

THE DOOM MASTER

WADZINE

CACOWARD APPROVED

ISSUE #9

JANUARY 2021

Wadazine
Survival
Sessions
December
Recap

MASTER LEVELS
for doom II, 25 years later
(No, this is not an actual
master levels [screenshot](#))

Bill Thorpe@
Ryath interviews

Author of "The UnMaking" Doom 64 megawad

Doom 32x Reviews

Master Endurance
Tournament #1 Recap

And Doom Once Again
for All

2070, a Doom Story

*WAD Corner: (diagonal) Realm, Clippyworld,
Operation: Biowar, Doom 64 Reloaded: Episode 1,
Freedom, Winter's Fury*

WHAT TEXTURE FILTERING SHOULD YOU USE? HINT: NONE



WRITERS OF THIS BEAST:

Endless, the usual Wadazine body, WAD reviews and the *Master Levels* article.

Immorpher, the *Master Recommendation* and a WAD Corner.

Taufan99, WAD Corner contribution, the *Bill Thorpe* interview And *Doom Once Again for All*.

Roebloz, the *Doom 32x* reviews article.

4MaTC, the mastermind behind the expert zebra puzzle.

Houruck, a newcomer to the WAD Corner scene.

TheEvilGrin, shares an amazing story in *2070, a Doom Story*.

Major Arlene, the WAD master shares a WAD Corner section.

VERY SPECIAL THANKS TO:

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

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

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

Elend, designer of every single Wadazine logo and related.

Ryath, the amazing WAD creator of the most recent *Master Recommendation*.

Clueless, my best friend and extremely supportive for everything.

And **YOU**, dear Doomer, dear reader. *You!*

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INTRODUCTION

The **Doom Master Wadazine**, presents:

The 9th edition of the *number one Doomzine*! A beautifully crafted work made by the hands of passionate members around the entire globe. Designed especially for all those fans who wish to have the closest thing to an old magazine from the golden days during the birth of the FPS era. Well, this is our little way of saying: Don't wait any longer, dear doomer boomers zoomer. Here you have everything and much more. Made by fans so expert in **Doom** that they know how to read its code like the *Matrix*, and other fans so enthusiastic that they analyze an almost psychological level of this game. And then, of course, there's me, who shits reviews as if there was no tomorrow.

And why do I tell you this as if we were something new? Isn't this the ninth edition? Well, yes, but precisely our first edition 2021! We managed to survive the first part and now it's time to resist the sequel until we run out of spit. And I tell you that as long as our hearts are beating and our love for **Doom** runs deep, we will always be here.

Without waiting any longer, I welcome you to our first edition of 2021, our ninth historical edition and a new part of the *Wadazine*. Enjoy!

– Endless
EDITOR-IN-CHIEF

WADZINE

SURVIVAL SESSIONS

**ONE WAD,
ONE DESTINY,
VARIOUS DOOMERS,
AND ONE GOAL...
TO SURVIVE!**

Organized by *Endless* and sponsored by the *Doom Master Wadazine*; the WSS is a newly-made weekly multiplayer/co-op event where we gather our strength to face off against the forces of hell in a selected WAD that will test our skills and pain threshold. The **ultimate goal is to finish** and find our way out to victory.

But don't get your horses too high! This weekly event is aimed to be a *fun* gathering session to anyone that wishes to play and explore some of these beautiful worlds of WADs alongside some unknown doomers or some well-known friends (also doomers)! All while blasting some demons in an unholy carnage of glorious fun. Instead of competition against players, **this is teamwork along your pals**, always looking to achieve victory through survival, teamwork and a share load of persistence. *To the last drop of demonic blood!*

So, what's the gist?

- One new WAD to survive **every Saturday** at about **8:00 PM CST**
- Using **Zandronum**
- **Ultra-Violence** only
- Each player has **4 lives**
- The sessions last until **victory** is achieved or everybody **surrenders**
- An **official scoreboard** to keep track of the most players kills
- **Special article** summarizing all the WSS of each month in the next *Wadazine* issue

Our [Wadazine Discord](#) where we'll be hosting and discussing our sessions:

<https://discord.gg/Q2RKn4J>

WSS #0: Scythe X

The first ever zero session of the Wadazine Survival Sessions. This was a special testing match of survival against **Scythe X**; a short, very fast and quite violent WAD with some interesting tech-base in space vibes. What am I saying? Who doesn't know the Scythe series by this point? But oh well. It was lots of fun, a pretty good match and quite the adrenaline shot. Some member joined the fun despite it only being a testing-grounds kind of party, yet it turned out quite better than expected, full of fun moments and a nice server performance, all thanks to the efforts of *Gaia74*, our cool host, *Survival Master* and also the maker of a small mod (or add-on) that tracks your total kills in your HUD so you don't have to take note of every single map kill counter. A very handy tool and allows for the scoreboard system to work. Thanks *Gaia*! Was a great match and now I know we have a fun future full of WADs and survival ahead of us.

Session Survivors:

Endless, *Gaia74*, *Nikoxenos*, *GratefulName*,
Donutwiththeeggmpg, *DoomTheRobot*, */Rei/Anon*



Organized by: Endless & Gaia74	2020	Wadazine Survival Sessions	WSS #0: Scythe X (December 20th)
		Total Tracked Survivors:	8
#	Total Kills:	Survivors:	Session Kills:
1	283	Endless	283
2	90	Nikoxenos	90
3	84	DoomTheRobot	84
4	0	Taufan99	?
5	0	Gaia74	?
6	0	GratefulName	?
7	0	Donutwiththeeggmpg	?
8	0	/Rei/Anon	?

Want to have your stats tracked? Don't forget to send a screenshot of your final kill count at the end of your session!

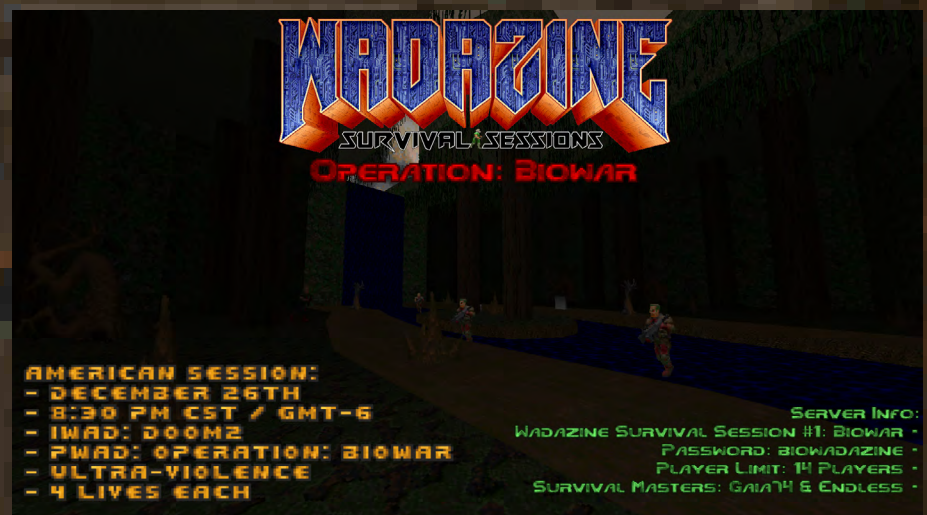
WSS #1: Operation: Biowar

Our first, ACTUAL first session open to all members and published on Doomworld. In this session we take on the classic **Biowar**, a vanilla WAD from the old days that is remembered with esteem for its excellent levels, varied visual themes and tight layouts, as well as the use of personalized textures and new sounds. All in a beautiful 90s glory.

We had a total of 9 players, including some new faces. Only two were disconnected, but the rest of us managed to survive and achieve the glorious victory in a session that lasted approximately 1 hour and 40 minutes. Pretty fast, so next time we have something else, something hotter to look forward to.

Session Survivors:

Endless, *Taufan99*, *Nikoxenos*, *4MaTC*,
DoomTheRobot, *Leodoom85*, *Mememind*, *Ivy*,
Gaia74



Organized by: Endless & Gaia74	2020	Wadazine Survival Sessions	WSS #0: Scythe X (December 20th)	WSS #1: Operation: Biowar (December 26th)
		Total Session Survivors:	8	9
#	Total Kills:	Survivors:	Session Kills:	Session Kills:
1	819	Endless	283	536
2	496	DoomTheRobot	84	412
3	316	Nikoxenos	90	226
4	249	leodoom85	0	249
5	172	Taufan99	?	172
6	149	4MaTC	0	149
7	0	Gaia74	?	?
8	0	GratefulName	?	0
9	0	Donutwiththeeggmpg	?	0
10	0	/Rei/Anon	?	0
11	0	Mememind	0	?
12	0	ivy	0	?

[Click here to view](#)
»Current Scoreboard«



A SHORT INTERVIEW WITH **BILL THORPE**

THE CREATIVE ARTIST BEHIND GAMES MADE OF CARDBOARD
YOUTUBE CHANNEL



Although **DOOM's** modding and tech scenes are as vibrant as ever, we also have another scene that tends to get overlooked; creative art scene. This is understandable, as, despite its inspirational fictional setting, it is hard to craft something admirable out of it. That is not to say that the scene itself is non-existent. On the contrary, British artist and retro game enthusiast

Bill Thorpe proves that **DOOM** and creative art can complement each other very well, as can be seen on [this video of his](#) that has been viewed over 36,000 times. [His YouTube channel](#) has garnered over five thousand subscribers, and having grown up with various 1990's video game goods combined with his own artistic creativity, he keeps providing us a

good amount of content, which, aside from his cardboard creations sprinkled with some of his spoken poetry (and vlogs of his progress), also includes videos of him discussing and playing retro games with his friends. Fellow readers of the *Wadazine*, this time I present you an interview with the man himself!



Taufan99: Hello, nice to meet you! Before we start this interview, could you please describe yourself to readers?

Bill Thorpe: Hello, it's nice to meet you too. I'm *Bill* and I re-create classic games out of cardboard. I use poetry to structure it all together. I run a YouTube channel appropriately named *Games Made of Cardboard*. My dog, *Wilson*, is my co-presenter. I have an art degree and worked as an artist for many years, but my passion has always been in film.

T: Given the sheer amount of creative effects on your videos, how long does it usually take for you to make a single creation?

B: The first video I made ([*Cardboard: Super Mario Bros 3*](#)) took around a month to create but as time has moved on, my creations have got longer and more complex. My most recent project, [*Cardboard DOOM*](#), took 7 months. I have been currently working on *Cardboard DOOM 2* since July, which will hopefully be done before June 2021! The process is quite gruelling. Some shots that run a few seconds can take weeks to create. I have to have a lot of dog treats in stock to get *Wilson* in the mood for filming.

T: What aspects do you love most from DOOM?

B: I could simply say the nostalgia but I don't think that's true as **DOOM** never left me. **DOOM** is a perfect shooter game with a simplistic 'kill or be killed' aspect. As an artist, I admire the level design within it, from the horror elements, art style, violence, to its amazing soundtrack. It may be a game, but to me it is also a great piece of art.

T: Do you keep in contact with fellow DOOM fans? Any favorite pals and/or contents, such as WADs, MIDI tracks, and/or others?

B: I am very embarrassed to say I am fairly new to the **DOOM** online community and have little knowledge

on how games are modded. A childhood friend of mine, *Jo Williams*, creates levels that I need to check out. However, [*DOOM Repository*](#) is a fantastic group on Facebook that have been kind enough to let me share out my **DOOM**-related work. I have met a lot of great people on the site, from modders, artists, to general fans of **DOOM**.

T: Last but not least, do you have any words for the Doom Master Wadazine readers?

B: Keep playing. Without you these great games would fade into obscurity.

I'm aware that **DOOM 2016** and **Eternal** were released but let's help the youth respect the games origins.

T: Thank you for the time, it's been a pleasure interviewing you!

B: Thanks for having me, it's been great to connect with you guys.


Remember to check out his YouTube channel by clicking the YouTube icon below!

INTERVIEW BY TAUFAN99



GAMES MADE OF CARDBOARD



A man is shown from the chest up, wearing a short-sleeved V-neck t-shirt. The t-shirt has a dense, pixelated pattern of red and blue squares. The background is a solid dark grey.

**YOUR FAVOURITE TEXTURE
IS NOW A SHIRT.**

FIREBLU
Street Casual

SEGA™

TM
X
2
3

GENESIS



84506

Roebloz's



Reviews



A FEW ISSUES earlier, I gave awards to some **Console Doom** hacks. Sadly, most of them were by me and some people got mad so I waited until there were more hacks to talk about. There were no new hacks on *Romhacking.net*, so I thought, why not talk about the utilities and old hacks that have existed for a while and haven't been talked about in a major **Doom** publication? (Because there were none aside from the *Cacowards*) Sit back, fellow refined demon that is cultivated enough to enjoy **Console Doom** ports. Today, it's a 32x buffet.



THE CROSS-CONSOLE, ROEBLOZ-S EXQUISITE RECOMMENDATION- DOOM 64 32X

AUTHOR: MARPHIMITUSBLACKIMUS

What am I hearing? I can't copy the *Master Recommendation*? Oh well, let's give it a good name... **Exquisite Recommendation for Console DOOMers of Exquisite Taste**. Ahem. Some people try to port **Doom** onto anything. Then when people edit **Console Doom** ports, they try to port the original PC maps, or even **Doom 2**. Way back in the ancient days of 2013, when demons could run outside without wearing a mask as the deadly *Mancubuvirus 19* hadn't been created yet, Marphimitus decided to create this beautiful abomination. **Doom 64 32x** is a simple hack that ports the first level of **Doom 64** to **Doom 32x**. Its a short adventure and you eventually get killed by falling in a trap, but it is really interesting to see what could **Doom 64** have been if the developers had ported it to 32x. As long as you like **Doom 64** and you want to see its first level in a different way appreciable by refined DOOMers, this hack is definitely one you want to try out.

I MADE ALL THESE HACKS POSSIBLE! - DOOM 32X DEHACKED PATCHER + WAD IMPORTER

AUTHOR: SAXMAN

Normally I would have another arguably useless ROM Hack to present to you, but instead I decided to present to you the utilities used to make all the hacks. Back in the ancient days of 2009, an elder demon known as "Saxman" by many created a converter allowing one to change the very behavior of demons and power of the demons in the 32x port. The ancient runes known as "DeHackED" were able to be used inside the 32x port, albeit with some limitations. The only things able to be edited were... well, things. States themselves were unable to be edited, which made the utility very limited. Saxman then followed and created the legendary, WAD converter. This magical piece of technology allows one to export the WAD from a **Doom 32x** ROM, modify it with an editor of their choosing and

import it back into the ROM with no hiccups. (As long as they didn't spam a thousand textures inside of course) Without these utilities, **Doom 32x** would have NEVER had any hacks, and most importantly, Saxman would have not been able to follow with...

PORTING THE ANIMAL MAPS - DOOM 32X 24 LEVEL EXPANSION

AUTHOR: SAXMAN

Before releasing his magical tools in 2010, Saxman decided to port the *Jaguar Doom* maps back to the 32x port, as if the developers at the time didn't run out of...well, time. This brings all the maps from the Inferno episode (At least the *Jaguar* version of that Episode) back to the 32x port, allowing for an overall more complete experience. Sadly, this hack has a few problems. First of all, *Unholy Cathedral* was unable to be played due to its sheer size and required *Nuxius* to edit the map in order to make it work. Another problem was



that the maps used the Skull Keys, who don't have icons on the 32x status bar. Now the real problem is that the hack is becoming...sort of irrelevant. e-Doctor managed to port the original **Ultimate Doom** maps using 32x textures, and said hack is soon to be dethroned by my own hack, which does the same AND uses PC textures AND adds more enemies AND adds

```
DOOM 32X WAD CONUERTER v1.10
Written by Damian Grove
Jan 15 2010
```

```
USAGE: wad32x.exe [command] [in file] [out file]
example 1: wad32x.exe -export doom32x.bin doompc.wad
example 2: wad32x.exe -import doompc.wad doom32x.bin
```

```
Press any key to continue . . .
```

custom maps (Better than Sewers and Betray, I swear.) But, it is important to respect the elder hack, so that is why I wanted to talk about it before it becomes completely irrelevant. If you want to see the first **Doom 32x** ROM Hack, or you just want to see **Doom 32x** with a little more development time, this hack is for you.

SMALL NOTICE - DOOM 32X: DELTA

AUTHORS: ROEBLOZ AND THELESHA

While I won't make a full article on my own hack, I did want to put it in as after all, *Wadazine* is supposed to give you news, right? I will only go over it briefly, but basically me and *TheLesha* are porting the original maps and textures (As much as possible, anyway) back to the **Doom 32x** engine in order to have a *Console Port* that is on par with **SNES Doom** in terms of accuracy, and also give out the new enemies and maps that **Doom 3DO** promised. *Episode 1* has already been released, and from an unbiased standpoint, I suggest checking it out if you are interested in **Doom 32x**.

CLOSING NOTES

Well, that's my 3 recommendations and my utility describing paragraph for you, my refined friend. You can use this information in whatever way you'd like, so either go play them, don't care about them or laugh about them, I don't care what you do. Anyways, go read the WAD recommendations now, and have a good day. Until there's more **Console Doom** goodness to talk about, I shall sign off.





THE DWMMASTER ENDURANCE TOURNAMENT

Back in December 1st, I started the first *DWMaster Endurance Tournament*. A speedrun & endurance focused competition which contains a set of rules and guidelines to welcome all types of players, being a challenge as defiant as casual.

To welcome the first challenge, I decided to go for a WAD (IWAD actually) well-known and rather loved within the community. The one and only original **Doom**, the one that started it all and created what is practically a complete genre. This is partly because the tournament also coincided with the month of celebration of the *Cacowards* and **Doom's** birthday, being the 27th anniversary of this beautiful game.

To my surprise, many joined in to participate in this challenge! I was a bit skeptical about the total number of participants, giving me a maximum of 10 participants for the whole month. Well, moving on to the end of the month it turns out that there are more than 16 participants and each of them gave their all to reach this challenge. Speedruns as fantastic as other solid attempts of persistence. The goal of the tournament is to challenge both the patience and the skills of the players, and it seems that's how it turned out.

In this small new section of the *Wadazine*, I'll place the winners, the scores and add some small words recapitulating the craziest, most remarkable and memorable moments of the tournaments, as well as honorable players and some fun attempts.

So, what happened during the first ever *Master Endurance Tournament*?

First off, special congratulations to our first 3 ever endurers! Joining in the ranks in quite a fashionable way: by blasting through everything and leaving me in awe.

First endurer ever: **Pseudonaut** – A *Doomworld* regular with some solid speedrunning skills, taking the crown for the first time ever and scoring a solid run with quite the hot movements.

Second endurer ever: **Bdubzz** – Blasting through the entirety of **Doom** in 44 minutes and 40 seconds, taking the second crown and also becoming the first honorable endurer to finish the *Challenge Competition*! Which was *Thy Flesh Consumed*, quite the fascinating and deadly run.

Third endurer ever: **Pierrot** – A vanilla challenger and one fast doomer! *Pierrot* not only completed the run in 35 minutes, but he also submitted the second successful *Challenge* run. Fun fact: Me and some friends on the Discord had some trouble running his demo, and since he skipped the intermission screens at the end of each episode, we were a bit worried about his validation. Surprise, surprise, turns out the mad lad did everything in *Crispy Doom*! And we almost burnt him. So sorry, *Pierrot*, your run was just too good for my eyes!



ENDURERS OF THIS TOURNAMENT:

Congratulations to our first winners! Achieving success through skills and endurance.

1. @Rotwang with **77,626** points. Won the Challenge competition!

2. @Pierrot with **76,856** points. Won the Challenge competition!

3. @Bdubzzz with **74,320** points. Won the Challenge competition!

And the standings for the rest of the endurers:

4. @Doomydeimos with 70,641

5. @tourniquet with 70,060

6. @leodoom85 with 69,992

7. @Arbys550 with 69,027

8. @Beginner with 68,722

9. @Pseudonaut with 67,923

10. @Suitepee with 67,624

11. @head_cannon with 67,527

12. @Droolius_Sneezer with 66,100

13. @Qvelax with 65,188

14. @Endless with 64,774

15. @Roofi with 63,953 (congrats for playing with mouse-only!)

16. @MxCraven with 48,450

17. @Pegleg with 48,336

18. @Major Arlene with 48,084

19. @Yori with 39,120



Pseudonaut
Member

Registered: 07-19

Posted December 1

Category 3, UV, finished all three episodes. Individual times for each episode are 15:55, 16:53, and 18:29. I think that adds up to 51:17. Didn't feel like grinding out a better time or practicing, so these demos are all my first attempts. Maybe I'll try TFC tomorrow.

[DWM-pseudonaut.zip](#)

+ Quote

2



Bdubzzz
Member

Registered: 02-17

Posted December 1 (edited)

Category 2 or 3? ... have played UD probably 5 - 10 times in total before? Not sure but I mostly played Doom 2 when I was younger :p I also have seen the speedruns for UD many times over the years... still got lost at times but overall went ok. For episode 4 I played much more safely and was very close to death multiple times.. I couldn't remember where any armor was :p

Difficulty: UV

E1 15:22
E2 16:34
E3 12:44
Standard total: 44:40
E4 34:35

[DWE1-dubz.zip](#)

Edited December 1 by Bdubzzz : Added Difficulty

+ Quote

4



Pierrot
Junior Member

Registered: 04-18

Posted December 1

Category 3, UV, finished all 3 episodes + E4.

I blasted my way through E1-3, as I intensively played them on SNES. For E4, I had some hard time in E4M6. First I hit 4% health before luckily finding the soulsphere, then I got lost for a minute losing some health in the lava pit, and finally I wasn't confident against the cyber. I fortunately killed him at the last second. In the end that was intense but fun.

E1 13:27
E2 11:17
E3 11:00 Total: 35:44
E4 34:52

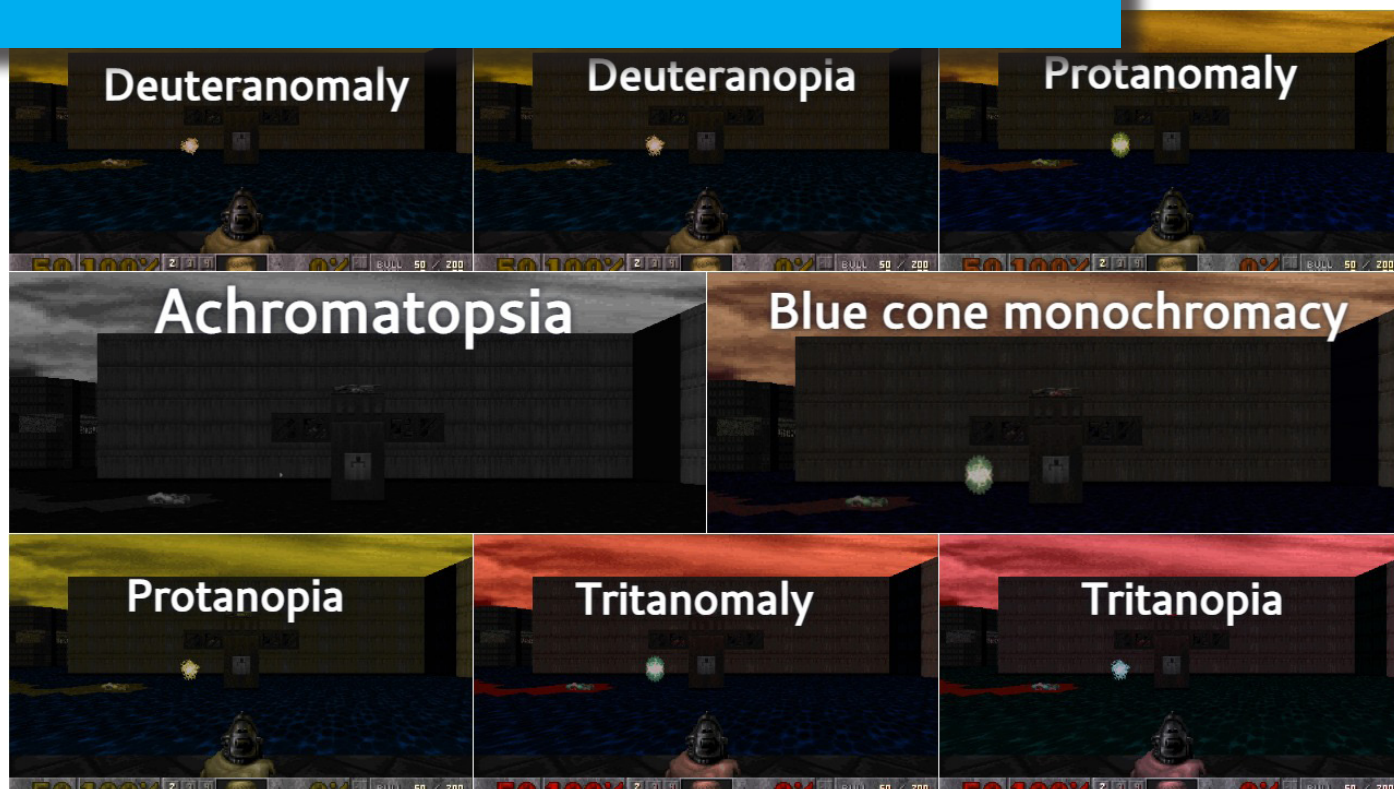
[DWMET1_Pierrot.zip](#)

+ Quote

3

...AND DOOM (ONCE AGAIN) FOR ALL!

A CONTINUATION OF MY SMALL TRIBUTE TO PHYSICALLY/COGNITIVELY CHALLENGED PLAYERS



Although not much about it is discussed within our community, the quest for physically/cognitively challenged Doom experience continues slowly but surely. This time, I present you two different kind of mods based on two different conditions.

First one is GZDoom-only gameplay mod [Slow Doom](#).

Well, just what kind of slow does it offer? Basically, almost every single enemy movement and attack is slow, as well as your own movement.

To make up for it, however, your attack speed remains the same for all weapons.

All map action movements, such as doors, switches and platforms, are left untouched too.

This is perfect for those who are cognitively unable to keep up with Classic Doom's pacing as well as those who just want to look for a challenge by a slower pace, but may be useless for the more fast-paced maps that require you to finish timed puzzles etc.

Otherwise, this is a unique experience that I can suggest to everyone.

Next one is a [collection of WADs](#) with edited DOOMPAL palletes based on eight [color blindness conditions](#); achromatopsia (monochro.wad), blue cone monochromacy (bcm.wad), deuteranomaly (grnweak.wad), deuteranopia (grnblind.wad), protanomaly (redweak.wad), protanopia (redblind.wad), tritanomaly (blueweak.wad), and tritanopia (blublind.wad).

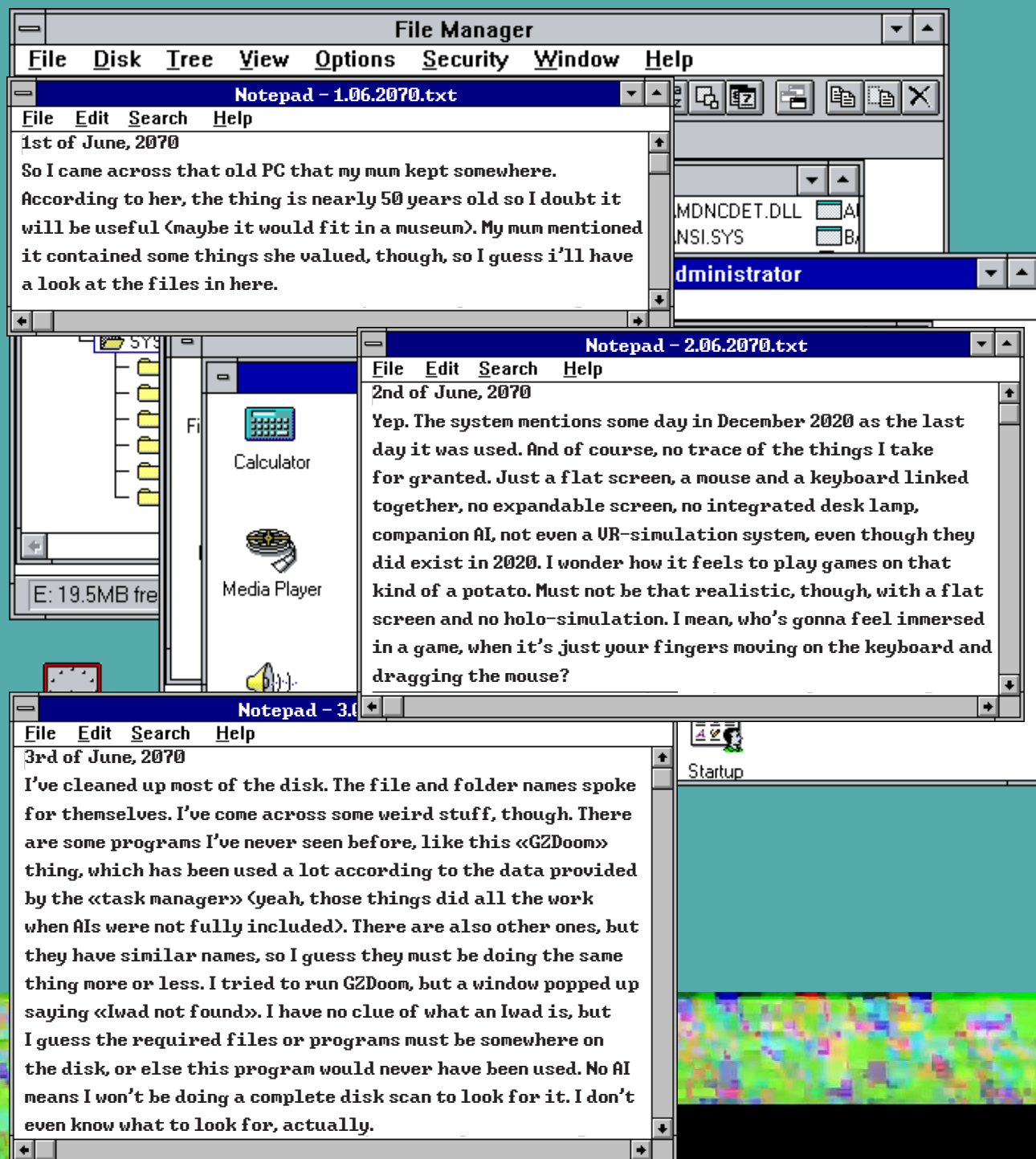
Unlike the [GZDoom shader](#) that I have discussed back at my previous article on the same topic, since these WADs feature a modified DOOMPAL each, they are universally compatible with various source ports.

For a comparison, here is a collage of screenshots from the beginning area of E1M8: Big Boss Blood Salad, from Steve Duff's E1 replacement mapset [Shotgun Symphony](#).

More physically/cognitively challenged experience with DOOM may not seem like an easily executable idea, since there are different conditions and approaches within people.

For example, what can be done to accommodate deaf players who need to locate the enemies, secrets, etc.? This, however, can prove as an interesting challenge for those who care, think, or even are just bored of the usual Doom experience.

-taufan99



Assimilating OS.....[DONE]
Reverting to default interface.....

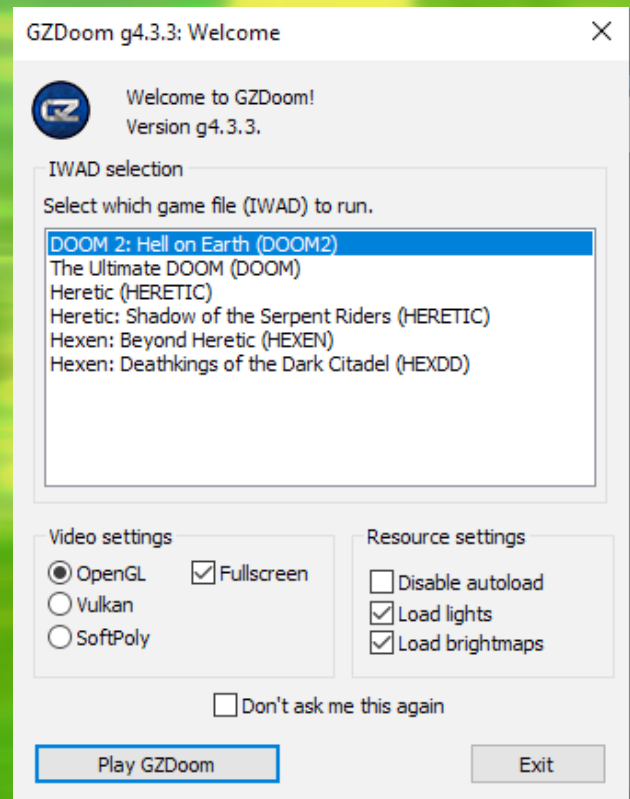
4th of June

Found it ! I found a folder named WADs with a subfolder named «IWADs», placed its content in the same folder as that GZDoom thing, and it ran perfectly. I got the choice between 6 files, chose the first one to test. That's what I thought : it's actually a game. Getting used to playing with a keyboard and a mouse was much harder than I thought, especially since I have bigger fingers than my mother had. I have to talk about the immersion though.

The way to play is most certainly counter-intuitive. Like, I would love to have someone from 2020 explain me how the heck is pressing a finger on a key supposed to fire a weapon or open a door. I mean, just open it. And I'm not counting the times I just turned my head instead of moving my mouse. My fingers keep slipping off the keys, or pressing the wrong one, and lemme say that shooting a door is not the most effective way to open it up. At least having the player movement linked to those keys is somewhat logical : pressing the rightmost one makes you strafe to the right, the upper one makes you go forward. Oh, and you can't look up and down as well, and I ended up staring at the ceiling of my room quite a bit, wondering why I wasn't seeing the game anymore. Silly me.

I've also done a bit of research about the game in question : thankfully, companion Ais still have access to this kind of data. I asked mine, Stan, to do some analysis, and he confirmed me that the game I nearly spent 2 hours setting up is named Doom II : Hell on Earth. The main menu screen says it as well, but it's also cool to have by my side the power of getting any piece of information. Maybe it will come in handy later. This implies that there was a Doom 1 at some point, and it might also be in the files.

Moreover, I can now be sure that all the other unusual programs with similar names I found are also related to this game (or maybe game series ?). I'm pretty excited about the things I will find there. There are more than 5GB worth of those WAD files, thus there must be some enjoyable, or at least interesting stuff.



Calibrating.....[DONE]

File open: 5.06.2070.txt.....[DONE]

5th of June

I've found some time to try all of the said Iwad files. There are two of them with weapons from the early 20th century, like firearms. There's also a kind of plasma gun, which is weird, since they are only used since somewhere around 2045, I believe. The other 4 use weapons that I've never seen or heard of before : I remember using a blue wand, a crossbow that works better at close range for some reason and some weird red thing that made the noise of a cow trying to eat a guitar. I've only played the first few levels of each, and they seem to work pretty much the same. They are made of a lot of rooms connected together with long corridors. Some of these are even barred with doors, and to open the door, you need a key, that you'll find elsewhere. In each stage (let's just call them levels), your goal is to find the exit, that you can trigger by walking into it or opening it like a door for some reason. Doing that takes you to the next one, until you end the game, I guess. I've not beaten any of the games

contained in those «IWADs», I couldn't even beat the first level on one of them. You can also use a special key to save your game. The places you visit contain enemies, and they can kill you, so you have to kill them first.

I've only met a few of them for now. Some carry the same weapons as you do, which even have the same sound effects. They die pretty quickly since they are human, or at least look like they are. There is also a sort of... fire monkey ? I don't know what those things are called, they have a human shape but also spikes all over them, and they launch slow-moving fireballs. They are easy to dodge, except of course if you do like me and dodge in real life instead. I haven't met much more of them, at least for now, but given the name of the difficulty «Hurt me plenty ? Why this name though» some of them must be harder to kill and to survive to. On the main menu's screen there is one of them, he's frikking huge, has horns and seems to carry some sort of portable cannon attached to his arm. Weird, and probably deadly.



6th of June

I have now beaten the game that was called «Doom II: Hell on Earth». As I assumed, I encountered a great number of enemies, I even saw the one that has a rocket launcher instead of the arm. There's also a huge spider, with legs made of metal, and that has a huge chaingun. The final boss was a wall and shooting in the hole killed the wall. I ran through a lot of hallways, swam in lava, killed stuff, pressed switches and all of it ending so abruptly just felt «not enough». I guess this is the time I try the other files. There are always more places to explore.

15th of June

I've played the vast majority of all the wads. The way they were ordered in the «WADs» folder helped me choose, and by a lot. A full grading system? Well, that's handy! I have played all of the «the absolute best» category, and about half of the «great stuff» one. The «don't talk to me or my GZDoom shortcut ever again» folder doesn't seem very engaging and one is simply named «bruh». Hmm.

«The absolute best» was ...amazing. I've played all of it in one session, that last about 15 hours; playing was so fun that I couldn't even stop. I don't remember every single detail of it, of course. Without moving from my chair, I have made several trips to space, polluted plants inside of a mountain, Hell and even Heaven. The atmosphere in every single one was so well-done, realistic but extremely beautiful. It felt like someone was guiding me through their universe, giving me room to explore, run around, kill alien creatures, and just be there. Most of them even had a real story that I could follow by reading the texts that sometimes pop up between levels. It was an adventure. I feel like I've really lived something, something unique, not created by random events like real life, but by someone who just wanted you to have fun. There are a thousand worlds to explore. Everything blends together in an aesthetic, almost poetic way. The music also fits incredibly well,

most of the time, which makes me think it was made for these wads only. It was varied, even though some styles do come back between different wads. Maybe they were made by the same people? That's a possibility; and given that I have no other means to open those files than playing them, I guess I'll never know. Maybe I'll ask Stan to find something useful about that on the Internet.

21th of June

OK, great news! I can actually open the files, with a thing called Slade! I was so used to opening files just by looking at them and blinking, that I had not even thought about using the right key on the mouse. A variety of programs names appeared. I tried all of them, some just launched the games but looked differently, and two of them allowed me to actually open the levels and edit them. That makes sense, as the authors of these wads obviously needed an editing program. By checking my favourites wads out, I discovered that some author names do come back pretty often. I asked Stan to search them for me in 2020's internet, and not only did it find stuff, it even found a whole website!

It's called Doomworld, and it seems like the central place for all the people who like this game. I'm saying «like» and not «liked» because it's still active! And when I mean active, I mean more than 50 thousand members and 12 frikking million posts! I just quickly checked out the website, without especially looking at it. It seems like it's a sort of forum where people can speak, respond to each other, and talk together about anything related (or not) to Doom.

I thought I was the only one to still enjoy that game, it came out nearly 90 years ago after all. Not being alone and knowing that other people have seen, played and heard the same thing feels amazing. And there's more! Despite enjoying all that I've played, I felt kind of «limited» by how I had to play it. But if there is a community, there might be some more modern ways to enjoy that game. I'll have a look later.

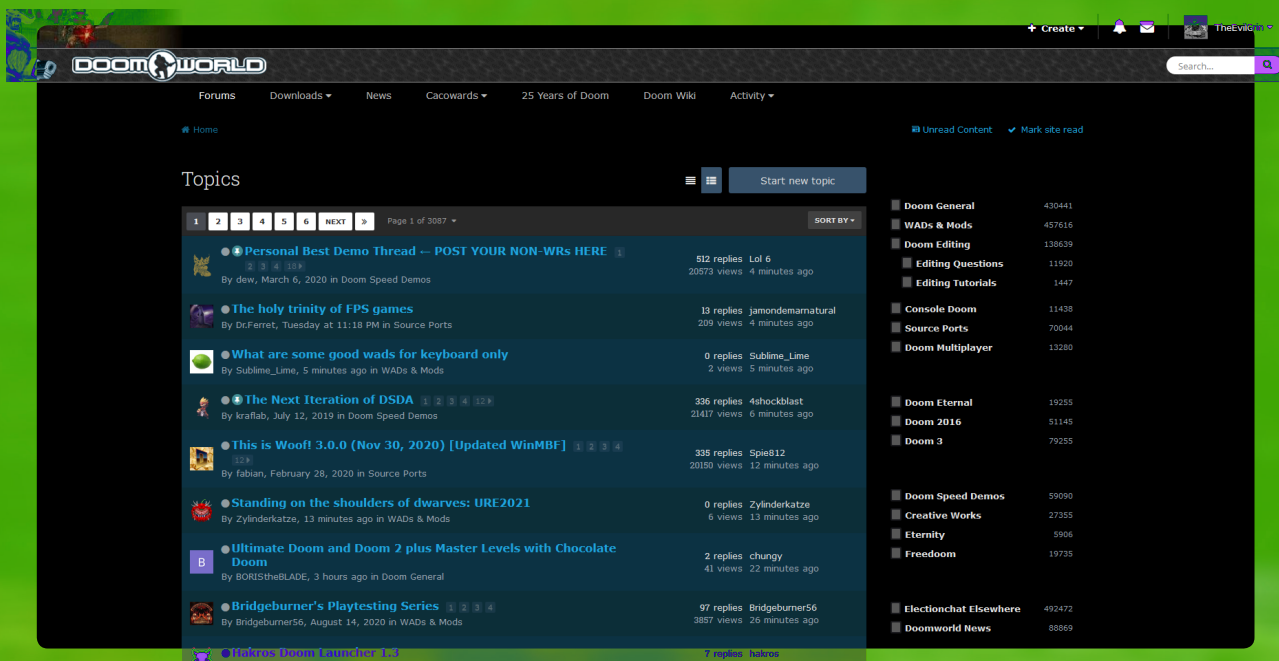


24th of June

I went back to Doomworld, and a very loud sound indicated me that I've gotten a message (funny that, after 80 years, messages are still represented by an envelope). Well that was surprising, as I didn't even know I was logged in. I guess that account must have been linked to the PC, with early 21th century magic. Anyway, here it is:

From: Endless

Hey mate ! Back after 50 years ? I thought my eyes were lying to me when I saw «last online 2 minutes ago» ! I don't know what to tell you, apart from that I'm still running the DMW, and there's been quite a bit of changes since you left. No less than 600 issues, 49 cacowards, and thousand of wad reviews have been made. I'll understand if you just came to delete your account, but if you're not, it would be great to see you writing again !



26th of June

From: Endless

Hi son of TheEvilGrin !

I'm glad the Doom passion has been written in your genes as well ! It's kinda funny that you're still stuck in the year the Wadazine was created. I guess you could make an article about how this all happened, if you're willing to contribute. You're lucky with that : since the next DMW issue is gonna release precisely 50 years after the first, we were planning an article on all the new things that appeared in the community since 2020, including a few special wads, programs, and events. Since you haven't experienced any of it, you would be perfect for the job.

Uh...ok, then. I had no clue what a DMW and a cacoward even are, and I had never heard from Endless. Stan did a bit of research for me, and it appears than this guy runs a magazine (the DMW), first published in 2020, which recommends good wads to play, and does a special edition for a yearly award ceremony where the best wads of the year are celebrated (the cacowards). I guess mum used to write for that. The thing is, I'm not the person he was expecting to talk to, and I'll have to tell him about that. I'll probably reply later.

25th of June

I've replied. It was hard to put that into words though, but I think I've explained myself.

From: TheEvilGrin

Hi Endless,

I'm afraid that might be bad news for you, but I'm actually not TheEvilGrin. I'm her son, and she gave me this PC. I discovered this website only a few days ago and have been playing Doom for 3 weeks. Though I'm more than enthusiastic about writing for you magazine, I do not have any specific knowledge about this game, and only have played wads from 2020 or before. I'm afraid I won't be of any help with that. I'm even still playing the way 2020 did ...

I've replied, and I've accepted.

- .
- .
- .
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To be continued...

-TheEvilGrin (or is it ?)



LET'S TRAVEL IN TIME

*Let's go precisely to the year 1995,
on the date of December 26th*

It is practically a post-celebration day for many and some are even still resting and recovering from Christmas hangovers.

It is a time of celebration and joy for many, and for others it is just another day.

But...

for some people, somewhere in the world, it is a unique day of premiere in which they will see things they never imagined before.

For some Doomers in whatever part of the world they were, possibly the US, it's the day the legendary Master Levels for Doom II was released.

Iconic, dear, mixed, hated, infamous, etc.

There are many opinions about this particular collection of 21 maps for this fantastic game.

Some talk about it with positive voices and memories of nostalgia mixed with a hint of longing; others despise it and consider it as a mediocre point in the life of Id Software where they only collected a bunch of levels and called it a day.

Well, that is true, indeed.

THE MASTER LEVELS FOR DOOM II

25 YEARS LATER.

A RETROSPECTIVE REVIEW ABOUT
THE WORKS OF THE MASTERS.

Master Levels for Doom II is pretty much that: a collection of 21 maps from different authors that range in quality and quantity, sometimes going from the very best that 1995 had to offer, to also the very worst that we can find, all in vanilla, lovely vanilla flavor.

Well, then, what makes it so special? We could start with the simple fact that this is an official release from Id Software, which in theory could be considered a curated list of maps that the boys considered worthy of release during 1995.

Something we would never see again with this style.

Of course, there are many collections of shovelware with different styles and certain legends behind them, Maximum Doom is a good example (which is included alongside the Master Levels but that's another beast for another day) but probably the only underground collection with true legendary status is this one.

The Master Levels are a distant memory of past times, of creative nostalgia and stages of immaturity.

This is vanilla beauty and also inept ugliness.

Mediocrity and fantasy come together to give us a bag full of gold and dirt.

Here we have a piece of history, and like any story, it can be as ugly as it is beautiful.

This is a relic of the days of yore, and one that I'm about to give my honest opinion and also some words of exterior retrospective.

So, shall we?



The Master Levels for Doom II is a collection of 21 maps by different authors, ranging from some well-known community legends like Dr. Sleep, to even some authors that would later become official Id members, like Tim Willits.

Created with the purpose of making direct competition to the rest of the creators of collections/compilations of shovelware, according to the words of the Johns: to «give the *DL-ZONE* guys a run for their money.» In that I think we can agree on that they did achieve it.

While other collections are not as well known to this day, much less played, the Master Levels even have a certain cult category that gives them relevant popularity among Doom fans.

Surprisingly, Maximum Doom probably has a more representative but equally interesting cult next to the Master Levels.

Most of the maps that we find here are from already existing WADs released previously by their creators, such as the Inferno series by Dr. Sleep.

According to *Sverre Kvernmo*, one of the authors, most of the stuff was hunted by Id Software looking for some skilled mappers who might have some unreleased material, hence why this is more considered of collection than a properly made WAD.

Some maps have special touches to give them some quality value, while others are in their pure and raw state no matter what.

Inside you go and inside you play.

In spite of that, the Master Levels have a certain air of born quality that we can detect without the need to make further extensive analysis within the range of levels that we will find.

Of course, these are not the best maps of 1995, but they certainly have a certain touch of quality.

Taking into account that this is 1995, a stage in which the level editors were not yet as convenient as they are now.

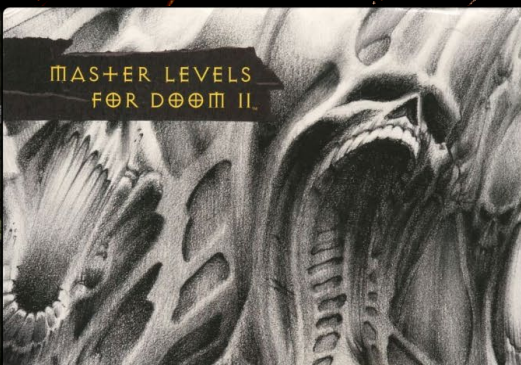
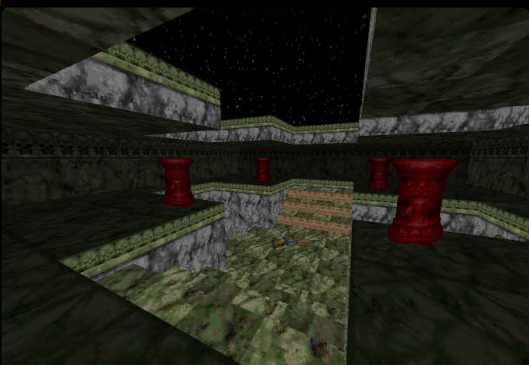
Primitive tools, primitive maps.

But don't let that fool you, the primordial state always has appreciable qualities even if hundreds of years go by.

After all, it was called the Master Levels for something.

The levels here were published with the idea that they would be of the highest quality, almost elite, making an allegory to the fact that their authors were masters of such creations.

We only have to look at the ad of the Australian magazine version to read: "*Dust of Doom II, because now the master creators bring you...*" So, yeah, this was going in with quite the spiciness.



But in the end, does it manage to meet these high expectations? Well, that is quite hard to say.

How can we compare it in current years? That would be unfair taking into account that even the best of the Master Levels looks pretty dull and boring compared to some recent stuff that has come out.

Yet, how was the game for 1995? Well, things get interesting if we start to look at it from a more... antique perspective.

Sure, playing the Master Levels in 2020 or 2021 probably isn't the most rewarding experience in the world, but I still have to admit it was fun.

But what about going to 1995? Remember, this is before Final Doom and other projects that would revolutionize map design philosophy and change the world of WADs.

This is 1995, Thy Flesh Consumed had just come out a few months ago so there wasn't much competition between official Id products.

But competition between PWADs? Well, Memento Mori came out just a few days ago, the closest I can think of to compare between a community-made WAD but, of course, not Id released.

Both are pretty iconic now a days, with Memento Mori probably being more played now a days.

On the other hand, Memento Mori does suffer a bit from being outdated for today standards, and well, so does the Master Levels, yet, for 1995? Oh boy, I'm pretty sure these things were like gold bars for a Doom enthusiast.

I can't say much about relating to that kind of experience, but I can try to, at least, lower my perception and look through a different kind of mirror into the past.

For 1995, the Master Levels are pretty solid in much of their levels.

Heck, even the bad ones could be acceptable in 1995.

As a matter of fact, I'm actually willing to say that most of the levels found here are superior in their overall quality to Doom II.

Quite the fascinating subject of study but looking it in a more closely way, we begin to appreciate the kind of work that this collection offers, but to do so in a fair a just way, we have to look at each single of the authors in the Master Levels.

Going in with just the general order that the Doomwiki has, we start with:

Dr. Sleep: Legendary mapper and one of the earliest WAD masters that actually deserve the title.

A great artist who stood out for his great ability to create levels that were as aesthetically appealing as they were fantastic to play; a stylized progression that combines gameplay elements as well as a classic example of early synergy with level design and enemy placement.

Creator of the iconic Inferno series, five maps from this series are present in the Master Levels.

Each of his maps stands out for having a fantastic presentation that makes great use of geometry and innovative attention to detail.

From Virgil's Lead to Vesperas, these are classic levels that are really worth playing and manage to stay relevant after all these years thanks to having good progression and a solid gameplay that will offer us good minutes of fun.

Even if some of the areas of some maps can be seen as a bit old-fashioned for current years, his maps still manage to hold their own thanks to the simple fact that they are fun to play, even in today's date.

Jim Flynn: An interesting case study of a mapper who seems to have ambitious ideas and even a bit of narrative.

Creator of two maps, Titan Manor and Trapped in Titan.

Flynn has an interesting style where he embraces more to the great and big, than to the modest or simplistic, straying from the traditional style of small levels with tight interiors.

Its maps have a mood of adventure and exploration that seems to be clearly designed with the purpose of giving the player a few minutes of thought.

Unfortunately, this is why his maps are the tardiest of all the Master Levels, with some very hard-to-understand progression, which can be somewhat detrimental to some players.

Christen Klie: Klie did six total levels for the Master Levels (curiously enough all his work was published in 1995, and then he just stopped doing Doom WADs) making him the most prolific mapper in the group.

Unfortunately, as the saying goes, number does not equal quality and Klie offers several maps of very questionable quality.

His maps, for 2020 or 2021, are horrible, but even for 1995 I think they are rather mixed examples of level design.

They tend to be simple in presentation and their size is usually around medium to small, but it is in progression and gameplay where I really think he fails.

His maps are lost, cryptic and with a style that makes us scratch our heads numerous times, which damages a lot the general quality.

Interestingly enough, he would then make a multitude of other maps to release for free to the community, including a megawad and some maps for Heretic.

So at least for that, thanks for the content, I guess.

Sverre André Kvernmo: Oh boy, this is the guy most people point at when talking about the hard levels of the Master Levels, cause let me tell you, his levels are tough as nails.

Sverre aka Cranium, gives us a total of five levels for the Master Levels, ranging from interesting concepts to living nightmares in terms of design and difficulty.

His best map is probably Black Tower, a concept map that stands out for offering an interesting adventure through different areas connected by teleporters.

The map suffers a little bit of bad progression, but it is good enough.

On the other hand, the rest of his maps are rather challenging to play with in every sense of the word.

A bit lost, but always offering interesting original concepts although somewhat poorly executed.

I can't say much about Sverre, their levels are solid for 1995 and have the charm of being challenging, except for Bad Dream which is a joke practically.

After that, it's an interesting mapper that reminds me of Jim Flynn style.

Sverre is also the only mapper that still contributes to the community in modern times, albeit quite sporadically.

His last map was released in 2016, after all.

Tom Mustaine: Not related to the famous metal guitarist and singer.

Mustaine only contributed one level to the Master Levels, so there's not much to say about his overall legacy here, but he did have a special legacy elsewhere.



Concentrating here, his only level, Paradox, is a square map with a simple design and too brown, but making use of an interesting and dynamic layout that allows a good fight and feels fun, even if a bit raw.

After that, Mustaine, unfortunately, didn't contribute with more levels to the Master Levels.

A prolific author for the 90s, no doubt.

A pity he didn't continue with the contributions.

I think he would have achieved an admirable style among the community.

Tim Willits: The last "Master Creator" of this article and probably the most infamous of them all.

Willits is well known within the Doom community for becoming the studio director and co-owner of Id Software for over a decade, eventually leaving the company during 2019.

Not well liked for his hot-takes and somewhat ass attitude, which has given him a bad reputation even among the gaming community in general, but now we will focus on another point that is often obscured by his previous bullshit.

Willits is practically the dream of many mappers and designers in the community.

He was recruited by Id Software after impressing them with his Raven and Empire WAD series.

His levels were no doubt at Id's level to get him to join the team, since, we can see with his contributions to the Master Levels.

We can quickly see that he had a special flair for level creation.

Attack and Canyon are his two contributions to this collection.

Maps made with the help of his sister, Theresa Chasar, of whom there is not much information other than that she co-authored many of the Willits' maps.

Its two maps are solid and of a good quality, enough to offer a good entertainment thanks to a somewhat adventurous progression but always maintaining a constant rhythm that does not stop in terms of flow or combat.

Making use of a little bit of abstract or surrealistic designs, Willits delivers two solid maps that are fun to play with.

I wish he would have refrained to that alone.

As we can see more easily, this collection of maps brings 6 (or 7) authors of different ranges to give us 21 maps of different quality.

Each author has, in one way or another, a certain style or set of characteristics that give them a distinguishable touch, either for good or for bad.

Much can be said after so many years, but we always have to take into account that this is a work that was made almost 3 decades ago.

Almost! That is quite a long time and a great testament to the fantastic work of conservation, perseverance and constant classical appreciation that this community possesses.

We can see that these maps are, for lack of a more sensual word, ancient for modern times, and they show it in all honesty.

Misuse of textures, confusing layouts, abstract themes, original but poorly executed concepts, boring and simple visuals, etc.

But just as we can see the mistakes at first sight, we also have to be able to change our perspective and see what they did well with effort and a certain charisma.

Original, creative maps, extravagant layouts, palpable design philosophies, different themes for each author, adventure designs, exploration capabilities, etc.

The Master Levels are, in one way or another, a master creation of different maps by different authors that all manage to have a distinguishable trademark.

Launched on December 26, 1995, it is a creation as fantastic as it is terrible.

Constantly changing levels of quality and style that show us different ways to play as well as paths to take that can lead us to rewarding exploration or to get lost in the pools of frustration while we are constantly struggling: Where the fuck do I go from here? That's what the Master Levels are all about.

They may be a mixed box for these times, but I can't repeat again that what we have here is a piece of history that deserves all the attention it can get.

This is just a glimpse of what the future holds.

We have mappers who showed us the capabilities that our community would reveal over the years to come.

We have mappers who would also show us the ugly and mixed face of many of the maps that would plague us for eternity.

But, most of all, we have a collection of chocolates of different flavors ala Forest Gump.



On the other hand, his legacy extends to multiple commercial projects, contributing with several maps to projects such as TNT: Evilution, Perdition's Gate and Hell To Pay.

Also, he did other contributions to community projects like Memento Mori and even made music for Icarus and TNT: Evilution.

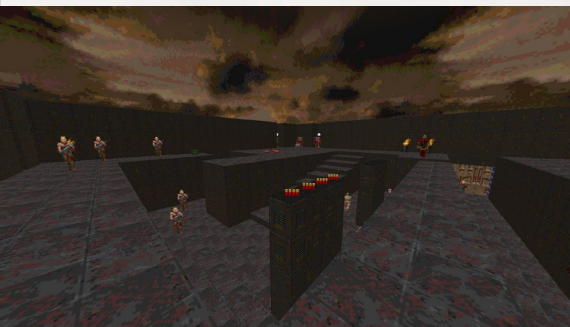
THE FULL MASTER LEVELS FOR DOOM II REVIEW

MAP01: Attack

This is our first introduction to the iconic maps of the Master Levels.

Created by Tim Willits and his sister, Teresa Chasar, this is a medium sized map with a boxed design that manages to establish a good sense of progress with a bit of dynamism and balanced combat.

Taking into account that it's 1995, this is a decent map that, if we play it in the order I'm using (Xaser's order) works as a good start to this classic collection. Interesting to know that Tim Willits' story is one of such icon, but it is also not a lonely map, on the contrary, he made these maps with his sister. Quite an interesting story and an equally fascinating map.



MAP02: Canyon

Canyon, second map in the order of Xaser, is also the second map made by Tim Willits and Theresa Chasar.

We start with an abstract arena of combat with a few pillars and multiple directions to advance. The use of items is favorable enough to compensate the instantaneous combat.

Surprisingly, although not so visually appealing, this map has certain areas that have their own unique appeal, such as a catwalk with a small acid pool and a beautiful green waterfall.

What stands out the most in this beautiful map is the unique and well designed progression, being simple but always maintaining a constant rhythm that makes us move without major stops. What can you expect from one of Id's lead designers?

MAP03: The Catwalk

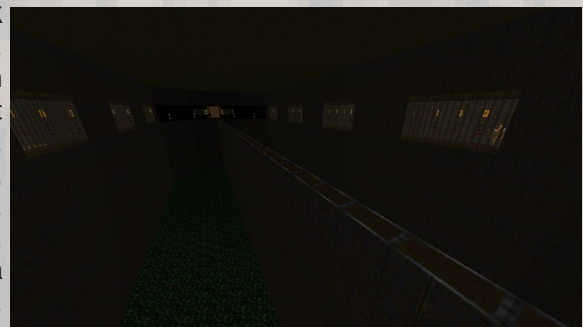
Christen Klie is the author of the third map of the Master Levels.

An author with a fairly prolific track record during the 1990's that would capture the attention of Id Software and then other companies like LucasArts, The Catwalk is a mid-sized map that encapsulates the early art of mapping during the 1990's.

An amalgamation of different designs that tries to recreate together under the same progress, along with interesting quirks that give it a certain flavor of adventure and a little bit of discomfort. This is a simple map that stands out more for its layout than for its simplified and tight gameplay.

The one titled Catwalk is actually only part of the end of the level, but leaving that aside, this is a pretty interesting attempt to create something distinctive but still relevant.

Did it succeed? I'll leave it to you.



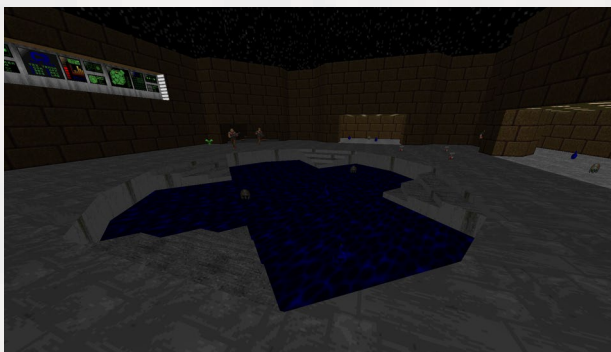
MAP04: The Fistula

Another map by Christen Klie.

This one appears also on the PS website, being the sixth map of the first episode.

This is a medium size map with a claustrophobic design and a somewhat forgettable layout.

Confusing at times and with a somewhat mediocre gameplay, it's a map that fortunately ends quickly so we shouldn't hate it too much.



MAP05: The Combine

Christen Klie certainly designed a lot of maps, with at least a quarter of the Master Levels being made by him, sharing the honor with the legendary Dr. Sleep.

The Combine is a medium sized map with a rather abstract design that actually reveals without any problem the year and the design philosophy it has.

With a large number of doors, meaningless roads, alignment errors and a few hesitant

design decisions, this is a map that is at best mediocre.

Only about 65 enemies in UV but it can take us more than 8 minutes to find the exit despite being a relatively small-medium map.

Interestingly, Chris' maps seem to drop in quality as we go forward, this is probably the one I like the least.



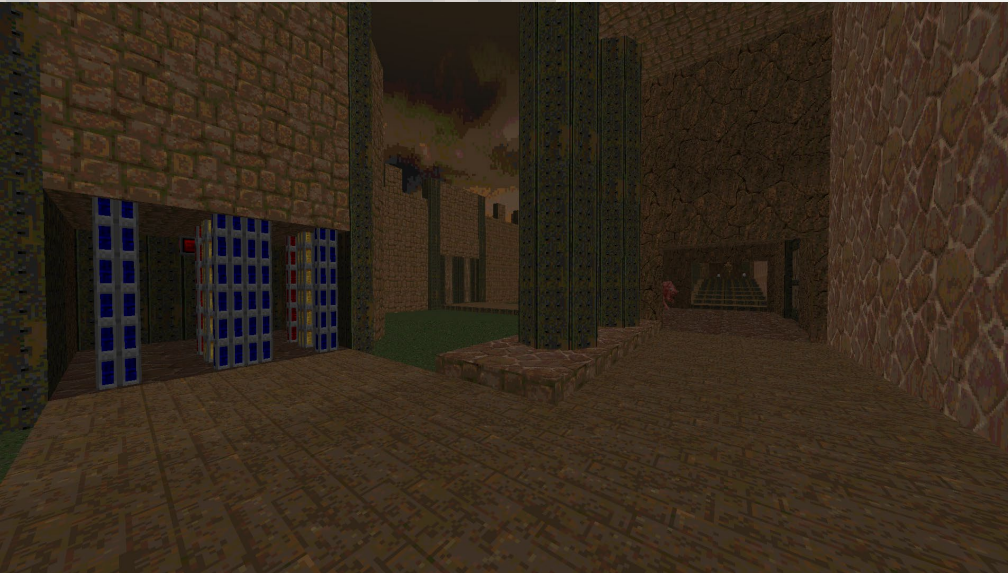
MAP06: Subspace

Oh boy.

What we have here is an interesting and classic attempt at prog mapping in the 90s by Chris.

Tricks, uh, interesting, plus a somewhat strange progression and a confusing layout.

Visually we don't have to wait for anything, they are 100% stock textures without any creativity.

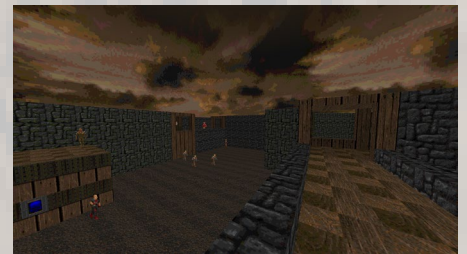


MAP07: Paradox

Now we have more interesting things.

The first and only map by Tom Mustaine (not related to the famous guitarist and singer) and an interesting example of good design, layout and not-so-raw gameplay, but totally uninspired and with very bland visuals and ultimately, a very lost layout.

Trying to find that red key is a pain in the ass or just a walk-in-the-park, 50 / 50, and that really lowers the overall fun of this map.



MAP09: The Garrison

More square than ever and with a somewhat gothic visual style.

At least it's not completely brown.

What we have here is another classic example of Christen's maps.

They are not funny.

They are pretty rough to look at and play with, with a cryptic and unfair progression system.

There's not much I can say, maybe just defend it with the fact that it's 1995, but still, other mappers do a much better job.

This is not a good map but luckily it is the author's last one in the Master Levels.

MAP08: Subterra

Christen Klie is back with another map that starts quite hot brings an interesting gameplay curve all around.

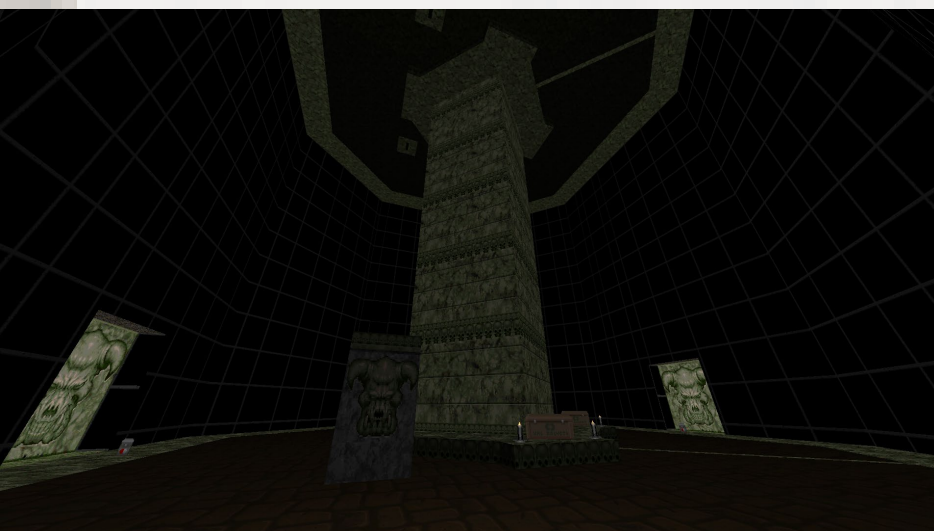
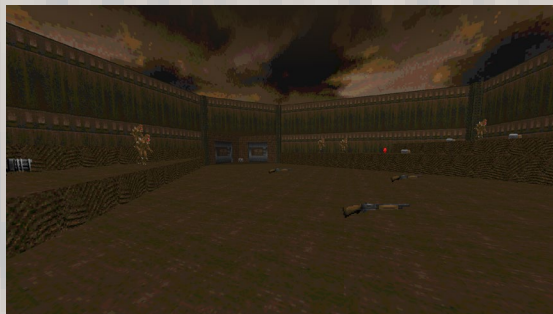
A design that for to point I consider typical of Chris: varied rooms connected to a central path as well as a bizarre search for keys.

He seems to focus more on finding an avant-garde design.

This is a map, like his previous ones, doesn't stand out at all for its visuals but at least it defends itself a bit with a somewhat rough but challenging gameplay.

Some acid softlocks and pit with no exit may slow down progress, and the confusing path system goes into some unnecessary roads that bog down progression.

Not a good map, to be honest.



MAP10: Black Tower

Here we have something quite interesting.

A massive level created by Sverre Andre Kvernmo (Cranium), an author who would remain active for almost 2 decades (although a little sporadically and with a few hiatuses).

This is the first truly massive map in the Master Levels, and also one of the most creative thanks to its interesting progression system that, despite being quite lost, feels like a real exploration adventure of the 90s.

A big black tower in the middle of the map where we will have to search and find all the keys through teleports, rooms, traps, etc.

This is a pretty decent map that manages to entertain for the 20 to 30 minutes it lasts.

It is big, no doubt, but in its well-made creativity and quality of the 90s, it is one that manages to be successful.

MAP11: Virgil's Lead

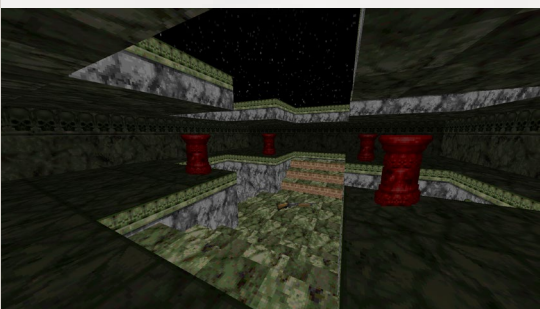
Created by the legendary Dr. Sleep.

Virgil's Lead is the first map of Dr. Sleep in the Xaser Master Levels order, continuing with our adventure we now have a mapper who acquired a legendary status for his incredible vision and fantastic mapping skills.

This map is a testament to his ability to create even during 1995.

A medium size map with a very characteristic style that reminds me of the visual theme of Thy Flesh Consumend.

With a good progression, an entertaining breakthrough and a well balanced challenge as well as well defined examples of architecture, this is a great map that is part of the famous Inferno series.



MAP12: Mino's Judgement

Dr. Sleep established a legacy thanks to his fantastic contributions to the community and his great signature style that would later inspire a multitude of new mappers.

This style can be well appreciated in this series, part of the Master Levels.

Minos' Judgement follows the same remissive style of E4 (marble and tight architecture) with a nice unique touch that gives it a very appreciable atmosphere.

This is a bigger map but with a much more complicated style that in spite of having a multitude of interconnected roads, we always manage to know where to go and how to go.

Progress is key and the gameplay feels incredibly satisfying because of that.

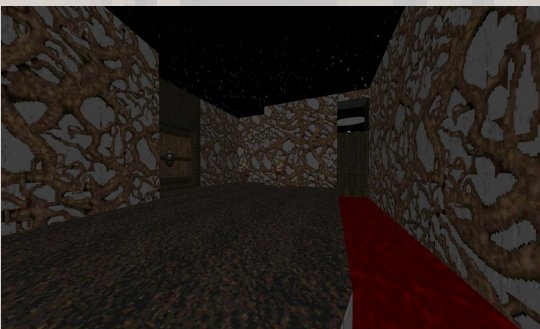
Apart from some fantastic visuals for the 90s, this is a good map in every aspect.

MAP13: Nessus

Dr. Sleep continues to pamper us with his fantastic maps.

This is a simpler, more modest one with a simple and easy to understand layout without any unnecessary complexity.

The progression is designed to make you go through the whole map twice but offering different paths and a dynamic combat with varied enemies, as well as different encounters and solid visuals.



MAP14: Geryon

Geryon: 6th Canto of Inferno by Dr. Sleep, part of his classic Inferno series.

This time around we have a more simplistic yet fun medium-size map and a more palpable modesty.

With a style that encourages adventure/exploration, this is a map that shouldn't be too difficult but fun enough to finish without problems.

It highlights the final area where we have a good battlefield, creating a palpable and appreciable style.

MAP15: Vesperas

The last entry of Dr. Sleep's Inferno series in the Master Levels.

It is a medium sized map with a box design that promotes constant combat under different tight and open areas, making use of plenty of teleporters and monster closets.

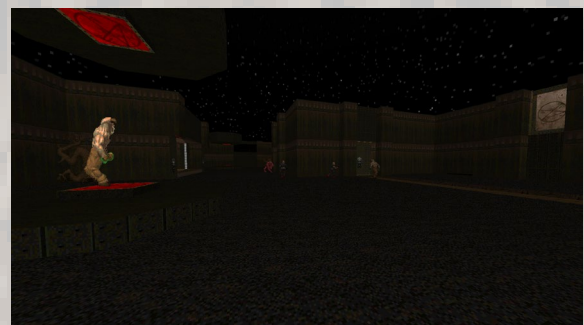
Challenging but surmountable! Ammunition can be a problem.

Unfortunately, this map is a bit lost and it can

be slightly annoying to try to find the keys, which do not seem to be very visible.

Starting with the fact that if we don't know that there is a small invisible ledge that leads to the yellow key, we will probably have a good time wondering what to do.

In spite of that, this map rewards us with a good and exciting gameplay.



MAP16: Titan Manor

Here we have the first map by Jim Flynn.

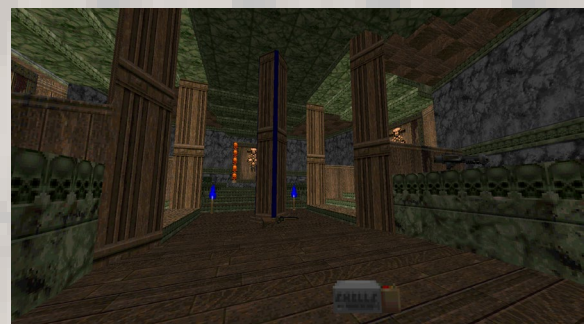
Titan Manor is one big boxed manor set in the moon of Saturn, Titan.

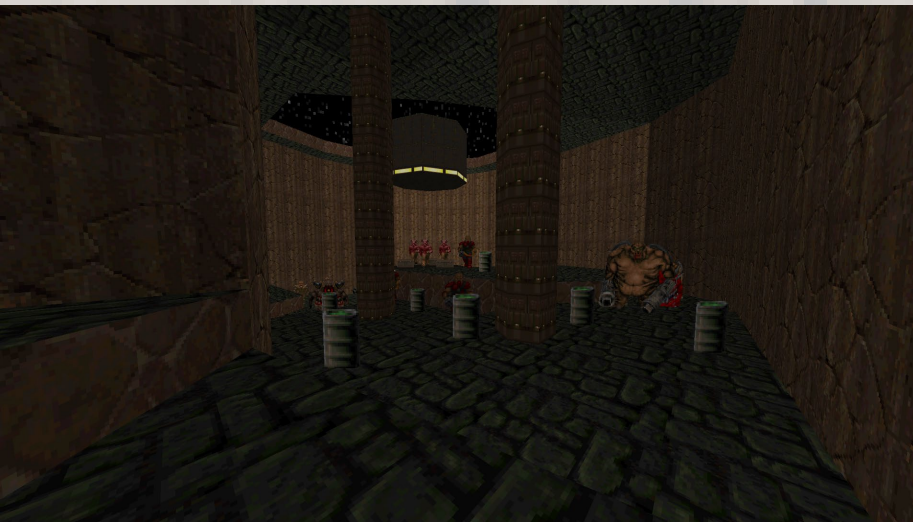
What appears to be quite simple on the outside reveals an intricate layout on the inside, with good attention to detail (for 1995) and several routes to take as well as secrets to reveal.

In spite of having an interesting design and promoting exploration, this map has a rather

cryptic and difficult to understand progression system; designed based on hidden switches, tiny platforms and other things.

Expect to spend a lot of time trying to find your way out if you don't have a guide.





MAP17: Trapped On Titan

This map feels like a direct sequel to the previous Titan Manor, but now we are stuck in Titan.

Or something like that.

It's a map that combines elements of abstract design with areas that try to look like cities or urban settings, all with a good dose of weird but understandable progression.

This is a difficult map, you have to say that.

The beginning and the middle are quite tight and the items are usually hidden in unofficial secrets or other areas.

The end is also a hot one but if we were careful we should have enough HP, armor and ammo to survive.

In general, this is a pretty solid map that has a particularly hot design that makes it attractive for those looking for challenges.

It is not as lost as the previous one so that is an extra point.



MAP18: The Express Elevator To Hell

I had been warned a little about this map... I see why.

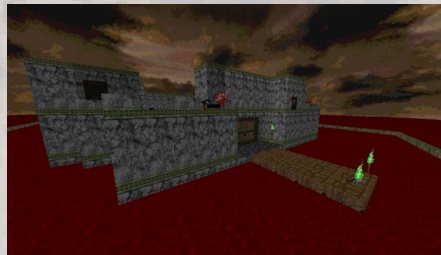
What we have here is a clear example of an original and fun idea but executed in a wrong way and too much of a novice.

The essence of it is to cross a map with an elevator that takes us to different paths that we need to travel to complete it.

The problem is that such an elevator is a bit annoying to use, the enemies are too many and in places with 0 maneuverability and by the way the items are very short, resulting in a map of very high difficulty that does not feel satisfactory.

Especially the final area, ugh.

I have mixed opinions about this adventure, but it's not all bad.



MAP19: Bloodsea Keep

Another map by Sverre Andri Kvernmo who seems to have a little creativity in mind.

I had high hopes for this map, since I like the idea of castles and fortresses, however, this is a classic example of a beautiful design ruined by a terrible gameplay.

The positioning of enemies is terrible and it is made with the purpose of delaying you as much as possible while offering you the minimum of ammunition to survive.

There is no SSG in sight, only in the secrets that will not be so easy to find.

Unfortunately, I can't give a positive opinion about this map since it cost me half a soul to finish it, at least I can say that its layout and design is attractive enough, although it doesn't manage to make synergy with the clearly outdated gameplay.



MAP20: Mephisto's Mausoleum

This one feels like the previous one.

An interesting (though clearly outdated) map that is on the theme of castles.

It has a slightly more interesting gameplay and offers more interesting alternatives.

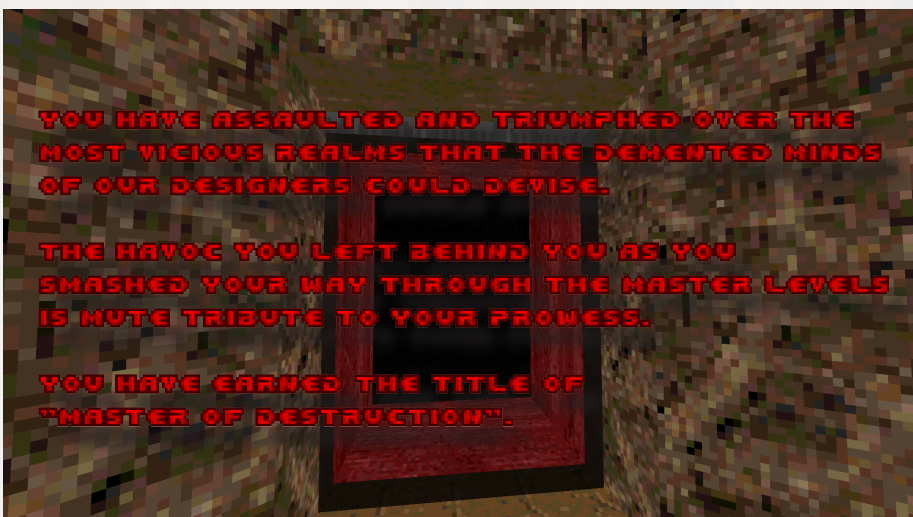
I'm not a fan of the fact that the vast majority of enemies are Revenants, which are not easy to balance on open levels.

On the other hand, the middle of the map is interesting enough to be worthwhile, but the end is disastrous.

This is a loS fight but with only one window of opportunity to attack Romero.

Such window is located in a super narrow corridor right next to the spawn point of the cubes.

Totally absurd and unfair, but oh well, that's the end of it!



MAP21: Bad Dream

This is probably the most mediocre map of all, but at the same time, an interesting proposal.

The last level in the Xasers order of the Master Levels and one of those levels that we would find with 1 of 5 or 5 of 5 stars in /idgames.

A simple enormous circular level with dozens of Cyberdemons and a single Spidermastermind that blocks our way.

The trick is simple: make the Cyberdemons attack the Spidermastermind and then run for our lives while we pick up the keys one by one.

The roof will start to crush us slowly so it's a matter of repeating the process until victory is achieved.

What else can we expect from a secret level of the 90s?

S⊕... ARE YOU A MASTER ⊕F DESTROYC+ION?

OMENS HAVE APPEARED.
PORTENTS ARE LOOMING.
A NEW AGE IS COMING...



HELL IT SEEMS, IS BIGGER THAN WE THOUGHT.

COMING SOON

FROM BRIDGE BURNER 56

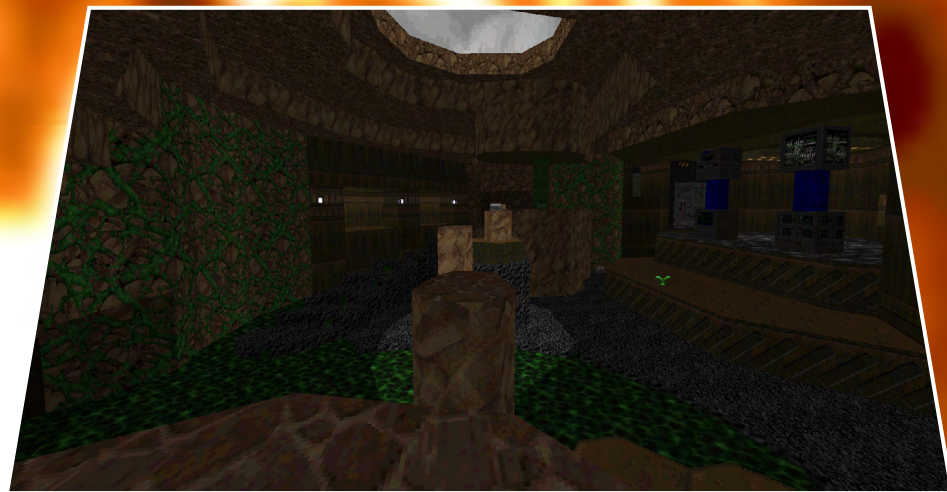
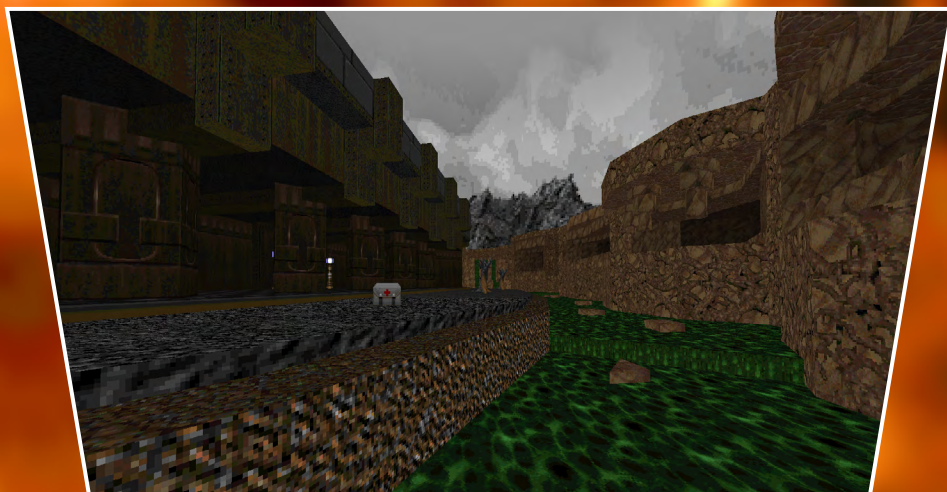
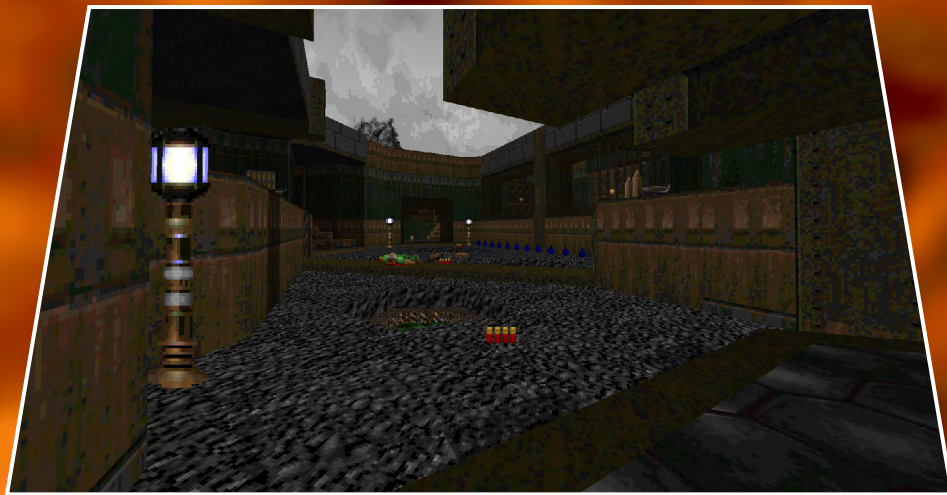


Realm aka (*diagonal*) *Realm* is a medium-big map which stands out for being formed mainly by diagonals. If you know about mathematics or understand a little bit of geometry, you probably already imagine how it will be. What I can say, uneducated and ignorant of numbers, is that the fact that this map has been built in such a style means that we will find a pretty interesting level design that stands out for offering depth and detail. *Realm*

manages to show us an excellent level design even with stock textures of the vanilla **Doom 2**, but by making use of excellent skills to place textures and a good color palette, it creates an attractive panorama that feels so puritanical in appearance but reveals itself with a more modernist touch that influences quite well the general perception that the visual theme offers. Diagonals in the layout mean that we find ourselves with well-curved maps

and delicious geometry, as well as accompanied by a solid progression that makes us travel through different areas ranging from simple corridors to large progressive rooms that reveal more and more demons at every step. A wonder to admire thanks to its solid combination of simplistic textures with a good level design that evokes a fascinating geometry. The detail is another point to highlight, since every map needs a little detail to stand out





in a good way and because *Realm* has just enough to make us stop for a few seconds to observe the landscape. Roofs with holes, animated acid rivers, realistic corridors with defined curves, dark areas with flashing lights, hidden interiors that combine earth with metal, etc. As far as appearance is concerned, *Realm* satisfies. All diagonally good.

4MaTC understand damn well the visual philosophy behind vanilla texture use. The entirety of *Realm* is done with the almighty **Doom 2** stock textures, yet don't let this turn your expectations upside down, on the contrary, expect to find something as unique as simple. *Realm*, despite the vanilla textures, looks so damn good even if there's no flashy things or special effects here and there. Thanks to a well-done usage of textures that convey a nice feeling of modernization, *Realm* looks and feels good. Details help the entire map stand out, like cracks on the floor, open and broken ceilings, falling ruins, boxes and some other nice stuff like animated rivers and dynamic lights (dynamic in the sense of the word, not the actual OpenGL feature).

What's even better is the fact that despite the size and the difficulty warning, *Realm* feels welcoming to all kinds of player that want to feel a well-balanced challenge. With different difficulty settings implemented, you can have something as hot as you want it. All in a gloriously looking map that truly reflects love and detail. Diagonally love!

WAD AUTHOR: 4MaTC
RELEASE DATE: 18.12.2020
[CLICK HERE](#) TO GET IT!

CLIPPYWORLD

THE MASTER WORKS



I REMEMBER my first time discovering *Clippy*. Sometime back in the middle of this year, I saw his *Clippy's Party Pit* release thread. Fascinated by what it seemed to offer, I decided to give it a try. I didn't think much about it back then; the sole use of stock texture just rendered it kinda a bummer to me, and the challenges it offers, ranging from the giant lava pit on the center to the narrow battlefields, felt like they were indeed meant to turn me off. Over the time, however, I have grown to appreciate his stuff more, especially with the fact that he makes blind run videos and reviews for first-time mappers, regardless of those maps' quality. He is not alone in that department, coupled with the likes of *Biodegradable* and *ElPadrecitoCholo*. This time, however, I'll talk about his latest megawad *Clippyworld*.

Compiled of 18 of his previous maps and 2 newer maps, *Clippyworld* strictly employs vanilla philosophy in terms

of both visual and gameplay, while also exhibiting a handful of modern influences. With the exception of only one map *Sanctum of Secrets* and a few easter eggs every here and there, the maps use stock textures adequately enough, which can be a good starting inspiration for new mappers alike. All the maps themselves have their own dedicated music tracks (safe for *Clippy's Party Pit*, which shares the same track as *Imp World*), some *Rise of the Triad* MIDI, some MIDI from other mods, the rest from other sources, adding to their own identity each.

Clippy is the kind of mapper that knows on which department he excels at. Although his maps may not be as extravagant as some others, he throws many fun challenges that also have unique concepts depending on the maps. In *Shut up LSA*, you are required to defeat at least the essential enemies while going "stealthy" over the others in order to progress. The rather mouthful *Backpack Snack Attack Party Pack*

has you start with choosing between six alcoves of weapons. Once you pass through one, all the alcove doors behind you close down until you come back to the starting place from below as you go shoot demons and collect, er, backpacks. *Biohazard*, which leans close to a slaughtermap compared to others, originated as *Clippy's* attempt to convert his own abstract drawing into a map. All these maps are made with separate pistol start in mind, and the MAPINFO lump enforces that, alongside nojump and nocrouch. That means you can also idlev to any of the 20 maps you'd like to play.

Simply put, *Clippyworld* is a must-have megawad for those wanting a unique vanilla-oriented experience that also has some modern sensibility. Throughout his mapping career, *Clippy* embraces this style which I find suitable for aspiring new mappers alike, and I can't recommend this enough.

- TAUFAN





Operation:

SELECTION





THE 90'S were a juvenile age for **Doom** mapping. A time when artists were still beginning to forge their names and the general reputation of the WADs of these times is often seen more as cult than quality. This is not to say that such projects lacked good quality, but we can admit that there was a great majority that would suffer from backward and outdated characteristics for modern times. On the other hand, few are the names of WADs that still stand out for having a good design that evokes quality airs even today. Some probably count them with their fingers, but those adventurers of classical times will remember with good affection the year **Doom** was born, as well as the early decade when WADs began to shine as space gems. One such gem is *Operation: Biowar*.

Vanilla compatible, as expected, yet it comes with such a gloriously fun layout and level design along the usage of some new custom textures and sound effects, that we can feel

the vibrant energy and passion of the late 90s flowing through each vein of linedefs that this megawad has.

19 levels of fantastic quality with layouts that, despite being somewhat simplistic in nature, have enough flow to give us a juicy and well acceptable experience. Levels with varied designs that change visual themes spontaneously, from the well-loved tech-base, the saturated hell and even other more unique themes, like forests. A set of different maps that, despite having very different visuals, always feel like part of the same family of levels with cohesion and dynamism. The classic air is felt in every inch of the level, but at the same time we can notice an ambitious design philosophy that seems to resonate through time, offering a variety that feels perfectly good even two decades later. Surprisingly, *Biowar* feels like a relatively recent megawad, it could even pass as a project for anew mapper. But even if your eyes and ears are fooled by the use

of primitive custom textures and crude new sound effects, *Biowar* is from the 90s! 1999, to be exact. And despite that this megawad still has a distinctive quality that gives it a good touch and a well-deserved reputation within the community.

With a well-balanced gameplay that feels fair but maintains a constant challenge, *Biowar* can be a beautiful adventure through different combat zones that will lead us to exploit our skills. Considering that this is 1999, it is surprising to see how *Biowar* feels balanced even as the years go by, which gives opportunity to all types of players, from novice to well experienced. A solid gameplay experience that feels as relaxing as it is fun.

I can't recommend this megawad more. It is a classic and I am sure that many of you have already played it, but if you have not, stop immediately whatever you are doing and assault this new world where war becomes demonic and victory will be achieved through a new operation, the *Operation: Biowar*. The objective: Victory. The mission: Classical fun! A perfect match for those vanilla/classic lovers, and also a beautiful perspective into the lovely world of old-school WADs done good.



WAD Review by Endless

WADAUTHOR: Chris Harbin,
Paul Corfiatis and John Bishop
RELEASE DATE: 1999

[CLICK HERE](#) TO GET IT!



RELOADED

EPISODE 1 FOR DOOM 64 EX

CHANGING something beloved, especially a cult classic like **Doom 64**, is likely to raise controversy. However, touching what is sacred is a running theme within the game. Whether it be the sanity of the protagonist, the integrity of dead bodies, or even the laws of nature, the demons leave nothing unaltered. But can **Doom 64** be altered while being improved? Atomic Frog has dared to tempt the feat of enhancing the design of **Doom 64** while maintaining its spirit with *Doom 64 Reloaded*.

Previously known as Kr00za, Atomic Frog, has mapped for *Doom 64 EX* over many years. He is known for detailed maps such as *Sentinels*, *Spiral*, and *Absolution Reloaded*. And some of this work was an impetuous for *Doom 64 EX* to expand its engine limits. He is not alone in this project, however, as assistance and assets have been provided by community members such as *Anomalous Horse*, *Dexiaz*, *Sector 666*, *Footman*, *Impboy* and yours truly.

Doom 64 Reloaded begins with a new cut scene that sets up the story of **Doom 64** for those who don't have the instruction manual. Once into the levels it becomes clear that Atomic Frog uses extra detail to enhance their shadow and haunting nature. Bright lights no longer miraculously shine

WAD AUTHOR: Atomic Frog
RELEASE DATE: 8.11.2020
[CLICK HERE](#) TO GET IT!

behind barriers and posts, rather they now cast shadows which silhouette new map structure. These new areas of darkness are reminiscent of **Doom 64** back in the 90's, where demons hid in the dark of grainy CRT televisions waiting to slaughter unsuspecting *Nintendo* fans.

There are also slight differences in how levels progress. Each map has a new transition to the next. The super-



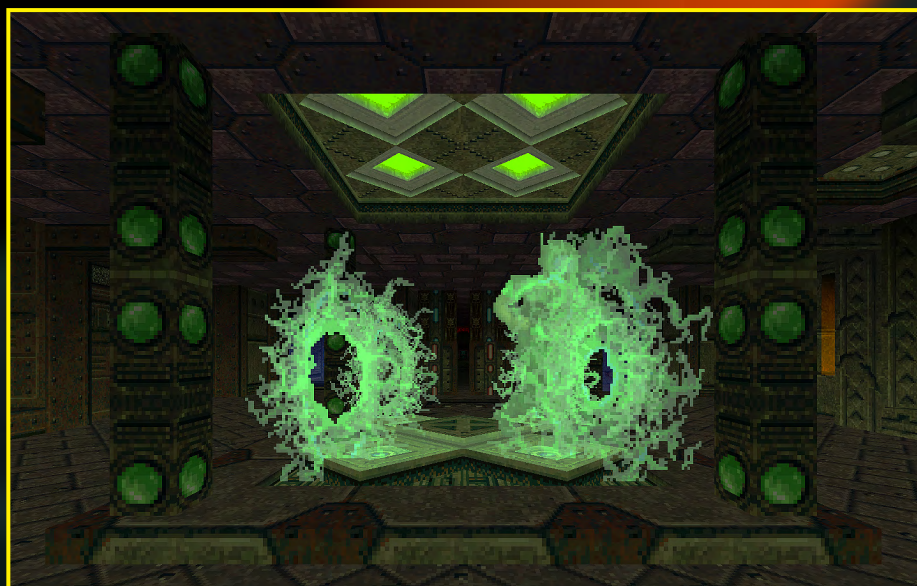
secret level, *Hectic*, brings updated challenges and the bonus “fun” maps into the campaign. Where the features menu is now unlocked via the new “Trail of Pain”. Those familiar with the *Doom 64: Absolution*, will also find a nice surprise if they uncover the new secret in “Outpost Omega.” For me the most pleasant surprise is the updated “Final Outpost.” Slight fog is used to give the level the atmosphere of burnt flesh. Silhouettes of demons now emerge from the darkness to haunt the player. New broken stone and gore decorate the level as a proper entrance to hell. And the notorious yellow key puzzle has been improved. Atomic Frog has turned my least-favorite tech base level, into my favorite.

The music has been updated as well with bug fixes and new additions. Unused reverb and chorus features of *Doom 64 EX* have been added which add a spaciousness to the soundtrack akin to the Playstation ports of **Doom**. Further, maps which re-used earlier tracks have been updated with new tracks from the community.

New graphics and sprites also appear. The weapon and armor pickups look meaner, the keys are easier to see, and health bonuses are more in theme with the game. New power up spheres take inspiration from classic **Doom**, which connect back to **Doom 1** and **2**. Further, on-screen weapons have been updated as well, adding hands and other details to their mechanisms. These sprites are available to the community and will likely appear again in projects like *Doom 64 Retribution* and *Deadtech* in the future.

The first episode of *Doom 64 Reloaded* was released on Halloween of 2020, which includes maps up to “Even Simpler”, the updated “fun” maps, and a bonus map. Atomic Frog plans on updating the entire game throughout 2021. If you ever wanted an excuse to revisit **Doom 64**, perhaps *Reloaded* is what you need.

- IMMORPHER



FREEDOM

«The Freedoom project aims to create a complete free content game based on the Doom engine.»



John Carmack is well-known to be an advocate of open-source software.

Thanks to his efforts the Doom source code was made publicly available in 1997.

Of course this only applies to the codebase.

But getting the shareware or even the full IWAD is easy and convenient on digital distribution platforms nowadays.

But what if I told you that you can get a full package totally free? As in free of charge (gratis) but more importantly free as in freedom (libre).

And it comes packaged in a variety of GNU/Linux distributions.

Freedoom is a crowdsourced endeavour.

Its goal is to replace the original content.

Like graphics, sounds, music, levels and such assets under a modified BSD licence.

Think of it as a total conversion.

It runs on a variety of id tech 1 source ports.

And the aim is to create levels that are vanilla compatible.

The project includes three IWAD files.

To fill in for the Ultimate Doom (Phase 1) and Hell on Earth (Phase 2) single player campaigns.

And it features a separate one for dedicated deathmatch levels (FreeDM).

I imagine the development to be a hard balancing act.

Creating original assets distinct enough to ensure the project's legality while keeping compatibility with other modifications.

For example they have to rely on the default Doom palette.

Such constraints often breed creativity.

The design and the sprite work of some enemies and weapons are to my liking.

Especially the posture of the Zombies.

But my favourites would be the Pinky's equivalent reinvented as

a Flesh Worm and the Cyberdemon stand-in which is a cross between a tripod and a Fabergé egg.

The player character's physique is absolutely Liefeldian.

Completing the '90s look for me.

Some monsters share sound clips but this is a sin in common with the original game.

The maps are unique yet some of them feel familiar.

Paying homage to the classics without disorienting players who would attempt to blast through from muscle memory.



And since it is highly encouraged by the team it was already used as a basis for a handful of releases.

Like 'Barista' by Blendo Games' Brendon Chung inspired by the Doom bible and Bungie's Marathon.

Or 'Nocturne in Yellow' by TerminusEst13 and crew.

Similar initiatives started to do the same for Heretic and Hexen as well.

But these are still in development.

If you feel like you can share this ethos definitely check out the help page on the website and contribute.

-Houruck



WINTER'S FURY

by Pyroscourge 2012

"Everyone has a story, you know. Sometimes, those stories are part of a larger whole, of something bigger. But sometimes, they mean something to us, and us alone..."



Winter's Fury is a twelve map total conversion for GZDoom, made by Pyroscourge (Pieruskwurje or Starscream), an Australian Doom level designer.

Released on December 7, 2012, it had quickly become an overnight Cackoword favorite, and its chilly legacy is still felt strongly eight years later.

Winter's Fury features a plethora of new things- an improved and expanded bestiary, huge and scary boss monsters, and fresh takes on the classic armory- to create an all-encompassing strange, harrowing, and ass-kicking experience for new and old-school Doomers alike.

Winter's Fury begins with an almost typical setup- a group of marines coming to a base to retrieve a lost hell artifact.

This time, this base is set in Siberia, in the year 2033, with harsh snow and wind blowing all around.

But of course, demons reside here too, and after a harsh attack, it comes down to one man- Sergeant Major Elliot Morse- to you. You must fight your way through hordes of icy demons, their blue eyes glowing menacingly all around, as you search for Baphomet's corpse.

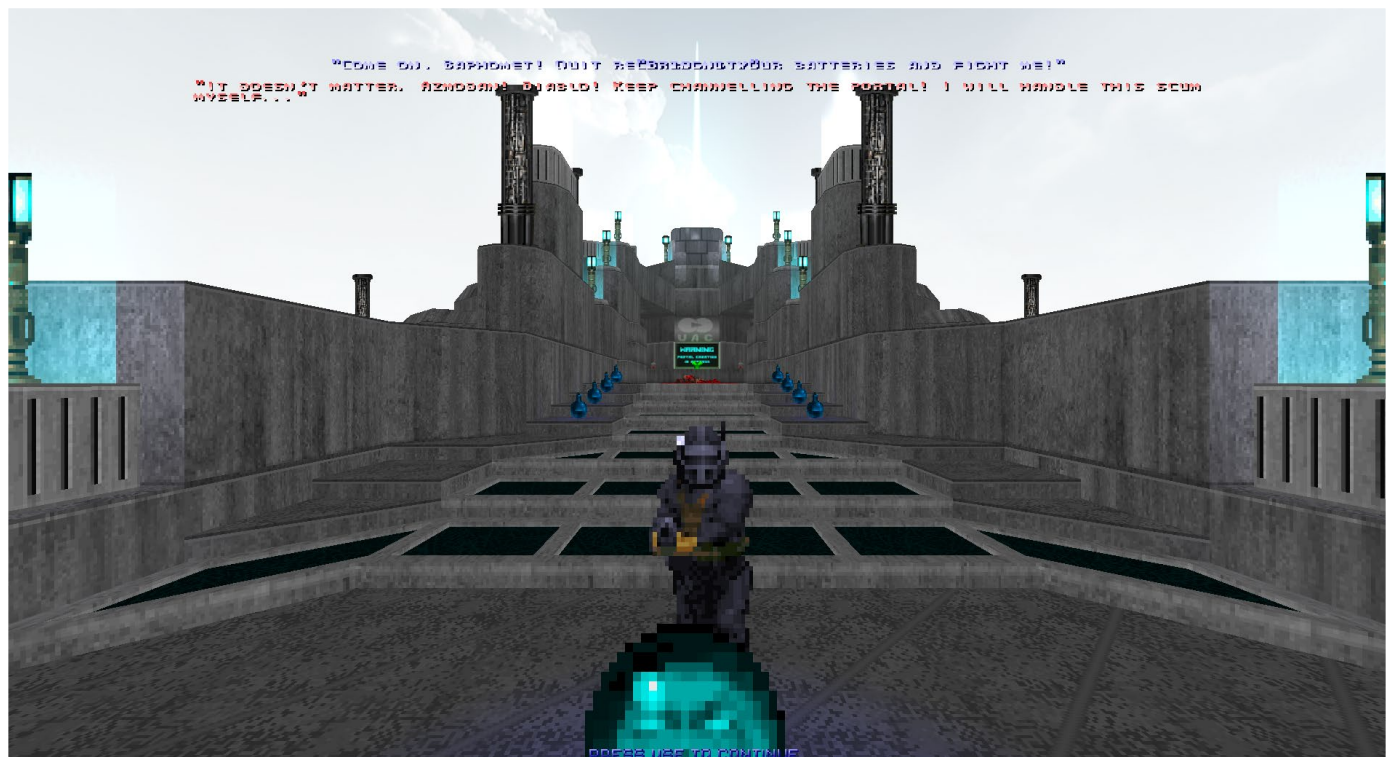
Little known to you, the great leader of hell is very much alive- and very much ready to unleash the full power of hell unto you.

It's up to you to defeat him and his minions, not even for glory, but just to make it out alive.

One of Winter's Fury's biggest strengths is its visuals, without a doubt, but how it uses those visuals is really where it shines.

Its use of terraining, fog effects, textures, lighting, particle effects, and ambient sound creates a whole new experience for the player, really bringing them into the barren frosty wastelands where they must fight their way out.

Each of these environments tell a story- what that is, you must find out for yourself.



This winter, if you haven't played Winter's Fury, make it first priority- it is an experience no Doomer worth their salt should miss.



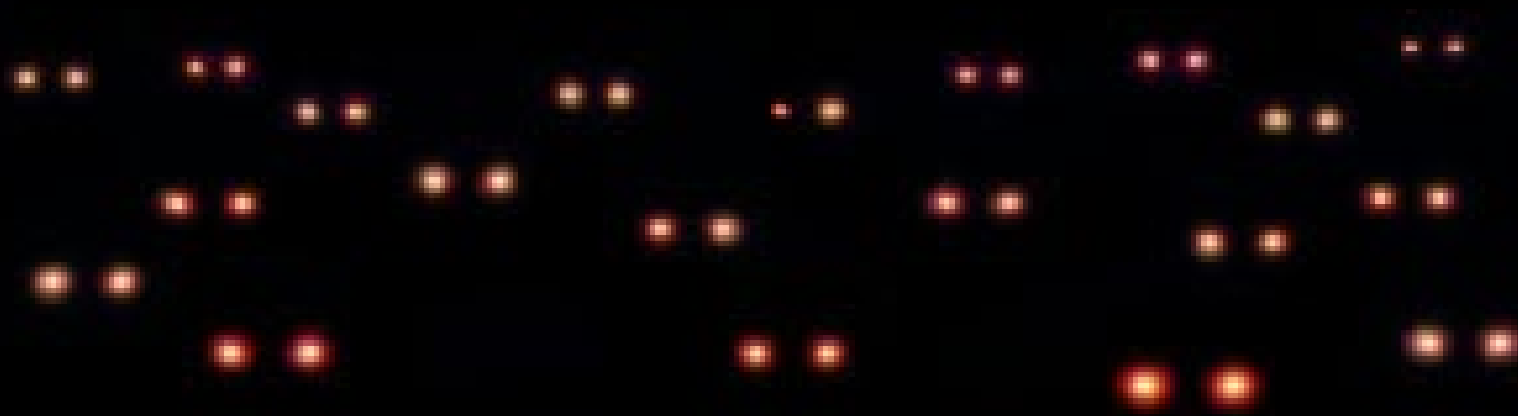


There's a world outside this realm...

One where nightmares and dreamscapes collide.

A place full of horrors.

A place where Doom is for all life.





The UnMaking didn't come out of the blue.

Ryath aka Scwiba is one hell of a mapper known for quite the unique mapping style.

His career at Doom has been one impressive and steady work over the years.

Starting with small contributions to different community projects since 2007, and continuing the work until today delivering a huge number of maps that have left a very characteristic mark that gives it a unique touch and manages to become famous as a "style" author.

It was with Absolutely Killed when **Ryath** gained quite notoriety by winning a Cacoward for the aforementioned WAD.

But his efforts did not end there and he continued to surprise us with a great collection of magnificent specimens that range from a simple contribution to complete megawad beasts.

A well-defined style that manages to combine excellent consistency with originality.

This author is one who does not disappoint, but I must say, he is one of those authors who is controversial and emerging in terms of the general opinions of others.

Like a good wine, **Ryath** is an acquired taste, but one that when appreciated enough, we can see that beyond simple taste we also have an impressive and respectable mapping artist full of culture in every single aspect of his design philosophy.

If you've been paying close attention, you might have noticed that **Ryath** has been doing this special series of megawads called the UnSeries.

With the UnMaking, **Ryath** reaches the milestone of 4 fully made megawads for each of the main classic Doom games.

Doom 64 is the final entry and one that will definitely leave a huge impact on those moody, darkly horror lovers of the infamous Doom 64.

When you enter this new adventure the first thing that will welcome you will be a heavy, brutal atmosphere of a dense environment where the horror is mixed with the smell of lead and dust; stirring each other to give as a result a mixture of thick blood and evil.

Each map and each singular adventure you enter will be full of colors different from those we see, different from those we think and different from those we believe to be real.

This is an adventure where the mind is immersed in deep places.

Where the senses do not function normally, but are modified to adapt to a different nightmare.

The difficulty is by the skies, but so is the massacre and you always have to remember that in this world of demons and horrors, you are the worst nightmare of all.

But enough words from my part... let's actually bring in a true Doom 64 sage, an expert of the field and quite the enthusiastic lover of this moody game! Immorpher is here to shed some prose into what truly is the UnMaking.

The new introduction video of "**The UnMaking**" spins you around a pinwheel of punishment where hell's demons line up UAC's finest for slaughter.

As your brethren taste the touch of death above a kaleidoscope of color, you quickly realize you are in for a different experience.

Released at 2020's last breath, this 33 map megawad sets up combat that requires equal skill and strategy.

You'll be clutching your last bullets as bull demons rise from below and it's down to your wits if you are going to survive.

Not to worry however, level names such as "Sardine Packing Plant," "Do Not Wake Mother,

and "How Many Demons Can Dance..." will lighten the mood from such tense situations.

It is one half horror and one half whimsy.

Doom 64 is known its puzzles, and "**The UnMaking**" has plenty to offer.

This is a nice change of pace as maps, even for Doom 64, tend to be very action-forward.

If you're an action-lover, do not worry, as there are plenty of action focused maps as well.

But Scwiba has a unique style of mixing action into puzzles.

You'll be a lift operator in "Warehouse Shuffle", trying to reach the next level by finding the right combination of platform heights.

In "Blast Processing" you'll navigate treacherous barrels with spike traps.

And then "Going Nowhere Fast" will have you frantically trying to find the fastest path as a giant clock ticks down a teleportation device to send you back to the start.

Although there are environmental demons to tackle, the combat heavy sections are primarily wave-based.

It particularly shines when Scwiba syncs it with evolving level geometry and "reverse romero" elevators.

Seeing the goal at the end of the elevator is great motivation to keep fighting.

When there isn't a clear goal, that is when the levels can become a grind.

Fortunately, there are only a few arena-focused levels in the latter half of the WAD which suffer from this.

Nine out of ten times there will be a thrill of taking out the sole remaining demon with your final shotgun shell.

And to spice things up Scwiba uses Doom 64 player bots and eventually "nightmare monsters" to expand the bestiary.

These often-underutilized creatures change up the combat in new ways.

One of the unique aspects of this megawad is its visuals.

Perhaps this is due to Scwiba's prior experience being mostly on the classic Doom engine.

Typically, in the Doom 64 engine, the colored gradient lighting is used to simulate ambient occlusion and give contrast to light sources.

Although this is used in some cases, where Scwiba shines is when the gradient lighting system is used to add splashes of color in unique ways.

The violet bar in "Dead Man Switch" is a delight to the eyes and the full spectrum of colors in "Prismatigoria" sets it apart from any other maps released on the engine.

The final episode, entitled "Dimension of the Darndest" will keep you fighting on just to see what unique directions Scwiba will go.

If a word is to be chosen to sum up the experience of **"The UnMaking"** it would be "unexpected." As such a megawad has only been released for Doom 64 EX once before and further each map keeps you guessing.

Although the maps are split into episodes with themes, each map tends to be a different focus than the previous in terms of strategy and sometimes visuals.



This is particularly true for the third and last episode, where some maps will have surreal gradients and the next will be a techbase in space.

In a way this mega wad serves as an artist's portfolio rather than an escalation of a story, where Scwiba is guiding you through a series of interactive art pieces.

Yet if you unlearn what you know you will be rewarded with victory.

The madness will likely inspire future mappers.

This megawad is a survival-horror funhouse for the unmaking of the player's mind.

— Immorpher



It is fitting then that Scwiba speaks in first person, as a mapper, in one of the text screens between episodes.

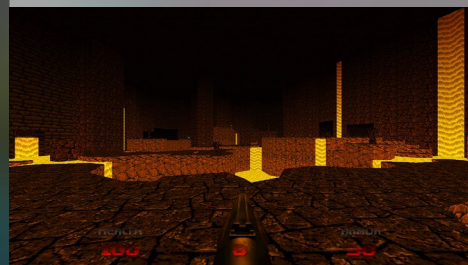
That is not to say there is no story, as you will get bits and pieces in some of the text screens, and overall Scwiba's "UnSeries" of releases has a subtle storyline which connects them all.

However, the story has a much lesser role than it did in Doom 64.

"The UnMaking" is one of the most unique experiences you can find in Doom.

It is a carnival of suffering and simultaneously twisted fun.

It will put you in situations where your typical strategies no longer work.



Interview with Ryath:

And of course, as is tradition, I have invited Ryath aka scwiba to a small interview in which he tells us about this particular megawad and his life as a mapper in general as well as other future projects.

Thank you very much for participating in this interview and being part of this first-year edition of Wadazine, Ryath.

It is a pleasure to know that the community has such artists like you!

How did you get into the mapping scene in general?

I'd always been captivated by level editors for any game that had them.

The Incredible Toon Machine, Lode Runner: The Legend Returns, Warcraft II -- they all came with one included and I easily spent more time in the editors for those games than playing the games themselves.

In 2002 I happened upon WadAuthor and never looked back.

Originally, I had absolutely no idea there even was a Doom community left in 2002, so I was just making stuff for myself.

I honestly don't remember how exactly I stumbled into the community but it was at least partly through the old Doom Connector service -- and finding out that someone might actually play my maps was a total revelation.

At this point, you have created 4 one-man-megawads, a huge accomplishment! What discipline, work ethic or simple trick do you have to do so much content?



Well, let's not confuse quantity with quality! The easiest way to pump out content is by not holding yourself back with concerns about quality, and that's frankly how the UnAligned project got started.

There're definitely some duds in UnAligned, and even more in Un-Necessary -- because I set out with the mindset that it was okay to include stuff I knew wasn't up to my standards.

Those were experiments in quick content creation, period.

It's only with the latter entries in the series that I've allowed myself tinkering time after the mapping deadline I set, which allowed UnBeliever and The UnMaking to become much more solid and well-rounded mapsets.

That's not a bad way to approach any project, really: forget your personal standards at the beginning and map whatever comes to mind.

Don't delete a single linedef.

Don't go back and revise.

Make it a stream-of-consciousness process until the whole thing is laid out; only then do you go back and edit your work.

It's infinitely easier to improve on a bad but complete layout than it is to conjure a good layout out of whole cloth.

Your style has been characterized by unorthodox combat and puzzle-focused designs, why do you like to do this?



I'm cursed with a constant stream of bizarre and stupid ideas popping to mind.

And I like a challenge.

«Can this even be done in Doom?» is one of my absolute favorite questions to ask.

Plus, it's more interesting for me to work on some weird concept than on a straightforward hallway shootbang map.

Or maybe I'm just trying to distract from the fact that I am, at best, a painfully average mapper.

What made you decide to create a megawad for D64? Have you been a fan of the title for a long time?

Why not? I had a ton of fun mapping in a new game environment when I did UnBeliever for Heretic, so why not try out Doom 64? I've loved D64's alternate take on Doom since I discovered it through the Absolution TC.

Doom, Doom II, Heretic and now Doom 64, is this the end of the UnSeries of megawads?



It is indeed the end -- and for a long time now the fourth entry was intended to be the end.

I feel I've done everything I wanted to do with the series, and The UnMaking especially made it clear that things had grown way beyond the original scope.

Most of The UnMaking wasn't really speedmapped, it took over a year to finish, and the maps ended up larger and more polished than I ever intended.

That's all fine (this will probably be my only Doom 64 WAD, so it should at least be a good one), but it's definitely a sign that the series should be over.

I was surprised by how many people sounded disappointed when I announced that, but I think they can rest assured that this will be far from my final mapset...

and if it's my unusual style and gameplay twists that you enjoy, there will be plenty more of that even if it doesn't carry the «Un» prefix.

The question arises, what is your favorite Doom?

Can I cop out and say all of them? I do maintain that the original Doom is the best one out of the box.

Doom II obviously has the most potential as a jumping point for modding, and its enemies are far more creative and tactically interesting.

But then Doom 64 is this wonderfully moody alternate universe version of the Doom we all know and love.

I wouldn't give any of them up.

Do you have a mapper or group of mappers who have inspired you in your process?

The first WAD I fell headfirst in love with was STRAIN, but I don't think it was until Erik Alm that I really picked out an individual mapper and said, «Okay, this person is doing something special and I can probably learn a thing or two from them.» Knowing he created Scythe in 30 days is probably what originally got me thinking about speedmapping a megawad, but it was actually Khorus' Speedy Shit that made me seriously consider doing it.

In more recent years it's been Jayextee's offerings that directly inspired much of work, with a bit of anotak's lilith.pk3 thrown in; and I'm always poking around in Nicolas Monti's projects trying to figure out how he works his particular brand of magic.

I'm obsessed with maps that are just this side of the mainstream, and in my opinion, Monti is the most fascinating mapper currently in the game.

Apart from these fantastic deliveries, you've also done several stand-alone WADs before entering the Megawads and even won Cacowards! What drove you to the madness of creating full megawads?

It took me many months to complete my first solo map.

Another few months for my first episode.

I was getting tired of working at that pace and started to realize that texture alignment for whatever reason was one of the biggest time-sinks in my mapping process.



I wanted to see if I could eliminate that factor and whether it would speed things up as much as I imagined.

27 maps in three weeks? Let's give it a try!



Do you have any Doom projects for the future?

If only you knew.

I have this huge text file detailing all of my project's past, present, and future.

At any given time, it's got WADs outlined for at least a few years in advance.

Now that the UnSeries is finished, I'm likely to move on to a Boom mapset I've been planning for ages.

There's also the massive Heretic map I worked on in 2019 but haven't finished yet.

And I'm forever-curious about mapping for other Doom engine games like Hexen and Strife.

Heck, I even have some original games I'd like to put together using GZDoom.

Anybody wanna teach me ZScript?

A few words for the D64 community?

You're doing the Lord's work.

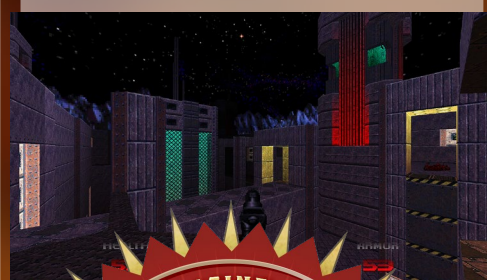
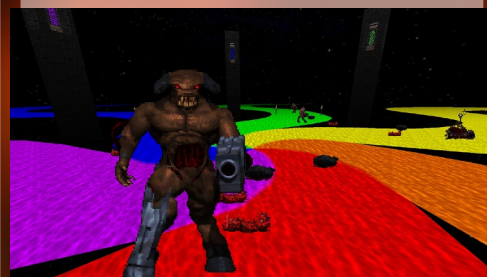
I don't know how you folks put up with that lighting system or the unintelligible way enemies are sized.

There were something like three separate times I came close to throwing up my hands and giving up on The UnMaking.

And a last word to the Doom community in general?

Nothing but love.

I may be too socially awkward to talk to most of you, but secretly I think of you as family.



With this, I gladly and proudly present... the 9th Master Seal of Approval to The UnMaking. Our first Master Recommendation of the year and also our first Doom 64 WAD. **APPROVED** Congratulations from the Wadazine team!

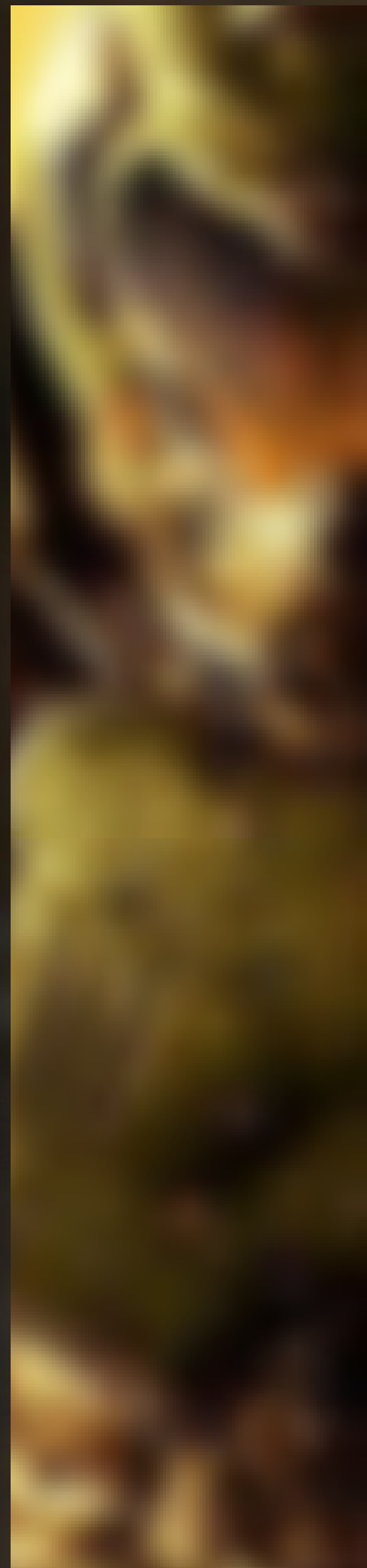
NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE DEC. 14, 2020

RIP AND SHARE.

- [1. Gore Doom - Remade, Arena for Doom EoA](#)
- [2. Filtration Plant - \(GZDoom, Stand-alone Map\)](#)
- [3. My First Map: The Gun Turret](#)
- [4. Smeghammer's Episode 1 replacement WiP - Phobos: Threshold, E1M2 beta](#)
- [5. Skulltek - first time making maps](#)
- [6. The Beta Of The Hunt For Soda Is Out Now](#)
- [7. The sequel to my first map](#)
- [8. \[GZDoom\] Snap the Sentinel \(v1.2\) ~ Short new IWAD for 7DFPS](#)
- [9. \[GZDOOM\] Interloper Updated 12/21/20](#)
- [10. \[Doom II\] \[complevel 9\] Temple of the Marshes](#)
- [11. Land Of Despair map made for gzdoom \(Updated\)](#)
- [12. 3 New Maps For The Hunt For Soda Are Out Now!](#)
- [13. Bionicle Heroes: Doom Edition V0.8 Beta](#)
- [14. My second Wad ever: UACPS STORAGE BASE. one year in the making!](#)
- [15. Playtest this EAHPEHCK wad that I'm making.](#)
- [16. Festering Cesspool - OTEX map](#)
- [17. First map \(after 20 years :\) \[E1M1\]](#)
- [18. \(diagonal\) REALM \[boom/single map\]](#)
- [19. \[Limit-removing\] Bombardment - Fourth Map, Feedback Appreciated](#)
- [20. Updated - Quartzite Quarrel - A challenging 1024 Eternity map](#)
- [21. Space Cats Saga Chapter 1 -Complete-](#)
- [22. The Soda Map I Made For The Failed Project](#)
- [23. \[Boom\] Firebox- version 1.1 update! \(playtesters still welcome\)](#)
- [24. Fragments - single map](#)
- [25. No More Demons - 1 short map](#)
- [26. Karen Doom 2020](#)
- [27. 1024 Units of Suffering](#)
- [28. First Posted Map](#)
- [29. ABSTERGO.WAD \(Single map\)](#)
- [30. DOOM2 - Slaugh them all \(Single map\)](#)
- [31. TRAKtion - An arcade-style map made using \(almost\) only DOORTRAK](#)
- [32. meme wad](#)
- [33. Purgatory-My second Doom WAD](#)
- [34. \(GZDoom 1.8.0 to 2.2.0\) - Plutonia 2/PRCP to PSX Doom TC version 1.0](#)
- [35. Retroninjacyperassassin - Standalone Doom-engine Beat 'Em Up Game!](#)
- [36. doom3 return from hell](#)
- [37. Fairchild Island](#)
- [38 DevTex \[v0.01\] Texture Pack Release Thread](#)
- [39. Doom but Hard](#)
- [40. \[RC1\] 3x3 - 3 flats, 3 textures, 3 monsters! community speedmapping\(ish\) project](#)
- [41. Enceladus: doom 1 episode ready for playtesting!!!](#)
- [42. You Are the Big Rocket Launcher \(And I'm Just the Shot Gun\) - A Vanilla Doom 2 map](#)
- [43. DBP31: Santa's Outback Bender](#)
- [44. Elder Dragon 2021 demo released!](#)
- [45. Out for Christmas - a single level map](#)

- [46. Attack on Doom: Saigo no heishi!](#)
- [47. My first WAD, THE DOOM GAUNTLET \[fixed\]](#)
- [48. Never Stop Never Stopping - My First Level](#)
- [49. ChangedDM.wad \(Changed recreated in the DOOM engine\)](#)
- [50. Nightmare Logic v1.4 \(30/12/20\)](#)
- [51. Gehenna.wad \(Doom 2 level\)](#)
- [52. My very first Wad\(Also I seek advice...\)](#)
- [53. Play as the Zombiemen](#)
- [54. Roams TC \(Alpha\)](#)
- [55. FUELED 1.0 \(Doom 1 level\)](#)
- [56. Toxic Leek \(A highly toxic Doom II map\)](#)
- [58. \[Boom\] mab.wad by AnonimVio \(not my wad\)](#)
- [59. WMD - 5 map demo available!](#)
- [60. My 1st Doom map in DB2](#)
- [61. Dewzan's Randomizer \(RELEASE NO. 4, TIER 7&8 MONS & MORE\)](#)
- [62. \[v0.10.0\] ZetaBot: The ZScript Bot](#)
- [63. New Doom 2 WAD work in progress - Map01 done](#)
- [64. \[Boom\] Aspect of Daedalus - Doom 2 Single Map \(ver RC1.1 - *UPDATED*\)](#)
- [65. Rampagious.wad \(The missing doom1 levels\)](#)
- [66. Doomicorn - My first Level](#)
- [67. He Came From Beyond](#)
- [68. 2-map demo for "Bloodbath" - a hell-themed WAD I'm working on](#)
- [69. Sandstone \[Single Level Tech Base//My First WAD\]](#)
- [70. \[GZDoom\] Dooming The Bar - Volume 1](#)
- [71. One and a half year later... third published map: Stellar Depopulation](#)
- [72. Wither.wad!](#)
- [73. Cloak.wad - Team Fortress 2's CP Cloak recreated in DOOM II as a Deathmatch map](#)
- [74. Assembly Line 1.0 - A warm facility map](#)
- [75. pickle head earth destroyer blood park - single map](#)
- [76. The UnMaking: a 33-map nightmare for Doom 64](#)
- [77. Clandestine Castle Crashing \[January Speedmapping Event\]](#)
- [78. Infested Base - A boom compatible map for Doom II](#)
- [79. BACON1.WAD \(A new DOOM II map/upcoming series\)](#)
- [80. Hexen: Guardians Of Cronos \(open community project\)](#)
- [81. Visions of Hell E3 beta](#)
- [82. Somber Density: MOD and Map Pack for the Eternity Engine](#)
- [83. Destruction Rush \(A Doom II, but Ultimate Doom in heart techbase\)](#)
- [84. Am I Evil? Chapter 3 by Stavi Vanackerson](#)
- [85. RDC Speedmapping Contest #23 - Voting Stage](#)
- [86. Good Morning Phobos Version 2 \(BETA VERSION\)](#)
- [87. New WAD created!](#)
- [88. \[WIP\] Selaco - a brand new standalone shooter running on GZDoom](#)
- [89. Batman DOOM for EDGE](#)
- [90. \[Zandronum\] Love Live Skins PK3](#)
- [91. \(Boom\) - Station of the Doomed](#)
- [92. DOOM: RAGING ANARCHY - An Ultimate Doom megawad](#)
- [93. Standing on the shoulders of dwarves: URE2021](#)
- [94. A Piece of Hell - A Community Project I Should Have Uploaded Sooner](#)
- [95. The Tribulation of Treachery \(DOOM64 EX\)](#)
- [96. Cave time - A short set of 3 Maps](#)
- [97. Hot Potato - Team Mapping Event \[SIGNUPS OPEN\]](#)
- [98. MCDaimien Project](#)
- [99. WAD I made](#)
- [100. Thorium.pk3 - A fun WIP thing for GZDoom! \(11-01 - Map02 live!\)](#)
- [101. Transcend Mankind \(single map\)](#)
- [102. Plytiorgun](#)



HEY! DO YOU LIKE TO WRITE?

DOWN HERE AT THE WADAZINE, WE ARE ALWAYS LOOKING FOR NEW BLOOD REVIEWERS
TO CONTRIBUTE ARTICLES! SOME OF THE KIND OF CONTENT PRINTED IN THE WADAZINE INCLUDE:

DOOM RELATED ARTICLES
WAD RECOMMENDATIONS
DOOM NEWS STORIES
DOOM POETRY
FAN FICTION? WHY NOT
ANGRY OPEN LETTERS TO JOHN ROMERO

HOW ABOUT GRAPHIC DESIGN?

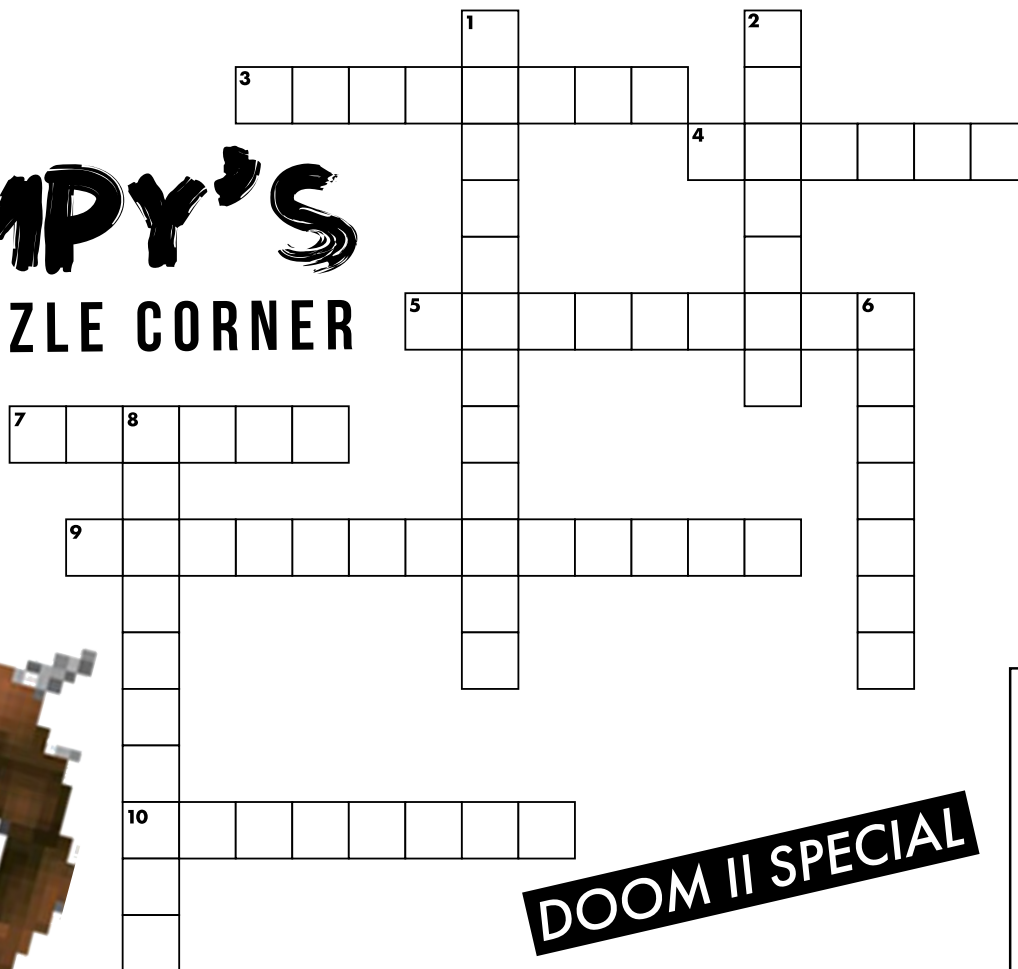
THE WADAZINE IS BURSTING AT THE SEAMS! WE ACCEPT SUBMISSIONS FROM NOT ONLY
WRITERS, BUT VISUAL ARTISTS TOO!

DOOM FAN ART
DOOM COMICS
ARTICLE DESIGN
WADAZINE COVER DESIGNS
HILARIOUS FAKE ADS
OTHER COOL IDEAS WE DIDN'T DO YET

IF YOU ARE INTERESTED IN CONTRIBUTING TO
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ON DOOMWORLD TO SEE HOW YOU CAN HELP!



IMPY'S PUZZLE CORNER



LAST ISSUE SOLUTION

ACROSS

- 5 The Revenant
- 6 Commander Keen
- 10 Nightmare

DOWN

- 1 Beyond Heretic
- 2 Mick Gordon
- 3 The Speed of Stupid
- 4 Deathmatch
- 7 Pacifist
- 8 Usenet
- 9 Daisy

CLUES

ACROSS

- 3 Map 04
- 4 Map 30
- 5 Map 17
- 7 Map 20
- 9 Map 10
- 10 Map 13

DOWN

- 1 Map 27
- 2 Map 20
- 6 Map 16
- 8 Map 19

DOOM II SPECIAL



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Einstein's (zebra) puzzle

~~HEY, NOT TOO ROUGH!~~

You are about to speedrun a new, strange map, that consists of 4 corridors smoothly flowing into battle areas (so they should be considered as one).

Each corridor/area has only 1 monster type (out of 4 different types), 1 bonus (out of 4), 1 ammo type,

1 weapon, etc.

But you have only one try.

Though, you have some clues and screenshots from other speedrunners, so according to those

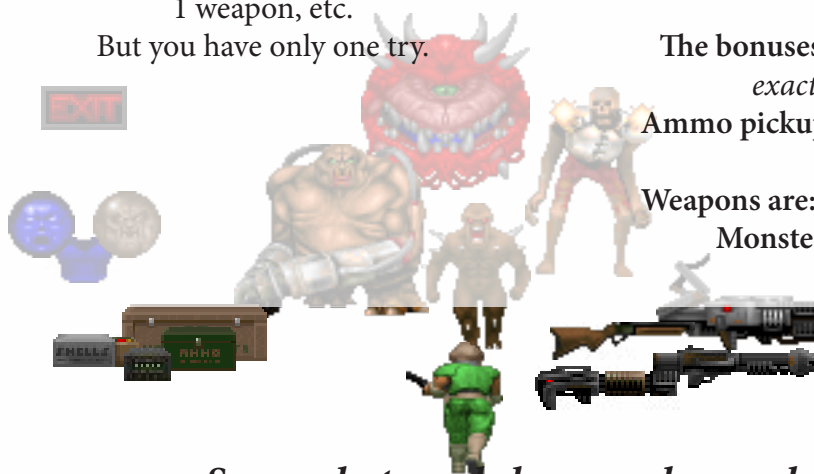
You should answer which corridor the cacodemon is in (or for more points, where everything is exactly at!).

The bonuses are: soulsphere, megasphere, exit (not exactly a bonus though), blue armor

Ammo pickups are: rockets, shell boxes, ammo boxes, cells

Weapons are: SSG, rocket launcher, plasma rifle, BFG

Monsters are: mancubus, imps, revenants and cacodemons



Screenshots and clues you know about this map:

Ammo guarded by mancubi
Shells lies near imps
Exit in the same area as well as cells and revenants
Megasphere near rocket launcher

Plasma IS NOT between exit and SSG
Rockets ARE NOT between plasma and SSG
Soulsphere is in adjacent corridor with plasma

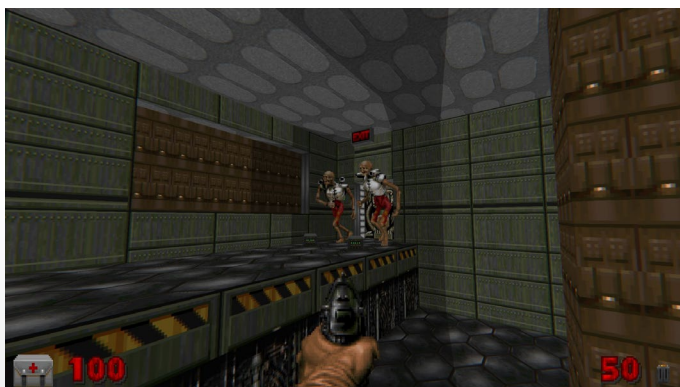
Shells located somewhere at the left from rocket launcher
Exit is between rocket launcher and BFG
BFG located somewhere at the left from SSG



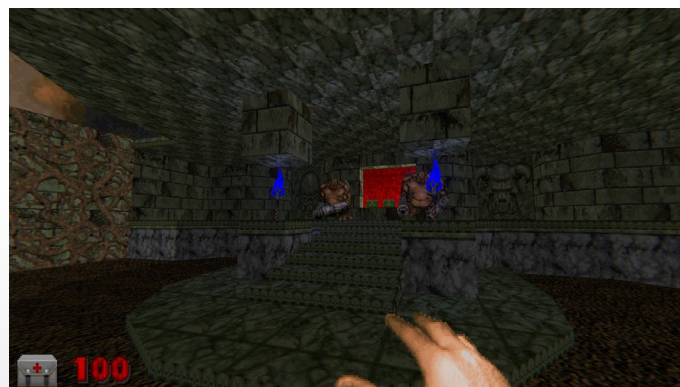
Imp encounter



Choose your destiny



Exit



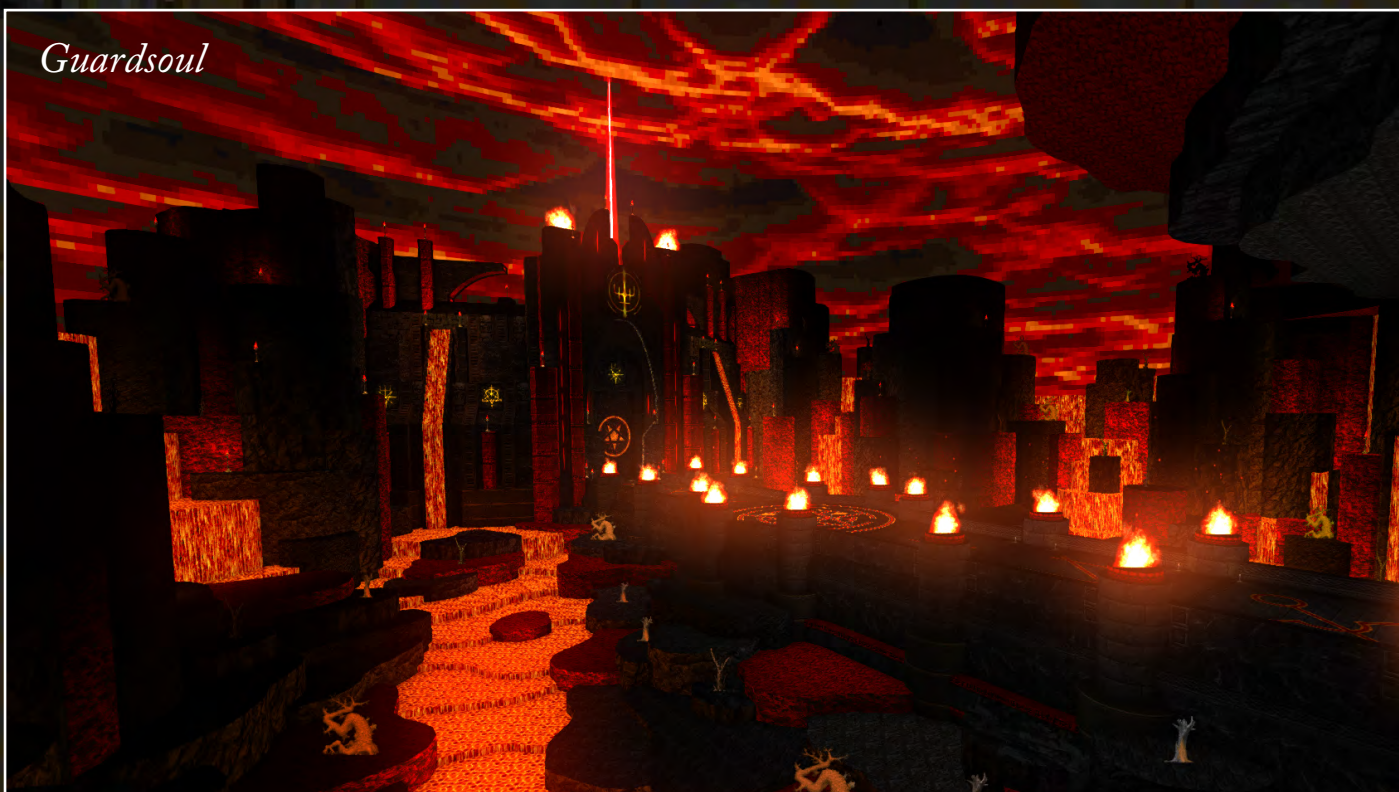
Mancubi guarding ammo

NeoWorm

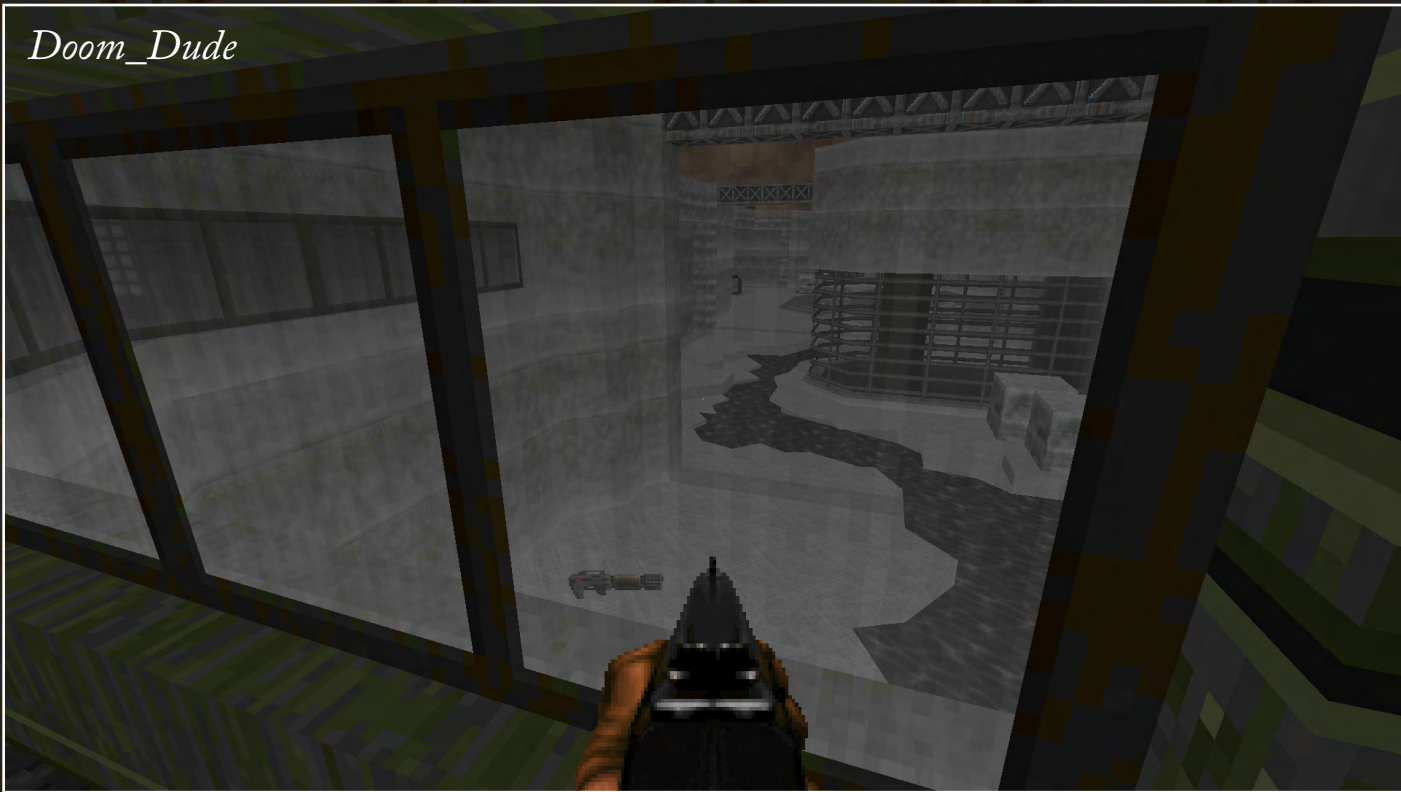


P I C T U R E S G A L L E R Y

Guardsoul



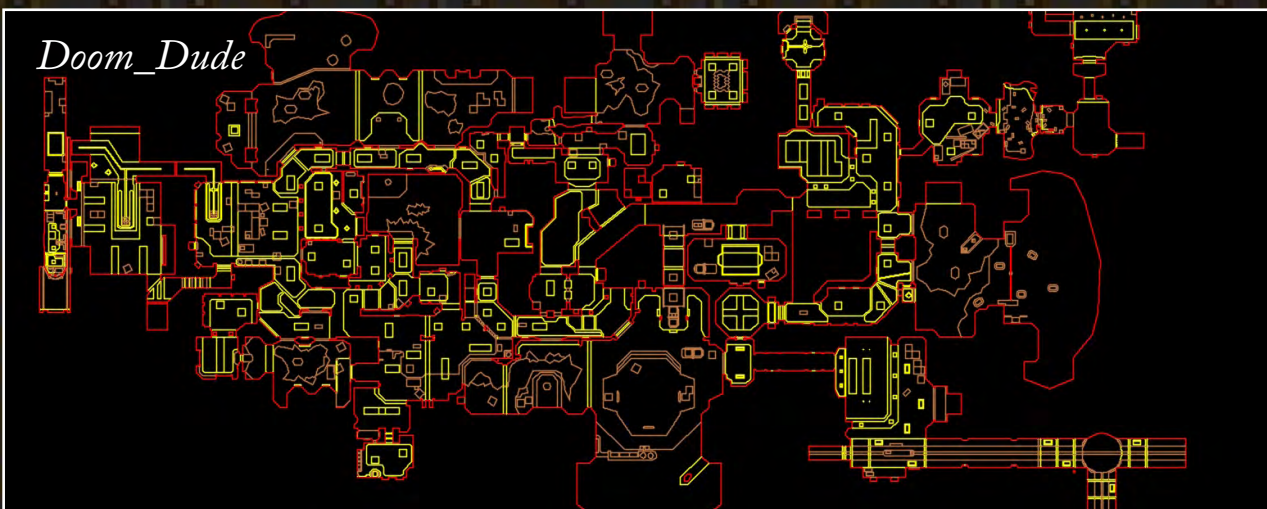
Doom_Dude



NaturalTwenty

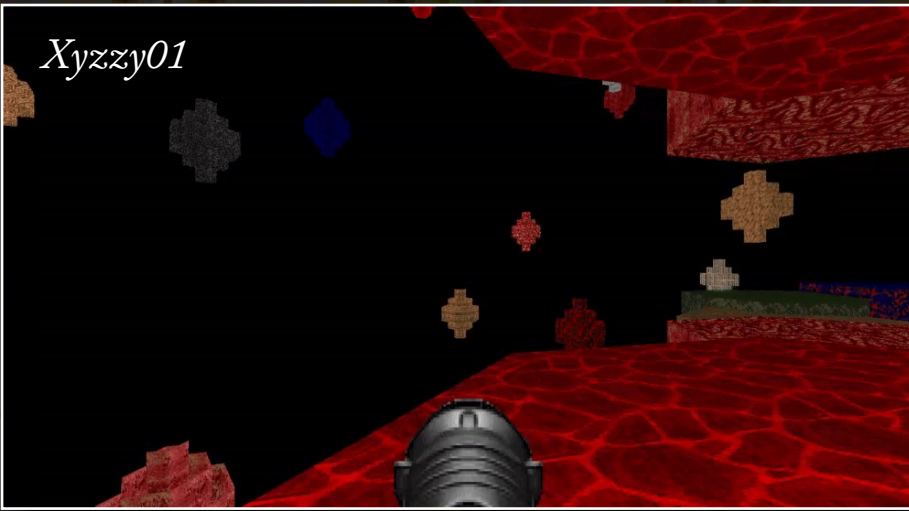


Doom_Dude

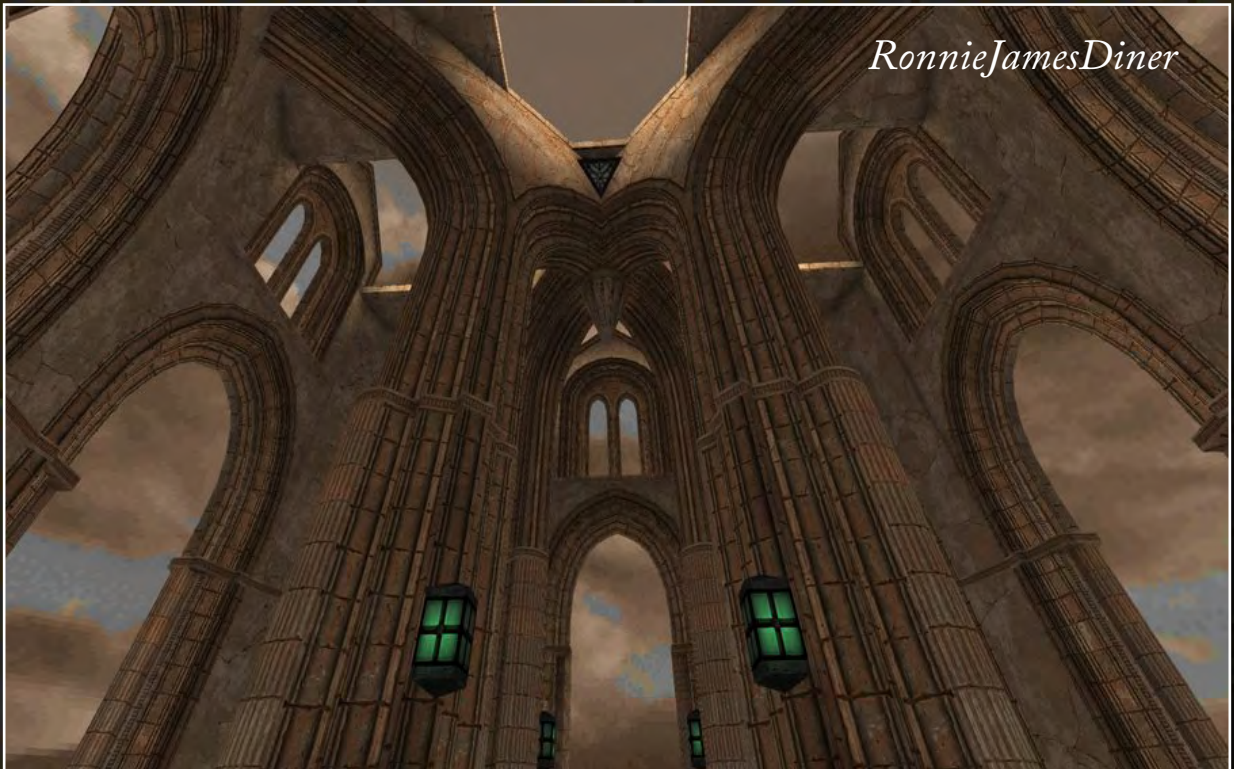




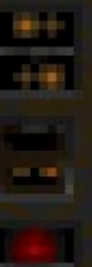
Xyzzzy01

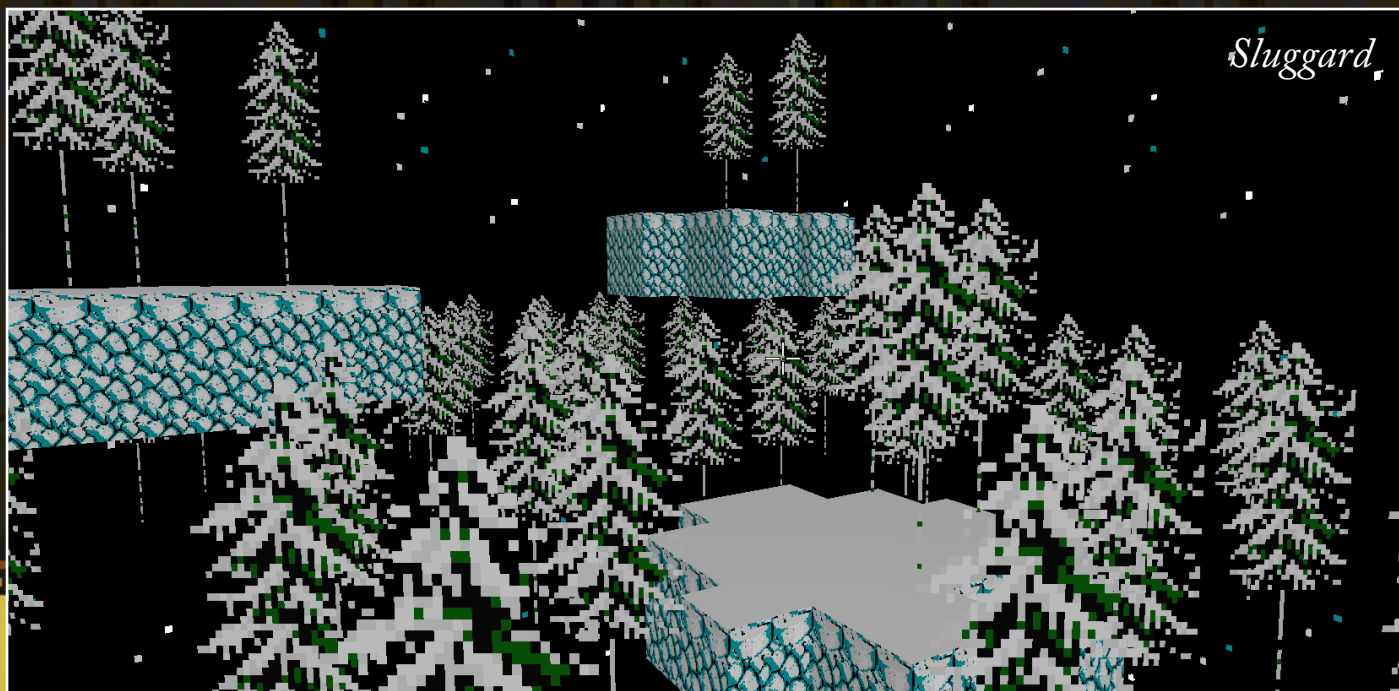


RonnieJamesDiner



Sluggard

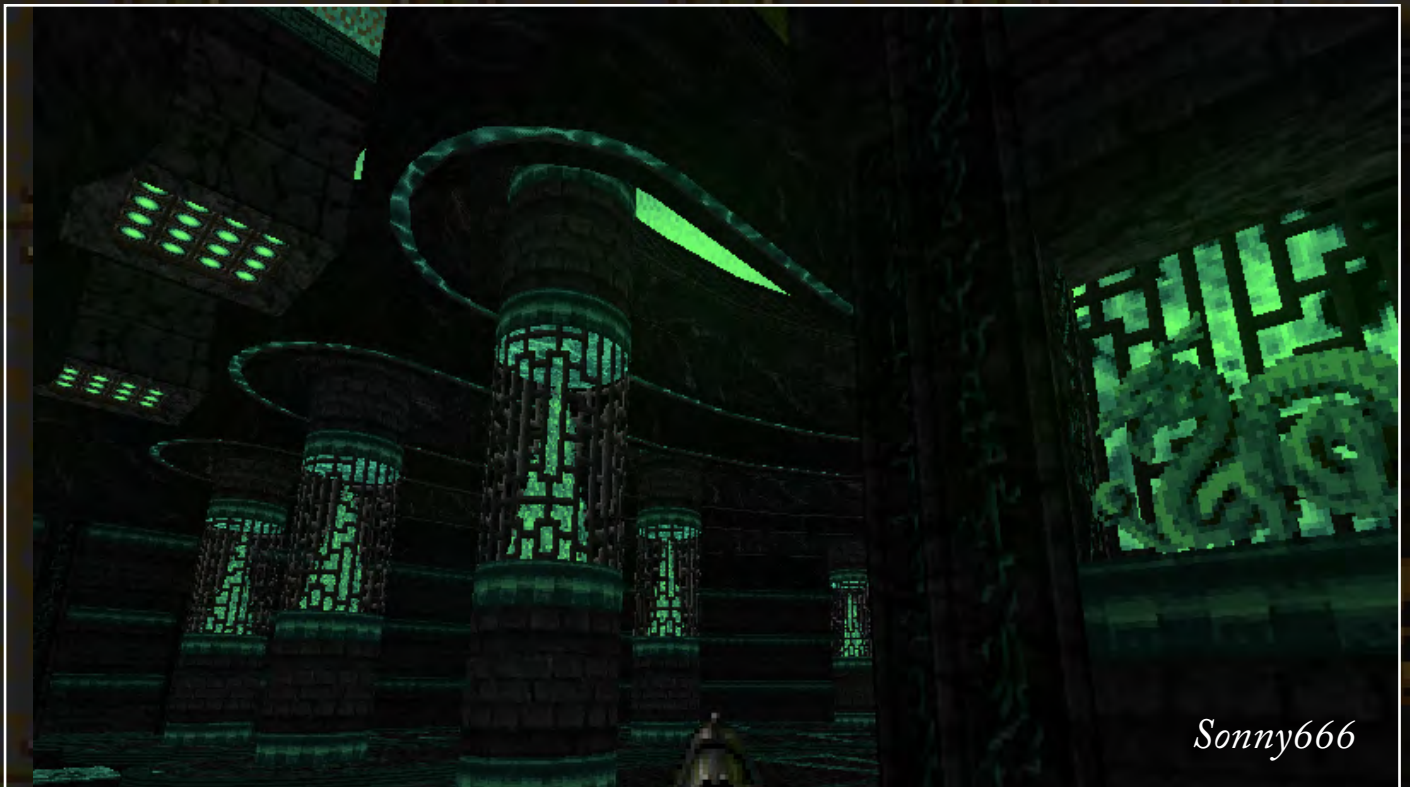




Ichor



P I C T U R E S
GALLERY



Sonny666



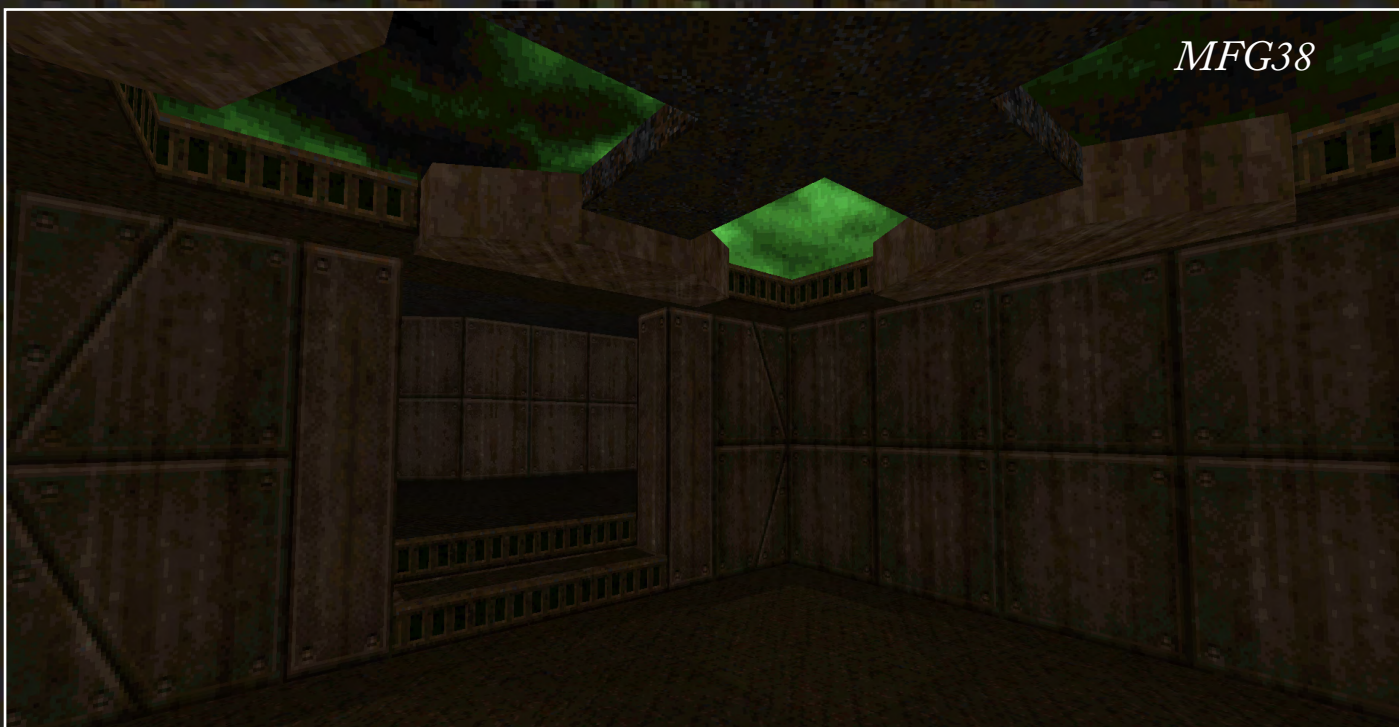
NaturalTwenty

PICTURES
GALLERY

Wereknight



MFG38



NeoWorm



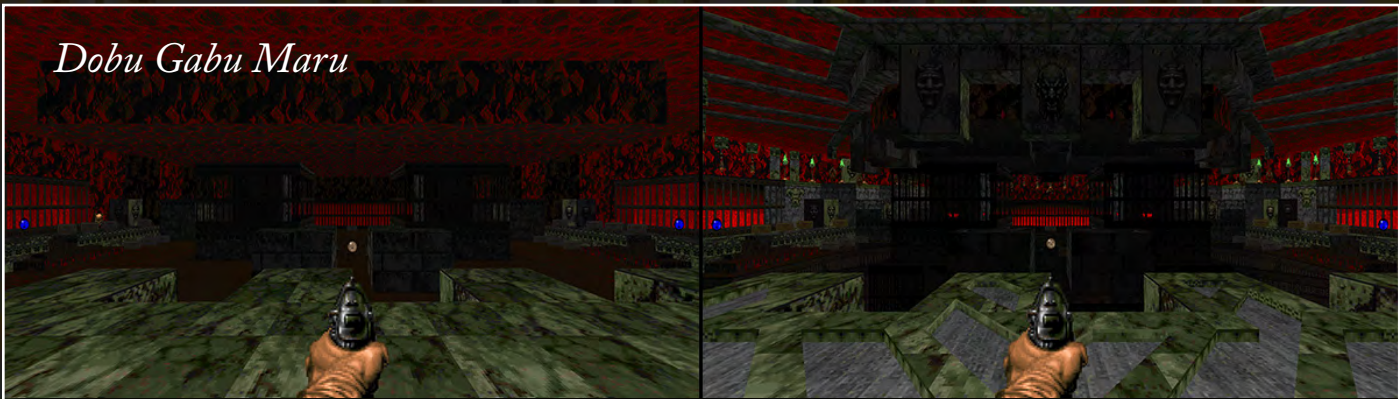
NeoWorm



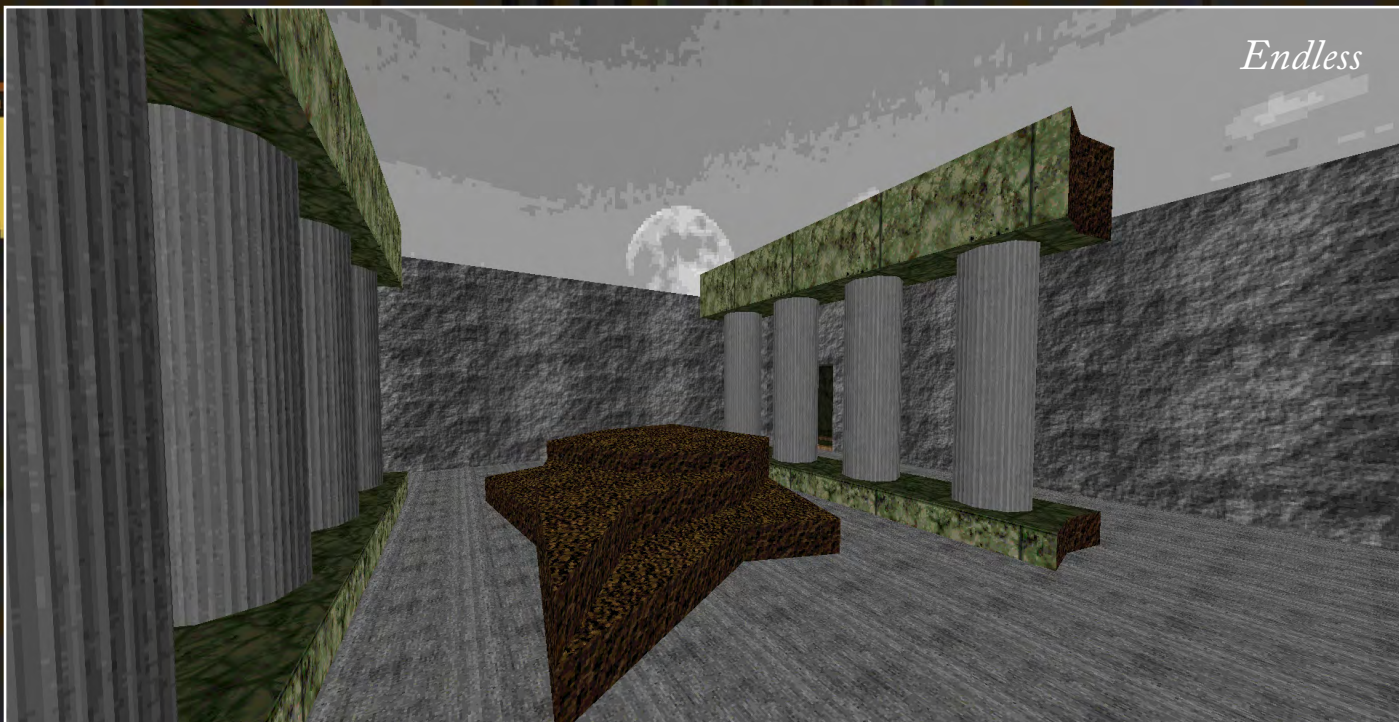
Lorenz0



Dobu Gabu Maru



Endless



Ichor

