**New world record:
Featuring LOOPER**

MAPWICH II
Featuring BRIDGEBURNER56

JUST DOOT IT!

NEWSTUFF on DOOMWORLD
PICTURES GALLERY

wad corner:
GLAIVE - DEAD BUT DREAMING, TANGERINE NIGHTMA
ORANGE IS TRUE LOVE, SOUNDLESS MOUND, GHOUL'S FOREST 3,
TOTAL CHAOS, PUMPKIN HELL, SCYTHE, CABIN, ATMOSFEAR

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Immorpher with collaboration from **Chip,** creating the awesome Doom 64 Lost Levels article and interviewing the legendary **Kaiser.**

Major Arlene, the major won't quit and she's just getting better! Recommending some awesome WADs for you to enjoy this spooky season.

Eric Claus, contributing with a WAD recommendation, going on the way of becoming a proficient contributor, keep it at it!

TheEvilGrin, for keeping up with the WAD recommendations.

Zurdwango, contributing with a classic WAD recommendation.

General Roasterock, back with another great WAD recommendation.

SPECIAL THANKS TO:

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

Bridgeburner56 and **Taufan99**, server mods and advisers.

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

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Looper, for participating with an incredible interview in this awesome edition. Thank you!

Tango, RJD, Sapfiar and **Major Arlene**, for being part of the Mapwich 2 Master Recommendation team interview!

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INTRODUCTION

The seventh! Yup, issue #7 of the great *Doom Master Wadazine*, this time coming with the special season of spooky month, **Halloween!** This community collaboration won't give up with the cool ideas and great effort; now showcasing a great variety of different content Doom-related with a dose of horror and violence. Just the way I like it.

Content in the Doom community is something we might never have to worry about. Soon, Doom is going to be 27 years old, older than a lot of us, yet still as fresh as first day; all this thanks to the awesome effort that every single one of us makes to contribute with something to the life of this awesome game. As does any Doom content creator, the *Wadazine* team contributes to the growth and expansion of Doom, and what is created within these hallowed pages shall last for all time. We are history, dear readers, dear Doomers. Come, be part of Doom history!

Now we go into a new edition, which means new interesting and fascinating content! But beware, dear Doomer, for this edition comes with… *spooktober* coating.

Enjoy!

– *Endless*
EDITOR-IN-CHIEF

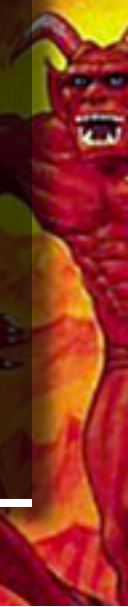# SOMETHING GRAND IS COMING

DOOM MASTER WADAZINE PRESENTS...

DECEMBER 2020

DOOM II

IN UNDER 18 MINUTES

BREAKING THE LIMITS AND BEYOND,
WITH LOOPER

DOOM SPEEDRUNNING has been on the scene for longer than I have been on this planet. With so many great players and so many amazing records, it's almost like watching a tree grow into a full forest full of many legends and many stories; among those amazing legends lies **Looper** and among those amazing stories lies his fantastic WR of **Doom 2** in exactly _17 minutes and 55 seconds_! A record that shows the true skills and persistence of some of the best players in our community.

A big congratulations to **Looper** for achieving this amazing feat, from the entire _Wadazine_ team and the **Doom** community, you deserve it!

And on the same note, I decided to reach out to the man itself and do a small interview regarding his general career in **Doom** and the impressive undertaking of his latest record, all in the _Wadazine_ style for you, dear _Doomer_ and reader:

INTERVIEW WITH LOOPER, THE MAN, THE LEGEND

DMW: Considered one of the best speedrunners and Doom players ever, you have earned such a reputation with great merit! Tell us, how does it feel to have such a high esteem within the community for your achievements?

Looper: It's nice to be good at something. Not sure how else to describe it.

DMW: Relatively new to the scene, how does your Doom story begin?

Looper: I got inspiration first time in year 2005-2006 or so when my cousin was playing **Plutonia** and **TNT:Evilution**. I am not sure how we ended up in the **DooManiax** clan homepage but we were stunned by the timetables shown there. For our entertainment we both started to speedrun just to meet the requirements for joining the clan, even if we weren't Czech which was one requirement.

I didn't play **Doom** much back then. 1.4.2009 (exact date hehe, checked from IRC logs) we started 4 player co-op with friends. We managed to play through **Doom 1** and **Doom 2** on UV with **-fast** parameter (player respawn

allowed only after map is beaten). I started to use legacy source port for **nomonster** speedrunning but quit after few months.

Me and **xepop** had a little competition in map24 nomonsters which drove us (or at least me) little nuts. First, I did 47s run, then 42s, **xepop** improved to 39, then I did 38, he did 37 then I was lame and used **walljump** to get 35, he tied but I made 34s :)

After 1 year break, I checked my old **nomonster** legacy demos in 2010 autumn. I was still pissed off to **40s** time **@bloodfalls** and made it to **39s** the same day. After that I made **ty30** on legacy and sent it to **doomedsda**. I find it

funny that I am still considered 'relatively new' into the scene. I think it is not true, but I know the old potatoes will keep saying that even in their death beds.

DMW: How was your jump into the challenge that is speedrunning? What made you want to enter this scene?

Looper: I don't think I ever jumped into speedrunning. I've always enjoyed to speedrun any games. For example, when I was a kid, I played **Contra (NES)** ten times in

a row that took roughly two hours.

DMW: How is the process of mastering a record? I mean, how do you practice, how many hours, what tactics do you look for, how do you improve on mistakes, etc...

Looper: Depends a lot on the run. Sometimes you don't need any practice, sometimes you have to master some tricks, sometimes you have to use **xDRE (Doom Replay Editor)** to find a way to do a trick, etc. Time spent can vary a lot. Usually the more effort you put into a demo, the more you like the end result. Probably the most efficient tactic to practice is to just copy the previous record and once that is done, add your own faster spice into it. If there's something you are unable to do, you must learn it.

DMW: Is there any player who has inspired you or guided you to enter this scene?

Looper: **Sedlo, ocelot, Hi Jango (chewy)** and **Adam Hegyi.** Sedlo's **Map24** is the run that inspired me the most. There's also **Map10 by ocelot** and **Bolton's Map16 nomonsters** run.

DMW: You finally broke the under 18 minutes record in Doom 2, with a fantastic 17:55 min, do you think it's possible to go even lower than that?

Looper: Yes. It is not easy with the same tactics as I used, but I can see 17:4X to be 'somewhat reasonable'. Sub 17:30 would be a huge stretch, but still not impossible.

The only way I would ever try sub 17:30 is if I was offered a lot of money, assuming no new tricks/strats are being used.

DMW: Which one do you enjoy more for speedruns, the Ultimate Doom or Doom 2?

Looper: **Doom 2.** *I don't like* **Doom 1** *because it relies too much on the regular shotgun which is an absolute garbage weapon. It is too unreliable, imp not dying one hit, demon not dying two hits and cacodemon huge RNG too which is not related to any kind of skill in any way.*

DMW: What has been the most challenging part of breaking this record?

Looper: Pushing the record under 18:00 was quite challenging, but I felt quite confident and motivated that I will eventually get my goal time.

Finding the motivation is the most problematic and the most important part. **Map02 glide** *was the worst part of the run psychologically.*

DMW: Have you ever been interested in any of other of the Doom games? Like Eternal or even Doom 3?

Looper: I think **Doom 2016** *and* **Eternal** *are good games, however I haven't played them. I did buy* **Doom 2016** *in 2017 but I haven't even opened it yet. I will not buy other* **Doom** *games before I have played* **Doom 2016***, because I hate having million games without playing any of them.* **Doom 3** *looks a bit dry for my taste, though.*

DMW: Almost 3 decades and new records are still broken, what do you think about this? Do you think the speedrun community will ever reach any limits?

Looper: There will be a limit, but I think it is still very far away. Even if you don't find new tricks, you can still use some other clever things for the old tricks, play better, get luckier and so on. It is almost impossible to play perfect. Even for **Tool-Assisted Speedrunning** *it is very very very tough thing to do.*

DMW: What about the custom content of the community? Any PWAD's that you enjoy enough to do speedruns?

Looper: I don't play custom wads that much as there's not that much competition. For me, the most fun is to beat the most competed records, as long as the record isn't just a dice roll, where you have to kill 50 imps with 50 berserk punches or the run is dead.

DMW: Some last words to the community, to the fans?

Looper: Thanks to everyone who have supported me. I don't think I would have played this game alone for this long. And if you liked the 17:55 run, do me a favour and **try to beat Map02 in 28 seconds***. You can use save/load, and noclip for the glide if it's too difficult.*

Thanks a lot for your contribution Looper! And massive congratulations for breaking records and leaving us in awe always.

– Endless

The Mapwitch 2

"Through me you pass into the city of woe:
Through me you pass into eternal pain:
Through me among the people lost for aye.
Justice the founder of my fabric moved:
To rear me was the task of power divine,
Supremest wisdom, and primeval love.
Before me things create were none, save things
Eternal, and eternal I shall endure.
All hope abandon, ye who enter here."

THE MAPWITCH 2
THE MAPWICHENING

The Mapwich 2: The Mapwichening, sequel to the original Mapwich that brought with it the unique idea of gathering a team of skilled mappers and divide them in pairs to work on 1 map per 2 mappers.

This strategy can be said as both ingenious and with a spark of madness, but what's the saying? Two mappers work better than one? Well, we're about to see how's that in real action.

Spoiler alert: It's great.

Community projects aren't new news to the Doom community, been as old as the mapping art itself, we've had our fair share of good, great and ugly CP, yet every once in a while, there's one that catches our attentions for their unique nature and interesting participation; sometimes is about limitations, or sometimes is about a special theme, like the lovely flavor of vanilla.

Other times things get even more exciting by introducing something really, really tasteful.

Like a sandwich, but with the best meats you can ever wish: Mapwich 2 is the name of that sandwich.

The treat? Every map was made by 2 extra skilled mappers, creating a final result that is so outstanding and fun that you can't help but wonder: Does this magnificence ever end?

The answer is no.

As a matter of fact, the answer is: It only gets even better, you know why? Because not only you have 22 absolutely top-notch maps that blow out of the park anything in recent times, but you also have a super fun mod that's balanced around having the best of times slaying demons, and that mode is, quiet conveniently called Supercharge, created by the gentleman Tango.
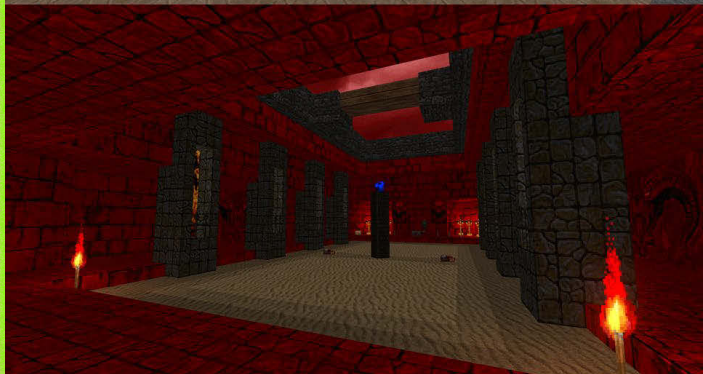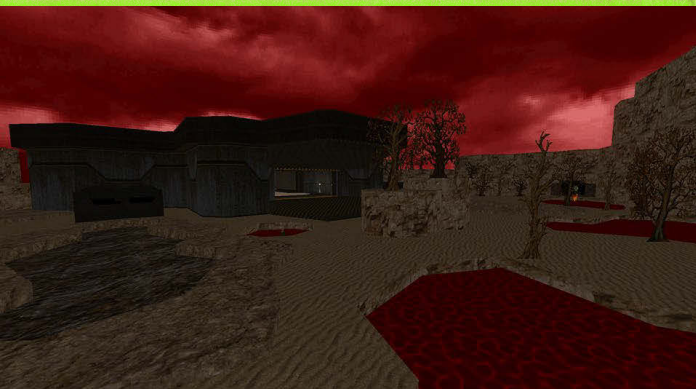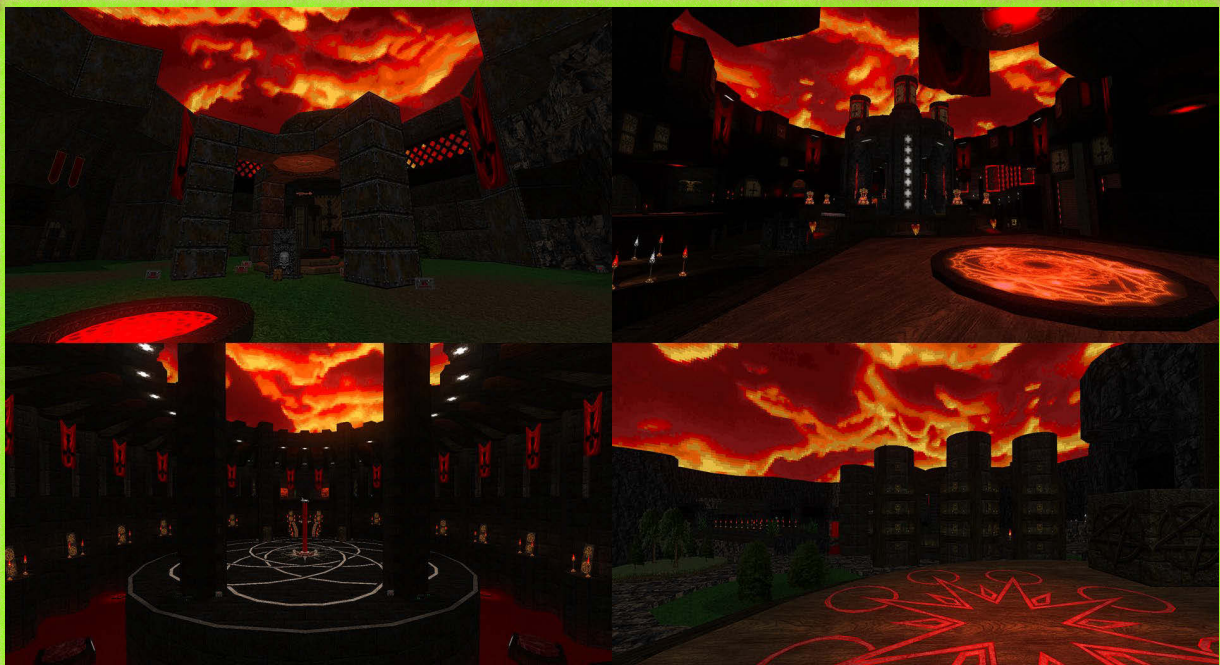
As one might expect, such quality of a project doesn't come just out of nowhere like a trick of magic, but just like a trick of magic a special Doomer came out of nowhere to truly show it is done. Bridgerburner56, the man that loves to burn bridges and quite possibly make a lot of pentagrams. While by this point, we all know very well his reputation thanks to the likes of the Slaughter Spectrum and the tiny Bastion of Chaos, Bridge is not only a one-man-map-machine, but he's also quite the director by being the main head upfront this insane project. Directing, organizing and pretty much been in charge of this behemoth of a megawad, Bridge truly showed his prolific façade by outstanding leadership and a down-to-earth dictatorship. I mean, one just doesn't rule a Hellforge without having to whip some sinners here and there, amirite? In other words, Bridge shows that he can handle big, I mean big projects, after all, each map in the Mapwich shines with consistency in both quality and enjoyment factor, a fest of absolute gems to the eye.

When I say that these maps are gems, I mean that with all my heart. These maps are some of the most amazing-looking absolutely awesome blood pumping hellish masterpieces I have ever seen. Maybe I'm a bit over excited, maybe I'm just going a little bit overboard since I'm pretty sure lots of veteran's Doomers out there are much harder to please than me, but when it comes to the real facts, the factual conception of this map set is, well, the only word that I need to say is this: Quality. Each map of the total 22 that this megawad has owns in quality. Beautiful, unique and magnificent quality.

What's even cooler is the fact that these masterpieces of a map show the true capabilities of conjoint effort to achieve maximum glory. You have names like Dragonfly the Great and Bridgerburner the Mad, working together to deliver a true beast that's bound to make drop your jaw in awe. Yet the fun doesn't stop only there: Major Arlene, Tango, Jimmy, RJD, Insange_Gazebo, Dac, Danlex, Liberation, Aquila and many, many more great names that just freaking nail every single bit of work in this awesome megawad.
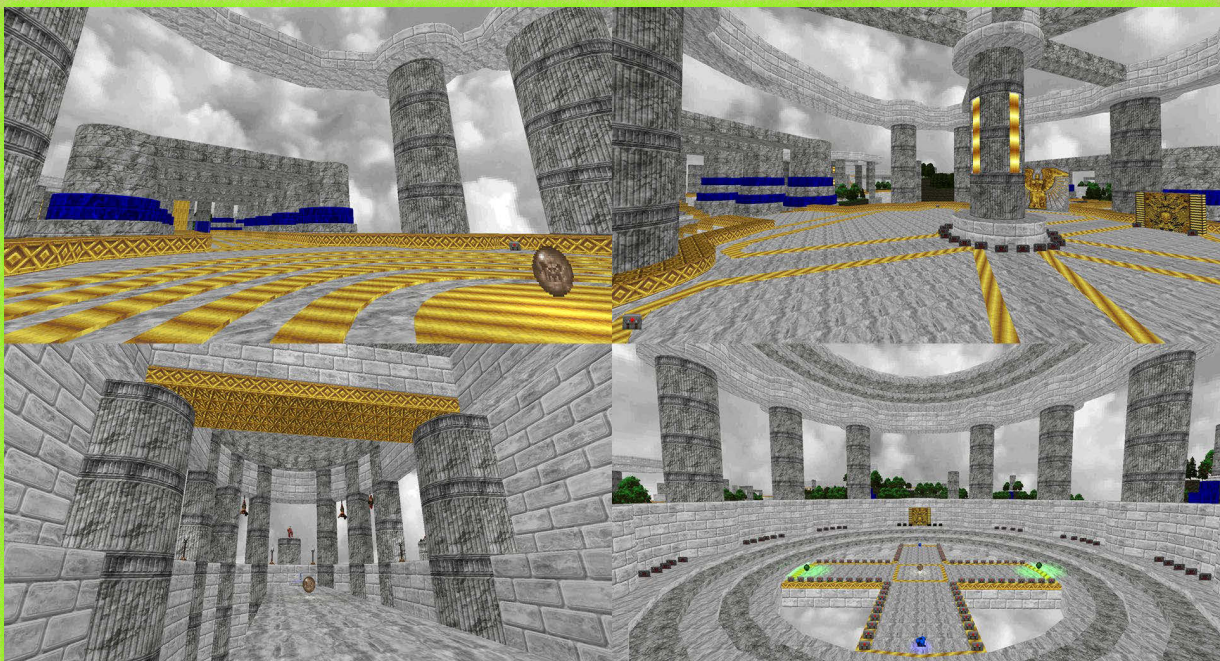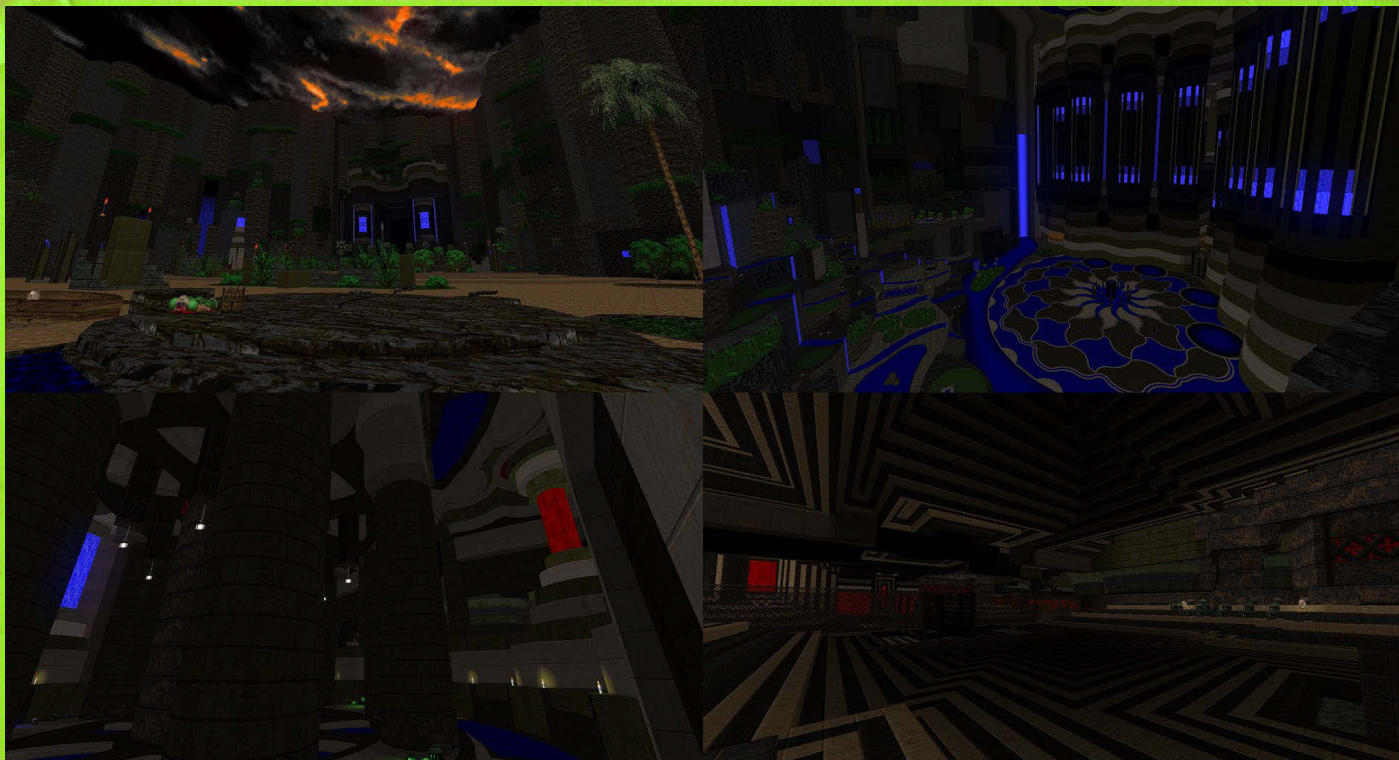
What's even cooler is the fact that each map feels unique and distinctive to the rest of the gallery, showcasing beautiful styles and fascinating layouts that work so great in all single aspects that they are bound to give you some really good times. From the classic hellish nightmare, to the golden and white marble palaces of heaven, going even into the depths of jungle and void nightmares; you'll have it all. One comment even said: More than a mapwich, this is the whole meal. Well, dear Doomer, you're goddamn right.

Mapwich 2 is a special case of a collection of the best of the best, imagine it like an album of best hits, because that's what you are going to find here. The best of the best both in the mapping qualities and the gameplay department. Jumping into pure UMDF frenzy where everyone pours sweat and blood into the making of the best they could come out with. By far, this is one of the most fun and impressive map sets I have seen in the whole year. Even better is the fact that it comes with a clear difficulty curve that's both welcoming and challenging by the end of the megawad. Add Supercharge by Tango to the mix and you have the best sandwich in the history of Doom.

-Endless

EAT IT!

And now, without further ado...
I, specially congratulate the Mapwich team for their fantastical efforts at providing and outstanding quality map set that's full of beautiful levels and amazing entertainment.
For that, I award the 7th Master Seal of Approval to Bridgeburner56 and the Mapwich 2 team.

For delivering what not many can do, but everyone wishes too: Quantity and quality, all in the same package, all in the same mapwich. Congratulations, Doomers.
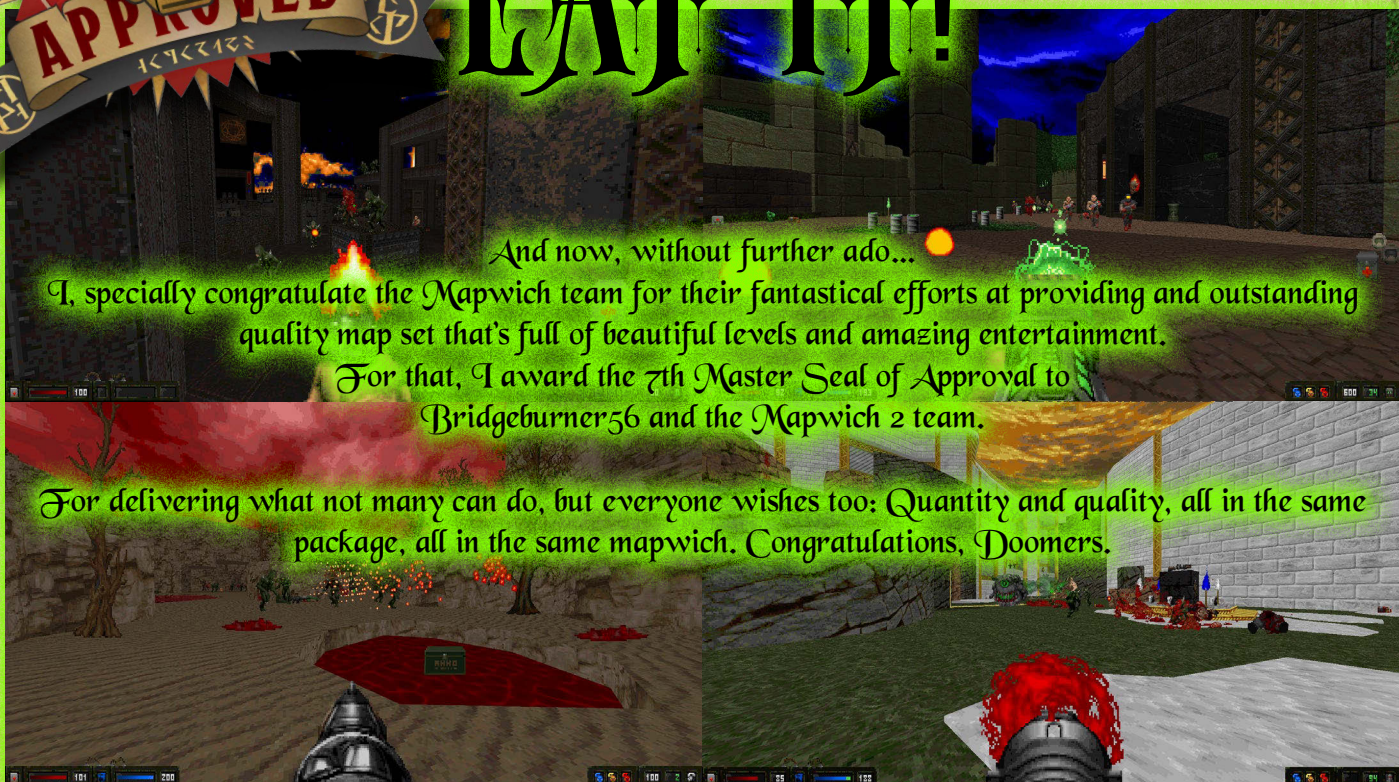
Interview with Bridgerburner56, director of Mapwich 2

The burner of bridges himself, second time featured on the Wadazine, what's your thoughts on this?

Bridge: My quest for world domination continues … but it's an honour.

Mapwich 2, the sequel to the original has now become more than a single sandwich, but the whole meal, how was the idea of the Mapwich born?

Bridge: Mapwich 1 was born out of joke one night in the Hellforge late 2018. We were joking around about the idea of what kind of maps would be made between randomly paired mappers and a few people commented on how this would actually be pretty fun. The concept was firmed up and Mapwich was born. I still have the screen shot of Pegleg commenting that he woke up to 2000 new messages in the main channel and a new community project.

Teaming up a pair of mappers to work on the same map is both genius and quite scary, how did you approach this idea?

Bridge: We agreed that the pairings needed to be random and I decided that pulling names out of a hat would be fun and make for some good stream content. The Drawing of The Names was indeed a blast and is now a feature of the Mapwich and essentially the starting gun for when you can begin mapping.

There's quite the curse that most megawad sequels, even if they are community projects, tend to take forever to be finished, yet this one looks like only took a year or less, what was the ingredient to this consistency and speed?

Bridge: Mapwich 1 was indeed made very quickly. The original 2 week build period was pushed out a week and I think there was only 1 team that didn't get their map in during that time. I think going from starting to a compiled set only took 6 weeks or so. Mapwich 2 however definitely dragged on too long. A combination of maps getting much bigger and folding in coop compatibility led to the whole thing taking much more time than I would have liked. I also got buried in making Bastion of Chaos during this time which didn't help. Maybe it seems quick to those on the outside? Didn't feel quick on the inside.

Almost 50 mappers! That must have been a challenge regarding logistics and organization, how was the strategy for this? Did you have any right hand or second in command to help you organize this?

Bridge: Originally there were 67 sign ups for Mapwich 2 and managing the pairs was a massive headache. Between personality/style clashes and people dropping out, trying to keep the project moving forward took a lot of effort and people management. I had people to help with other elements, Tango in particular did a lot of work with the resources. But as far as trying to keep the teams together, that was down to me. Gotta give a huge shout out to Terminus though. He gave extensive testing feedback on every map while it was in private alpha. Immense effort.

The final result is absolutely crazy, but I'm pretty sure there probably was more than one rage-inducing challenge that you guys had to overcome, so tell us, what was the hardest part of Mapwich 2?

Bridge: Apart from the wrangling of the mappers, the single biggest problem was dealing with Zandronum as a source port. This was only chosen because Mapwich 2 was a coop focused project and it will be a long time before I want to tackle something like that again. The main issue was things that would work in single player Zandronum would break when running in coop. Zandronum is not internally consistent which was immensely frustrating. We won't be targeting that port again.

The introduction of Supercharge was something quite interesting that completely blew me away. Why did you choose to make use of this cool af mod?

Bridge: Including Supercharge was almost done on a whim. Paradise is such a cool wad and Supercharge had just been made Zandronum compatible so would work with the coop setting. I'm so glad that idea came to me and Supercharge adds so much to gameplay while still being close to classic Doom. It was so much fun to work with. Supercharge being used for Mapwich also inspired Arlene to use it with Technicolour Antichrist Box.

You also teamed up with the incredibly talented Dragonfly, a legend among the community, what was it like to work with your comrade? How did you artists work together on your own level?

Bridge: It was very cool working with Dragonfly. Unfortunately, he was ultra-bust with Prodeus so couldn't contribute much in the way of actual map, but we had a good time bouncing ideas off each other for the map concept and visual themes. The idea of having split coop start points was decided early on and became the defining element of the map. This also made it easy for DF to work on a chunk as the map was naturally portioned.

What do you think was the best improvement over the original Mapwich?

Bridge: I think the overall map quality is a bit higher with Mapwich 2, although Supercharge and Otex are doing work in that regard. That being said I think both Mapwich 1 and 2 are really good. It's pretty hard for me to say that either is much better than the other.
Any favorite map that really made you say "wow"; cause they all made me say wow, personally.

Bridge: There are many many moments of «WOW» in Mapwich 2 but if I was forced to choose, I think Arcane Technologies by Ronnie James Diner and Sapfiar overall is my favourite. That map is consistently excellent the whole way through and I can't pick which areas were done by who. Seemless integration of styles. It also has a ridiculously massive slaughter fight at the end which always makes me moist.

So begs the question, any plans on Mapwich 3?

Bridge: The buffet will continue and there will be more thick and meaty Mapwiches to bite into. I will be changing a fair amount about how it's organised and introducing some limits for Mapwich 3 to keep the production time down. It will hopefully be kicking off 2nd half of 2021.
Mapwich 4 I have something special planned... something very spicy.

All in all, absolute great work from all of you; any last words to the community, or your team?

Bridge: Gotta give a huge shout out not just to the people who worked on Mapwich 2, but the whole community in The Hellforge. A genuinely supportive and encouraging group and I would not have the drive or desire to do projects like Mapwich with those people around me. And apart from the team wrangling in the first couple of weeks, everyone who contributed to Mapwich was a pleasure to work with. Looking forward to the next one

Thanks for all, Bridgeburner. Is great having you in this community of map making and to have your participation and collaboration in the Wadazine!

- Endless

COME EAT THE MAPWICH!

Some words from the Mapwich team!

MAJOR ARLENE   TANGO   RONNIE JAMES DINER   SAPFIAR

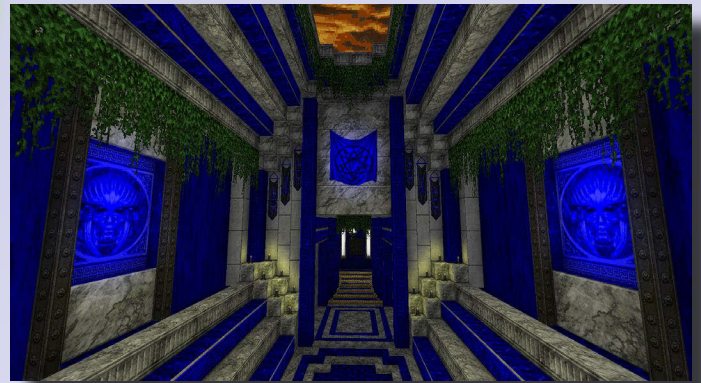*How was the experience to work alongside another skilled mapper?*

A truly unique project, what was it like to be part of this whole project?

Arlene: It was seriously incredible, start to finish. After the first Mapwich and learning how to work in a collaborative mapping setting I was keen to do it again. With a dynamic duo of OTEX and Supercharge I knew it was going to be a field day- and all the hype leading up in the days before the mappers' drawing made the atmosphere electric. Bridgeburner has been an incredible leader since day 1 so I knew that no matter what, things would be great, even if they didn't turn out 100% the way we planned.

Tango: I usually intentionally avoid involving myself in non-solo projects, but the promise of a relatively short development time combined with the usage of Supercharge meant the offer was to sweet for me to pass up, and I'm really glad I participated. It's a great feeling to build something you're proud of with a partner, and doubly so when your piece is just one part of an even bigger work by great mappers from the community.

RJD: Altogether, I'd say it was a mix of emotions. As a relatively new mapper on the scene still, I felt motivated to really "deliver" and "prove myself", which added a ton of stress. But, the whole atmosphere of the project was very supportive and encouraging, and that helped. Despite some of the headaches, it was a fun concept to be a part of. (Except Zandro, nothing about Zandro is fun).

Sapfiar: Yes, this project is really unique, the idea to divide mappers of different styles, beginners and more experienced into pairs to create levels is very cool! I'm glad that I joined it and became a part of it, it would be stupid to miss it on my part, there are gorgeous Otex textures, and the supercharge mod which is one of my favorites:) and you are not limited to some specific theme of the level, do what you go!

Arlene: Not only did I luck out with the person who made Supercharge, I lucked out with a seriously just awesome human being to work with. He was cracking on with ideas and layouts straight away, after a bit of discussion we found the idea of Hades and Persephone represented coyly in a Doom map to be just the thing to do, twining light and dark themes in balance. He always seemed to be able to read my mind when it came to things I wanted to do or try with the map, whether it was blocking things out or polishing them up. His drive and dedication were seriously inspiring and after I had finished with the map, I felt 100% ready to crack on with something new and adventurous.

Tango: Working with Arlene was really pleasant, and I'm really grateful for the way she handled everything. Admittedly it was still kind of a stressful experience, but would have been for me no matter who my partner was. Personally, it's really tough to balance the desire to fulfill my own vision with the mindfulness to not be excessively controlling about the process. I like to think we did a good job having both of us contribute to most parts of the map, but I was definitely guilty of doing some sudden major overhauls of areas and just dumping it all on Arlene suddenly. Sorry Arlene D:

RJD: There's so many opportunities for disaster with randomly selected teams – egos can clash, mapping styles can clash, preferred gameplay can clash. I counted my blessings that I got Sapfiar as a partner; the guy is an absolute unit. When we finally started bouncing our level back and forth, the stuff he was sending me was just incredible, not least of which because he hadn't actually released a map before! There was a bit of a language barrier, but right from the start he was communicating, constantly throwing out new ideas, and really driving the overall concept. I had a great time with him.

Sapfiar: Working with Chester was a lot of fun, he is a great person and mapper, initially when we were choosing a theme, I suggested making a technical base and he supported my idea and we started working on it, I had ideas but I didn't know how to implement them better and Chester helped a lot with this, he seemed to know what I want to do and how it should look(take for example a room with platforms and a yellow key) You can tell it for a long time, and it will be a different story someday:)

Did you find any challenge that made you crack your knuckles and pump up those mapping skills? How did you overcome it?

Arlene: So, Tango had made a decision to change our map layout entirely after about a week or two, which kind of threw me for a loop. The mapping period we were originally given was about 3 weeks to a month and we had both started to panic a little, but Tango's decision was a well-informed one, and he had still saved quite a few of the things I built, repurposing things I had made such as the cloverleaf-shaped waterfalls and still sticking to our original concepts.

Tango: As far as the map itself went, the roadblocks were the usual suspects for me: mapping myself into a corner and deciding I dislike what I just finished making, indecision about color scheme and fears of being too monotonous in my theming, inability to accurately judge the fun levels of an encounter, etc. I've found that being kind to myself and being open-minded about where the process takes me has gone a long way toward helping me overcome obstacles like these, and it was the same thing here. Being willing to scrap something and build it better a second time is a practice that has helped me immensely!

RJD: The two biggest hurdles I came across with our map were the timed staircase gimmick, and the (initial) 2-week mapping limit. I think in total we spent just under a month building our map, and that was a long, grinding month. I don't recommend ever attempting a wannabe magnum-opus in a crunch like that, unless you really just have it in for yourself. The timed staircase gimmick, well... after bashing my skull against an ACS script that I couldn't figure out for the life of me, Aurelius came along and casually dropped some of his wizardry into my lap. There are few people more deserving of the title, "gentleman and scholar".

Sapfiar: there were no difficulties as such, the only thing I was afraid that I would not be able to meet the deadline due to lack of time, but my fears were in vain.

Did you learn something new or gained a new experience from working alongside another comrade?

Arlene: The biggest takeaway from this project for me is that communication and trust is key. Tango filled the map with notes each time he lobbed it back to me, noting things I could try, things I could do, and I did! And then I added my own little details, or notated where I could use help, and it just made the overall experience so much smoother in the long run, even after a complete layout change. Trusting your mapping partner is important; even if you don't 100% agree with them, so long as earnest effort is made on both ends, it will work out.

On a more personal note, after working with Supercharge in Mapwich 2, it made me seriously start to consider what else I could do with the mod. I had started a black, pink, and cyan map for NaNoWADMo 2019 but didn't finish it. Once COVID quarantine hit the States and my work week was only two days long, I decided to pick that map back up again, this time looking at it in a different way. I ended up implementing Supercharge into Technicolor Antichrist Box, but I don't think I would have done it had I not had Tango's guidance and the experiences I had with him that gave me positive reinforcement.

Tango: This project really reinforced for me how many subtleties there are that go into one's mapping style. It's one thing to load up Ancient Aliens and note all the difference in Skillsaw's mapping and my own as I Doomguy around the place, for example - but for me it was another thing entirely to be basically entangled in someone else's mapping process in the editor. Differences in how someone else uses the grid, what angles they typically use for their linedefs, and how they go about making outdoor areas are just a few things I became conscious of during the process, in a way that you don't really have to when you're just doing style comparisons at a glance.

RJD: There were probably dozens of valuable lessons I learned while working on this project, but honestly, the one that sticks out in my mind like a glowing ember burning a hole through my sphincter is: I don't want to make a large, UDMF map for Zandro ever again.

Sapfiar: Of Course, I got a lot of experience in mapping, seeing how people work on their maps and share it with others (some even on the stream) became unforgettable for me. And I'm sure that someday I will finally release my own map set.
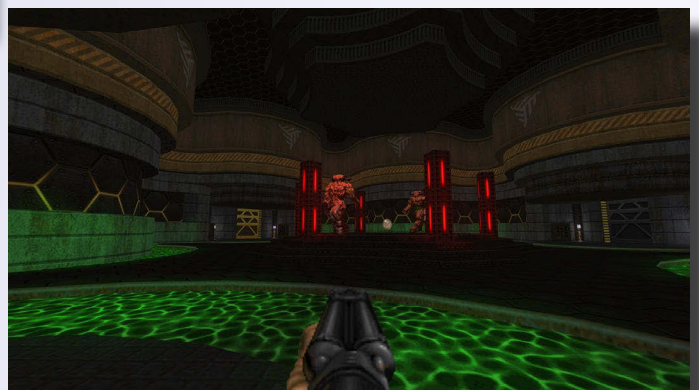
Tango, you're also the Mastermind behind the creation of the awesome Supercharge; what kind of approach did you take when it came to the Mapwich making use of your mod? Did you change something about it or did you approach your level design with a different take than what you normally would do?

Tango: By the time Mapwich 2 started, I had already done several dozen of my own maps with Supercharge, so mechanically there wasn't anything I needed to adapt to for the project. But outside of that, knowing Supercharge was going to be used by such a large audience forced me to do a lot of maintenance and cleanup of the archive leading up to the start of the project, which ultimately benefitted prospective Supercharge mappers outside of Mapwich even.

It was also tricky making any balance changes to Supercharge while Mapwich was being developed, as I risked blowing up the balance of mappers' existing work if I changed anything too drastically. But on the flipside, having a dedicated pool of players actively mapping for Supercharge meant I had a great source of feedback from a mapper's perspective that would otherwise be tougher to come by.

What was your first thought when the idea about using Supercharge in Mapwich was presented to you?

Tango: When Bridgeburner first let me know about the idea, I was admittedly a bit cautiously optimistic. Having a community project built around Supercharge - especially when I could almost guarantee participation from some of my favorite mappers that hung around Bridgeburner's Discord server - sounded too good to be true. But beyond that, I was of course really stoked! Despite my intentions releasing Supercharge, I imagined I'd still be the only one mapping for it. Having such a large project built around Supercharge was therefore way more than I could have asked for.

Any last words to the team, your companions or the whole community?

Arlene: A. Tango, thank you for being such an inspiration and great partner. This project would not have been possible without you, and your mod has been absolutely amazing to work with. You were a joy to map with and I hope I get the honor again one day.

B. Bridgeburner, thank you for making this silly drunken idea a reality and keeping all us crazy kids in line. All the dedicated hours of compiling, testing, and marketing of the maps, and the nurturing of all the mappers has been evident in this project and has been an absolute joy to partake in, through and through. Here's to another one!

C. To the community, never be afraid to keep pushing boundaries and trying something new and scary. Even if you fail to do what you were originally planning, the biggest growth comes from your efforts. Keep going.

Tango: Major Arlene was a wonderful mapping partner, and I am so grateful for her skills and ideas, not to mention how flexible she was about the whole process. And I am _extremely_ grateful to Bridgeburner for choosing to use Supercharge, and doubly so to the Hellforge community for being willing to participate in what turned out to be a truly fantastic community project. As I said, this sort of usage is way beyond what I expected, and I owe a great many thanks to all of the mappers and testers involved!

RJD: Unfortunately, it felt like the project lost some of its wind due to the sheer amount of time spent on internal testing – it just sort of seemed like a "relief" when it finally shipped as a public beta, rather than the high of excitement I was riding earlier in the year. But, I'm sure it's like that with any large, creative endeavor. Bridge had a lot on his plate, between the extensive resources, the source port aggravation, nearly a full megawads worth of maps, and all of the logistics involving so many people behind the scenes – not to mention, 2020 happened to turn into a clusterfuck around us – but in the end, he managed to steer this beast into open waters with a shining coat of paint. He pulled this thing together by some miracle, and everyone involved in Mapwich 2 should be super proud.

I have to give special shouts to Remmirath for the custom nodebuilder (without which, our map would still be riddled with errors), Simpletonium for the OTEX config (without which, texturing our map would've taken twice as long), and again Sapfiar, for being a total legend (congratulations again on becoming a father!). Also, Tango should win an honorary Cacoward for finally increasing the size of the pistol clip in Supercharge; seriously, I had to launch a campaign against him just to get it done. He needs to know how much this means to the Doom community.

Sapfiar: I've been a fan of Doom since I was a child, and I learned about the community a few years ago, and it's nice to see that there are people around the world who like it just as much, and who support it to this day. Thank you all so much for being here.
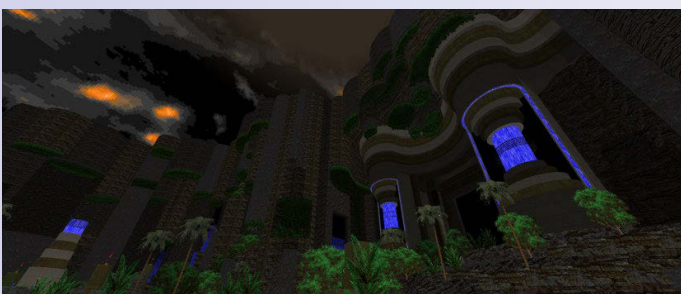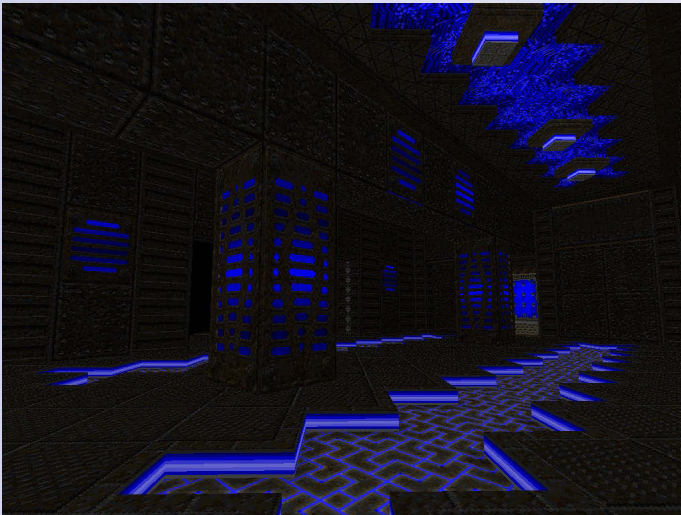
DCG RETROWAVE
TAUFAN99'S CREATOR RECOMMENDATION

OUR FANDOM has always been filled with awe-inspiring talents every now and then, so many of them that more often than not we lose touch on those that deserve huge recognition and appreciation from us. Among these talents is *DCG Retrowave* (real name *Dallas Cox*), a young Canadian retro computer enthusiast who makes original MIDI tracks as well as **DOOM** WADs. Ever since I saw his first post back in September, I've been fascinated by what he has got up his sleeves, and he keeps offering us even more as time goes by. Let's start with his WADs first, shall we?

First off, *DOOM 87: The Lost World* is the opening menu of this course meal. Here, *DCG* employs some *Doomcute* maps based on his daily life and

hobbies, some creative tributes to the original IWAD maps and some original maps employing *Vanilla Doom's* limitations, all offering fun, challenge, and/or even tactics suitable for the more seasoned players.

Second, Harmless Pain Elementals? A *Happy DOOM Adventure* captures the essence of shopping through rush hours, with pain elementals that, under *DeHackEd* trickery, only have a little amount of health and float around dormantly, not spawning lost souls at all but somehow more of themselves when killed (!). You need to find all three key cards as fast as possible and escape the mall before getting yourself trapped between a wad of pain elementals.

Another part of the A *Happy DOOM*

Adventure series is the currently-WIP *Doomguy's Funny Pet: A Happy DOOM Adventure*, which is even more extraordinarily adorable in its gameplay, as you are tasked to adopt a pain elemental named Funny and guide him to activate the exits for you, with each map tasking you both through Funny's everyday activities, including going to a school of demons and shopping at the mall for his food. All while preserving vanilla compatibility, as with all other previous offerings. Now I'm wondering if some *arbitrary code execution* can bring in even more fun to the mod itself.

Are you bored of pain elementals? Okay, here's yet another extraordinary stuff from *DCG*. *A limit-removing deathmatch map* inspired by.... the infamous *The Chasm*! Not only do players have to pass through narrow

catwalks and avoid falling to the toxic pit, there are also rocket traps inspired by **DOOM 64's** dart/homing missile traps and a secret alcove with a (surprise, surprise!) pain elemental that shoots random deadly projectiles.
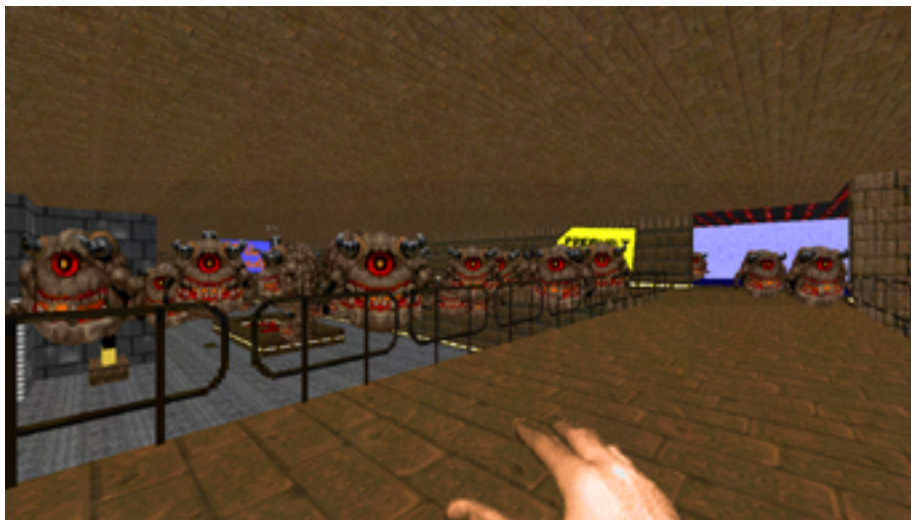
Now you don't have to complain about boring deathmatch maps anymore, since *Chasm DM* is epicly perfect to ~~frustrate~~ challenge everybody!

As mentioned before, *DCG Retrowave* is also a MIDI composer, much like our pal *Jimmy*. Some of his tracks are original, while others are covers of various preexisting songs. His original tracks include [Sunset Drive](), [Full Throttle Highway](), [Restart](), and many others. Having listened to them, I find his stuff awe-inspiring. They channel an immensely retro feel that can be hard to nail for modern creations based on older ones, but also enough originality within their sound. His cover tracks are nothing short of amusing, either. From [Men at Work's Down Under](), [Hatsune Miku's Ievan Polkka](), to [OutRun's Magical Sound Shower](), he gives in a retro breeze to these already-catchy songs. I've never thought of seeing such a talented retro-creator after *Ken Silverman*.

Are you just as curious about *DCG Retrowave* as I am? Well, now I offer you an interview with him. Enjoy!

DMW: Greetings! It's such a pleasure to meet a retro computer enthusiast, especially younger ones. Could you give me a background on the beginning of your hobby?

DCG Retrowave: Greetings, and thank you for contacting me! I've been fascinated by older technology since I was very little. In 2006 when I was five years old, I was playing Atari 2600 games at my grandparents' house. That was my first experience with console gaming so I never viewed retro games as outdated. I actually find most modern games too complex and overwhelming. As for computers, I got my first PC on December 28th, 2006, when my dad gave it to me after replacing it with a newer one. This computer ran Windows XP and most of the games I played on it were from the Windows 95/98 era. I was

always curious about MS-DOS and the versions of Windows released before XP, but it wasn't until 2014 that I began installing every operating system imaginable on real hardware. The PC I was using for these tests was a basic 2005 business machine with limited compatibility for operating systems older than Windows 2000. I discovered DOOM sometime in the fall of 2014 and I played half of the shareware episode on MS-DOS. I was using that 2005 PC without a DOS-compatible sound card and I stopped playing before completing Knee Deep in the Dead because I wanted my first playthrough to be done on a more compatible PC. I could've used DOSBox or a source port, but a major part of the experience for me is playing on a PC natively running DOS. In 2018, I sold my Alienware laptop to start buying vintage computers, including two Compaq Presario 425's from 1993 (one of these was featured on the cover of my latest single, "Restart"). However, I still didn't start that DOOM playthrough until February of this year when I built my Pentium II DOS PC. DOOM was the first game I played on this machine and I absolutely loved it. Now I can't stop thinking about this game because it is just super epic :D

DMW: Judging by your creations, I assume you receive a lot of support from people around you. How much do they help you on your hobby?

DCG Retrowave: For DOOM mapping, I'd say most of the support I receive comes from friends I've made on Odamex and members of the Doomworld forums. While a few of my local friends are interested in retro gaming, only one is really interested in DOOM. My mom has been fairly supportive, but she rarely plays any video games and first person shooters don't appeal to her. She likes the maps based on real locations in our city, especially the house, so that's good enough for me :D

As for my MIDI music, most people I know locally and online have really enjoyed my current releases. A few of them have said that they would likely buy my music on CD and I do plan on selling CD's once I can afford to have some manufactured. I'm very grateful for the support I've received for both my MIDI music and DOOM maps. I'm not the best MIDI musician or vanilla DOOM mapper, but I try my best to create enjoyable content that will, at the very least, make someone smile.

DMW: I've listened to your MIDI tracks and I'm fascinated by their catchy arrangement with a hint of originality. How do you usually compose your MIDI tracks?

DCG Retrowave: I have three main computers that I use for composing MIDI music. For covers and remixes, I use Anvil Studio on my Windows 10 PC. For original DCG Retrowave tracks, I strictly use older computers. These songs are always composed on either my Windows XP music PC with Anvil Studio or my DOS PC in Windows for Workgroups 3.11 with Cakewalk Professional 3.01. MIDI music has been a passion of mine ever since I discovered the sample MIDI files in Windows XP at age seven. I realized that most of my PC games used MIDI music which increased my fascination with MIDI even more. Eleven years later, after making some basic covers of classic video game songs, I decided to try compos-

ing something original. I didn't expect it to be any good since I've had almost no musical training. I was able to accurately recreate entire video game songs by ear as MIDI files, but I never had any ideas for my own tunes. On April 23rd, 2019, I finally attempted to compose my first song and, to my surprise, I managed to create something decent in just six hours! This was an early demo that I named "Sunset Drive" and on New Years' Eve of 2019, my first album, "Sunset Drive" was released on iTunes, Spotify, and several other platforms. I plan to release a new single before the end of 2020 and this will be the first DCG Retrowave song to feature my Roland Sound Canvas SC-88.

DMW: When did you first start deciding to make your own WADs? Can you remember your first WADs?

DCG Retrowave: After completing DOOM and DOOM II, I started a playthrough Final DOOM's TNT: Evilution. I knew it was created by fans rather than the team at id Software and after playing the first few maps, I was inspired to try making my own content for myself to experience on my DOS PC. I don't remember the exact date when I started, but the earliest version I still have of my first test map is from May 25th, 2020. Nearly all textures and flats are the astonished face emoji, the monster placement is ridiculous, there

are multiple instances of HOM, and there's even a walkover door closing linedef with sector tag 0 that causes the map to collapse (by default, this error is ignored in GZDoom and that was the first source port I downloaded for testing my own maps). This map was absolutely terrible and later versions were still pretty laughable.

Thankfully, I did gain some basic mapping knowledge from that experience and on June 3rd, I got the idea to create a replica of my house in DOOM. Since I was recreating a real life location and not designing something abstract like DOOM II's city levels, I wasn't satisfied with just having the basic layout. I wanted this map to be as accurate as possible while still featuring a few subtle changes for secrets (for example: the stove in the kitchen lowers when you press on the refrigerator). I was also working on some other maps that didn't require the same attention to detail. I still wasn't planning to release my maps online because I didn't want to introduce myself to the DOOM community with something that screamed "My first map." Finally, on August 24th, I released a demo of my upcoming megawad, "DOOM 87: The

Lost World," featuring the replica of my house as MAP01: House of Doom. The overall reception was very positive and the kind words I received from many players helped me become more confident in my mapping abilities.

DMW: I also like your adoring dedication towards pain elementals. The fandom's reaction in general is pretty much less-than-stellar (me included), since they are deemed some of the most annoying DOOM II monsters due to their ability to spawn lost souls, which can be a hard business especially for less skilled players. Although some also like pain elementals for their own reason. I'd like to hear more of your opinion regarding them.

DCG Retrowave: Pain Elementals are usually associated with excessive Lost Soul spawning, but if you look at a Pain Elemental on its own, I think they are extremely adorable! I love their big eye, goofy grin, tiny arms, and cute sounds. I don't hate Lost Souls either, but it's the Pain Elemental that fascinates me the most. They are truly one of the most unique monsters in classic DOOM. They have a raise state that is very rarely seen under normal circumstances, they're rather dangerous in monster infighting due to them spawning Lost Souls that will eventually target you, they're completely helpless when 21 or more Lost Souls are present, and they even helped Zero Master complete the first UV MAX run of DOOM II's Industrial Zone!

I really started to notice how cute they are when I discovered the Lost Soul limit. I designed a map that uses the limit to make several Pain Elementals harmless and I thought they looked really adorable floating around me

without attacking. This gave me the idea to modify them with DeHackEd so the Lost Soul limit wouldn't be necessary to make them harmless and they wouldn't randomly open their mouths anymore. I made the FaceTarget function for their attacking phase last 10 ticks, display the first frame of their floating animation, and then loop back to the Chase function. The result was a Pain Elemental that followed the player and occasionally stopped for a brief moment to stare at Doomguy. I released a few WADs featuring these harmless Pain Elementals and on October 7th, I began working on "Doomguy's Funny Pet: A Happy DOOM Adventure." This is a work-in-progress vanilla mod that requires the Pain Elemental to open the exit rooms in most maps. I named the pet Pain Elemental "Funny" and now almost everyone I play DOOM with on Odamex keeps calling Pain Elementals "Funny" which makes me very happy :D

DMW: Any personal hope for the DOOM fandom?

DCG Retrowave: The DOOM fan community is fantastic! Most people I've met have been extremely friendly to me and very welcoming of my crazy personality. I haven't always felt so welcome in other online retro gaming communities, but no one in the DOOM community has ever mocked me for my emoji obsession, MS-DOS addiction, or my very optimistic views on things that are often criticized by others (for example, I think The Chasm is a great map :D). However, there is one wish I have for the community that is very important. So, to all of you epic DOOMERS out there, I have one request...

More Pain Elementals please :D

DMW: Thank you for your time! It's been a pleasure to interview you.

Thank you so much for interviewing me! I really enjoyed answering these questions and I'm very honored to have been given this opportunity.

Click this image to visit DCG Retrowave's website!

DCG RETROWAVE

You can also visit his social media pages!

2020'S RESURRECTION OF

DOOM 64

THE LOST LEVELS & KAISER SPEAKS!

by Immorpher with Taufan & Chip

A ROUGH 2020 turned into the perfect storm for **Doom 64.** In the years leading up, *Bethesda* acquired *id Software* and parts of *Midway* which included the rights to **Doom 64**. Meanwhile, *Nightdive Studios* acquired *Samuel Villareal*, known as *Kaiser* within the **Doom** community, and friends who have had decades of experience in porting **Doom 64**. *Nightdive* had been approaching *id Software* and *Bethesda* for a while concerning a modern port of **Doom 64**, and 2020 was the right time match **Doom Eternal's** release window. Thus it became part of the pre-order bonus to **Doom Eternal** and a whole new audience got to experience what was once considered an obscure footnote to **Doom's** history. But it was not only a new audience which received a special gift. Long-time **Doom 64** fans were blessed with a bonus six-map episode titled **"The Lost Levels"** and a new additional challenge map.

The man behind the bonus episode, *Kaiser,* has had a legendary journey of over two decades in the **Doom** community. You can find his **Doom** maps dating all the way back to the year 2000, so there is no questioning his experience. In addition, his programming abilities have led to modern ports of **Strife, Turok, System Shock, Blood, Powerslave** (known as **Exhumed** in Europe), and of course **Doom 64**. *Kaiser's* journey with **Doom 64** porting made its first impact with the release of **Doom 64** *Absolution TC* (based on *JDoom*) in

2003; which was the first PC port of **Doom 64** spearheaded by him and *Elbryan42*. Unsatisfied with the accuracy in this release, he followed up with reverse engineering-oriented **Doom 64 EX** five years later which has been the work horse port in the **Doom 64** modding community. It was no surprise then that it was celebrated when it was reported that *Nightdive*

and *Kaiser* would be making the official PC port of **Doom 64** in 2020 with a bonus episode.

This bonus episode, entitled **"The Lost Levels"** takes place shortly after the events of **Doom 64**. The demons learn of Doomguy's intention of remaining in hell to prevent any demonic uprising
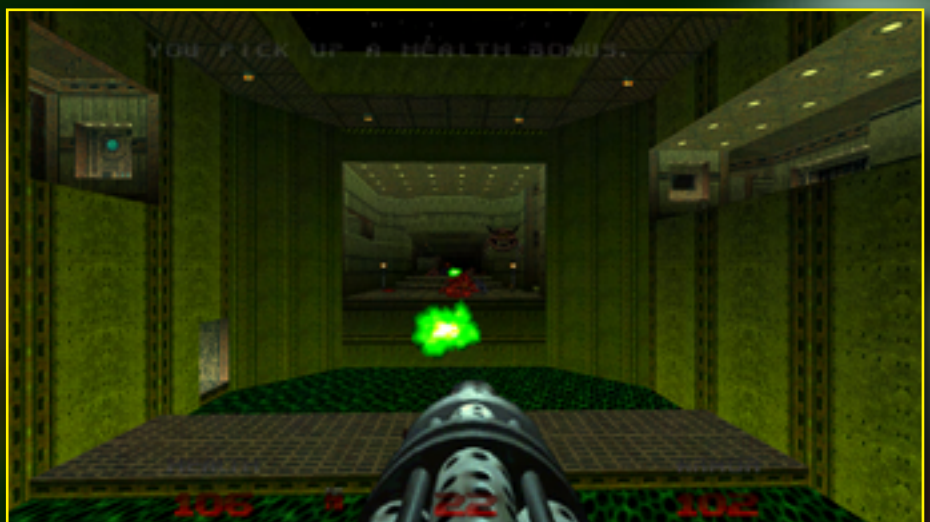
> "I've always wanted to make custom levels for **Doom 64** when it first came out, and now seeing this a reality and seeing users releasing custom levels is a huge accomplishment".

from taking place in the future. And it turns out the **"Mother of All Demons"** has a sister, thus a "sister resurrector." She deems it unacceptable that Doomguy has remained in hell and now attempts to banish him out of it. Thus it is up to Doomguy to find another portal back to hell and resume the unrelenting extermination of demonkind! The bonus levels are larger and slightly more detailed than the main game, yet fit right in as a continuation of the main campaign. Each level represents a particular theme of Doom 64 and covers them well. In particular,

*"Seeing the cold, eerie looking atmosphere in the prototype screenshots gave it a 'mysterious' vibe to it, which was something that **PSX Doom** did not have".*

the new levels have nice architecture showing off the moving skies within the engine. It is gorgeous brutalism beneath a turbulent sky! Action-wise the difficulty is roughly one difficulty level higher than the classic campaign, which is a welcome challenge as the highest difficulty in the main game was *"Watch Me Die"*. To compensate for the harder battles, the puzzles and navigation are less difficult which many classic **Doom** fanatics might enjoy. Now, the rest of this article includes some spoilers, so if you don't want any, stop reading now.

In a traditional fashion the first level, *"Plant Ops"*, is a tech-base where you will have the workhorse weapons of **Doom** (the *super shotgun, chaingun, and rocket launcher*) by the end. Thus it doesn't take long to become well-armed and able to fairly encounter any demon which dares to stand in your way. After *"Plant Ops"* it is straight to a hell temple with *"Evil Sacrifice"*, which is fitting as most of **Doom 64** takes place in hell. Not only does this level feature a sacrificial altar with a fresh sacrifice, this will be your first chance to get the *BFG 9000* if you can solve

the secret! From here Doomguy's journey takes him to *"Cold Grounds"*, a castle weathered by storms. When first released, the 3D bridges of **Doom 64** were impressive for being on the **Doom** engine; a trick achieved with a combination of 3D floors and invisible lifts. *Kaiser* has done this to new heights with *"Cold Grounds"*. Upon slaying to the top of the structure, you will once return to inner hell.

Welcoming you to inner hell is *"Wretched Vats"*, a hell fortress which has one of my favorite skylines of all time. Above your head are grates cover the sky with bodies, chains, and hooks hanging down to your face. Truly a wretched situation. It's up to you to even out the torn apart human corpses with some torn apart demon corpses! After exacting some revenge, *"Thy Glory"* brings perhaps the biggest challenges of **Doom 64**. It's a burning pit of hell with pools of blood, pain elementals, and tracer missile traps just waiting to make you into one dead space marine. If your body, and more importantly your mind, survive the perpetual torment that is hell, the

domain of the sister resurrector awaits you for the *"Final Judgement."*

Long-time **Doom 64** fans will ultimately enjoy another battle with a resurrector, but newcomers have an additional treat. Without a walk-through nor cheats, new players often find themselves facing the **Mother Demon** without an upgraded unmaker in the main campaign. Long-time **Doom** masters can handle this battle; however, it is particularly challenging for those with less experience. For any who survived the **Mother Demon** and continued their journey in the **"Lost Levels"**, they find a different kind of battle waiting for them. As opposed to finding the demon keys throughout previous levels, they are at the final battle and unlock the chamber of the sister resurrector. This time an upgraded unmaker is readily theirs to assemble, perhaps for the first time. The way this battle plays out is more like a chess match. Here the sister resurrector is like the 'king' in chess, the ultimate goal, but not the major threat. The threats are the other pieces, the demonic forces who protect her. This is almost a reverse

scenario from the main game, which is an interesting twist. Now that you have the *unmaker*, it's time to unmake the ressurectors and those which protect them once all for all!

Given *Kaiser's* decades of dedication in keeping **Doom 64** alive, it was only fitting that his maps comprised the new bonus episode for the official remaster. His **"Lost Levels"** are well balanced with the right weapons and ammo you need to separate the guts from any demon you encounter all while enjoying demonic architecture at its finest. The final message of this bonus episode connects **Doom 64** to **2016** and **Eternal**, cementing both **Doom 64** and the bonus levels as part of **Doom's** main timeline. **Doom 64** was once a semi-obscure footnote on the **Doom** legacy, however in 2020 it has been risen to be part of the mainline path through **Doom**. Undoubtedly *Kaiser* has been a major pillar in establishing **Doom 64's** presence to modern times. Here's our interview with the man himself, *Samuel 'Kaiser' Villareal!*.

DMW: It was less than five years from the release of Doom 64, when you worked a project to port it to PC. What was it about the game that captured your attention so early on?

Kaiser: When I first saw the 'E3' screenshots featured in GamePro magazine, I was very mesmerized by it. It had this look to it that made it stand out from other games that I've played at the time. Seeing the cold, eerie looking atmosphere in the prototype screenshots gave it a 'mysterious' vibe to it, which was something that PSX Doom did not have.

DMW: You were perhaps the first to implement gradient sector lighting (outside Doom 64 itself). Since it is only a small number of people who have done this, is it particularly difficult to program this kind of lighting system in?

Kaiser: Actually, JDoom/Doomsday was the first to do it, which was why

I picked it when the total conversion was in development. It was very restricted and only did gradients up to a certain height, but it allowed me to abuse that system to more or less simulate the gradient effects Doom64 had. Sadly, the way JDoom worked was it did the color gradients based on the average color of the ceiling/floor texture, so that meant that I had to provide a unique ceiling/floor variant for every possible color combination. It wasn't fun.

The gradients in Doom 64 is more of traditional vertex coloring than actual lighting, so doing something like this in OpenGL is extremely trivial. Since walls in Doom64 are just quads, you would just color the two top vertices and another color for the bottom two

vertices and you have your gradient effect.

DMW: How did Nightdive acquire the talents of you and your colleagues? Did they let on that they were impressed with some of the work done on your EX ports?

Kaiser: By chance actually. They got the rights to do a remaster for Strife and reached out to the Chocolate Doom author, Simon "Fraggle" Howard, in regards to the Chocolate Strife port. He referred to me and James (Haley aka. Quasar) since we were the authors of that, and from there we did the Veteran Edition. After that was over, I was approached again (for full time work) in regards to Turok, which coincidentally, I was

reverse engineering as a hobby and they just signed a deal with a publisher to do a Turok 1 & 2 remaster, so I was sorta there at the right place at the right time. A bit later in development, James was hired to help out with the remaining stuff in Turok. Eventually as more projects came in, we needed more people, so I began referring additional folks that I've collaborated with in the past.

DMW: You mentioned that you were reverse engineering Turok 1 and 2 when Nightdive acquired you to port those very games. Were you able to obtain the source code at Nightdive? Or is it built upon your reverse engineering efforts?

Kaiser: Turok 1 was 80% done when I was reverse engineering it. Then we got the N64 source code from Steve Broumely and I scrapped the AI code I had and replaced it with the original logic. Turok 2 was all based on the source code provided.

DMW: When id Software and Bethesda were approached about porting Doom 64, did you think there was a good chance they would say yes? Were there any concerns on their end by having an independent company port a Doom title?

Kaiser: Unfortunately, I can't say much about this subject since I don't want to step on any toes, but to sum it up, it's another case of being there at the right place at the right time.

DMW: Mapping can be time-intensive process. What led to the decision of making a bonus episode for Doom 64?

Kaiser: I didn't think. I just decided to do it for the hell of it. Originally I only did one map which I placed in the original level line up (Evil Sacrifice originally came after Breakdown). Bethesda didn't want to change up the original game so instead suggested it being an unlockable bonus content. I figured if that's the case, then I'll just crank out a few more maps and make it an episode.

The time to develop these maps were not long at all, but to be fair, I did have to keep them pretty small because at that time I was working on the PS4 port of the game, so I had to be careful in managing my time. I eventually took an unreleased map (Plant Ops) I did in 2012 and made it part of the episode to save me some time. Cold Grounds and Final Judgement only took me 2 days to do and while they were small maps, I made sure there was enough to do.

DMW: Was the idea of the "Lost Levels" in reference to Doom 3's "Lost Missions", or was there another inspiration behind them?

Kaiser: No inspiration, I just couldn't think of an original title.

DMW: How did you approach making the new bonus episode for Doom 64? Did knowing that it would be a pre-order bonus for Doom Eternal, with a large new audience, affect how you mapped?

Kaiser: The episode is unlocked after beating the original game, so it was more of a treat for those who wanted more from the game. I designed the maps to be targeted towards moderate to new users so I made sure that the levels weren't too confusing and made sure the gameplay was fair enough for new users to pick up. Of course I would assume anyone choosing 'Watch Me Die' difficulty would be more experienced, so I made the gameplay a bit more aggressive for that user base. Having worked as a level designer before in the industry gave me a bit more awareness of what people would find interesting or fun and an idea of how to guide the player through the levels without holding their hand too much. This was also another reason why I kept the levels short. I

learned that dragging things on is not an ideal experience.

DMW: Have you been surprised by its positive reception from first-time players, or did you predict this would be the case?

Kaiser: Actually I have not been keeping up with the reception. I figured people would be excited that Doom64 is getting an official PC port, but didn't think it would be this positive. I am glad everyone is enjoying it though.

DMW: The Doom 64 modding community is smaller fraction of the Doom community itself, yet keeps going strong. Did you expect it to have continued this long?

Kaiser: I am very surprised at how much it grew since Doom 64 EX. I've always wanted to make custom levels for Doom 64 when it first came out, and now seeing this a reality and seeing users releasing custom levels is a huge accomplishment.

DMW: The final question, from our boundless leader, Endless, what are your thoughts on making another return to Doom mapping?

Kaiser: Whenever I have free time. Which is hardly ever. The last time I did an actual Doom map was back in 2006 and the most recent thing I've done with the Doom engine (mapping-wise) was a 5-level hub for Hexen in 2012. I dunno, maybe someday I'll just do a quick short map for old times' sake but who knows when that will be....

We thank Kaiser for taking the time to speak with us and his relentless efforts in keeping Doom 64 alive for so many decades!

(OVER) TWO DECADES OF SLAYING WITH DOOMGUY
A COLUMN

by Red (Redneckerz)

Since it's release in 1993, Doom (and its successor, Doom II) have captivated millions of players with the combination of fast paced action, gruesome beastiary and megalomanic weaponry.

The open nature of iD Software at the time resulted in a open, relatively easy to modify level format (WAD) and, in 1997, the full source code to play around with, establishing Doom worlds beyond everyone's imagination.
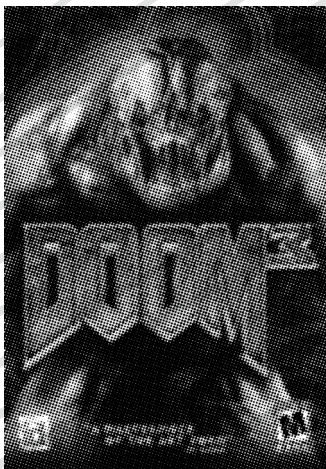
After the not-so-spooky Doom 3 the series got a resurgence with Doom 2016 and this year's Doom Eternal.

But this column is not about nu-Doom, nor is it about Doom 3.

In this little rant that i will call a column, i take a look at all the things i have seen or found the past year, aswell as some personal memories about my first days of Doom.

Far from being an ''OG'' player, i do have some recollections of Doom, 20 years ago.

It has been often said and often displayed, but the Doom community has been a fascinating and versatile bunch of mappers, musicians, theorists and practicioners.

Big releases like Akeldama take centre stage, but creative outlets like Doom_ACE win the hearts of the purists.

Such is the spice of life, and such is life in the Doom community.

There is something for everyone, if you just pay enough attention to it.

One thing i found interesting is how far reaching certain outlets would go.

Captain MarshMellow used to host a full on bot page about all the news around Doom bots.

Even today this is still significant, because a lot of bots weren't just a simple .pk3 file, but full fledged source modifications, essentially providing additional features to a then existing source port.

Who still remembers Deathbot or ACBot? Or who still dreads at Cajun or ZCajun?

Back when things were more limited, even then people saw opportunity to improve on Doom.

It's a mindset that has remained active till this very day.

Every now and then, someone comes along and raises the bar on what was possible or invents something new that nobody thought of before. Linguortals. Mikoveyors.

Midi remake projects or even full on new languages like COAL from the EDGE source port.

Every Doomer treads a different path, but, although some paths are (far) more popular than others, they all walk back to the Central Hall that unites them – Doom.

MEMORIES

Of course, none of this was in the back of my mind when i first ''discovered'' Doom, back in 1999.

Too late to be part of the rising developments of Scythe, ZDoom or DEU, but in time to still be facing some less userfriendliness in ports than what you see today.

Like many others, my port of call was Doom95.

As atrocious as the port was (and still is), it ran Doom, after all.

And i was hooked to it, but only after i actually discovered Doom for the second time, in 2001.

I can't really remember what port i used, but Legacy comes to mind.

I was floored with the music in the game, making a distinctive impression on then 11 year old me to the point where its part of my favorite music of all time.

(The distinctive number one goes to Alexander Brandon, with the Terminal Velocity soundtrack taking the second position).

Little did i know back then that thousands of levels existed for Doom and Doom II.

It was only until a third jump in history introduced me to them, in 2011.

I downloaded a whole bunch of megawads, and just started playing, over a decade later since i first fell properly in love with Doom, and was, once again, floored.

From the first baby steps of Megawad making in NJDoom to classics like Requiem and Hell Revealed, i was enjoying the scenery and the versatility of the maps every single moment.

Behind these maps were WADsmith's of the highest order, dedicated to their craft, using refined tooling that often was developed in the mid-90's.

I took a particular liking to a lesser known mapset – Adam Windsor's DemonFear.

Its short but action packed maps were the ideal distraction from other things (Read; my college), often taking just a few minutes before you would finish a level.

In a pre-Angry Birds/Flappy Bird world, DemonFear was the ideal escape.

(But Unreal Tournament 99 multiplayer on a Friday dominated the afternoons in the classroom.)

How different and yet so familiar things are today.

Yet another jump in time to return back to Doom, for the fourth spell.

Effectively two decades had passed since my first meeting with the Zombieman and it was only then and there that i signed up for DoomWorld and ZDoom, despite lurking around for the better part of 10 years.

In those 10 years, i read up on a lot of what made the Doom community tick – And also what pasttime drama's were fought over on the forums.

In some situations understandable, because others were part of the scene for much longer than i could ever imagine.

In other's, it felt like watching a poorly written out slapstick comedy scene out of Tom and Jerry.

Like every community, some take their participation a tad too seriously as they asserted the moral highground.

It was in this rutabaga salad that i took the plunge and switched from lurking mode to participation mode.

And what i experienced myself has been nothing but a surprise, from either community.

I set myself a goal of helping out the DoomWiki, a fine piece of digital literature, into completing their source port pages.

Boy was i wrong in that regard.

THE COMMUNITY TODAY

If anything this past year of research showed, is how incredibly creative this community has been more than two decades.

A ton of interesting history bits, programs and more have been created but are now laying in state like a time capsule, waiting for some godawful explorer to open its tomb and study its contents.

I learned that there is a lot more than just source ports.

There were also source modifications, additions to the source code considered to little for an actual port.

I learned of executable hacks, that sought out to retain 100% DOS Vanilla compatibility.

I talked and met fascinating people, from the likes of xttl, Doomkid, Aeyesi, Quasar, Gez, Murdoch, Mordeth, Lut, Esselfortium, Roebloz, Fraggle, Gerwin Broers, KidMuscat, Jadingtsunami, Graf Zahl, Rachael to Randy87 and several others i can't remember right now, who generously provided me with more details than i ever could imagine.

Randy87 in particular revealed having the single largest Doom database of saved assets i could ever imagine, which has become invaluable for my research alongside others, such as Schneelocke's Port History.

But Rachael, of the ZDoom forums, has been equally generous to my person, providing me with an FTP space on which i can store rare and obscure content.

Some of the links on DoomWiki already make use of that space, and i couldn't be more grateful for being so generously offered such a space, along with the reactions given by the previously mentioned people and others.

But the single most impressive thing i witnessed in this year is the generosity of people, being put into a WAD to given access to several never-released bits of Doom history and learning of their details,

sometimes with a sad ending, sometimes full of hope.

Still classified top secret, ofcourse.

I am keeping my end of the key and keep the contents safeguarded - eventually, they will be pages for the Wiki — The place i've dedicated my time to.

To witness such generosity is unusual in a time where the known entities of this world only seek time to look at themselves.

But i digress

CONCLUSION

2020 has been a good year for Doom in general.

Eternal got released, Doom64 got remastered under the cloak of NightDive Studios, its talents being put to fascinating use.

Multiplayer in the form of Odamex/ZDaemon/Zandronum remained strong and steady.

It saw official new ports of Doom, running under Unity, and community favorites were given a semi-official token of recognition by being incorporated as free content in these ports and (often enough) with a review in the Slayers Club.

Folks like Jimmy, Dragonfly, the BTSX Team and Revae were given the kind of community echelon you won't see often somewhere else.

Even to this very day does Doom generate newsarticles whenever something unusual occurs, such as DOOM on a Chip, FastDoom or having Instagram filters in InstaDoom.

Doom also is noteworthy for its memes, from Impse to The Sky May Be, from Congestion 64 to Mock 2 and It Runs Doom, Our favorite hellish title even influences landscapes beyond the hellish battlegrounds.

How many games can say similar?

One higher echelon remains, however.

And that's the Cacowards.

The works of Kmxexii, Not Jabba, Alfonzo and many others reign the yearly discourse on what WAD, mod or person deserves to be given a prestigious award.

The writings of these individuals are lengthy, but unmatched, demonstrating a general craftsmanship that, like the Cacowards itself, is unique to this community.

To win a Cacoward is not only just the digital prestige — Its a definitive display of talent and creativity.

The same creativity that started back two decades ago now powers the WADS and dreams of tomorrow.

So whenever someone says that Doom is done for and out of time, i just remind them of over two decades of slaying that came before with.

Doom has transformed, from first person shooter, to creative outlet.

To demon kicking sandbox.

To foundation of completely new games (Adventures of Square, Harmony, Hedon), It is this ultimate creative freedom of being able to change and translate any aspect of Doom that makes the game, and its community, so remarkable.

And i would not change a single thing of it.

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PICTURES
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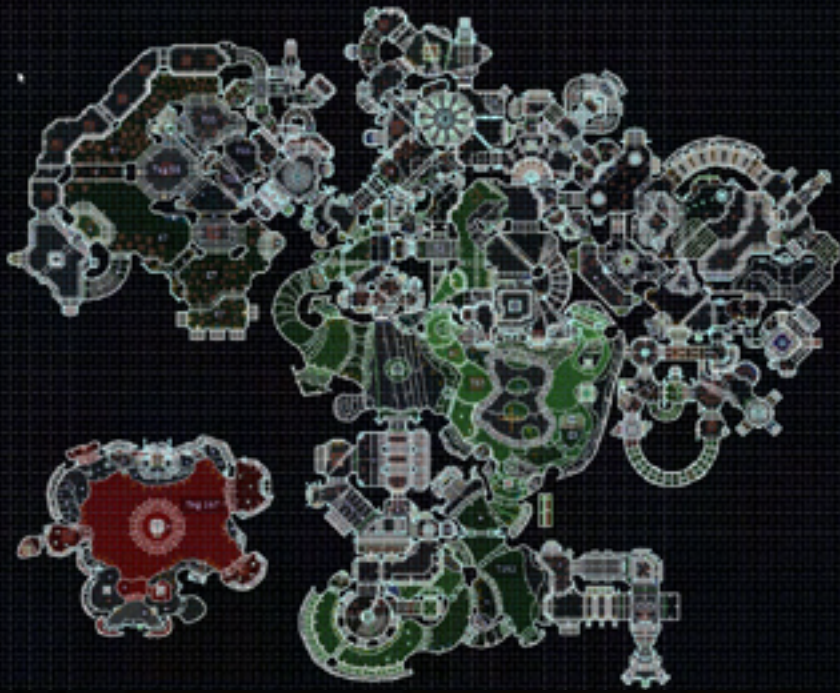
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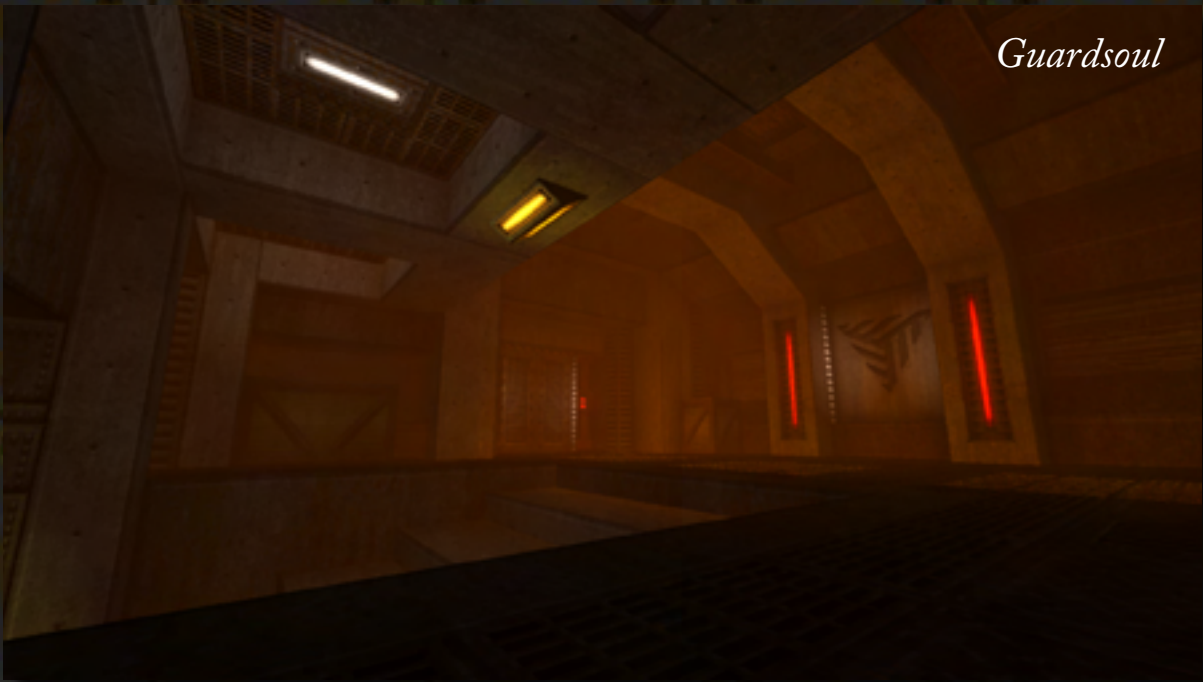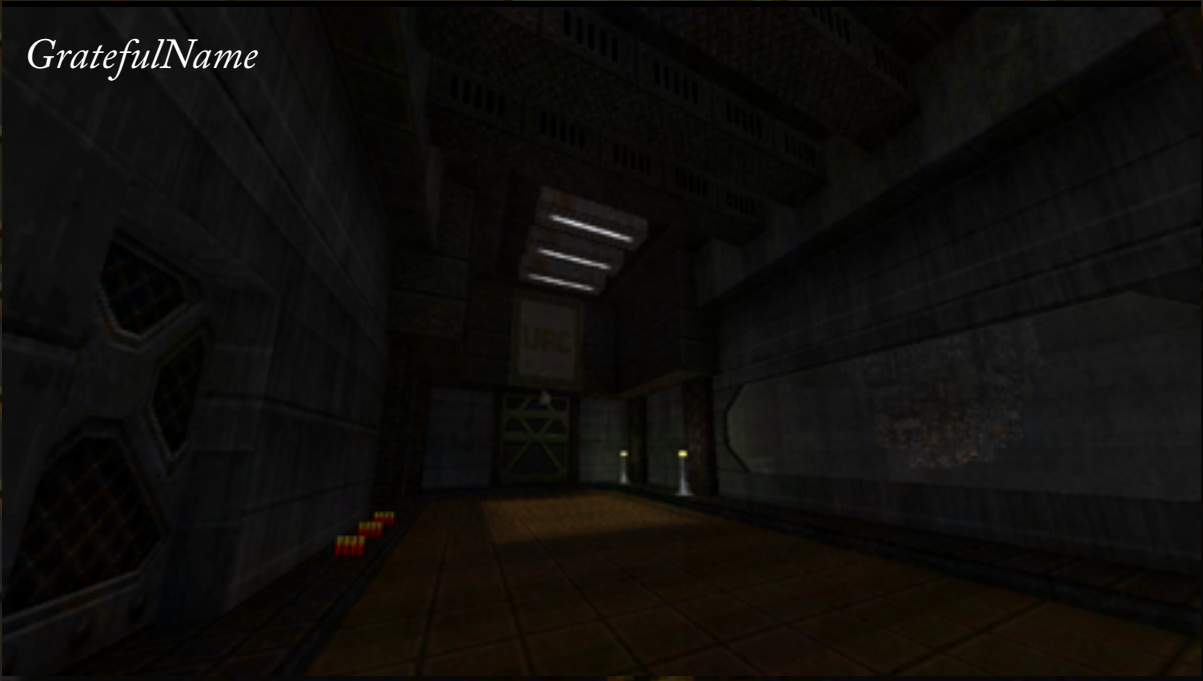
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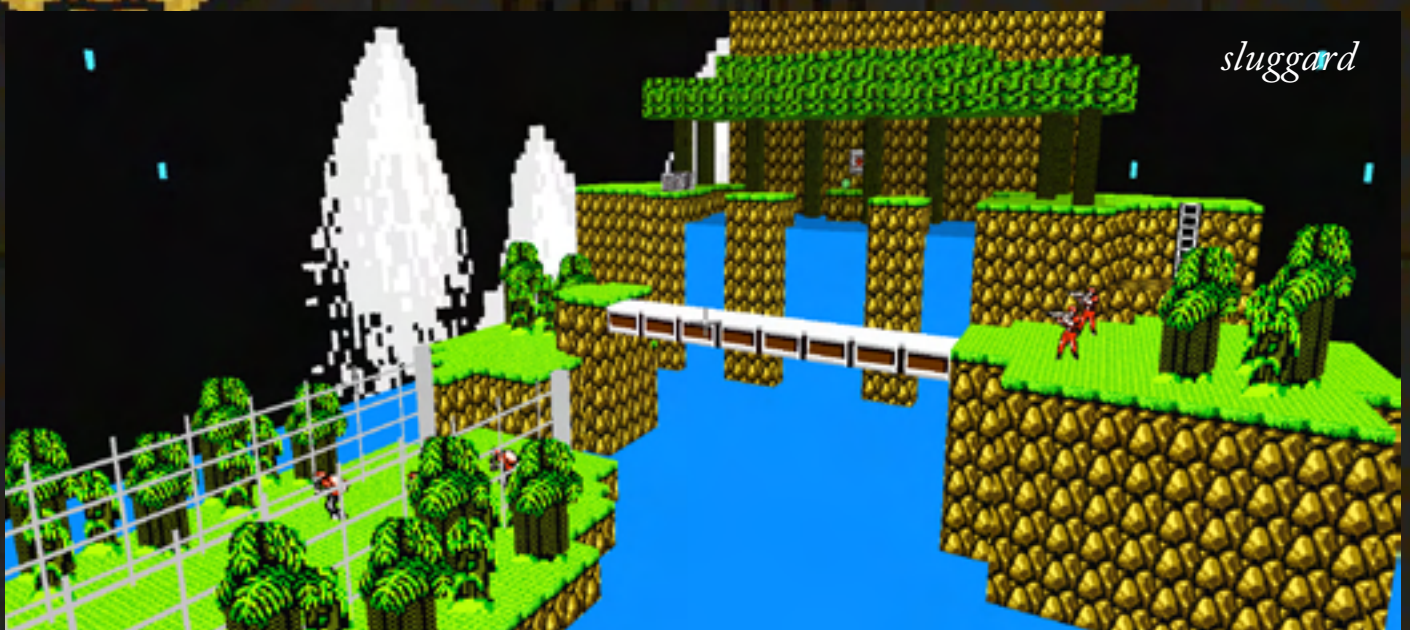
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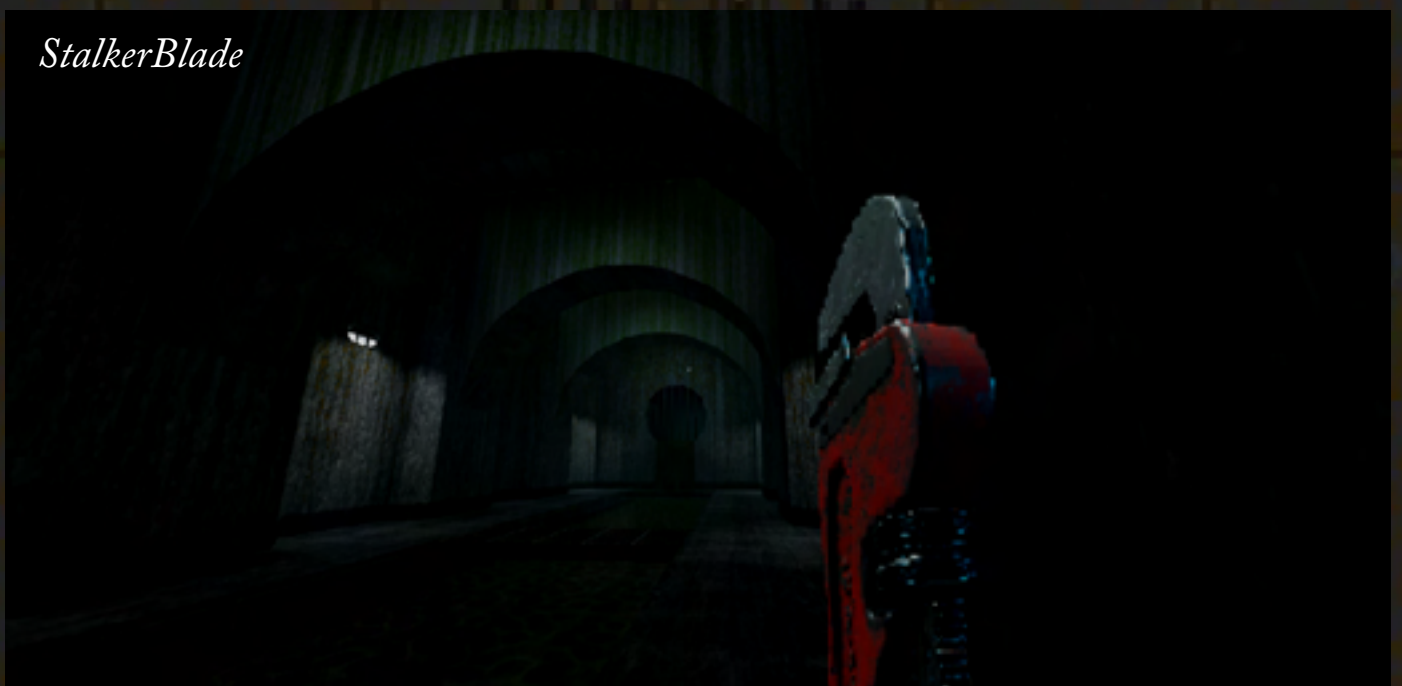
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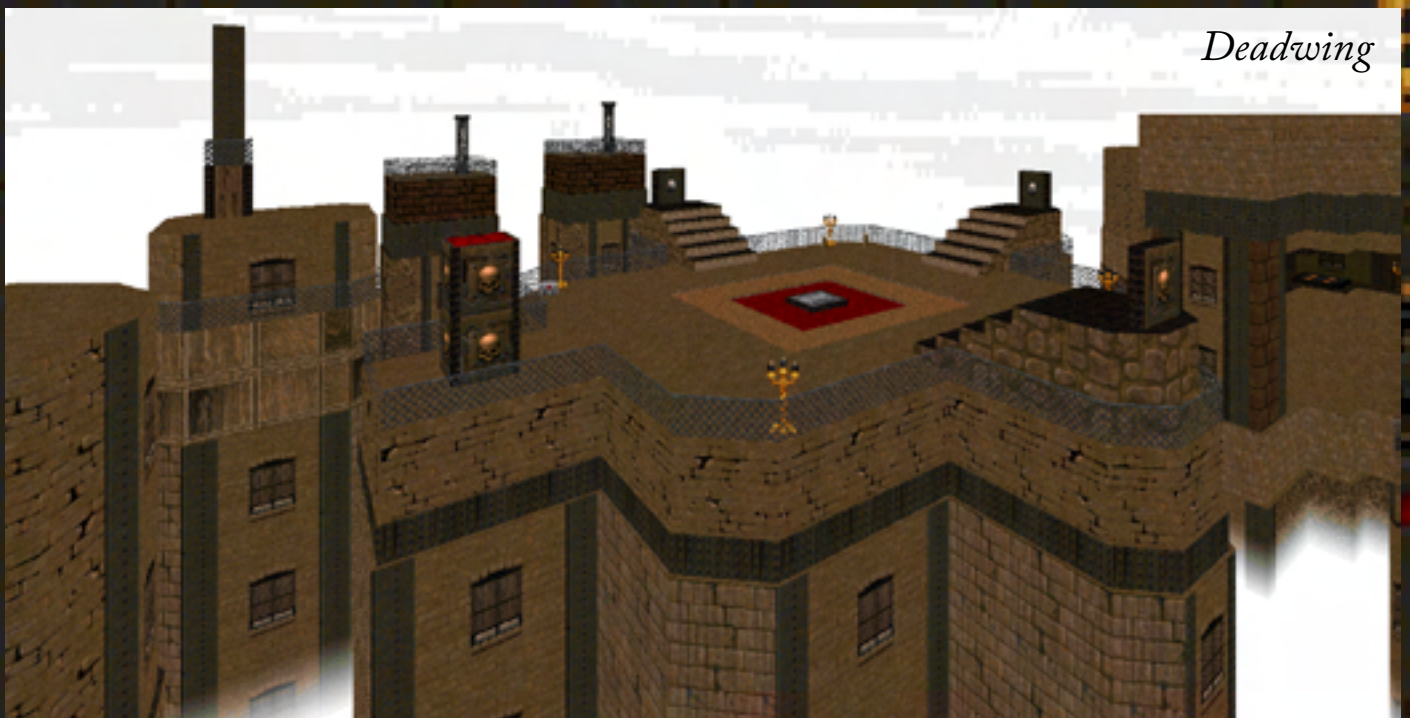
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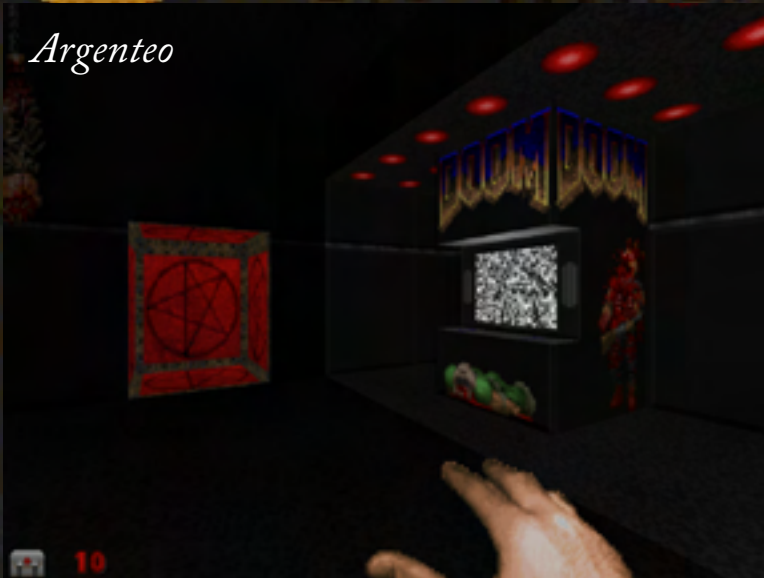
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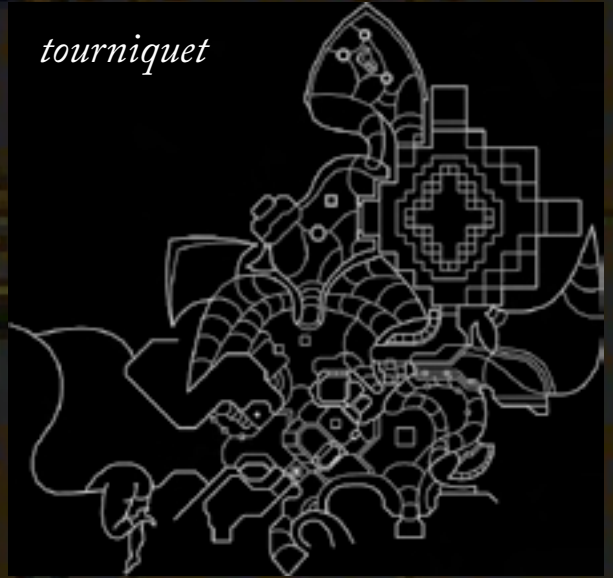
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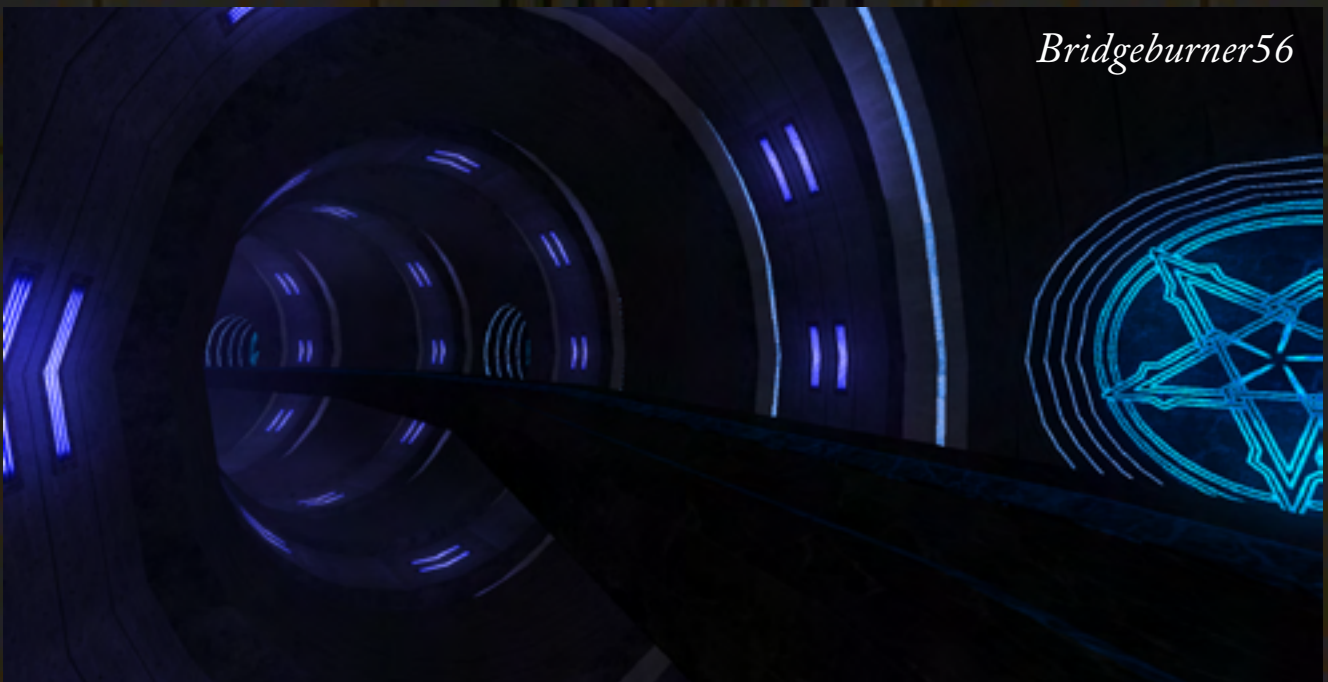
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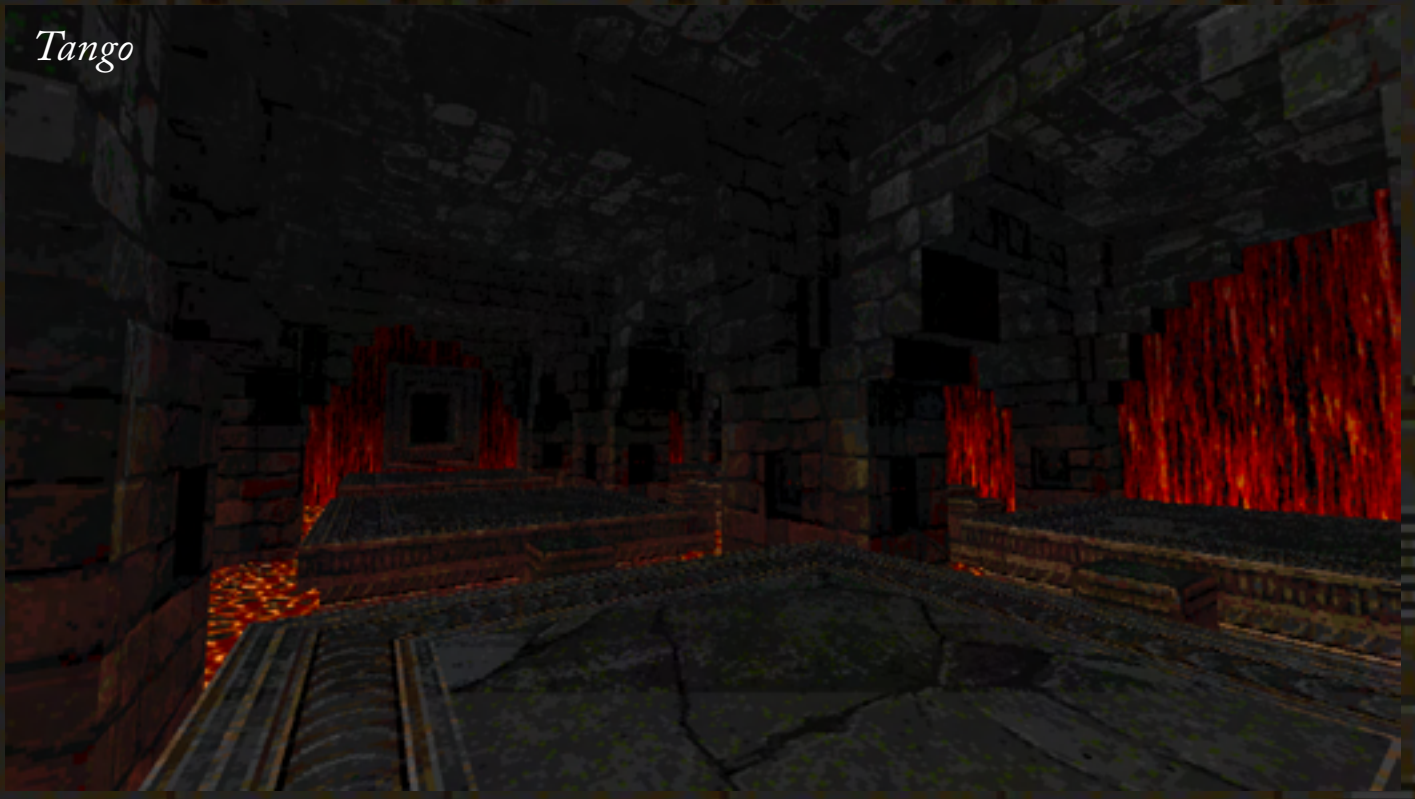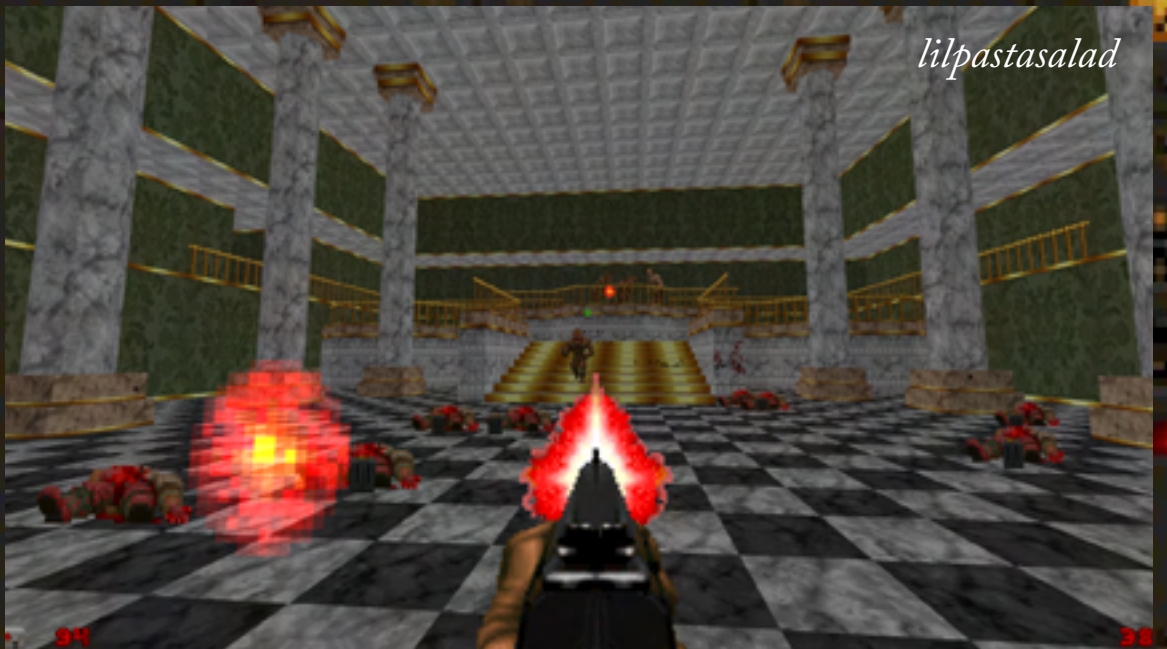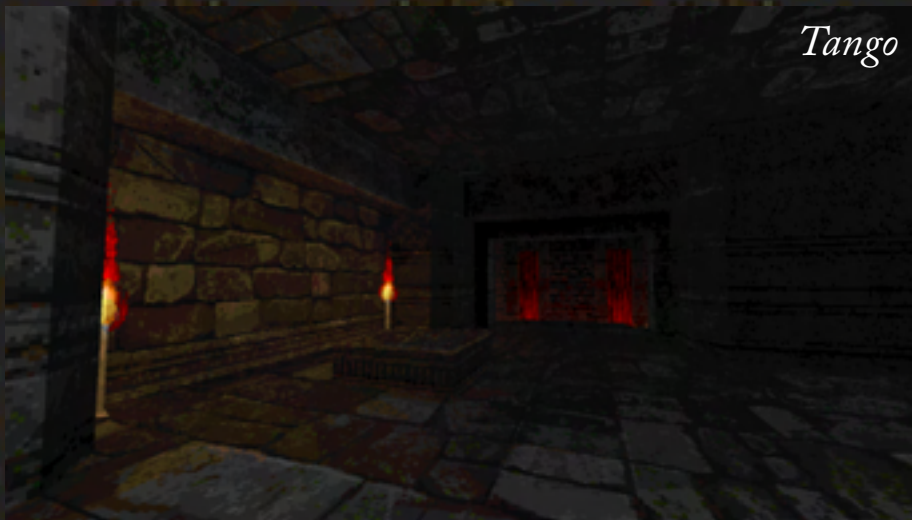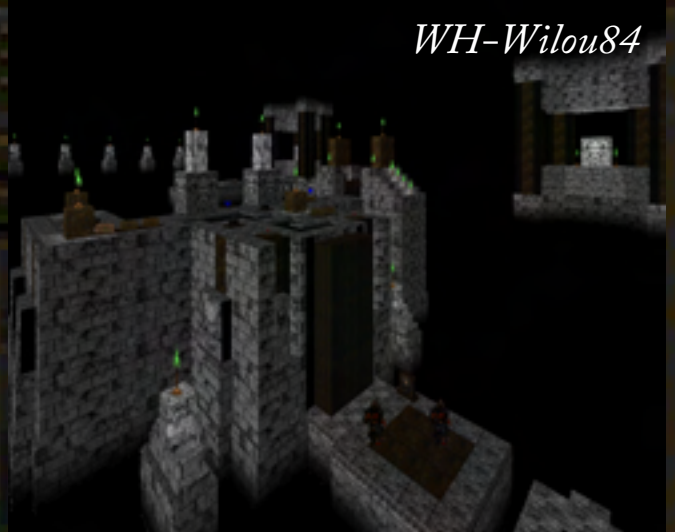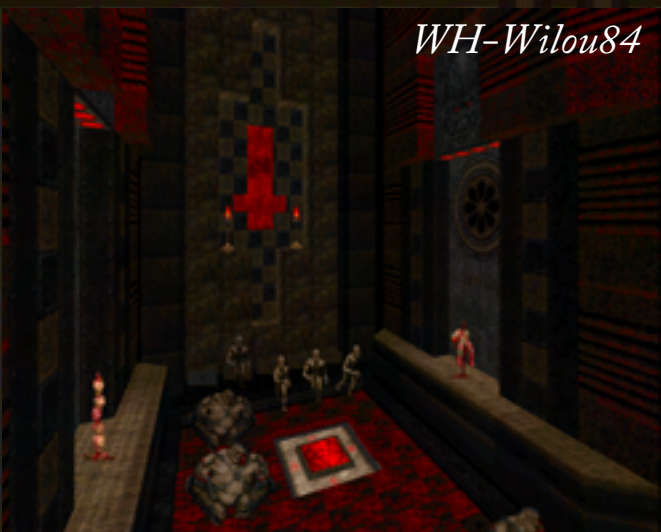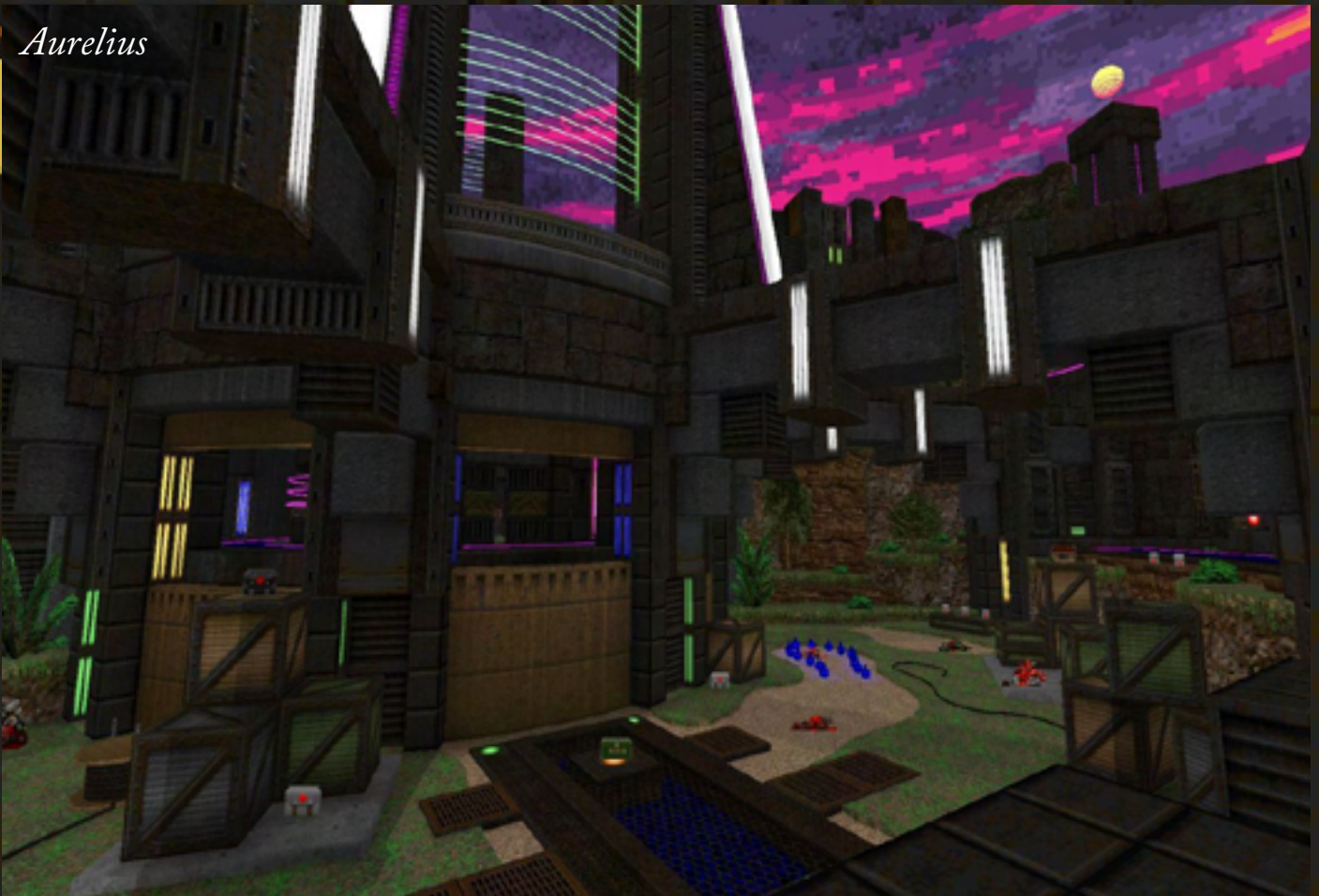
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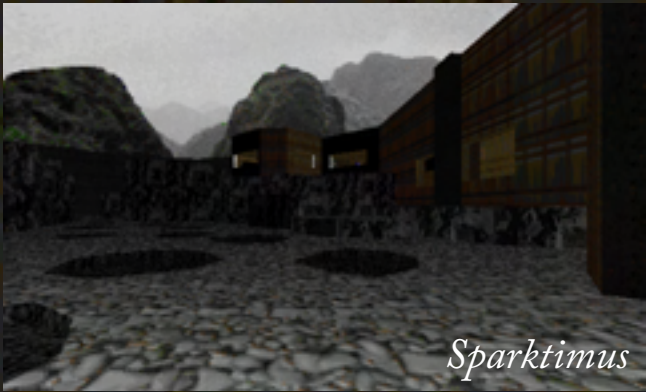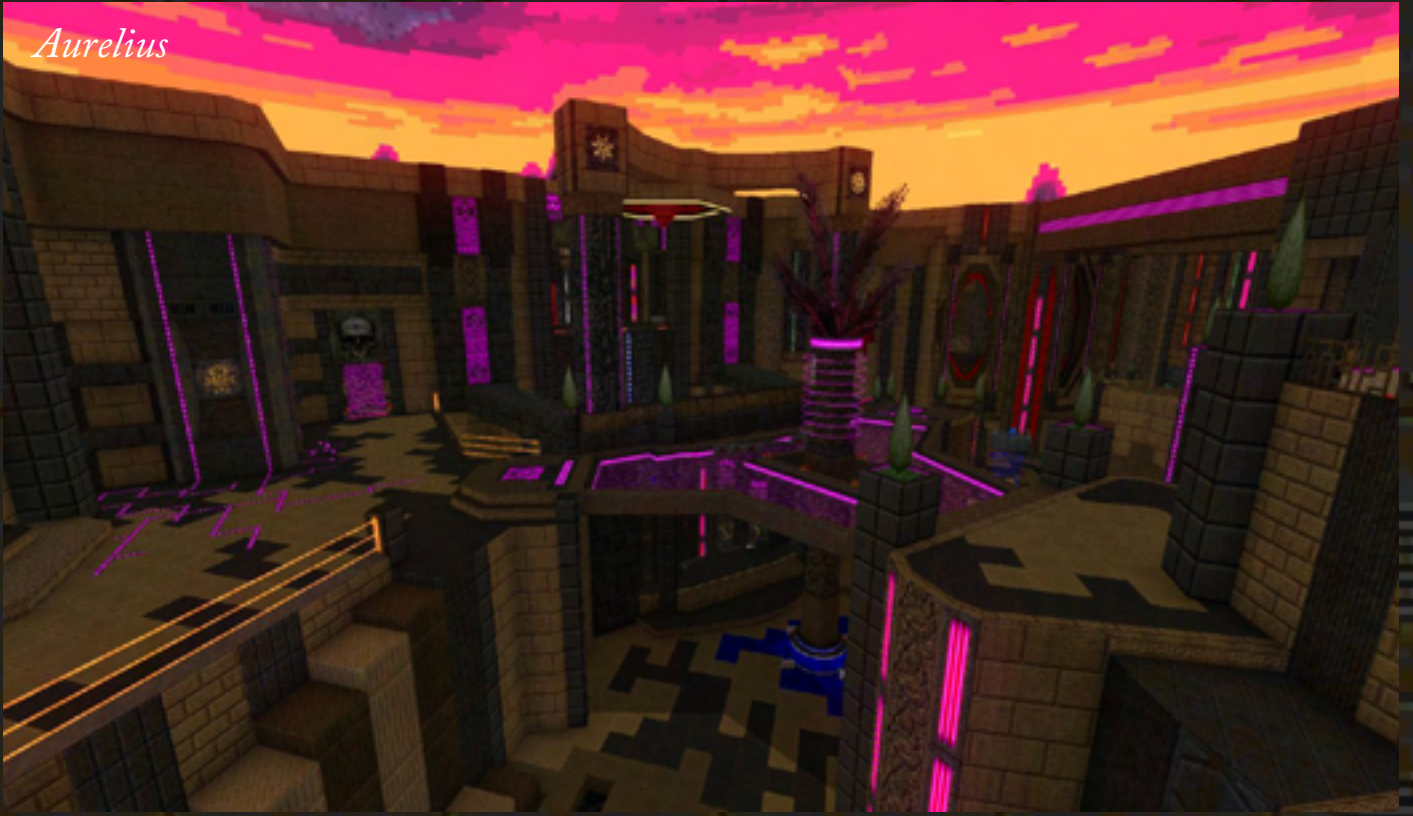
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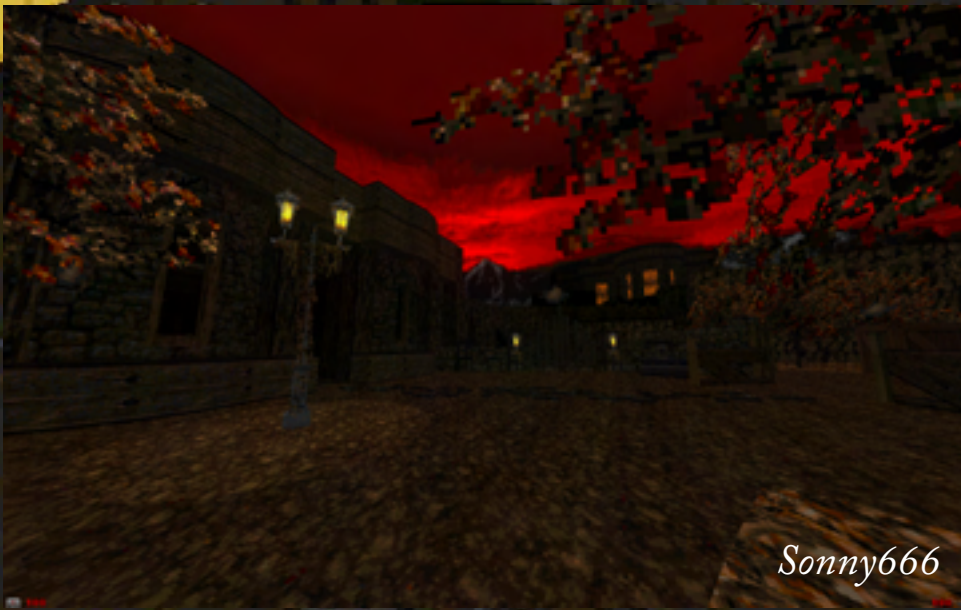
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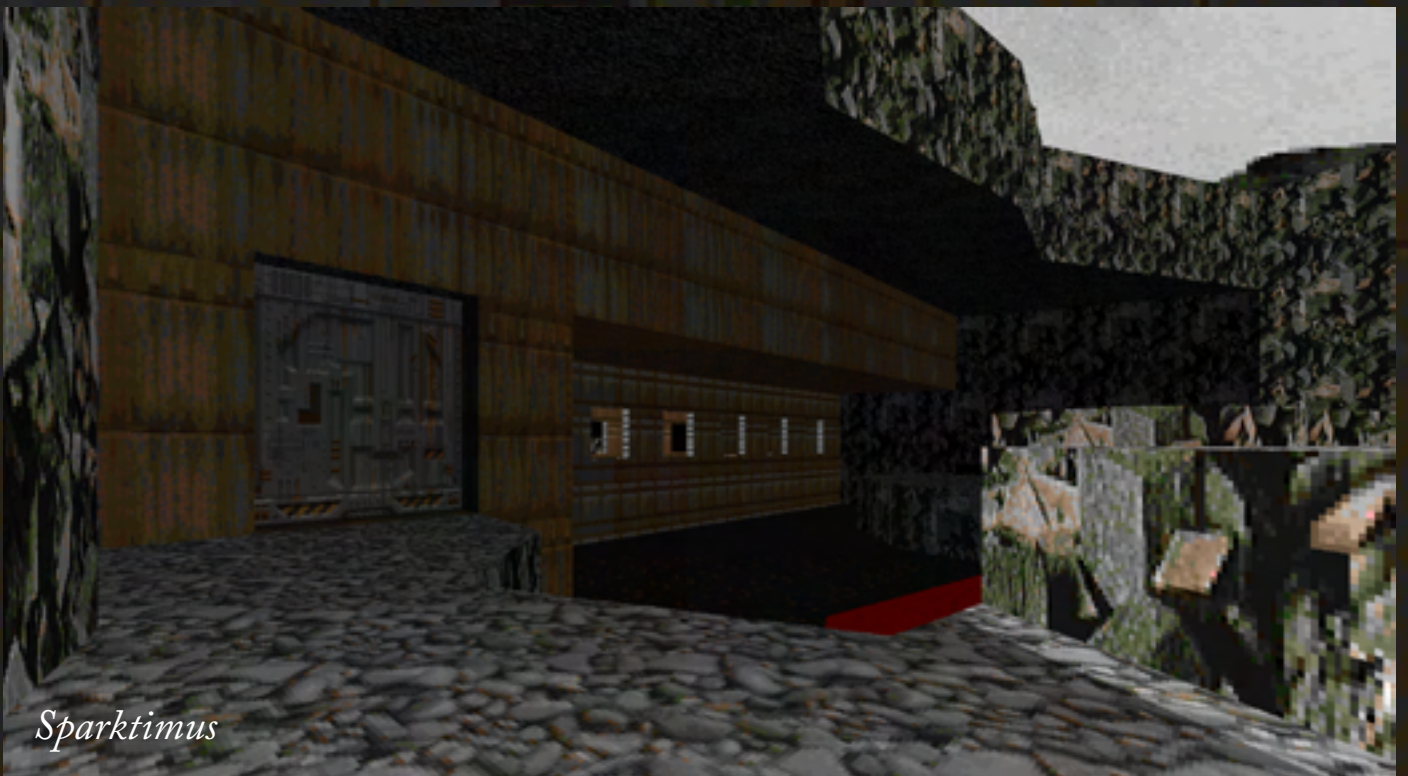
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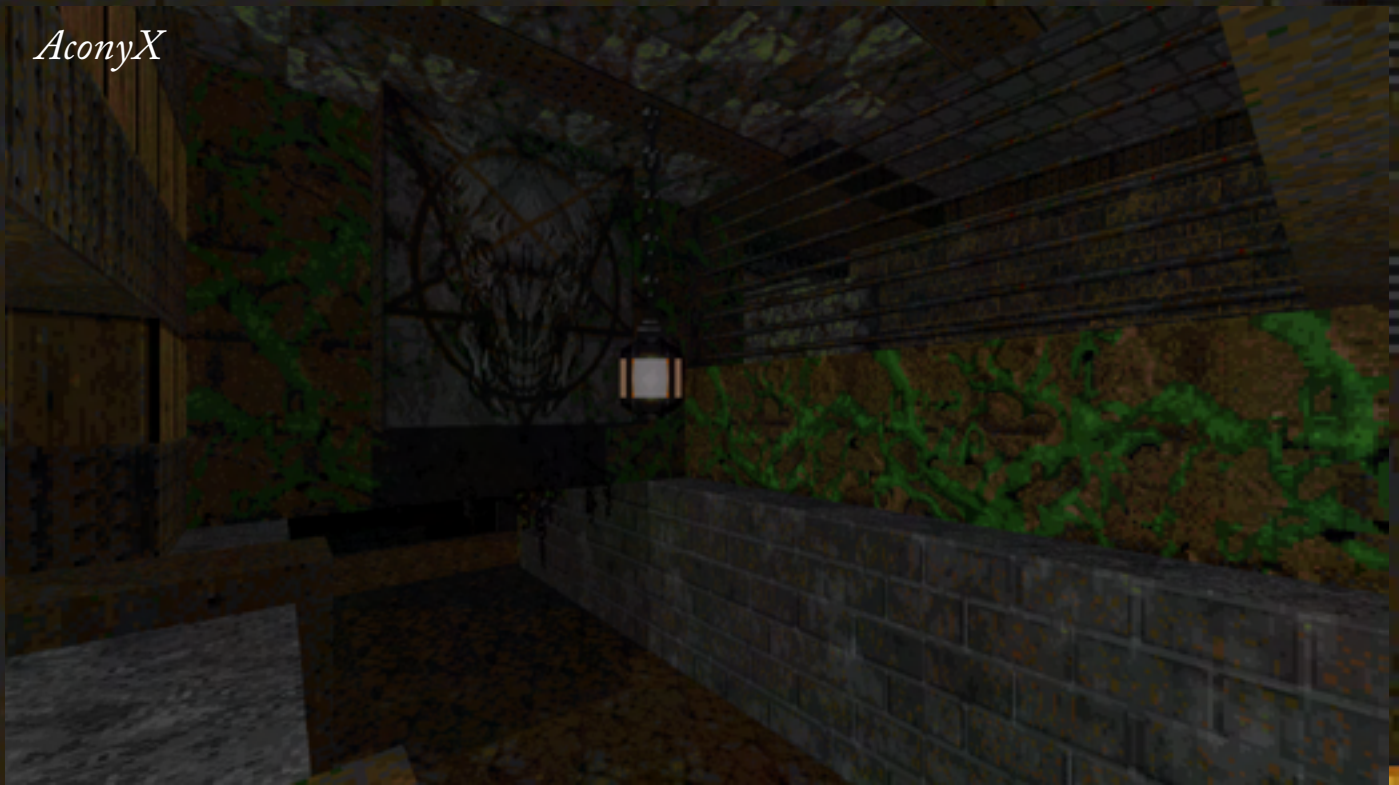
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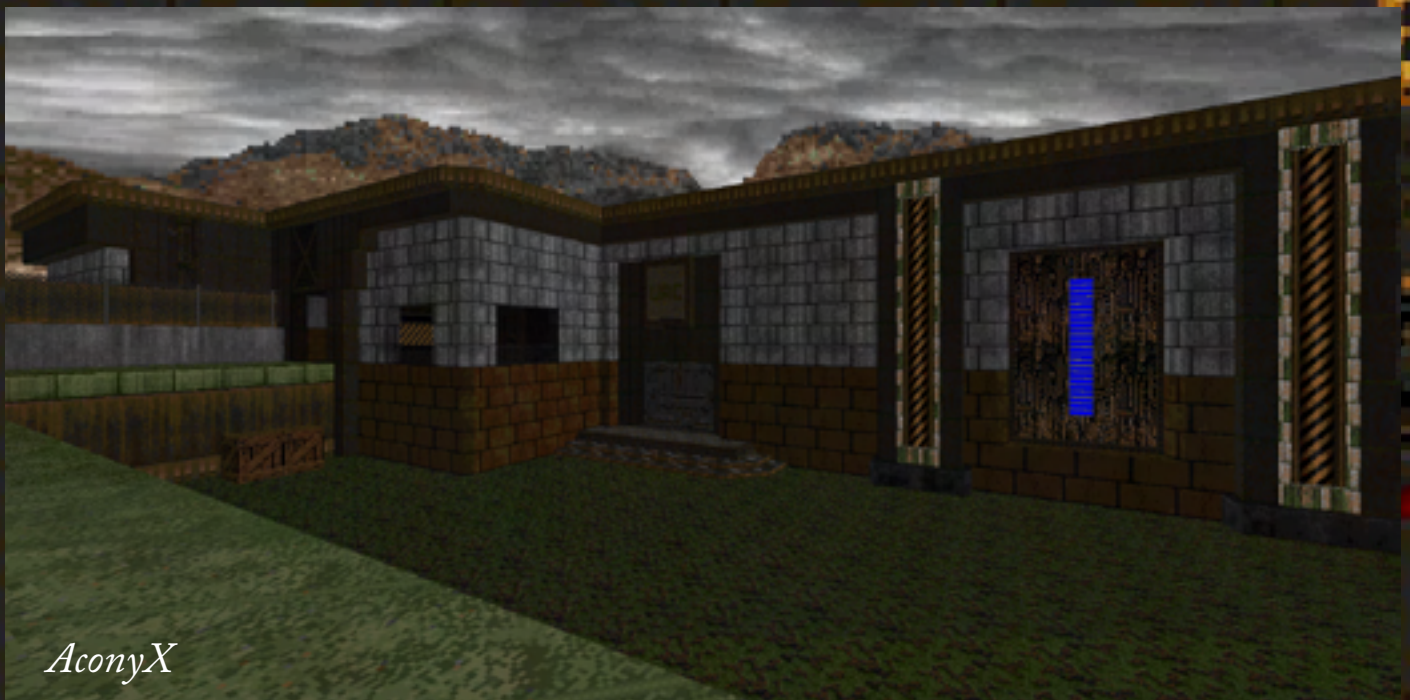
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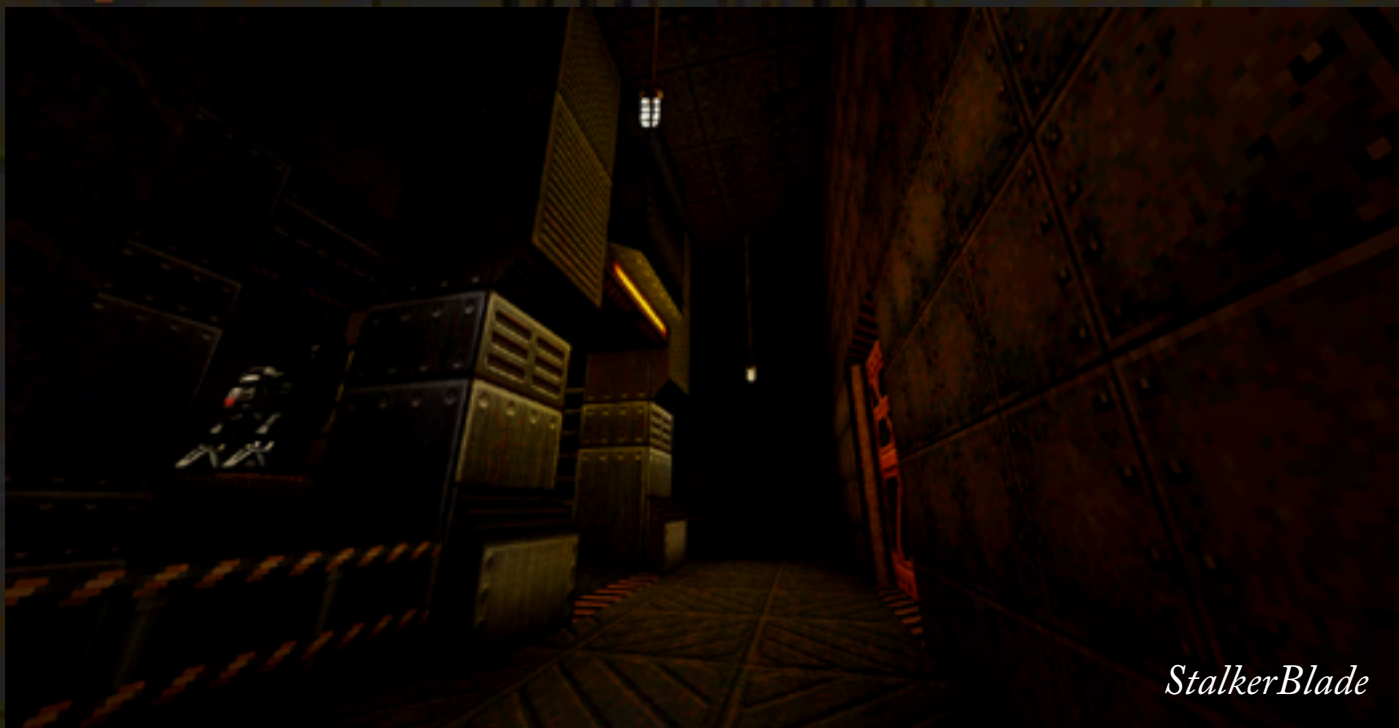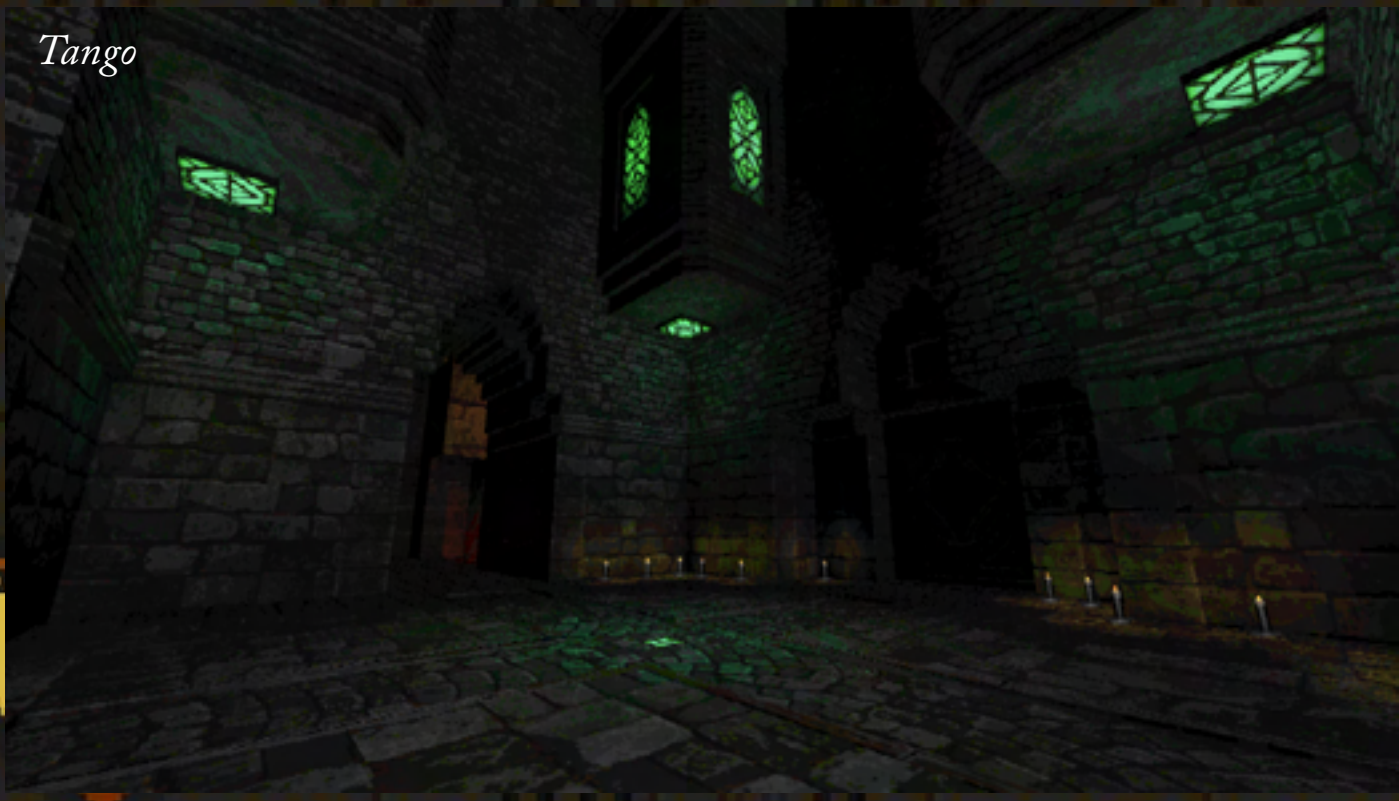
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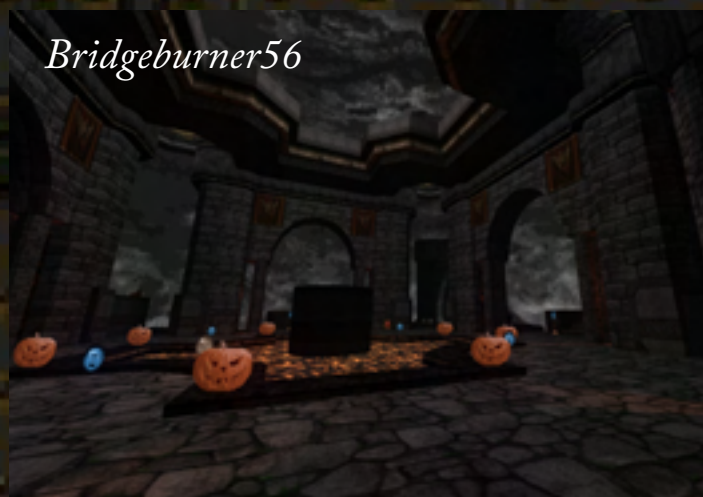
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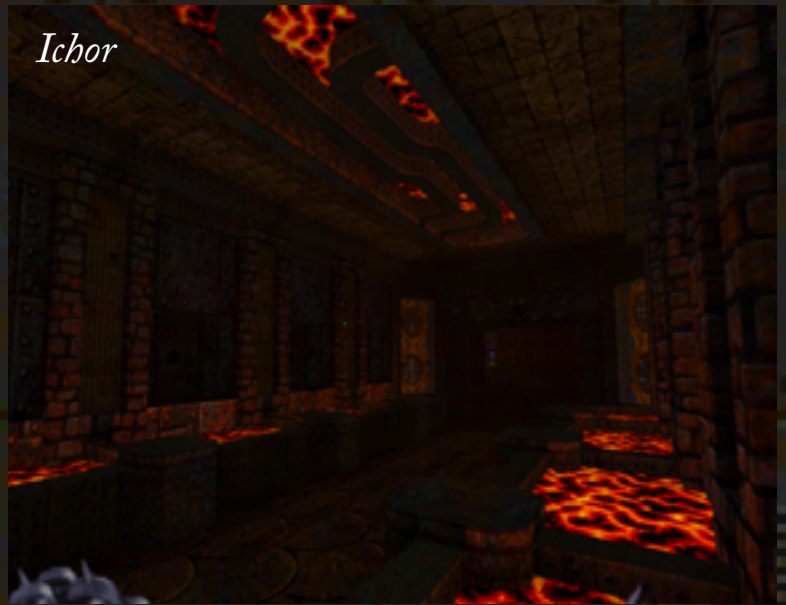
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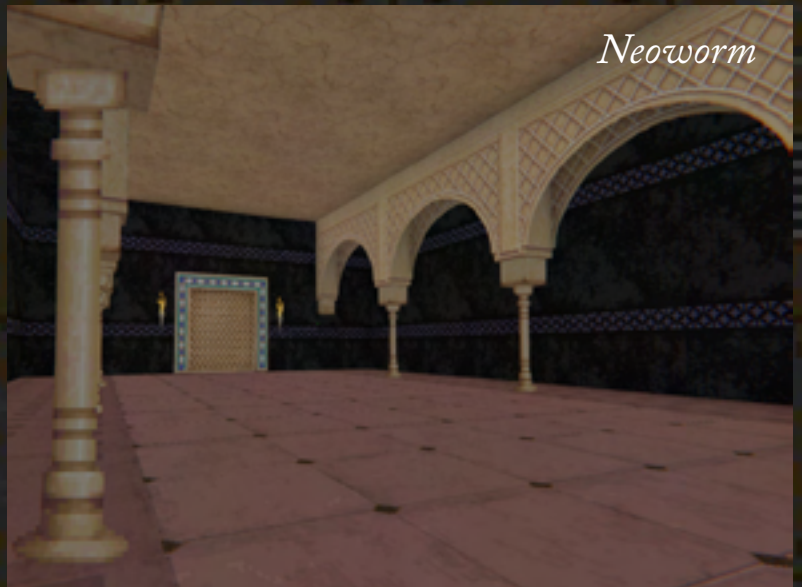
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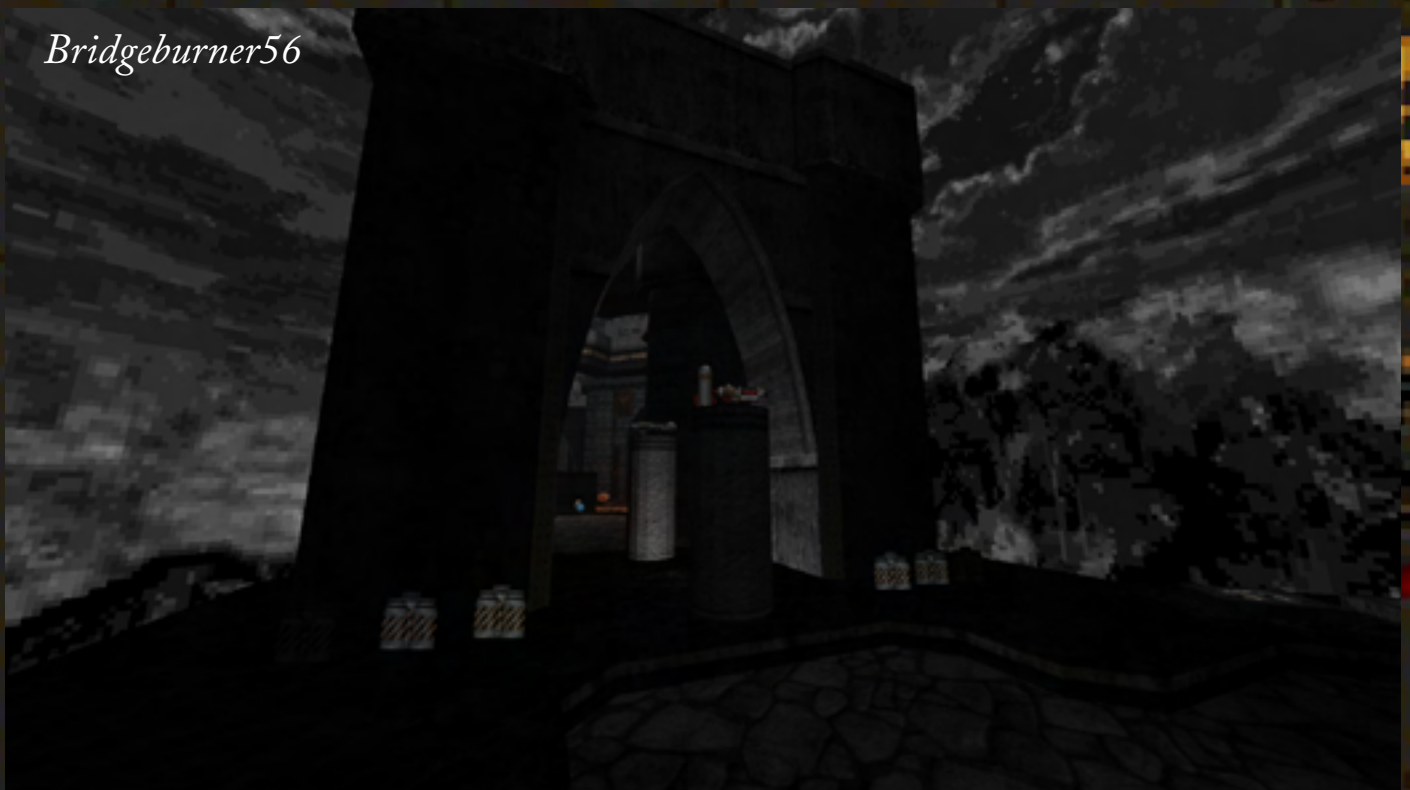
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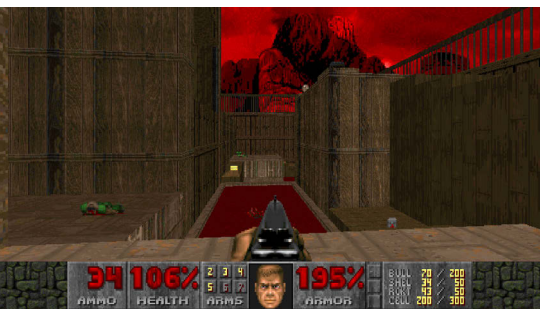
Glaive II

Time to get spooky once again this Halloween and plunge into some Hell levels this time with the wonderful sequel to Glaive, Glaive 2. EANB Is back two years after the release of Glaive with more Scythe like action and now with much more suffering! Glaive one was wonderful and I covered it in the review in Issue #6, but Glaive 2 does a great job of elevating what Glaive had to offer, higher difficulty, even better visuals, and some nice layouts to test your skills and will.

A few things to consider going forward with Glaive 2. Much as Glaive, you will need a limit removing port such as Crispy Doom, PrBoom+, and so on to play the maps.

In terms of gameplay it is recommended by EANB to do pistol starts for the most balanced approach to the maps, but of course continuous play is perfectly fine, and considering the leap in difficulty might not be a terrible idea if you want to familiarize yourself with the maps. Trust me you will still be challenged!

With the technical details out of the way here is what Glaive 2 will give you in terms of difficulty. Glaive would give you a challenge especially in the later levels but Glaive 2 hits you in the teeth with a whole new level of difficulty. While not as hard as something like Sunlust you will still be tested if you are not as skilled a Doomer if you go in on UV, and a lot more enemies will be thrown at you per map then Glaive on average. The good news though as a balancing factor you will be well supplied with good weapons and ammo especially as you progress, and it seems there is a bit less ammo conservation needed in comparison to Glaive. Here the challenge seems to be in using your arsenal properly

and using your wits to dictate how you will handle fights taking advantage of the terrain and your mobility to get to those plentiful weapons, armor, and ammo stocks. One thing to note is there is a bit more "parkour" going on in these maps, BUT, the pitfalls while more plentiful are generally easy to escape and might even serve to help you maneuver the maps if you need to escape something worse for a better vantage point. The strafe jumping required generally does not require tons of precision as the gaps are generally small and more a test of movement to make things tricky.

Glaive 2 is not all pain, however, and the visuals and layouts are a treat! The Hell of Glaive 2 is not necessarily the most varied in color like Glaive before which delivered a nicely done tech base setup, but that does not make the visuals bad at all. Each level has nice structure work, and many tend to incorporate more naturalistic elements then found in Glaive mixed with the more typical geometry of forts and castles. The layouts of the maps have improved as well, and it seems they are a bit more dynamic then in Glaive with more unfolding elements as you progress to different parts of the maps which makes the shorter maps seem longer without having to make the map large and tough to navigate. Once again it seems simplicity is the order of the day, but with little to no visual compromise. Get up, lock and load, and climb the tower of pain that EANB has built for us all in Glaive 2 continuing the Scythe legacy which shall haunt us all forevermore, and I wouldn't want it any other way.

- Eric Claus
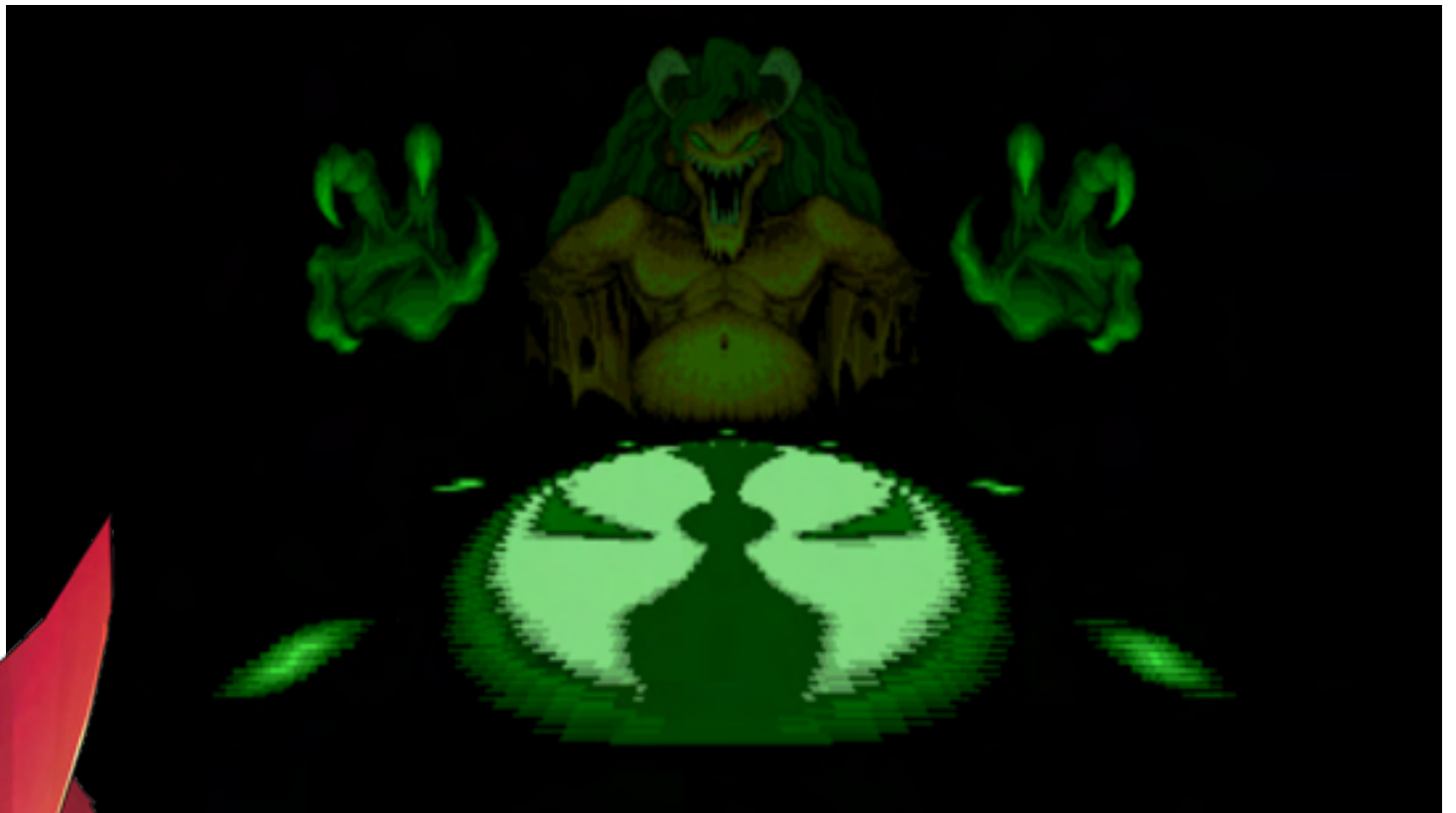
SPAWN
PATH TO DAMNATION

GAA1992 (2020)
Review by **Nikoxenos**

FEW COMICS were as big as *Spawn* in the early 90's- so it seems like a match made in heaven for a *Doom* mod. *GAA1992* certainly thought so, and *Path to Damnation* is the satisfying result.

You are playing as *Spawn*, formerly *Al Simmons*. A dead CIA assassin who makes a deal with the demon *Malebolgia* to return to Earth with Hellish powers.

When I read about this mod I was very excited to see it- lately I have been feeling nostalgic for *Spawn*, and hoped maybe this would scratch that itch... and boy did it ever deliver!

Spawn's arsenal includes his classic *chain* (in lieu of the chainsaw), a very satisfying *assault rifle* and a *minigun* among others. If you use the recommended *Spawn Soundpack* by *Wolvexus*, the weapons are even

more heavy-hitting and rewarding, very similar to *Brutal Doom*.

Also similar to *Brutal Doom*, *Spawn* can dual wield weapons (Akimbo!) and has a taunt that plays real sound clips of *Keith David*, the voice of *Spawn* in the animated series. These one liners are extremely fun, and a terrific addition.

Movement is opened up with a double jump and dashing ability- which help *Spawn* to dash around in a somewhat appropriate manner.

Spawn's necroplasm is represented in the 9:9:9:9 counter in the HUD. It will go down as *Spawn* uses one of his 9 (mostly self explanatory) equipable spells: *Necroball, Necrobomb, Necroheal, Necrodash, Necromissile, Necropunch, Necrojump, Necrowarp* and *Necroguardian.*

Some of the spells are more useful than others, but overall they are quite overpowered. If anything I think lower skill players may really enjoy this mod because once you start using *Spawn* effectively the *Doom* games are a breeze. This *ZDoom* mod also works in *Heretic, Hexen* and *Chex Quest,* which is always appreciated.

A separate *TITLEMAP* replacement is provided, along with a custom soundtrack made of music from other *Spawn* games. Custom text screens, intermission screen and more await you. There is a high visual standard maintained throughout, with use of other *Spawn* game graphics and excellent UI design setting a high bar.

Overall this mod is very thorough and while it makes the vanilla game totally imbalanced, it has a lot of potential for use with other WADs. Highly recommended to any casual *Spawn* fans.

Spawn: Path to Damnation is available by **clicking here**.

DBP25: Dead But Dreaming

(2020) By the Doomer Boards Community
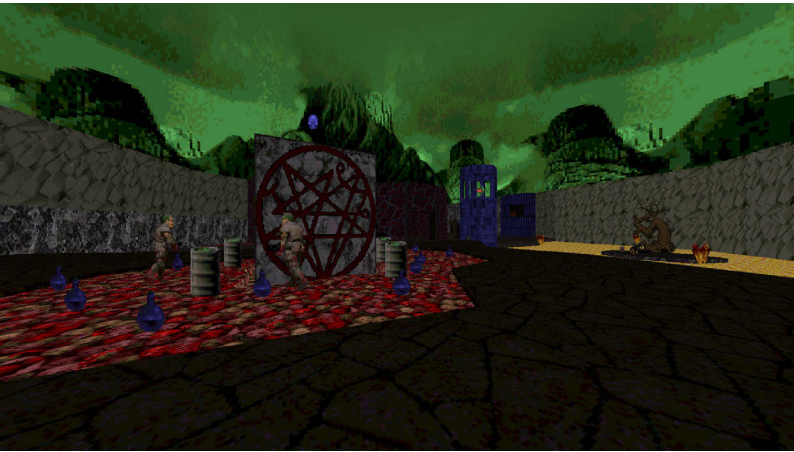
Ah, yes. The Doomer Boards Projects, the monthly mapping event where a bunch of crazy mappers gather around to create something as unique as great.

This time around they bring something that's both unique on its horror theme and also on its gameplay aspect.

Dead But Dreaming, spearheaded by dmdr, is one truly unique Lovecraftian-inspired hellish adventure that goes through a plethora of amazingly dark-styled horror/creepy looking maps that showcase some really fun and nicely done layouts that are bound to the gameplay style of the whole map set.

11 maps plus 1 unknown (secret) map that all achieve a nice ambience thanks to the obvious use of lightning and new textures that embroil this cosmic themed map set.

Some maps have quite the gothic style too, thanks to the use of some really good architecture that recreate both underground mansions and some nice brick castles that go underneath the mantle of shadows and horrors of unknown dimensions.

As Lovecraft once said, the greatest kind of fear is the fear to the unknown, and this maps really achieve that feelings thanks to the general style of the playthrough that we are forced to do and the ultimately fantastic design in which we can see some terrific visuals, all thanks to a very tight yet evolving layout that's cladded in darkness.

Now, in one point we have the visuals, which are nice, yeah, but, the actual true juice of this map set is the fact that is meant to be played on NM difficulty; while yes, you can try it on UV, is just not going to work as intended.

Personally, this is the first map set that I played that based around Nightmare, and it's also the only one that I know by name.

That's indeed a very curious point that draw me to this project, apart from the Lovecraftian design choices.

So, how exactly can you balance an entire map set around NM? Well, Dead But Dreaming shows you exactly how.

Expansive layouts that are both linear yet at the same time non-linear, all this by creating very detailed but cohesive maps that follow an intuitive blueprint that allows the players to run through, pretty much blindly, and still get to the necessary point to advance the map.

As we all now, NM shines because of the monster re spawn, so to make use of this particular factor, the mappers created their maps in a way that everything feels connected, making you go through the same rooms but by different paths that all converge into a single line that should get you to the exit.

All this words and all these explanations, but what's the point? Well, the point, my dear Doomer, is that you are going to put your runner shoes and blast your way through a few dozens of enemies that are as scary-looking as deadly.

Talking about enemies, here we have some new additions that are mostly modified versions of already existing demons.

Like a mini-cacodemon that's annoying as hell or a Vulgar, a more buffed-looking version of the Imp.

Enemies now have a new coat and look as creepy as the maps themselves.

All these factors converge into a single experience that can be summarized as: Berserker-like.

All violence, all darkness, all rush.

This is quite the heart-pumping map set.

While all these maps have some really nice quality and well-done balancing, it is, indeed, quite challenging.

Some maps really take a big toll on your patience and are a true test of skill, especially when it comes to map navigation skills; so, you better have some good internal compasses and quite the masochist, because I'm pretty sure most people will die, like a lot.

Still, difficulty is not necessarily a bad thing for an in all general qualification, after all, the DBP25 is an absolute blast.

A beautiful nightmare.

-Endless
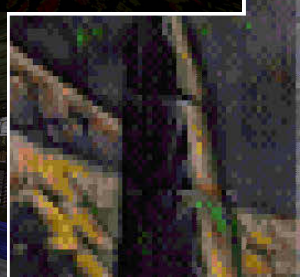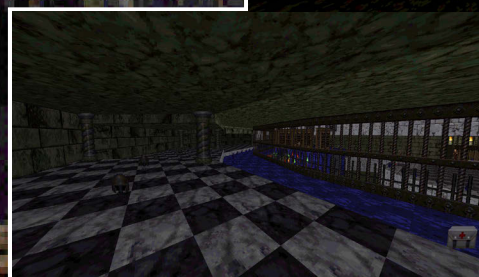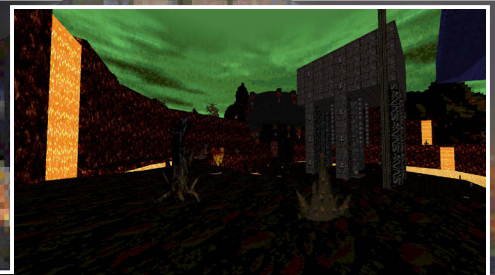
ORANGE
is true love

WAD Recommendation by
GENERAL ROASTEROCK

WAD AUTHOR: RIBBICKS & Grain of Salt (2018)
[CLICK HERE](#) TO GET IT!

In the spirit of **Halloween**, many mappers have done their best to capture the overwhelming gothic theme of the month in their maps. *Tangerine Nightmare*, a WAD by many French members of the Doom community, displays a wide amount of wooden mastery within spicy orange canvases, and, despite releasing in the middle of December, drew it's inception on **Hallow's Eve.**

Ribbiks and *Grain of Salt* have an impromptu tradition of providing a small assortment of maps for this holiday. This tradition was born in 2018 with *Orange is True Love:* a set of three maps in celebration. The mood of the WAD, being themed around **Halloween**, is incredibly dark and drab.

Much of the architecture is composed of dull browns accented by vibrant oranges, and the usual palette magic found in *Ribbiks's* work accentuates

these colors beyond what was capable of the original shades of vanilla Doom.

Ribbiks himself provides both halves of the **Trick-Or-Treat** mentality for the event. The first map seems very simple: kill a bunch of *Arch-Viles* and a *Cyberdemon* with a **BFG.** However, when you pull the trigger, the massive firearm only shoots a singular **Plasma Rifle** projetile. With the Trick out of the way, the *Treat* comes in the form of the third map of the WAD.

A lot of Ribbiks's standout angular, close-quarters geometry can be seen here, as well as his standard fantastical visual boundary breaking near the end. It is top quality gameplay with a coat of paint that allows its players to indulge in the seasonal mood. *Grain of Salt's* contribution is the intense horde fight of the second map. While the number of monsters may not be

as high as many other intense combat scenarios, the ancient decrepit arena that you have to work with is very small, and damaging slime surrounds the landmark. This is more than enough incentive to stay inside, while the demons begin pouring in from beyond the walls. It's an incredibly well set scene, almost apocalyptic in nature.

WADs like these are a good reminder that not all levels need to come from a place of pushing boundaries and expressing extreme pieces of art. While *Orange is True Love* is certainly a visual marvel, it was created from a place of simple enjoyment, with a spirit shared by many.

As we approach what very well could be another instance of that spirit in the form of this year's holiday, there are few works that can thematically match the relatable accessibility of this piece.
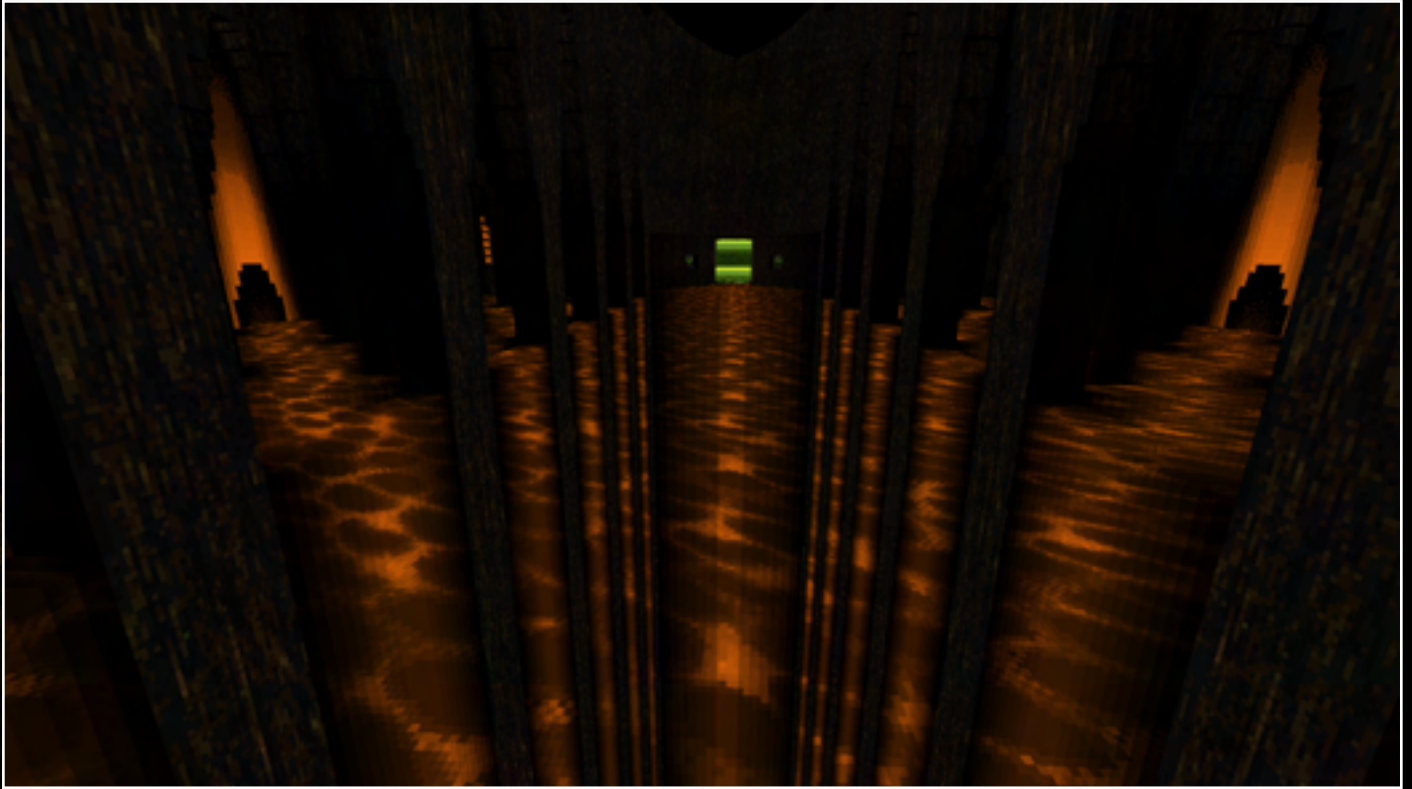
"WADs like these are a good reminder that **not
all levels** need to come from a place of pushing
boundaries and expressing extreme pieces of art."

TANGERINE nightmare

franckFrag et al (2018)

Review by **Major Arlene**

> " ...it truly is a WAD made with utmost care, consideration, and above all, full of ass-kicking adventure."

With **Halloween** just around the corner, whenever I think of spooky WADs, I immediately think of *Tangerine Nightmare*. This French Doom community set features 10 limit removing maps (8, plus a credits and a bonus map and a credit roll map) by a dynamite team including *Chaos (Yugiboy85)*, author of *Traveling to the Moon* and award-winning *Man on the Moon*, *[WH]-Wilou84* (currently working on *180 Minutes Pour Vivre*), *Roofi*, *Datacore*, *Jambon*, and *JCD* (*3 heures d'agonie 3*). The project was led by *franckFrag*, best known for his Cacoward-winning megawad, *Swift Death*. Straight away into MAP01, *Sombre Venue*, you're welcomed to an orangey hellscape, evil eyes twitching as you climb your way up the mountain and past a coffin, only a glimpse into what you'll find in the maps to follow. With each map, the architecture grows and grows, becoming more haunted, twining, and twisted with each step.

It really begins to pick up with MAP03, *Rain of Embers*, haunted and soulless faces staring intimidatingly as medieval-styled monsters seem to crawl from every corner; the castle revealing more and more of itself as you stumble through.

From MAP04 forward, the danger is amped up to the next detgree. *Bile Noire* starts off with evil eyes staring angrily as you scurry around a dark-watered moat, giving little reprieve at any point, often stuffing you into cramped halls, forcing you into tricky dances with demons. *Orange Juice*, MAP05, is no gentler, a cyberdemon roaring as soon as you take your first shot, backed by Jimmy's high-energy "Astral Dreadnought".

CLICK TO DOWNLOAD

MAP06, *The Forgotten Land* begins to bring the fights back underground, almost taking on the feeling of a ghost town; creating a unique pace for the set that doesn't get too unwieldy until the moment is right- in this case, *Roofi's Goetia*. Eerie messages can be found all over the map, foreshadowing the harrowing fights to come in its amber pools and mysteriously floating platforms that stare into a deep, black abyss.

At last, *Pandemonium* strikes. You are greeted with the visage of a pathway surrounded by caged bodies, but even that will not prepare you for the hell that will rain down once you reach the true test- an ascent up a mountain, with nothing but absolute chaos as far as the eye can see. Within the horned tower lies an icon of sin, hidden behind grinning, gnawing teeth, waiting for you to make your move- to finally reach the top of the summit to face him down and take him out for good.

The craftsmanship of this set blows all of my expectations for limit-removing sets out the water- it truly is a WAD made with utmost care, consideration, and above all, full of ass-kicking adventure. Play it and be delightfully scared in some encounters; while some maps are large and teeming, I find it to be a quite accessible set for anyone looking for a good way to spend a **Halloween** afternoon.

WELCOME TO
TANGERINE
NIGHTMARE
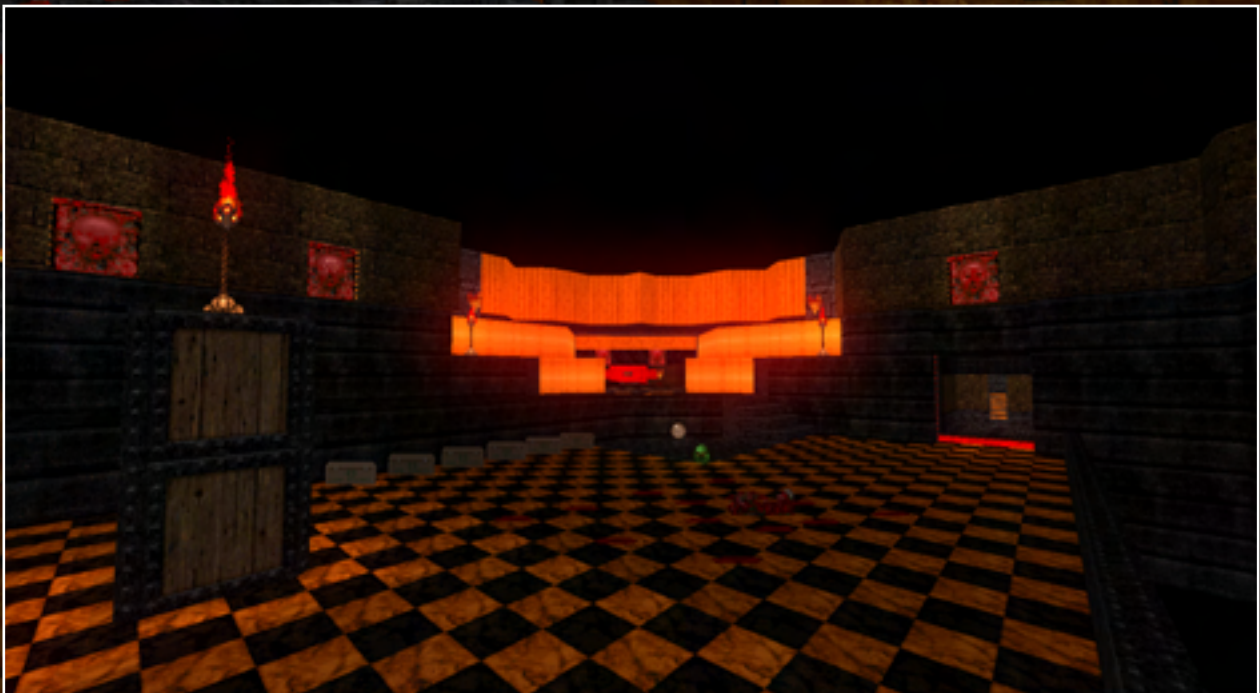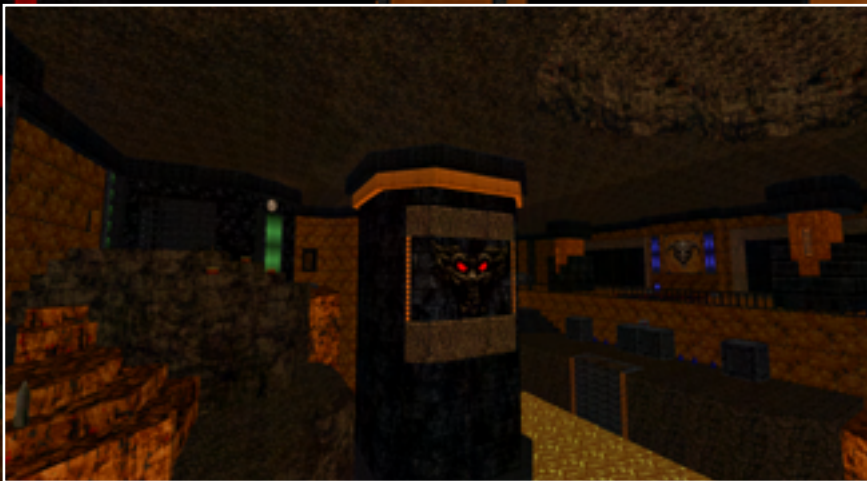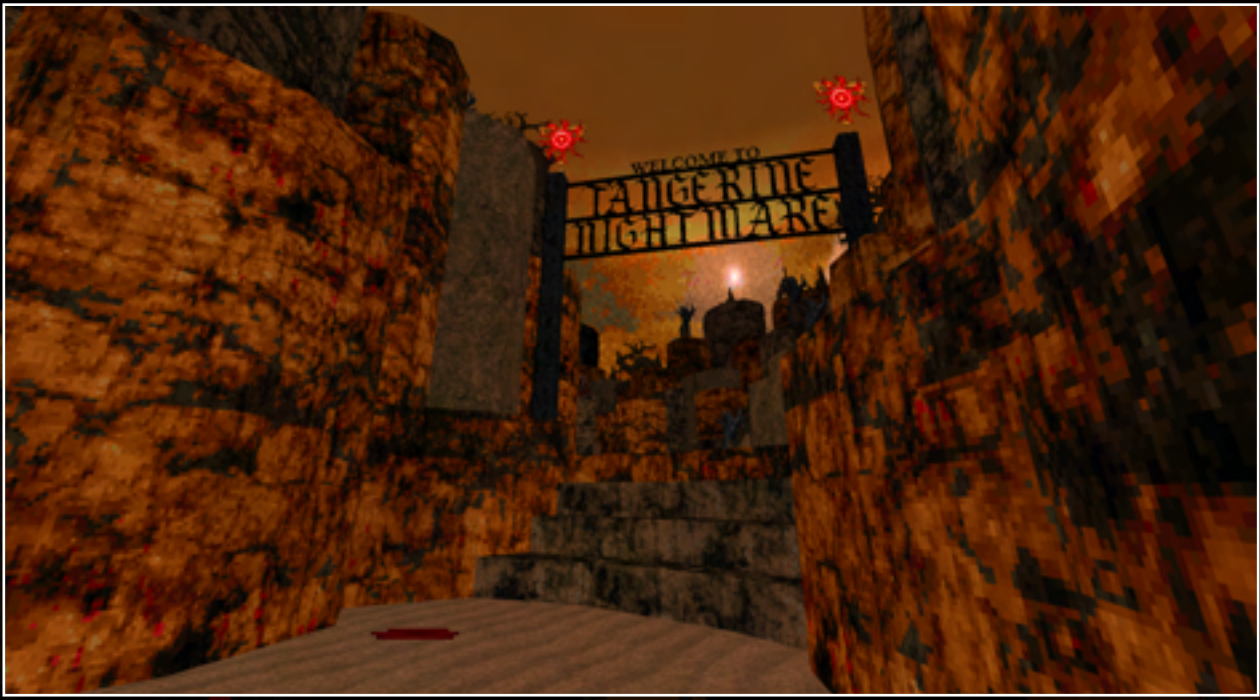
pumpkin hell
by Jimmy 2018

You know how a few weeks ago, I said about lava : "What were you expecting, pumpkin juice ?". I hope you were indeed expecting some, because everything here is pumpkin. Lava, pumpkin spice latte that gives health, pumpkin keys (pumpkeys ?) to open bars… Even the cacodemons are orange like giant floating pumpkins and even contain a candle inside of them (pumpkodemons or Jack-O-demons ?).

Spookiness is also in the decorations with spooky scary tombstones, and a skybox where evil Jack-O-lanterns are watching you commit demon murder. You won't be murdering that much demons though. With 117 enemies on Ultra-Violence, you'll need about fifteen minutes to slaughter them all. Fifteen minutes of pure enjoyment. The layout is made with clear clues on where you need to go, so navigation won't cause you any trouble.

Conveniently placed bars and windows always show you the key you're looking for or the way to go. Combat won't push you really hard either, since the hardest encounter you'll have to face is a pain elemental and his escort of imps. This is the kind of wad that you'll play while your siblings or kids are trick-or-treating. The music also adds a lot to the laid-back atmosphere. After all, Halloween is about having fun and relaxing, not doing over-complicated strategies. The colour palette is quite unusual too, as most of hellish maps with rocks and lava also use a lot of red, which is not present here. It's hard to define what the central building is: a techbase in a cave? A pumpkin juice factory? Both?

Anyway, after punching and shooting your way through these evil beings, you'll be able to leave the complex. 3 spooky scary skeletons guard the exit, but they'll be no match for you pumpkaction shotgun. The gate to more terrifying adventures awaits you…

- TheEvilGrin
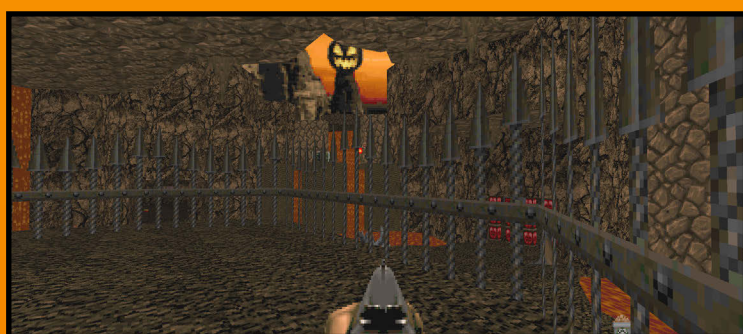
SCYTHE

If you were to ask a Doomworld member in 2003 what the best megawad to come out of their community is, this is one of the top picks. But why is that? This is by far not the most impressive megawad to ever exist, nor is it the hardest (although it does have some difficulty in the later sections.) On a first glance, this is just a regular DOOM II-esque experience that roughly follows the settings of the actual DOOM II. So why do people adore this thing so much? What makes it stick out from so many other more technically impressive, bigger and subjectively better megawads?

It's fun. That's pretty much all that there is to it, it's just very fun to play and has some real butt-clenching moments that stick with you even after you play some incredibly impressive stuff like Ancient Aliens, Phobos: Anomaly Reborn and Bastion of Chaos. Scythe's combat is, simply put, great. It's just surprising enough to give you the jeebies when you get ganged up on and demand that you get your bundle together and fight back, but not so overwhelming that it's unfair. The level design makes the levels much shorter than most of commercial DOOM bar The Plutonia Experiment, and thus it makes Scythe much more palatable, and allows you to get through a large part of it in one sitting without much fatigue. It's a snappy experience indeed.

The levels mostly steadily rise in difficulty, with some exceptions such as 4 mancubi and 8 arachnotrons in a confined space in MAP07.

Like I mentioned, if you're looking for eye-candy, look elsewhere. The maps are simplistically designed with minimal detailing beyond lightning effects. It makes for a non-distracting experience while playing through the levels, allowing you to focus on the archvile & revenant ambush that just appeared in front on you. You better react fast!

One of Scythe's main tricks are the awesome custom MIDI tracks that accompany a number of the levels. They are a bop, and all are taken from video games dating from anywhere from the NES to the Playstation 1.

Scythe is very good when it comes to combat setpieces, like the close counters cyberdemon in MAP20, who appears on the title and intermission screen, the gigantic horde of imps, barons and one singular archvile at the end of said level and many more that I will not cover in-depth because I don't want to take up half the Wadazine:

- Entirety of MAP32 (in my opinion, the best secret level in any DOOM wad)
- Entirety of MAP30 (it has over 700 enemies!!)
- MAP20's cyberdemon and imp mosh pit

If you haven't played Scythe yet, then you're either completely new to this community or have been living under Earth's tectonic plates for the last decade. Anyway, you should most certainly experience this megaWAD. Oh, and use software rendering, for the love of God.
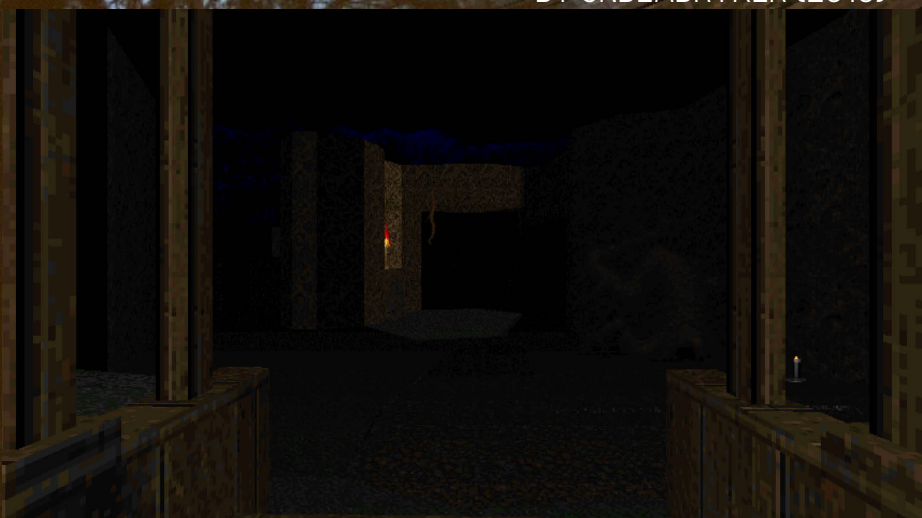
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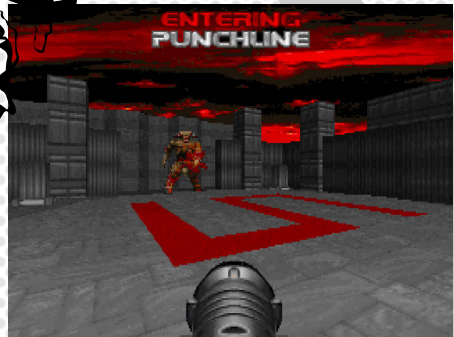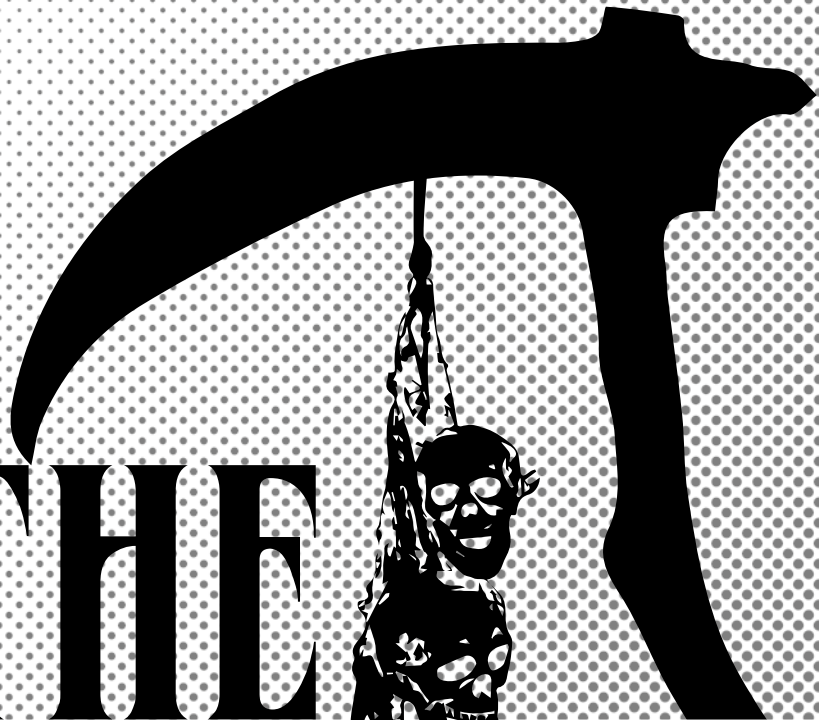
CABIN

BY UNDEADRYKER (2019)

Ah, yes, the cabin in the woods, the unsuspiciously conspicuous piece of wood stacked together in a place that does not look spook nor horrifying at all. We've seen it in movies, we've read it in books, hell, there's probably music about a cabin out there too. But, out all the mediums of art that there are, have we seen it in our favourite, our beloved Doom? Well, if you really want to get the greatest of spooks in the spookiest of the spooks, then here's the best of spooks! Spooky doots! CABIN!

CABIN is, as you might have guessed, a horror/Halloween themed WAD that takes place on the premise of being abandoned in a lone cabin, one that's lost deep in the woods, or more specifically, a mansion of some sort. With a great variation in levels and interesting gimmicks, CABIN plays very well thanks to the fun usage of DEHACKED, changing the behaviour and looks of one especially spooky enemy and making your weapons a tad bit different, like both overpowered and both underpowered.

You'll face against some fun horror that lie deep beneath the darkness of cursed woods, abandoned mansions, green mazes and some battlegrounds of forgotten lands. Each map feels unique, fun and above all else, quite scary.

UndeadRyker manages to make an awesome adventure through dark alleys full of atmosphere and such creepy yet traditional setting that it becomes the perfect type of WAD to play in a quick manner during a spooky day like Halloween. With more than an interesting than enough lore-friendly narrative and just a spicy yet very well-done new gameplay mechanic, CABIN shines for retaining the original pixel roots of the game while recreating a new world of dim lights and echoing ghosts. With a few scares here and there but mostly a good and very entertaining map set that will make you clench your buttcheek every now a then. Oh yes.

With a splash of cute-Doom here and there, the player will feel quite immersed in a new, dark world that works well alongside an eery, almost silent ambience that conveys dreadful thoughts into our minds while we try to survive the unending waves of pure horror and bones. CABIN is quite the surprise, quite the scare and quite the fun WAD that you should play.

-Endless

Atmosfear

By Dragonfly (2015)

At this point, the name Dragonfly is one of pure legendary status.

A mapper that blew everybody minds with his awesome mapping style, extreme attention to detail and fantastic work ethic, delivering one of the most legendary megawads of all time.

Dragonfly mapping talent is one that no one can question, for he truly shows amazing skills at everything, but, just like his maps have gathered quite the fan base, he also has tried his hand at some very unique themes for Doom way before Eviternity made him the legend he is.

Introducing, Atmosfear, a GZDoom project that takes all the fast-paced violent combat out of Doom and introduces a creepy, unsettling setting where monsters become living nightmares and ghosts haunt every step we take.

Survival is not guaranteed in this absolute beast of a spooky ride.

While yes, many maps have tried to achieve such setting by making dark alleys and slowing down player movement, Atmosfear is probably one of the best examples on how to do it the right way while still being Doom in it's beautiful 90s glory, well, almost.

Darkness and sound design are some of the things that you're going to face a lot in this deep nightmare.

The entire level is designed with such care that it's almost certain that you'll have at least one small jump while playing it in the pitch darkness of a lonely room where the only company you'll have is the eeriness of the ambient sounds and lonely screams of terror.

Because, yes, this map is dark as heck and full of sound in the rightest way that you can do it in horror: By creating silence.

With this I mean that every single thing you'll encounter is going to be a fascinating adventure of immersion that will make you scream before some awesome design choices.

From the fantastic and simple layout of the map to the great and beautiful texture work that works perfectly well with the dim brightness of this hellish landscape.

Monsters and the likes shall give you a fair welcome to this new world of fear and atmosphere.

Because if there's one thing that Dragonfly did right, is creating an outstanding mood that is as unsettling as fascinating.

Truly, Atmosfear.

-Endless
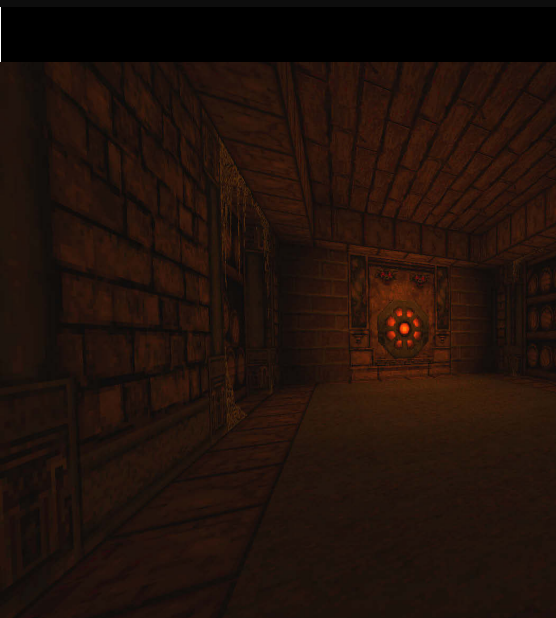
Ghoul's Forest 3

BY CUTMANMIKE (2007)

It's time to step back into the forbidden forest and face your nightmares once more!
Ghoul 3 takes what you loved from the previous ghoul wads to make (hopefully) the scariest wad to date.
Venture once more through the Ghoul's Forest to take down not one, two or three, but FOUR ghouls!
Can you survive in the forest with only your trusty bow and arrow? Can you purify this forbidden forest?

Says the original text file, preparing for what is going to be one of the most iconic horror themed WADs in the history of Doom map making. I love that kind of introductions, so simple yet so pure in the sense that it doesn't show off more than it needs to. No complex plot, just a simple go and play. And that's precisely how this special WAD works; plug and play, you're ready to go.
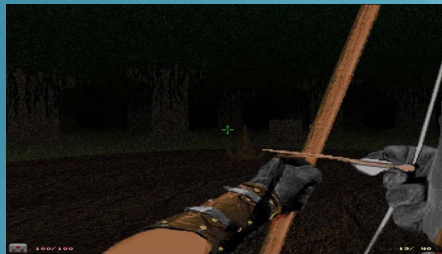
As simple at is looks like, is not that simple to finish. Ghoul's Forest 3 is the continuation of what was becoming a very popular series of horror themed WADs that had the simple objective to survive and kill. Well, that's exactly the same objective of Doomguy in the classic games, but this time around things get a little bit spookier thanks to the usage of custom textures that revolve around a more photorealistic feel and the new, special weapon that's going to become your only friend in this spooky forest full of strange, weird, almost satanic creatures; the ghouls.

While yes, it is as simple as it sounds, as I said before, it might take you some tries to get it done on your first try. Ghoul's Forest 3 is pretty much a survival horror game in the Doom engine, making use of some neat lighting effects and a very somber yet adverse sound design that consist of nothing more than silence and a fair share of unwanted screams. Yup, that's probably the scariest part about this, the whole silence and then, out of nowhere, boo.

Ghoul's Forest 3 also has the, uh, quite remarkable reputation thanks to being notoriously famous back in the day, during like the 2010s, early 2010s (gosh that makes me feel old) you could say that it was even more famous than Brutal

Doom back then, up to the point that even some famous youtubers, like Pewdewpie, did some videos playing through it. Makes me wonder if Felix actually has a background with Doom, oh well.

At this point, I dare to even say that this simple WAD is a classic when it comes to horror themed maps, or Total Conversions, so, if you're looking for something quick, fast, scary as heck and ready to get you going into the Halloween mood, wait no more, and jump right into the Ghoul's Forest.

- Endless

TOTAL CHAOS

IF BY THIS POINT, you haven't heard of *Total Chaos*, the awesome TC that made **Doom** look more like a modern day indie horror game than a 90s FPS, than you should probably start digging deeper to find even more of those gems, cause *Total Chaos* is one that absolutely exceeds any expectations when it comes to the capabilities and opportunities of horror and dread that it provides. Like a floating piece of flesh among nukage, it stands out by many, many great virtues that all converge to create one single piece of **Doom** history that showcased the true power of both *GZDoom* as a gaming engine and the creator, as a horror director and modder.

Total Chaos is an absolute blast that will really blow your mind thanks to all its awesome features that look so different and so far away from the far cray that is **Doom**, that it makes you wonder if this is just a trap an this is an actual new game made with another engine or something; but no, this is **Doom**, but also not **Doom**, it's *GZDoom*, but also not *GZDoom*, it's *Total Chaos* and it's totally creepy, beautiful and freaking horrifying.

Making use of newly crafted full 3D-Models, this game looks and feels more like a modern indie game than an actual mod. It has everything needed to make it look good, feel good and play well. A complete revamp of the classic mechanics, you'll have to say goodbye to the classic gameplay and start learning a new and fascinating system that has features of the likes of *Stalker, Amnesia* and even *Cry of Fear.*

Wadaholic really made a big impact by creating something that pretty much feels like a completely new game. All textures are new, all the visuals are unique and hand crafted, all the enemies are now grotesque creatures inspired by **Silent Hill** and the **Resident Evil** games, hell, some even feel like they came straight from **Dead Space**, making this horror game one that actually recreates monsters that feel like walking nightmares. Add an inventory system and a player status mechanic that tracks health, hunger, stamina, radiation and bleed, plus journals, notes, a simple crafting system of combining objects, and you pretty much give birth to a game that's perfectly for the horror-survival genre. From the weapon design, the inventory system, the sound design, the awesome levels and everything. It just works.

Total Chaos also excels at two extremely important aspects when it comes to horror videogames, and that is the presentation and the level design. When I say presentation, I mean the entirety of anything that works as a visual or auditive medium. The monster designs are fascinating, brutal and made of nightmare fuel to anyone that dares gaze into these abominations. Sound doesn't lag behind either, specially thanks to a beautifully dark soundtrack that crawls through your skin. And the levels, oh, the levels just bleed atmosphere and mood. Everything looks grey, old, rusty and bloody, like a drop of blood that got dry on an old, yellowish piece of cloth, or the unnerving movements of the various monsters that we find throughout this island of hell, everything works with such consistency that all we can do is turn off the lights, and plunge into this *Total Chaos.*

- Endless

SOUNDLESS MOUND

By Marisa Kirisame (2018)

Horror is something that has been part of Doom for a long time, probably since its original inception.

One could argue that the classic Ultimate Doom and Doom 2 aren't scary at all, sure, but we cannot deny the simple fact that their entire concept and premise does seem to cater around the concept of dread, terror and violence.

Hellish demons fighting against humanity and only one single hero capable of stopping the lord of Hell itself.

Terror on the back, action on the front.

With new textures, new enemies, new sounds, new effects, a new gameplay style, new mobility and some really neat effects like loading times that recreate the classic Silent Hill loading or the awesome fact that you can pick up items and even read some notes about the dark story of the apartment, all that together make this experience one that truly immerses you in a very mysterious and fantastical world of darkness and full madness. Walking in abandoned alleys while the squeaking of monsters follows your back, and that awesome effect of the siren warning you of the incoming world of rust and hell. Soundless Mound knows damn well how to recapture the perfect ambience of a dreadful horror game, one that knows that the best way to scare someone is now through jumpscares, but immersion.

Yet, every once in a while, some of the awesome members of the community decide to take a turn an instead of making us the horror, making them, the enemies, the true horror.

Probably the first ever try at this was with the famous Alien TC, but now a days horror conversions aren't as common as some other custom stuff from the community, yet, I would dare to say that when it comes to making Doom look scary, the community is absolutely fantastic at doing so; Marisa Kirisame is one of those special artists that managed to make a game from the 90s be as scary as anything from the 2010s.

Soundless Mound is a horror TC for the lovely Doom 2 that makes the hellish 90s landscape turn into something straight out of early 2000s Japanese horror videogames, and when I say Japanese horror videogames, I mean the all mighty, king of horror, Silent Hill. The name itself is a take on the original title of this horror masterpiece, as you may have noticed just now. Soundless Mound tries to replicate the dread and mood of the original Silent Hill by creating a special eerie world where nightmares and reality collide into a single hellish dimension of madness, pain and lots of rust. Making look like a pretty much remake of the original Silent Hill but on FPS and 90s sprites, this TC truly shows some skill at directing towards the feeling of visual ambience, moody settings and fantastic sound design.

A perfect match for those that look for something truly unique that gets under your nerves. Eerie, dark, mysterious and fun, this is one TC that shines for its nice direction on every single aspect that's important when trying to achieve a horror atmosphere. If the PS2 and PS1 have Silent Hill, we can say that in a way, the GZDoom has the Soundless Mound. One that gains my respect for achieving so much in so little; a perfect nightmare.

- Endless

WANT MORE SPOOKS?

Happy Time Circus 2
Solace Dreams
Ghoul's Forest 1
Ghoul's Forest 2
Ghosted 2
Shadows of the Nightmare Realm
DBP28: Fear and Loathing
Wormwood
Unloved
Spooktober CP
DBP07: Alone
Lasting Light
Happy Time Circus 1
Legacy of Suffering
Hell Ground
Asylum of the Wretched
Umbra Fate
City of the Damned: Apocalypse
Dead.air
Dead.wire
Sharp Things
Rylayeh
Phobia
Unhinged

GLOBAL SCALE

John Romero ages slightly

Gaming icon turned 53 on October, 28, 2020

John Romero, considered the "father of Doom" by many, and "not as important as Carmack" by others- is now a year older. Baphomet be praised!

Romero has been busy with Doom in the last few years, releasing his own alternate versions of E1M4 and E1M8, followed by last year's Cacoward runner-up Sigil.

"Stuff that could have been done 25 years ago but was never thought of, I did with Sigil. And it's like, yeah, this is cool. It'd be cool if more shooters had this."

Despite the best efforts of God himself, John Romero continues to remain on Earth and grow more powerful.

– Nikoxenos

Archie

JUGHEAD- DID YOU HEAR VERONICA GOT INVITED TO THE DANCE ALREADY? I WONDER WHO ASKED HER...

IT WAS DOOM GUY.

WHAAAAT!?

WADAZINE SURVEY
T H E   R E S U L T S

Name: DOOMGUY

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It's enough — 23 (76.7%)

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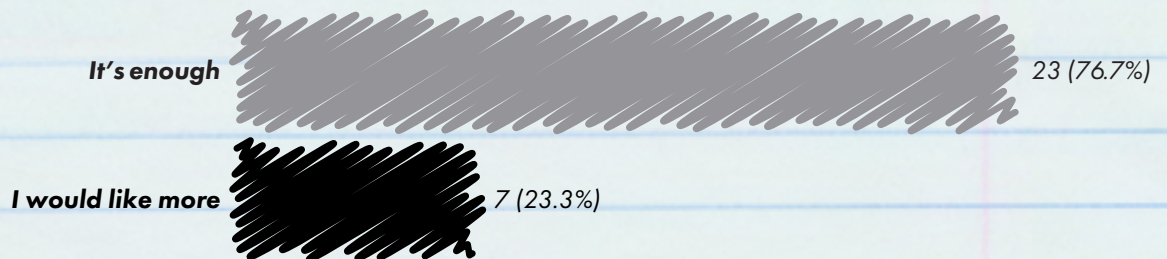
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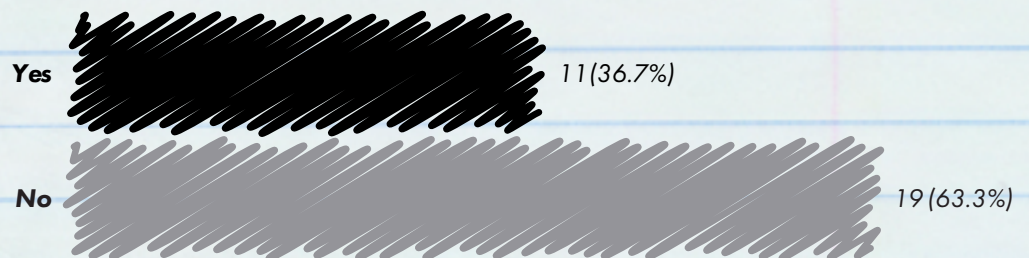
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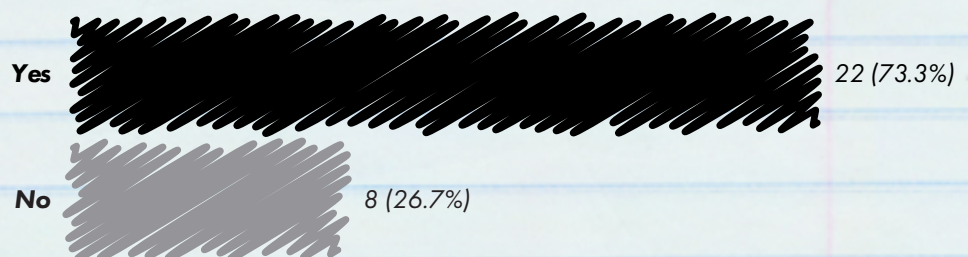
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Issue #1: First Ever Issue... — 1 (3.3%)

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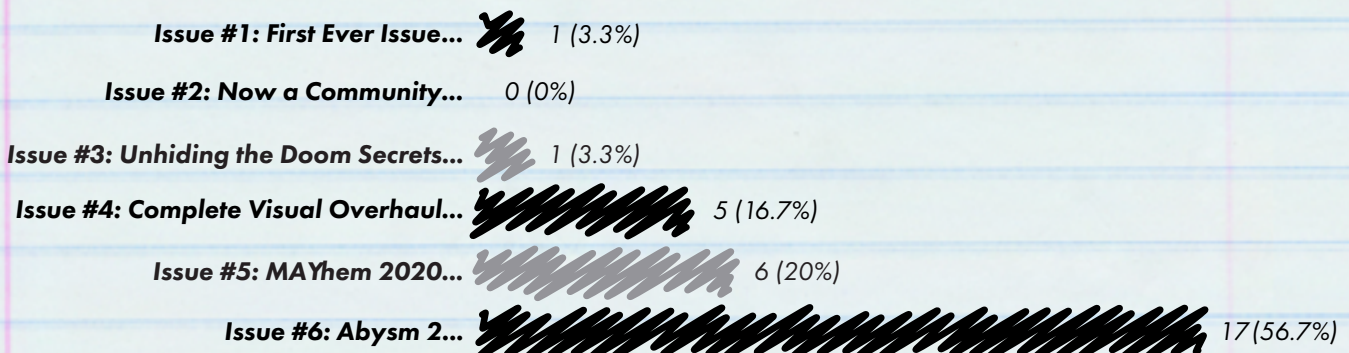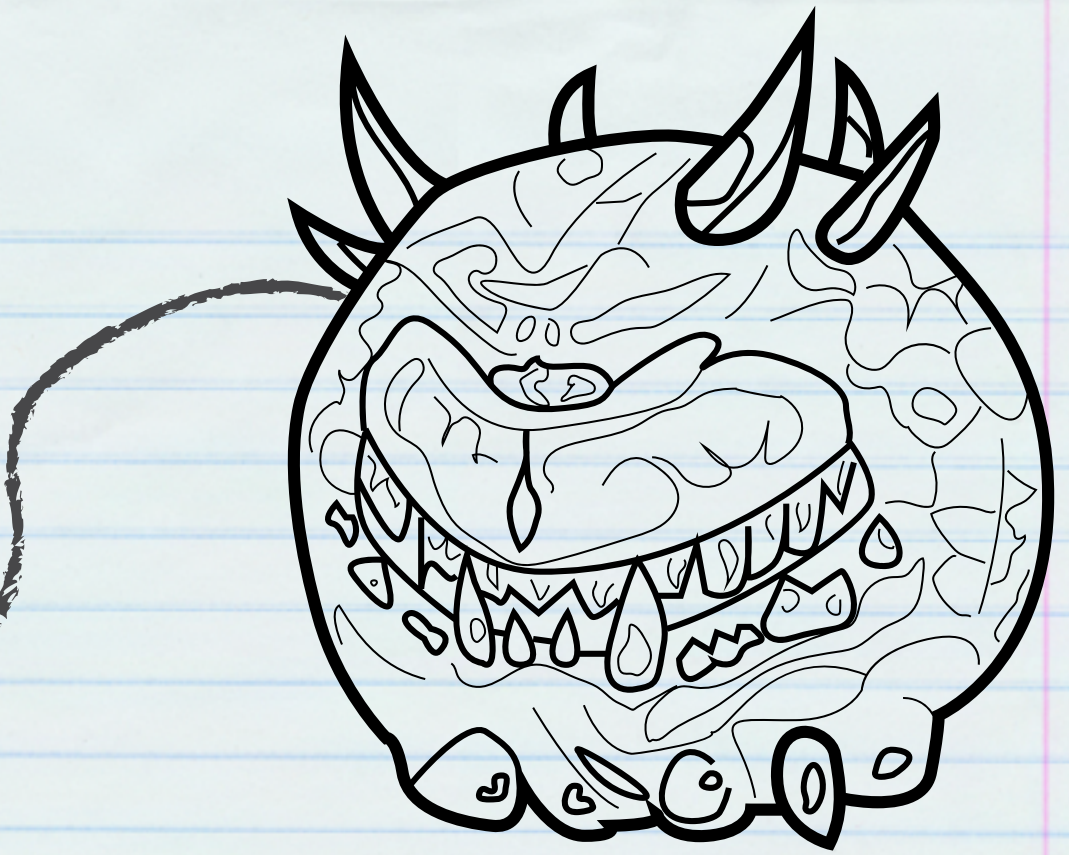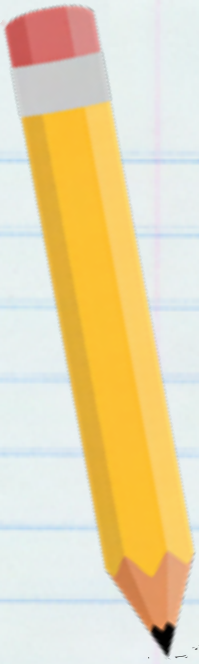
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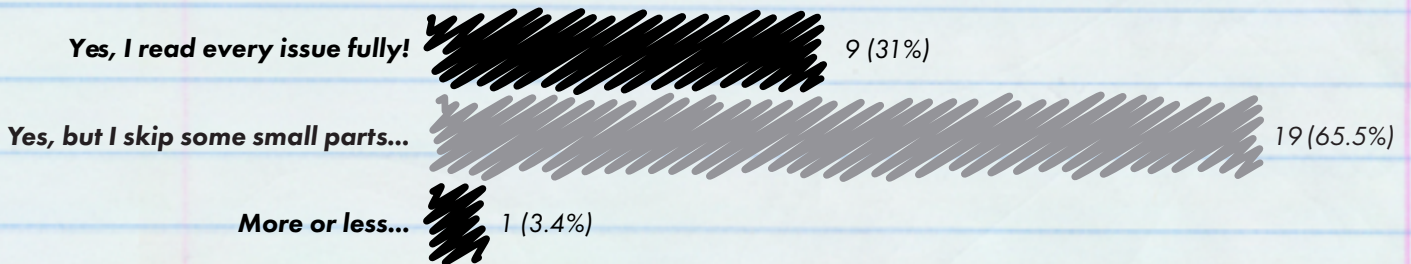
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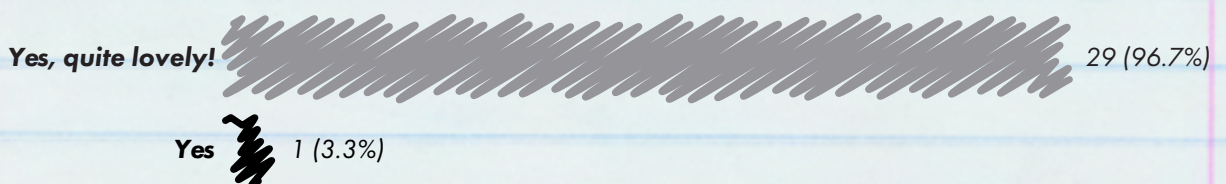
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Articles — 9 (30%)

Master Recommendation — 4 (13.3%)

Pictures Gallery — 2 (6.7%)

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The Ads — 1 (3.3%)
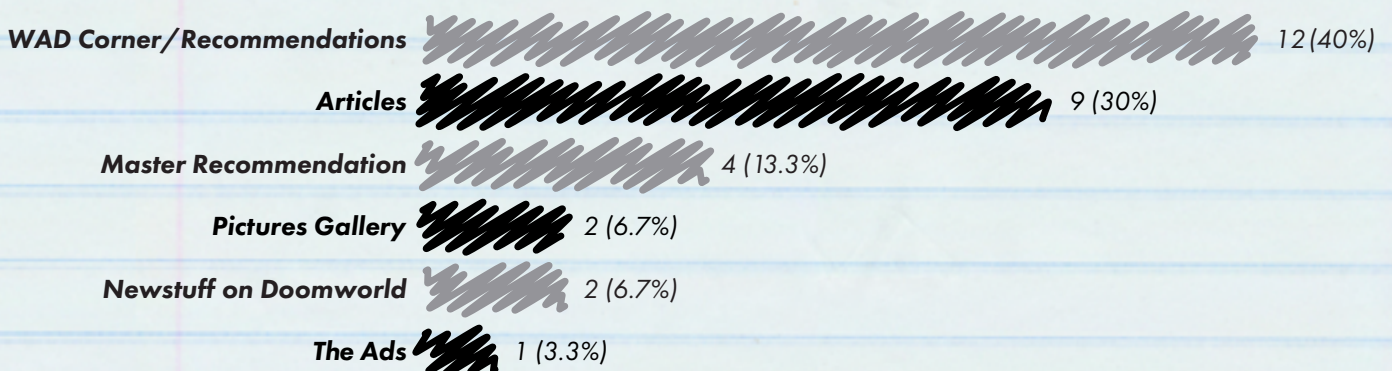
IMPY'S PUZZLE CORNER

ACROSS
6 ... O' Fun
7 DLC
8 Final Doom Bonus Disc
9 SR-50 acronym
10 Multiplayer Source Port

DOWN
1 ID Creative Director
2 Plutonia Secret Level
3 Doom Guide Publisher
4 Lost Soul Generator
5 ...of UAC

Shout out to **WH-Wilou84** *on DoomWorld for posting the correct answers to last issue!*
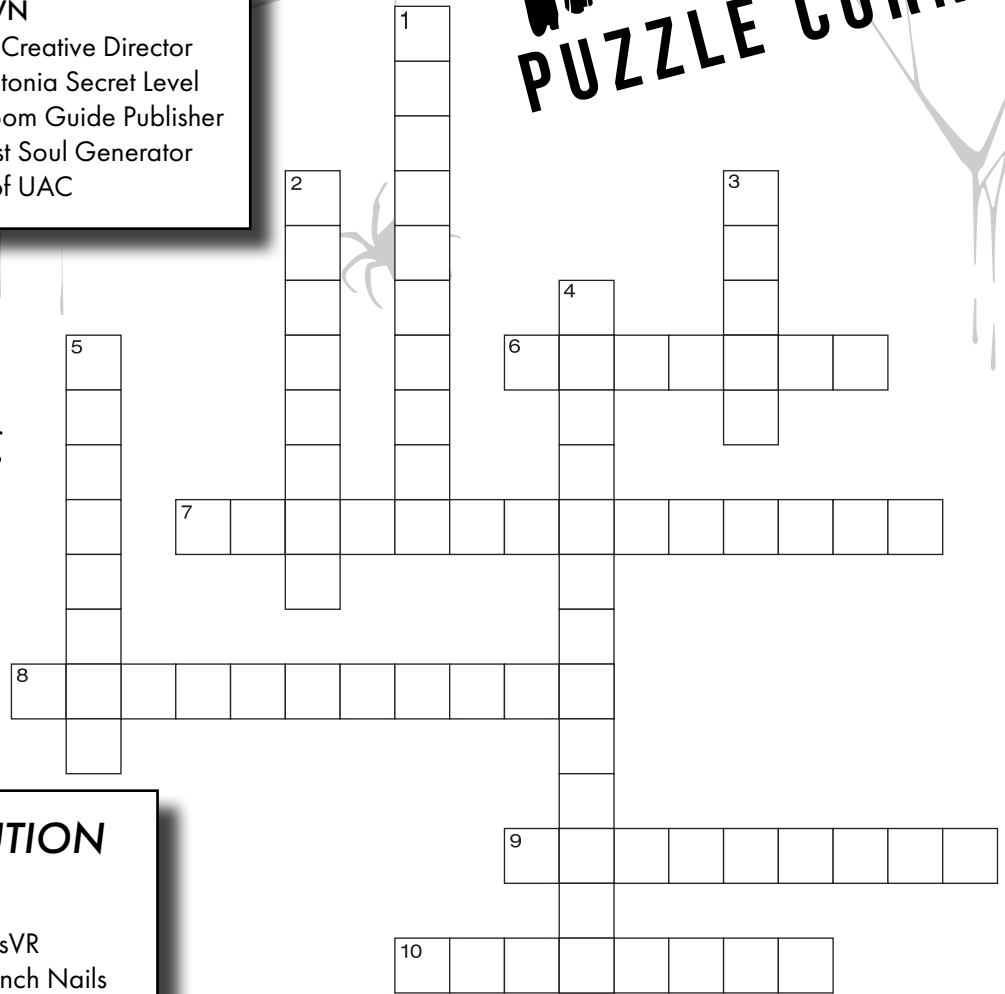
LAST ISSUE SOLUTION

ACROSS
4 Dr Sleep
5 Softdisk
6 Perfect Hatred
8 Graf Zahl
9 Plutonia

DOWN
1 OculusVR
2 Nine Inch Nails
3 Terrywads
5 Super Shotgun
7 Marbface

TRICK OR TREAT!

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L Y S N J H B F J R E I H T Y O Q P C N
F V L O G F K P I S N V I O A G P R R D
U C E O G C E U A F X O U N A N V A O K
P J V U M K E B E M I H N G I A C P S T
N N E P K O H R L A A I M V E W W S S N
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V H E T A M C H S H O P I N K Y R A G E
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BFG
CACODEMON
CACOWARDS
CHAINGUNNER
CHOCOLATE
CROSSINGACHERON
DEMON
DOOT
DWANGO
HELLONEARTH
INFERNO
MANCUBUS
MASTERLEVELS
NERVEWAD
PHOBOSANOMOLY
PINKY
REVENANT
ROMERO
SANDYPETERSON
TEAMTNT
TECHBASE
UACSTARPORT
WOLFENSTEIN
YOUHAVEHUGEGUTS
ZDOOM

Cold Front (Limit-removing/4-level wad) - Egg Boy returns with a snowy set, with some Egyptian flavor! Expect short levels with easy progression and real gameplay! Pistol starting recommended.

Fried Chicken 87 (GZDoom/Single-level) - More techbase! Hardcore chop and fry, until it's done. Not recommended for people looking for mindless action. By Clippy.

Central Chambers (Vanilla/Single-Double levelset) - Part of a larger project, this map is claimed to have significantly better improvements than its predecessors, with brutal gameplay and a surprisingly lacking usage in verticality. By VandalVinny.

Starter Base (ZDoom/Single-level) - Starter short speedmap from starter Percy T, packed with simple gameplay.

Mapwich 2: The Mapwichening (Zandronum-GZDoom/22-level megawad) - 2 people. 1 map collaboration. Bigger. Badder. With more flavour - OTEX, Supercharge. And with potential bugs. By various, initiated by Bridgeburner56.

Storming at Midnight (GZDoom/Single-level) - Hell broke loose in a secret base. You got sent in alone midnight with no life insurance. Be careful, Hellspawn is patrolling hard around the tower and it's really, really huge. And maybe don't get distracted by its visuals. By Soulless.

Delirium (GZDoom/Single-level) - Techbase with inspirations from Doom level generation tools, such as Oblige and the likes. Not recommended for those disliking repetitive visuals. By LouigiVerona.

Tic Tac Toe Doom (GZDoom/Single-level) - Classic puzzle game remade in Doom. Great for 2 friends looking for something novel to mess around with. No demon slaying required. By Retro.

Weapon Bay - Undead Stronghold (Limit-removing/Double single levels) - 2 more levels from Quacken's upcoming megawad, each offering 2 distinct experiences with a 90s flavour. You can choose to either infiltrate a cramped, linear weapon bay with extreme resistance from Hellish forces or an open fortress with many ways to explore and many more mobs to kill. Replace map08 and map25, respectively.

Reminisce Evil (Limit-removing/Single-level) - Huge level with mashup themes, multiple paths to explore and lots of things to shoot at. Also with good visual presentation and pacing mix - there are all sorts of gameplay to be found here (chainsaw ambushes, brutal gunfighting). Impressive for a community lurker, who have been spending many time fine-tuning this map. Be warned, difficulties are mostly non-existent. By Robert_Kendo.

Misanthropolis (Boom-compatible/Single-level) - Huge level, round 3. Now you are in Hell, there are many locked doors again, and the army does not take kindly to you. Expect hard gameplay comparable with some modern releases and a great meeting between vanilla and OTEX textures. By SCF.

Spawn: Path to Damnation (GZDoom/Gameplay Mod) - Play as one of the coolest 90s antihero, using a variety of weaponry and magik to overthrow your masters. BY GAA1992.

Abaddon's Grove (GZDoom/Single-level) - We seem to have an assault of map behemoths this time around. Enter a large mythical realm that shapeshifts itself with each poor soul entering and outrun, outgun your foes. Get ready for surprises at the end of your journey. Best played using the Plutonia IWAD. By SnowyFoxxo.

Hydro (Boom-compatible/5-level wad) - Time to shuffle up the pace a bit. A byte-sized mapset with fast gameplay, exploration, cute detailing and made in SLADE 3. By Ar_e_en.

Land Of the Possessed (Boom-compatible/6-level wad) - is a new mapset for Doom 2 by Kr4mpu5.

Marbled Prison (GZDoom/Single-level) - Somehow you are very skilled in prison breaking, so the demons decided to repeat the same thing again. Lots of marbles, blood and symmetrical layout involved this time around - maybe they want to torture your sanity too. By PSI Boredom Ω.

The Demon Blade (GZDoom/Single-level) - The behemoths just keep storming! Now it's a giant medieval temple that failed to defend itself from the hordes, and you just happen to be there to acquire a legendary sword that can snap any entities out of existence. It's real foggy too. Also featuring Tango's Supercharge gameplay mod for a fresh coat of paint on top of the solid gameplay, and some badly hidden secrets sprinkled in. By DragonsForLunch.

Arachno-Academia (GZDoom/Single-level) - Another one joining in.... This however seems to be a more friendly variant - it's very linear with little exploration needed, inside some sort of twisted yet visually pleasing library (mostly ultilizing stock texes), and gameplay flow that won't kill you if you pay attention enough. And by another unknown member - Salmon. It's their second map too.

Choice/Backpack Snack Pack Party Pack (ZDoom/Single-level) - Even more Clippy techbases and his weird bag of gimmicks! Pick one gun and shoot all things you see! May induce your ammophobia.

what.bex (MBF-compatible/Gameplay Mod) - Lilith is cool. And it has manifested to the deepest realm of the modding format no one would have thought of. It's a real damn mother - crashes a lot and hates many ports paired with. It makes a bunch of bogus gameplay changes as well. By AtticTelephone. (The forum thread included has a non-official build made to allow more source port compatibility.)

JohnJohny's DM map (Limit-removing/Single-level) - JohnJohny's first attempt into Doom editing. They decided to make a little DM map as a bonus.

Blackened Deathmatch (Zandronum/10-level wad) - More deathmatch goodies from Doom veteran LacedCase, containing huge, sprawling level layouts (+nice graphics) and little QOL improvements that blend themselves well into the established canon. Also with a rad MIDI pack and specific tunes played for specific conditions.

BADV (Vanilla/4-level wad) - Roebloz unexpectedly found a mapset his dad made when Doom was hot. You are now on a quest to reacquire your backpack from a raw, half-naked Hell bodybuilder. Battle through conventionally-designed maps with classic 90s gameplay, in under 10 minutes! Great for a quick look in Doom mapping history.

Volcano Base (GZDoom/Single-level) - Infiltrate a 007-styled volcano base, kick demon asses, and go home. Be sure to keep an eye on the tricky ambushes. By Killbot(MKV).

Welcome to the Battlefield (Limit-removing/Single-level) - Elio is on a real streak - they got in so well in publishing maps constantly they burnt out. A Plutonia-themed subterranean map that may or may not resemble a historical place. Contains good Deathmatch spots.

Plug and Play (GZDoom/WIP Double-level wad) - Simple techbases from D12 incorporating neat map features, classic gameplay and 90s design.

UAC Holocaust - Doom World Alpha (GZDoom/WIP 9-level WAD) - Doom Alpha got additional coverage, and it's blended with a remake attempt also.

Barbie Girl (Limit-removing/Single-level) - Capellan took a highly unusual Doom concept and cranked it up high. It's a straightforward techbase best experienced blind.

Trihard (Limit-removing/WIP Single-level) - A compact Quake-inspired map in tandem with Alien Vendetta's brutal late-game flow and general feel. By Szymanski.

A Lost Soul (ZDoom/Single-level) - You don't know why you are here. Lonely. Dreadful. Empty. Perhaps it's purpose.

Meaning. Tranquality you are attempting to seek. Either way, this banger of a sinister techbase will surely offer you an unique experience standing out from most of its map behemoth brothers above. By Quineotio.

Hallway (Vanilla/Single-level) - Now that the giants have gone away, we have something more fishy going on here. Starting with an extremely brown hallway DOOMTIME made.

StupiDoom (GZDoom/Gameplay Mod) - Literally. It's a mod that brought some of its humor along but the humor lost its way to the main course. By Telemassacre.

Xar (Vanilla/Single-level) - Next up, a set of brown, cramped, speedrunner-friendly glued-in boxes by newcomer Snowy.

Don't Fear Prototype (Boom-compatible/Single-level) - Mostly dark Wolf3D-styled tubing box with some failed attempts to scare players. By AtticTelephone.

Hitscan (???/Single-level) - Tan thingy canning pathetic meat inside. Bundled with 6-player coop support! By Doomduck12367.

First Time for Everything (Boom-compatible/4-level wad) - NaNoWADMo products coming up! Yoshiatom attempts to transition from making 2D Megaman maps to Doom. The result is a set of techbases that, while may not offering an eye-candy experience, provide the author's unique look on gameplay and the map design elements of Doom.

Ascent of Titan (GZDoom/Single-level) - Up next is another mutated giant! Hell broke loose in a secret base again, except it's on Saturn this time. Compared to DavidN's other works, this one is fairly traditional in spirit - there's just you, the environment, and the demons. Pacing is fairly decent for the size. Found the map too big for your tastes? Worry not, you get a little cute strategy guide for a small price!

In Loving Memory (Vanilla/4-level wad) - In contrast to the project above, this wad will test your eye durability, your Dooming skills, environmental appreciation, and speed. By Voltcom/MidnightMage.

Terrible 3s (Boom-compatible/3-level wad) - 3 first time levels by croc_rock under NaNoWADMo hood. Super blocky and crunchy, and thankfully not as terrible as the mod title implies.

E.M's Turbo Turds (Limit-removing/20-level megawad) - A bunch of poopy turbo maps by E.M, with all sorts of gameplay coming up.

Some Shenanigans (Boom-compatible/25-level megawad) - Extra speedmaps by finnks13, included with some sort of OTEX flavor, and lots of cyberdemons.

NoSp2 (Boom-compatible - Zandronum/34-level megawad) - Speedmaps, slaughter taste, solid architecture, and lots of cyberdemons. The competition has made lots of people faster than they probably should. By NoReason.

Plutonia Experiment: Bleeding Edge - Plutonia IWAD edited by ASPOOKYTEK to suit better with a Brutal Doom variant.

GZPT (GZDoom/Single-level TC) - A remake of that legendary teaser of the abandoned Silent Hills game. Everything is built with authenticity to the source material while retaining a bit of a Doomy feel to it. Yes, you still get to go outside. By Batandy.

TEMPLE OF THE LIZARDMEN 5 (GZDoom/Total Conversion) - The adventure of the grudge between you and a bunch of lizards continue. Use even more tatical and mythical weaponry and face unholy creatures (are some of these even related to those titular lizards at this point?) as you make your way to the eventual goal. By Alando1.

Morbid Autumn (Limit-removing/10-level wad) - Brought to you by the DBP Krew™. An autumn gothic set that's both fantastic to in awe at and play.
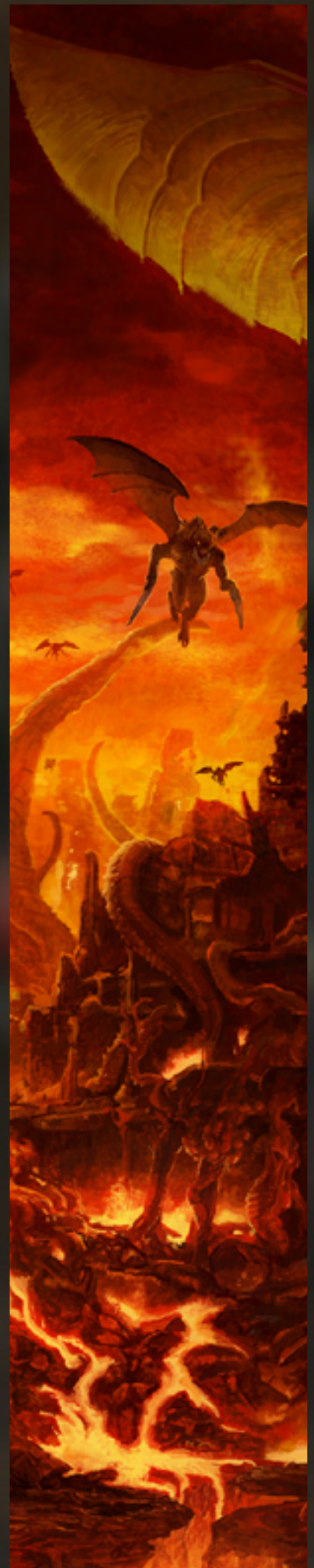
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