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THE DOOM MASTER

ISSUE NO. 1

WINTERZONE

HD



DOOM

**THE GAME THAT
NEVER DIES**

**MOMENTO MORI
MONUMENTS OF MARS
AKELDAMA**

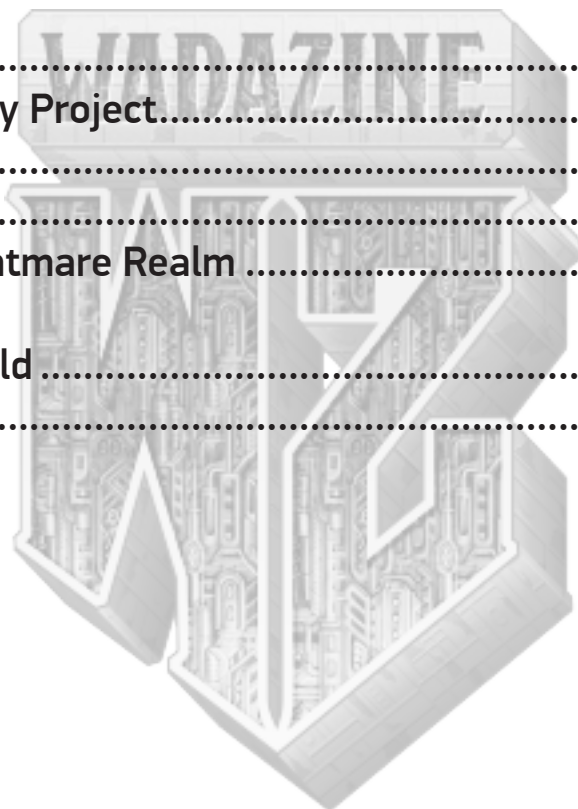
VRACK I - III
SHADOWS OF THE NIGHTMARE REALM
JAPANESE COMMUNITY PROJECT

INDEX

Doom Re-Master Wadazine Introduction.....	4
Doom, the Game that Never Dies	5
Master Recommendation 1: Akeldama	8

WAD Corner:

Memento Mori	10
Japanese Community Project.....	11
Vrack 1, 2, and 3	12
Monuments of Mars	13
Shadows of the Nightmare Realm	14
NewStuff on Doomworld	15
Pictures Gallery	16





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Endless

VERY SPECIAL THANKS TO:

Doomkid, Chris Hansen, and Ryath, our hosts.

Bridgerburner56, Major Arlene, Gaia74 and Taufan99, server mods and advisers.

4MaTC and Nikoxenos, our Wadazine editors & wizards.

Elend, designer of every single Wadazine logo and related.

Clueless, my best friend and extremely supportive for everything.

<rd>, for giving me some insight, and help with the formatting.

Not Jabba, for words of advice in what path to follow.

And specially to the reader, **you!**

Thank you, thank you for reading this, I hope you have enjoyed it as much as I did.

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INTRODUCTION

The **Doom** what now? That's right, the *Doom Re-Master Wadazine!* The very first issue of your all mighty, demon-loving, satanic-influencer, hell-worshiper and tech-base maniac Doom magazine now in all HD glory! Or in this case, not MS Word glory.

We've reached one full year of the *Wadazine*. Our very first timeline milestone and one that we proudly celebrate in full honor. The *Wadazine* started as a one-man-journey into the vast world of **Doom**, but it has now become something much bigger, something else. It's a testament to a community that's filled with artists, content creators, intellectuals, mappers, wise-guys, speedrunners, masochist, casual-lovers, retro enthusiast, vanilla addict, ZDoom gurus, code wizards, obsessive writers, prolific jacks-of-all-trades and above all else, **Doom** lovers.

The *Doom Master Wadazine* is my idea of the perfect **Doom** companion. Like those old TV guides there used to exist, or books like the famous *1001 Movies To Watch Before You Die*. The idea was to create something that worked as an excuse to explore more of the **Doom** world, and as a way to create something that could help you partake in your own journey across these oceans of content. I've always imagined this with a 90s set of mind;

back then when internet wasn't as open and easy to access as today, and back then when guides and articles only existed in physical issues. You had three things to enjoy the most out of a game: 1. The game, duh, 2. A good-enough radioactive PC and 3. A lovely magazine-guide. You 80s and 90s boys know what I'm talking about. A magazine companion felt like a bible of knowledge and secrets to be discovered. News from all around the PC gaming world, articles dedicated to particular subjects, entire interviews with your favorite developers, walls of reviews to help you choose your next adventure, fantastical ads promoting the best upcoming thing to blow the world. It was unreal. It was a time of magic and pure discovery.

Now, these times are great. You have everything at your disposal in the distance of one or two clicks. This is the era of information; a time when you can know just nearly about anything. Yet, of course, knowledge is a double-edged sword. I miss those times when gaming was like the most magical thing in the world. We are now used to over-hyped videogames that tend to be dissected since the day they're announced. Secrets aren't really secret. Why is that? Is it a testament to the crippling AAA industry that prides itself and revenue instead of fanbase? Nah. Gaming still is great. Is just that

we are old, we are grumpy and we are kids no more.

The magic is gone. The feeling of wonder can be barely touched, and yet, we revolt in nostalgia and sometimes crave the feeling of discovery in our hearts once again. Internet and technology are now daily life, a blessing that allows us to expand way beyond the usual limits.

Yet let's not forget. These lands were once made out of magic. And the *Doom Master Wadazine* wants to recapture that magic.

We want you to read our pages with enthusiasm, with joy, with wonder. We want you to explore what new WADs to play today. We want you to learn something new about your favorite game. We want you to understand something better about your favorite WAD author. We want you to explore **Doom**.

And we want to let the obsession to begin. Again.

Happy 1st year, *Wadazine*! And thanks to all our dear readers, our fabulous Doomers, that have supported us during all this time. We'll see you next month! Now go play **Doom**.

– Endless

EDITOR-IN-CHIEF, DOOM LOVER

DOOM

THE GAME THAT NEVER DIES

Hello, dear Doomer. If you're reading this, it's because, in one way or another, you've been connected to the wonderful game that is **Doom**. Whether it's because you've been a big, passionate fan since the game's release, or maybe you're a new player who wants to get inside the interesting and complex core of this work of art. Either way, I welcome you, because if you're here, it's for one reason, and that reason is that **Doom** never dies.

Doom was released on December 10th, 1993. Okay, did you get that? Let me put it this way: This game is over two decades old. This game is exactly 26 years old at the time this article was written. That's quite a long time, no doubt, but to say that is to lower the true value of the meaning of this peculiar concept. That the simple and delightful truth is that **Doom**, 26 years later, is still an active game. How many games can boast such pride? How many games have that incredible power, that ability to captivate your audience more than two decades later? Not many, of course, but **Doom** is not only old, it is more alive than ever.

How so? How is it that a game not only stays active for almost 30 years, but at the same time, it stays red hot with an active community 24/7 that develops constant projects every year, surpassing the expectations not only of the community, but even of the creators themselves? Romero himself didn't expect such a success, he didn't expect **Doom** to become a pillar of the history

of videogames, moreover, of computer technology.

Well, the answer is as simple as it is fascinating. In this game there is a complex key that may seem alien to foreign eyes, but familiar to those who have searched the historical archives of this marvel.

Not that being a technological marvel was everything, of course, it was, but that's only partly why the game is still alive, but not all the reason, after all, 1993 vs. 2020 is a huge, huge difference. How much did a video game used to weigh during the 90s? 50mb was considered a huge space, now we have 100gb games (which I hate because damn, my poor SSD.)

If not that, what is it? What is the secret medicine that has prolonged this old dog's life so much? What's the tricky trick that keeps him alive? How? How is it possible?

Drama aside, I'll give you the answer: You.

Doom is alive because **Doom** is great, **Doom** is still the game we love so much because **Doom** is everything and **Doom** is you. **Doom** is still **Doom** and we are **Doom**.

I feel quite happy and proud to be part of such a community, what do I base it on? Well, the simple fact that I can say that since 1993, there are people who still look at this game with the same eyes that when they saw it when it was released that cold Christmas night and got warmed up by the pits of Hell. Oh, yeah.

Those people created the first steps in the long, great history of this game. The first WADs, *Origwad*, the first fan-made level for **Doom** and probably one of the first pieces of what would be the huge puzzle of the mod and mapping community. Then came the big creations, the big modifications that paved the way for a world of greatness. Total conversions that turned **Doom** into something different, almost new; I can imagine more than one child discovering the power of



Pretend that you know nothing about Doom, would you believe me if I told you this game is still played to this day?



QuakeCon '96...

mods and thinking "I can have all the games I want in one game!", at least I thought so when I discovered the power of mods and TCs.

And the tools didn't stop there, no sir. Innovation was of a constant pace, creativity was of unexplored limits, the hearts of the fans asked for more and in their hands was the power to satisfy such a poetic need.

Why poetic? Well, I like the sound of it and I think it goes pretty well with the **Doom** story. Poetry is... passion, and what the fans have proven to be able to do for this game is not far from a work of art, a work of poetry. After all, no one can deny that both within the creative circles and within the enthusiast circles there has been an amount of passion as exciting as it is unparalleled.

Remember *Memento Mori*? 1995, one of the first of its kind, a big step for the community.

Aliens TC? The first of its kind, and a fascinating work from the historical context to the present day.

Requiem? It brought with it never before seen tricks and fascinating innovations in the field of mappers.

Alien Vendetta? Oh yeah, this is where the big leagues would start.

Mordeth? A partial conversion that echoes in the form of a Cacoward nomination.

The rise of the source-ports? You sure do, you use one of those to play **Doom** now.

There's so much, so much, so much more to mention, hey, 25 years of his-

tory summed up in a couple of pages is no easy task, but actually, I'm not here to sum it up, I'm here to explain why **Doom** has lasted so long.

I am here to tell you in the most romantic and almost embarrassing way, to say in a few words what I already said. **Doom** was made with love and **Doom** is still alive because of that love. The quality of life that this game has enjoyed is one full of bumps and also of difficulties, hard moments that have stained the name and almost stagnated his life. Sad events as well as unfair events. Life's misfortunes or simply the abandonment by modern development hands. We go through everything, feel everything, enjoy everything and suffer everything. Since **The Ultimate Doom**, through the radical **Doom 3** and to the frenetic **Doom Eternal**, we have been through everything. You could say that we have a relationship with this game and that because of that this game has managed to endure, why? Because we are faithful, because we are passionate and because what is cared for, lasts.



... and QuakeCon 2019 and forever. We are eternal.

THE FUTURE OF DOOM

There's always a lot of uncertainty when it comes to the longevity of a video game. It's becoming increasingly rare to see video games that manage to stay up for more than a decade, let alone two. We can talk about the activity of a game, sure, there are still a good handful of games that are played by its fans, but as soon as we look at **Doom**, we see something that goes beyond just playing it. This game has not been kept alive just by being played; it lives by being improved, by being changed, by being evolved, by simply being a game that offers so many capabilities in an engine so old but so elegant that if you want to put wings on it you can.

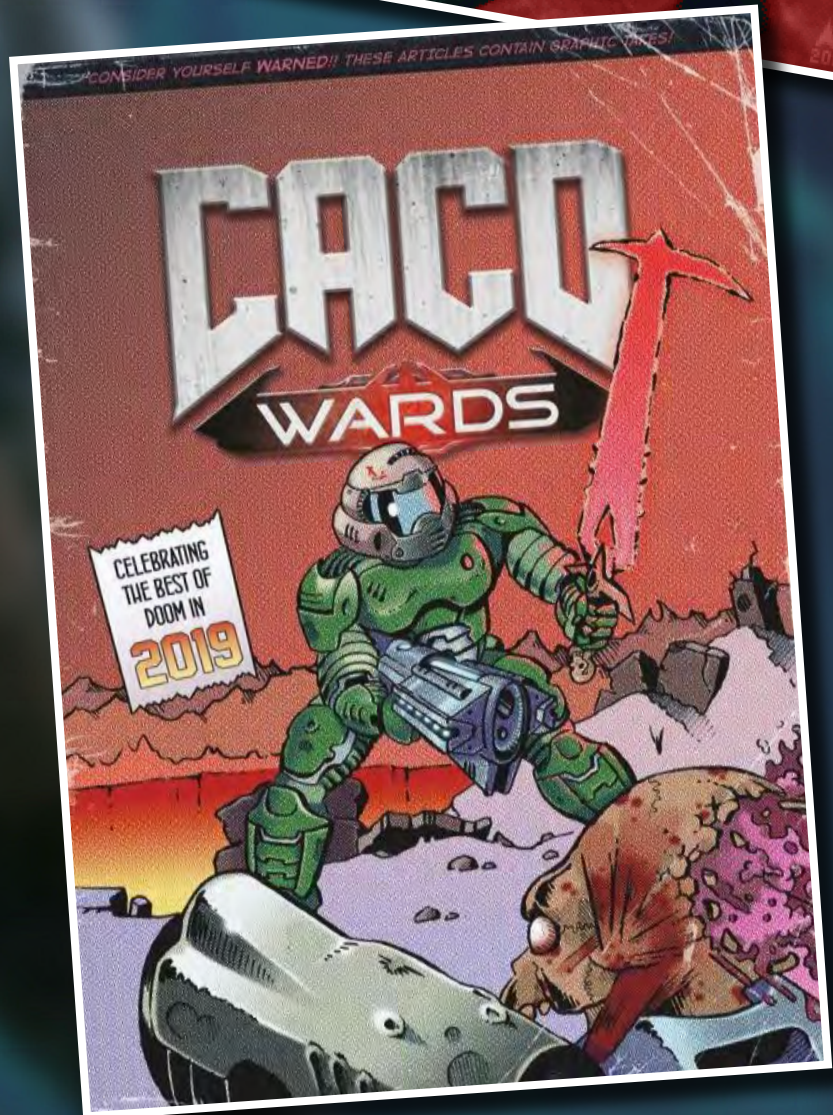
I have to say that I'm very excited about **Doom's** future. With the release of the latest games being total successes, launching the **Doom** name once again on the throne that it deserves, it seems that the life of this game does nothing but to prosper, but better than that, prosper in a quality that very few manage to achieve, a quality that will not only echo for the future of the history of video games and computers, but is a history that has created a legacy impossible to erase as well as people impossible to forget.

I want to quote a great sentence that inspire me to do this:

Doom is the canvas and the colors; you are the artist.

And guess what? Art is eternal, the endurance is for life and the work is never forgotten. The legacy is, without a doubt, unforgettable. **Doom** is alive because in the massive and saturated ocean that is the video game industry, especially FPS, **Doom** is a gem, the raw material, the rough diamond that gave birth to all. And as such quality of primordial, it cannot be ignored.

So, I want to thank you, dear Doomer, because the number one reason this game is still alive is and will always be: you.



**THANK YOU FOR SHARING THIS
PASSION WITH EVERYONE.**

– Endless



AKELDAMA

THE MASTER RECOMMENDATION 01

The year is 2020, the world is taken by surprise by a storm never seen before. Panic and trouble everywhere, life seems to tell us that this will not be a good year. But oh, what is this? You browse a little bit in your favorite forums, looking through the recent WADs and Mods you find an interesting project. *Akeldama*, a word you've never heard before (probably). Fascinating, you whisper as you turn off the lights and sit down to try out this new megawad.

And in the blink of an eye, you are transported to the 90s and early 2000s. The taste of your favorite ice cream is vanilla and *Akeldama* tastes like glory. For a few hours you forget about the world and feel happy in the golden age, but now, this is your new golden age.

This is Akeldama.



With the introduction I think I have revealed the main theme of this great megawad. That's right, folks, Vanilla.

Akeldama is a collection of 32 fantastic maps ranging from small to large, with a progressive growth in difficulty that offers challenging-enough maps for those who want a good fight and also offers opportunities for relax for those just looking for a good time. But this megawad is not intended to be relaxing or ultra-difficult, its main goal is to be vanilla and fun. And, well, does it succeed in that?

With a collection featuring both design and texturing from the 90s, as well as an intelligent craftsmanship that combines advanced layouts to give it a slightly more stable perspective and narrative for current standards, *Akeldama* is not only a vanilla megawad, but one that achieves its goals with a unique, passionate and even modern touch.

But doesn't that sound contradictory? Modern and vanilla? Is that possible? The answer is yes. When I refer to this succulent combination between vanilla and modernism, I mean a system that manages to create a sufficient and balanced dichotomy between the "feeling of the 90s" but linked to the "qualities of modern times". The feeling is there, the quality of vanilla is there, but the problems of that time are not.

We won't find super square maps where the palette is about 3 textures maximum. We won't find rooms with a hundred imps in the same place or open fields that seem to be as empty as my heart. And of course, we won't find tedious enemy positioning and item crises. On the contrary, *Akeldama* combines the experience and skill of both veterans and newcomers, but above all, it achieves superb quality-control thanks to the joint efforts of incredible authors and the solid

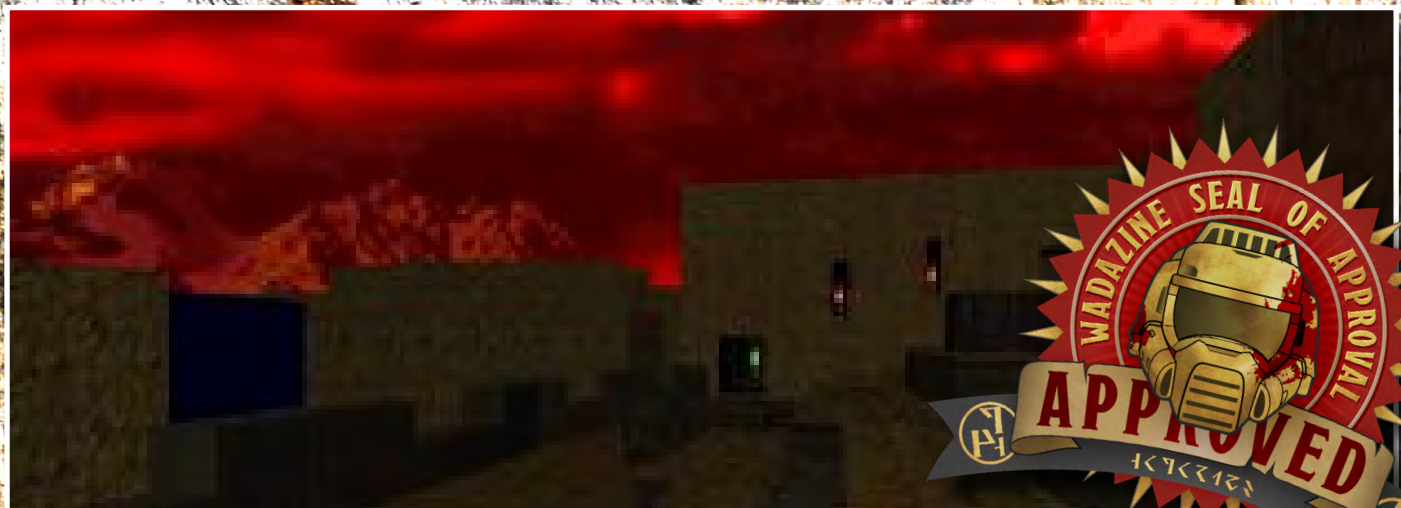
direction of *valkiriforce*. You can find the passion and great effort taken into the creation of this project here in this comment.

Part of what is admirable about this project comes from the fact that it is a work done with real care on the part of all those involved. Looking not only for quality, but true emotion in transmitting the idea of a vanilla theme.

This is probably one of the best moments to return to a megawad where you want to relive what it was like to play in the 90s, in a time when creators survived with primitive editors and were limited by the technology of their times. Such problems are not recurrent now, but we could say that in such difficulties there was already a certain charisma that is impossible not to notice in the first WADs ever created.

And that is what I can best say about this megawad. It has charisma in every detail that is in it. Simple gameplay and faithful to the authentic and simplistic mechanics of **Doom**. Excellent maps made with great attention to consistency. Exciting MIDI's to enjoy at a hundred. Variety of themes in a fascinating, episodic odyssey. An echo of the distant past worth trying.

This is *Akeldama*, an experience that combines the best of both worlds.





MEMENTO MORI

BY DENIS AND THOMAS MÖLLER AND OTHER 19 AUTHORS. (1995)

You want to start the day with a trip to the past? Go back to the historical moments where it all began? How about a historical look at one of the first classic megawads of all time? Memento Mori has all your vanilla cravings fulfilled in one package.

Yes, it's 1995, yes, it's quite old, and yes, very outdated compared to recent work or any work from 2010 onwards. But this is where the real flavor of being able to enjoy this megawad lies. Despite being quite old (older than me) Memento Mori fulfills the simple premise of being fun and vanilla. It is not a great innovative work nor a technical marvel, but it is an important pillar to be able to analyze with a better retrospective how far the authors have come to give us such spectacular maps. You may have already played it at this point, especially if you're one of the veteran OGs, but if you haven't, or if you're new to the community and want to go down a path where you can appreciate both the past and present, Memento Mori is a good road to cross.

The maps are so 90s that it makes you want to turn on a walkman and put on your Nike Air and play it properly. Sure, that's an exaggeration, but not too far from the truth. These are pure vanilla maps, almost raw. They offer excellent quality for the standard that was 1995, but they may look a bit dull by 2020. That doesn't mean they are bad maps, for the simple reason that a bad map means a boring map and Memento Mori is not boring. There are small and easy maps as well as big and scary maps and a few maps with a few tricks up their sleeves. An odyssey through many designs that were so innovative in their early days that we now take them for granted. If you haven't tried it, do it. Nothing like improving your perspective on Doom mapping and feeling a little old in the process.



JAPANESE COMMUNITY PROJECT

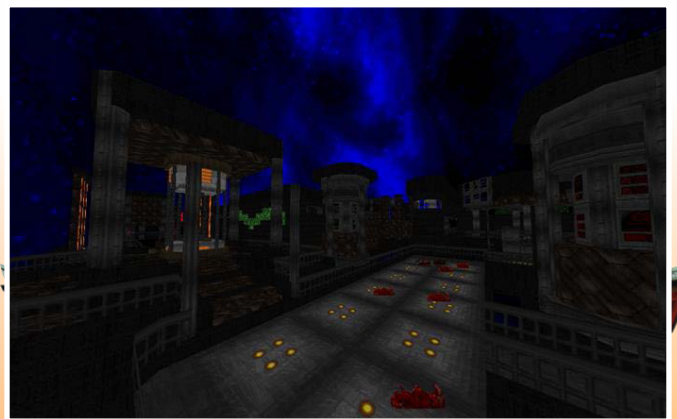
BY THE DOOM JAPANESE COMMUNITY, (2016)

A megawad so great and so stylized that became a winner of a Cacoward in 2016, one that has been written about and done with great elegance in the main article of the 23rd Cacowards.

Everything I can say has already been said, and the truth is that this megawad is one that is usually quite recognized in the community, so why do I mention it again? The truth is that it's simply a great megawad that shows us the scope of our favorite game. The Doom community is mostly English-speaking, as you'd expect from a game created in the US (duh), but the arms of demons and the power of the megasphere go far beyond the border. Just as many other communities have been formed on different continents, especially Europe, we must not forget the Asian branch in our beloved country #1 in home appliances and animated entertainment, Japan.

Playing this megawad is for those fans who want to see the painting from a different nationality, from a different place than they are used to. The sensation while playing it creates the idea of "foreignness", not so much because of its design (since the megawads don't have the flag of their creator on every texture), but because of the fact that we can feel a spirit in every detail and in every design; the initial maps are a fun and of intelligent manufacture, but I must warn that the last ten maps raise the difficulty to a quite brutal setting. It does NOT forgive your mistakes. Still, check it out, both for the cultural valor and the amazing quality that our samurai friends gave us.

You will find that some of the maps have so much detail that they are worthy of particular mention, especially Map 29 and Map 27, which are a unique visual experience. The look of the level is an important factor in every megawad, and here I can have some mixed opinions. As I said above, the megawad becomes incredibly difficult in its last maps, but the difficulty lies not only in the fact of transforming into quasi-slaughtermaps, but also for having such massive maps that it can become somewhat difficult to explore and have dynamic progress. A map even makes use of a peculiar way to advance the level, but I'll let you discover that with your own experience.



VRACK VRACK VRACK

I II III

BY FREDRIK JOHANSSON. (2000, 2001 AND 2005)



Fredrik Johansson is guilty of delivering what would be an essential pillar in the design and evolution of the challenging-style maps. Active for a time, he left a special legacy by delivering maps of unparalleled quality.

I decided to place the 3 maps within what I like to call a "trilogy", as both maps follow a theme in both aesthetics and gameplay, following certain facets that give a unique feel to the gameplay as well as raising the overall bar of all three maps. The author's ability to provide both a detailed and a challenging map without crossing that much into the world of "Slaughtermaps challenges", makes Vrack a satisfying and entertaining series for all types of players. It's not a Slaughtermap (but it is brutal) and it's not a Puzzle Map (let alone a Jokewad). Vrack is unique in that it is part of the history of the first instances of maps developed with an idea in mind: The one of being difficult through intelligent enemy placement, items and a level design, aimed at making use of strategies. Both the enemy and the player make use of these strategies, from Hellknights placed in sniper positions to the player's ability to take cover in certain areas or trick demons into fighting each other.

One aspect that I really want to emphasize is how excellent the series is in both presentation and playability, and I say this for one simple reason: The trilogy hasn't aged a bit. Sure, it may not have the coolest map lighting tricks and the use of animated textures, or any other OpenGL tricks, but Vrack does have something: It's modern even by 2020 standards. Even though the first installment came out in 2000, 20 years ago! If someone plays it blindly and then is asked: What year do you think it was released? The truth is that I bet my hair that it will probably answer a date later than 2010. We have classic WADs that are from the same dates as Vrack but if we play them now, we can immediately tell from what time they are. Few maps have the power to be timeless in that sense and Vrack is there, among the tall, proud and challenging. Recommended for those who want to feel the challenge in their veins and appreciate an intelligent and detailed layout.



MONUMENTS OF MARS

By the Doomer Boards Community (2018)

Have you ever heard of the *Doomer Boards Projects*? Probably yes, since they were mentioned in a special category in the *Cacowards 2018*, but since then, a special journey has occurred that has left me with my mouth open in admiration, respect and simple joy. Now every month I look forward to the next DBP. That's why I want to mention what is the first stone in the fabulous pyramid of the DBP, and this stone is called *Monuments of Mars*.

Focusing on the theme of the red planet, *Monuments of Mars* indicates the main theme of the map collection with his title. Picturesque landscapes with reddish tones and dark structures, battle monuments that incite the violent fight against the demons, because oh yes, the fights will be brutal in this map collection. A challenge solid enough to take you through a few attempts at some levels, but what stands out the most is the fascinating simplicity of each one. So small yet so complete. You can find names as well-known as that of 40oz, who took care of 3 maps out of the 7 total maps.

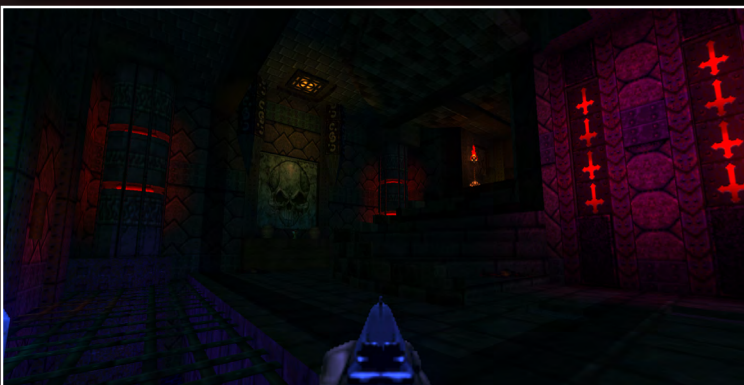
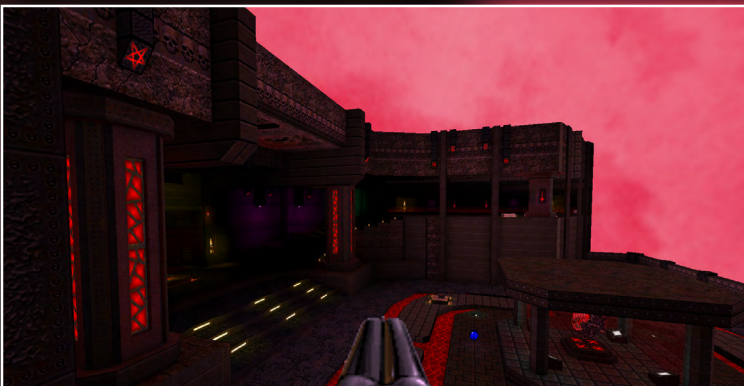
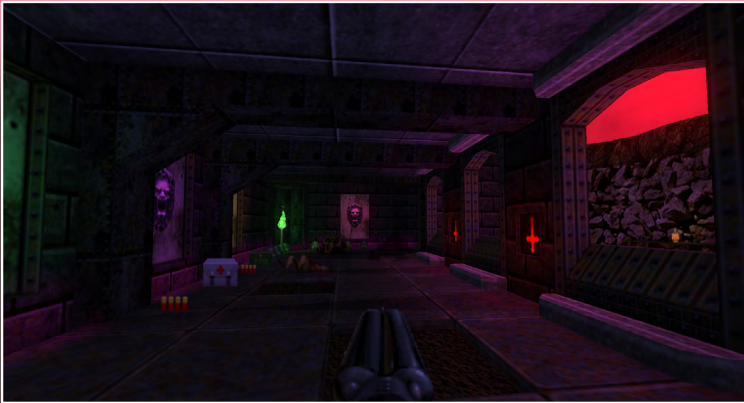
Playing this collection of maps is playing a work made with love and passion, as well as creativity and excellent skill, that's why I can't recommend more gratefully such a project and I encourage you to try all the DBPs!

You are sure to embark in a great and challenging quest that will reward you with great pleasure and red dust while you are at it.

**Beware the red dust, brother.
Beware the red planet.**

Shadows of the NIGHTMARE REALM

Remilia Scarlet [2017]



In the darkness of forgotten worlds, far away in the corners of hidden depths, there lies a dim memory at the end of reason; the dark dimensions of a player whom it can never be forsaken, a world that screams in sorrow and sees nothing but blackness; the *Shadows of the Nightmare Realm*, a look into the abyss.

Leaving aside the cheap dramatic introduction on my part, I come to present you with one of the most atmospheric, amazingly technical and unique maps I have come across in the beautiful corner of the mapping world. *SOTNR* is a unique work in every sense, presenting itself with a wonderfulness as graphic as it is creepy; the lovecraftian vibes are felt in every corner as we move towards eldritch dimensions where meaning loses all reason and reason loses all meaning.

The premise lies in a kind of dream world, where nightmares become reality and you have to face your worst fears. *Doomguy* is in trouble, since now demons will be overshadowed by the primordial evil: *Elder Gods*.

Each map (or dream) is a different challenge that not only offers new opportunities in its gameplay but also a compelling narrative deep within a cosmic atmosphere that stands out without being extremely intrusive that it slows down the fun. Nope, not at all, you will have fun and some few spooks here and there, believe me. This is a new dreamworld, and here... you are not the one who controls the dream.

Btw, just take a listen to the [bitchin soundtrack](#).

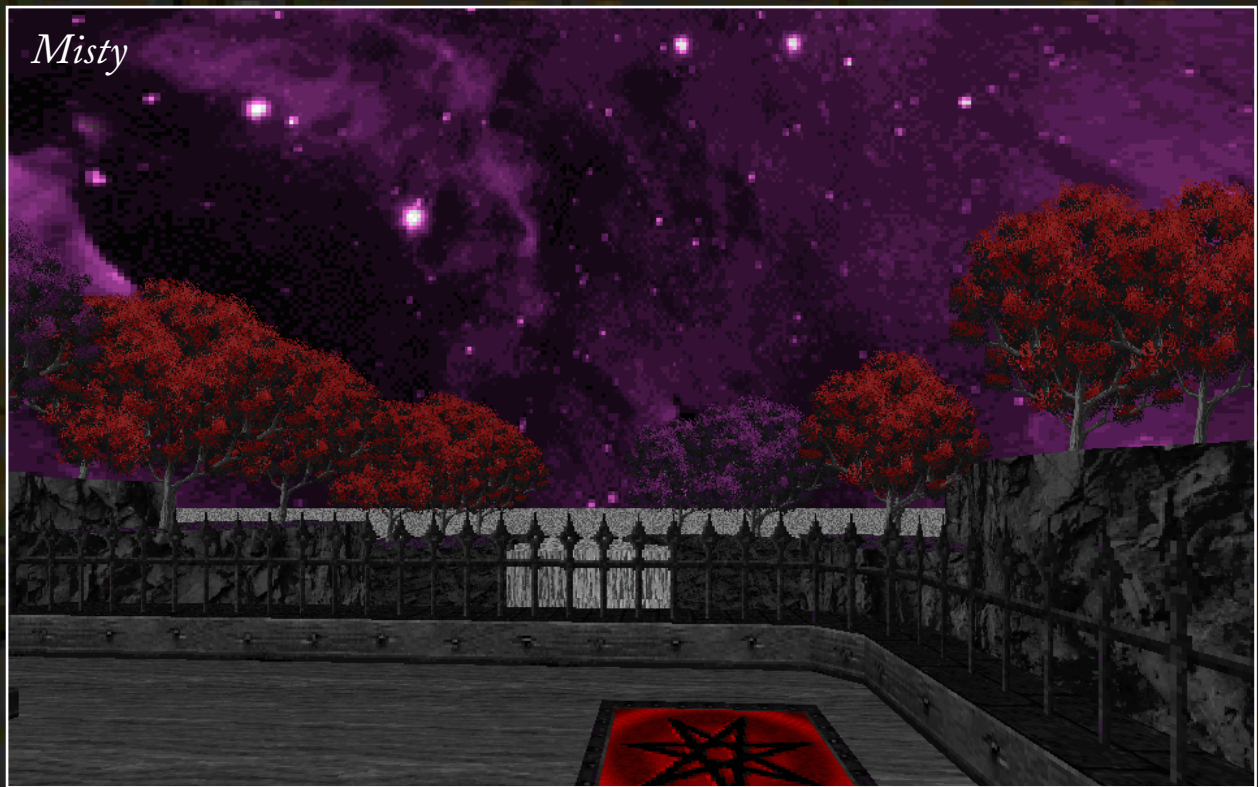
NEWSTUFF ON DOOMWORLD

NEWSTUFF FROM JULY, 2020!

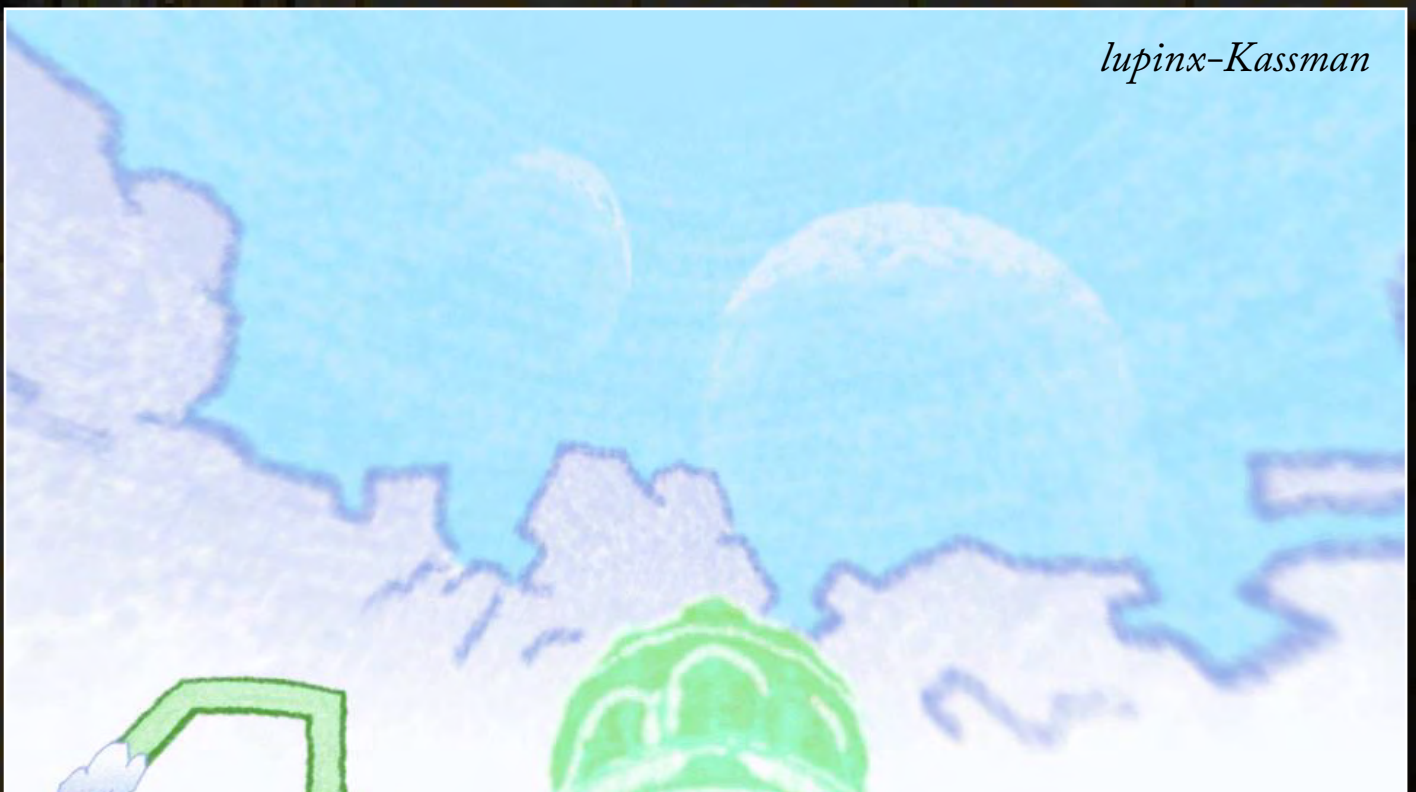
RIP AND SHARE.

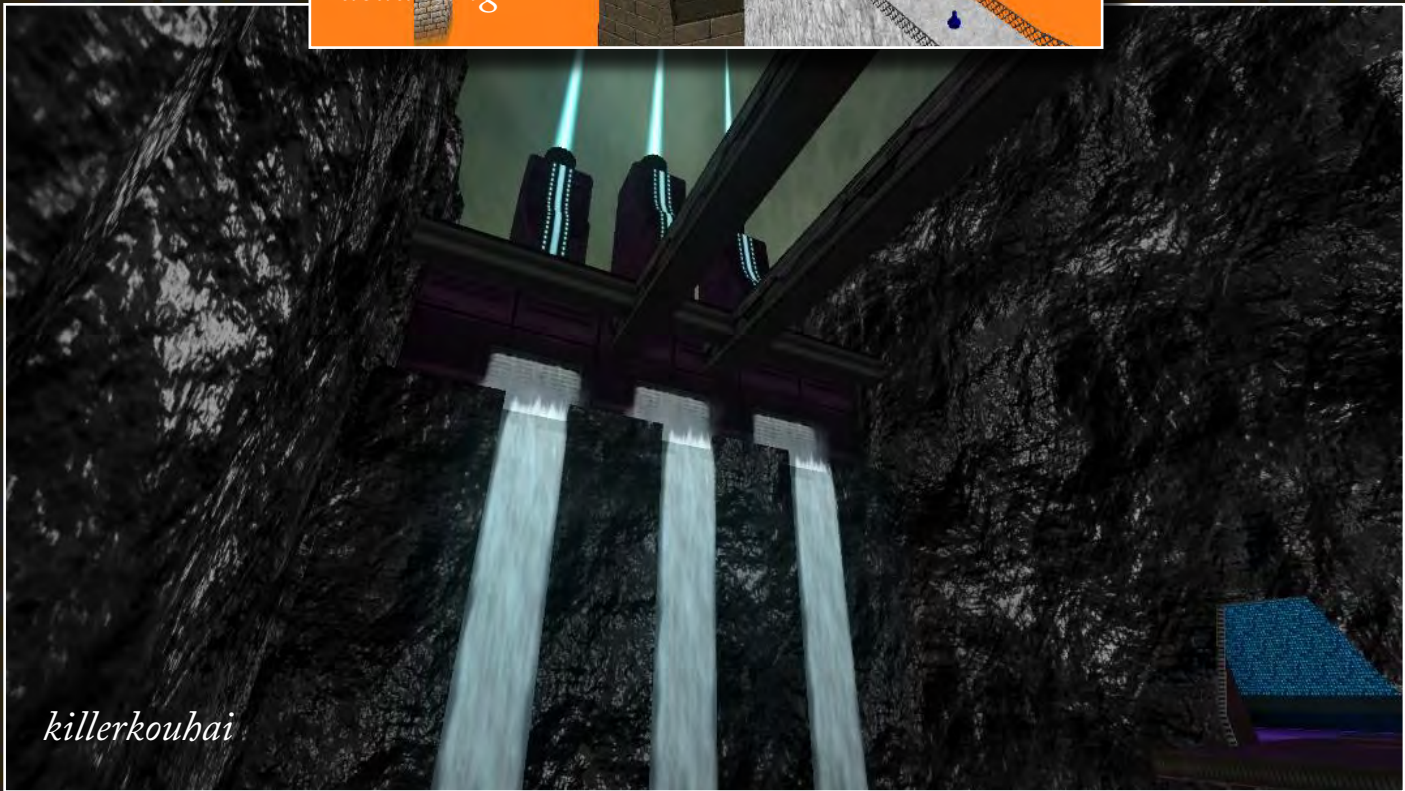
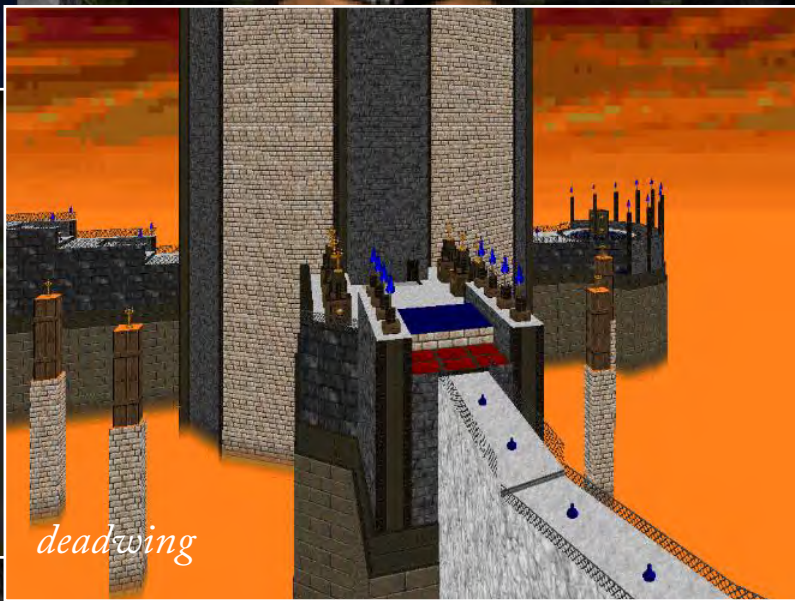
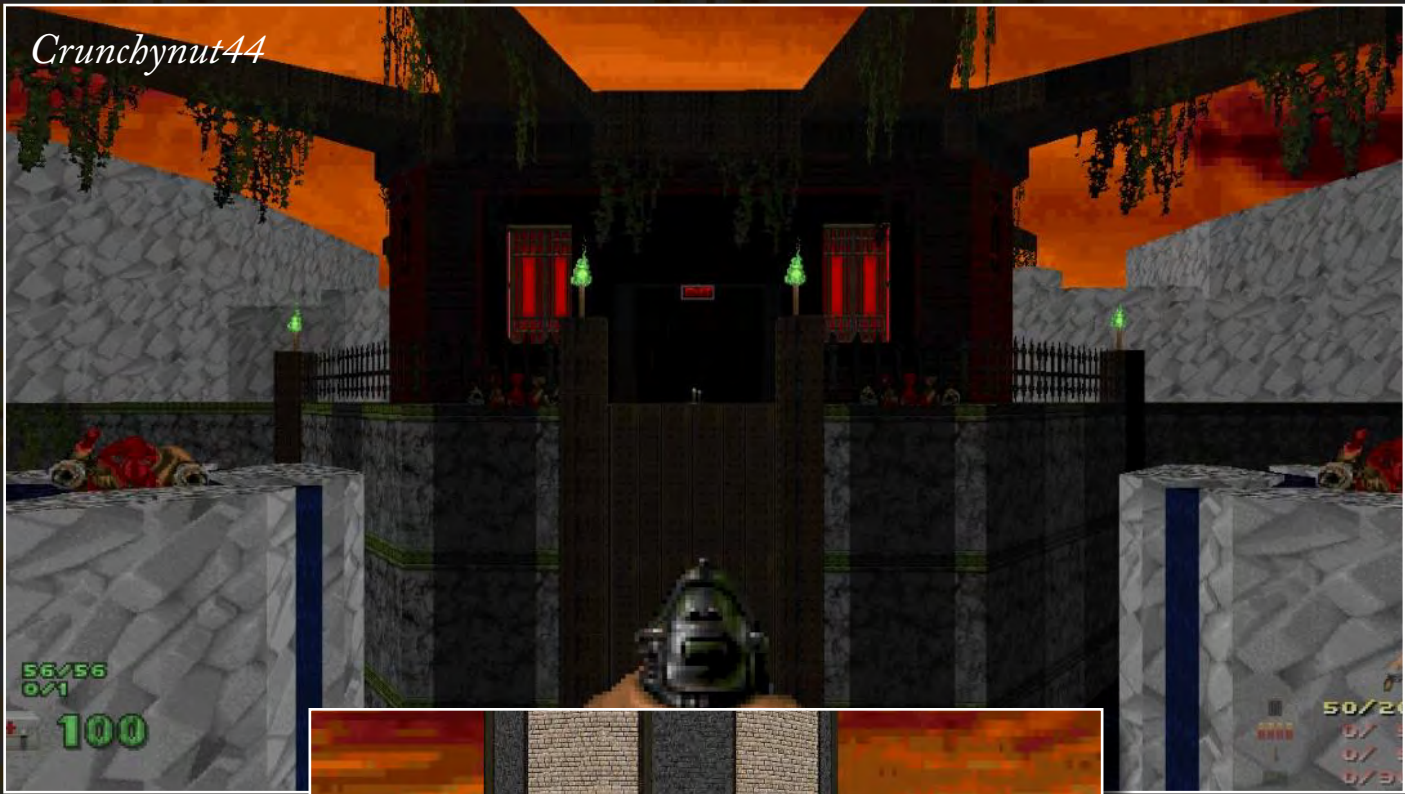
- [1. Outer Base \(DOOM II\)](#)
- [2. Circling In The Chaotic Concrete Cylinder](#)
- [3. \[NEW MAP\] Cargo Area Map for Doom1 \(v1.0\)](#)
- [4. Sonny666's DOOMWORLD Debut \(No Release yet.\)](#)
- [5. Annie: Episode 2 demo released!](#)
- [6. Welcome to Sin City](#)
- [7. Hell Frontier: Episode 1](#)
- [8. Akoopasoup - Free Lyle](#)
- [9. shizpit](#)
- [10. Spider's Web and Caves](#)
- [11. Mansion in The Mountains](#)
- [12. Quickie](#)
- [13. Bright Falls \[Heretic Wad\]](#)
- [14. Scoot's Dm \(Coming Soon\)](#)
- [15. The Thing That Slithers](#)
- [16. Dereliction release](#)
- [17. Warehouse Base](#)
- [18. 1000 Line 2 CP](#)
- [19. DOOMDESERT.WAD](#)
- [20. New WAD - No Panic](#)
- [21. Spawn 2: Descent of Canopus Released!](#)
- [22. "Mai Furst Waed!!1"](#)
- [23. Waves of the Undead: Boom Compatible Now!](#)
- [24. Doom Archive- 2016](#)
- [25. The Descent of Evil: First Strike](#)
- [26. Doom 2 - Downtown Recreation](#)
- [27. Redinsane's Crash-Course update 0.3](#)
- [28. Belial's Ruin](#)
- [29. Substation \(OTEX Edition\)](#)
- [30. The Doom Marine.wad](#)
- [31. "Duck's Lair"](#)
- [32. WoW: The Maulotaur Dance Floor \(Heretic Wad\)](#)
- [33. NEMOPOR](#)
- [34. Doom 2: Re-Imagined](#)
- [35. Fallen Kingdom- A Vanilla Doom Episode](#)
- [36. Mysterious Hellish Castle](#)



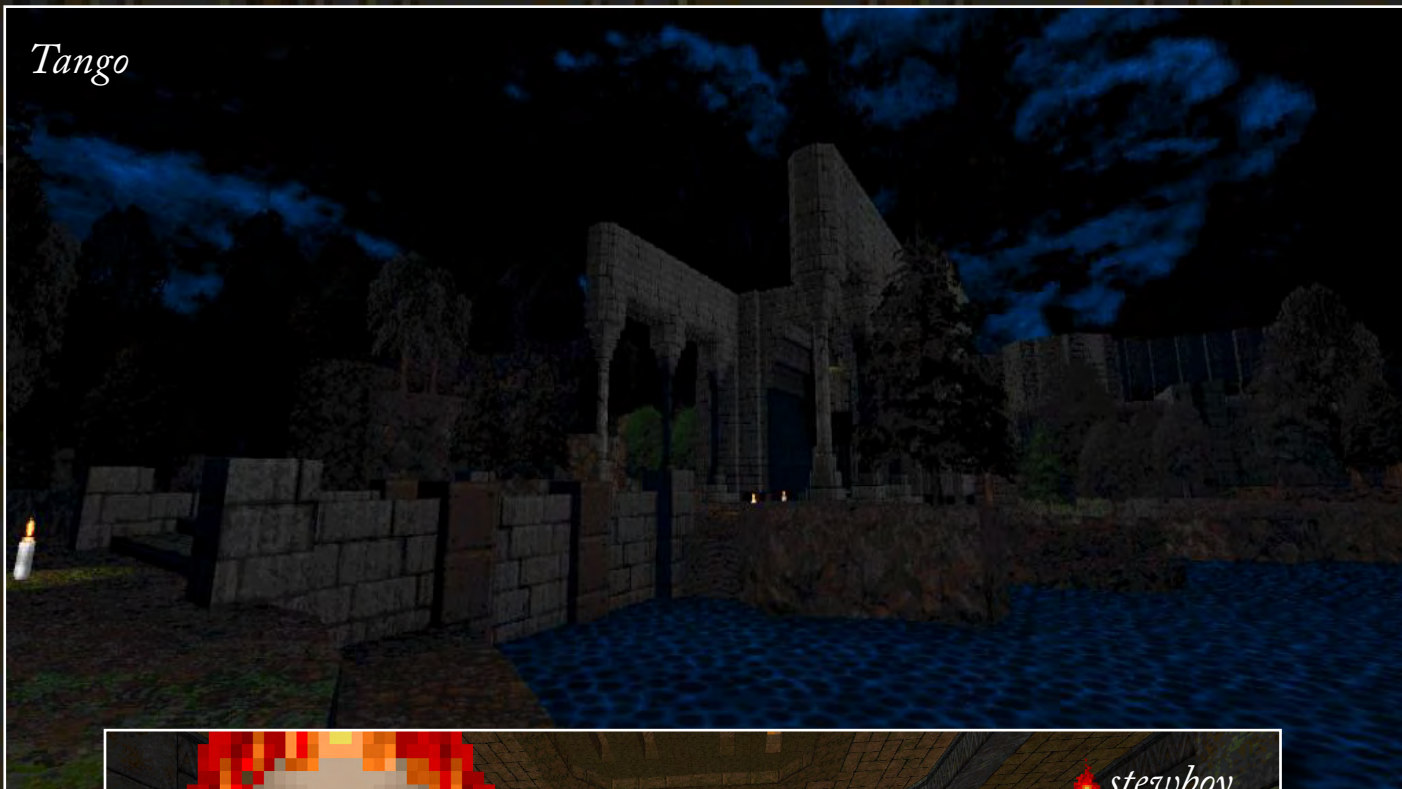


P I C T U R E S G A L L E R Y





Tango



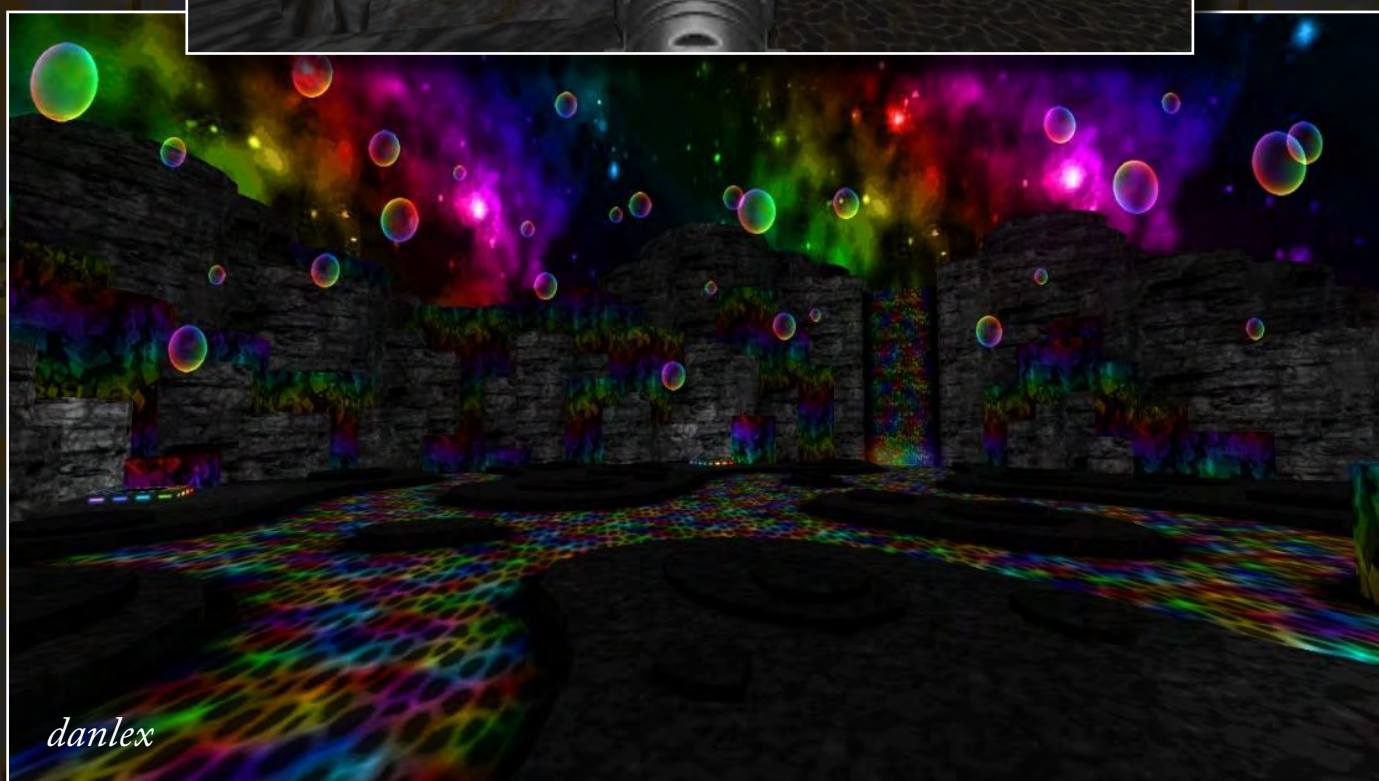
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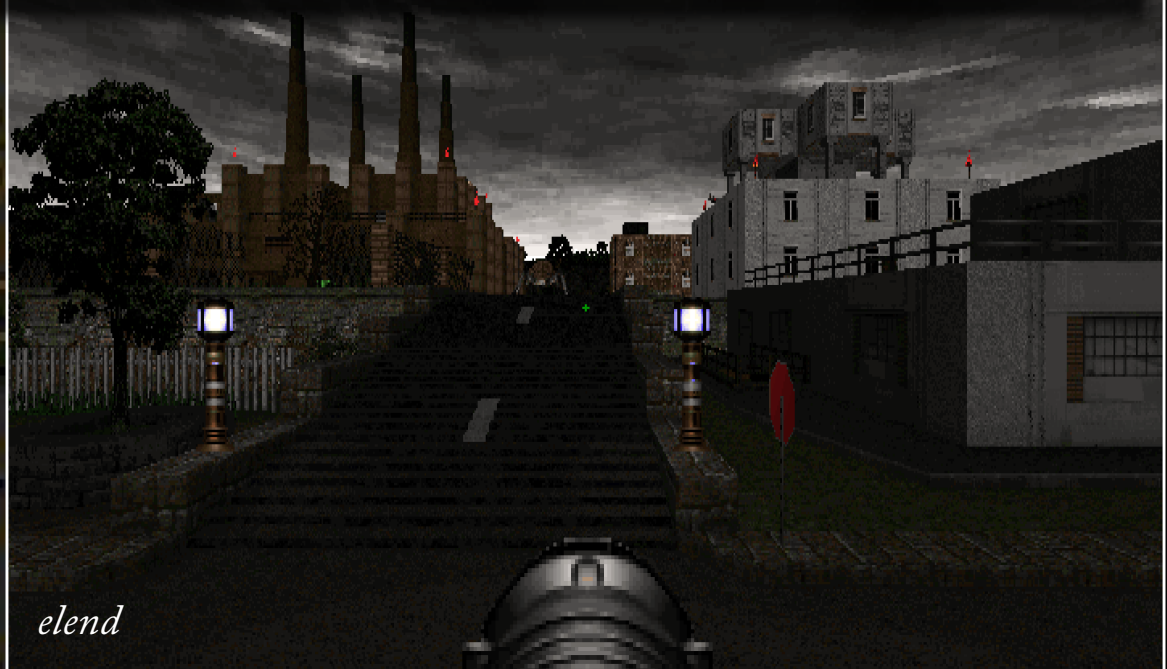
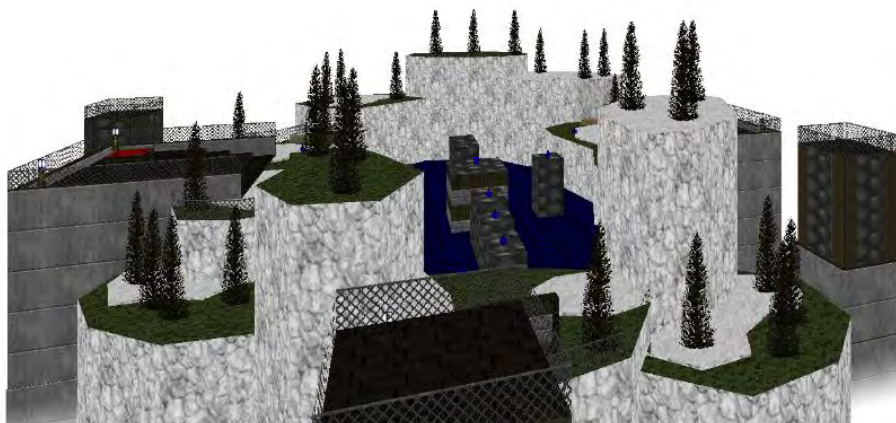
Lorenz0



danlex



Deadwing





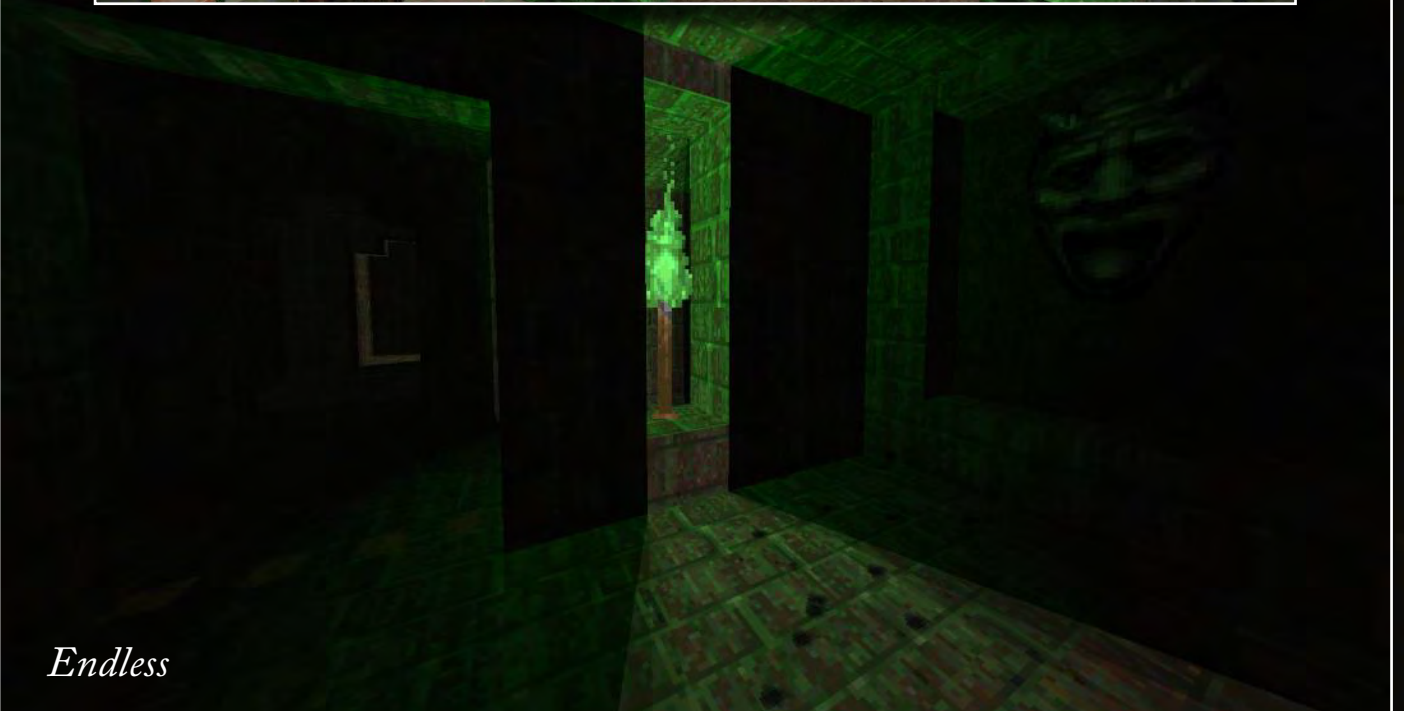
Tango



HQDefault



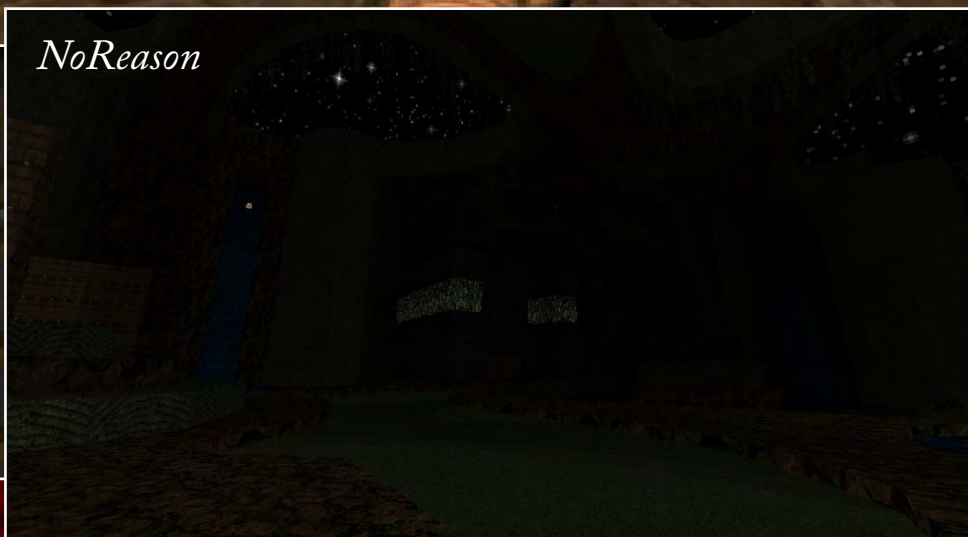
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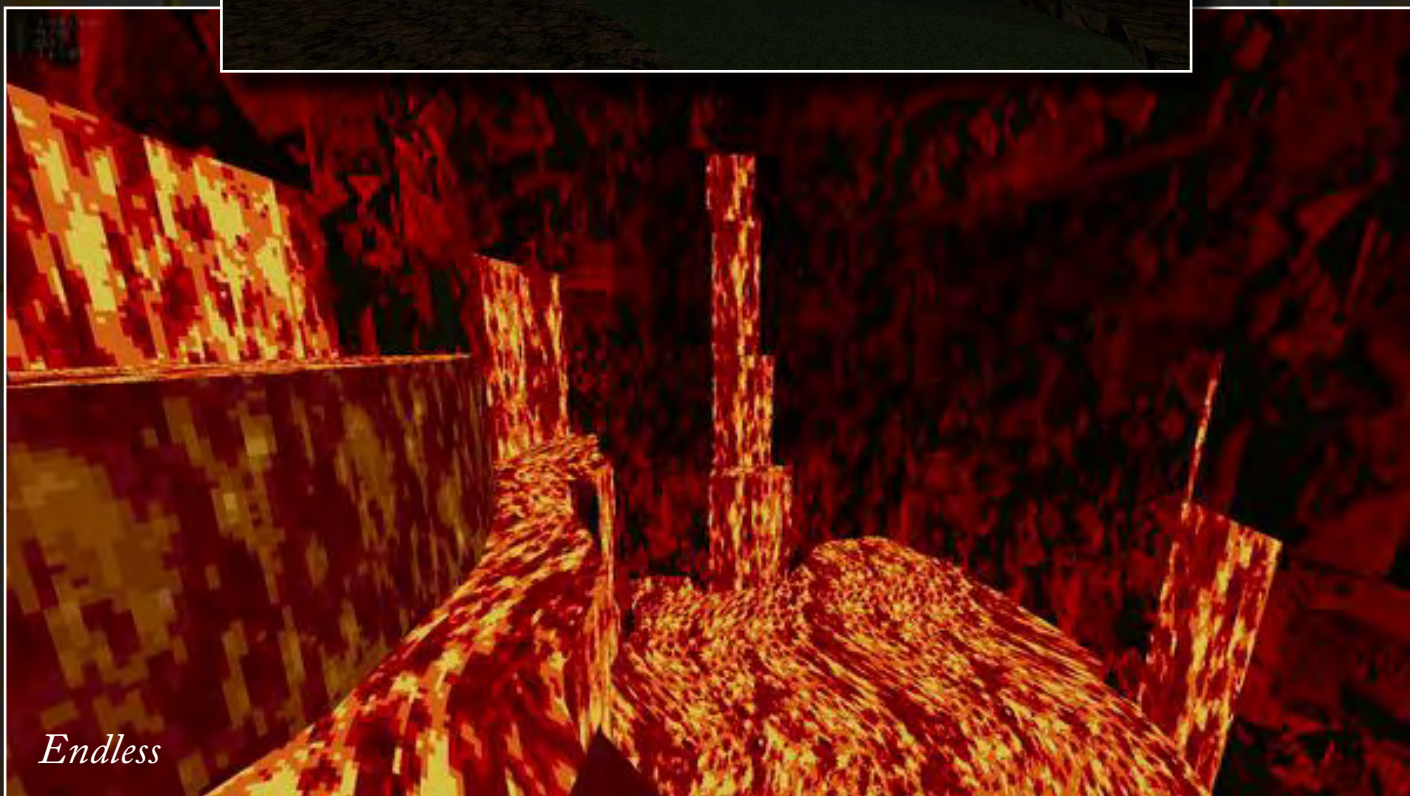
NaturalTwenty



NoReason



Endless



Tango



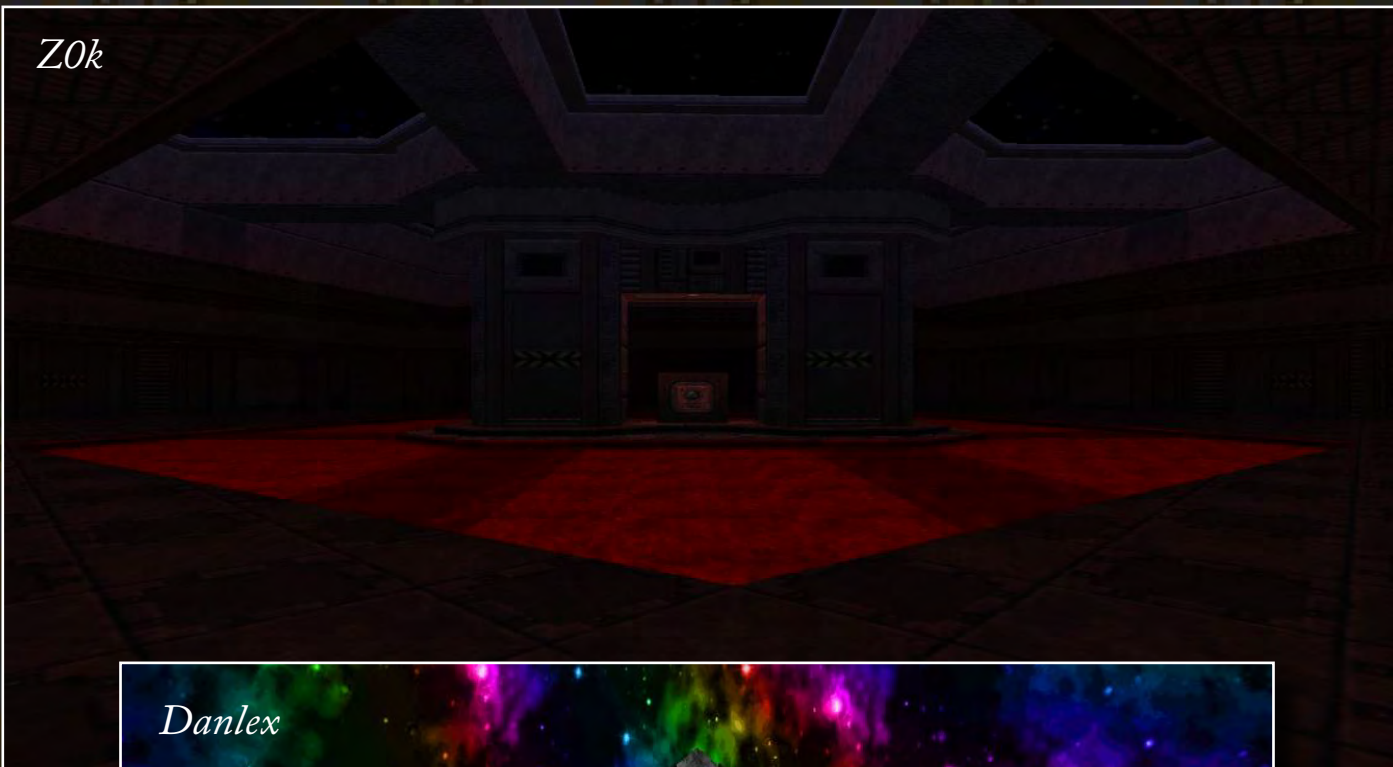
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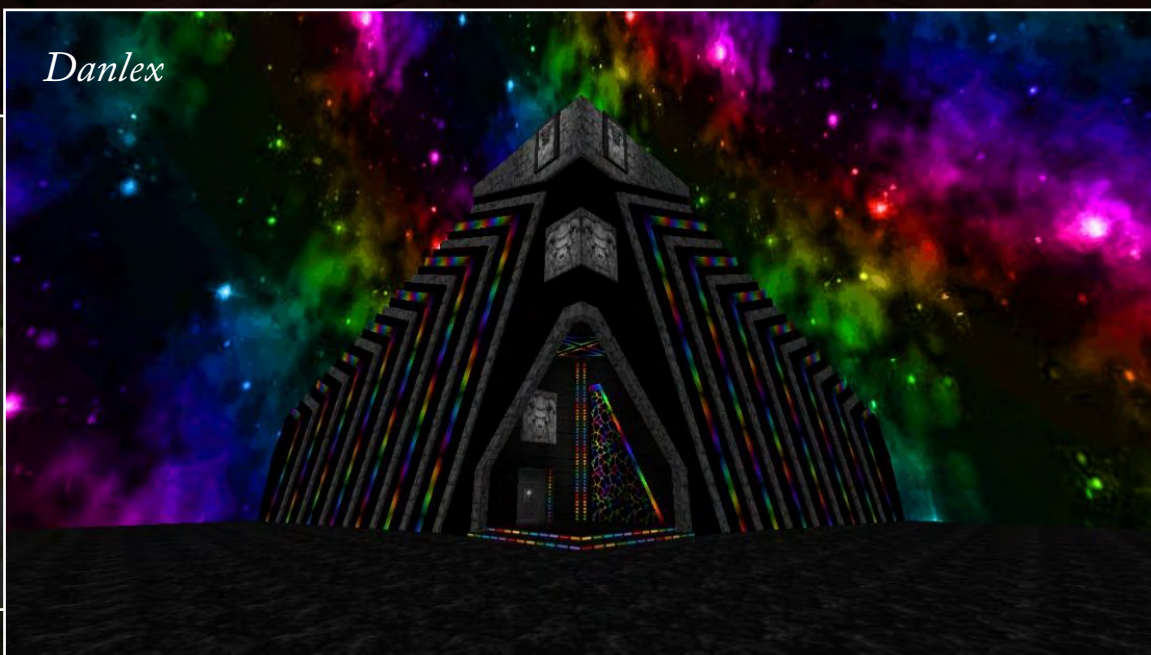
Doomkid



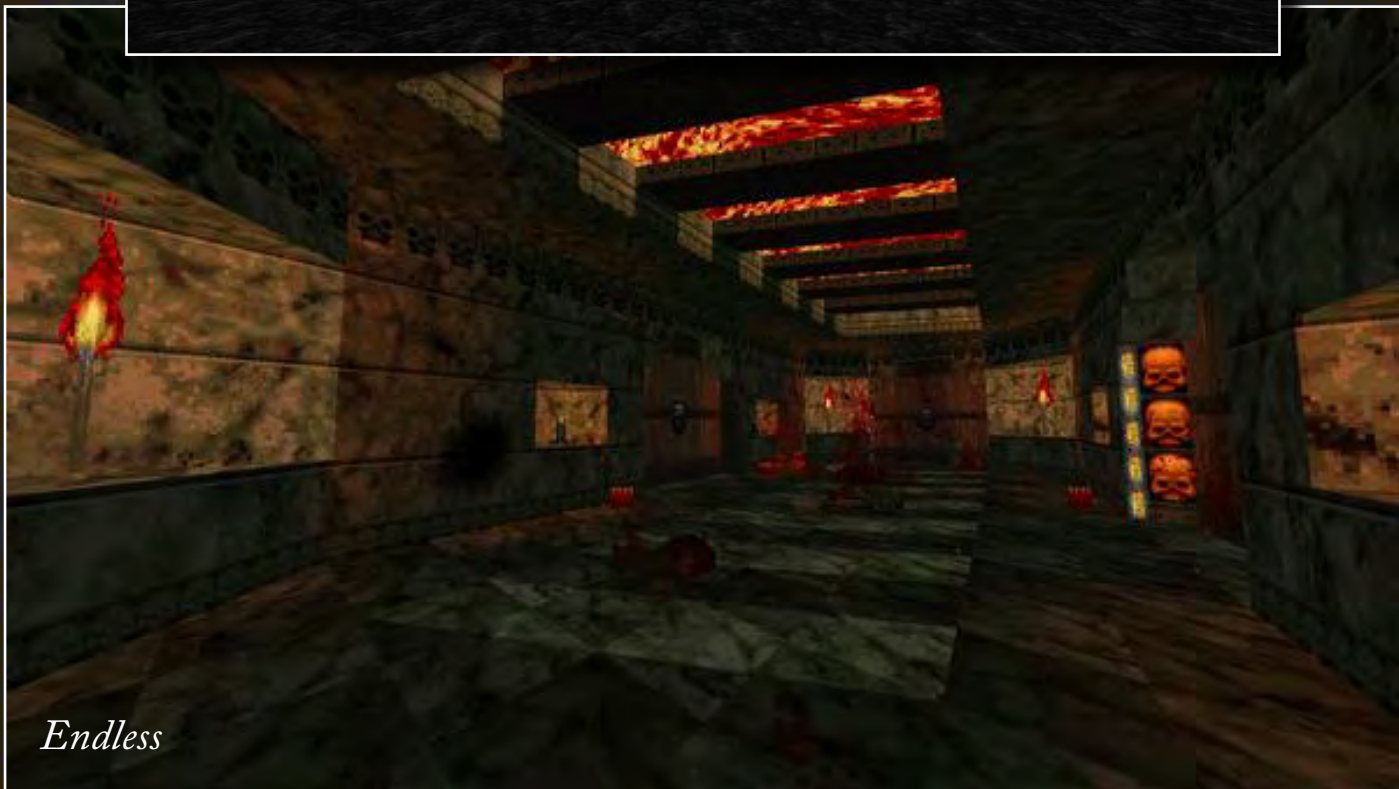
Z0k



Danlex



Endless



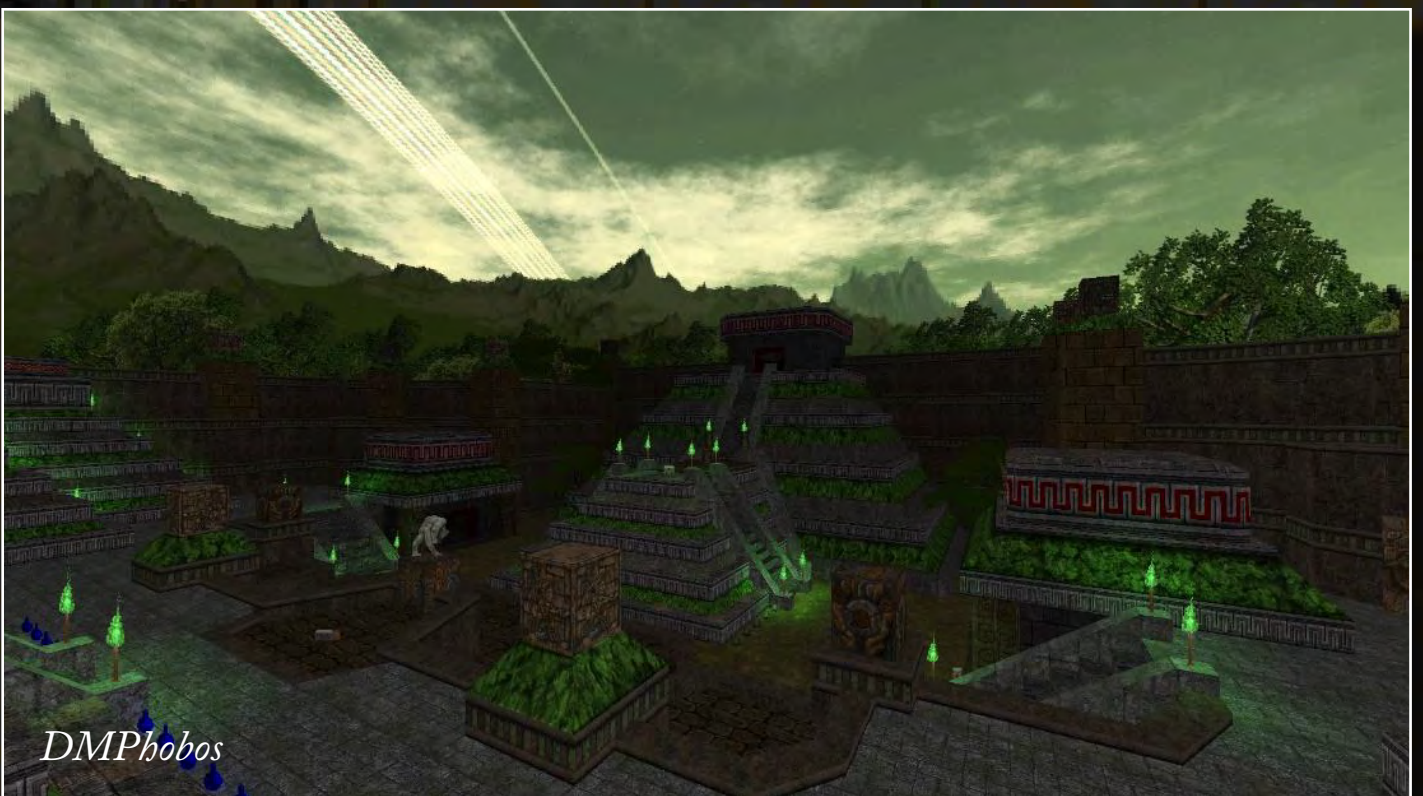
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Tango



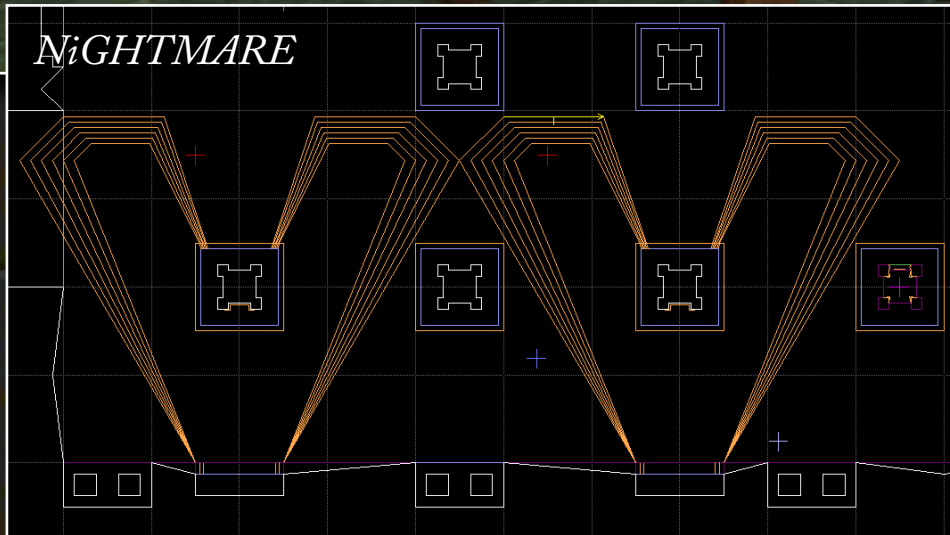
DMPhebos



NeoWorm



NiGHTMARE



Always has been

Wait, it's all hitscanners?

jerrysheppy



Starduster



reflex17



NiGHTMARE



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