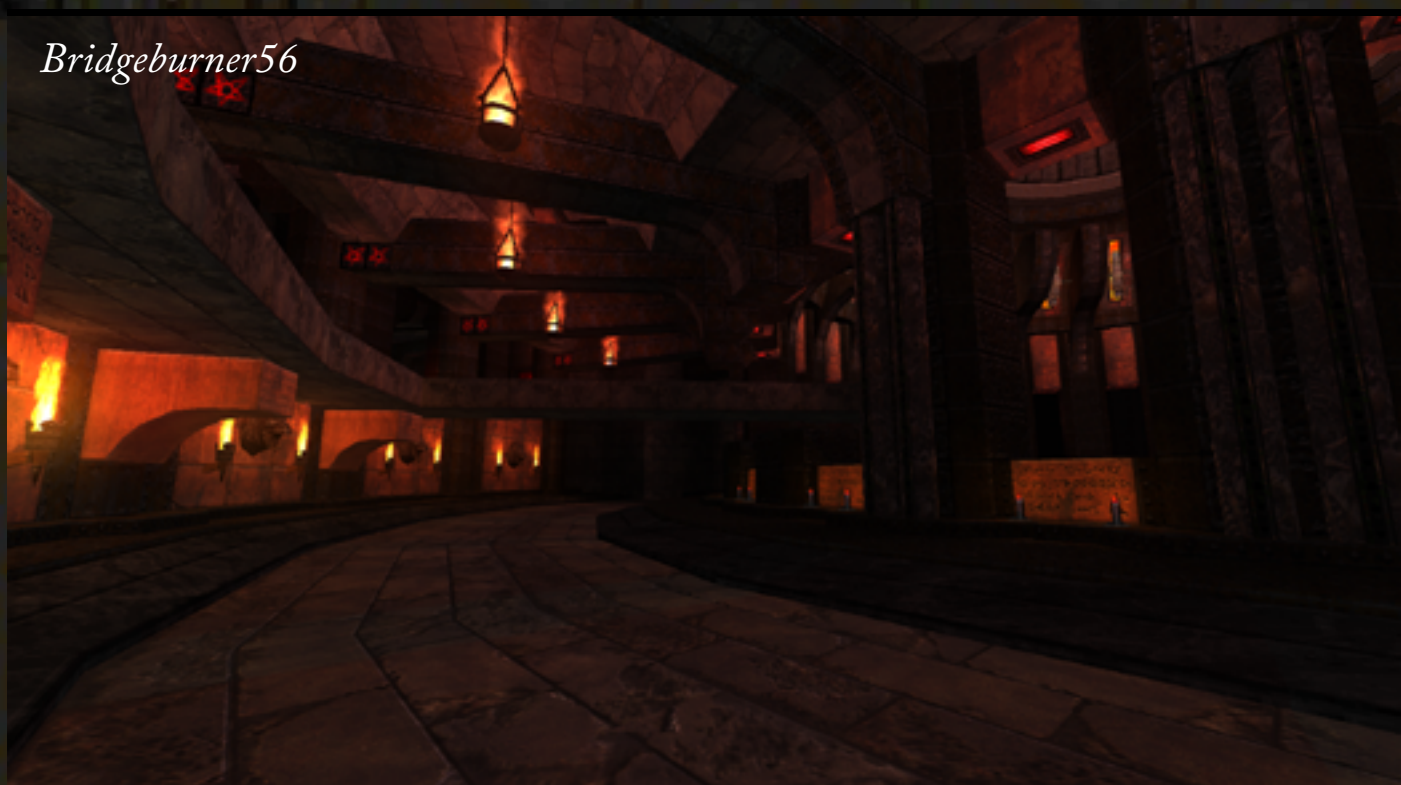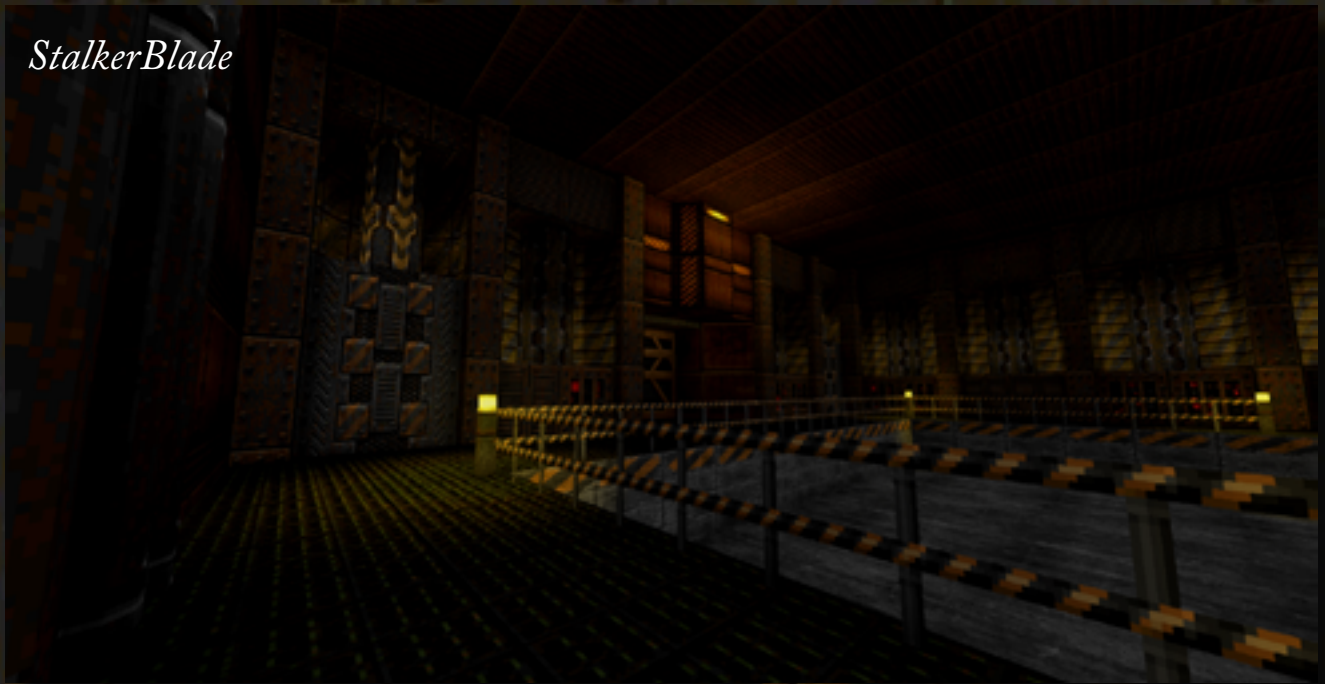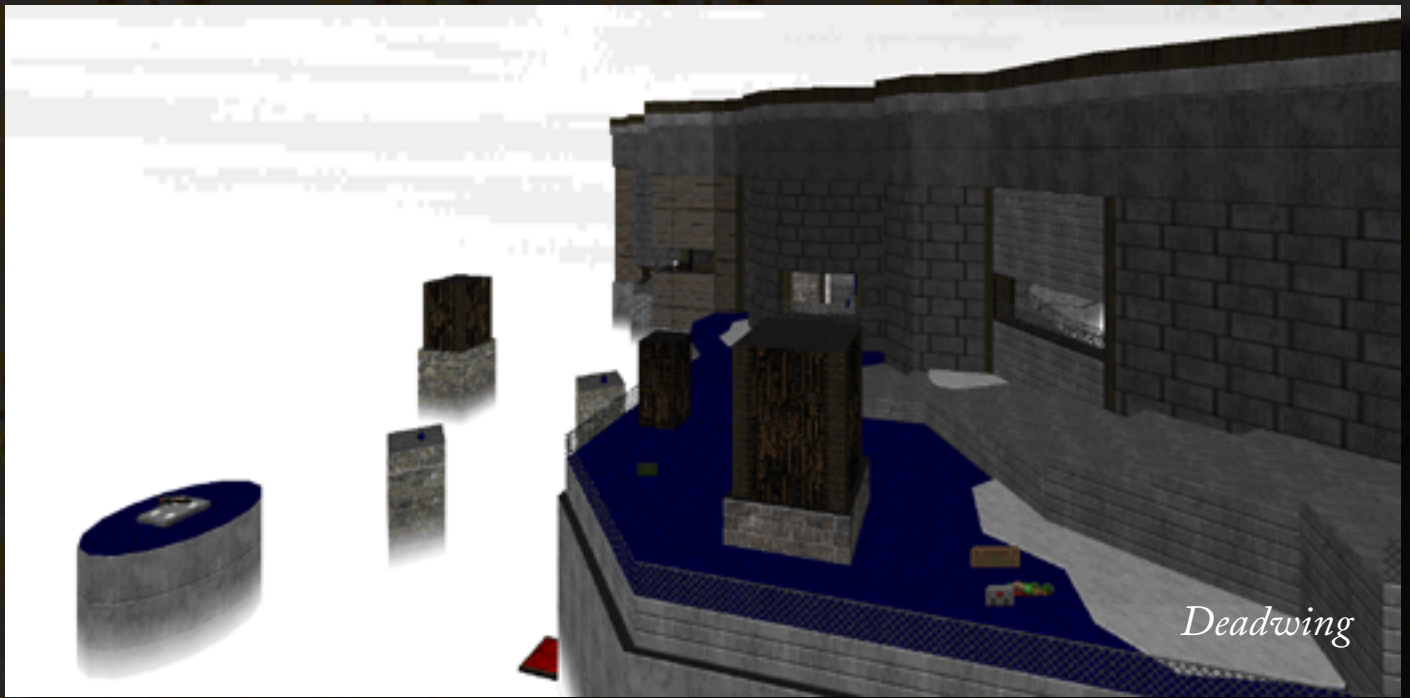
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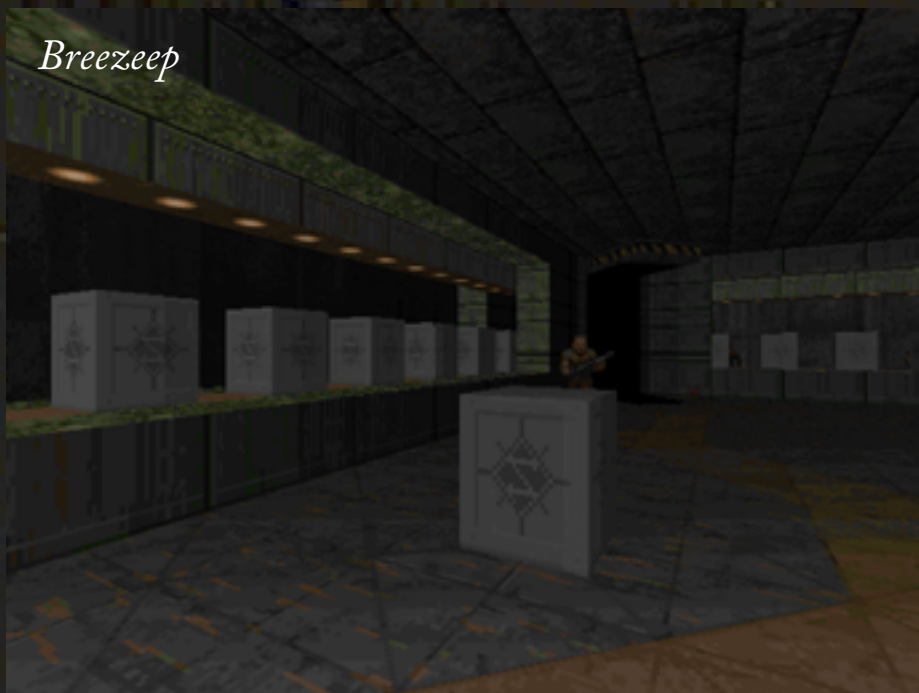
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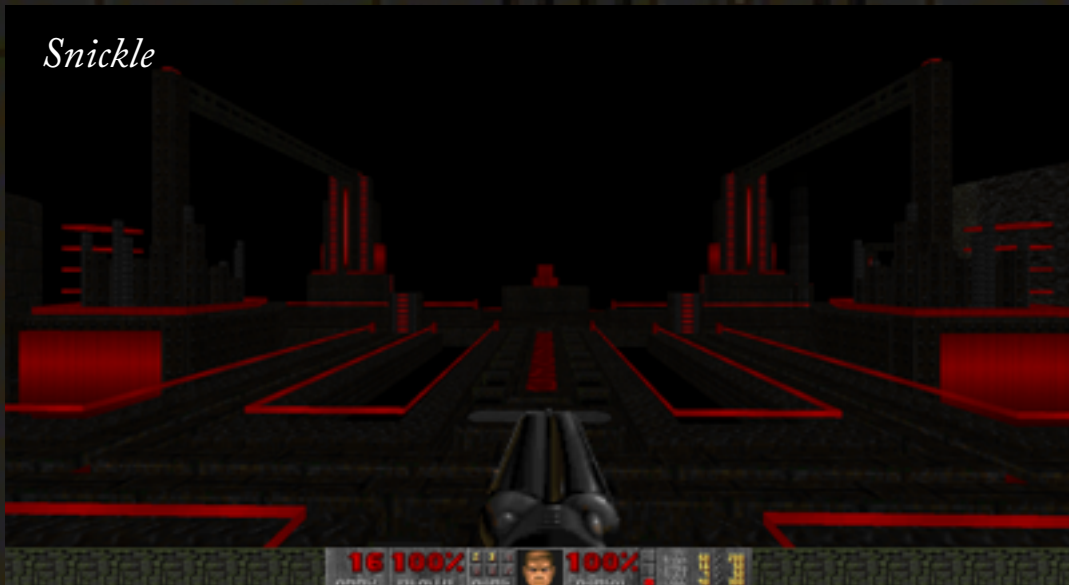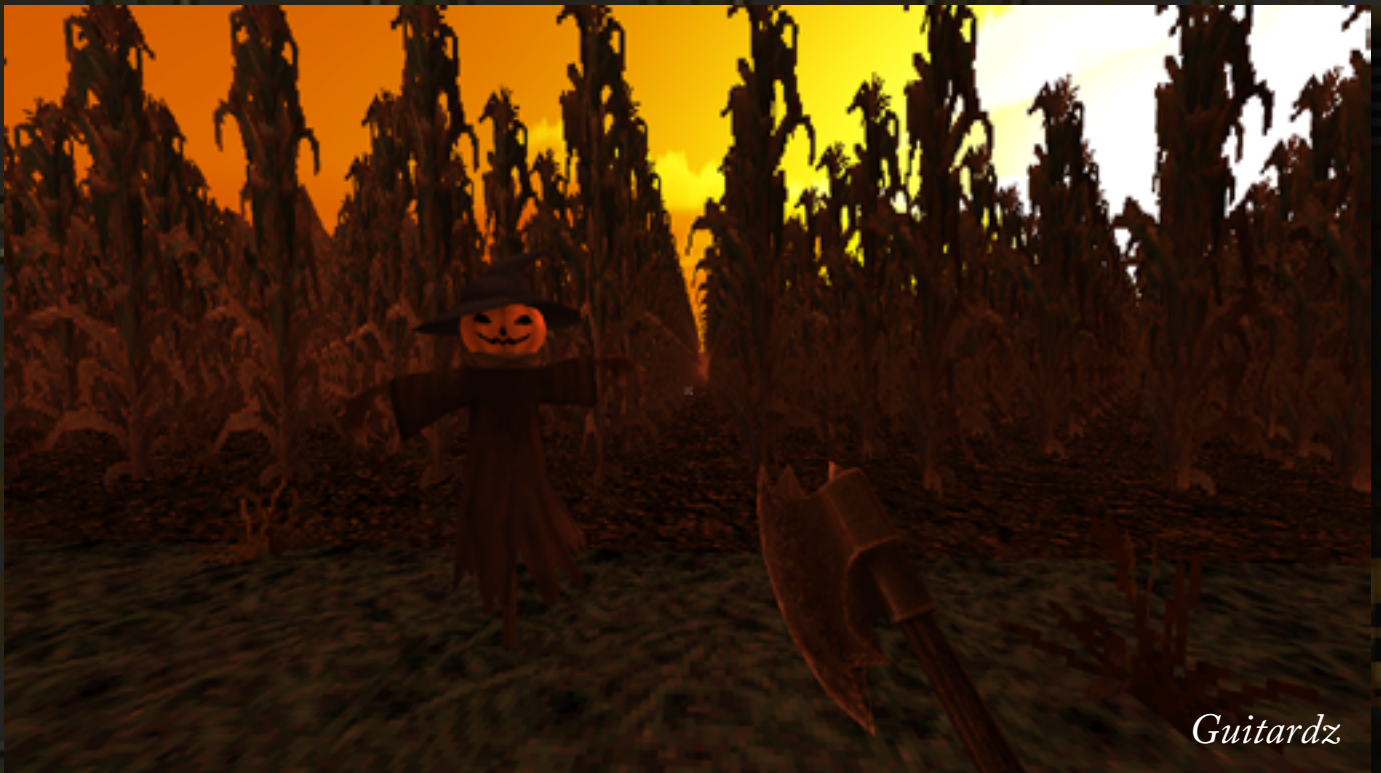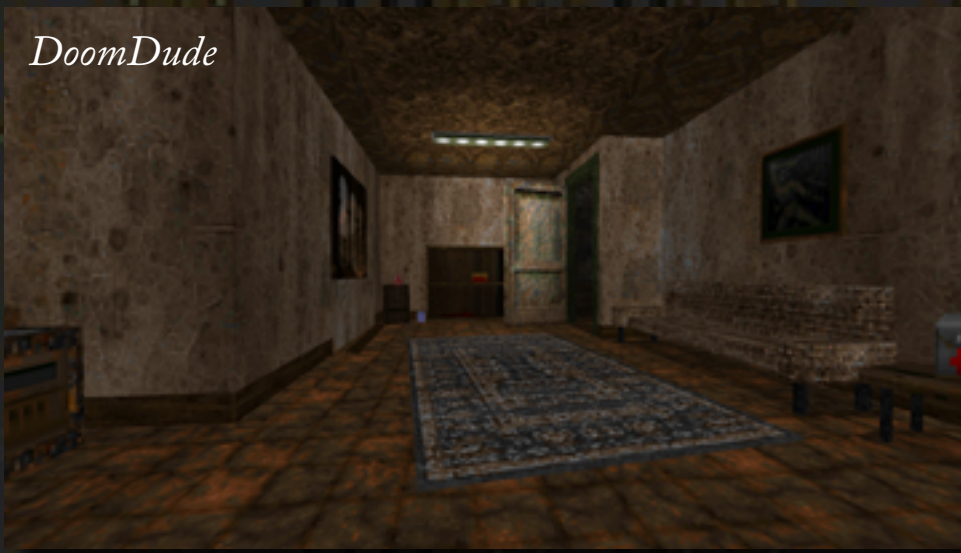
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Guitardz

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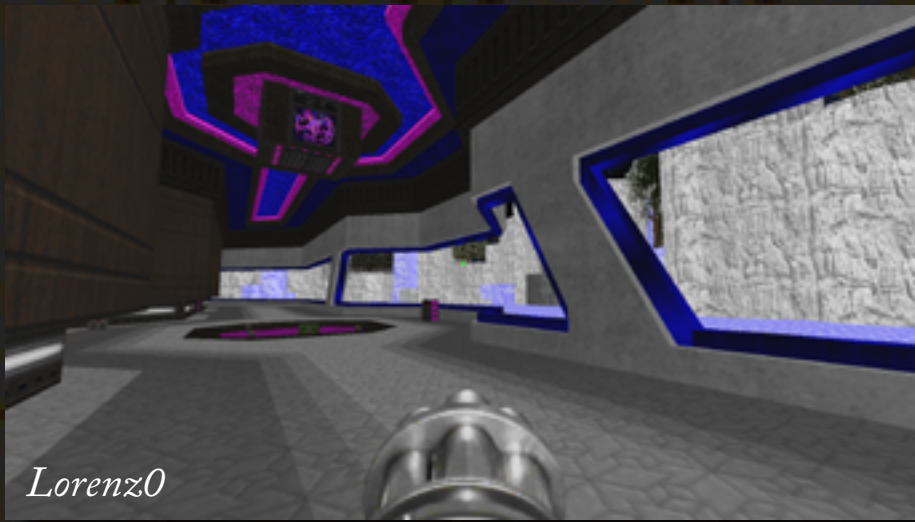
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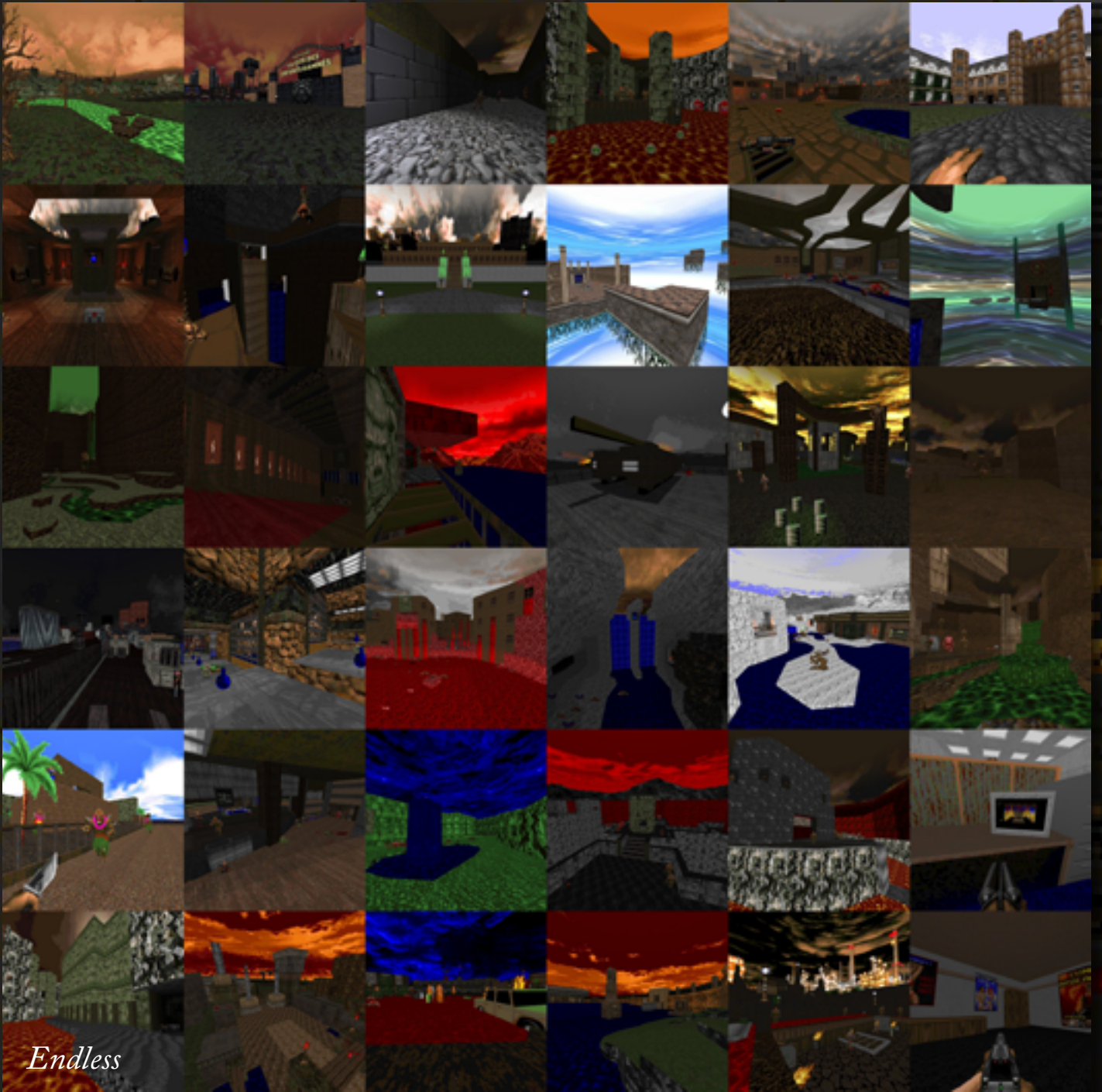
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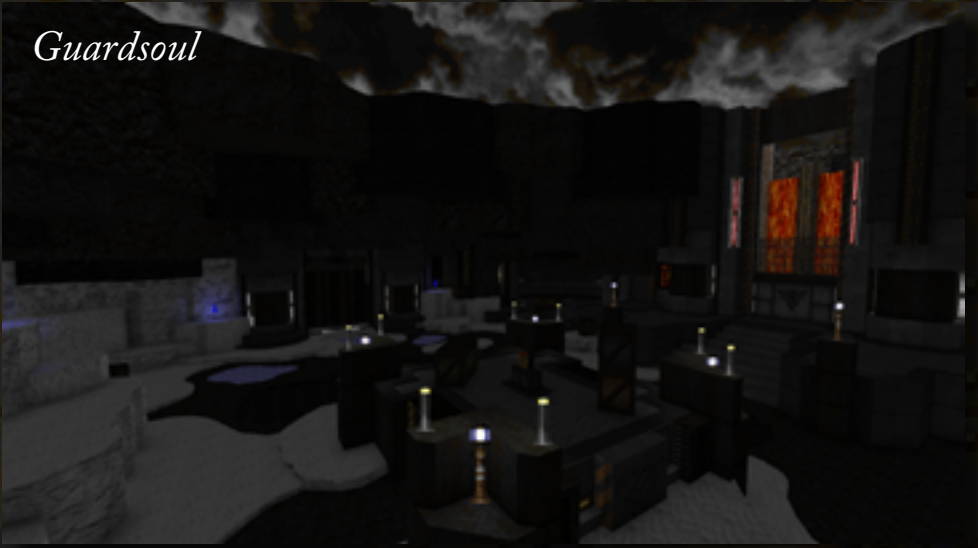
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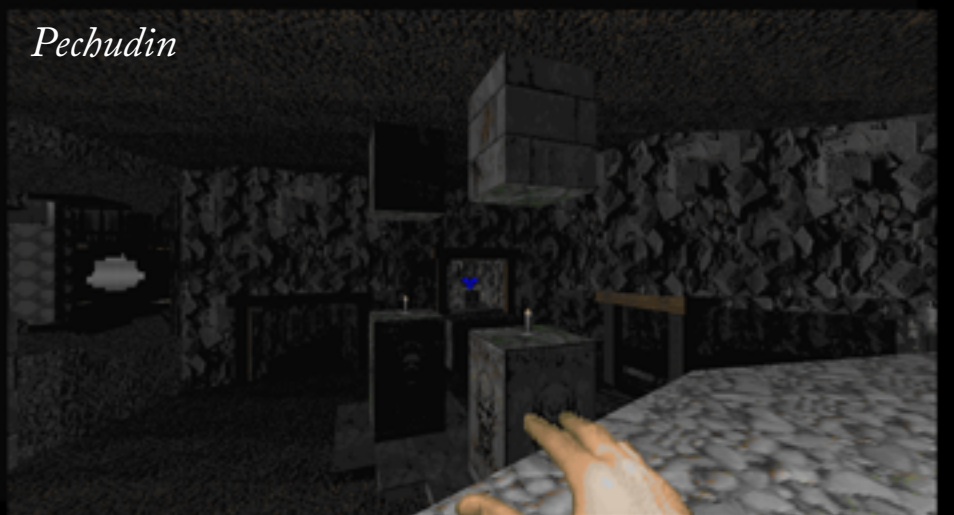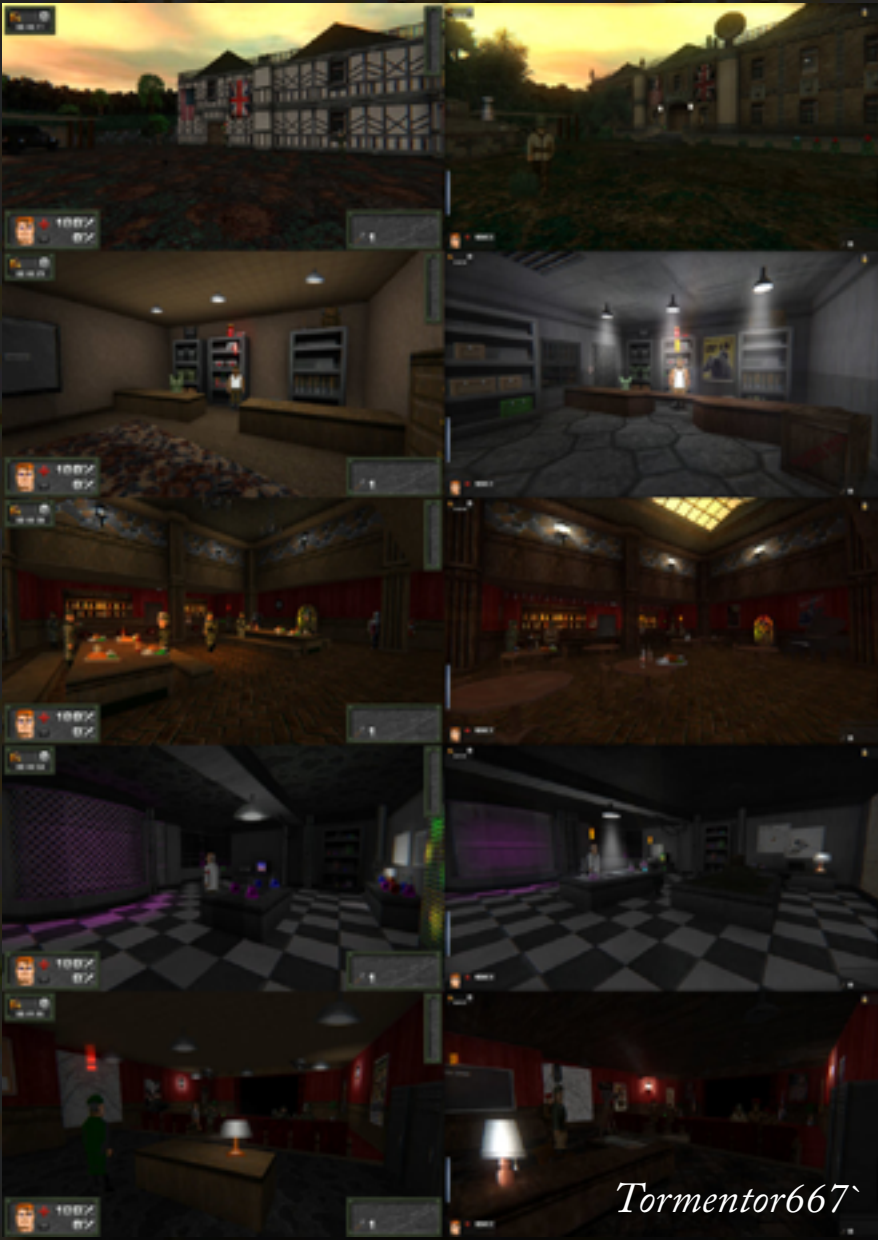
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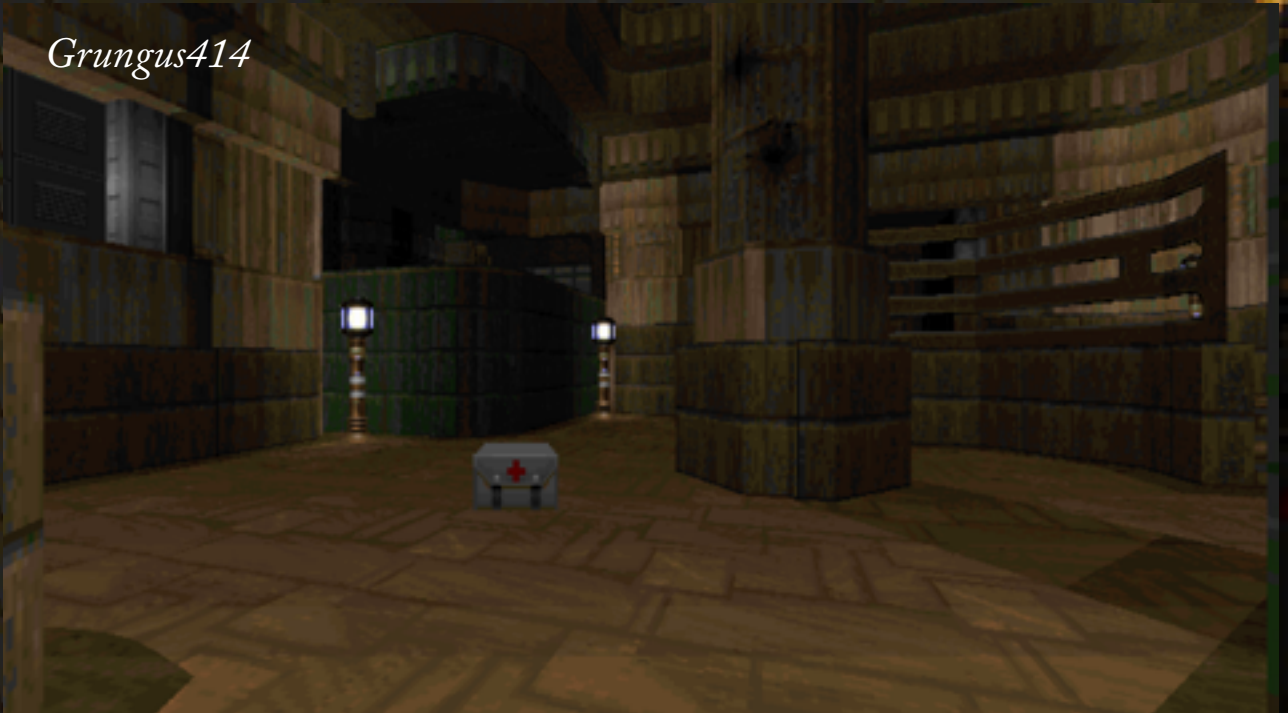
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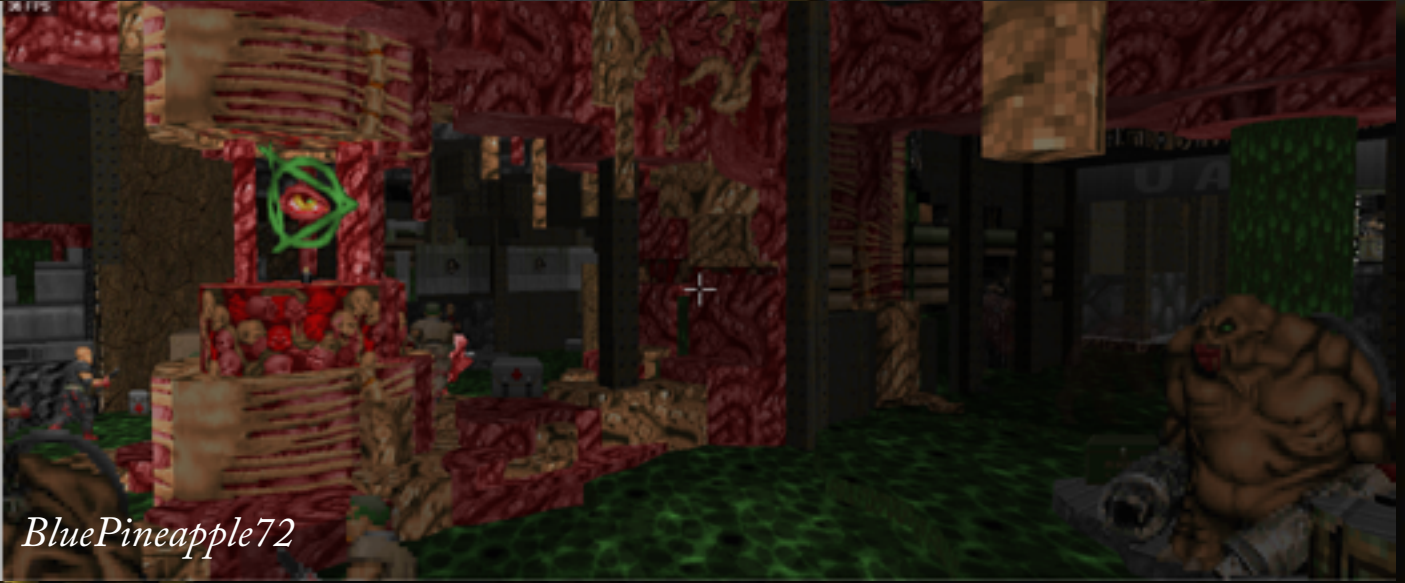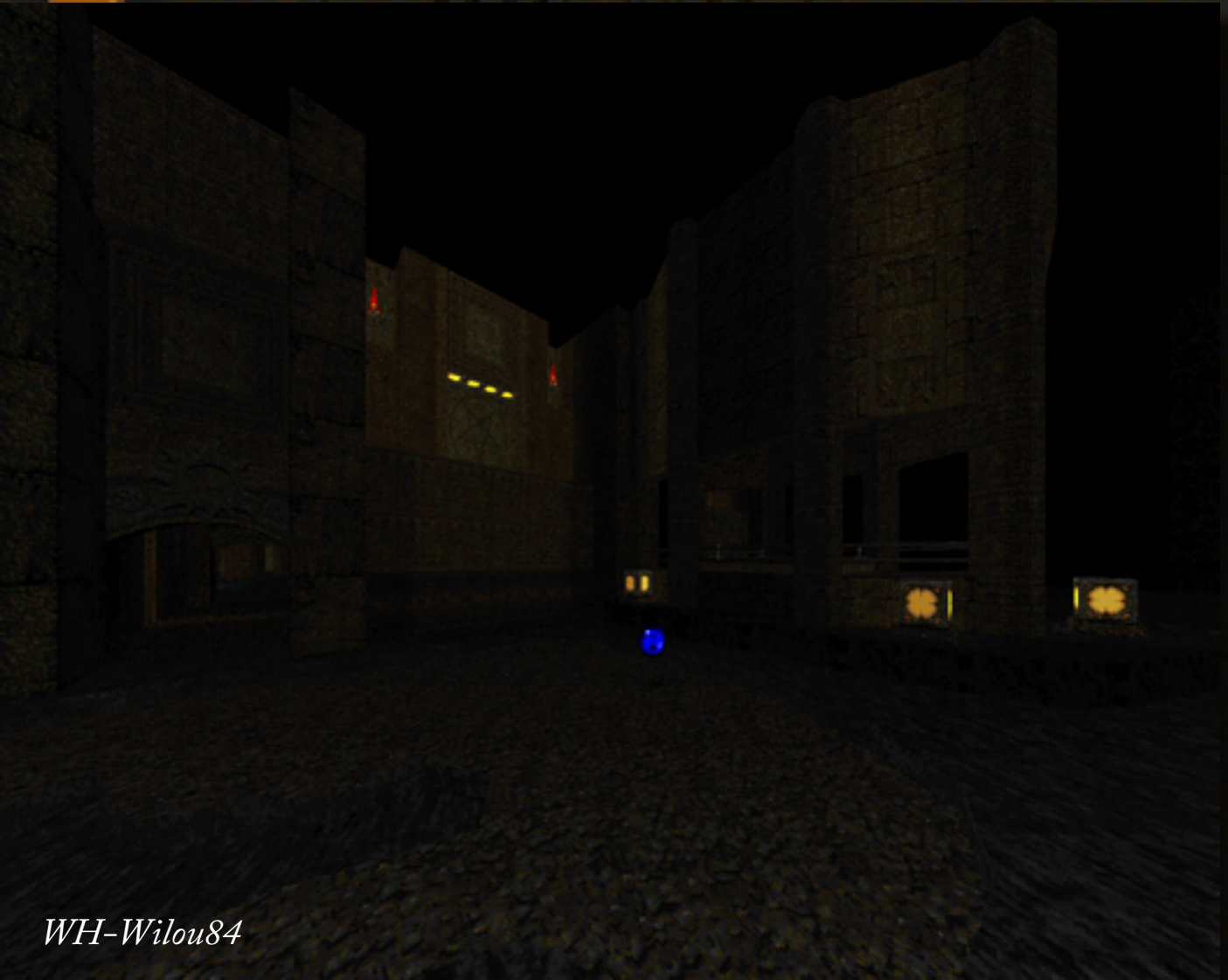
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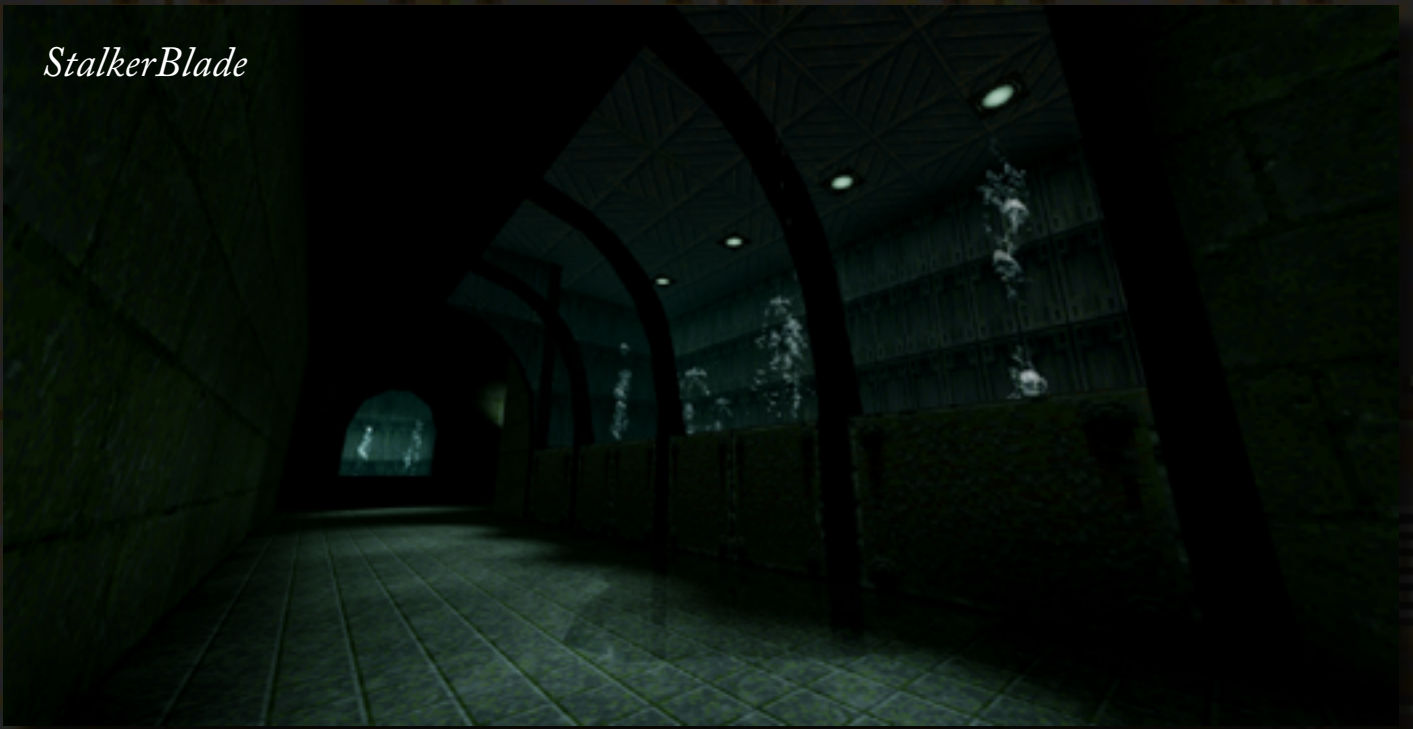
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Obake

Matt Fright

Major Arlene
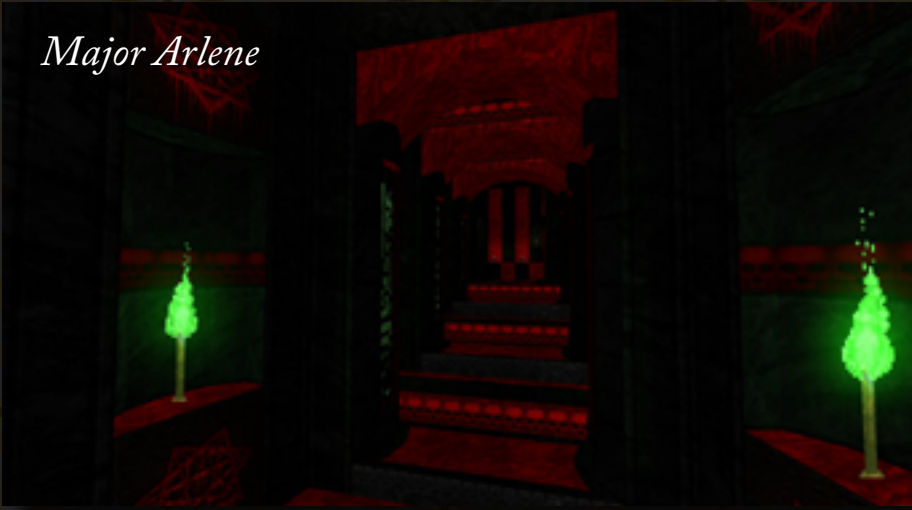
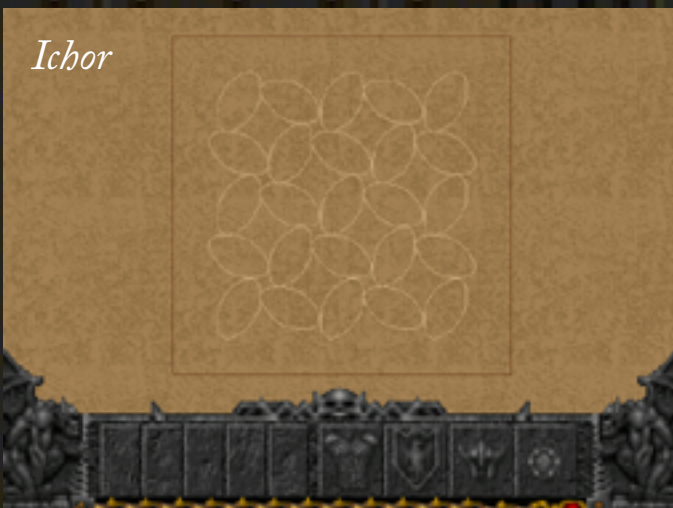*The_SloVinator*
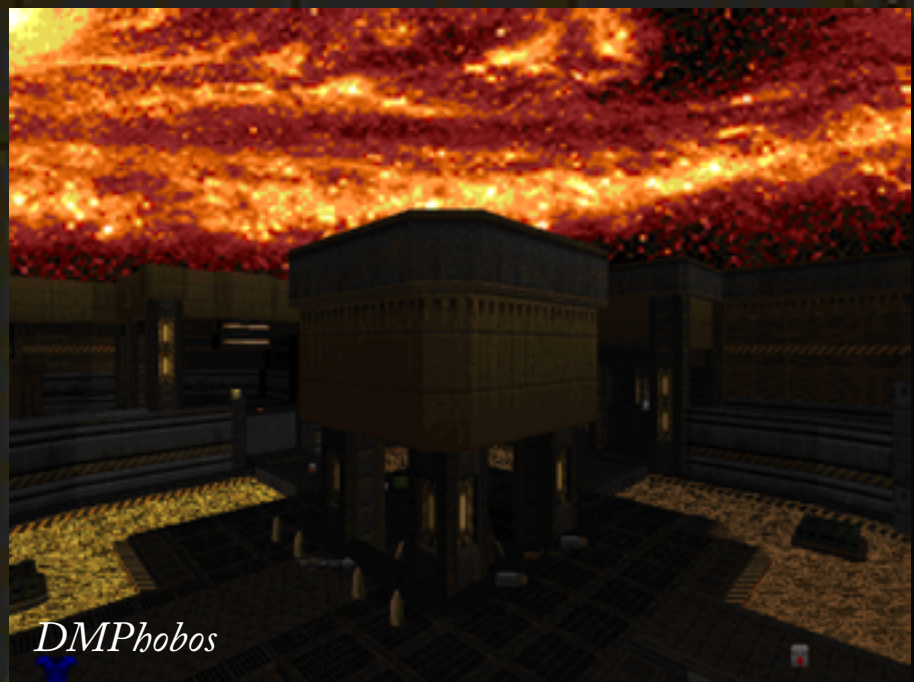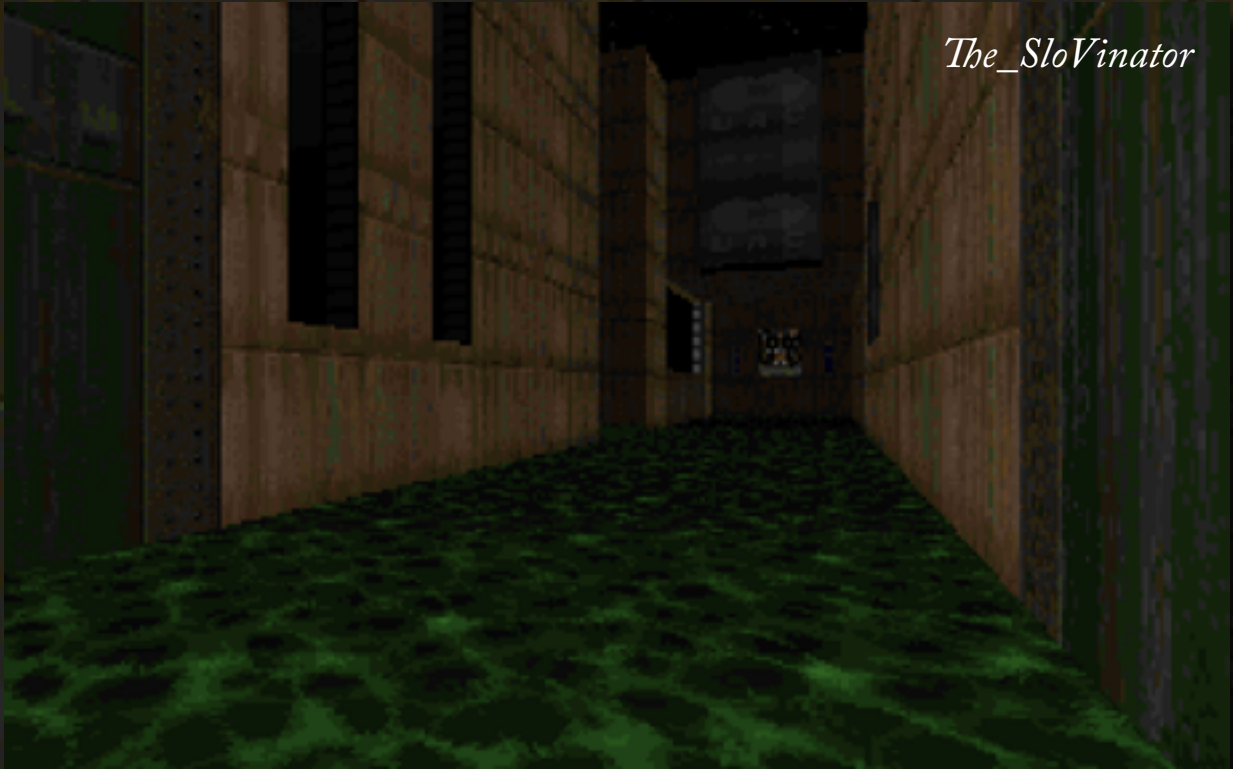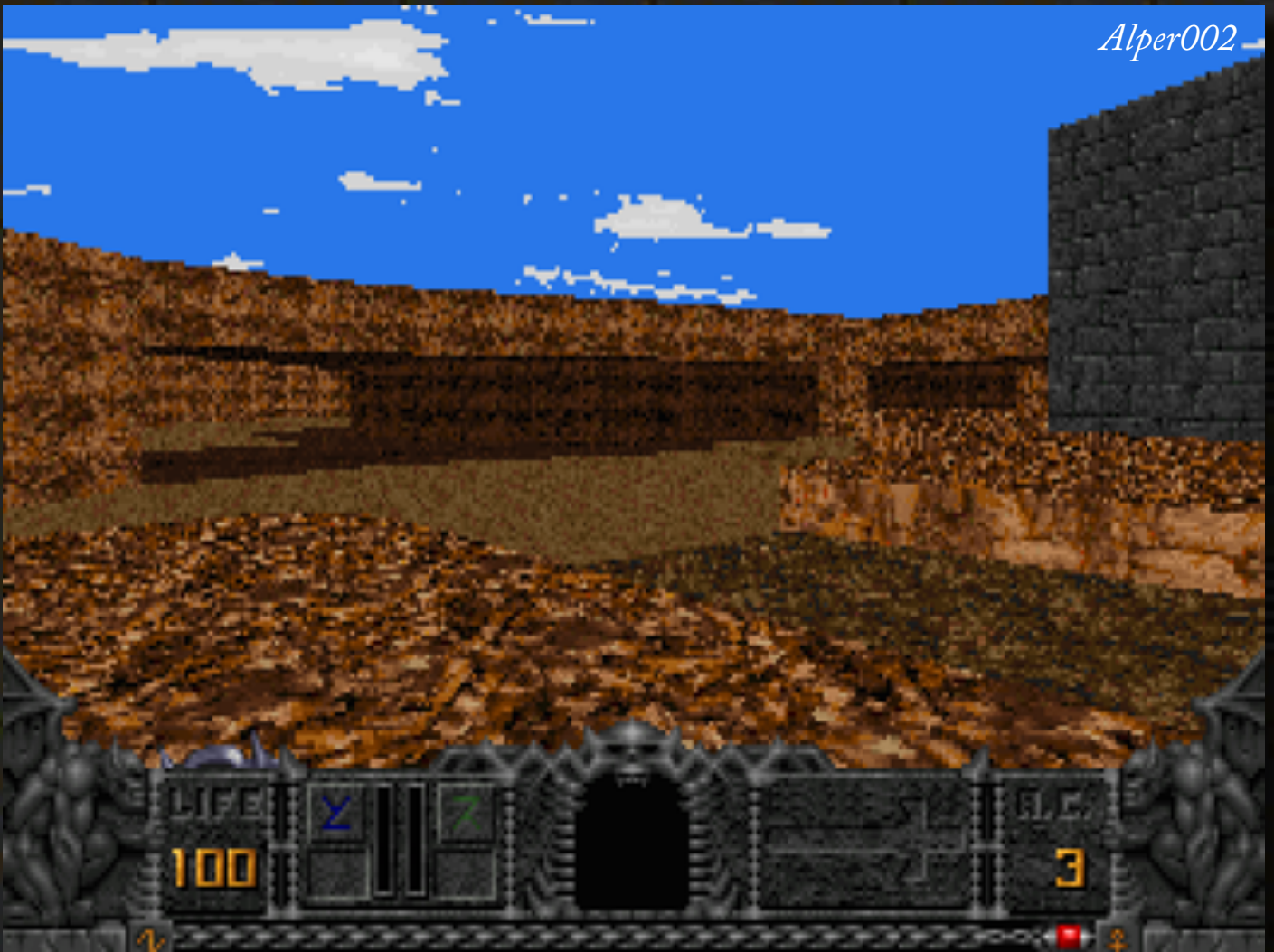
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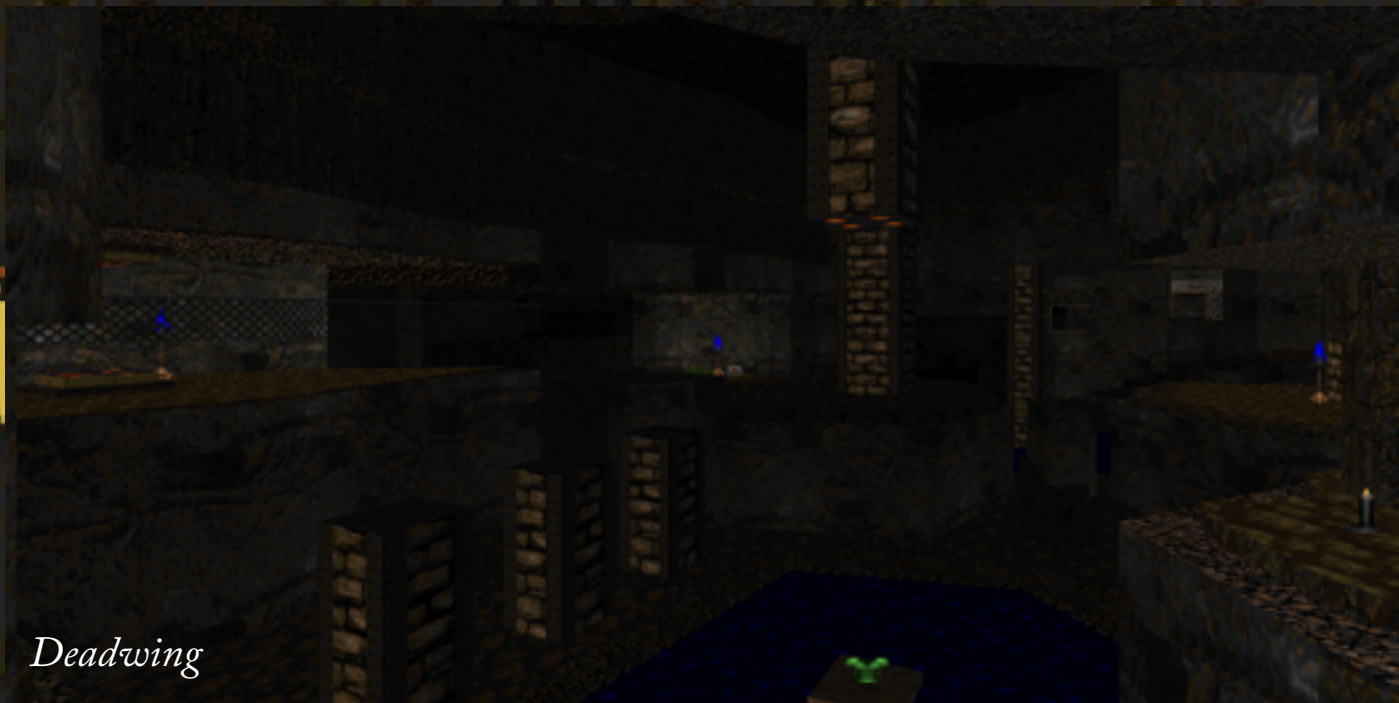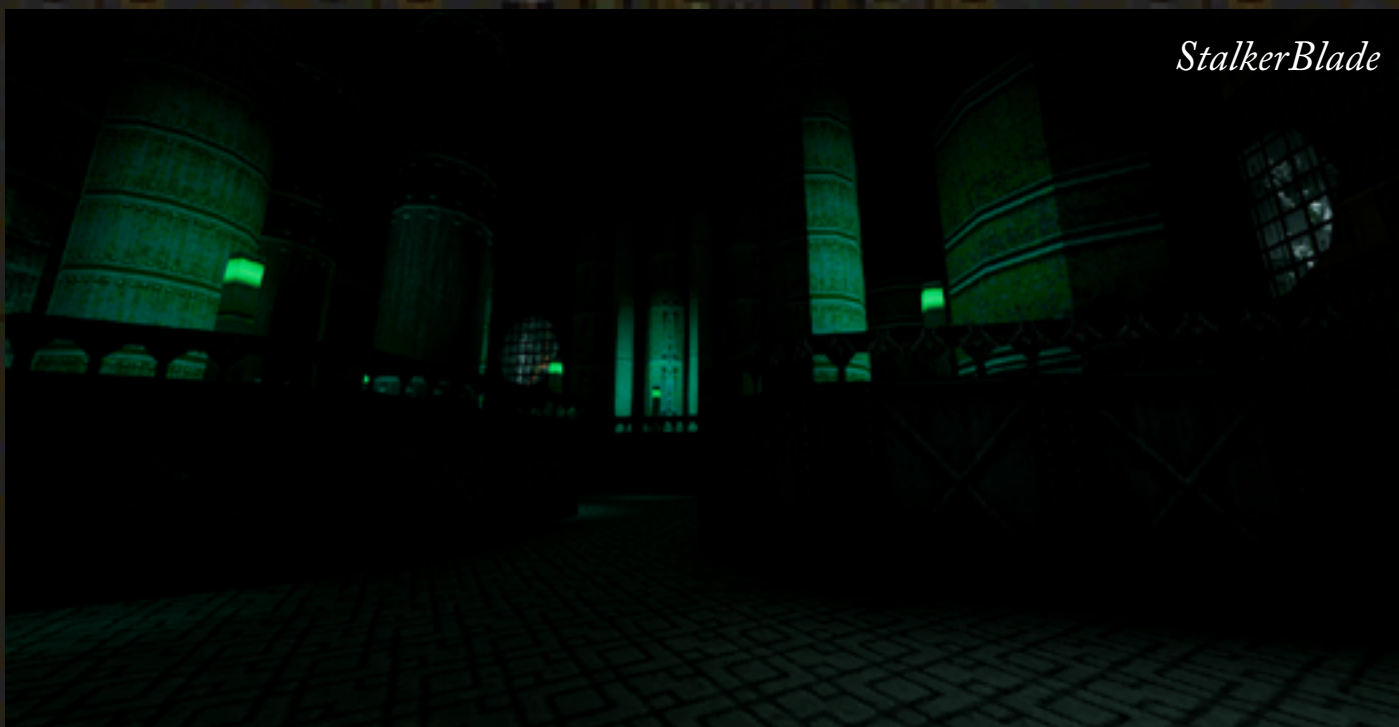
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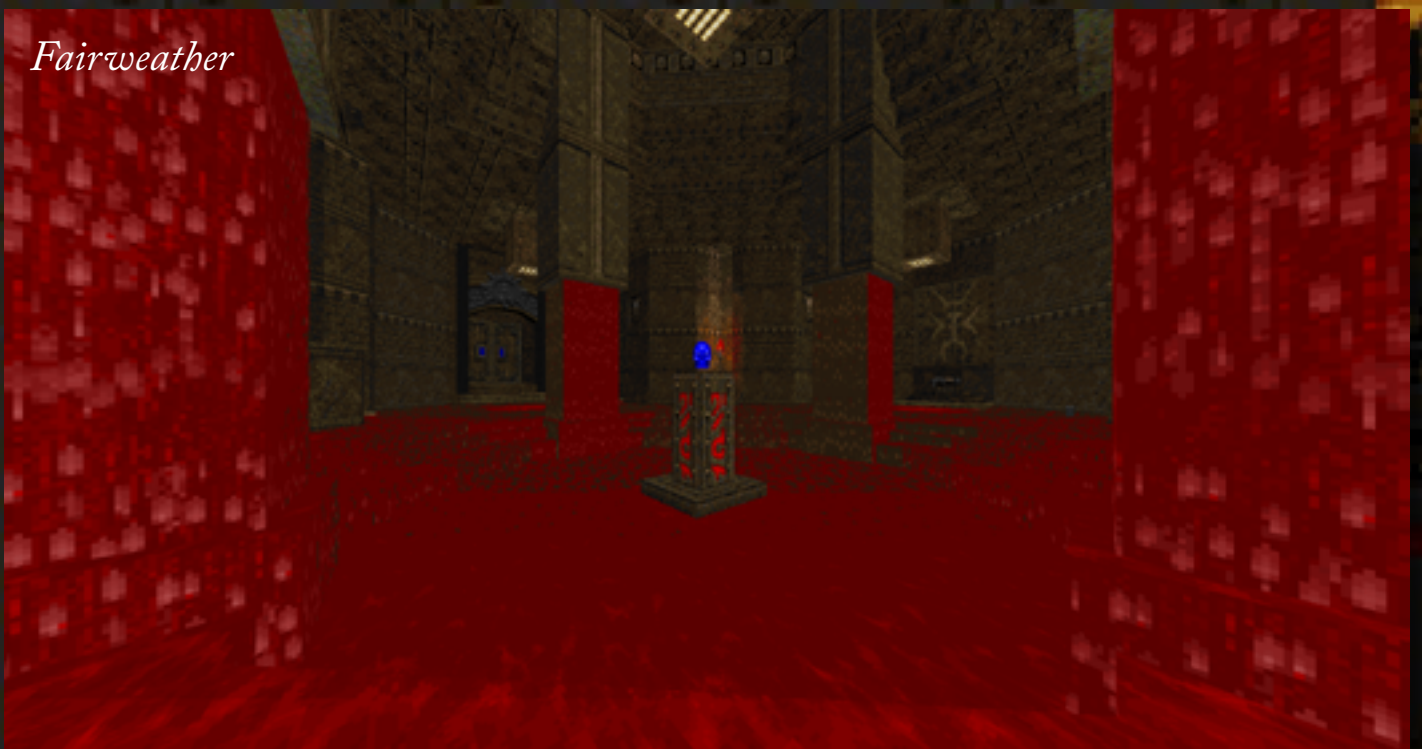
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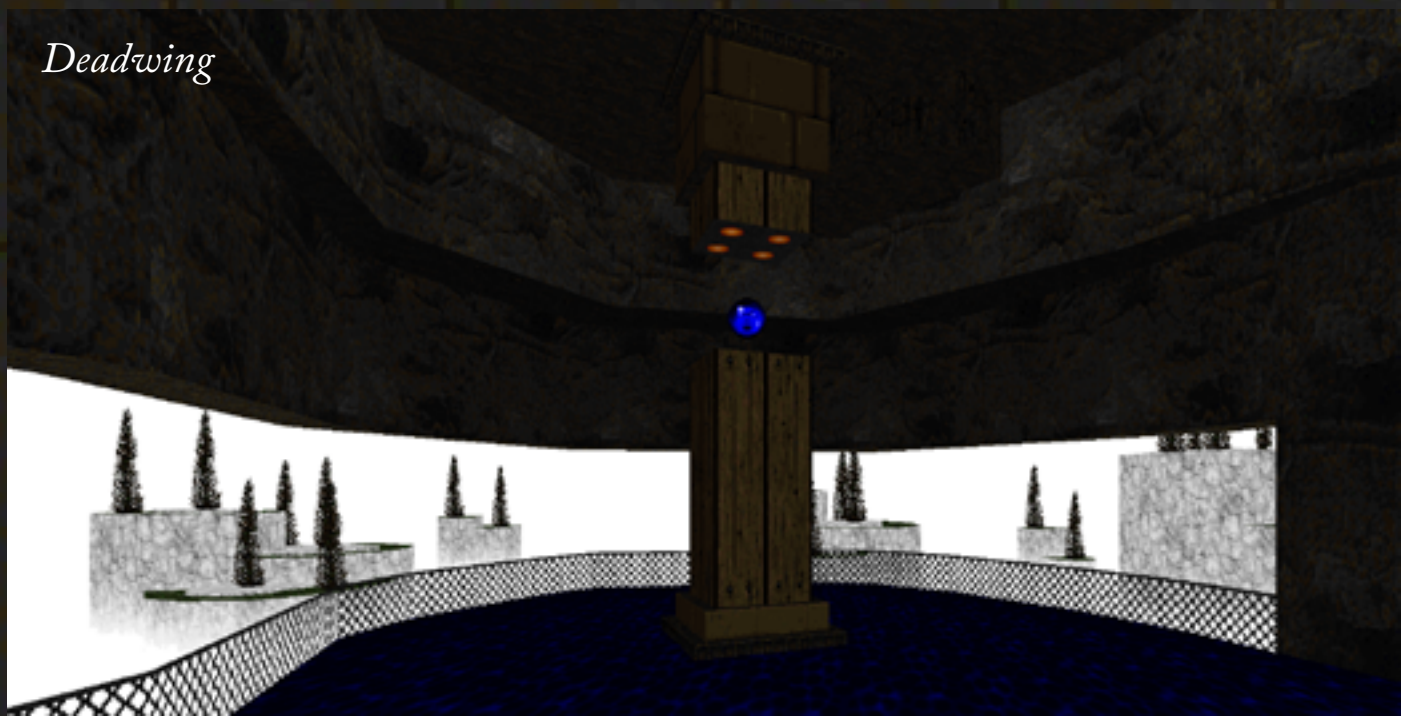
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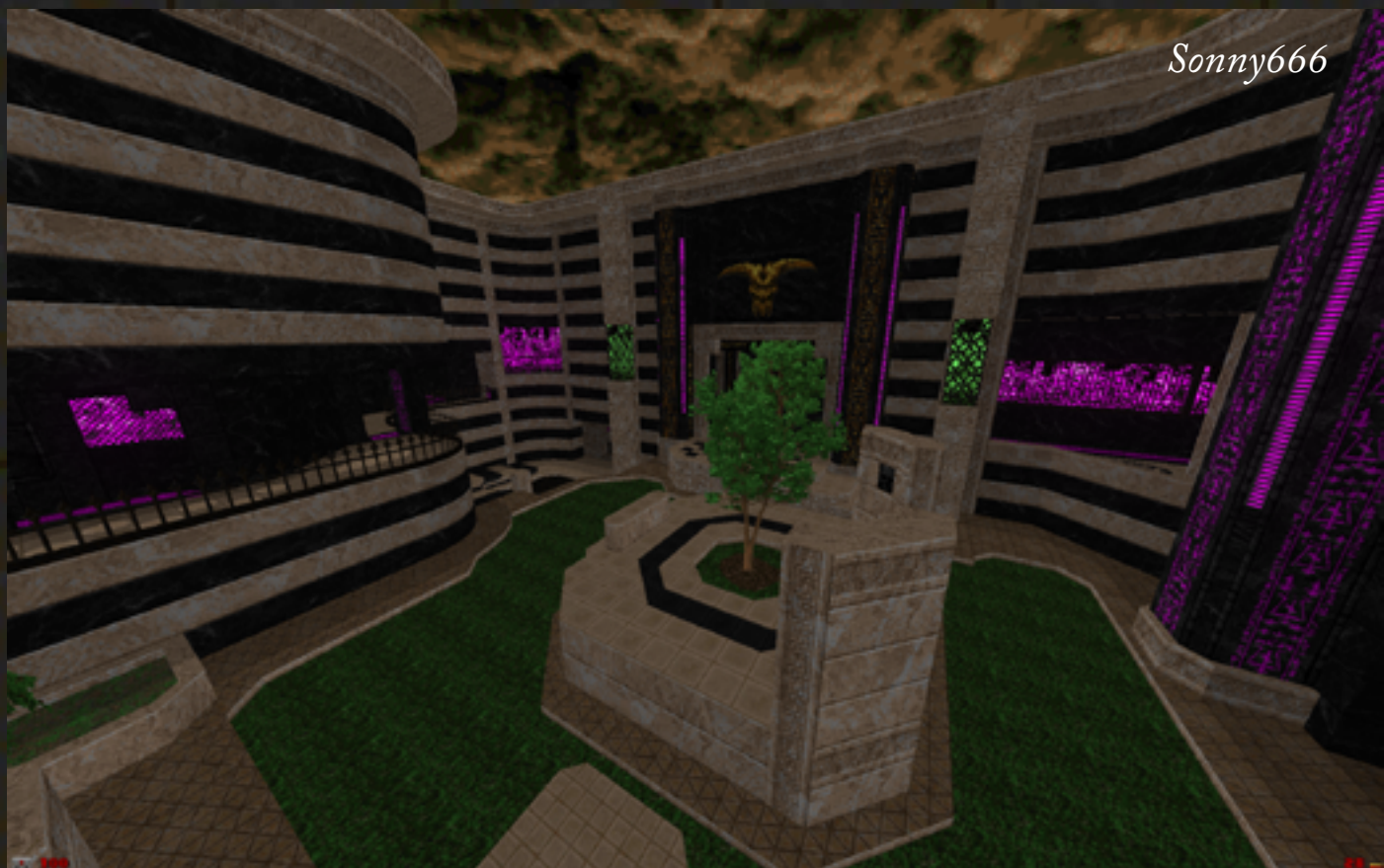
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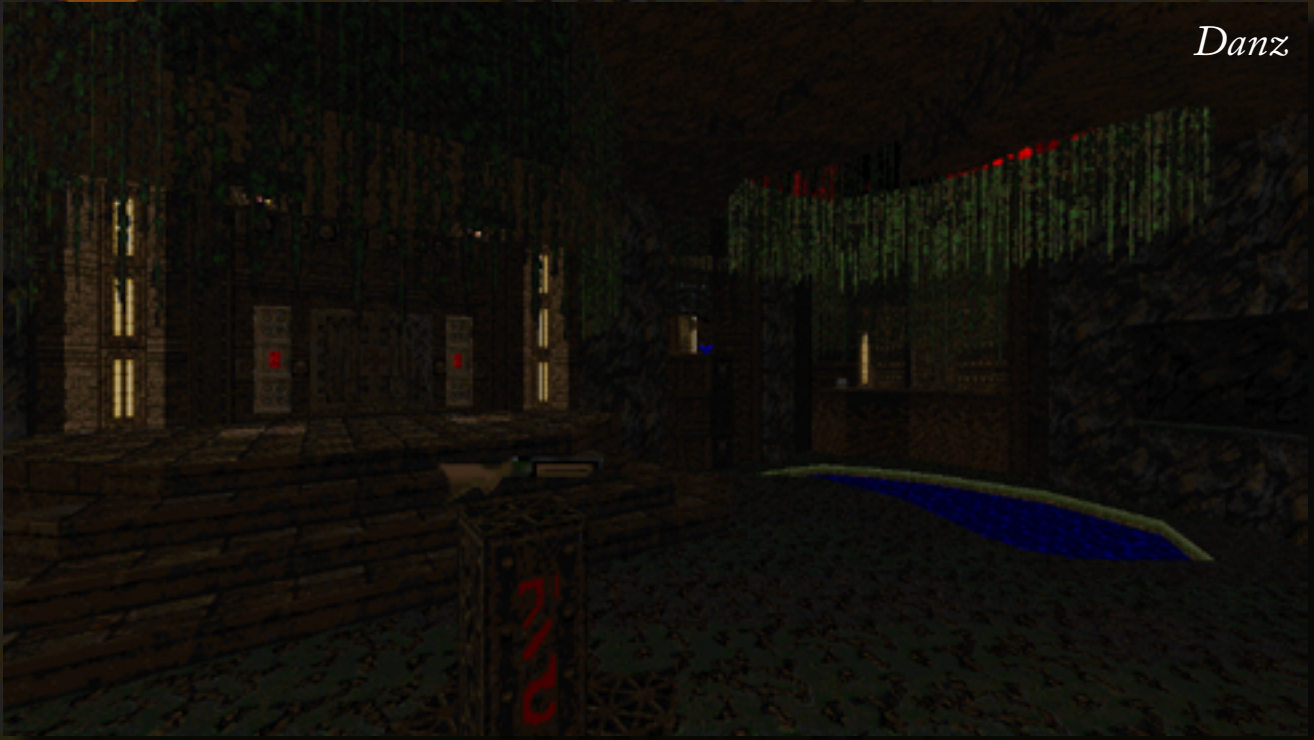
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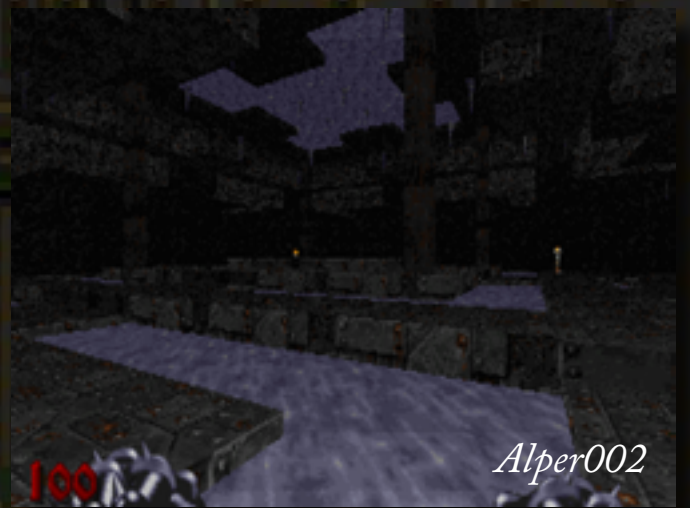
Alper002

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Fairweather

Big Ol Billy

Big Ol Billy