THE DOOM MASTER

WADAZINE

ISSUE X

DOOM 32X
development

Consolation
Coverage

Into The Fire
Fanficton by Simpletonium

Interviews:
SloVinator, Bauul

xTra crispy!

Top X wads
X issues later
Master
Recommendation X

WADAZINE

WAD Corner: Deus Vult, Kama Sutra, Aquam, Master of Puppets,
Combat Shock, Dark Covenant, Anguish

WRITERS OF THIS SPECIAL ISSUE:

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

Immorpher, a nicely done contribution with a *WAD Corner*.

Taufan99, *WAD Corner* contribution and article writer.

Gaia74, joins the ranks of the *WAD Corner* contributors.

Simpletonium, our first fiction writer! Welcome to the team.

LadyMistDragon, new blood for the *WAD Corner* and *Newstuff Guide*, a warm welcome, mate!

Roebloz, the **Console Doom** article maker.

Bluepineapple, quite the prolific mapper and also an article writer!

Major Arlene, the WAD master shares a *WAD Corner* section once again.

VERY SPECIAL THANKS TO:

Doomkid, **Chris Hansen**, and **Ryath**, 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.

Bauul, for joining us in this amazing Master Recommendation.

Pianosnakes, for contributing artwork.

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:

Well look at that! Our 10th edition! *Wadazine* finally hits the magic number, that lovely X that we sought so much. Cough cough. Anyway. I want to specially thank everybody and anyone that has been part of the *Wadazine* since its inception back in 2020. We still haven't reached that fabled 1 year anniversary, but we have finally reached that lovely 10-hits milestone. A task that looked like a daunting duty at first, but has become something of a cultural movement now. We don't stop because we just love this so much. The *Wadazine* is part of this community and we are a part of a new era for **Doom**. While the game keeps living after all this time, so we hope the *Wadazine* can travel alongside it for quite some time to come.

This time around, we have something of a special announcement, so in a way, we wanted to make this issue a big one. One that would bring as much content as it could, while always staying true to our landmark of quality. We like having the quality and quantity on both sides: The good sides! Yet not everything goes as planned, but even during the hard times and hardships, we give it all so this endeavor doesn't end prematurely. We have some things left to show!

On that note... this is quite the announcement to make.

We are taking a break.

Don't panic! But yes, the *Doom Master Wadazine* will take a well-deserved month long break. Now, why? You may ask. Well, we've been working on it non-stop for already 10 issues, and when I say non-stop, I mean it. From permanent writers to permanent designers, the boys and gals have been pumping quality content, all for the love and passion, without a single break. I think they deserve quite the rest!

Now, of course, that's one of the reasons, but there's also another one. One that's a bit more special. We hope that, in a way or another, we can make this small dream come true, but we'll see how it goes, for now, I'll just announce it as this: The *Wadazine Master Collection*, a mapping collaboration between the community and the Wadazine team. Our first steps are starting and we'll share some more info along the road, but we would love to have you, dear doomer, onboard this amazing adventure, so stay tuned! And enjoy, the *Doom Master Wadazine # X!*

– Endless
EDITOR-IN-CHIEF

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
THE ZINE, HIT UP THE OFFICIAL DMW DISCORD OR RUTHLESSLY HUNT DOWN THE TEAM
ON DOOMWORLD TO SEE HOW YOU CAN HELP!

The Doom Master Wadazine, 10 issues later

Celebrating our first milestone.

There are things in life that we never expect to come true. Like distant fantasies of which we can only dream through the veil of longing and illusion. Many of us sometimes take life under an intense allusion to recognition and success, constantly seeking the satisfaction of being able to say that we have left a mark on something. I think I was in the same situation. One where I was looking to do something that would motivate my life, that would awaken my passion and that would launch me into an endless adventure by which I would be able to function as a human being with true life flowing through my veins. Many projects I started in this way, many failed and very few succeeded in giving me a true feeling of joy and completion. Sometimes the work I did was simply not enough to achieve that goal. Sometimes I lacked that beautifully projected idea of belonging to a community, of being part of something bigger than myself. Of being part of something good, welcoming and fun. Ever evolving, never stopping. Unyielded.

Doom indulged me.

A welcoming community, full of support, beauty, ugliness, sweetness, violence and some edgy vibes here and there.

Just the way I like.

But most of all, and a super important aspect in any community, is that they were more than open to new members and new projects.

Slowly but surely, I started to use my best qualities to bring something to life that could be part of this game, of this family.

With a crisp keyboard and a lot of desire, the first edition of Doom Master Wadazine was born.

It is entirely in Word without any further editing or graphic design.

It was rawer than a fish; but it was pure, full of essence and a lot of passion.

It was the first step into what would become a moon landing for us.

I started this project all alone, with just some general advice and tips from people like Doomkid and Not Jabba.

The first issue looks, indeed, very primitive when compared with the rest of our work.

But that's the beauty of it because it shows perfectly how this e-zine evolved completely into a full-on community project, one that now has permanent members, designers, editors, writers, contributors, promoters and hosts.

I never dreamt of reaching such a fantastical quality work environment.

One where I could say that I trusted and respected my co-workers.

The best thing of it? They all do it for free, just because they love Doom, a mighty love for this game and this beautifully old community.

I wouldn't have reached so far and so wide without them and for that I am extremely thankful.

These doomers are Doom Masters in every sense of the word!

Ten issues, what's next?

Since July, when the first issue was published, until now in February 2021, the Doom Master Wadazine has reached the fantastic achievement of having published 10 successful issues.

Each one bringing with it content as varied as it is fantastic.

The first issue, made with nothing but Word, featured 34 pages of honest content.

Ten issues later our magazine has grown to reaching even 80 pages with some outstanding content that rivals professional productions in the gaming magazine world! It makes me very proud.

The work has been hard, with some hard moments and there have been points where the fatigue is strong, but we never stop and we always keep going.

What we do here is not for any benefit other than knowing that we are part of a bigger picture than ourselves.

It's because we simply love it.

And yet, after so much work and with the future ahead of us, the question arises...

what's next? Well my dear reader and doomer, there are many answers to that:

- More issues to come!
- Wadazine anniversary edition.
- Special Halloween and Xmas edition.
- Master Recommendations.
- The

Wadazine Master Collection

mapping project.
- Other community projects.
- Another Cacoward mentioning? ;)
- The Wadazine Awards 2021.

While time will tell if everything goes as planned, I'm really crossing my fingers and praying to the Doom gods that the Wadazine endures for a long, long time. Even if I'm out of this someday, let's hope there's a worthy contender for taking the lead into the right path. This is one of those rare dreams that come into life, and one that I'll try to keep alive as long as I can. For ten issues, let's now make it a hundred!
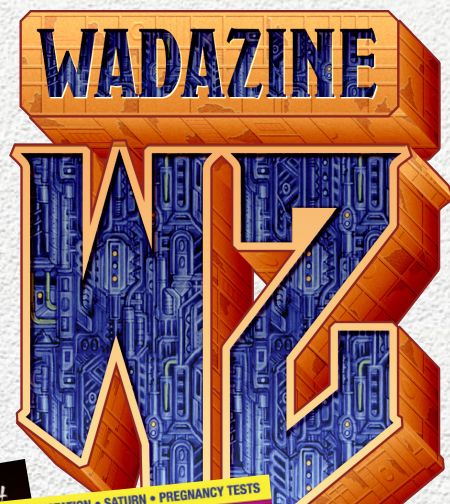
Interview with
The_SloVinator

SEASONED MAPPER FROM SLOVENIA

THE_SLOVINATOR aka *The_ DooMinator* has been contributing to the **DOOM** fandom since 2016, which is quite a time if you think about it. He has been part of *7* community projects as well as 3 personal projects (as of when this was written), showing a promising career comparable to other mappers of the current time. Now I present you an interview with the man himself. Enjoy!

Taufan99: Greetings! My name is ta-ufan99 and I'd like to interview you. Could you introduce yourself to newer people unfamiliar with you?

The_SloVinator: Hello there. My name is *The_SloVinator aka The_DooMina-tor* (on other social media sites). I'm 28 years old guy from Slovenia & I've been playing **Doom** since 2001. My half-brother introduced it to me & I've fallen in love with it since.
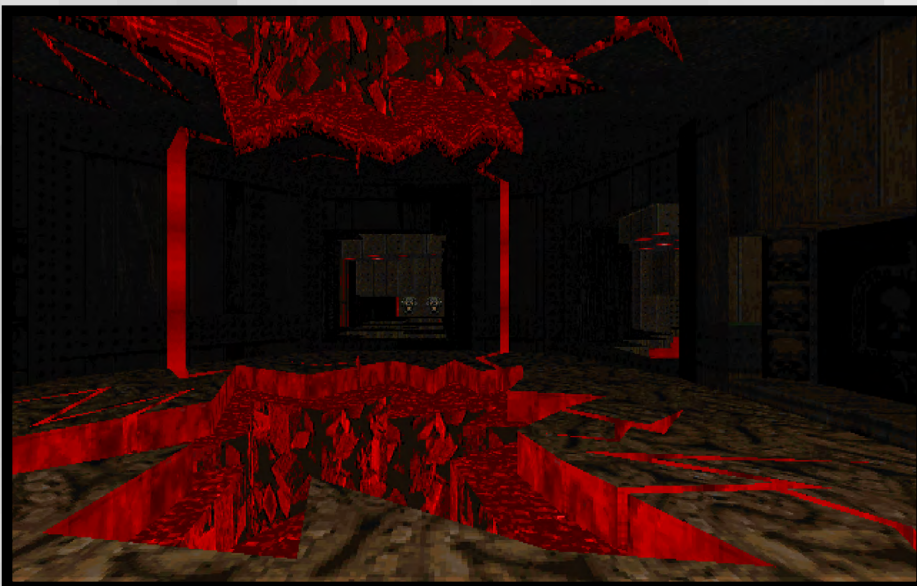
T: How many mapsets have you devel-oped, and what community projects have you contributed to?

S: I've made:

- *Oculus Malus*, a limit-removing single map (E3M1) replacement, inspired by *Sigil*.

- *Infernovasion*, a limit-removing E1 replacement that's semi-heavy on story about a Doomguy working as a security officer on Earth's moon base. More stuff to come...hopefully.

- *TNT Goes Boom!*, a WIP vanilla *TNT* replacement I decided to craft out of my love for *TNT*. (6 maps have been released as of now) Not related to Boom source port in any way.

Projects I've contributed to: (project & map name)

- *Gridlock Project*
'Through & Around'

- *Doomworld Mega Project 2017*
'Isolation'

- *Deadly Standards E1*
'Research Station'

- *Deadly Standards E2*
'Ore Refinery'

- *Doomworld Omega Project 2018*
'Raided Tomb'

- *Akeldama*
'Orphanage'
[unfortunately, the map was rejected]

- *DyingCamel's Demons #3*
'Oil Crisis'

- *MAYhem 2020*
'Deep Focus'

T: How long have you been mapping for Classic Doom, and do you have any interesting story related to your mapping experience?

S: I've been mapping since late 2014, although I do remember trying it out back in 2009 but I gave up on it a few minutes in.

First format I started mapping on was **Doom 2 Hexen** format & I watched some tutorials on youtube on how to make scripts, 3D bridges, slopes, etc...

plus adding new custom sounds & music. Made a few maps & I was mostly proud of how atmospheric those maps turned out. They don't exist anymore & it's a shame as I'd like to go back to them & experiment more on them.

Back in mid-2015, I decided to go for a more classic approach & made four maps for either *Boom* or vanilla, I don't remember. That was actually the first time I've released something on idgames (wad was called 'Distress Call') but later contacted the owners to delete the wad as I was not happy with it anymore.

That was also around the time when the mapper's block was hitting me hard & I had numerous troubles with layouts, enemy encounters & overall map designing. It was very close for me to throw in the towel.... but something kept me going.

2016 is when I joined my very first community project *Gridlock* (& the **Doom** community as a whole). Despite still having mapping insecurities, I managed to easily overcome them by speaking to folks here on *doomworld* & getting feedback from them, which I'm very thankful for. <3

Then came 2019 & 2020 where I released my first two personal projects & while not a whole lot of ...
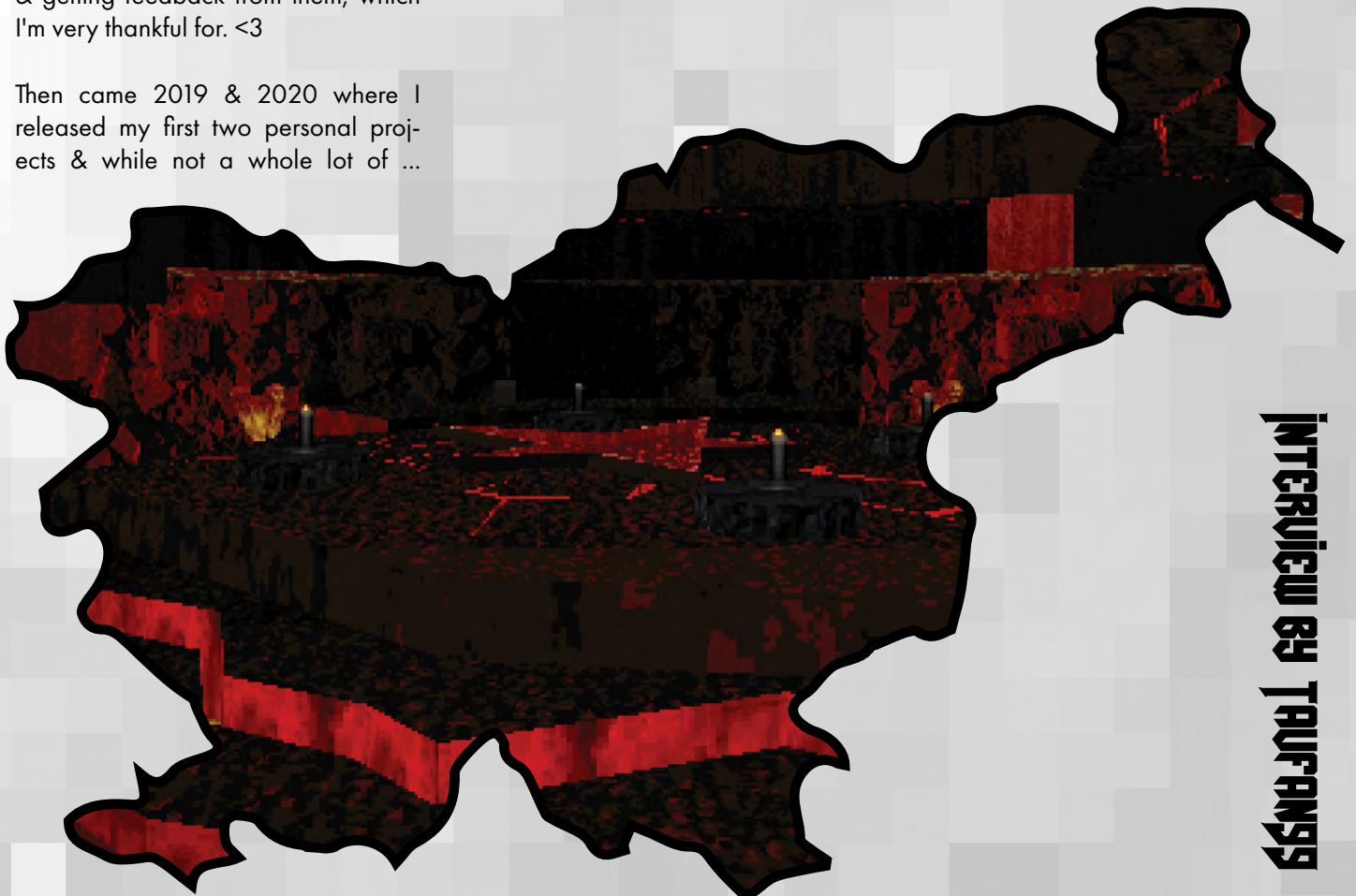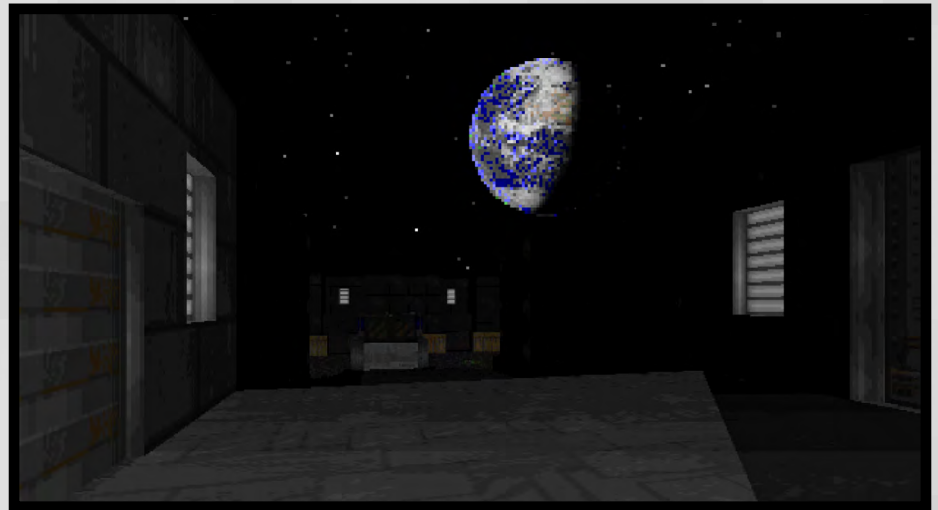
people played them, every single criticism & praise I got from the few people that tried my wads, was a motivational boost.

T: Can you cite your main influences in mapping?

S: Erik Alm's work (specifically *Scythe & Scythe 2*) made me grab a copy of *GzDoom Builder* & start mapping. I tried to replicate his mapping style at one point but his work was beyond my mapping skills. Haha. Although I did learn a lot from the designs in his maps, such as how to set up a teleporting trap, some heavy detailing...etc.

I haven't made many hell levels so far but *Romero's Sigil* style has influenced how I perceive hell in **Doom** & will definitely take that approach from time to time.

That's all I can think of.

T: I see that you come from Slovenia, does your country have a local DOOM scene like France and Japan?

If yes, do you have any interesting experience to share?

S: Unfortunately no, there is no local **Doom** scene here. In fact, gaming in Slovenia is very sparse unless there is something extremely popular & **Doom** is not on that list. There is one *Doomworld* member that's from Slovenia as well but they have been inactive for a long time now. My half-brother has no interest in **Doom** that much, so I'm basically a lone wolf for now.

Would love to have some Slovene folks join me for a community project in a similar way like the *Japanese Community Project* but chances for that happening is slim to none.

T: Outside of DOOM, what other media influence/have influenced you?

S: *Half Life's* atmosphere & map design (or at least the connections between the maps) heavily influenced Infernovasion & so did *Duke 3D* with its Lunar episode. I've also been watching some mapping videos (time-laps-

es) from other games, such as *Quake, Unreal, Thief* that also influenced me in general to keep on going with **Doom** mapping, if that makes sense.

*T: Any upcoming plans you'd like to share to readers before the end of this interview?*

S: I do plan to continue Infernovasion with some neat story-telling ideas but I'm not sure when. *TNT Goes Boom!* will definitely be finished in the near future & will be released episodically for easier playtesting & whatnot. Back in late 2019, I had a plan to create an episode for **Heretic** (vanilla) but I cancelled it. Maybe that will be revived one day, maybe not.

As for possible future projects, maybe some custom **Doom 64** maps, perhaps? Learning UDMF & making Total Conversions? Learning how to make sprites or drawing that could be useful for making mods? Or heck, maybe even starting mapping for something outside of **Doom**, like *Half Life, Quake* or *Thief*. Who knows.
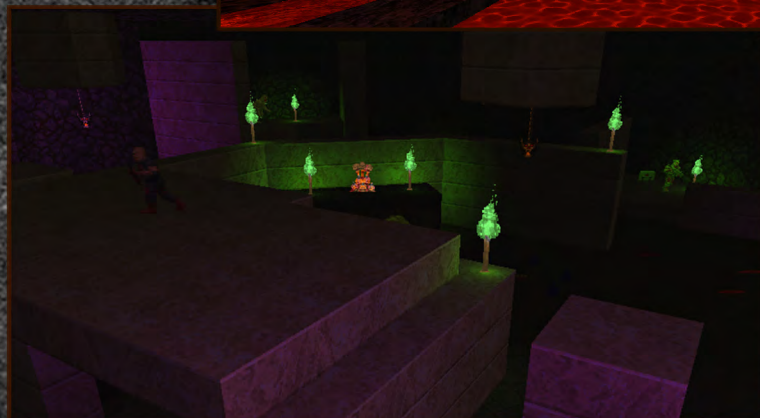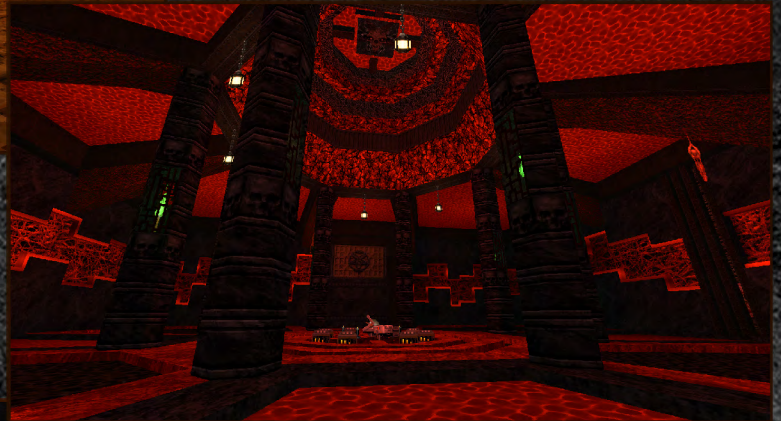
Anything can change in the future for me, depends on real life stuff, my mood & changing interests. I won't promise anything but I'll do my best.

T: Thank you for your time, it's been a pleasure interviewing you! All the best for you as well.

S: You're welcome & thank you for reaching out for the interview!
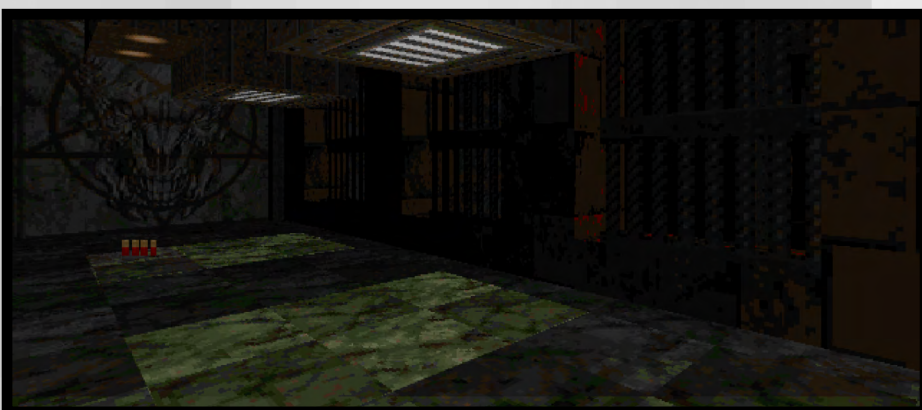
(MORE THAN) CONSOLATION COVERAGE

The year 2021 is only at the second month currently, but there has been quite a number of surprises every here and then, pleasant or otherwise. And as always, retro console ports of **Classic Doom** also get quite some treatment from fans.
*Fasten your seat belt and let's have a trip once again!*

Getting DOOM to run on Sega Genesis proper

(special thanks to *this thread*)

Back on December 3rd last year, an EverDrive distributor and programmer krikzz uploaded *footage* of their self-programmed port of **Doom** for the bare *Genesis* (obviously utilizing the *Mega EverDrive Pro*), based on the original Linux Doom source code. Instead of using assembly, krikzz wrote the code entirely in C, which can be *seen here.* Despite the less-than-stellar performance, framerate-wise and palette-wise, it was impressive enough considering *Genesis'* state of hardware... until January 16, when the same developer, now with help from Uniq.Games, *enhanced the port* utilizing *Mega EverDrive Pro's* FPGA chip and the SSF2 mapper to expand the ROM size. This helped the port get the 256-color palette and the COLORMAP lump to work, while also having a near-perfect framerate. Now that's even better than the **32X** port we got! *Uniq.Games* himself considers releasing the port once development is done, although it seems that only *Mega EverDrive Pro* owners will be able to play it. If you, like me, are more into emulation, chances are very slim to none that we can play it too. Otherwise, this is a great hallmark on *Sega Genesis* homebrew programming that deserves more of your attention.
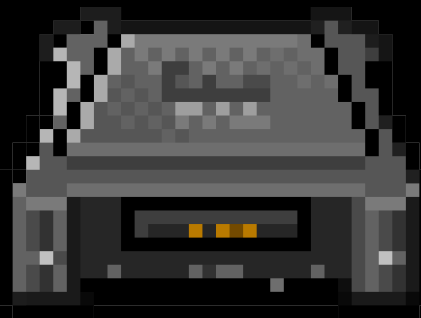
A few more OptiDoom Updates

(Click here for updates)

Despite no new current release for this **3DO DOOM** enhancing port, *optimus6128* keeps improving it as time goes by. On January 11, after having achieved about a thousand subscribers on YouTube, he livestreamed a *coding session* in which he also created a map to demonstrate *OptiDoom's* **new features**, such as **PSX DOOM**-esque RGB recoloring, fog and distortion effects inside sector. More recently, he also stumbled upon a *visual bug* of what looks like a feedback sine distortion effect after *OptiDoom* failed to load the next map data, which later made its way into a mixture of an expected HOM effect that occurs when a wall is missing textures and the already-implemented screen grid distortion effect. The result can be *seen here.* Talk about intended bug/feature creativity!

## Operation: 32X Resurrection

It is a public secret that the **Atari Jaguar DOOM** codebase contains a *specific part* "#ifndef MARS" (Mars being the codename for *32X*) that disables monster infighting in the *Sega 32X* port, due to lack of enemy rotations. However, all the *Genesis/32X*-specific stuff is *missing in the codebase*, including the code to draw the status bar (using *Genesis'* tiling hardware). On January 17, a Russian programmer *Victor Luchits* published his *Sega 32X DOOM port project* and its *demonstration video*.

As can be seen, it's still pretty much a rudimentary port, but he does say he'd be pretty glad to add some more features with help from other developers. Later on, with additional contribution from *Roebloz, Vic* has implemented the DMAPINFO lump that lets mappers customize level orders to their liking, although this, along with the rest of the port, may still take some time to catch more of people's attention. If you're interested in helping or even just curious, head over to *his thread here*.
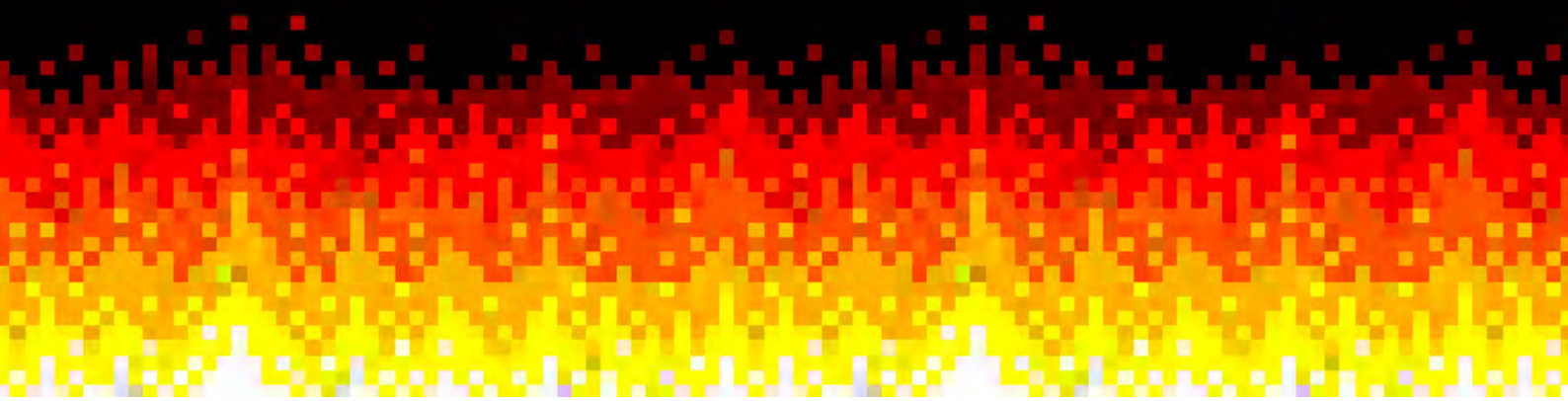
PsyDoom update to feature Vulkan renderer

Good news ahead for owners of newer fancy devices! The much-praised **PSX DOOM** backport *PsyDoom* will feature a Vulkan renderer that will improve the gameplay's overall look, as teased by its developer *Darragh Coy* on January 22. Here are two comparison images (left: original renderer, right: Vulkan). More of these comparisons can be _**seen here**_.

The Vulkan renderer itself has been crafted carefully with regard to the original lighting and shading of the port, retaining the 16-bit color look. For those whose devices don't support Vulkan, fear not! The original renderer itself will still remain intact, so rest assured and keep your PsyDoom with you.
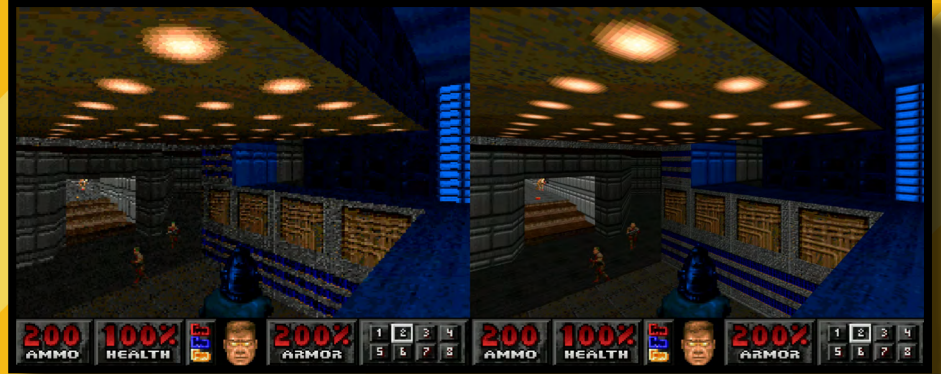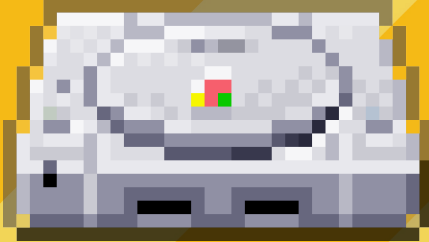

The Ultra-Absolutist's quest for the old chronicles

On January 26, Immorpher bestowed us the _**nigh-forsaken chronicles**_ of **DOOM 64** from the antiquity of its initial era. These are all scanned from old video gaming magazines of various sources. This is quite a discovery, as earlier entries from 1995 and early 1996 informed us that the would-be game, then titled *Ultra Doom* (based on the console's codename *Ultra 64*), was to feature the original **Classic Doom** aesthetic a la the original **PSX** port, from which it was based on, before finally getting overhauled to incorporate a personal identity never imagined before at its time. Another knowledge worth mentioning is that *Midway* was also planning on developing a multiplayer-only sequel titled *Doom Absolution* to compete with the likes of *GoldenEye 007*, although this was later scrapped in favor of a **Nintendo 64** port of the first *Quake* game with the same colored lighting feature from **D64** (at least we don't get to see too many grainy colors anymore there!).
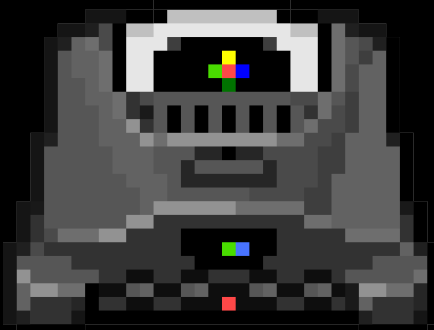

Ultra Doom

The PC hit that set the standard for years will be making its way over to the Ultra 64. Not too much is known about the conversion since it's still early in development. However, we understand that this "Ultra" version will include a compilation of levels that we haven't seen before in any of the previous Doom titles. With the ability to have multiple players at once, we can hope to be able to join in on a four-player deathmatch.
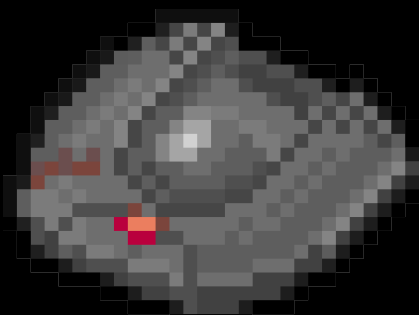
Calico v2.0 released!

This was the most surprising out of all I have covered here, but *Quasar* has finally announced on the first date of this very month that our favorite **Atari Jaguar DOOM** backport now has a *v2.0 release*. It now features gamepad and mouse support, separate use and strafe action keys, a new optional shader-based Open-GL 4.0 renderer, higher resolutions, bugfixes, and best of all, a separate configurator that assists you to set the backport up to your liking. Intermission music and network play are still absent and demos still desync for unknown reason, but this version already features a huge list of improvements from the previous iteration. Although, indeed, plans to solve these three problems are on the list.

As the original *Jaguar* port has been used as the base for many other console ports, it makes sense that a portion of *Calico's* code was eventually used to help reverse-engineer **DOOM 64** for the official 2020 remaster and *Team GEC's Doom64-RE project*. A little bit of fun fact, *Calico's* development was also originally aided by the release of the **3DO** port's source code by *Rebecca Heinemann* herself, as well as *Kaiser's Doom64 EX*. This is because the *Jaguar* port's source code was under the assembly language, originally having been converted from C, later compiled and hand-tuned as assembly, which required an immense amount of effort to re-convert to C. Part of *KEX 2's* and *Eternity Engine's* code is also used for OpenGL rendering, library utilities, and integration with the SDL library.

Do you have any favorite highlights here? Remember to support everyone involved in these, and show some appreciation as well!

Calico Doom screenshots stolen from Dimon12321.

ARTICLE BY TAUFAN99

32X
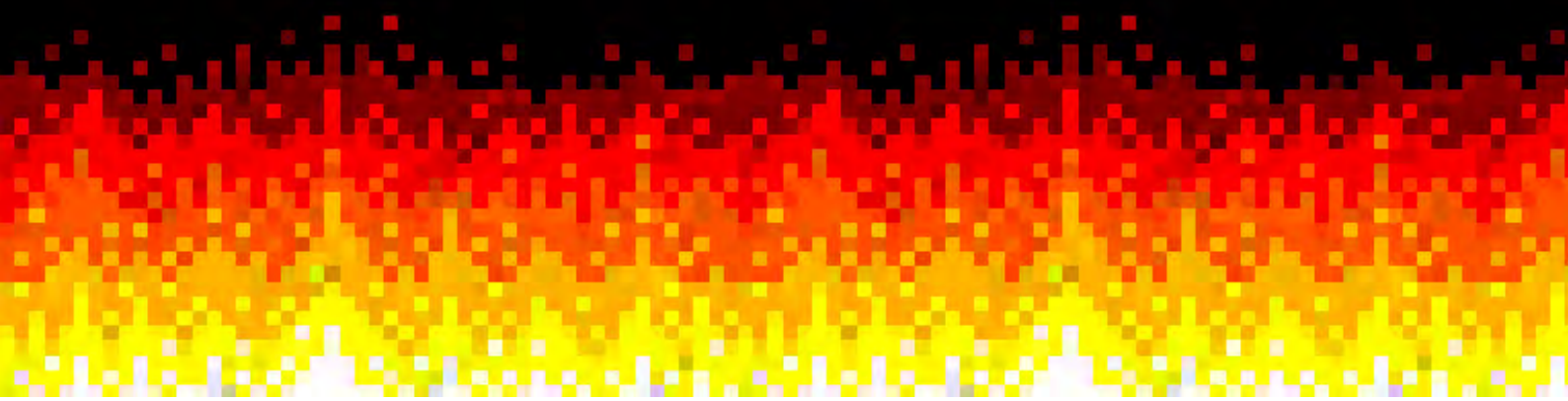
ROEBLOZ'S CONSOLE DOOM CHRONICLES

EPISODE 1: KNEE-DEEP IN 32X DEVELOPMENT

Doom 32x Prototype Menu Screen

So? You want more **Console Doom** my refined friend? Well, I don't really have more hacks to show you. But, I present to you, refined demon, a brand new series of articles: *Console Doom Chronicles*, where I will go over various ports and various topics about them such as development, commercials and unused stuff. Today, we start with my favorite port's development: **Doom 32x**!

Doom 32x is the **Doom Console Port** with the most (because it is also the only one) with prototypes released to the public by the legend of *Hidden Palace, drx*. Thus, we have the biggest amount of insight about its development. First of all, **Doom 32x** visibly started as a more PC-accurate port, but due to time constraints and space issues, this idea was cut.

As I've already proven with *Doom 32x: Delta,* **Doom 32x** could have very well handled such a task, but I suppose due to issues with 4MB cartridges being more expensive to produce, the idea was cut in favor of a copy-pasted WAD from **Jaguar Doom**. Copy-pasted? Not exactly. Aside from the differences in file formats which do NOT count, **Doom 32x**'s WAD seems to come from an earlier **Jaguar Doom** WAD. How do I know? Well, one level proves that theory without question.

Unrefined Refinery

Refinery is notably different from the *Jaguar* version, looking like the PC version a lot more. Here are the notable differences I could find.

The area leading to the shotgun still has those thin pipe columns that would eventually be removed for **Jaguar Doom** and all the other ports based on said version.

And most importantly, the BFG9000 had yet to be added to the secret backpack room, making it completely unavailable in **Doom 32x** despite being programmed. Interesting stuff.

Music

Doom 32x is infamously notorious for its "farty" music (That isn't that bad, by the way) that completely ruins certain tracks. Well, in the earlier prototypes, an earlier arrangement of *At Doom's Gate* that sounded way more like a xylophone played indefinitely. (Said alternative track remains unused in the final game) It's unknown why *Brian Coburn* went to the "farty" style, but one thing is for sure, listening to a xylophone concert is better than listening to a *Taco Bell* concert.

Flaming Barrels, Projectiles...CBLUE?

Leftover in **Doom 32x**'s IWAD are the flaming barrel from **Doom II** (That is fully functional as a prop) and the usual unused projectiles and impact sprites that were also left unused in the PC IWAD before v1.666, but the most peculiar thing to be unused is this guy right here.

It is one of the textures from **Doom II**, yes, but aside from the fact that it is not present in the other Jaguar-based **Console Doom** ports, it has a very peculiar internal name, being referred to as *"CBLUE01"*. It is unknown if the original texture was simply overwritten or if this texture originally had this name in **Doom II** as well, but I have two theories. Either the *COMPBLUE* texture was going to be included in Jaguar **Doom**, or this texture was originally a completely different blue texture in **Doom II** itself that we have never seen. Interesting how **Doom 32x** unused stuff is giving us insight on **Doom II**'s development.

Tech Pillars

Ah yes, tech pillars. The iconic Episode 1 decoration was omitted for seemingly no reason. Well, it seems that the September 14 build planned to keep them. Said build is peculiar, seemingly being a mix of the original PC maps and **Jaguar Doom**-flavored textures (Like e-doctor did with his now-obsolete ROM Hack) The WAD was seemingly based off the WAD from the older prototypes but with **Jaguar Doom** textures, as MAP02s secret backpack still uses *TEKWALL4* as the wall (Which doesn't exist, resulting in *ASH01* showing up) and E1M1's armor room still has the pillars.

Conclusion

Doom 32x seemingly started as a more accurate port, turned into a geometrically-accurate port and ended up as a **Jaguar Doom**-ified port with an early E3M3 and no BFG9000. What a bummer. To conclude, if you wish to play **Doom 32x** the originally intended way, give my *Doom 32x Delta* hack a quick shot, and yes, I will be making more articles about every 90's **Doom** port (Maybe even list notable PC differences or even commercials!) So until next time, fellow demon of refined taste, I am off.

"CBLUE01"

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

THE AGE OF HELL

HELL IT SEEMS, IS BIGGER THAN WE THOUGHT.

COMING SOON
FROM BRIDGEBURNER56

Into the Fire

DOOM FAN FICTION BY SIMPLETONIUM

Earth, during the events of *Hell on Earth*:

The stabbing sounds of gunfire and explosives come rushing back into your skull as the shellshock wears off. Each blast grips you by the throat and thumps itself into your chest as the constant soundwaves rattle your bones. The high-pitched ringing in your ears reaches a crescendo as clumps of accelerated dirt and debris rain overtop your head and helmet, blanketing the creases and folds of your camouflaged sleeves and pantlegs in brown, pebbly muck. A blurry haze slowly begins to lift from your double-vision as the two images interweave and your eyes readjust to the scene before you. From the shallow crater you find yourself in you see dark, unhealthy looking clouds on high, fire and smoke shooting into the sky, and the towering corpses of scarred and eviscerated skyscrapers threatening to collapse against their own ruined steel skeletons.

Somewhere in the spherical expanse, flak emplacements are bombarding unseen targets. It's supposed to be the middle of the day, but the darkness is reminiscent of deep night, which you are reminded of as your askew helmet visor's heads-up-display flickers in and out of nightvision mode due to your hard fall. A few reports from automatic weapons ring out from behind you, tracer rounds in their wake. The bullets and their glowing trails pass over with a sharp whizzing sound. You crane your neck stiffly to notice your commanding officer, a hardened veteran, poised nearby. He drops to one knee, behind cover, and aims his rifle in the direction of the gunfire.

After nestling the stock into his shoulder, he fires a few quick bursts. He gracefully sidesteps the retaliatory shots and begins moving in your direction, eyes trained unblinkingly on his targets. The glinting brass ejecting from his weapon lands on your armored chest with dull paps as he approaches. The cartridges are rather weighty, and the stinging scent of gunpowder penetrates deep into your nostrils through your open visor. The expended rounds are enveloped in a cloak of light colored smoke; each tendril dissipating as it contacts. They lazily roll off and to the ground as you shift yourself around. Apparently neutralizing the threat, your CO withdraws his weapon and extends his arm towards you. You roll to your side from your sprawled position and grasp his veiny forearm tightly. With a grunt, he helps you to your feet. After a quick nod, he scans the area and pulls away at a light jog, beckoning for you to follow. Slowly regaining your bearings, you flip down your visor to activate your heads-up-display once more. You stretch down to retrieve your assault rifle from the muddy hole you were laying in and rush across the tortured cityscape, keeping pace with the grizzled soldier.

The brown, gut ridden ground bounces up and down with each stride, the charred and twisted remains of friend and foe alike silently screaming at you in protest of your very life. You turn your attention from them to the sky. There is a booming thunderclap followed by an ambient illumination of everything around you in unholy red light. Out of the sudden brightness, you find yourself breathless and insignificant as you make out the silhouettes of huge, flying demons and fighter jets tumbling and roaring overhead. Rows of high-rise windows shatter in unison as the force of sonic booms tears through the air.

At last you reach your squad, further evidenced by the friendly tags and vitals populating alongside the borders of your display in sleek, green LED readout. They are all leaning single-file against a battered concrete wall, awaiting orders to breach

the accompanying building's dented, bullet-ridden metal doors. As you take position, the CO gives the signal. The two marines closest to the door stack up on either side. One abruptly and precisely swings the door in and tosses a flashbang grenade while the other sends a canister of tear gas clacking and rolling across the floor and through the aperture. Along with the team, you toggle a gas-filtering system for your head-enclosing space helmet via a button press along the ridge of your armored temple, a motion that has become second-nature to you. You reach down and pull the charging handle on your dirt-speckled rifle as you ready yourself for the next in line of what seems to you an endless stream of wearying confrontations. A sharp pop and hiss spells the release of the gas, and as the flashbang detonates, you hear some alarmed screams from within as your unit floods the room. You are soon greeted by the cracks and pops of ballistics and energized hums of blue plasma narrowly missing your head, creating small tears in the column of smoke as they attempt to burrow a searing hole in your flesh. You are able to identify the enemy position due to their weapons' muzzle flashes, and you take a few shots. Two figures fall from the shadows and smoke to the floor. The resultant thud and quick ballooning of the thick gas to expose their motionless bodies signify kills.

After a brief shootout, your team mops up the rest of the enemy, leaving only the empty room as the gas quickly billows through the crack of the entrance doors. It is a high-tech research lab of sorts, with advanced machinery and computers populating the walls and floor space. At the far end is a large blast door. Some of your unit have already reached the door and begun to prepare breaching apparatus. They use some plasma welders to loosen the doorframe and they apply some advanced charges to the weakened areas. After stepping backwards a safe distance, the payloads are detonated, thrusting the door and a large amount of debris into the adjoining corridor. After the dust settles, you move out with the rest of the squad and begin searching for your primary mission objective: the main control room. Referencing a holographic auto-map of the building's floor plan you were shown in your briefings as well as a copy in your helmet's display, you soon locate the room, and begin to move out with the rest of the team. You pass strange laboratories and hear the beeping of computers all around you. The walls have a sheen to them that casts icy reflections on every surface. The clean, cool, advanced technology stands in sharp contrast to the horrors outside. Every corner and every crack conceals a potential enemy. You remain on the highest alert. After some staggered firefights and dead ends, you find your destination and stack up on the doorway.

The portal has an inscription to the side on either wall, "Central Control and Operations". Your CO peers searchingly through a small rectangular window at the top of the door. A few moments pass before he nods, looking again towards your unit to whisper, "This looks like the target room. Remember, we need the lead scientists alive. Everyone else is a threat. Shoot first, ask questions later." You hear his voice in your head through your shared squad radio comms. Beckoning for a soldier to come forward, he says, "Taggart, take a peek." A special tactics operative privy to bleeding edge tech, Taggart approaches the door and produces a book-sized X-Ray pad and holds it against the shiny metal. He slides it along the polished surface and the adjacent walls. The device emits a faint doop. "I can't sir, it's all filled with lead alloy." says Taggart, replacing the pad in his backpack and retreating back through the throng to his position.

Your CO looks again through the window and grunts, "Damn, we're going in blind." After pausing for a micro-second, he orders, "Perform a wide-area genetic sweep. We need to know if it's them or not." Taggart interjects mid-sentence while furiously tapping on a wrist attached tactical computer, "Already on it sir, initializing." Taggart had also been kitted with friend-or-foe genetic monitoring equipment. It scans in a 500 yard radius, regardless of obstructions, utilizing the most recent advances in both intelligence and genome sequencing. "Confirmed, targets are inside the control room." says Taggart, who adjusts himself and cocks his weapon. Genetic samples of the primary targets had been provided before deployment, courtesy of some slick forensic work from the higher-ups.

You already know exactly what to do. Command briefed everyone on the ship before deployment. You remember the newscasts and spy drone surveillance: strong leaders and bureaucrats of the government signing over humanity's rights to the Union Aerospace Corporation's insane brand of demonic research. Mega-bases constructed for secret projects. Nobody but the highest powers could have known what they were up to. The UAC's head honchos were always attending conferences and speeches, shaking hands and kissing babies. Years of work to uncover their secrets and months still of bitter fighting. You never thought then that it would get this bad. You were wrong. The demons they brought through had actually managed to invade Earth in force, and were wreaking havoc. Your orders are simple: capture the lead scientists under any circumstances. All other contacts are expendable. You must close the hell-portals. You are operating under international authority. Inside the remnants of the United Nations' combined military forces, this is your last operation and stand. This building holds the devices necessary for ending the Hell on Earth invasion once and for all.

After detonating more specially designed disorientation breaching charges, your squad storms the room. Several armed guards attempt to react, but barely draw their weapons before they are gunned down. Before the smoke and bullet casings settle, you are expertly training your barrel on every lab coat in the room. Nobody moves yet. The tension is heavy and overbearing. Your head is fuzzy and swimming, the craze of warfare igniting your face and eyes. "Nobody fucking move!"

Your CO barks at the top of his gravelly voice as he advances purposefully towards the scientists. "You are all guilty of crimes against humanity and you will be tried in international tribunals. As of right now, the only rights you have are those allowed by my endearing patience. If one of you so much as blinks, I'll put one between your eyes!" You scan the room. Elevated above a flight of ornately tiled stairs and seated in uniform swivel chairs are a few nervous looking scientists dressed in black with the sigil of UAC high command emblazoned on their long-sleeved shoulders; they are your primary objectives. The remaining scientists seem to be taking the warning seriously. They haven't moved a muscle. You direct your gaze to the CO, who has already climbed the stairs and strode over to them. He forcefully grips a man with an altogether weasely appearance by the collar, bringing him inches away from his weathered face. He begins demanding information from him. The man blubbers something inaudible, receiving a prompt backhand slap. This elicits a more tempered response. Seeming satisfied, your CO throws him aside and begins typing on a nearby computer terminal. Everyone recoils as a loud klaxon alarm starts to wail, err-oooooa!...err-oooooa! The CO steps back from the console and turns to the scientist. "What is this?!" he yells, with a wild look on his face, "What did you do?!" a disturbing calm creeps across the UAC scientists' visage as he croaks from his floor-seated position, "We've just torn open the gates of Hell...our bases on Mars' moons were only a testing ground for humanity's final ascension...the demons, they've set up a force field. You could have never hoped to win..." As the final word breaks from his throat, an ominous and intense orange glow begins to bathe the room. The ground beneath your feet begins to tremor and quake. The floor tiles start to split, with large chunks falling down to the birthing abyss. There is a tremendous blast of sound, and the tremors become more violent. The orange glow begins to strobe and flicker. Electrical systems in the building start to fail. Florescent bulbs glow white hot before bursting. All of the computers start to malfunction and bleep uncontrollably. Secondary alarms join the klaxon. A garbled voice-over intercom buzzes, "Unstable dimensional rift detected." and "Emergency systems offline, facility integrity compromised." Regardless of your helmet's filtration systems, the air quickly becomes hot and cumbersome to breathe. The entire world seems to explode as your helmet optics are overcome by a brilliant and terrifying flash of white light.

You and the rest of the exhausted war-room staff shake off your headsets in pain. The audio feedback was devastating, and the roar of hell itself is still fresh in your eardrums. The giant monitor at the center of the underground installation is lifeless and black with only the message, "Connection lost" displayed across it in bold, red lettering. "We're doomed, then..." says a young man to your side. He was an intern in the months before the war. Back then he was fresh-faced and had a slick haircut. Now his greasy hair is long, coarse, and hangs in his eyes. His collared dress shirt is as mussed as his hair, with deep wrinkles and extensive yellowed stains spread out under his armpits. His pitiful checkered tie barely clings to his neck. Limp and unknotted, it completes the pitiful scene. The remaining political leaders and military generals of the world stand behind you, anxiously pacing or gripping the railings of a steel catwalk. In differing languages, they all swear, pray, or stay completely silent. Auto translation chips installed in your brain easily turn their fear and expletives into words you understand...not that you needed it. Humanity seems to have lost hope. There is no one left to fight. Just then, as everyone's heads hang low and they contemplate their last hours, a woman monitoring communication channels and translating static speaks up, "We're getting a faint energy reading from...what is this? Performing diagnostics... there's a marine, a-a single marine...he's on Earth. He isn't too far from the objective...establishing contact..."

The assaulting, pure-white beams of light overcome your ability to leave your eyes open. You hear distorted screams from those around you as you catch glimpses of bodies being torn apart and hurled every which way. You gaze behind you, searching for the door you entered from, but the lights seems to now surround you from every angle. You grip your rifle tightly in anticipation of certain death. You stretch out one hand in a desperate attempt to shield your eyes and scatter the brilliant rays while the other wonders what to do next as it weakly aims your weapon at what must be a new enemy. You fire wildly, unloading your entire magazine in a defiant attempt to fight whatever this force is. Currents of hot air buffet you strongly and you quickly lose hold of your gun, your lifeline, as you are lurched forward by an immensely strong, unseen force. It feels... wrong. Blinding green and yellow light bands rush past your vision before a dark, twisting tunnel envelopes you as you begin to move at breakneck speed. Air is practically ripped out of your lungs and you begin to suffocate. The whole world seems to fold in on itself at an infinitesimal point on the horizon line as you are jettisoned into the void. You feel stretched to the point of tearing and you are thrown back and forth, not quite falling, not quite flying. Your head becomes light and you know no more.

Hours may have passed, days, years, but astonishingly, you awaken. The air around you is uncomfortably warm, thick and oppressive. You feel a slightly cooler, hard surface underneath your head, as you are no longer wearing your helmet. Your vision is dancing and you have a killer headache. You begin to twitch and move to rise from your sprawled position. Your brown-gloved hand rests upon a gritty, cobbled stone floor as you lift yourself up. The scuff of your combat boot echoes down a dark, dingy corridor as you go from a crouch back to your full height. As your sightline acquires your surroundings, you see something in the upper corners of the walls wriggling and writhing...it looks like lengths of loose, ropy intestines extending into whatever tall and pitch-black expanse houses the ceiling. As it moves it produces a sickening squelching sound,

much like a hand through thick, raw beef. Before you have long to take in the grotesque marvel, a prolonged scream followed by muted reports of gunfire and a deep, unnatural bellow assaults you in waves from the far end of the corridor. Blue splashes of light illuminate the crevices of the shoddily constructed stone walls as you hear more deep, inhuman gutturals. Adrenaline and cortisol strike your brainstem instantly and your training kicks in. Your feel your palms moisten underneath your gloves and you feel each sinew and striation of your muscles harden in anticipation. You unholster your beretta pistol lightning fast from your thigh, jerk the slide back and hold the barrel at the ready as you purposefully but carefully inch down the foreboding passage. Primal energy surges through your legs as each footstep is met with a dim echo as you make your way along. The scream is joined by others and more gunshots, seemingly frantic but coordinated. Your radio is completely dead, no way to establish long-distance communication. Your steel-toe taps a rifle cartridge, which pings and rolls away. The small metallic cylinder grinds across the floor and becomes lodged in one of the stone groves, its effect almost deafening in the uneasy silence following the screams and shooting. As you near the end of the hall, you see a faint yellowish glow pulsing from around the corner. As you round it you see a mangled corpse surrounded by gore and the hairy or scaled bodies of some strange, bullet-ridden otherworldly creatures. The glow is coming from a wrist-gadget emitting a distress call. You take a knee and spot dogtags gently catching the light around what is left of the victim's neck. You stoop and quickly jerk the thin metal chain, which breaks away with a small snap and carries a slender string of viscera along with it. You raise it to eye level to read it, then mutter under your breath as you discern the bloodied letters, "…Taggart…"

The stench of mutilation and iron seeps in through your unprotected face. You take quick stock of the room once more as you crane your neck back and forth. You spot a large wooden door with metal riveted cross bars about 100 meters away further down the hall, standing starkly lit by wall sconces against the surrounding blackness. You get back up and make your way towards it. Bullet casings, bodies and blood decorate the floor and demand attention from your nose and your stomach. A plasma rifle lays uselessly upon the floor, snapped in two. Angry red wall torches cast a foreboding light on your surroundings and an unnatural feeling nags at you. As you near the door, it creaks and groans loudly, opening of its own accord. Thick metal chains clank and clang as the door raises. What waits on the other side is truly terrifying. You say to yourself in awed horror…"Where the hell am I?"

Sunglasses that hurt your eyes.

WADAZINE TOP 10

If you don't know what the Master Recommendation is by this point, you should probably go back and read all of our awesome issues for some fascinating WAD articles with personal interviews and more awesome stuff, but still, if you wish to know more, here's a small description in case you don't know: A Master Recommendation is one newly released WAD that we celebrate by choosing as the best work of the entire year line of publication.

During the early days of the Wadazine, there was up to two WADs chosen per month.

Now with our more standardized monthly publication, we choose one per month, making things even more interesting and organised for future publications, in a way that we can select different WADs and authors while at the same time sustaining a privileged status of work. What is the Master Recommendation then? Well, dear reader, is the best of the best.

Here you'll find the entire collection with some small reviews by side so you can choose which one to play.

I do warn you, addiction to Doom might be a secondary effect.
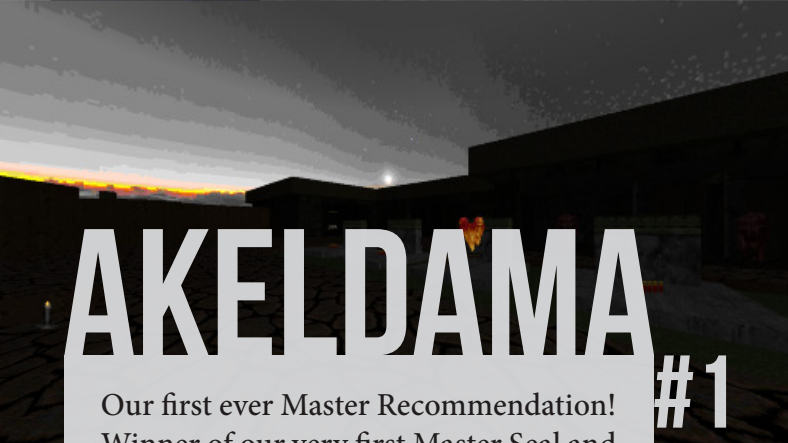
AKELDAMA #1

Our first ever Master Recommendation!
Winner of our very first Master Seal and
also one special project that I played
alongside the DWMegawad club.
Akeldama is one tough vanilla-compat-
ible community project full of fantasti-
cal maps that evoke the sweet feelings of
yore.
While some maps get significantly big
and hard later on the megawad, you'll
still find some iconic areas full of beauti-
fully challenging gameplay.
In vanilla, nonetheless.

#2 25 YEARS ON EARTH
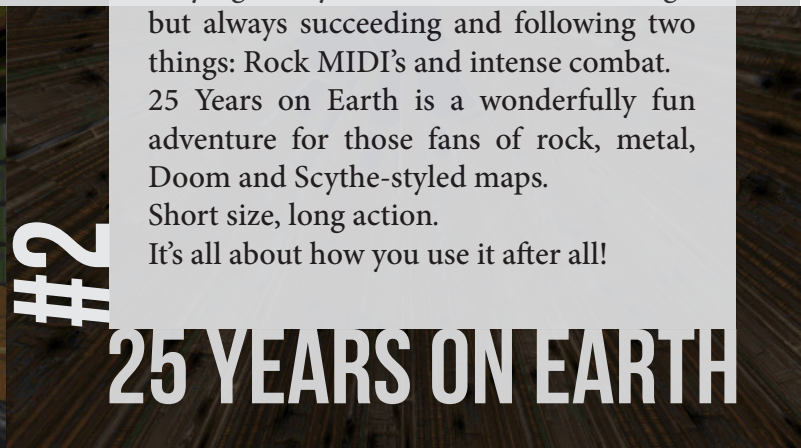
The second Master Recommendation and
one that ignited my love for vanilla in-
spired WADs.
Phobus created one fantastical adventure
that goes through a well varied and distinc-
tive selection of short-but-punchy maps,
varying in style and overall visual design
but always succeeding and following two
things: Rock MIDI's and intense combat.
25 Years on Earth is a wonderfully fun
adventure for those fans of rock, metal,
Doom and Scythe-styled maps.
Short size, long action.
It's all about how you use it after all!
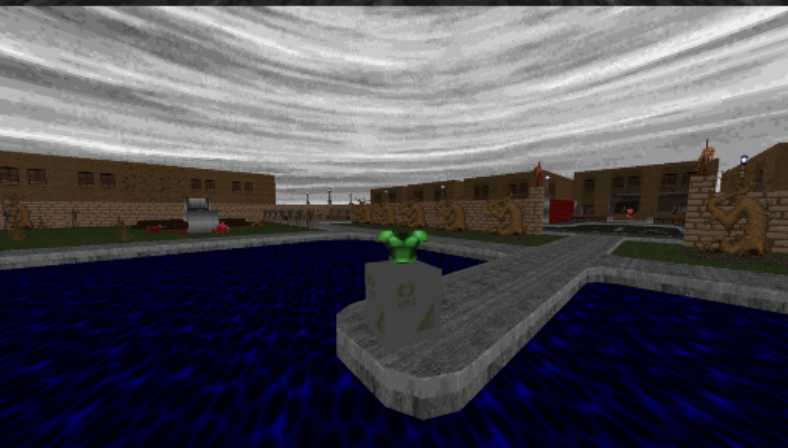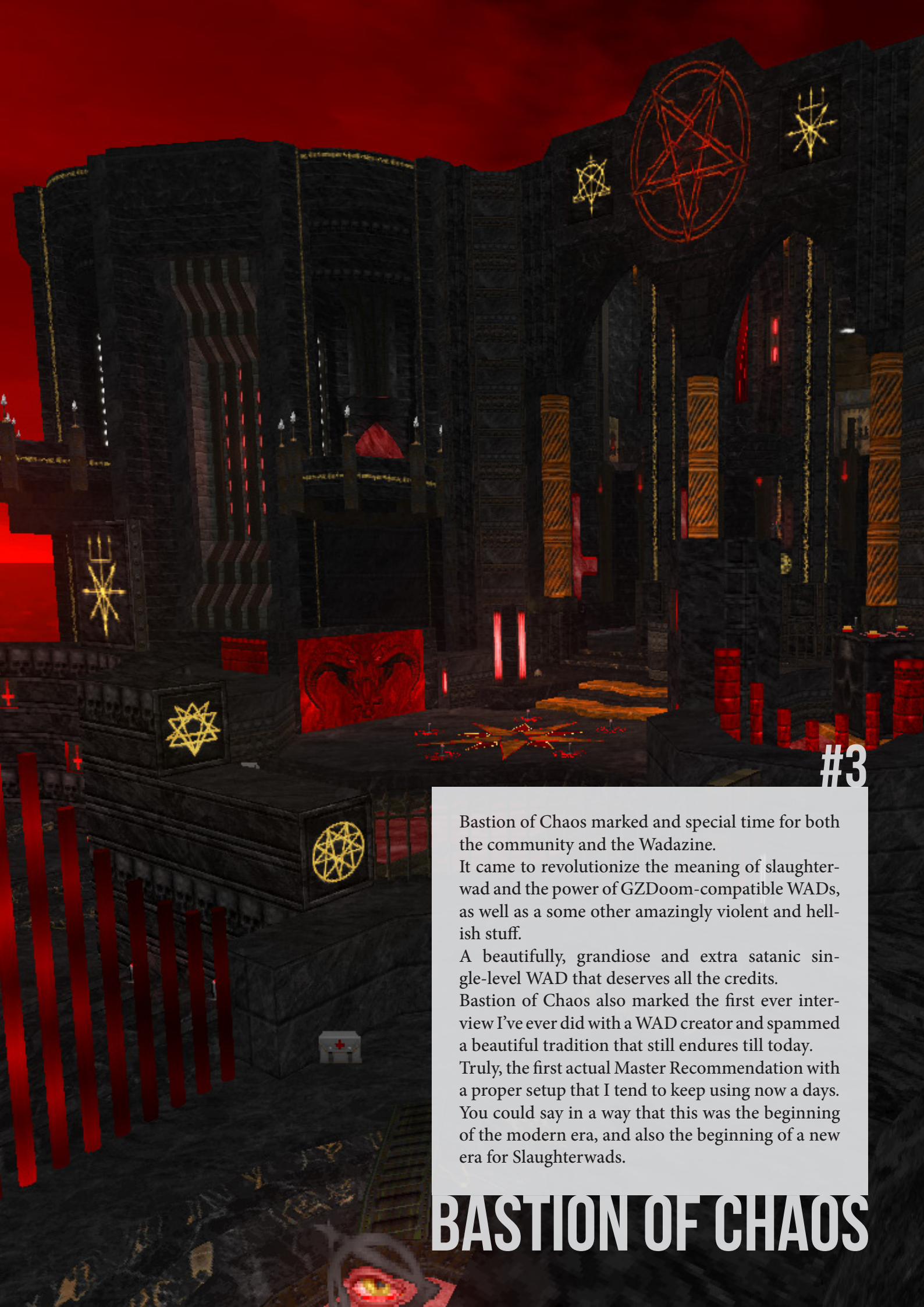
#3

Bastion of Chaos marked and special time for both the community and the Wadazine.

It came to revolutionize the meaning of slaughter-wad and the power of GZDoom-compatible WADs, as well as a some other amazingly violent and hellish stuff.

A beautifully, grandiose and extra satanic single-level WAD that deserves all the credits.

Bastion of Chaos also marked the first ever interview I've ever did with a WAD creator and spammed a beautiful tradition that still endures till today.

Truly, the first actual Master Recommendation with a proper setup that I tend to keep using now a days. You could say in a way that this was the beginning of the modern era, and also the beginning of a new era for Slaughterwads.

BASTION OF CHAOS
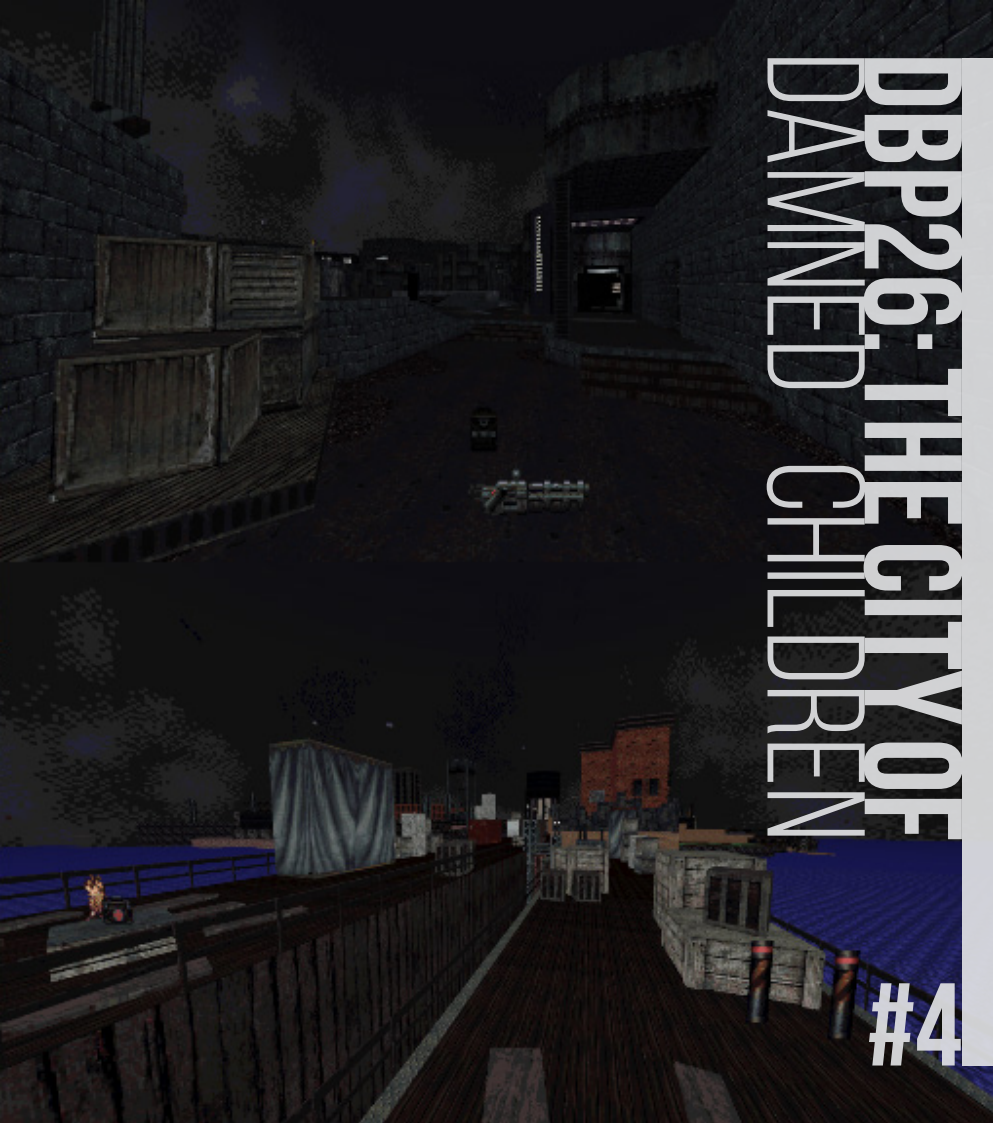
DBP26: THE CITY OF DAMNED CHILDREN

#4
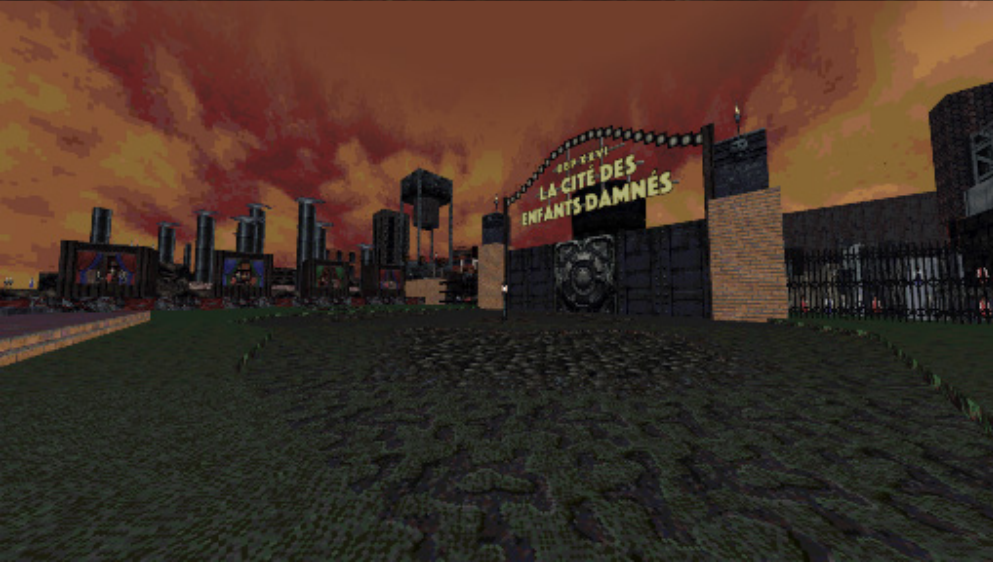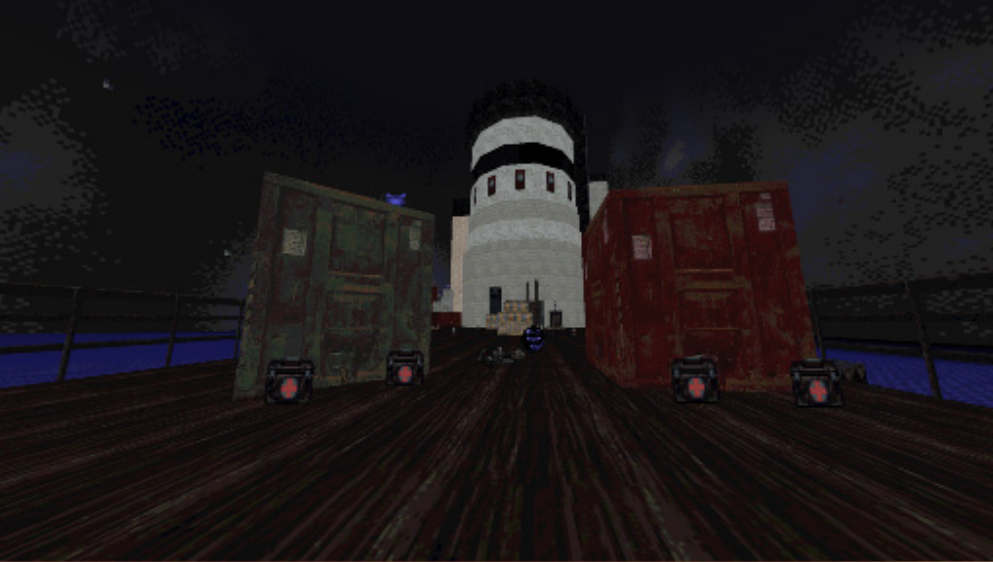
It is no surprise that everybody knows that I tend to gush over the DBP's, mostly those that evoke feelings of dread and dreamscapes.

While yes, indeed, I loved the DBPs, this was the first time that I found a map set that truly blew me away and made me fall absolutely in love with the series.

The City of Damned Children is the 26th entry in the series and by far the most disturbing, eerie and original of them all, and probably of the entire WAD world.

Beautifully creepy and fantastically well-done, this is one project that absolutely nails every single aspect of WAD making.

The maps are fantastic, the ambience is terrific and the gameplay is fun and challenging, but above all, this is one truly original project that deserves a lot of praise for their concept alone.

I quote: Art should comfort the disturbed and disturb the comfortable.

Last year was a year full of incredible and terrible things, but among the Doom community it was also known as the year of the ''megawad''.

Quite rightly so, since during the year's duration a huge multitude of projects were released that exceeded 30 maps, among them, the long-running MAYhem series delivered its ninth edition with MAYhem 2020, a collection of community-created maps ranging from amazing creations to pure nostalgic wonders.

MAYhem 2020 is a madness of pure entertainment and fascinating maps.

From the traditional style to maps with classic combat, to maps where you are being pursued by Cyberdemons or some maps where you have to be silent and stealthy.

Not only are the maps fun, but it is also the perfect set for those gluttons who wish to face off against a high number of maps, in this case, 48! One of my personal favorite megawads of 2020 and a must try adventure for the megawad lover.

MAYHEM2020
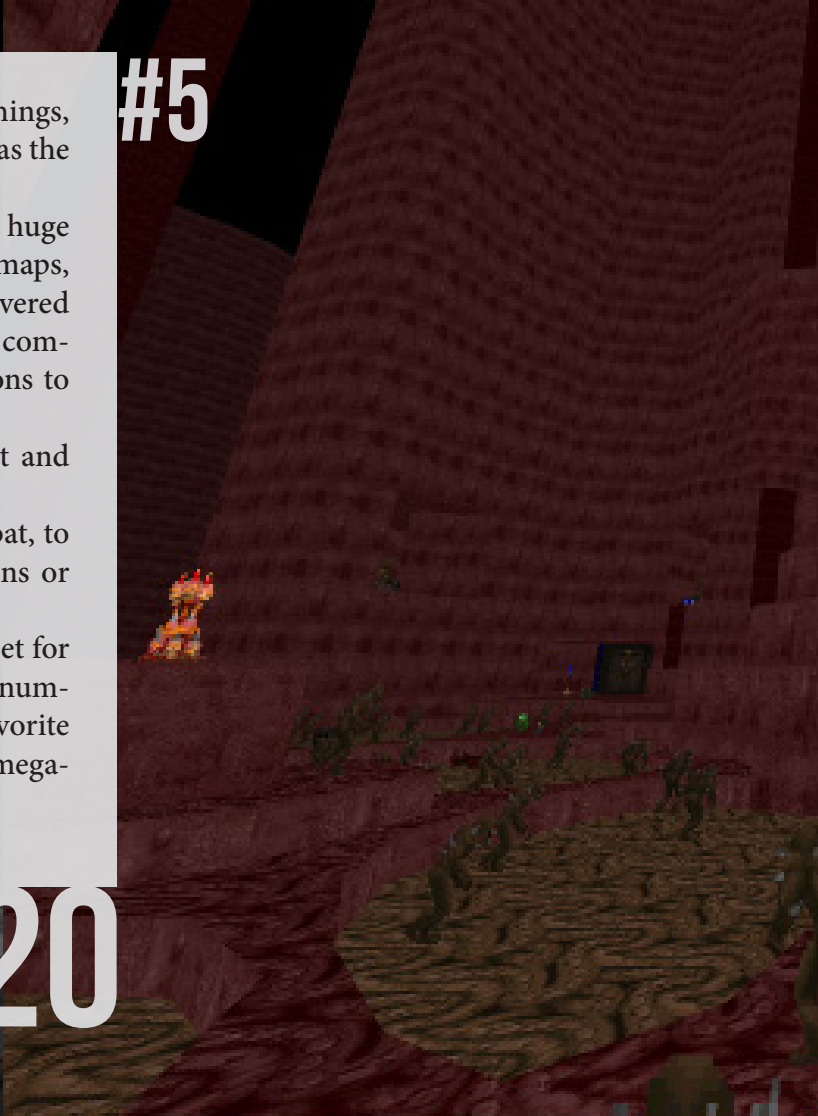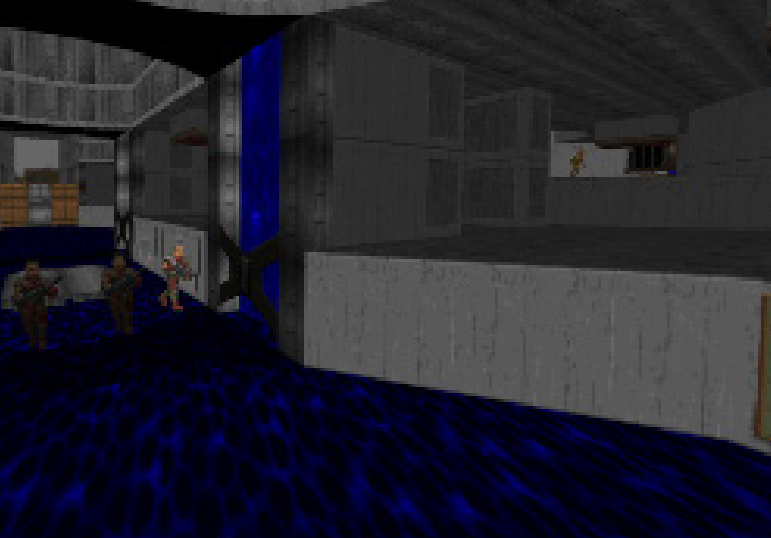
ABYSM 2:
INFERNAL CONTRACT

#7

The first TC to receive a Master Seal! jazzmaster9 brings us a fantastic project that combines the aesthetics of Diablo 2, the darkness and monsters of Dark Souls and delivers as a result a love child of absolute creativity as intriguing as well defined. A megawad that makes Doom into a fascinating gothic adventure of dark fantasy through a world invaded by demons. Now it's up to us to release these lands of evil; choose a class, take up arms and assault the infernal forces until victory is achieved. With a fully featured weapon system, stores, interactive characters, side quests, open-world and much more, Abysm 2 is a fantastic example of how we can create complete stories and worlds in Doom, evoking a fantasy world full of passion that inspires even the dullest of minds. An adventure that deserves to be played. Specially for those that dark fantasy lovers.

#6

Mapwich is a unique project with an interesting premise: It brings together two fantastic mappers and together they create a single map, all while balancing it for the Supercharge mod by Tango. The result? A magnificent orgy of grandiose proportions. Mapwich is a collection of absolute masterpieces filled with fantastic examples of all kinds of styles. From the classic modern Tech-base to the iconic Hell maps. But not only that! Here you have Plutonia styled maps, unique limestone and earth maps, maps full of lush tech-jungles, churches of absurd proportions, celestial mountains among the clouds, forgotten ice-bases, dark coasts harboring secret caves and more. Mapwich lives up to its title by presenting a plethora of fantastic examples of creativity and pure fun, as well as a high difficulty that will give you the ultimate challenge for a violent carnage that you won't soon forget.

MAPWICH 2

Our first Heretic winner and one of the best WADs for said game of all time. Heretic is a special game that has a certain cult following to this day. Its community is mixed among our own, presenting different facets over time but always remaining in the shadows, so to speak. There are a few thousand WADs for Heretic, but compared to Doom it falls far, far too short. Here's Jimmy, who as a perfect heretic/savior, brings us a whole megawad of fascinating, intriguing and violent maps. Faithless is a unique installment in every way. Processing great map layouts, fantastic visuals, accurately recreated atmospheric and environmental effects and even new enemies and weapons, this is the essential megawad that every person should play, even if they have never played Heretic! What we have here is a complete adventure that can be considered a full expansion created by the hands of professions. Well, in this case it's Jimmy, the most professional of the professionals.

FAITHLESS: TRILOGY

#8
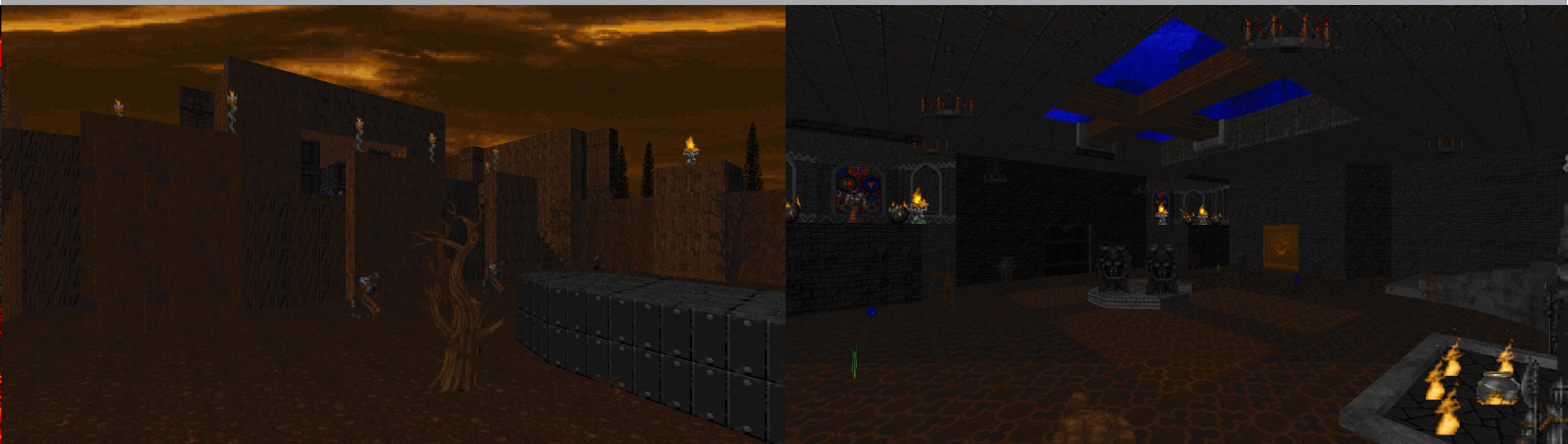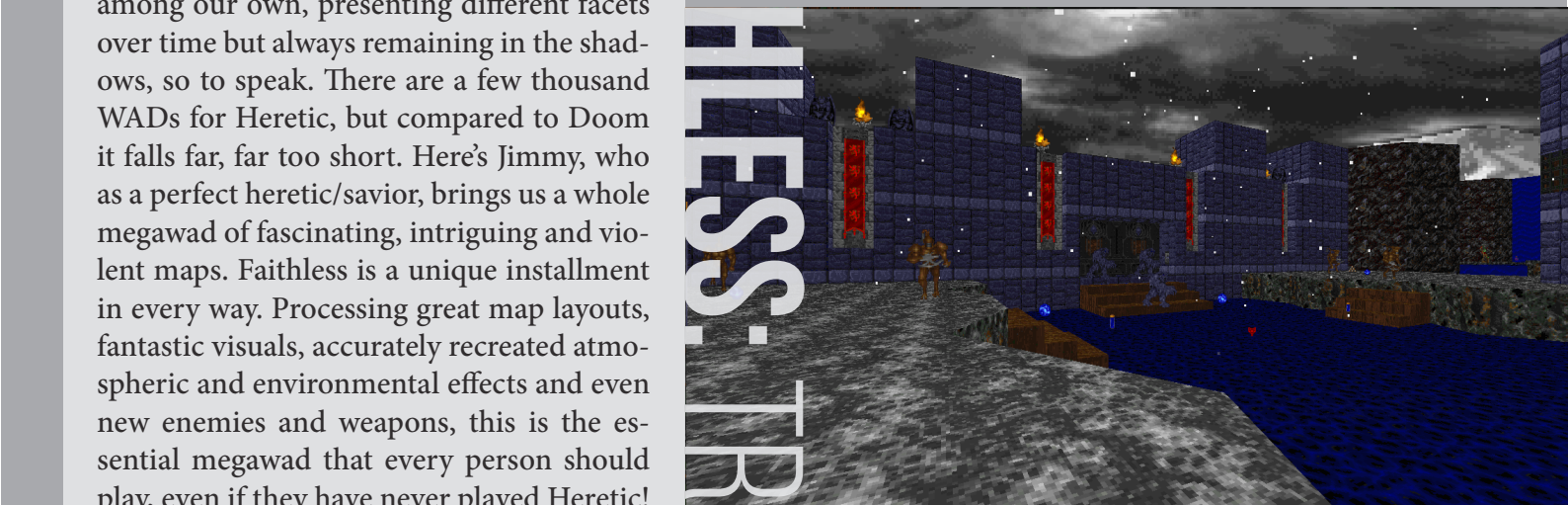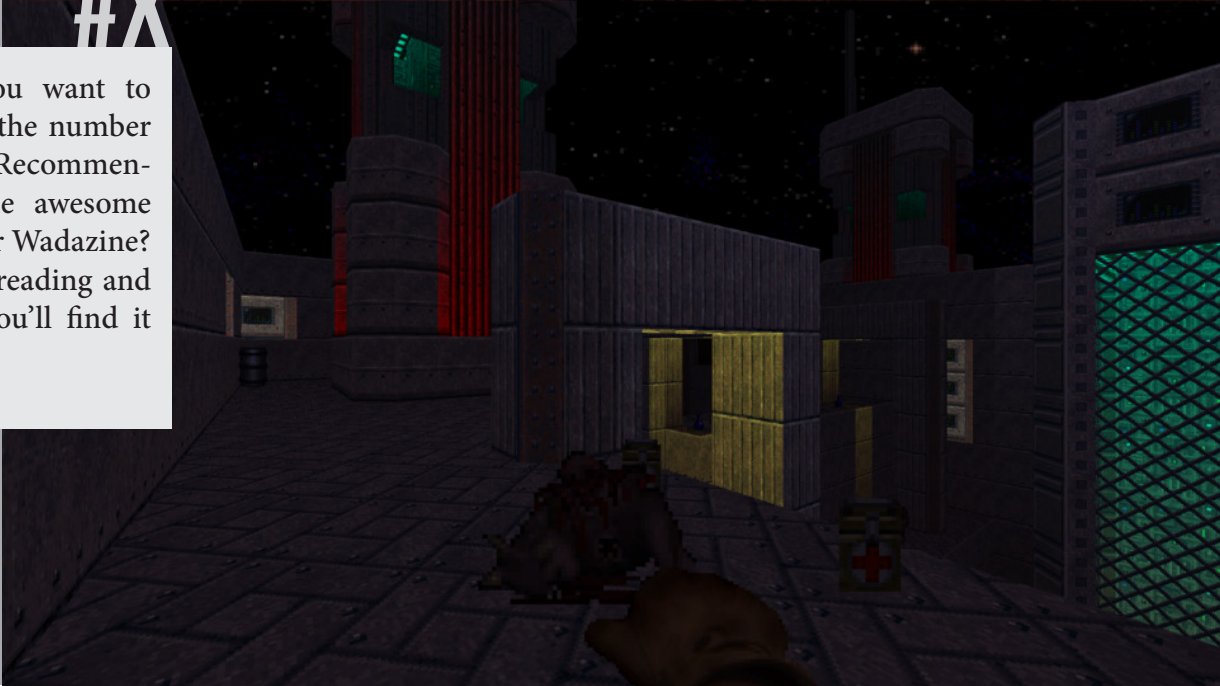
In spirit of sharing the true diversity of the entire WAD world of this fantastically deep ocean, our last Master Recommendation was for the one and only, dark horror-shooter, Doom 64. Considered by many to be a hidden gem, Doom 64 is going through what seems to be a renaissance phase, with a new port and new content coming out more and more compared to other years. Ryath, a prolific and unique author, delivers a work of considerable quality that establishes itself as one of the first complete megawads for Doom 64. A spooky adventure full of puzzles and unique and distinctive combat mechanics that will take a good beating and head-scratching to complete. Ryath is known for his unique style of creation as well as his unorthodox approach to combat. The UnMaking is no exception but on the contrary, it works as an essential step that sediments the author's incredible quality to deliver solid maps that entertain at all times through a glorious adventure of depressing colors and tenebrous demons. The UnMaking will leave you entranced by the power of the dark Doom 64, wishing for more darkness and blood to explore in its hidden world.

THE UNMAKING

Hm? Oh, you want to know what's the number 10 Master Recommendation of the awesome Doom Master Wadazine? Well… keep reading and read deep. You'll find it soon.

A beautifully crafted carnage,
Of moderate proportions.
Filled with rage and thunder,
In compact battlefields full of blood.
A welcoming challenge,
To destroy them all.

WADAZINE SEAL OF APPROVAL

APPROVED

Micro Slaughter Community Project

by various authors lead by Bauul

Download

Doom, the word alone evokes a sense of evil and cruelty, as well as brutality at the gates of the end of the world. Like a curse on our genes, Doom is an infernal legacy that endures for eternity. Between so many years of ultra-violence and pure nightmare, many WADs have come and gone, some bringing such classic examples of pure traditionalism, as well as others that explore and exploit new mechanics that reach a higher level.

Time and time again, Doom mappers and modders alike have proven that there's no limit to what one is capable of. The engine may be part of the challenge, but overcoming the limitations and going further beyond has always been a noble task that requires both patience and skill... but what if... instead of actually going into the path massiveness, super technical stuff and some other tweaks, we took one of the most limit-pushing modes of gameplay and actually try to make it... wait for it: Micro.

Introducing Micro Slaughter CP! A project directed by Bauul that seeks to introduce the famed/violent Slaughter game type in a more accessible way to all kinds of audiences, offering the same massacre but with a hundred times the reduced time. Now you can get into the eternal slaughter without having to spend eternity fighting the same section of a map over and over again. What we have here is a fantastic WAD that brings a fairly simple premise that has never really been applied in the way that this project does. A conglomeration of fantastically brutal maps that follow a classic slaughter style take us into a world that, despite being nothing new, is now, in a way, much gentler and more fun! Well, it's always been fun, but now it's a little less sadistic.

Micro Slaughter is, as you would expect, full of violence and some absolutely bonkers gameplay that brings quite the fascinating combat into the table. What we have here is the same method of your usual slaughter-ish project, but the twist is that most maps take less than 5 minutes to finish. You get the violence of slaughter yet you don't have to sink in the same time that you would do with a beast like Sunlust!

And all this without losing the true essence of this type of maps. What we have here is a marvel in every aspect and level, from start to finish and always bringing with its fascinating levels as well as super entertaining encounters. Micro Slaughter is like getting a small cake. The taste is still the same with the difference that you won't get cloying. What's better than enjoying the whole dish without feeling like balloons about to burst? Well with that strange allegory I can say that this project manages to bring that concept to life in a very satisfying and unique way.

The variety of maps as well as the consistency in gameplay make Micro Slaughter an incredibly satisfying WAD from start to finish. We have maps with presentations as absurd as fantastic, that manage to evoke that monumentalism architecture that has become an icon of slaughtermaps. The greatness is kept solid thanks to the skill of the fantastic mappers who manage to renew the concept in a modern and compact way. Like a kind of minimalism, but without the need to make everything minimal, except for the time needed to finish each map. Even with this new approach to combat, the maps are not simple ''arenas'' of fighting and that's it. Each one brings with it a dynamic structure that is presentable in a good layout that never breaks the flow of the game, creating an environment of pure continuous violence where we can enjoy the most sadistic mode of Doom to the fullest.

The creativity of design in each map, the fluid and well-balanced combat that welcomes all types of players plus the fantastic quality of control found in the entire WAD, make this an honorable mention project; what we have here is a fascinating example of a twisted idea that manages to create a perfect dichotomy. Violence with tranquility, who knew the two went so well together? Well Micro Slaughter is the answer to all those players who were intimidated by the length of the Slaughterwads, now they have no excuse! And this WAD really delivers on all expectations. Play it.
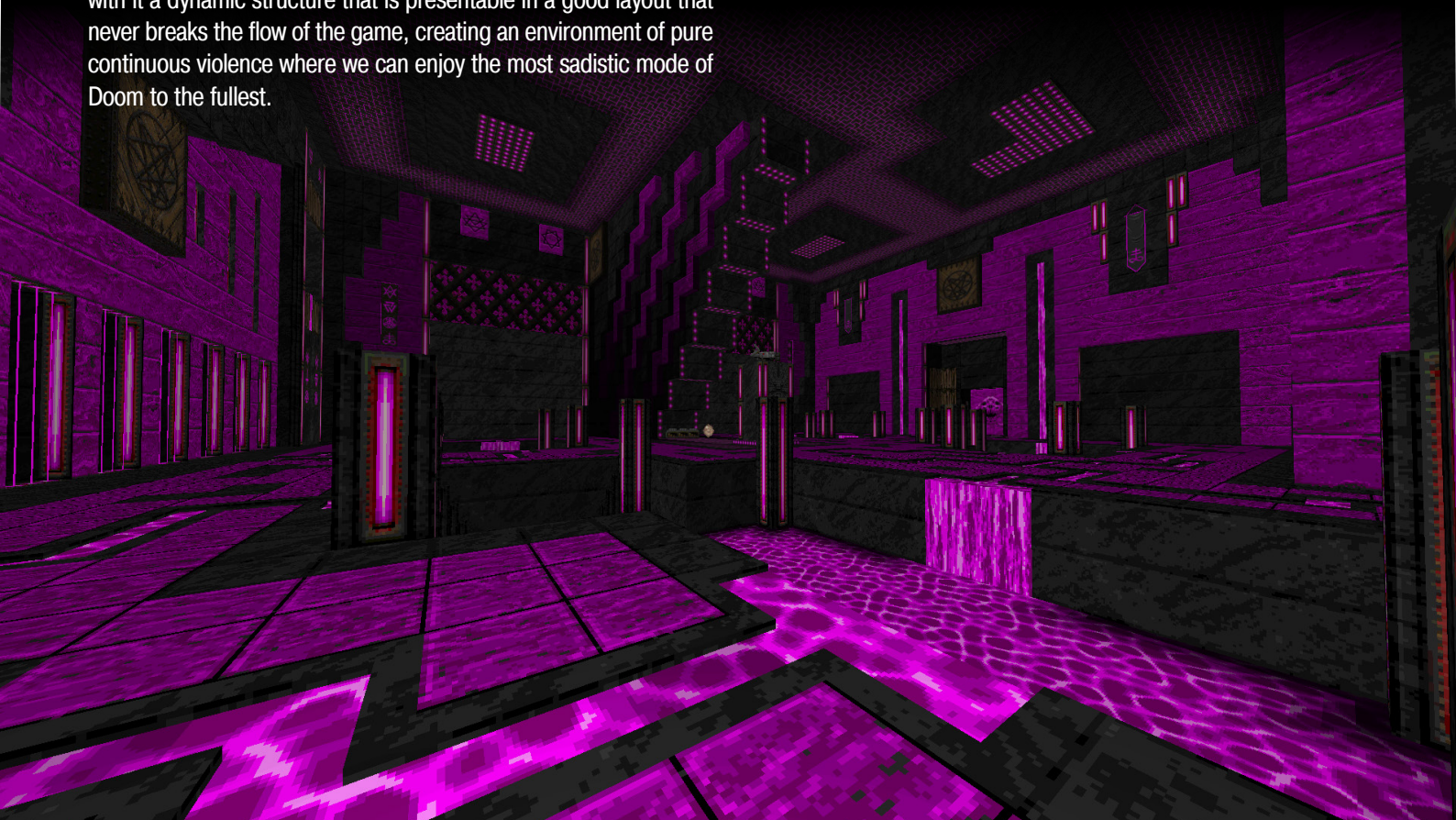
These guys created some unique and wonderfully fun. With the leadership of Bauul, the entire team succeed at creating something fresh and extremely good.

Just look at the entire team, all damn pros:
Mapper list (+ music):
@Dreadopp - Fire In Your Eyes (Eris Falling - Blood Rush)
@Bauul - Viridescent Synapse (Jimmy - The Collector)
@Danlex - Cherry Blossom (Stuart Rynn - Untitled (Used in Interception.wad))
@Lord_Z - Floody Hell (Eris Falling - Illusion)
@Liberation - Marble in the Blood (AD_79 - Remnants of War)
@Guardsoul - Slaughter Factory (Knightrider of Doom - Battle of the Gods)
@RonnieJamesDiner - The Three Kings (Jimmy - Sunset Over Babylon)

@antares031 - October Skeleton Appreciation (Eris Falling - The Ophidians)
@Walter confetti - Metal Head (AD_79 - The Old One's Gentle Slumber)
@Pegleg - Tarnished Luster (Petter Merttenson - Lost Soul)
@Dragonfly- Team Rocket Slaughter (Dragonfly - Pressure)
@Remmirath - Crossroads of Destruction (Remmirath - Untold Mysteries)
@Bdubzzz - Crippling Legion (DJ Taka (rearranged by Ribbiks) - Abyss)
@Bridgeburner56 - Technocratic Terror (AD_79 - Amygdala Hijack)
@Aurelius - Sanguine (Tool - Rosetta Stoned (Midi cover))
@antares031 - Beluga Sanctuary (Eris Falling - Mystified)
@Aurelius – Duel (L.A. Sieben - Into the Beast's Belly)

A beautifully crafted project done by an equally beautiful team of lovely doomers. Great way to start 2021. But don't just listen to me, let's hear it from the man itself, Bauul!

DOOM MASTER WADAZINE SEAL OF APPROVAL
APPROVED

Interview with Micro Slaughter leader, Bauul:

-Micro is something that comes up in the community from time to time, but Micro Slaughter? That sounds new! Where did this idea come from?

Bauul: Creating an "accessible" slaughter mappack has been something I've toyed with for some time. But the specific impetus for this wad came from watching a stream of the 1000 Lines 2 Community Project. There's one map in that pack, The Pale Helm by RonnieJamesDiner, that ends with something of a surprise slaughter fight. It's not the hardest or the most overwhelming fight, but the streamer was completely at a loss of how to beat it, bemoaning slaughter fights as unfun, unfair and always terrible.

So, it made me think: what about a mappack that tries to demystify slaughter fights, to make them small enough for even casual players to get to grips with. Slaughtermaps do require a different approach than more traditional Doom maps, and presenting them in a more manageable form might be more welcoming than springing them halfway through a non-slaughter mappack, or attempting one of the more well-known but intimidating slaughter-centric megawads.

-What kind of limits or restrictions did the mappers have to work with?

Bauul: There were just two rules:

1)   The map had to be a slaughtermap

2)   The map had to be beatable in 5 minutes or less from a UV pistol start.

However, this presented two potential problems. Firstly, how do you define a slaughtermap? And secondly, how do you define "beatable"? For the second point, the basic purpose was to keep the maps short.

We tossed around the idea of having monster count limits or number-of-encounter limits, but in the end, I decided that simply specifying a time and letting the mappers run with that would encourage the most creativity and variation. And indeed, that's what we got.

That said, I didn't want it to be the case that the author themselves could speed-run their map in 5 minutes, but the average player took 20. In practice though this wasn't the case. For the full release, I'd like to have it so every map is, with at least a lot of practice, UV-maxable in 5 minutes or less, and am planning to include a demo of this for each map in the final zip.

-How would you define Slaughter?

Bauul: It's fair to say that while most seasoned Doom players can instantly recognize if an encounter is or isn't slaughter, it's remarkable how little consistency there is in actually defining what a slaughtermap is. Everyone seems to have a slightly different definition and few will agree with anyone else's definition, even if the end result often ends up at the same place.
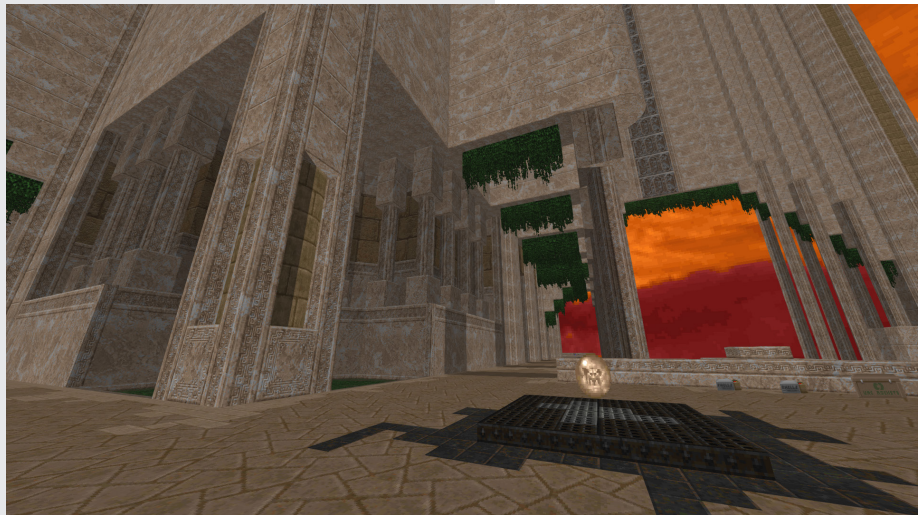
You could probably write an essay on all the nuances of how to define it, but for the purpose of this mapset, I asked the authors to consider the following guidelines.

1)   The enemies, not the environment, are the main threat.

2)   Beating the encounter requires specific strategies, involving movement, timing and priority.

3)   These strategies should be easily replicatable in subsequent runs. In other words, RNG should not play a major factor in the encounter.

Some people simply see any large horde of monsters as a slaughterfight, but I disagree with that.
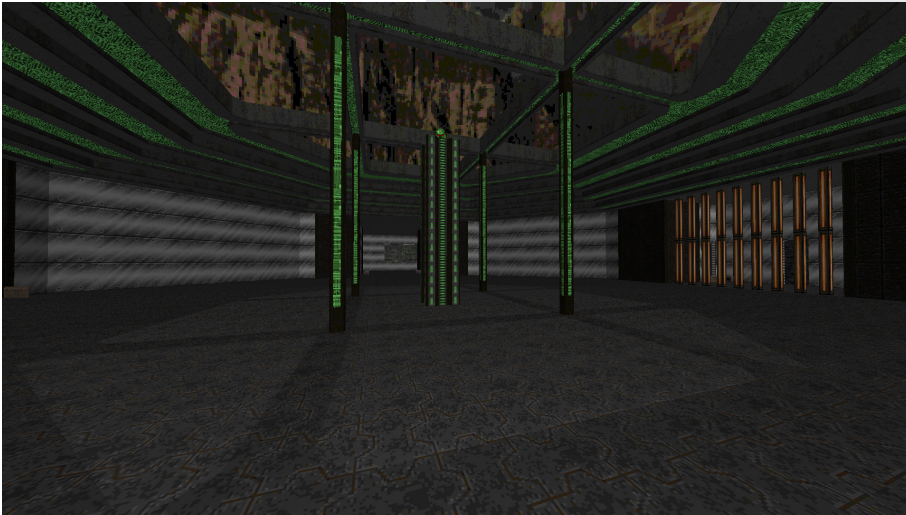
You can have large monster numbers that don't feel slaughter at all. As I see it, if you put the focus squarely on the enemies and you don't design an environment that is particularly hostile to the player, this gives the player a lot of freedom to exercise their most powerful ability: their speed. In order to compensate for this, this naturally leads to larger groups of monsters, both to increase the potential damage output and to reduce that available space. Mixed groups of monsters almost always instantly in-fight, so to avoid that, you end up with large groups on same-species monsters. And thus, you end up with the typical slaughterfight setup. So that's why I led with the first goal, because through natural application of making a challenging encounter it seemed to lead itself to what most people would describe as a slaughterfight.

The latter two points were more for the specific purpose of the mapset: I wanted players to be able to try the maps repeatedly and work out a reliable strategy, and not feel like they were banging their heads on a wall waiting for the right RNG to let them through.

-The great variety of styles in each map offers many doors of admiration. Do you prefer WADs that follow a consistent style or projects with diversified variety?

Bauul: I feel many wads work best when they have some consistency between the maps. However, that consistency can be from any kind of direction: it could be a visual style, or it could be a gameplay style (such as this mapset). Separately it could be a specific technical limitation (which is how many speedmapping sessions work), or maybe even a specific texture pack (like Eviternity with Otex). Or it could be as simple as being from the same set of authors. Seeing the wonderous variety of how a single style or theme can be interpreted is one of the great pleasures of playing Doom custom content.

-The size and balance of the maps make this a good example to introduce to slaughterwads; do you consider this as a good starting point for those players who wish to enter this slaughter world?

Bauul: Absolutely. In fact, if anyone has always fancied trying slaughtermaps but are put off by how huge and intimidating most are, I would say this is the mappack for you.

-Any particular WAD that has served as inspiration for this project?

Bauul: It's hard to think of modern slaughter and not think of Insane_Gazebo's Sunder. His brand of macro-architecture has almost become synonymous with epic slaughter mapsets. In some respects, this mappack is a direct contrast to that wad: same style of epic slaughter, 1/100th of the time requirement.

Also, while it's not a WAD, I would cite the gameplay loop of Super Meat Boy as inspiration too. In a similar way that game presents you with seemingly insurmountable, but bite-sized platforming challenges that you can attempt again and again without exhaustion because they're so short, I wanted these to be bite-sized slaughter encounters you can feel confident trying repeatedly to puzzle out a solution.
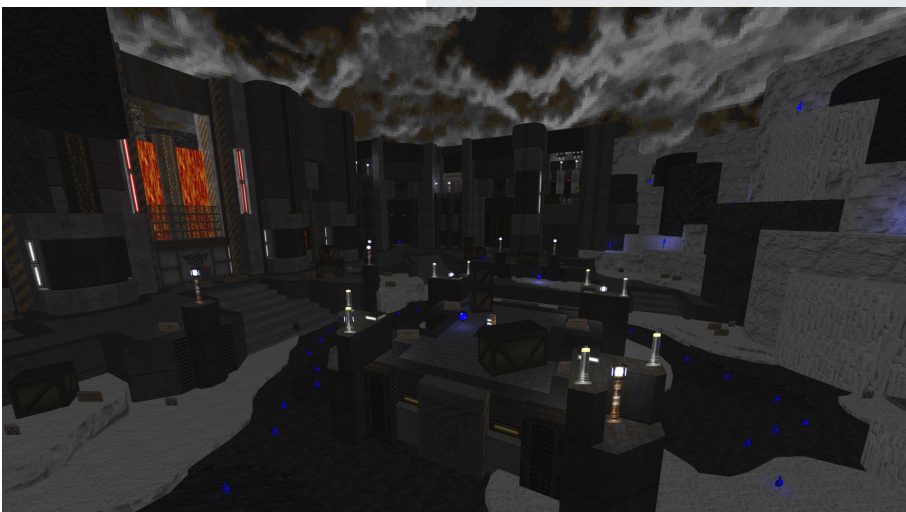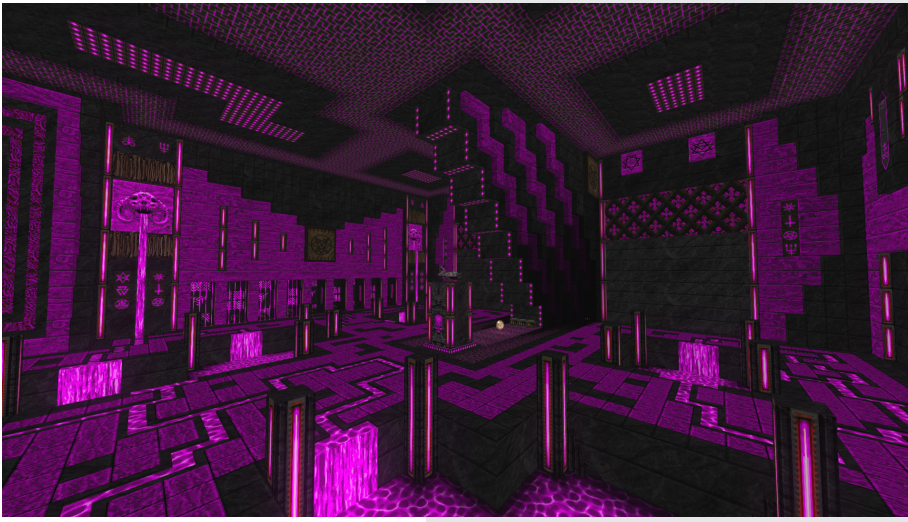
-How was the development process of this WAD? Did it take a long time or did you encounter difficulties along the way?

Bauul: This was primarily created by the 1,000 Lines crew, many of whom have worked together on numerous mappacks in the past. As such, the process was as smooth as one could hope for, with very few maps needing any kind of rework. The maps are so small most people managed to create them in just a month or two. The only consistent difficulty some mappers faced was hitting the 5-minute target. 300 seconds is really not very long, and it's incredibly easy to shoot past that especially when making a slaughtermap. We got it down for most maps, but even so for the final release a few will need to be trimmed to hit the target.

-Any particular map that you consider your favorite? Or an honorable mention?

Bauul: All the maps are great, and there's a fantastic variety in the pack, from quite simple maps (like my own) to giant sprawling palaces (like the final map, Beluga Sanctuary, by Antares031).

But the one that springs to mind is The Three Kings, by RonnieJamesDiner. Firstly, because it was the first map submitted, and playing through it for the first time was a huge relief, as until that moment I hadn't known if I had successfully communicated my vision for the mappack properly to the contributing authors.

But secondly, in an enjoyable sense of irony, it was precisely RonnieJamesDiner's map from 1000 Lines 2 that triggered this idea in the first place, so to have it be the first map submitted felt rather prescient.

Also, Bdubzz' map, Crippling Legion, for being the only properly nasty map, to see if the player has sharpened their skills from the prior 12 levels!

-In general, what is your opinion about slaughterwads? Is it your favorite style of Doom or do you prefer something else?

Bauul: In many respects the mappack is targeted at people like me: I like the idea of slaughtermaps, but I'm not very good at them at all. I like looking at them and enjoying the spectacle, but I tend to play them on ITYTD and with heavy quick-saving. I see the Micro Slaughter CP as a stepping stone for myself and others to get good enough at handling slaughtermaps to be able to enjoy the giants of the genre with more confidence.

Personally, I'm much more of an adventure-wad fan. I like the levels you really dive deep into, exploring them and discovering what they hold. My main on-going project, Elementalism, primarily features maps like this. So, organizing a mapset of short, incredibly combat intense maps was a refreshing contrast.

-With the excellent reception this CP has received, what do you think about a sequel in the future?

Bauul: Potentially! But right now, the 1,000 Lines crew has 1,000 Lines 3 on the horizon, which is shaping up to the grandest of the whole trilogy. And one thing I can say for sure about that mapset: there won't be any surprise slaughterfights this time!

A fascinating WAD that deserves all the attention. Thanks a lot for being part of this issue, Bauul! And congratulations on the fantastical success. Without anything else to add, I grant, Micro Slaughter Community Project, the 10th Master Recommendation, Seal of Approval!

Now, dear reader, need anything else? Then go play Doom!

ANGUISH

FOR DOOM 64 REMASTER AND DOOM 64 EX

AUTHOR: JASON DAGENET
YEAR: 2020

"Anguish" by Jason Dagenet, for the Doom 64 Remaster and Doom 64 EX, is a bite-sized map with mouth-fulls of action. It started as an experiment in speed mapping with a short layout process. Then extended time was spent balance and add detailing. Such experiments seem to lead to some very creative solutions, and it is no exception here.

You will find yourself within a hellish temple full of hostile demons. If Z0k is the master of tech bases in Doom 64, then Jason Dagenet is the master of hell temples given that his earlier hell temple map, "Wretched," also made the WAD recommendation list. Fantastic gradient lighting makes another return to add splashes of color, accentuate light sources, and provide ambient occlusion. In general, Anguish is very compact and fits nicely within a square area. This is used for interesting non-linear progression, where previous areas become hosts to new demonic encounters. And the use of demon spawning and elevation will make sure you will never be lost for more than a fleeting moment.

In a good decision for balance, the super shotgun is exluded. Instead, demonic nasties will need to be subdued with either the single shotgun, rocket launcher, or chaingun. Each weapon finds its place in a well-executed "rock, paper, scissors" approach. There is a clear tool for each situation and you will need to deliver your "rock" to the demon's "scissors." It is not often that gameplay is improved without a super shotgun, but Anguish is a shining example of it.

A suprising diversity of enemies are used. It is challenge to compress such multitude bestiary into a small area and still provide well-balanced action. But it has been achieved here, and the compactness serves to intensify the action through close encounters. In particular, the close enounters with Pain Elementals are some of my favorite uses for them of all time.

Anguish is best without mid-level saves, just like the original limitation on the Nintendo 64 version.

It is short enough (approximately 15 minutes casually) where restarts do not set you back immensely and it is good enough that you will want challenge yourself with increasing difficulties.

Even if you have conquered it on "Watch Me Die!" there is still the "fast monsters" mode to contend with! Just like the lament configuration, each level of difficulty introduces a new challenge to refine your skills.

How much anguish can you endure?

- Immorpher
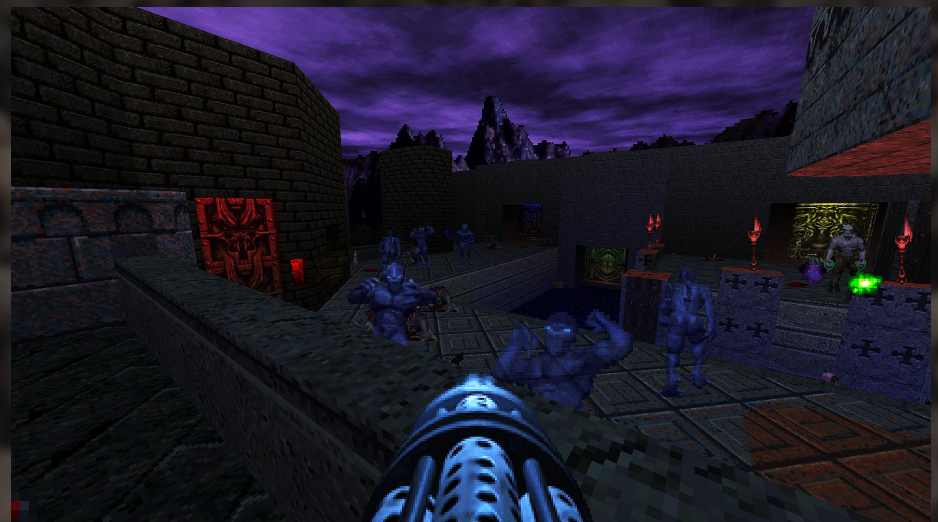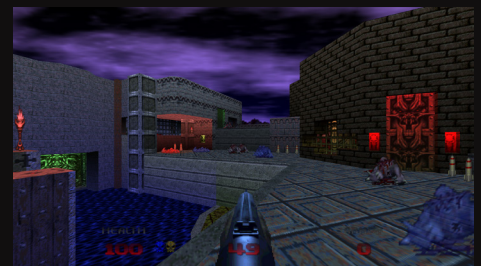
DEUS VULT

The early 2000's were truly the golden age of Doom mapping, or better known now as the Great Synthesis. Alien Vendetta, Scythe, Kama Sutra, and other classics began to make their way onto the /idgames scene and we still talk about them, 15 to 20 years later. Love them or hate them, so many of these WADs defined what it meant to take hold of what Doom had given the mapping and modding community and distill it into its purest form.

However, there was also the decadence. Songs of the Damned, Jade Earth, and the granddaddy of them all? Deus Vult.

Now a 4-map coop-compatible map set, Deus Vult single handedly became the grandest, most ambitious single map of the decade. This absolutely behemoth monster with a par time of 150 or so minutes does not come to play nice. You can't cut corners when you're lowering the player into each of the nine circles of Hell, instead, Pham rounds them out into massive caves and towering unholy cathedrals.

Like many of its 2000's era classmates, Deus Vult finds new and creative ways to use vanilla textures to their absolute fullest potential. GSTONE lines the giant cathedrals and SP_HOT provides the brickwork to a blood-filled precipice.

However, Pham finds ways to jazz up the base Doom assets with tasteful assets ranging from mundane to insane. Most notable is the huge BFG cathedral where classical art paintings adorn the walls in giant awe-inspiring glory. Immediately in
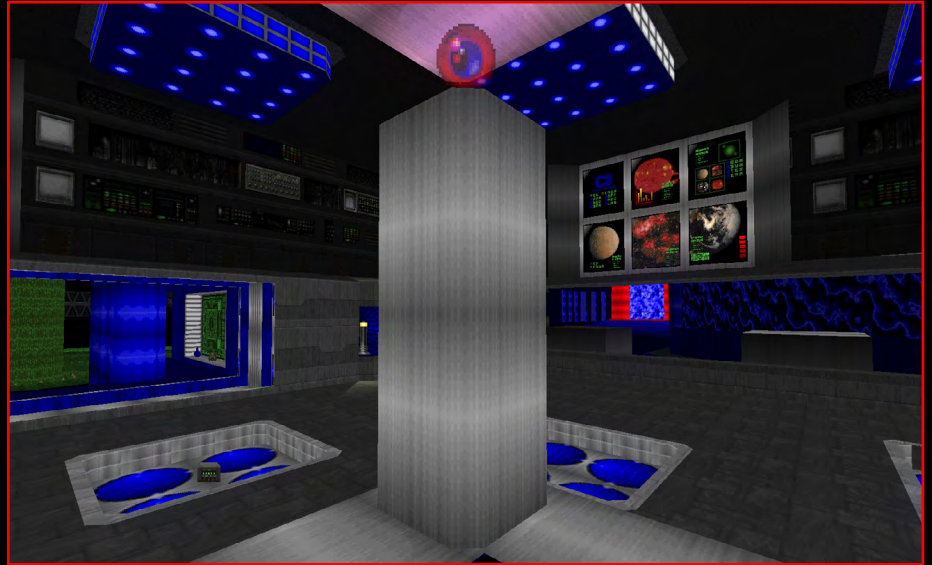
an adjacent room, a Giger painting stares menacingly as you run for a soulsphere that slips away from your grasp. There are lots of other assets too, such as dragons woven into pentagrams (did I mention lots of pentagrams?), and representations of the nine circles of hell. But what really ties its theme together is the Lord of the Rings style script textures and, more importantly, the ever seeing eyes of Sauron staring with no remorse for the hell that you've been brought into.

Deus Vult starts innocently enough with a sleek blue and gray techbase, the infamous Terminator theme music gently jiving in the background. But it isn't long before you're treated to the first glimpses into the insanity to come, with a window opening to show off a hellish-looking sapphire portal.

After that, it's nothing but hell. Above you, below you, all around you- hell, with combat to fit. From a maze of cyberdemons the big red caves with absolutely every kind of

demon spawn that could be fit into it, it's a non-stop crash-course descent into madness. Set into chaotic lava-filled ruins lies a single gaping mouth, toothy, fleshy, the darkness ready to swallow you whole. Towering columns stand defiant in front of a behemoth blood fall, and just as you're ready to give it all up, you limp your way through to an angry eye. It screams curses at you as you ascend the tower, to put an end to it once and for all.

It's clear that Deus Vult has had an unending ripple effect on the Doom community, even to this day. Bridgeburner (Bastion of Chaos) cites it as the map that's had the most impact on him, which given the scale of his creations comes as little surprise. Deus Vult also makes a comeback in Deus Vult II, reprised with Pham's new weaponry. It certainly is one of the biggest classics to grace the mapping community and to this day never fails to impress. So, go to hell... where the eyes of the damned will burn for your soul eternally.

"IT'S A NON—STOP CRASH COURSE
DESCENT INTO MADNESS"
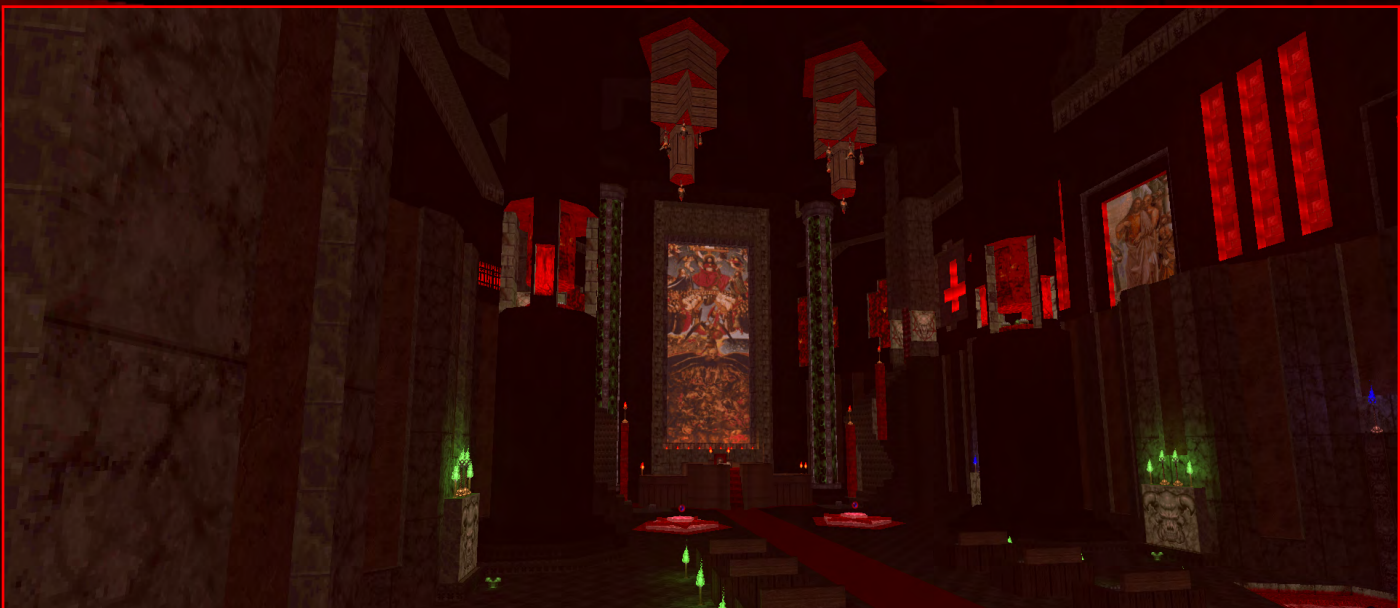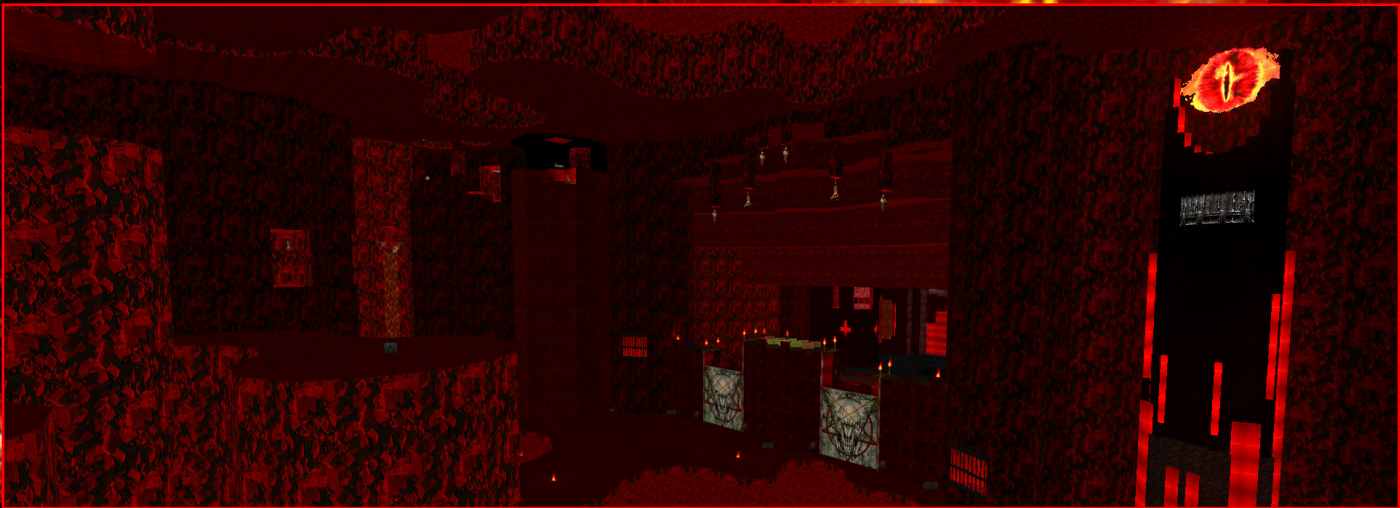
kama sutra

REVIEW BY ENDLESS

WAD AUTHOR: ADOLF VOJTA
AND JAKUB RAZAK (2005)

No, this time we will not talk about the book on sexuality (and ways of living and other philosophical things) but this time we will talk about another more satisfying and less degrading form of sex: **Doom**. Why yes, **Doom** is probably one of the most satisfying experiences many of us will ever feel, and probably one of the closest we will ever get to fulfilling our darkest hellish fantasies. In one way or another, **Doom** allows us to enjoy our sins while cleansing the world of sin. Heresy aside, let me introduce you to the real book of love: *Kama Sutra*, but in **Doom**.
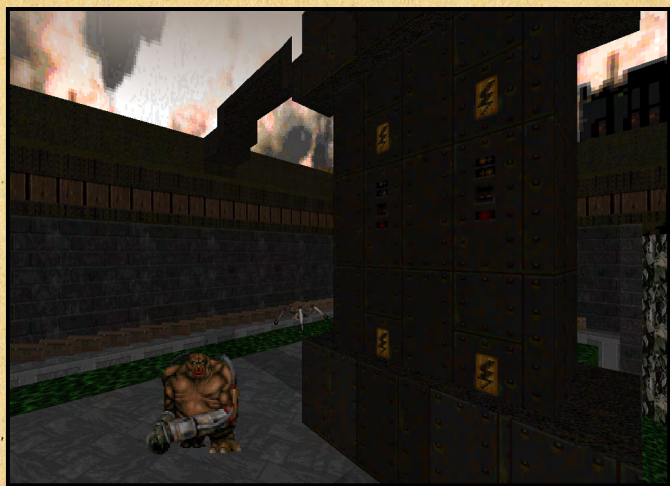
Actually, it is very unlikely that you have not heard of this megawad, considering that it is always mentioned among the list of the best WADs of all time, as well as winner of a *Cacoward*, including the *Mockaward* (for a final map that I'll not spoil you, but I will tell you that is a magnum opus) so in one way or another, you've probably already brushed with the name. But in case you haven't, here are a few words to encourage you to play this incredible classic, a megawad that stands the test of time and is among the list of "must play WADs" of all times.

Kama Sutra is an example of a megawad created by experienced players who knew exactly what they wanted to achieve: *Adolf "Gusta" Vojta* and *Jakub "method man" Razak*, a pair of Czech speedrunners, managed to combine their skills to deliver a variety of maps that manage to form cohesive and unified layouts that allow for intense combat and constant movement, intensifying a gameplay flow that never stops and always keeps evolving. The maps are as fun as they are drastic, starting in a violent but stable manner that then builds to a crescendo of absolute violence. This megawad is not an easy one, I warn you that, if it's your first time playing it and you don't want to get your fingers tired of so much violence, it's best to play it in HMP or HNTR. Ultra-Violence will be a sadistic adventure, but if you are one of those, hey, no kink shaming.

Kama Sutra is also nicely done megawad that works perfectly well for an introduction into the world of slaughterwads. While it is not fully slaughter in the pure sense of the word, some of the latter maps do evolve into an absolute massacre of speed and bullets that will test your skills to the maximum. Beware, this is one fascinatingly hard stick, one that you should be careful where you stick. But do stick it, please.

– 𝕰𝖓𝖉𝖑𝖊𝖘𝖘

AQUAM

aka. Water Lab by Gaia74 (2021)

Gaia74 has been around for about 4 years at our fandom, but only recently has he decided to release his first map Aquam.

A medium-sized map containing some custom content, it offers a refreshingly modern experience while also retaining classic sensibility to a big extent.

Just how does it play, you might ask? Well, I'll cover that here this time.

You start at a lifting platform that acts as a gate to the map's opening area, containing some hitscanners that populate the large (administration?) room.

Once you clear down the enemies, you may choose freely between three different rooms.

These rooms are populated by lots of enemies, different kinds for each room.

You must also look for blue and red keys to reach the final room as well.

Sounds simple enough? I mean, isn't that what the majority of Classic Doom slaughtermaps consists of? Well, brace yourself for there is quite a twist there.

Using GZDoom's versatile features, Aquam employs modern mapping tricks to simulate the view of an actual laboratory, although still with enough vanilla sensibility to adhere to Gaia's skills.

The result is a simple but eye-catching look that has the exact perfect balance of the classic and the modern.

I'm sure digging those floating plasma lamps too.

Where Aquam shines, however, is its use of custom *DECORATE* enemies.

People commonly use vanilla enemies almost exclusively when it comes to first-time maps, so this is a refreshing step.

These *DECORATE* enemies appear alongside the good ole majority of vanilla enemies, so there's your answer for the "wait what, *DECORATE* enemies? What about the vanilla enemies?" question.

Two of these enemies also act as the mini-bosses that guard the necessary keys to finish the level.

Once you reach their respective place, the arena locks you down with the mini-boss and its goons, while also providing you a bunch of goods to mow down the demons.

As you're done defeating both mini-bosses, you head to the final part of the map, encountering the ultimate boss, the Lord of Hell, God of Fire, and the Godslayer Kaiser.

Yes, you're reading that right.

If you think you're a Doom Lord who knows everything about conquering Classic Doom maps, prepare to get your ass kicked faster than the speed of light.

No matter the difficulty, Kaiser is the perfect embodiment of enemy-based challenges of Classic Doom maps.

You can do the real deal and (try to) avoid his attacks and keep attacking him, or… you can cheat if you're fine with that.

I won't judge you for that, personally. (giggles)

Aquam is a perfect blend of the old-school and the new-school that has quite some replay value worth checking out.

Gaia's 4 years of (silent) experience helps a lot, but the main point is that not only does he know what he's doing, he also dared to try doing a different approach to some extent, and I must say he succeeded in this case.

We may never know when he will make another map again, but let's just look forward to it, shall we?

-Taufan99
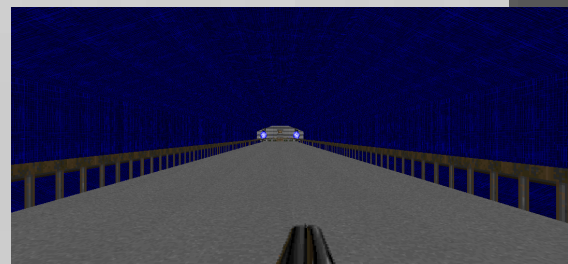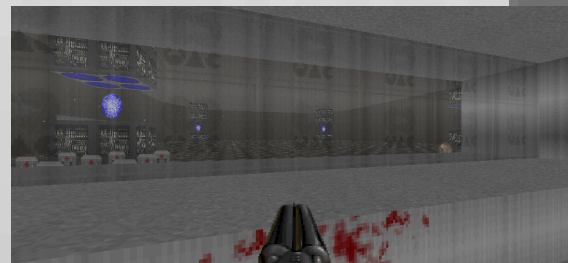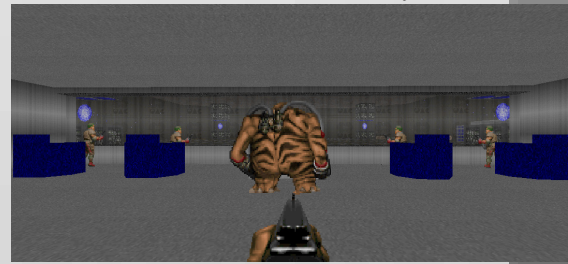
Combat Shock

BEFORE his numerous *Ribbiks* collaborations (*Sunlust* being the most famous by far), *dannebubinga* was an itinerant speedrunner who first dabbled in map-making with the first map of *DoomHero85's Speedmap Session 001*, a fairly humdrum affair of a circular sewer-brick hallway that's quite easy until you press a switch in the center which opens up a ridiculously massive Revenant monster closet reminiscent visually of the starting area of *CS's map 03*, and I haven't gotten into the Cyberdemons hiding in corners and the stupid fake exit. If you haven't heard of it (thank god, because you don't get many rockets to punch a hole in the skeleton ranks) that's OK, because you might have heard of *Slaughterfest 2011* which *Danne* contributed 5 maps to. These maps are for the most part, speedmaps that can be finished from anywhere from 5-10 minutes for speed map veterans, *Map11 Satsui no Hado* being an exception, which is where the wide-open spaces he became known for start to show up. Maps 10 and 12 are more in the speedmapping vein but they still sport some impressive visuals that show *Danne* was already tending towards visually distinctive maps.

But *Dannebuniga's* more known project that was probably developed simultaneously with *Slaughterfest 2011* was *Combat Shock*, released around 3 months before the former in November of 2011. Described in the text file as "a *Plutonia* tribute gone bananas" it soon becomes clear the ever-pres-

ent jungle-green textures in 3 out of 4 levels along with some of the monster influence are really where such a claim originates. The monster action is more a natural culmination of the past decade's trend to create map sets that prioritize fighting larger and larger armies of Hell's denizens over exploration.

Later, though, *Danne* seemed to realize this. This set of four maps is his initial statement of a design philosophy which centers around map creation which combine the sensibilities of *Sunder* and *Speed of Doom*. While it

overall is unlikely to bust your figurative balls as much as *Sunlust*, it is still an experience very much worth the time of slaughter devotees. Sporting some incredibly striking architecture combined with giant swarms a la *Sunder*, you can see what he intended from the outset.

The opening riff of *Tom Mustaine's* *"HuntShootKill"* sets the tone right off when you start the first map. It's a sort of older base that's mostly bereft of the architectural wonders of the other maps (with one exception), but still has a strikingly consistent visual style.
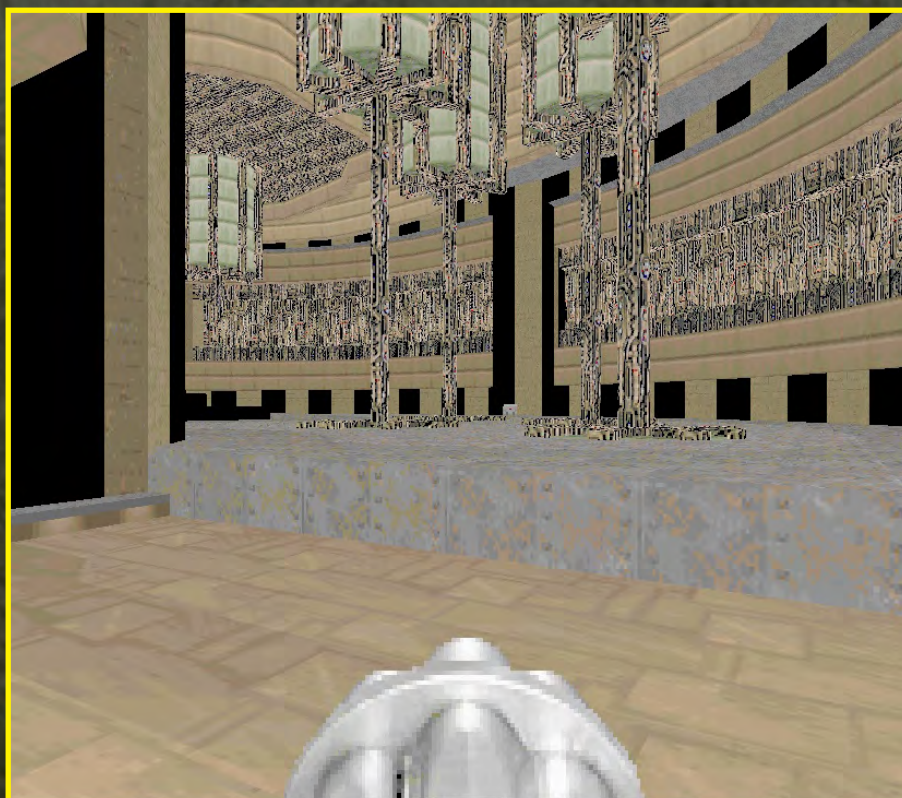
Map 2 is an entirely different story. Taking place in what seems to be some sort of demonic temple with serious final boss vibes, you're assaulted by, among other monsters, a Spider Mastermind. You'll find yourself having to dodge her initially and run into mobs of Revenants on some of the side platforms. This wad doesn't mess around.
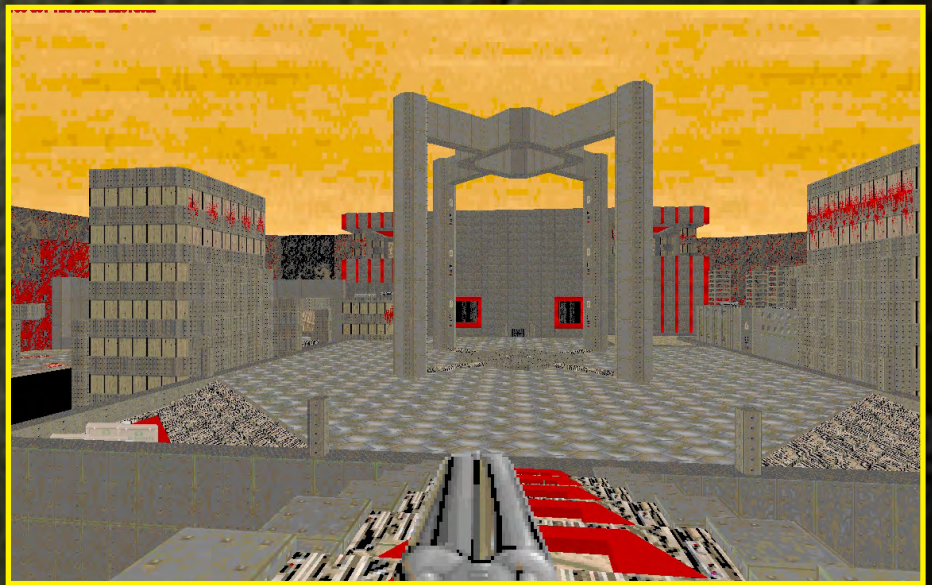
Map 03 seems fairly tame at first, yet extremely foreboding. Essentially a jungle with sections of buildings, you start off in a bland brick room. Upon your exit of the room, you're set upon by a massive mob of imps. They're definitely not the primary threat though.

Map 04 puts all the other maps to shame regarding scope and difficulty. Essentially a giant temple with some incredibly surreal locales, this will really test your infighting and circle-strafing skills. Even with save-scumming, it's very hard. But the architecture....

One last thing, the wad has no difficulty support, mainly because it was expected no one playing a slaughter-wad would play below UV at the time. Thankfully, this attitude seems to be slowly changing.

WAD Author: Daniel "dannebubinga" Jakobsson
Release Date: 12/2011
Review by LadyMistDragon
Click here to get the WAD!

DARK COVENANT

by Keith Phipps (1996)
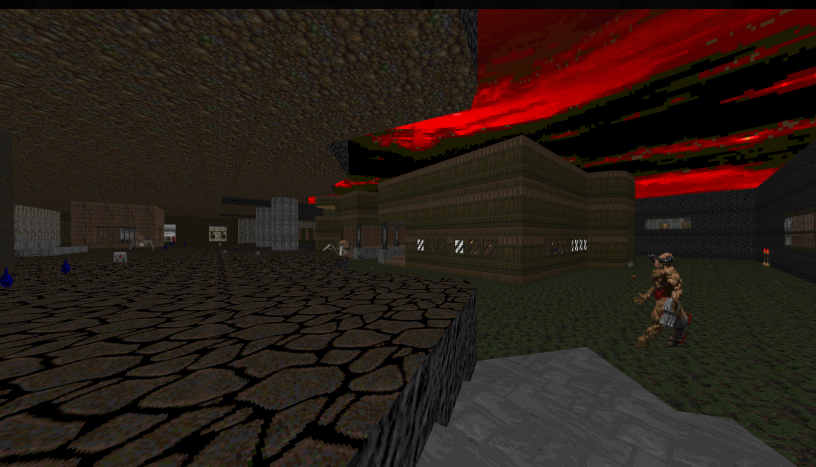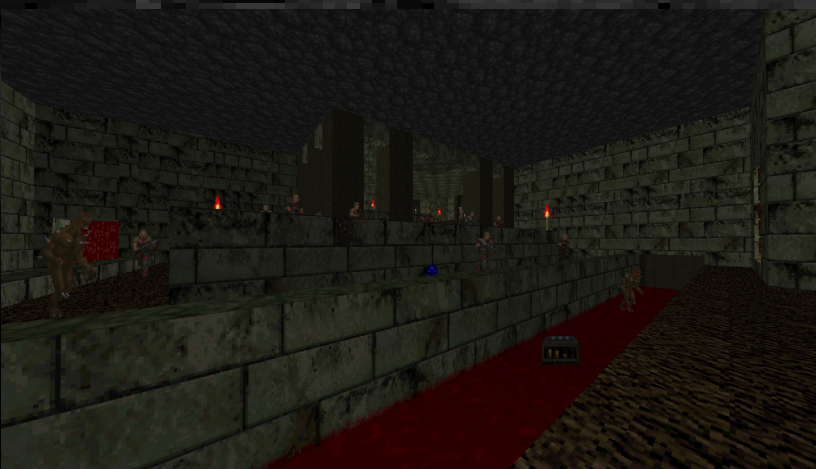
It is customary that in the Wadazine we always highlight some WAD of yesteryear, from the 90s most of all, where we look for favorable qualities that show that the 90s are still around even during the 2020s.

This WAD brings us a good example of how a good design and understandable layout can go far.

Dark Covenant, a little hidden gem that doesn't get much exposure, and apparently isn't on many lists of 90s WADs, brings with it 12 total maps for Doom 2 that will give us a good chunk of nostalgia and good old-fashioned time travel.

Considering that this is 1996, what we have here is a classic example of what was the ''good side'' of the 90s in terms of WAD creation.

While the design itself is somewhat uninspired and simple, it brings with it a simplicity that is satisfying enough to create layouts that despite having a fairly linear structure, manage to create a cohesive gameplay function that allows us to enjoy it without pause.

The maps are usually quite direct in terms of the path we must take, without the need to make use of overly complex or gigantic layouts.

In one way or another, what we have here is a good example of how to create a linearity that is enjoyable despite its simplicity.

While some visuals may be a bit simplistic or look a bit dull compared to more modern ones, Dark Covenant is a solid example of excellent use of vanilla textures without going too far.

The maps feel solid and manage to convey a sense of cohesive identity that maintains a good tie throughout the WAD, never breaking that flow and creating a good atmosphere in all classic Doom glory.

If you like to play WADs of yesteryear, here's a lost gem that could be considered one of those ''lost WADs'' that need to see a little more daylight.

While not usually well known among Doom groups, Dark Covenant is a solid example of an entertaining episodic WAD.

12 maps in total, each with enough originality and creativity to offer delightful variation as we lay waste to the demon hordes.

This is 1996, of course, so don't go in expecting to see magnificent architectural masterpieces, but expect to see things just as beautiful, just with different tints.

That doesn't change the fact that if you're one of those people who appreciate the old stuff, you've got a lot to appreciate here.

From delightfully simple layouts to some kick-ass monster positioning that embraces constant action.

Doom 2 is, in a way, the perfect canvas for classic works, and here's one beautiful forgotten work that needs some love.

Go give it some! And your way get some, too!

- Endless.

Master of Puppets

MASTER OF PUPPETS, no, not that song of *Metallica*. *Master of puppets* is one of the oldest and most beloved multiplayer mod projects, existing since the golden days of *Skulltag* brought by *Silva* and *Jabberwock* at first remastered and improved by *Cempar* for *Zandronum*.

"YOUR MISSION: NEUTRALIZE MOST MONSTERS AND EXIT OR ELIMINATE THEM ALL. GOOD LUCK MARINE!"

That is the message that we receive when we arrive, when we choose the marine class, they give us the mission that we have always done to perfection in our multiples games of doom, with the advantage that there is a rank system, in which you can level up killing monsters, when you rank up you will acquire some advantages, either an upgrade for your weapons, or a new weapon.

You will also have a calculated number of reinforcements, these are the lives of all existing players, when it reaches 0 and one of the players dies, the game for the marines is over and victory is given to the demons, and even if lives are shared, I am sure it will not bother you when you receive 7 lives for 80 monsters on the map.

But even with all this, players have failed to complete the mission ... why does this happen?

Because the puppeteers completed their mission.

The other class that the project brings us, apart from the one already mentioned marine, is the puppeteers, who are in charge of controlling the demons by literally embodying the devil himself to kill the marines and prevent them from completing their mission, the players that choose this class can use all the demons in the map and their powers to make hell rain on the opposing team of marines.

If you do not like fighting against cyberdemons usually, imagine what it would be like to fight one when a player is controlling it to kill you mercilessly.

With the puppeteers in the game, everything changes, it will no longer be just fighting against the artificial intelligence of **Doom** demons, it will be

against the intelligence of a person controlling a demon to kill you, they can also move the monsters by controlling them to cause more problems to you, so if you know the map by heart, consider this not an advantage at all.

Not only that, it also brings us the enemies of *skulltag* and some others, such as a chaingunner that now has twin chainguns, or mech demons that have double health, or the already infamous *Belphegor*, a baron much harder that can fire 3 baron balls quickly, hell, there's also a cacolantern! A yellow cacodemon who spits blue powerful balls that will make quick work of you.

However, with the addition of demons, the gameplay still feels balanced thanks to the new skills and weapons that will be very useful against the most powerful beasts; you can make rocket launcher missiles, grenades that can pass with ease through teleporters, or a quite useful and precise assault rifle, or even the most powerful of all that will annihilate any demon without problems, the *BFG 10K!*

So, if you are one of those people who enjoy playing **Doom** cooperative, but you want something more interesting and different in the gameplay, something that changes everything, then this is for you! Or maybe you are one of those who like strategy and to cause problems to other players by killing them or moving demons, then this mod is for you! Or if you liked the battle mode of **Doom Eternal** and you want something classic, well... this works too!

REVIEW BY GAIA74
RELEASE DATE: 2013
WAD BY SILVA, JABBERWOCK AND CEMPAR
CLICK HERE TO GET THE WAD!

$7.02 ONE MOTION PICTURE DEAL SETTLED FOR "ROWDY RUDY SPEEDMAPPING"

Doomkid (left) signing the licensing agreement with BluePineapple72 at Wadist Studios. December 2020

Pineapple Under the Sea Studios announced late last friday that it would be producing a motion picture WAD based on the Rowdy Rudy franchise for the upcoming March edition of their monthly speedmapping series. The licensing agreement totals an unheard of seven dollars and two cents, a whole seven dollars and two cents higher than the previous licensing agreement made for a Doom II MegaWAD: zero dollars and zero cents for literally the last time a resource pack was used for a WAD ever. Set to direct the motion picture is famed Writer and Director Bluetin Pineatino No word has been shared as to whether the upcoming film will be a spin-off of the Rowdy Rudy story featuring the famed protagonist, a short non-canon fanfiction, or an entirely brand new character within the canon. What we do know is that there will be a lot of guns, a lot of enemies, and only just barely enough time to map... (cont. 2)

MORE RUMORED UFO SIGHTINGS OVER GREATER MOJAVE.
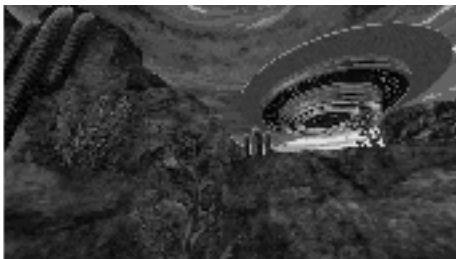
I swear they beamed me up and everything! And I've got the scars to prove it! Look! There's one right there!

"NOTHING TO WORRY ABOUT" SAYS MEN IN BLACK SUITS

Rumors have been spreading around the country about an upcoming alien invasion in May. Not much is known about these visitors, but a stocky man who claimed to be an expert explained to me that these ETs have little to do with the last invasion five years ago, among other things.

"I'm telling you man, they're out there," he said, "trust me man, I've seen them. They've got like, really really fuckin fast warpspeed man, and like, they've got connections in the government man. I mean like, they're totally behind the whole thing man. My buddy Steve works with one of them."

This witness account is but one of dozens that have been made over the past few weeks. Groups of self proclaimed "alien-experts" have set up camps around the desert in hopes of spotting these supposed visitors. I myself stayed with them for a few nights. One night, a quick white streak beamed across the night sky which prompted the campers to point at the sky, hooting at what was very clearly just a shooting star.

The morning after, men in black suits started to show up within the camp. When questioning one, he refused to comment, but did swing a pocket watch in front of my face. Aliens don't exist. There is nothing to worry about. Buy war bonds. (cont. 32)

CIRCLES CROSS SQUAREBICON!
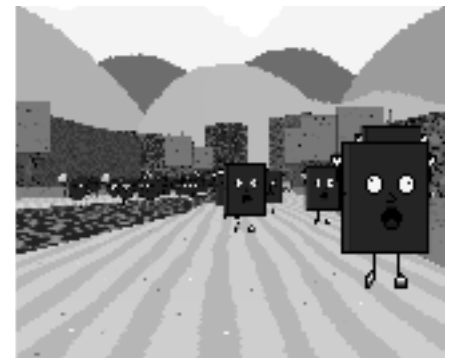
Square citizens fleeing (right) attacking circle forces (left) Right Angle Images

"WE ARE AT WAR" SAYS SQUAYOR. FORCES TO ARRIVE APRIL

It was a shapely morning, when the circles crossed the diameter of the Squarebicon, which served as a perimeter between squareville and circleton after the signing of *The Treaty of Rectangilles* four years ago at the conclusion of the nine sided war. Sixteen rings of circle troops have set forth on the twenty five mile... (cont.36)

					3		8	5
		1		2				
			5		7			
		4				1		
	9							
5							7	3
		2		1				
				4				9

THE DWMASTER ENDURANCE TOURNAMENT

#2 Kama Sutra

Welcome back to the DWMaster Endurance Tournament recap! This time around we have our 2nd entry for the second tournament!

Bdubzzz **leodoom85** **Willy W.**

Continuing with the same function of the tournaments, now we have a complete megawad quite recognized in the community. Kama Sutra is a classic that stands out for its high difficulty and fascinating design; created by only two people, this is a megawad worthy of any kind of hardcore competition! Of course, this is the first megawad of its kind we have had in this tournament, and also the first for DOOM 2. Things were hot from the start and I have to admit I was somewhat optimistic that someone would manage to complete the entire megawad in a single session. Lo and behold, it came true. Several players threw themselves against this beast and a handful came out completely victorious, here are the results.

Kama Sutra (SIGIL)	
#13	
120,017	Bdubzzz (First place)
87,240	leodoom85 (Second place)
75,384	Willy W. (Third place)
69,771	Peccatum Mihzamiz
64,536	Droolius_Sneezer
59,770	Major Arlene
52,440	Pegleg
46,351	Endless
38,876	xvertigox
33,876	Qvelax
32,949	General Rainbow Bacon
26,588	Pseudonaut
24,656	dei_eldren

Note: Bright blue means that the player completed all the maps. Dim blue means that it didn't. White text means that it finished successfully the challenge run.

Kama Sutra is quite the challenge, and so is SIGIL (Specially since for that one you can't die in your run) yet some damn crazy doomers actually managed to go waaay beyond what I was expecting. Huge congratulations to all the winners and let's se what the next month challenge brings to us!

Stay tuned on...

The Wadazine ;)

NEWSTUFF ON
DOOMWORLD

RIP AND SHARE.

Land of Despair
NinjaTanek, Spaicrab

A must-grab for slaughter fans looking for something new to scratch that itch, this is January's newstuff map of the month! Described by NinjaTanek as providing slaughter-y combat without the insane difficulty of Holy Hell or Okuplok, it probably plays closer to something slightly more sedate like later Alien Vendetta or something. The start's pretty tame, but the screenshot above is probably the most indicative, if tame, of what awaits you. Land of Despair makes great use of GZDoom without going to ridiculous, as indicated by the futuristic doors. Unfortunately, I didn't have time to finish this, but what I've seen makes this well worth your time.

The Gun Turret
Maniacal Robot

You ever see first maps where textures are all just slapped together without intent or purpose and the monster placement follows a similar philosophy? That's not the case with the Gun Turret. While having some fairly significant flaws, it contains one very important quality that 1994 maps were lacking: a sense of place.

Starting out, you're in a sort of canyon region. Moving forward a few feet, you'll run into quite a few hitscanners you'll be running and dodging as fast as you can, the chaingunners in the bunker basicallly across from you posing a particularly dire threat. While there are places to hide, there's a decent chance you'll take damage from the other hitscanners in the valley.

There are also some caves to the left side of the map and a base that feels fairly occupied. There are a couple of long hallways with doors that practically scream 'monster closets' but don't worry, there are actually rooms behind some of them that you can guess the function of. The level ends in a train depot where you have to fight FOUR cyberdemons in a relatively small area. I'm not personally sure what to think of this, but for many, this might be a worthy fight.

The level's not without its problems, though. Once you pick up the super shotgun in the room where you enter the tech base, 4-5 mancubi and probably a dozen revenants teleport in, leading to a seriously tedious circlestrafe fight I escaped by pressing the switch which opens the door you came in, and just cheesed the Reve-

Land of Despair

The Gun Turret

nants from the ledge below the bunker. It's not as bad as something as Mephisto from the Master Levels, but that was annoying. There are a couple of useless rooms that house enemies, and basically any level that uses mountain brown threatens to leave a bad taste in my mouth.

Temple of the Marshes
Gustavo 6046

This'll be the only newstuff map revealed that's compatible with PrBoom. Oh boy....So you know how some first maps contain some blatant 1994 vibes? Well, that's not particularly clear upon your start, where you're in a decent representation of a marsh in the Doom engine. After passing through the first room, containing a sinister symbol on the floor, you then find yourself in a overly dark and fairly monotonous collection of rooms containing some surprisingly clever secrets. A switch that's across the ledge from where some chaingunners are will light up when shot but doesn't appear to anything, like trigger the nearby stack of silver UAC crates to lower and reveal the secret with the plasma rifle. The Arch-vile ambush when you grab the Red Key is kind of cool, but it's easy to overlook the final ambush

in the marsh and just stumble to the exit. The author seems fairly receptive to cricticism, but as of yet, he hasn't released an updated version. Still has some decent gameplay.

Filtration Plant
King S P O O N

A well-done map by someone who's probably been around the block (I dunno, I don't really lurk in the Doomworld forums), The Filtration Plant is a highly enjoyable techbase map with texture choices somewhat reminiscent of Back to Saturn X. It's only playable in GZDoom because of the use of dynamic lighting and has no difficulty settings. That's ok, because while you'll likely find youself running low on shotgun shells at various point, you're inundated with boxes of cells long before you come across a plasma rifle. It's not in one of the level's 3 secrets which I found rather easily (hint: one actually requires crouching to reach), but grabbing it results in a quad of ghost hell knight appearing behind you, which you might want the BFG for, which you might miss if you're just rushing through the level. Otherwise, you'll wish you had it for the final, explosive fight which starts when you back off the exit teleporter which doesn't work right off.

It's possible that cell ammo is possibly too plentiful (especially outside the final room before you acquire the plasma rifle, lol) but overall, this is a sufficiently challenging map that largely holds back until you get near the end.

Doom 666
Bob372

The second map released by bob372, this one definitely shows growing pains. There's some cool little details here and there(the room you start in for one), but the non-pressable switches are annoying, and I have no idea why you fight a giant Manucubus at the end. I have no idea how you're supposed to tag either of the two secrets either. Still, it's short.

Bionicle Heroes Doom Edition
Theshyguy489

A weapon and sprite-replacement mod that replaces the usual Doom roster with weapons and enemies from some Lego line I'm only vaguely aware of...well, it exists and plays pretty well. Some of the weapons kind of lack the proper punch. I do like the cutter weapon that replaces the BFG in the number 7 spot. Does it end up breaking the game after a while? Who cares, and you can correct me, but

Interloper

weapon mods aren't really made by taking possible game breakage into account.

Interloper
Snaxalotl

Now this is some good work! Supposedly, it's only Snaxalotl's second map (and heavily revised from an earlier version apparently) but this might be the best marriage of gameplay, music, and visuals out of all these new maps. Taking place aboard a spaceship, Snaxalotl manages to create an environment that genuinely feels like a demonic starship. I especially like the chapel with the red key (and an oddly teleporting arch-vile that screwed up my run a couple of times) as well as the Arch-vile study where you find the yellow key. It has a scroll on the desk and everything! The only thing hard to talk about is the combat, but suffice to say, it'll keep your blood pumping, and never really slacks. Along with Land of Despair and maybe Filtration

Plant, this is an absolutely unvarnished recommendation. Also, this is one of the few maps reviewed that support multiple difficulties, so in case you're feeling the heat, you can dial back a few notches. Did I say the music is absolutely awesome and sounds like a Paddock track?

UACPS Storage Facility
boomslang

Boomslang's second map, and apparently also compatible with limit-removing ports (he used the Boom format) It has around 200 monsters. Slightly amaterish perhaps (cacodemons hiding in random rock areas, a fake wall you can only see from the other side and the 1994ish tendency to write things in red letters in spots) but brimming with creativity and neat little details that never quite distract from the action, this is a worthy play. There are a number of distinct areas, but they do blend together in a way that makes sense(but why so many UAC bases located near

volcanoes?). I like the janitor's closet containing the health kit and box of shells, the little fountains of godknows what brown thingy, the office or whatever with blood running down the walls containing hell knights and zombiemen, and the parking lot at the end where you face off against a massive swarm of Revenants. Hope you're not completely incompetent at finding secrets. If you like mappers with distinct touches, please check this one out and show boomslang some love!

Out For Christmas
thelazyqdude

You know why some maps completely fall apart with no action? This is why. Don't judge lazyqdude too harshly though. The music choice is quite nice (the Caretaker?) and complements the vague winter thematic nicely. That might be part of the reason why the lifts move so slowly. It really would make combat difficult though.
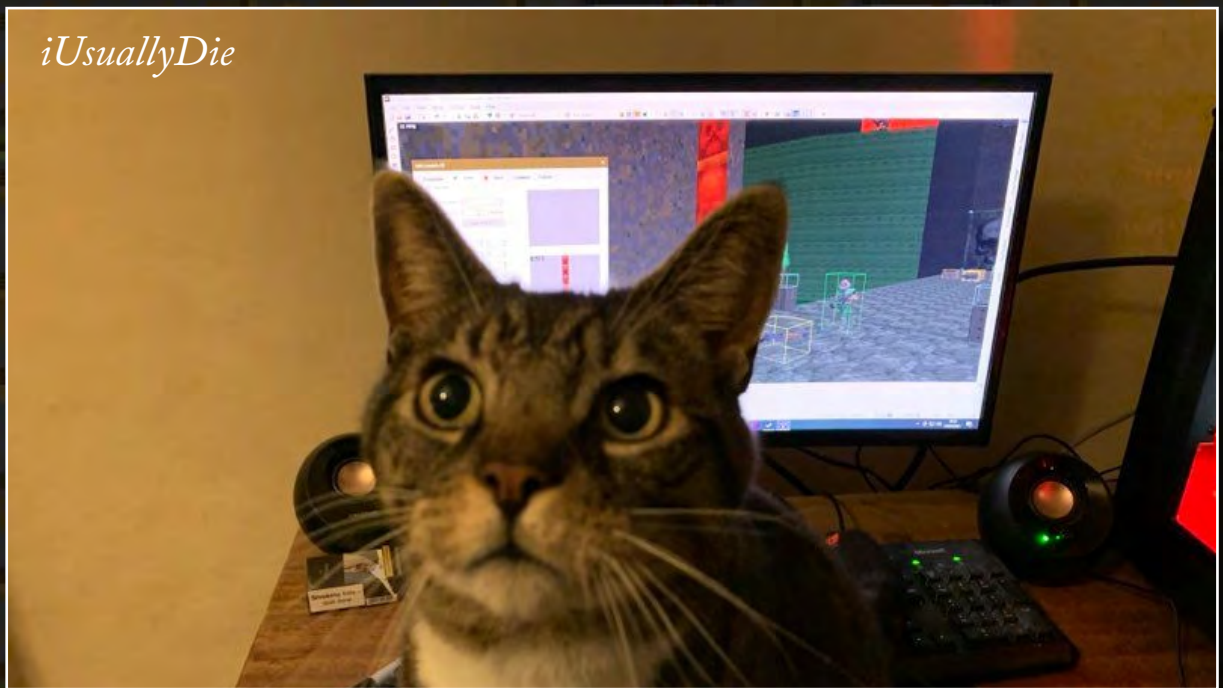
Peccatum Mihzamiz

PICTURES
GALLERY

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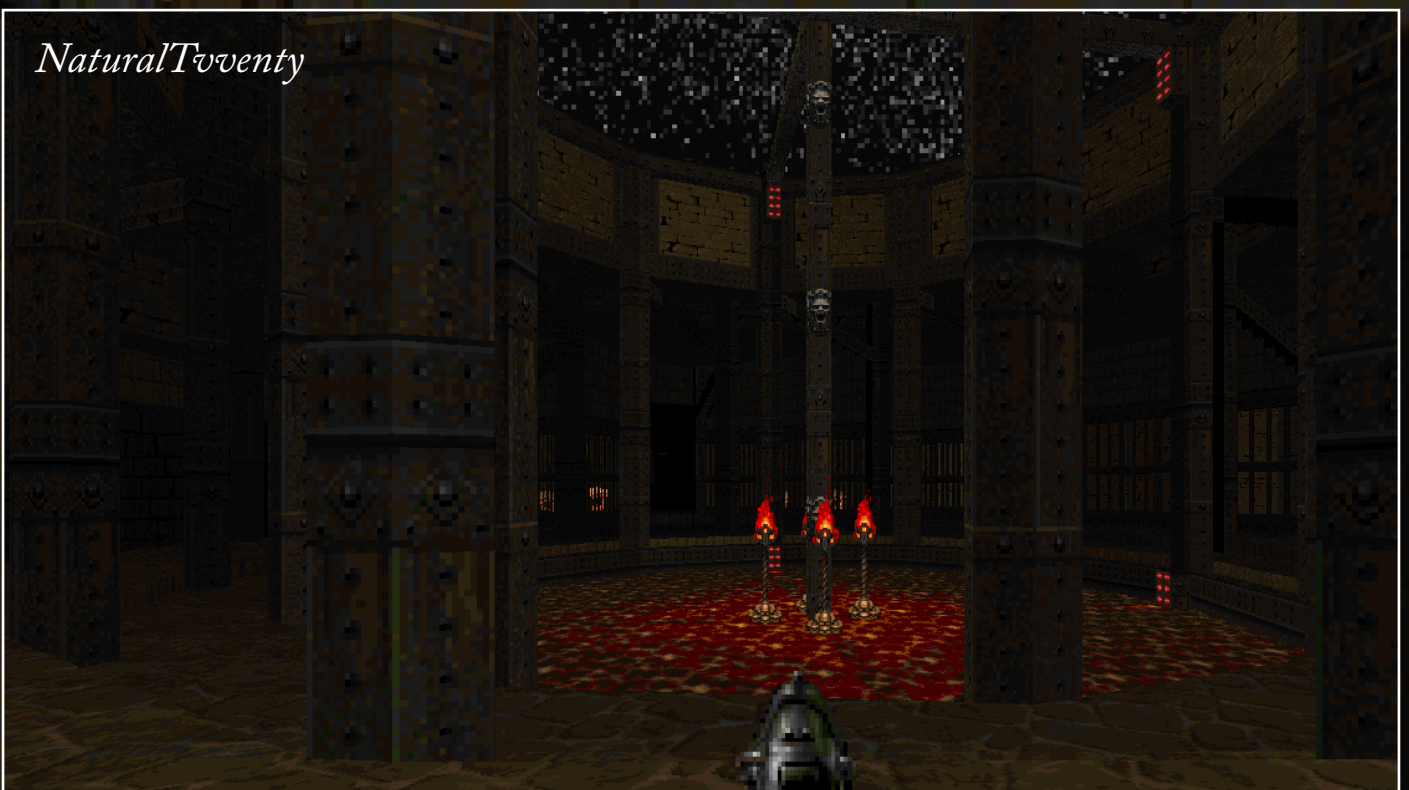
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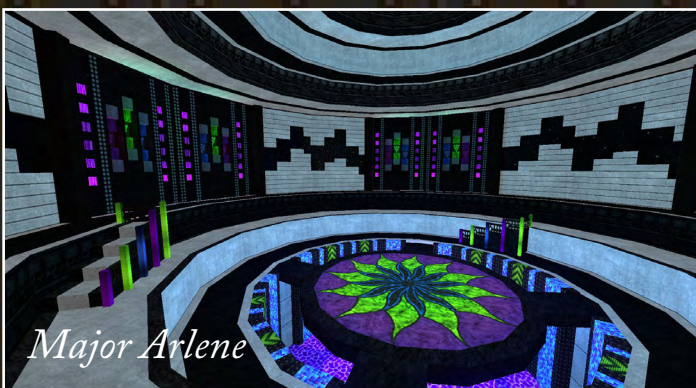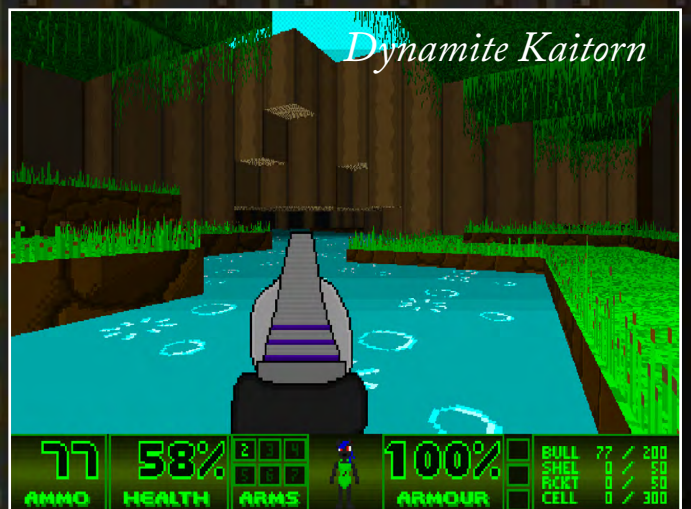
iUsuallyDie

Major Arlene

Dynamite Kaitorn

28 100% 2 3 4 0% BULL 150 / 200
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AMMO HEALTH ARMS ARMOR RCKT 7 / 50
CELL 0 / 300

77 58% 100% BULL 77 / 200
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Dobu Gabu Maru

Sonny666

Sluggard

Sluggard

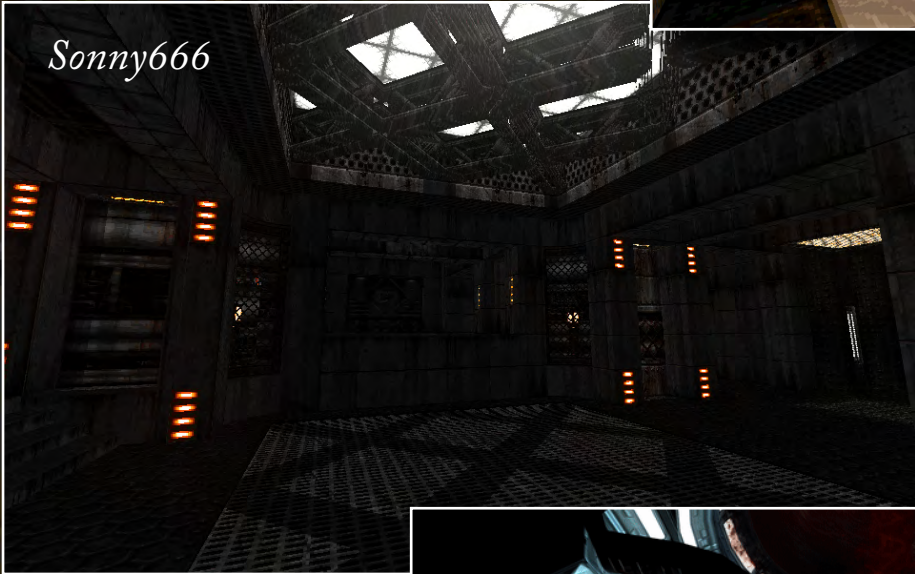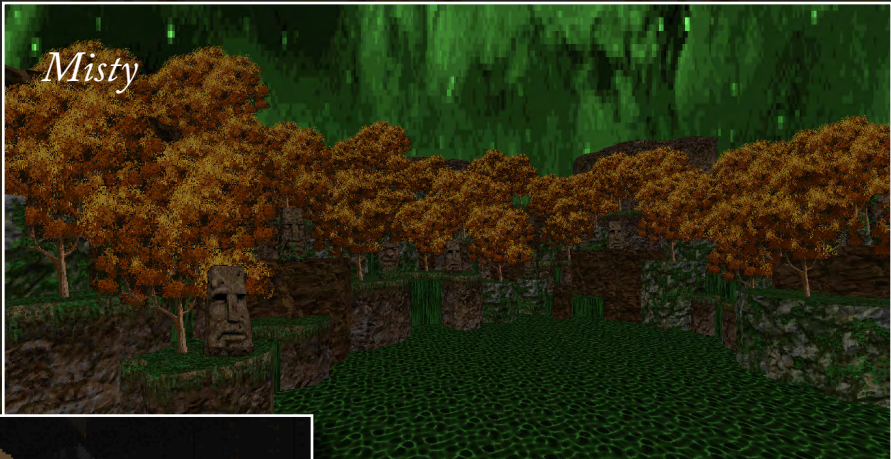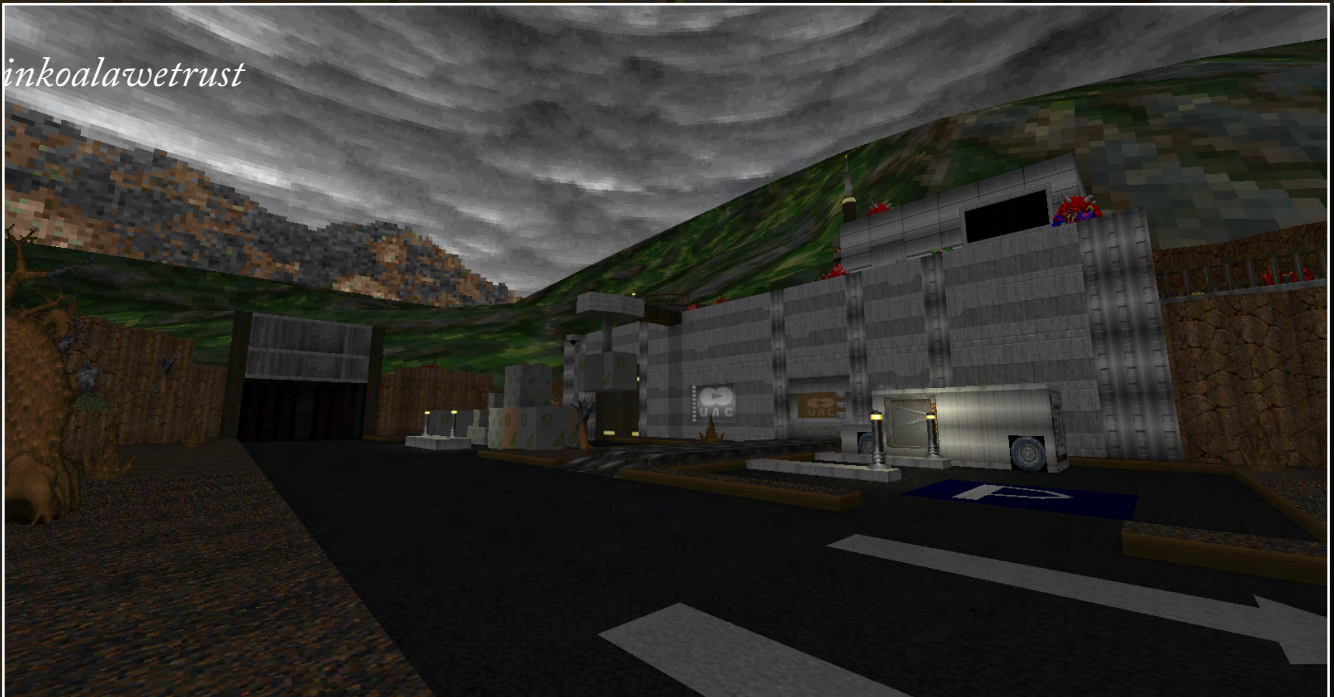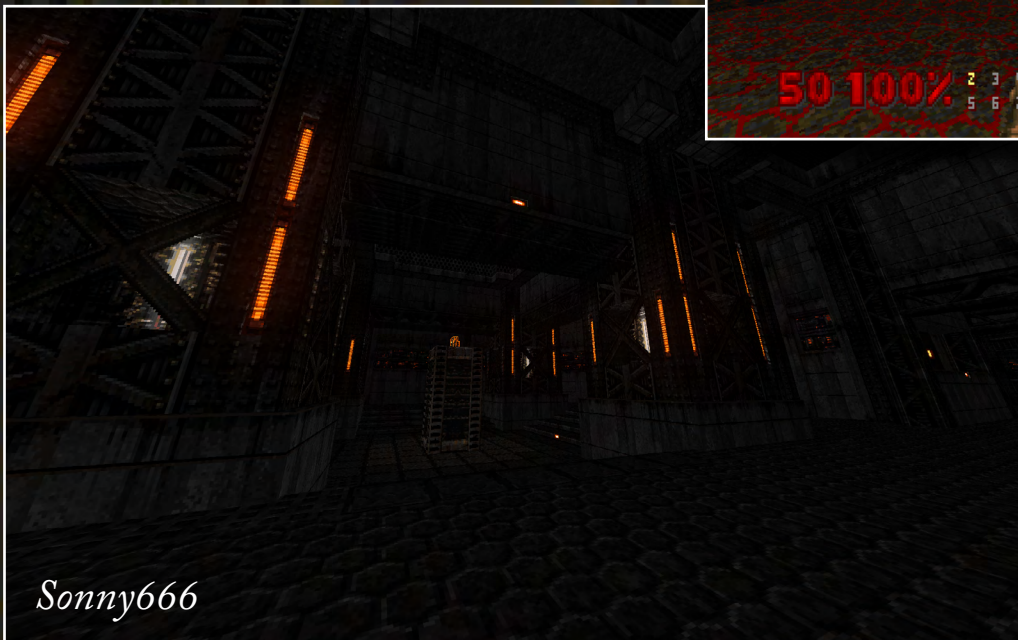valkiriforce

valkiriforce

wereknight

Kuleshoff

die_eldren

MFG38

Misty

TheSlovinator

N1ck

Sonny666

sluggard

Ichor

Saint

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BluePineapple72

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DJVCardMaster

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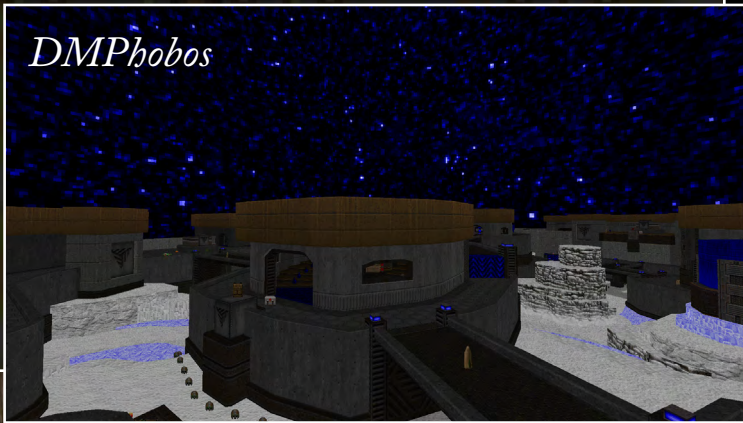
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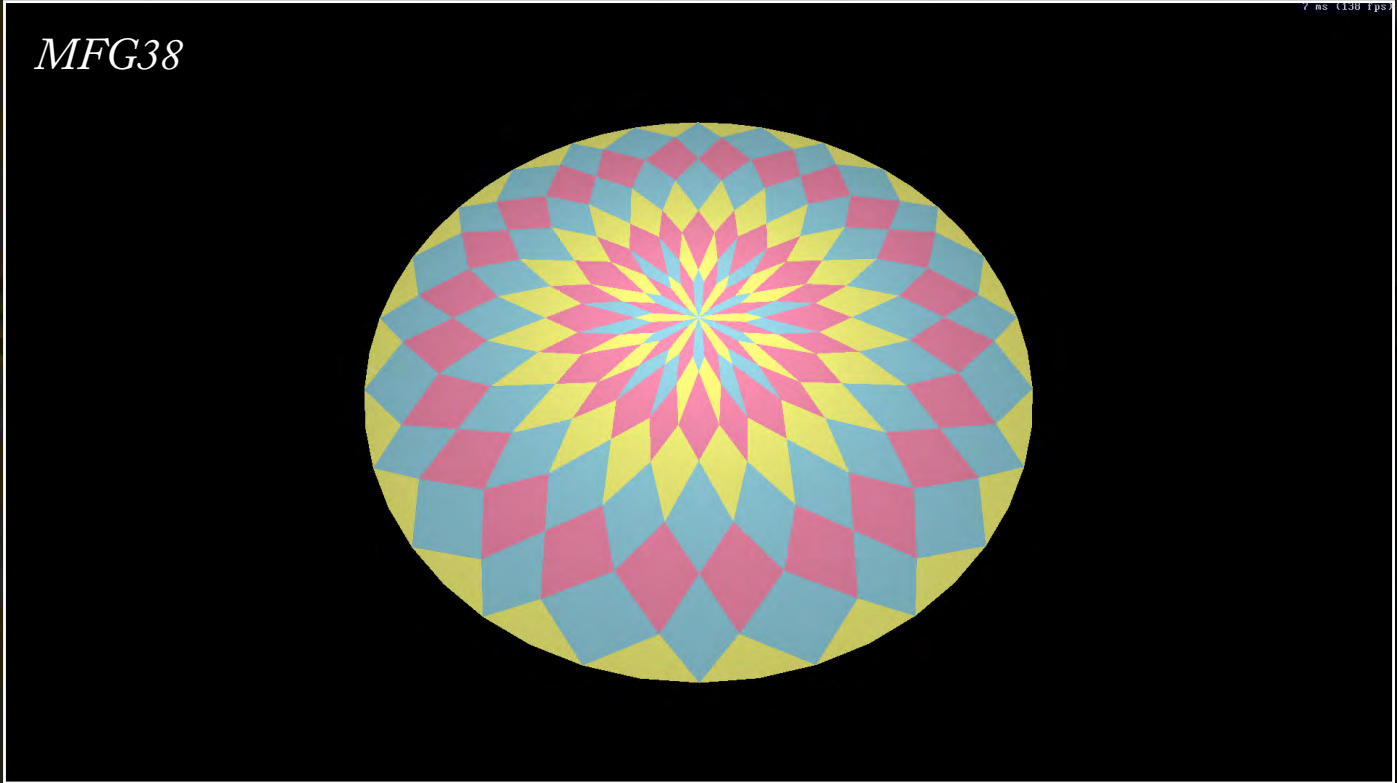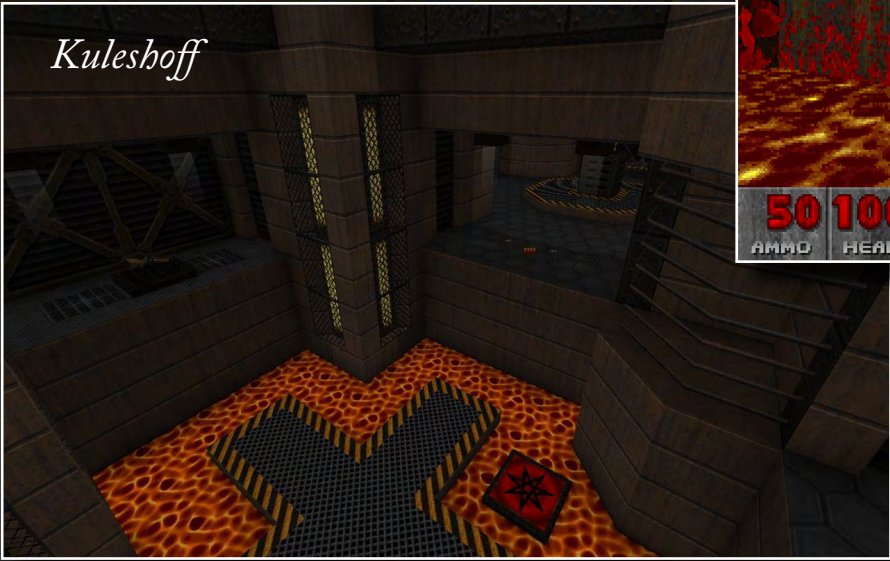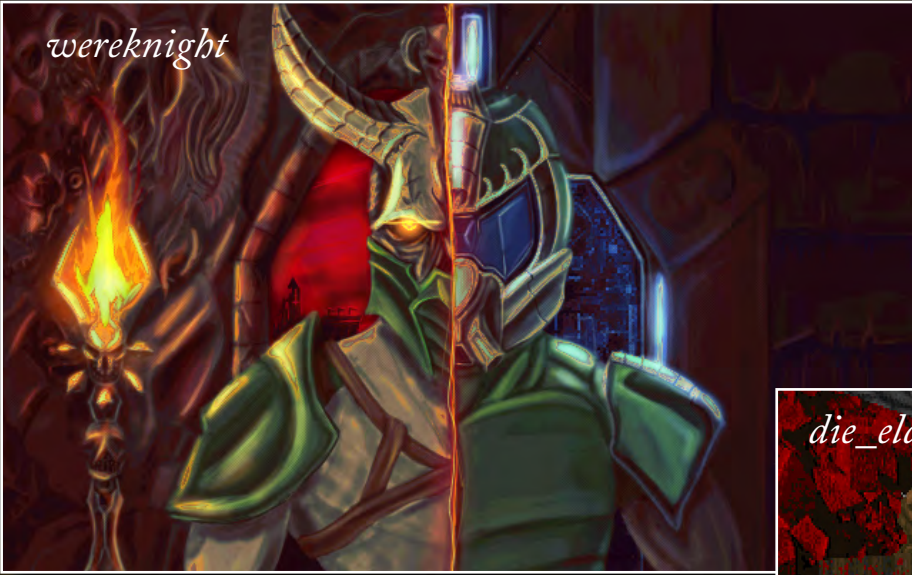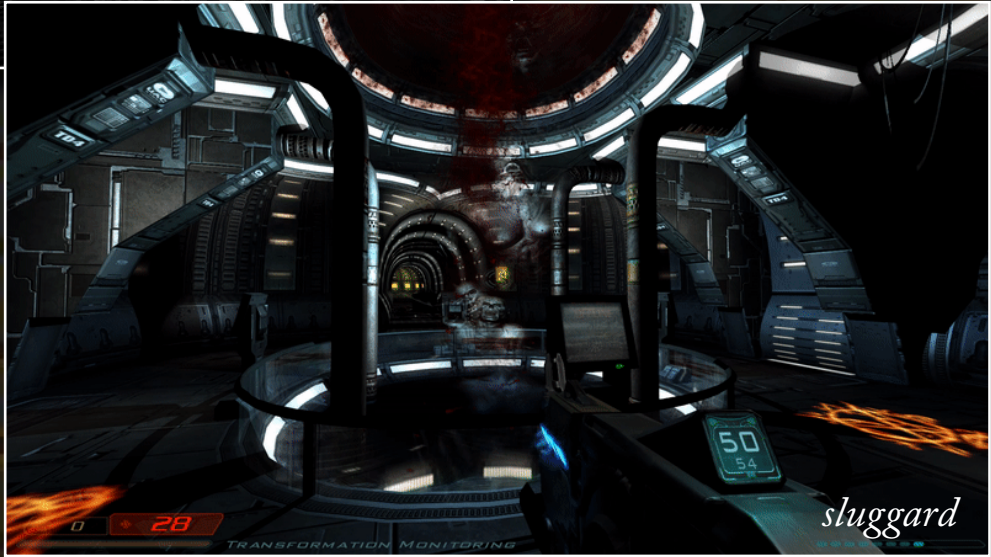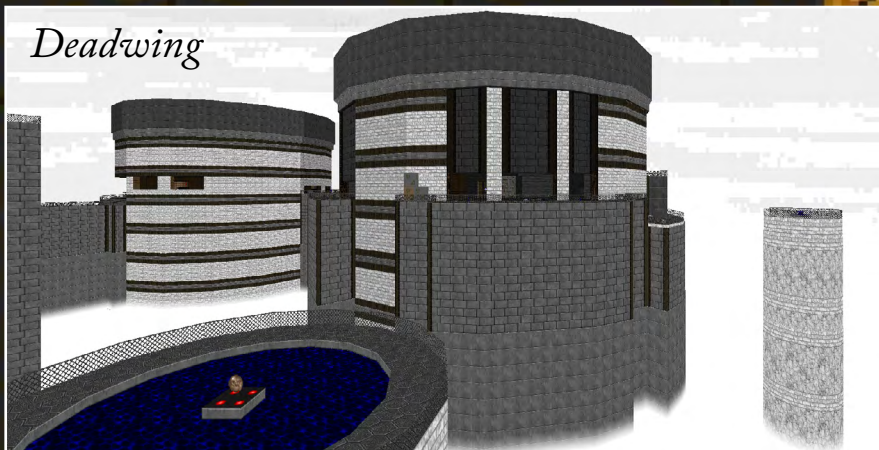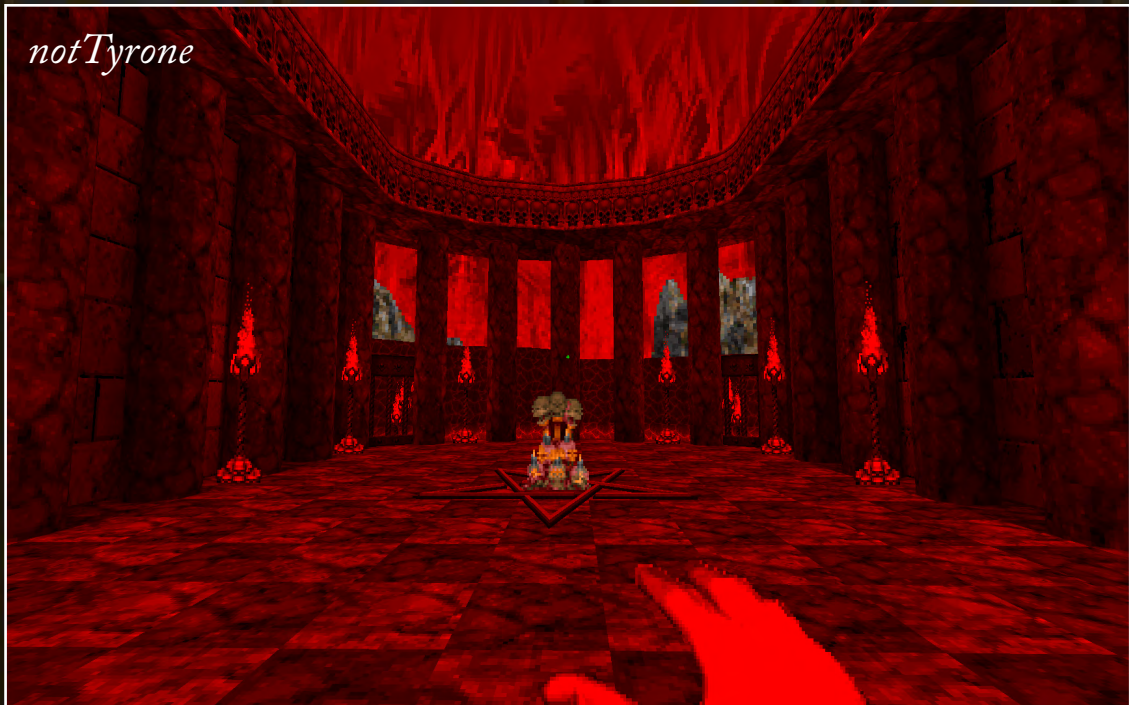
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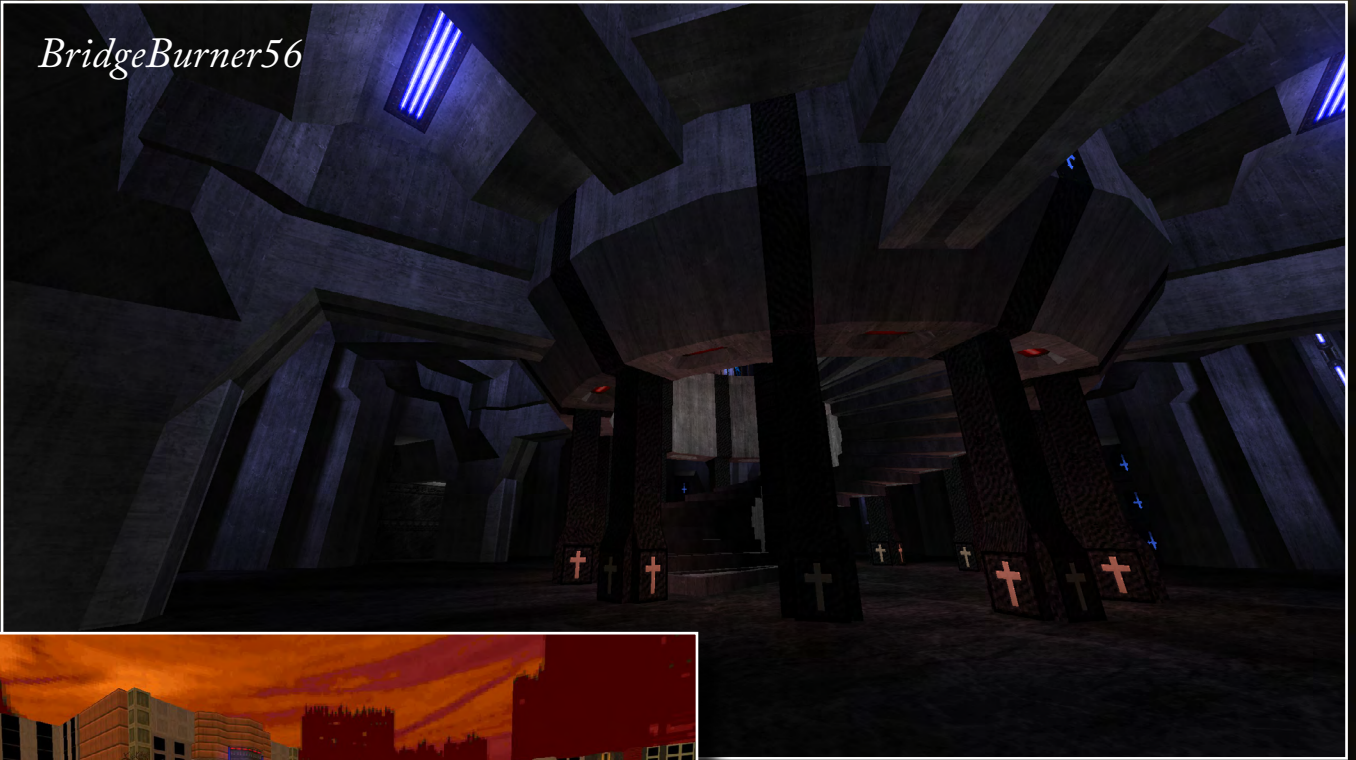
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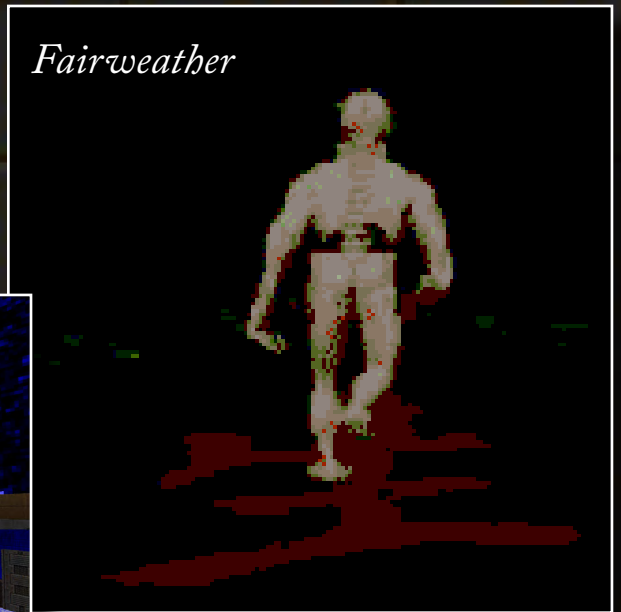
DMPhobos

Captain Toenail

89
98

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RonnieJamesDiner

Ichor

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Sonny666

_Mud

Deadwing

Chainie

StalkerBlade

CherryMvffins
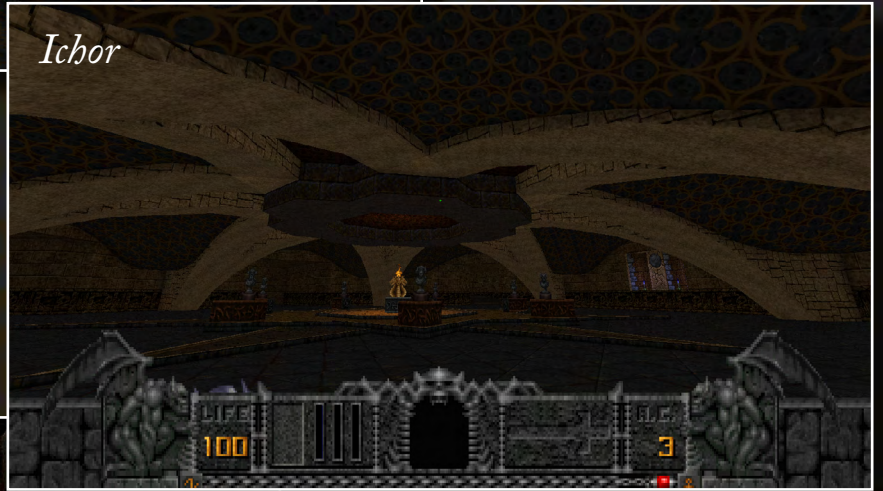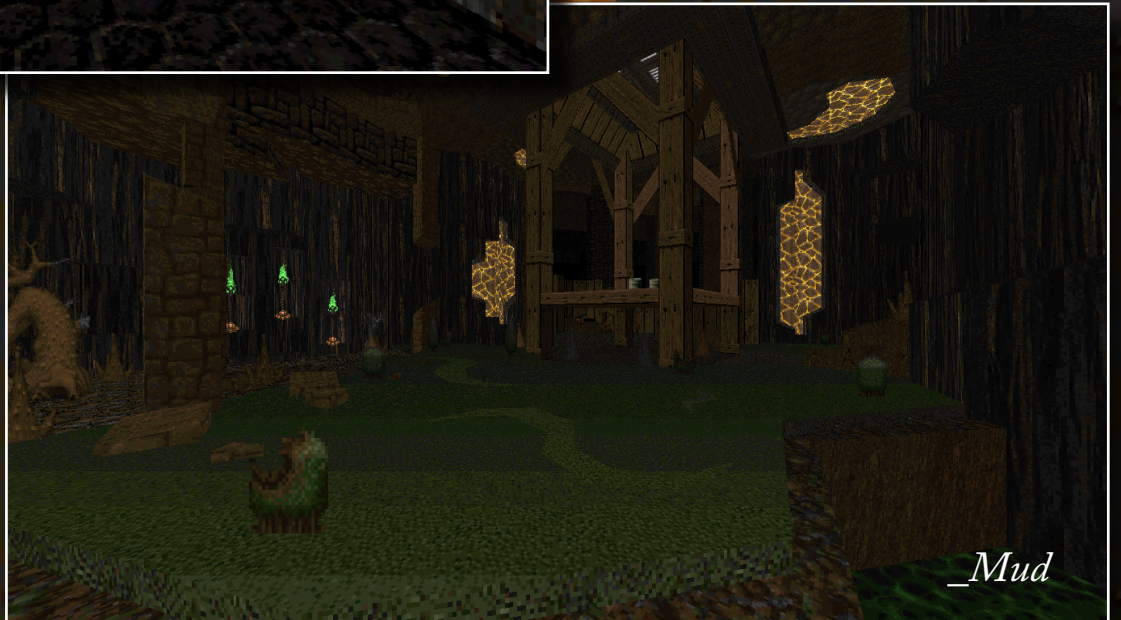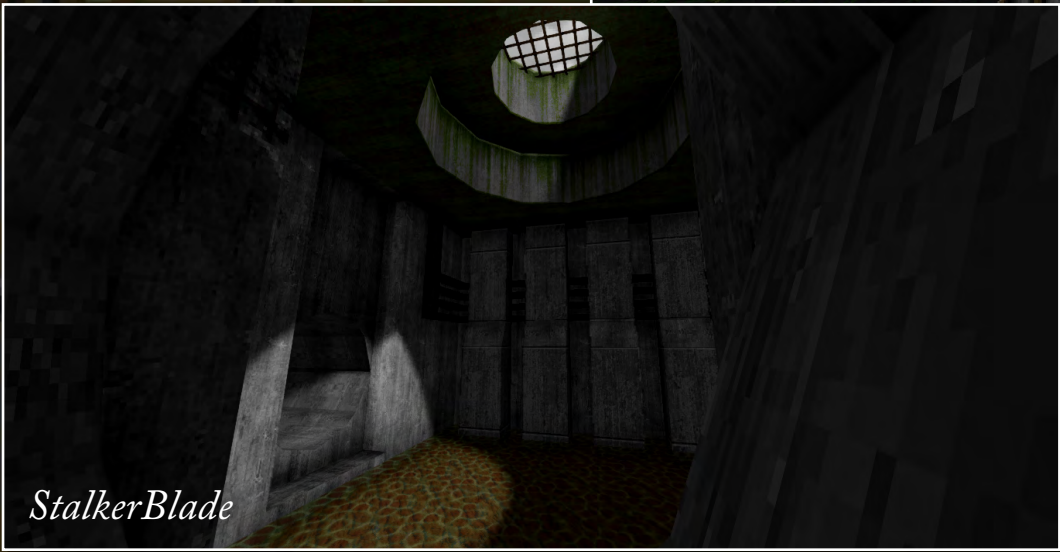
Doom_Dude

Lutz

A.H. Sankhatayan