

THE DOOM MASTER

ISSUE #13

WADZINE

25 Years of
Quake

WAD Progression
**for Skill
Improvement**

DBP37:
**Auger;
Zenith**

Twitter
SOUND OFF!
Doom WAD
QUESTIONARY!

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VERY SPECIAL THANKS TO:

Doomkid, Chris Hansen & Ryath, our hosts.

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

4MaTC and **Nikoxenos**, our Wadazine editors & graphics wizards.

Elend, designer of every single Wadazine logo and related.

Mistress Remilia, for co-leading the WMC.

The Quake Community, for helping me dive into their world.

Clueless, my best friend and extremely supportive for everything.

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

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The Doom Master Wadazine is a magazine, personal and fan project under the direction of Christian Hernández, aka Endless, and the fan-community of the Doom Master Wadazine.

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INTRODUCTION

And we're alive! As usual, welcome to another fantastical issue of the *Doom Master Wadazine*, your #1 demon **Doom** companion and best friend, probably only friend too, just like me. This issue brings you a huge gallery of content, much bigger and badder (in a good way) than the last time! From a beautiful write-up regarding the relevancy of **Doom 64**, to some fantastical and whimsical WAD reviews for you to explore and read. Also, there's some new mini-games that you, **Doom** lover, might fancy! In one way or another, this is a big one and all the effort we've done is one that we are very proud of. We hope you enjoy this issue to the fullest.

But wait! There's actually one tiny new thingy that you should probably know: The *Wadazine* is 1 year old! Woah! Yup, our very first anniversary and one that we really are proud of. We decided to do some small celebration by re-launching our very first issue in full HD 4K RTX ON glory. This is something big for us, and for me especially. I started the *Wadazine* as a simple one-man project dedicated to the glory of **Doom**, all in beautiful e-zine format done with MS Word like a fucking champ. Of course, the original looked like ass compared with what we do know, but it was the very first step into something that would end up becoming way bigger and way cooler than I could've

ever expected. We are now not just a simple print run, we are a community, a team, a group of lovely doomers that gather to share their knowledge, wisdom, love and passion towards this 27-year-old game.

This is, above all, a fanzine, made with love and molded with love. A gift toward a community that has offer shelter, home and a playground for so many goddamn people out there! Just in our team, the main producers are: Guatemalan, Canadian and Russian. Completely separated by a few thousands of kilometers. Some live in the cold, some live-in eternal summer, and some live-in forever autumn, yet we all enjoy the same thing: **Doom**. Funny to think how such a dreadful, gloomy and dark game, has created so many friendships and unions around the world. The *Doom Master Wadazine* is proud to be one of those unions: A union of fans, for fans, by fans. We thank you for sharing this love, and we thank you all for the support you've given us during this 1-year journey. This is definitely not a goodbye, but a new chapter! Expect more from us; better, cooler and more satanic. Heh. Well, you know the saying, right? Times change, the *Wadazine* is eternal.

Happy birthday, and thank you all! Enjoy and go play some **Doom**!

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

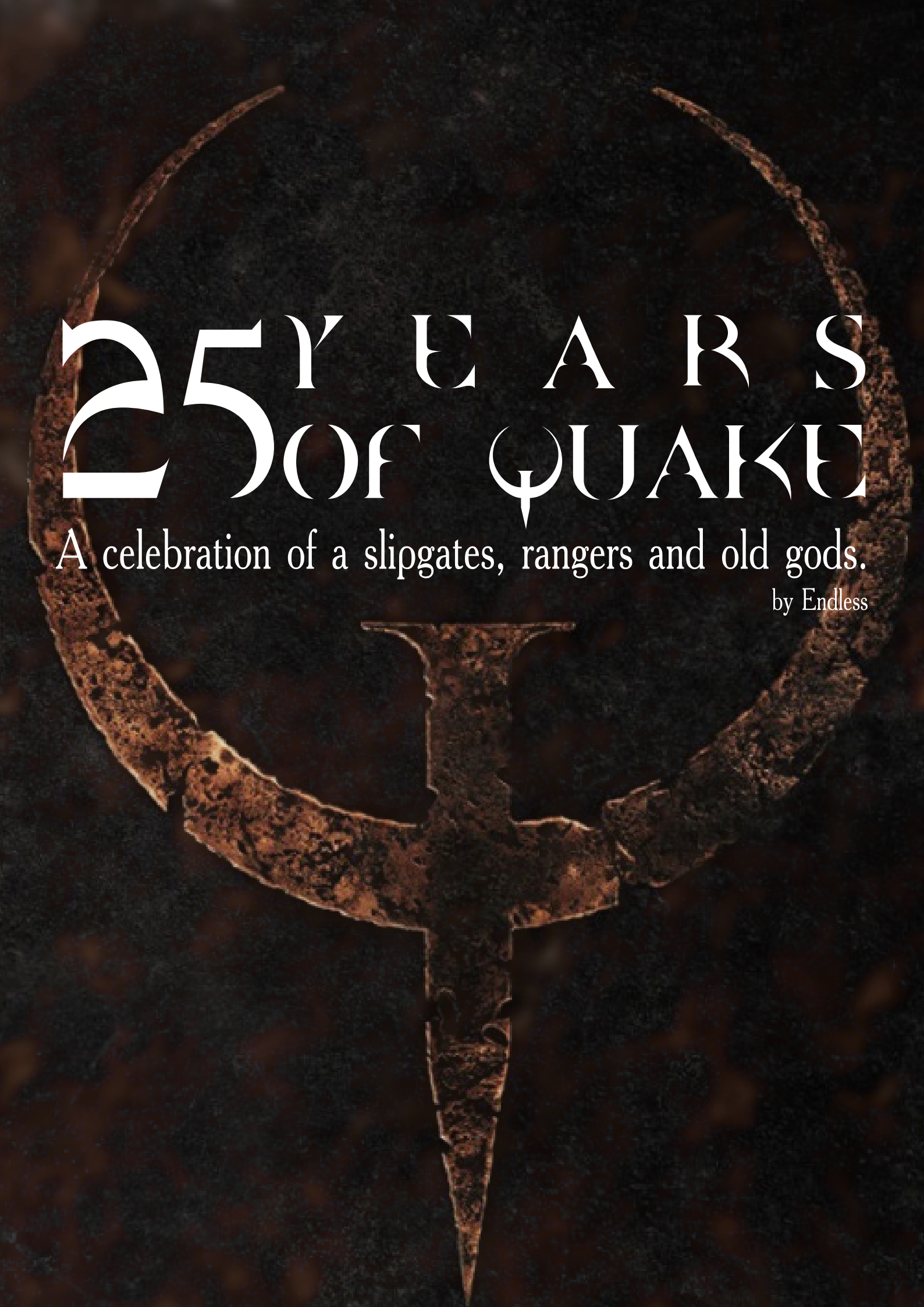
HOW ABOUT GRAPHIC DESIGN?

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 DMV DISCORD OR RUTHLESSLY HUNT DOWN THE TEAM ON DOOMWORLD TO SEE HOW YOU CAN HELP!





25 YEARS OF QUAKE

A celebration of a slipgates, rangers and old gods.

by Endless



If you've played **Doom**, you've heard about **Quake**. Heck, even if you haven't played **Doom**, you've probably also heard about **Quake**. Just like **Doom**, **Quake** used to be one of the main kings of FPS gaming back in the day. A personal of id Software that took a dark turn into some drama that ultimately give birth to one of the most unique videogames of all time. **Quake** was, just like **Doom**, a pioneer on its own right. Introducing new concept like teletransportation between environments, a less fast but more agile and mobile movement that pretty much set the standard for all fps-arenas, and this time, a fully 3D real-time engine that was capable of making much more complex, deep and maze-like levels. Turning a twist on the previous satanic theme, **Quake** was more inspired by the horrific tales of cosmic-horror created by the perturbed HP Lovecraft. Forget about the corrupted tech-bases, the Mars surface and the lovely fireblu oceans of Hell, this time around you're traveling through dimensions and across time in gothic castles, forgotten temples filled with runic altars, twisted elder worlds where dark gods lurk and living nightmares made out of flesh and brick. You know the stuff, that lovely brown-color palette that now everyone refers to as **Quake**-style. If it's brown, it's **Quake**.

Quake wasn't supposed to look like this, originally. As a matter of fact, we can't really be sure as to what it was supposed to look like in the first place. Initially, it was going to be a first-person shooter focused on melee combat, Aztec level design and full of RPG features. Of course, other members of the team had different ideas and wanted to try some different stuff. Romero wanted all in action, a pure gore-fest of **Doom**-like proportions set in medieval times with melee combat, and Carmack just wanted a futuristic setting, and to code and keep coding, and coding, and more coding. Typical Carmack. In the end, most of the original ideas were replaced and some were outright deleted, like the RPG elements. Pretty much the only thing left of this initial concept is the first-person shooter part. This, sadly, caused a lot of internal affairs troubles that ultimately ended up with the break-up of the original team, leaving a heart-shattered industry to rot into oblivion for the next ten or so years, but not before releasing another one-of-a-kind masterpiece that would stand tall among the fathers of the FPS genre. Hell, among the fathers of the gaming industry.

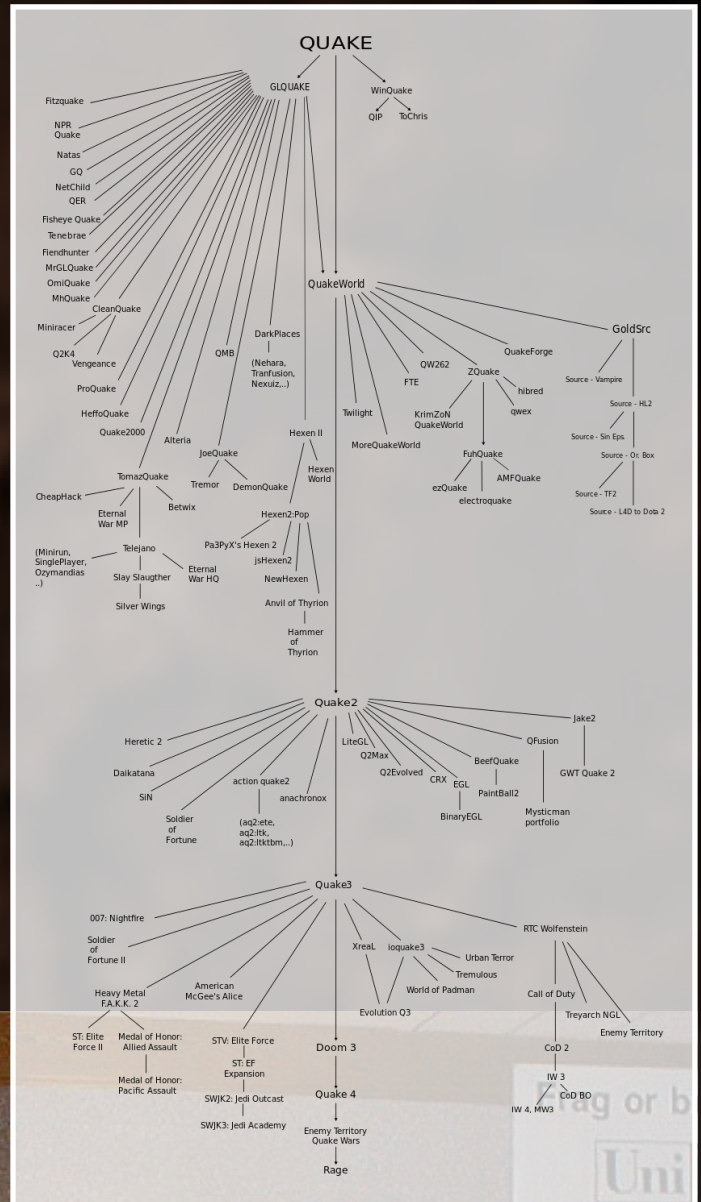
INTO THE SLIPGATE

Quake's main selling point was that it was going to be the next big thing in both FPS gaming and tech-gaming. Carmack made an insane improvement over the original **Doom**-engine and created something nothing short of a masterpiece. The **Quake**-engine was a beast that fully capture the experience of 3D gaming in all its glory. Levels had a lot more depth, freelook was implemented, better sound and more ambient music that drowned you in despair, some new weapons, one of the greatest shotguns of all time and a plethora of fascinating Lovecraftian monsters that you still fear in your heart. The **Quake**-engine was a monster that gave birth to everything. I'm not joking. Almost every single big FPS game of modern times exist thanks to **Quake**. Down below you'll see why.

Quake was the seed that gave birth to a rise of amazing gems that would, on their own right, revolutionize the gaming world. Half-Life is probably the greatest example of this, because we all know that after Half-Life, the Arena genre pretty much died. For the best, or the worse, new things came. And after all these years, the engine still stands tall, just like it's predecessor, being loved and manipulated to create more and more things. More dimensions to explore inside the slippgates.

A RANGER AND HIS GUN

Quake was also one of the very first games to promote national and international Esports, back in a time when the word itself wasn't even used as we do today. And you know the very first of this iteration came with one of the coolest, biggest and most genuine events



QuakeCon is still active, to this day. It was one of the very first events to actively promote professional competition between players, hosting various famous events that would give rise to the greater scene of Esports. Some of the greatest FPS players of all time were born here, like Rapha, a **Quake** champion that's been active since 2008, or the all-mighty Dennis Fong (Thresh), who won a Ferrari 328 owned by Carmack in the Red Annihilation **Quake** Tournament. Oh, and he's also credited with inventing the now standard WASD configuration. **Quake** was the bomb and everyone wanted to be part of the explosion. A game so big, so fun, so fast that pretty much required you to invest a big portion of your time to master. Bunnyhop was born here, rocket jumps became a cultural icon, even the Machinimas movies have their origins found in a **Quake video** where you fight John Romero in an insane plot twist.

After all, it's always the Icon of Sin.



QUAKECON 2010

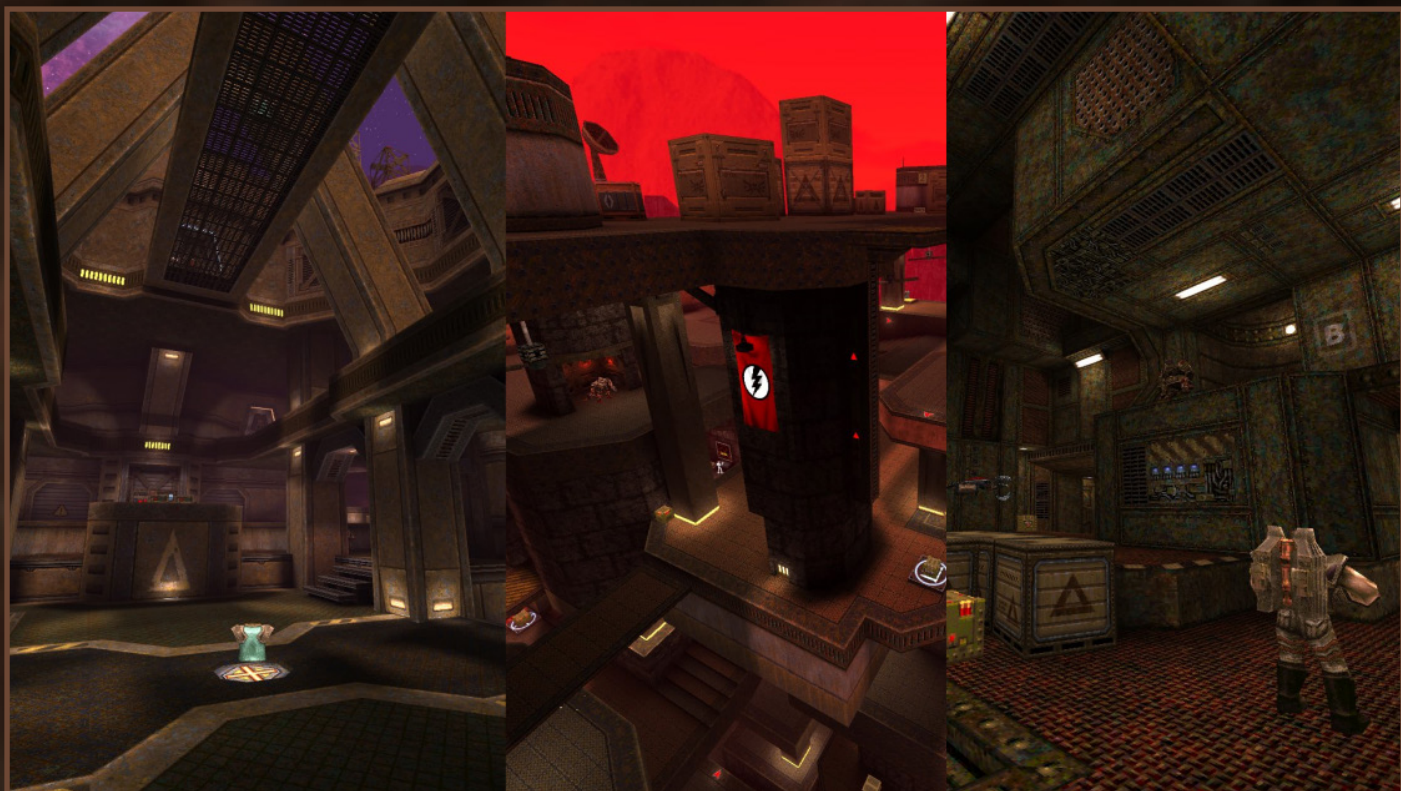
QuakeCon originally grew out of a group of people on the EFnet IRC network, in channel **#quake**. As various regular visitors to the channel began expressing a desire to meet and game together in person, Jim Elson, a.k.a. «H2H», a gamer from the Dallas, Texas area with ties to the local Dallas-area gaming community, and Yossarian Holmberg, a.k.a. «yossman», a computer consultant from Waterloo, Ontario, Canada, came up with the idea of assembling at a hotel. The original event name was actually **#quakecon**, named after the IRC channel, though this quickly evolved into just **'QuakeCon'**. Mr. Elson organized the bulk of the event for the first two years, until the number of people attending each year demanded a more organized approach. Volunteers grouped into teams to assist in the setup, troubleshooting, and tear down of the event's equipment and network.

-Wikipedia

THE OLD GODS ENDURE



While it is a very known fact that Quake hasn't had much life since the 2000s, partly due to a very bad management of the IP and a divided community between multiplayer and singleplayer, the game still kicks hard to this day in different places of the internet. While still small, the community for Quake 1 is one that endures greatly thanks to an active forum, Discord servers and mapping events that gather the attention of different members around the globe, all coming together to produce more views into the Slipgate of this world. Thanks to the fully 3D rendered engine and some easy-to-access tools, lots of maps, projects and even mods have been produced around the 25 years of life that Quake has. While some games have turned much into the forgotten realms of mediocrity, like Quake 4, some other games still endure thanks to an active, strong and very passionate group of people that keep playing the game, creating content and just sharing the passion. Both multiplayer and singleplayer are still active campaigns that present different noteworthy events every single year. Quake Champions is your go-to if you wish to experience the classic feel in a more modern look with some neat new features. Quake Live is your best choice if you just want the best vanilla-like experience of the ultra-fast, ultra-violent multiplayer game.



ALKALINE, A 2021 MAP THAT SHOWS YOU THE MIGHT OF QUAKE MAPPERS

Now, want to experience the true gold of the mountain? The treasure trove filled with diamonds, golden swords and cursed skulls? Then head to Quake 1 and get ready to launch yourself into dimensions that cross time, space and all kinds of hells. Your best place to go is going to be *Quaddicted*, the most active and best place for all-purpose general community events, projects, maps, and so on about Quake 1. Offering reviews, forums, tools, tutorials and a general installer and launcher for you to enjoy. This is a great place to start your journey into the Quake world, but if you want something more direct and complete, check out [this guide](#).

25 years later and you'll find that there's quite a substantial amount of content, history and players that will give you a warm welcome into this world. Just like any small community, the Quake one is tight-knitted by sheer passion and love for a game that has been neglected for years by its owners. But, isn't that how most games exist? After all, we, the fans, are the ones that endure, and just like Doom, as long as there are quakers out there, Quake lives.



“TELLUS TERMINUS” AUTHOR: ZIGI

BUT NOW, LET'S HEAR SOME WORDS FROM THE QUAKE COMMUNITY MEMBERS:

“

Speedmapping sessions were a frequent occurrence, but then most of us started working for 3DRealms (Wrath, Graven, etc) so releases slowed down a little bit. We're a pretty tight knit community and unlike the doom community our numbers are pretty slim; all the regular mappers know each other- so it's always cool when a new name shows up in a speedmap pack or a jam. Another really cool thing to see is how mappers release increasingly complex maps over time - honing their skills and putting them on display for all.

- JCR

Quake has an odd history for me personally. Back when it was new, and I was much younger, I didn't have much love for it. The game wasn't bad by any means, but it failed to pull me away from Doom. It wasn't until I rediscovered Quake as an adult that I finally understood why it's such a brilliant and important game. The level design just feels so much tighter, with better flow and pacing. For instance, despite the player movement being technically slower, the overall action feels much more fluid and faster, as if it emphasizes pure movement and navigation. Doors and switches don't hinder the flow with the need of a use key, and the amount of directional control just so much tighter.

One thing I like about Quake is the level design. Quake didn't have an automap, but it also taught me that a well-designed level doesn't need one. This is something that I've carried over into my Doom mapping, where I try to design things so that a quick peek at the automap is totally unnecessary. I really think episode 3 shows this best (minus «The Wind Tunnels»), which is part of why it's easily my most favorite episode. The theme of Quake is something else I utterly adore, as it was this game that introduced me to H.P. Lovecraft.

I'm sometimes asked what my favorite user-made maps are, or which ones I recommend checking out.

There's a lot of really good content for the game, but for me, my favorite remains a level called «Runic Recycling» (mappi2). It uses the same runic metal style as episode 3 of Quake, has some really fun encounters (that Quad Damage is so memorable), and a really memorable ending. So I'd suggest checking it out.

Also, American McGee has to be the best damn mapper to ever come out of Id.

- Mistress Remilia

I just remember when my brother said about new awesome game that was going to be released, I was playing Doom 2 crusher; he said to me that in this new game monsters don't stay in place with 2 frames looping, but patrolling, and everything in 3D. I didn't like Quake at first, because it was all brown and dark. But when I played it later i loved it a lot more because of dark atmosphere. Tho I didn't feel (even now) any lovecraftian theme in it.

- 4MaTC

I am incredibly grateful to the Quake community who is still playing the game competitively to this day, to the team and to Trent Reznor for his music. Thanks, everyone. Thanks for playing my games.

- John Romero

While I didn't play Quake during its early years, I jumped into the saga with one of the most polemic titles of the series: Quake 4. I loved it. It was so brutal. So gritty. The gore was mechanical and unique, and each enemy felt like a living nightmare. Even if the game didn't reach out to the expectations, it was a solid game for my fourteen-year-old ass. Years later I finally gave a chance to the original with Quakespam and I was in fascinated with it. It was, indeed, an id game, the last one made by the original team. And it showed.

- Endless. (Why Am I quoting my own self ass?)

”

ISSUE #1

QUAKE MASTER MAGAZINE

Art by @Stephan Hövelbrinks

*Quad damage
to your shambles!*

Q u a k e
Turns 25 Years!

New to Quake?
Let's get you ready

QUAKE

WAD

BSP

RECOMMENDATIONS!

UNFORGIVEN • PRECIPICE CONTINUUM • ARCANEDIMENSIONS • ALKALINE • XMAS JAM 2020

INTRODUCTION

Welcome to another issue of the Quake Master Magazine, your best companion to anything Quake-related and your best bet to find the best Quake maps out there! Ready to get those vores nailed? Let's nail them.

Quake Turns 25 Years!

That's right pal, your favorite Quake-shooter of all time is now pretty much old enough to get married, have children and probably buy a house that will end up paying for the rest of his miserable life. But fret not! For our Ranger home lies deep beneath the cradle of ancient civilizations ravaged by the dirty tentacles of old gods. What best home can it have? So, here you'll find some of the best homes to enjoy! Deep down into ancient worlds, tech-castles, ravaged lands and much more.

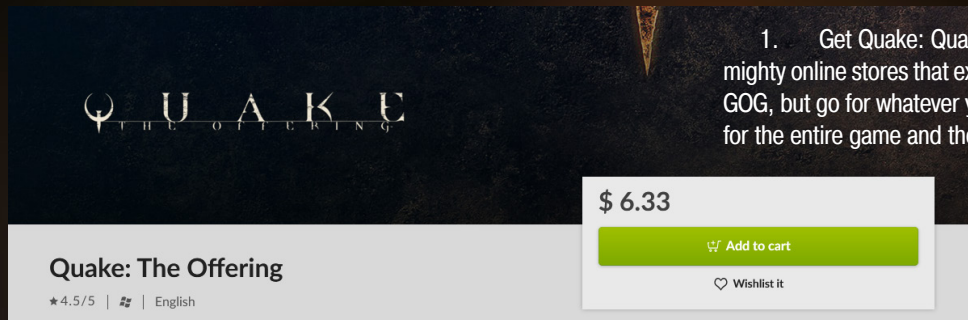
– *Endless*

EDITOR-IN-CHIEF, QUAKE LOVER

NEW TO QUAKE?

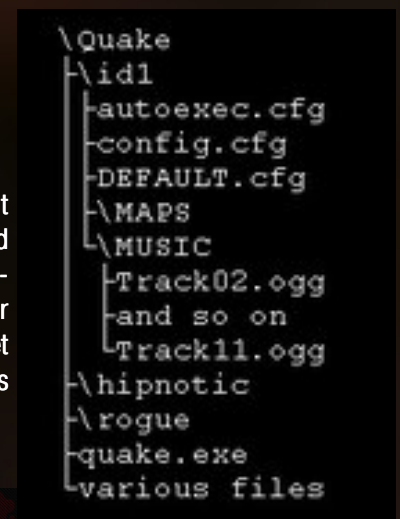
LET'S GET YOU READY!

Quake is, just like Doom, one of the granddaddies of modern FPS gaming and a hit in the history of gaming in general. Despite being 25 years old, the community has been responsible for giving life to this game thanks to a constant flow of fascinating content that is as refreshing as it is entertaining, as well as a number of utilities, programs and source-ports that allow you to play this game without any problem at the time and in the way you want. So, do you want to play it? Do it right now by following these simple steps:



1. Get Quake: Quake can easily be bought through any of the all-mighty online stores that exist like Steam or GOG. I personally recommend GOG, but go for whatever you feel most comfortable, plus, is like 6 dollars for the entire game and the expansions.

2. Get the files: Ok, you already have the game but you can't quite get it to work properly in modern hardware. Both Steam and GOG will launch you the DOSBOX version of Quake, which is vanilla-accurate but a huge pain in the ass to get running on your RTX2069 Windows 11 PC with 666gb of RAM. So, you'll want to get to the installation directory and check if your Quake folders and files look something like the picture here at step 2.



3. Get a source-port: Unless you want to experience the orgasmic glory of fucking your PC up with DOSBOX, you better get yourself a proper source-port to play it. If you read this entire thing, you might have noticed that there's a big list of source-ports to choose from, but for this we'll stick with the most well-known source-port and one of the most stable and reliable ways to play Quake: [Quakespasm](#) a vanilla-friendly source-port that allows you to tweak it to your own taste. It's also the best choice if you plan to go all-out with every single piece of custom content out there. Installation is pretty easy; you can check out the readme file to see how to do this properly. Got it? Good.



4. Get a Quake Launcher: If you've found yourself inside the Lovecraftian dark worlds of Quake and are looking for even more nightmares, you'll probably end up looking for WADs, uh, I mean, maps to play. Sadly, Quake isn't as easy to drag-and-drop like in most Doom source-ports, (Although, some do work that way) so to make things easier for you, install a Quake Launcher. A personally recommend [SQL](#) a very easy to install and use launcher that manages all your BSP files, mods and also gives you the option to launcher yourself right into any map, mod or even multiplayer map you want without having to use the console in-game. All you need to do is pretty much unzip the file and you're set. Pretty neat!

5. Let the Quaddiction begin: You've already finished the entire campaign, the shitty expansions and killed the eldritch gods multiple times? I bet you want even more now, well, look no further and get your ass into Quakaddicted <https://www.quaddicted.com/> the main hub for anything Quake 1 related, from the usual forums to an amazing and active map database that's beautifully organized and even features screenshots of all the maps in there. Something I wish the Doom community had!



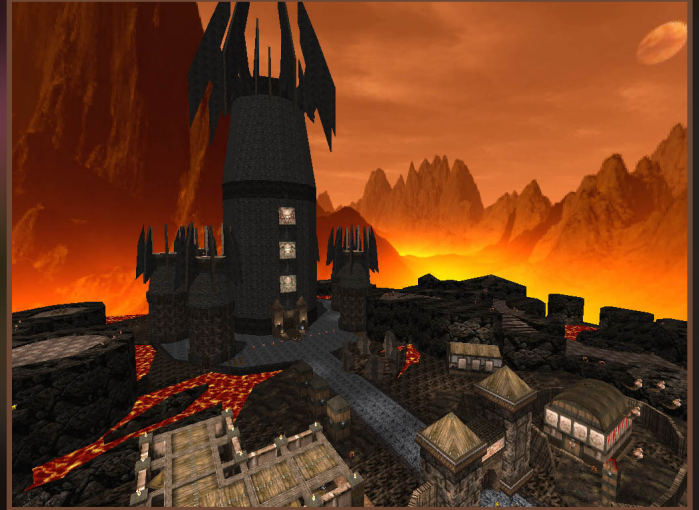
6. Enjoy Quake: You're now pretty much set. There's plenty much more complex and intricate stuff out there, but if you're enjoying this as much as I enjoy Doom, I'm sure you'll become a better expert than I am regarding the world of Quake. My best advice? Watch out for Shamblers.

QUAKE WAD BSP RECOMMENDATIONS!

UNFORGIVEN

(2011) By Tronyn & PM

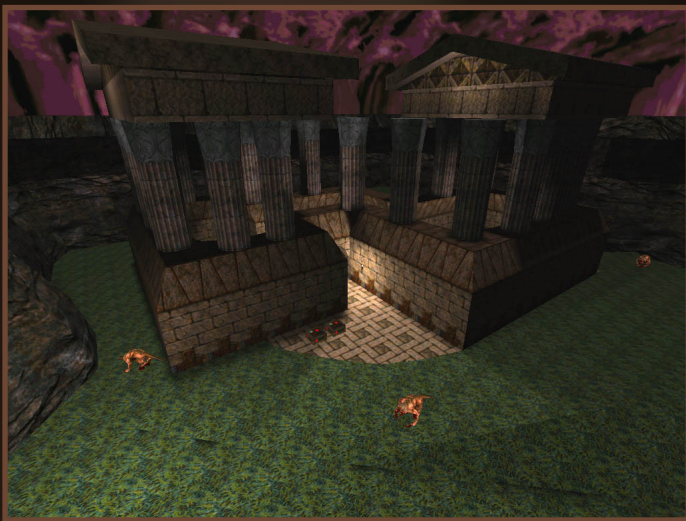
Ever wanted to relieve your epic-dark-fantasy dreams/nightmares into the Quakrealm? Look no further, Unforgiven is not going to forgive! 3 massive levels in a single episode of absolute fantasy where madness and pain are always on the top of your head. Lots of enemies await you as you stumble across castles, dark spires and forgotten villages. Thanks to the extended use of increased limits, Unforgiven creates a fantastic and grueling atmosphere that fills the air with sheer dread. Like a Lovecraftian dream of medieval proportions, this is one big adventure that you shouldn't miss out. Beware! For this episode is more than full of enemies waiting for your arrival. Death is a guarantee, and so is sheer pleasure! New enemies and new weapons ready at your disposal, you'll find yourself quickly immersed in this big world of gothic fantasy with a dark twist. A super-super shotgun ready to blast open the carcass of undead knights, a magic wand ala Heretic to help you deal with those pesky pests and lots more for you to enjoy. Unforgiven is a must for all fans of both Quake and fantasy, you'll love the blend this beast manages to create.



PRECIPICE CONTINUUM

(2001) By Tim Elek

Precipice Continuum is a big outdoor level that excels at showcasing the power of the Quake engine while still working as a modest yet extremely entertaining classic level from 2001. A landmark on its own, Precipice Continuum is big, fast and quite imaginative, featuring some awesome landscapes and delightful outdoors areas that work quite well in showcasing how Quake really shines when it comes to outdoors, compared to Doom, that is. Despite being quite the old map by this point, Precipice Continuum still plays more than well and is simple enough to understand, giving you some solid minutes of entertainment that might just show you how well-preserved Quake-mapping history is. If you want to give yourself an idea of how this map plays and looks, well, as Doom WAD connoisseur (a cunt) I can tell you to think about Earth, and you'll get the idea quite fast. If you love landscapes, outdoors with Greek-like architecture and a fair challenge, well, play this.

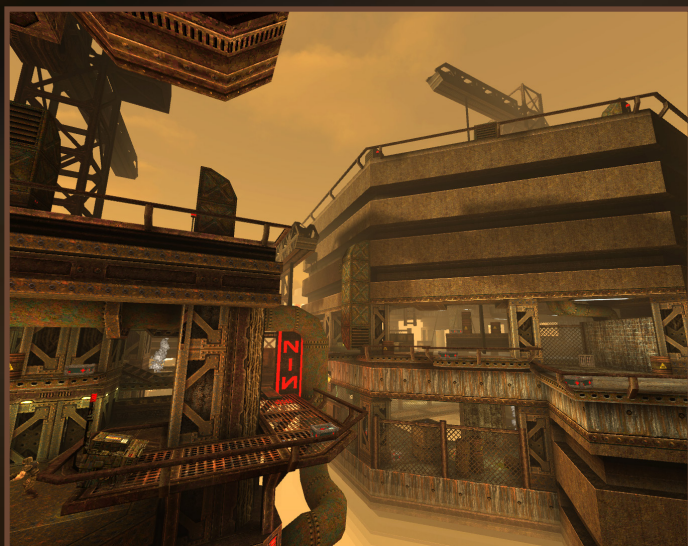


ARCANE DIMENSIONS

(2015) By sock, mfx, necros, Lunaran, Scampie, FifthElephant, ionous, EricW & Preach.

This is it. The Quake campaign that broke the internet. Arcane Dimensions is what Eternity is to Doom. A gigantic fully fledged campaign made out of more than 30 maps of all kinds of visual themes, environments and sizes. The hub alone is more than enough to take your breath away. This magnificent beast is one that you'll never forget thanks to a plethora of awesome new stuff; not only are you going to enjoy more maps to blast through, but also a fairly balanced collection of new enemies, as plentiful as they're painful. Monsters are a thing, but these maps... man, they're amazing: gigantic cathedrals of forgotten gods, massive tech-bases corrupted by time, enormous castles full of darkness and despair, angelic floating isles, gruesome battlegrounds filled with blood and much, much more! The ultimate experience for the ultimate Quake lover. You own yourself a playthrough of Arcane Dimensions.





ALKALINE

(2021) By the ALKALINE CREW

And now, a more recent entry that's making its way steadily into the epics of Quake. Alkaline is a massive 10-map campaign that introduces many new features previously found in the Rubicon mod, Zerstoror, Malice and more! but this time extended, improved and Quake-fied to the hundred. Alkaline is like an amalgamation of the best of the best that Quake has received in its 25 years of life, all gathered to fest upon the glorious Quake Engine that pretty much gave birth to modern gaming. Each map feels like an enormous modern adventure that makes the average military-shooter level designer cry in envy. A freedom of movement and combat rifles through each single brush and enemy, plowing way into a grandiose ending that leaves your mouth drooling with a desire for more. Fantastical, modern and just beautiful. Alkaline is a piece of art, a testament to level designers and a testament towards old games still surviving thanks to the efforts of the awesome community. Play it.

XMAS JAM 2020

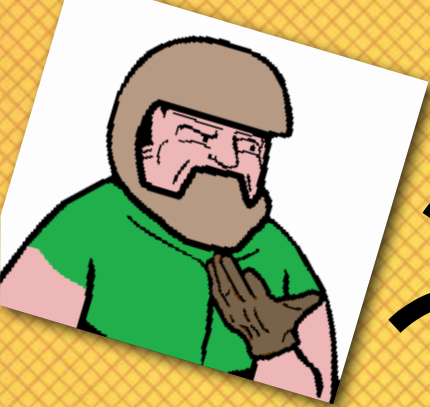
(2020) By various authors

You can't have a mapping list without at least one open community project. Introducing: Xmas Jam 2020! This mapset includes 19 maps made during the annual xmas community event for the Quake community. Including a collection of amazing variants of landscapes that range from your classical Quake styled adventures to some more whimsical journeys in a myriad of snowy arenas. Not only are these maps fun as fuck to play, but they also come included with the Arcane Dimensions mod! Meaning that you'll enjoy the best features of the mod plus these new maps. Perfect for your xmas bloody fantasy.



A Happy Birthday to Quake from the Wadazine team!

We hope you, either Quake or Doom fan, enjoyed this little piece of article. Quake is the little brother of Doom that paved the road for future titles to come. Is insane to think that such iconic games like Half-Life and Call of Duty wouldn't exist without the Quake Engine, so we owe this little game a lot (or should we resent it from puncturing the balloon of arena-games and leaving the world filled with military-esque shooters? Nah.) So, happy 25 years and we hope all you Quake fans have a great day! You guys are great!



the ? ? DOOM WAD ? questionary!



by Endless

Welcome to the first iteration of the **Doom WAD** questionnaire! A place where you can brag everything about your **Doom** addiction! Here you'll find some basic questions about the world of WADs as well as some more methodic, obscure inquiries about some of the most secret of the secret worlds of **Doom**. You'll take a swim into the arctic ocean and you'll find out just how deep the iceberg goes, so, let's see how deep your knowledge and boomer love goes. Questions here are all related to the WAD community, this includes some questions about map specifics, about certain concepts, about authors, about famous or not so famous WADs, etc.

First, each question is exactly 1 point worth, each question you answer correctly will give a chance to... **drum roll** earn another point! How awesome is that? Holy shit! Not even the **Carmack Ferrari 328 GTS** equals such a prize. Anyway, we'll announce the answers and winners in our next issue. For the first issue, we'll do something easy for you!

So, ready to take the test? Pens on? Go!

1. What is the first PWAD to ever exist?
2. What's the name of the first ever megawad?
3. What very famous author is known for liking Arch-Viles, Egypt and Chaingunners?
4. This was one of the very first and most infamous WADs ever made for ZDoom, known for it's puzzle-like gameplay and obscure atmosphere.
5. Who is the creator of the Cacowards?
6. What was the first ever Terrywad?
7. Who made E4M1?
8. Who is the father of all slaughterwads?
9. Who was the first winner of the Mapper of the Year Cacoward?
10. This WAD was known for being impossible to even run because of the insane number of enemies at a time. One of the first of its kind!

End of the test. Time is out. Did you know them all or had to check the Doomwiki for more info? One way or another, I hope you learned something new today: You have to play less Doom. Gosh.





WAD PROGRESSION FOR SKILL IMPROVEMENT

A LIST OF PROGRESSIVELY
HARDER WADS TO IMPROVE
YOUR DOOM—GOD SKILLS!

CREATED BY XVERTIGOX

Welcome to the perfect place to learn how to play Doom and become a masochist! This fantastic and comprehensive list was created by vertigo with the sole purpose of offering a solid, progressive and accessible ranking of WADs based on both difficulty and quality. The WADs you'll find here are meant to be taken with love, care and patience. This list follows a clear path, starting with the easiest WADs that shouldn't kill you unless this is your first-time playing Doom, to the hardest ones that will truly test not only your patience, but even how much RNGjesus loves you.

This list assumes you have the basics setup, meaning that you pretty much know about how to properly play Doom with modern systems, if not, go to [this guide](#) by Doomkid. There you'll learn everything you need to know about this classic masterpiece. Got it? Ok, now next, just get ready to launch yourself into this fantastical world of pain and glory.

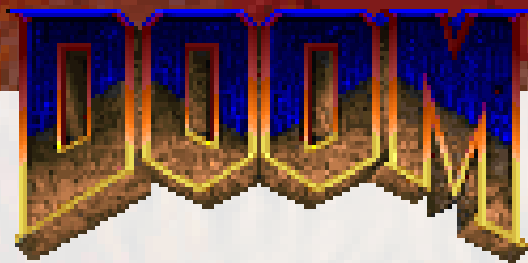
This list is also meant to be played in UV, the maximum non-bullshit skill level (NM! Is bullshit you can't deny that) and that you aren't savescumming, a practice that heavily relies on saving every second to avoid long penalties from dying. Remember: Dying is fine. Is part of the experience. When you get killed in a certain scenario, you'll learn how to counter it better the next time. But if you try to just play the same tactic over and over again by saving multiple times, you'll just lay on the back of RNG and list to Vaas speech for the rest of your life. Do you know the definition of insanity?

Also! This is a fantastical list that's also full of iconic WADs that you MUST play at least once in your life. So, that's an extra plus that you'll definitely enjoy while killing thousands of demons in this fantastical world. Do mind you, this shit is about to get hard really quick, but worry not, for patience is its own reward... and of course the glory that you'll be able to boast to your friends: Hey, I bet you've never finished Dimensions on UV. You casual. Of course, that is if you have friends! I don't! Hah! Where are my meds?

Anyway, here's the list created by vertigo for you to enjoy!

The list below is reasonably comprehensive so if your goal is to improve your skill as quickly as possible then the ideal WAD order would be:

1. *Doom 2*
2. *Speed of Doom*
3. *Sunlust*

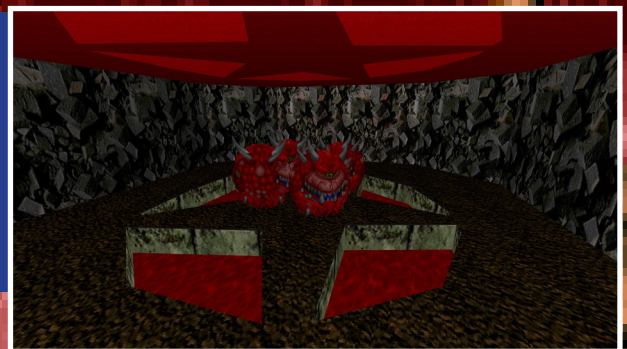


1. [Doom](#) [[Playthrough Example](#)]

- Episodes 1 to 3 of the original Doom in consecutive order. Provides a gradual increase in difficulty across 27 maps. Starts with teaching you everything you need to know in order to play Doom - how each weapon works, how all of the Doom 1 monsters behave, what different items do, damaging floors, crushers etc - the basics. Difficulty settings implemented allow further fine tuning of difficulty as required. The recommended starting difficulty is 'Hurt Me Plenty'.

Episode 4 - Thy Flesh Consumed. This distinctly noted because the difficulty increase is considerable. It's still within the realm of the other maps however some maps are much more cramped with relatively high monster counts.

Endless Comment: The original 3 episodes of Doom are pretty easy compared to the rest of the base games. As a matter of fact, is quite possible the easiest Doom game, until, of course, you reach Episode 4: Thy Flesh Consumed. Now that's a different story. The first two maps will really teach you respect. The rest of the episode is way easier, but still a challenge.



FAVA BEANS



2. [Fava Beans](#) [[Playthrough Example](#)]

- A landmark early (1995) WAD with difficulty in line with Doom 1. Recommended difficulty is 'Ultra-Violence'.

Endless Comment: Fava Beans is a fantastical WAD that really represents the best quality of 1995. One of the very few WADs to ever capture the quality of the original level designers, like Romero or American McGee. Difficulty is on par with E1 of the original Doom.



3. [Doom 2](#) [[Playthrough Example](#)]

- Doom 2 introduces the rest of the Doom bestiary and weapons. There is again a gradual increase in difficulty. One of the most important concepts elaborated upon is target priority. This is reinforced with the introduction of the Archvile and Pain Elemental. Recommended starting difficulty is 'Hurt Me Plenty' or 'Ultra-Violence'.



Endless Comment: Doom II: Hell on Earth, the iconic gem that despite lacking on the level-design aspect, improved upon the demon roster and added the greatest weapon of all time: the Super-Shotgun. Doom 2 is considerable harder than the original Doom, mostly thanks to the new plethora of mighty enemies, so get ready.



EVILUTION

4. [TNT: Evolucion](#) [[Playthrough Example](#)]

- TNT is by far the easier half of Final Doom. If you can get through Doom 2 without too much difficulty then TNT will be a nice stepping stone to something a bit tougher. The WAD does have a few spikes in difficulty but nothing major. The recommended difficulty is 'Ultra-Violence'.

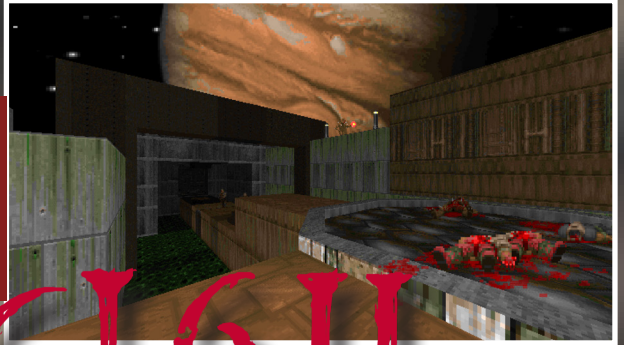
Endless Comment: A slight step up in difficulty compared to Doom 2. But this is mostly in the form of unfair fights and hitscan hell. Not the greatest experience, but still worthy for some particular maps and historic value.

BASE GANYMEDE MEDIUM

5. [Base Ganymede](#) [[Playthrough Example](#)]

- Despite being a Doom 1 megawad this is more difficult than Doom 2. With this WAD being released well after (2012) the official IWADs the monster use/count and traps are more 'mature' and unforgiving. Recommended difficulty is 'Ultra-Violence'.

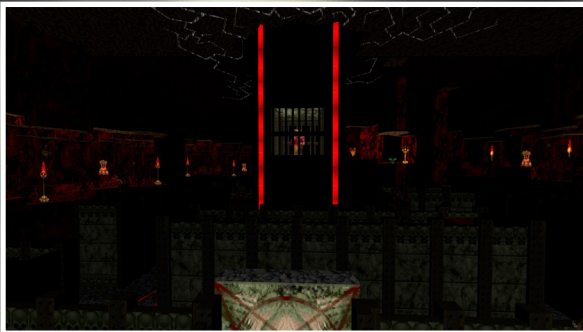
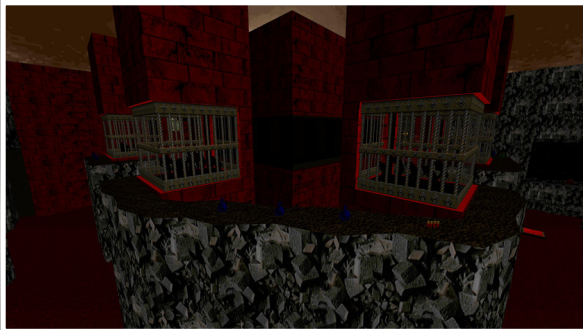
Endless Comment: Base Ganymede is an iconic WAD that took the best of the original Doom IWAD and cranked it to eleven. It is fast, frenetic and faithfully furious. It uses the original roster to the fullest while expanding on the level design, giving you some glorious scenarios to fight your way through. Now we're talking.



6. [SIGIL](#) [[Playthrough Example](#)]

- Another Doom 1 WAD that is harder than Doom 2. Dark and very cramped in areas combined with tight resources make situational awareness is key. The recommended difficulty is 'Ultra-Violence'. If you have excessive problems you could try 'Hurt Me Plenty' although UV should be your goal.

Endless Comment: The Romero episodic-WAD that took the Doom world by storm. This is a piece of modern history right here, but it is also a testament to the philosophy behind a legendary designer that liked to torture its players. SIGIL is no joke on UV. Lots of demons, plenty of darkness, low ammo and traps that will choke out. SIGIL is like E4, but this time is steadily hard around the entire episode.

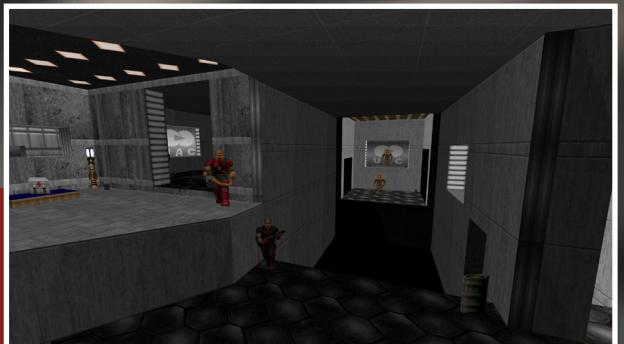


MOONBLOOD

7. [Moonblood](#) [[Playthrough Example](#)]

- Classic styled megawad that doesn't get too crazy. Recommended difficulty is 'Ultra-Violence'.

Endless Comment: Moonblood is a full megawad for Doom 2 that's meant for experience players. While not super hard, it has its fair share of challenges that mostly consist of small sized levels packed with a respectable amount of enemies in non-linear fashion.



memento mori

8. Memento Mori [[Playthrough Example](#)]

- Although designed as a coop mapset Memento Mori doesn't throw anything too crazy your way. Recommended difficulty is 'Ultra-Violence'.

Endless Comment: Memento Mori is a historic megawad, considered to be one of the very, if not the very first, of its kind. 32 full maps meant to be much harder than the original Doom 2.



HARD

THE PLUTONIA EXPERIMENT

9. The Plutonia Experiment [[Playthrough Example](#)]

- Monster placement becomes much more ruthless which is apparent with the archvile in the first map. Heavy use of chaingunners and high tier monsters compound the difficulty. Recommend difficulty is 'Hurt Me Plenty' or possibly 'Ultra-Violence'.

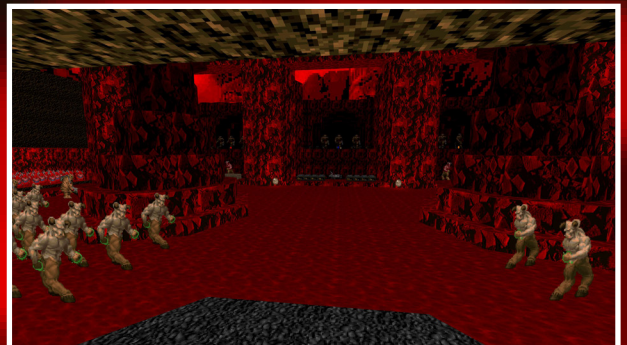
Endless Comment: This is your first step to become a pro Doom player. Plutonia is an iconic, legendary and influential WAD that set the standard for challenges to come. It is hard, and it doesn't joke around. From the very first level you'll learn quickly to fear this megawad.

SCYTHE

10. Scythe <https://www.doomworld.com/idgames/levels/doom2/megawads/scythe> Playthrough Example https://www.youtube.com/watch?v=IMOLKocbrrM&list=PLTmV4zpWzC8nfo2w-dkH_8WUTmye2455S

- Scythe starts off innocuously enough but in the second half of the WAD the difficulty ramps up significantly with a few of the maps starting to boarder on slaughter gameplay. An important lesson in this wad is crowd management via movement and strategic enemy targeting.

Endless Comment: Considered to be the WAD-Father. Scythe is a quintessential piece of Doom WAD history. A must play for everyone. Classic-styled but with a twist on the level design: Most levels are very short, but they always pack a punch and action is pretty much non-stop. Some of the later levels are extremely hard and work as proto-slaughter levels. Your very first taste of the greatest Doom challenge.



RUSH

11. [Rush](#) [Playthrough Example]

- The de facto recommendation for getting to grips with slaughter maps. Challenging at first the difficulty drops quickly once you learn how to handle each encounter.

Endless Comment: Rush is a set of 12 boom maps made with the intention of working as introductions towards the greater challenge of fully fledged slaughter-maps. You'll get your ass kicked, but all while still learning how to properly win this. Have fun!



ANCIENT ALIENS

12. [Ancient Aliens](#) [Playthrough Example]

- Ancient Aliens has an inconsistent difficulty curve so it may take some time to beat certain maps. Ancient Aliens is roughly on par with Valiant so one or the other for extra practice. The recommended difficulty is 'Ultra-Violence'.

Endless Comment: Ancient Aliens is one of the greatest WADs of all time, so chances are, you're going to be playing this yes or yes. This megawad also shines because of its erratic difficulty progression and constant new ways to impress and destroy the player.



VALIANT

13. [Valiant](#) [Playthrough Example]

- Smoother difficulty curve than Ancient Aliens (both WADs by skillsaw) though it does get a bit tougher. Beefed up variants of the classic monsters added to the difficulty. Valiant is roughly on par with Ancient Aliens so one or the other for extra practice. Recommended starting difficulty is 'Ultra-Violence'.

Endless Comment: Valiant is a special kind. While very challenging at times, these challenges also come in very unique and whimsical flavors. For starters, there's a map where you can't kill Mancubus or you'll get flooded with the worse demon there is. And of course, a new set of incredible weapons that preserve the vanilla spirit while improving on the original concept. It's awesome as fuck.

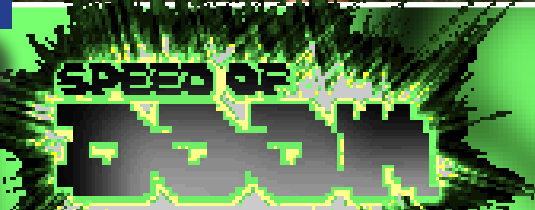


Hell Revealed

15. Hell Revealed [Playthrough Example]

- The first of the hard megawads which spawn many imitators and spiritual successors. The maps can end up being truly crushing if played with no saves but is clearly beatable with enough map knowledge and fast enough reflexes. The traps can be especially nasty - particularly the blue key trap on map13. Recommended starting difficulty is 'Hurt Me Plenty' although 'Ultra-Violence' will allow you to improve a lot quicker.

Endless Comment: Welp, you've done it lad. Welcome to pain-town, population: You. Hell Revealed is considered to be the father of slaughterwads. It popularized the genre and kickstarted a lot HR-inspired WADs that aimed to become even harder, but this is pretty much the landmark that you should start with if you plan to become a Doom-God. Or maniac.



16. Speed of Doom [Playthrough Example]

- Speed of Doom's earlier maps are fairly standard with the back 9 of the WAD delving into slaughter. Recommended difficulty is 'Ultra-Violence'.

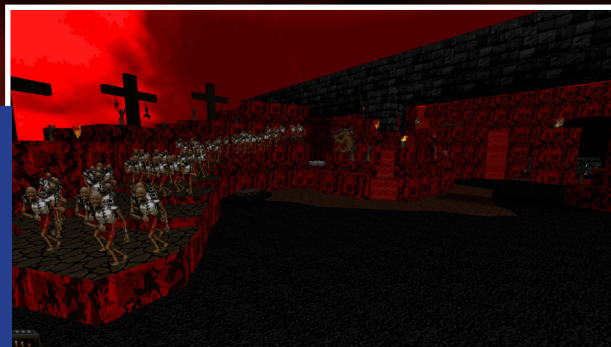
Endless Comment: A very good WAD full of frenzy. Just like the name states, speed is the keyword and you better have the need...



17. Scythe 2 [Playthrough Example]

- Bigger and badder than Scythe, Scythe 2 boasts a higher monster count and more brutal maps. Important note - the later maps in the WAD spike in difficulty which is what has landed Scythe 2 in this position on the list. Recommend difficulty is 'Ultra-Violence'.

Endless Comment: Scythe 2 is the sequel directed by Michael Bay and written by Stephen King. This is the last full entry of the series and is one gigantic punch in the liver. The first maps progressively flow with a steady challenging-difficulty, but once you get to the final 10 maps, pain is increased at least five times more. Some of the hardest maps in WAD history belong to this magnificent bitch.

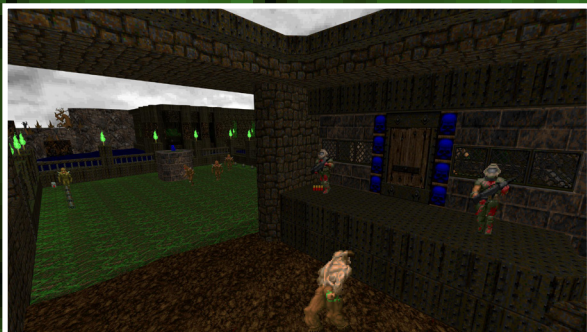


DOOM COMBAT SHOCK

18. [Combat Shock 2](#) [Playthrough Example]

- Don't let the first map fool you, Combat Shock 2 is most definitely a slaughter wad with the last two maps being particularly long. Recommended starting difficulty is 'Ultra-Violence'.

Endless Comment: Only 7 maps, but don't let this small number turn your hope up. This mapset is a slaughter nightmare. Hard as fuck with some particularly long maps near the end. A beast.



SUNDER

19. [Sunder](#) [Playthrough Example]

- Sunder is an essential WAD for anyone wanting to become proficient at Doom. Not just because of the high difficulty but also the cultural significance and impact it has had on the challenge scene. This is pure slaughter territory now with maps featuring thousands of monsters. Note that this wad is still a work in progress so keep tabs on the Doomworld thread to watch for Insane_Gazebo's updates.

Endless Comment: The absent daddy of all slaughter-wads. Not only is this WAD (soon-to-be-megawad) an extremely difficulty set, but is a masterpiece on its own quality that showcases some of the coolest, biggest and most brutal pieces of level design ever. Gigantic levels that will blow your mind, as well as disastrous battles that will devastate you.



DV II

20. [Deus Vult II](#) [Playthrough Example]

- Slaughtery in parts with a big difficulty spike in the later levels. Recommended difficulty is 'Ultra-Violence'.

Endless Comment: Slaughter is synonymous for Deus Vult. This enormous beast pioneered the genre and solidified the state of slaughter: Giant, magnificent and cruel.

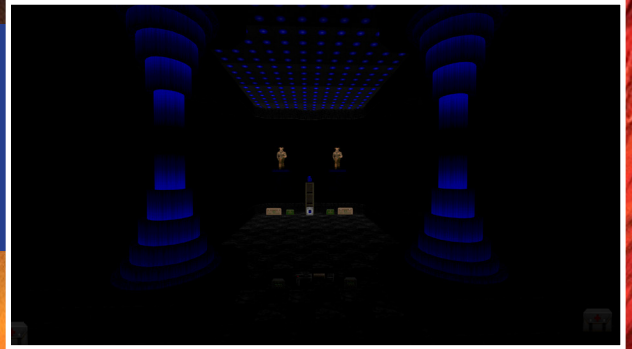
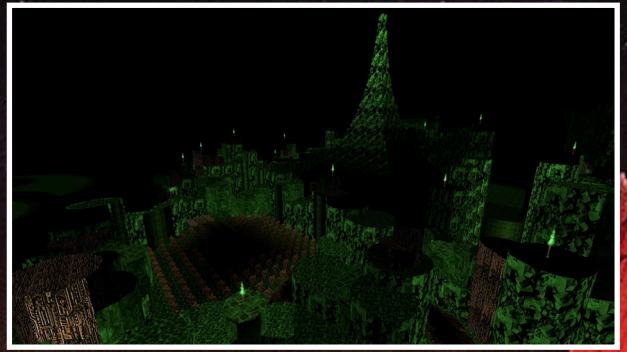


SUNLUST

21. [Sunlust](#) [Playthrough Example]

- Another quintessential hard WAD and a true milestone in your path to becoming a Doom God. Sunlust is frantic and frequently cramped, you'll need to know the maps well to survive. Recommended difficulty is 'Ultra-Violence'.

Endless Comment: 32 maps. 32 complete full maps of absolute madness. Sunlust is a masterpiece that destroyed the community by showing what true power is. Amazing visuals, amazing sets and some of the hardest gameplay encounters in the entire Doom world. One of its maps is called Go Fuck Yourself, so there's that.

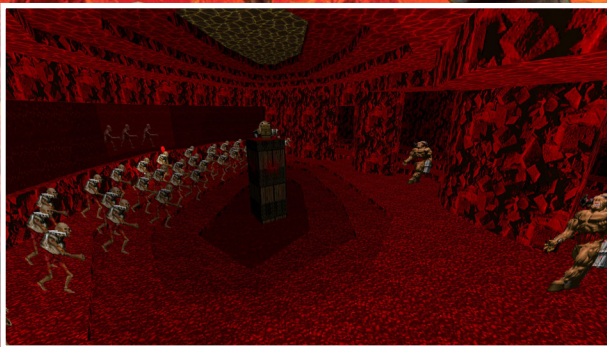
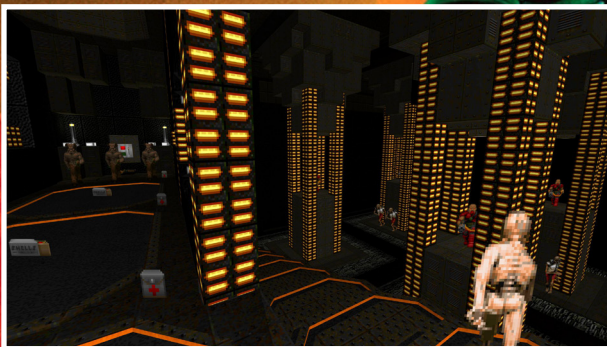


STARDATE 20X6

22. [Stardate 20X6](#) [Playthrough Example]

- Ribbiks is a name you will become very familiar with as you drift into the realm of harder wads. 20X6 isn't as difficult as later maps but will still give you a run for your money. Recommended difficulty is 'Ultra-Violence'.

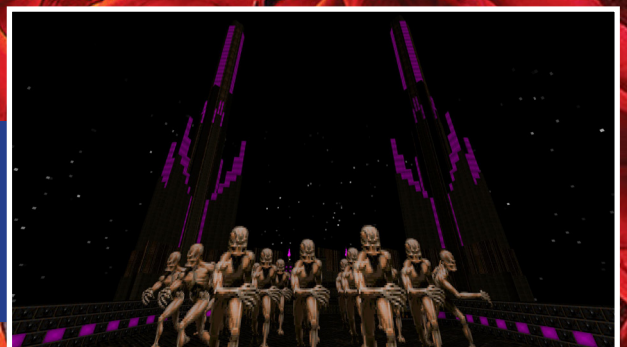
Endless Comment: Love the color purple? You'll probably hate it after is. This is a set of 8 boom compatible maps that will through you into the purple void of pain and misery, all while looking absolutely gorgeous. One of the best out there and unique among its kind.



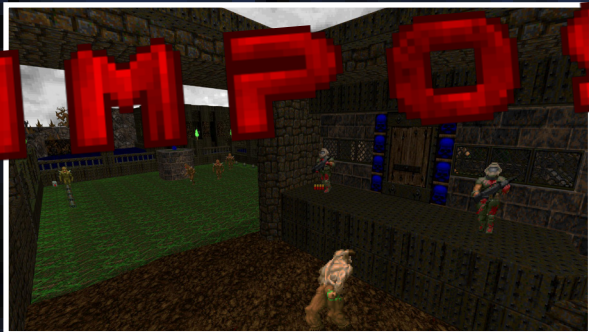
23. [Flotsam](#) [Playthrough Example]

- 16 boom maps by various authors (including Killer5) designed to break you. Note that there is a fair bit of necessary platforming. Recommended difficulty is 'Hurt Me Plenty' or 'Ultra-Violence'.

Endless Comment: We are entering true, true pain zone. These levels are not meant to really look pretty, but to look intimidating. Brutally designed by a group of different authors, this collection of slaughtermaps is one that will cement your status as a masochist.



IMPOSSIBLE NO CHANCE



24. [No Chance](#) [Playthrough Example]

- The title sums up this single map was very succinctly. At this level of difficulty high level movement, aiming and crowd control are assumed. Proper routing is essential.

Endless Comment: Just like xvertigox said: You have no chance. This is just one single level. One single map and that's pretty much it, and guess what? it's going to crush your soul.

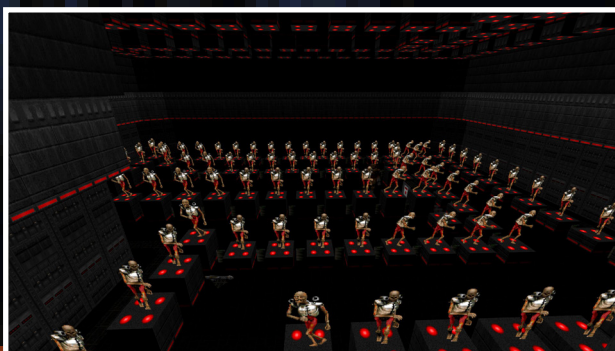


italo doom

25. [Italo Doom](#) [Playthrough Example]

- Italo Doom pulls exactly zero punches. Each map is brutally crushing and will take a lot of grinding to beat.

Endless Comment: If you've come this far, you should ask yourself: Why? And give yourself a pat in the back, you're a true masochist and quite decent at Doom I bet. Italo Doom is a nightmare, a living fucking nightmare made up of your worst demons. Forget about visuals, you will barely have any time to breath let alone enjoy the landscape. This is war, mate.



dimensions

26. [Dimensions](#) [Playthrough Example]

- An absolute beast of a mapset. If you can conquer Dimensions, you have truly reached pinnacle Doom skill - congratulations. Recommended starting difficulty is 'Hurt Me Plenty'. The ultimate test is 'Ultra-Violence'.

Endless Comment: Abandon all hope ye who enter here. Dimensions is the ultimate test. A WAD so fucking hard that you better pray to Romero himself for his blessing. Insanity. Madness. Cruelty. Torment. All in one. If you can conquer this, you can conquer anything, for this wad is going to be your doom.

THE END OF THIS LIST!

BIG THANKS TO XVERTIGOX FOR ALLOWING US TO
GIVE IT A NEW FLAIR TO THIS AWESOME THREAD!

AND WE HOPE YOU MAD DOOMERS OUT THERE
ENJOY THIS LIST AND MAY IT BE HELPFUL IN YOUR

JOURNEY TOWARDS THE ULTIMATE DOOM-GOD SKILLS! MAY THE ICON OF SIN NOT FUCK YOU OVER!

- ENDLESS

DOOM TIP: SHOOT AT IT UNTIL IT DIES.



We talk about level design in here a lot. Like, a lot a lot. So it only made sense for us to shout out to the wider dev community to see what their takes were on level design! Major Arlene took to Twitter to get all the hot, spicy takes about level design, and here's what you guys had to say!



Andy Johnson @andyjohnsonuk · Jul 15

Replying to @majorarlene

To create dynamic, flowing spaces, use doors sparingly. They block the player's view and can cause you to have to "restart" your mapping process for a new area. Try to add them only where necessary, and only after the areas they connect are built - not before.



ryan @ryanboster_ · 10h

Replying to @majorarlene

Good artists borrow, great artists stare at screenshots of Back to Saturn X and cry.



antares031_연어. @antares031 · Jul 14

Replying to @majorarlene

Background music and skybox are the backbone of the level's environmental design, so choose the best ones that fit the level's theme.

When in doubt, put more arch-viles.

And the most important advice in doom mapping: Have fun, and please enjoy yourself with mapping. 😊



Hellser @ZDHellser · Jul 14

Replying to @majorarlene

Experience: Don't try to mimic popular mappers, especially if this is your first-time mapping! You've yet to discover your own style or map format that clicks with you. Experiment and don't be afraid to share.



♥♥♥ SHANNON//CANNON ♥♥♥ @majorarlene · Jul 14

#DOOM level designers: SOUND OFF! 🔊

In a single tweet, tell me your best level design tips, tricks, or experiences. You may get featured in the next issue of Doom Master Wadazine!

61

11

104



[Vitz!] @Atelie_do_Vitz · Jul 15

Replying to @majorarlene

Mapping is an art form and, as such, you should treat it with patience and care, but also keep in mind that you need to be genuine. Don't do something that you don't truly believe is worth your *own* time. Play your own maps to test if your idea is worth it.



Dieting Hippo @dietinghippo · Jul 14

Replying to @majorarlene

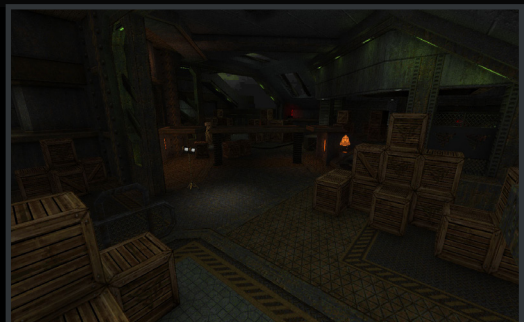
play with texture offsets! you'll find new and creative ways to use textures. in my last map i reused TEKGREN5's light as a glowing switch with some clever offsets and an extra vertex in the middle of the switch linedef!



StormCatcher.77 @StormCatcherDS · Jul 14

Replying to @majorarlene

In order for mapping to continue to be fun, it is important to make small locations to "warm up" so that they fuel your motivation. Just experimenting with layout, gameplay and texture combinations to find something nice. This sets the stage for large and complex projects.



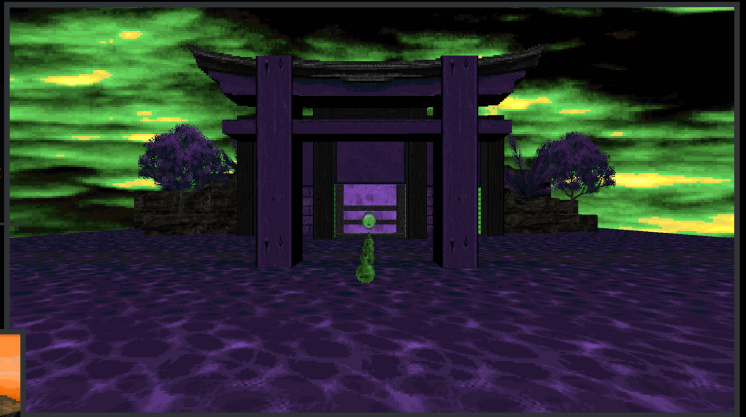
TwitterSOUND OFF!



Egg Boy @EGGGGGGGGGboy · Jul 15

Replying to @majorarlene

A unique theme and texture choice can make even the most simplistic visuals interesting (haha, draw square).

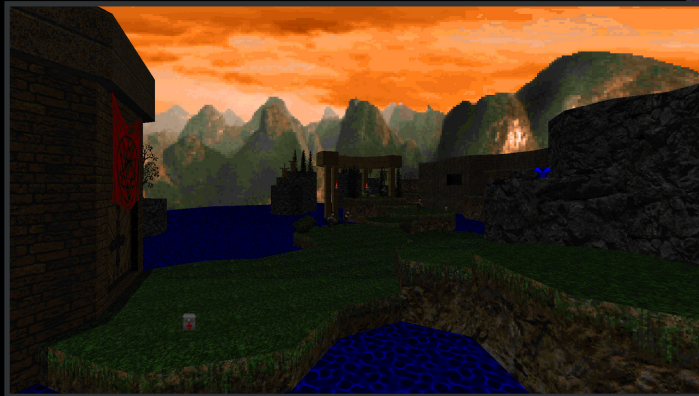


Matt Tropiano @TheRealMTrop · Jul 15

Replying to @majorarlene

Finish your work.

That's it, really. Know when an idea is done before working on the next thing. Nothing is perfect. Time constantly works against memorability. Ideas are ethereal, implementations are not. Work is a snapshot of progress, not a reflection of your current skill.



Sam Widdowson @LordEntr0py · Jul 16

Replying to @majorarlene

Use the first area you design to establish your core themes for your map as early as possible: lighting, textures, geometry, colours, scale. Stray from them a little as you design different areas, but try to keep bringing it home. This is how you build a sense of place.

1

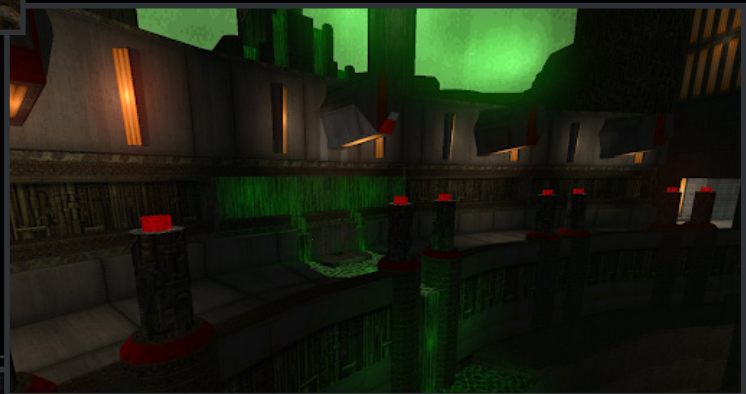


1



Sam Widdowson @LordEntr0py · Jul 16

This little section was the first area I designed for Neoplasm and it really informed the rest of the map (green glow, orange lighting, rusted metal, piping and strange architecture)



Simpletonium @Simpletonium1 · Jul 14

Replying to @majorarlene

Delete your Character, which is your lust for recognition and streetcred; focus instead on what you haven't seen done before and what you would find fun to play. Trust all of your ideas by default until you have broken ones to fix. Have fun but be willing to get your hands dirty.

1

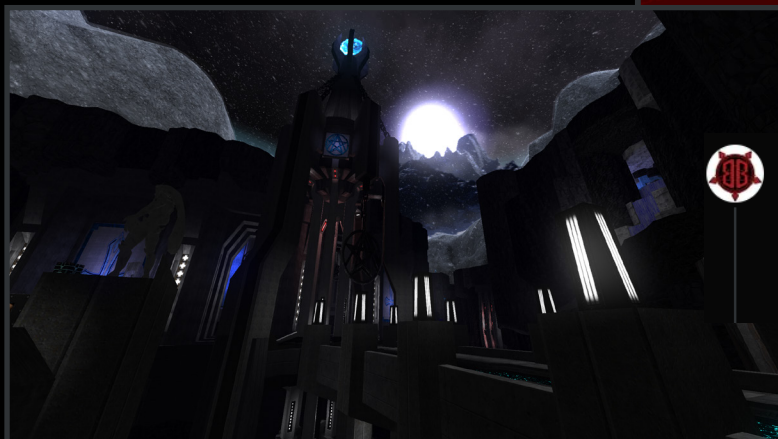
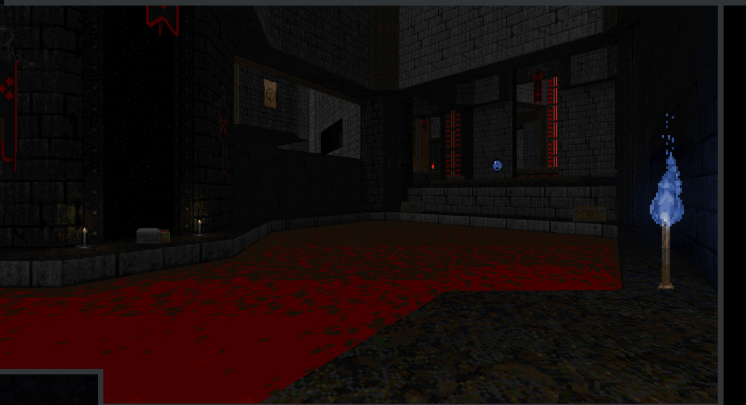


6



Simpletonium @Simpletonium1 · Jul 14

Halls of Perdition for The Modest Mapping Challenge 2 - one of my favorite works and a paragon of this design philosophy in action.



Bridgeburner @Bridgeburner4 · Jul 14

Replying to @majorarlene

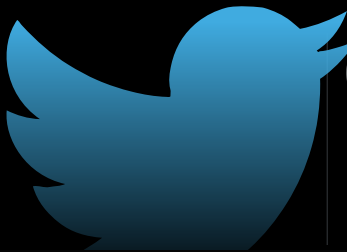
Pillars are love, pillars are life.

Visual foreshadowing makes everything better.

Height variance, height variance, height variance.

Stairs before lifts.

There is no such thing as too many revenants.



Shino1 @shin0_One · Jul 14

Replying to @majorarlene

Projectile enemies make you back up and move to sides.
Melee enemies make you run away while shooting at them.
Hitscanners make you take cover.

You can use these three to create Rube Goldberg machines where player is the moving part, pushed around by waves of enemies.

...



Mark Entertainment Smith @SlugfaceMopsUp · Jul 14

Replying to @majorarlene

Don't overthink it. Start a map, finish(ish) it, watch people play it, see what you like/don't like, try to make another one that's just a little bit "better" (whatever that means to you at that moment)



Remmirath @Theremmirath · Jul 15

Replying to @majorarlene

Landmarks. When designing a map, having instantly recognizable places aids the player in navigating your map a lot, especially when designing very interconnected and organic layouts: if one were to design such a layout using only drab hallways, map would feel like a messy maze.

1



10



Remmirath @Theremmirath · Jul 15

As shown here in my WIP map for Elementalism, the map is fairly open and huge: the structures I've put in place as landmarks will definitely help with navigation.



Obsidian @Obsidian_Doom · Jul 15

Replying to @majorarlene

Don't let Magnum Opus Syndrome get the best of you! Not everything you make needs to demand all of your mapping prowess and you'll get stuck a lot less once you grasp that concept.

1



3



Obsidian @Obsidian_Doom · Jul 15

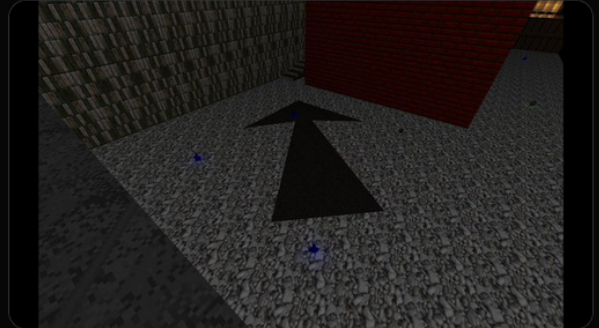
Basically, don't be afraid to make crap. :P



NotTyrone @Not_Tyrone_ · Jul 14

Replying to @majorarlene

something something probably not the best way.



2

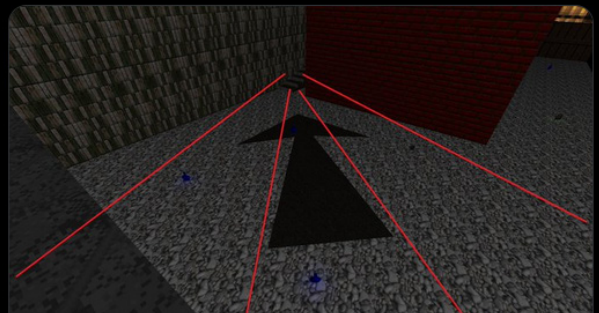


16



Sebastien (Working on a retro FPS) @0Sebastien0 · Jul 15

Guide the player



That MIDI Guy @JamesPaddock · Jul 15

Replying to @majorarlene

Map for yourself first and foremost, but don't create in a vacuum. The right sorts of people can and will provide you with so much, and that's the great part about being in a community.

1



9



That MIDI Guy @JamesPaddock · Jul 15

Uhh let me hastily append this with: don't use what other people "provide" without their EXPRESS permission. Don't fuckin plagiarise.



Donnel Enriquez @Jazzmaster9 · Jul 14

Replying to @majorarlene

Enemy placement and setting up interesting enemy encounters is important. Learn enemy patterns and design your level geometry to maximize their effectiveness. Keeping the player engaged with the core gameplay is essential.

1



6



Donnel Enriquez @Jazzmaster9 · Jul 14

Also Here's a screenshot from Abysm 2: Pharaoh's Judgement - Map 3, Sobek Mines.



Robert @SgtRed177 · Jul 14

Replying to @majorarlene

I've seen lots of advice here saying the opposite but when just starting out, copy what you love. Not kidding. Learn how to use your tools effectively first, and then start doing your own thing. Every art form's beginners start by taking inspiration from someone else. That's ok.

1



5



Robert @SgtRed177 · Jul 14

Once you have your footing, you can then riff on those themes and twist them to create new ideas. All art is derivative. Embrace that and run with it. As long as you're bringing your own creativity to the table, it'll be unique to you.

Twitter Sound of the

From our fearless leader Endless:



Endless_Doom @Endless_DMW · Jul 14

...

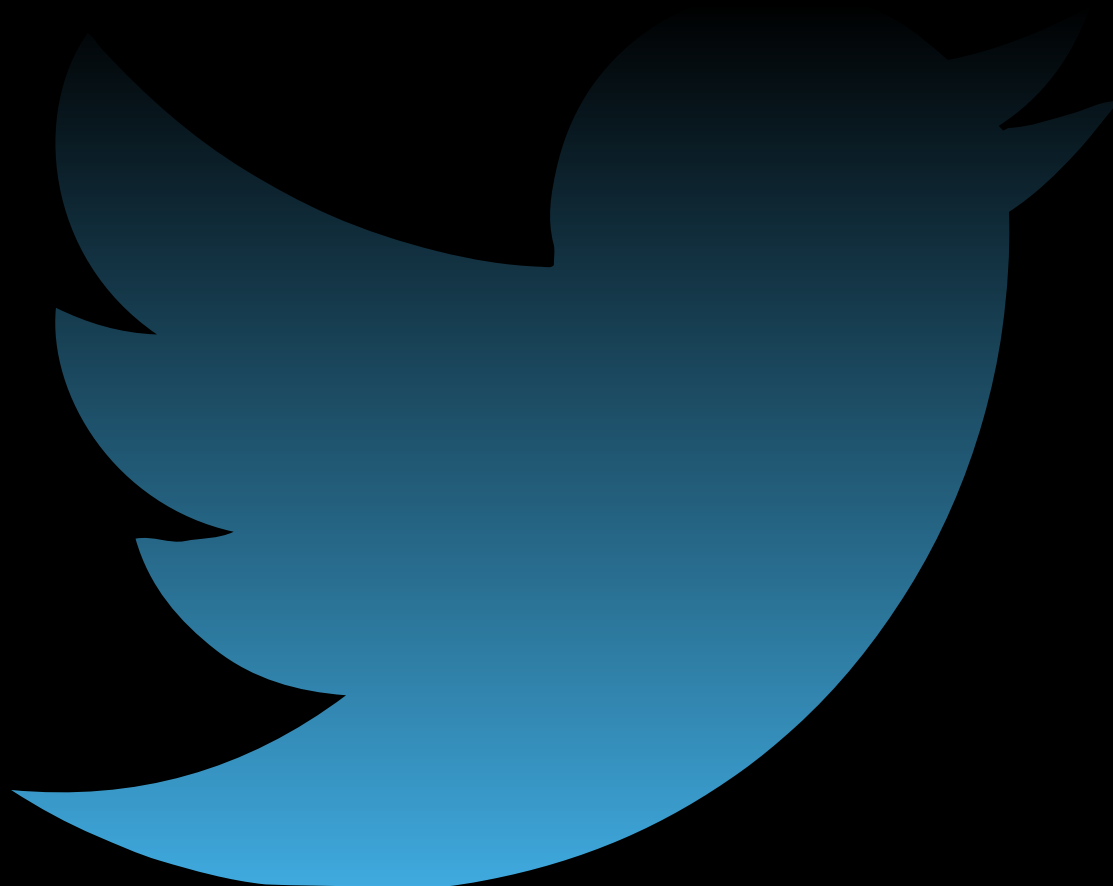
Replying to @majorarlene

Map what you like/love first. Don't follow a trend just because. Follow what you love visually and gameplay-wise.

And from Major Arlene:

Don't be afraid to take maps apart and learn how people build them. Don't copy the pieces over, but attempt to recreate them yourself. I reverse-engineer lots of maps to learn new techniques or get inspiration for my own designs. And don't be afraid to ask for help! We're all here to learn from each other.

Phew, you guys had a lot to say! We'll be doing another one next month, so please be sure to follow @Endless_DMW and @majorarlene so you can participate in the next Twitter Sound Off! Thanks to those who participated this time!



Twitter SOUND OFF!



Sixty-four the Future

S I X T Y - F O U R T H E F U T U R E

NINTENDO⁶⁴



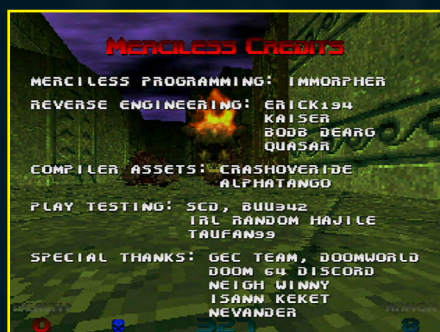
Only For

After a year of the *Doom Master Wadazine*, it is the lucky issue 13! There seems to have been an extraordinarily large amount of mods, maps, and ports released for **Doom 64** in the first year of the magazine. This quantity of content has not always been the case for **Doom 64**, as early negative public perceptions and being exclusive to the Nintendo 64, described in "Then and Now of **Doom 64**" of *issue 12*, sent the game into obscurity for a long time. *Endless* correctly wrote back in *issue 2* concerning **Doom 64's** place in the **Doom** series:

"Although the news articles, the video game media and the community in general do not usually make much mention of this game, it is undeniable how it is part of the path for the future of the saga."

Slowly but surely the word has been getting out about **Doom 64** and over the past year the community has provided a lot of mods, maps, and ports. So let's catch up on what was covered, what was not, and take a look at the future of **Doom 64** modding!

Perhaps the best place to start is with the original version of **Doom 64**



Doom 64 Merciless Edition by Immorpher



Doomguy as he appears in the *Doom 64* manual.

for the Nintendo 64. Covered by the article "Decompiling Horror" in *issue 8* we explored the decades-long odyssey of reverse engineering the Nintendo 64 ROM. In particular, Kaiser spent years of effort deciphering the data formats of **Doom 64** and its unique compression algorithm. The result of which culminated in the 2020 "*Doom 64 Remaster*" whose accuracy surprised experts. Having a **Nintendo 64** compatible code base remained elusive, but in *issue 2* *Taufan99* reported:

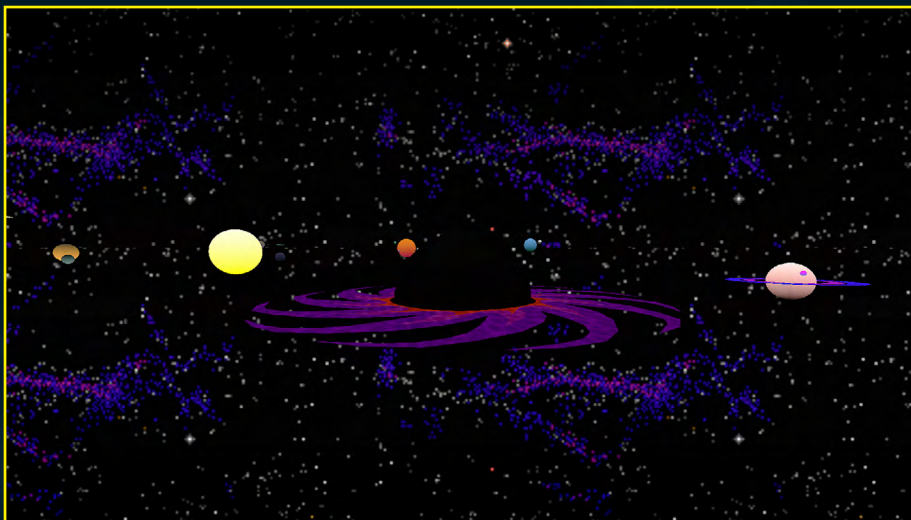


1 Player

MATURE 17+



Article by Immorpher



The UnMaking Bonus Maps by Scwiba

*"Erick194 is also focusing on reverse-engineering the original **DOOM 64**."*

Often such efforts eventually become abandoned, however Erick194 of the GEC team was known for reverse engineering **PSX Doom** and also programming the **DZDoom** port. A few months later Erick194 surprised the community by releasing "**Doom 64 RE**", the fully decompiled source code, and for the first time extensive **Doom 64** compatible mods were possible. Erick194 helped us describe part of the decompiling process for the **Nintendo 64** for the article "Decompiling Horror" in [issue 8](#). One of the mods which utilize this code is "**Doom 64: Merciless Edition**" which is in its second version. This mod by yours truly adds a new difficulty level, various graphics modes, and extra accessibility options. In the future it plans to add configuration saving and a randomizer for enemy encounters and visuals.

Let us rewind to the community project which kicked off **Doom 64** modding: the "**Doom 64 Absolution**" total conversion. Covered in [issue 11](#) in the article "(A)bsolution to (Z)Doom", this 2003 port of **Doom 64** rebuilt the levels from **Doom 64** by hand albeit with some sacrifices. Unsatisfied with the authenticity of **Doom 64 Absolution**, Kaiser kept on working on making an accurate port of **Doom 64**. This would come into fruition with "**Doom 64 EX**" and quickly supersede

Absolution. We were fortunate to be able to interview Kaiser in [issue 7](#) and he further provided information on the inner workings of **Doom 64** in [issue 8](#). EX found a sweet spot between modability and accuracy, which triggered a mini-boom in mapping. To many, this reached an apex in 2012 with the map "**Permutations of Hell**" by Sector666. Reviewed in [issue 6](#), Sector666 demonstrated expert understanding of the EX engine by coding replayability into his map. To this day, Sector666 is active in the **Doom 64** modding community and has been affectionately referred to as the "encyclopedia of **Doom 64** modding." Two years after his map was released, in 2014, **Doom 64 EX** would receive its last update and the mini-boom would lessen but that did not end custom mapping for it. It is still considered to be the workhorse of the **Doom 64** modding community and

no other **Doom 64** port has received as many custom maps.

A testament to **Doom 64 EX**'s longevity are two mega projects which were covered in [issue 9](#). The first project, "**The UnMaking**" by Scwiba (aka Ryath) earned a "Master Recommendation" award for its superb creativity. This megawad surprised and delighted players with gameplay and visuals that defied expectations. Since its first release it has received a second update with a plethora of bug fixes, design improvements, and rebalancing. Its story has not ended there as progress



Tribulation of Treachery
by Neigh Winny

in porting it to the 2020 **Doom 64 Remaster** has been progressing well. This new port will include new fun maps which will take you across the solar system. The second project is "**Doom 64 Reloaded**" by Atomic Frog (aka kr00za) and associates. Reloaded enhanced and updated the campaign of **Doom 64** by pushing the limits of the EX engine. After the release of the first episode, work on updating the hell



Doom 64 Reloaded by Atomic Frog



Corruption Within by agony Zenith



Brutal Doom 64 Absolution TC Remake
by styd051

maps has steadily progressed. Expect to see some icy and grotesque themes in future versions!

Doom 64 EX modding does not end there as other releases and projects are in the works. Maps such as "Hangar" by Mike_C, "Black Doom

64" by CdgamesYT, "Atmosfear" by Thedoctor989 and "Void Station Blue" by Mithral Demon are ready to play. Neigh Winny has been working on "Tribulation of Treachery", a detailed episode which promises some exotic locations and has touched the "blockmap" limit of EX more than

once. But that is not the only episode as agony Zenith is working on "Corruption Within" which will play on psychological horror. And finally Sixty Four finished the third level of another episode in the works entitled "To Hell With You".

The next port we covered was "Brutal Doom 64" which was released in early 2016 by Sgt. Mark IV. Discussed in issue 11, the levels from "Doom 64 Absolution" would go through many hands in multiple attempts to adapt **Doom 64** to the ZDoom branch of ports. Over a decade after the release of *Absolution*, these maps would end up as a base for *Brutal Doom 64*. This project demonstrated that a competent port of **Doom 64** could be made within the ZDoom branch of engines. Although *Brutal Doom 64* hasn't had a major update since the end of 2016, there have been a steady trickle of mods, maps, and bug fixes from the community.

It is fitting that last year styd051 ported the custom content from "Doom 64 Absolution" to "Brutal Doom 64", including the new enemies and maps. Plans are to add some of the bonus episodes made for *Absolution* as well. Some of the other projects in the works right now are: a new map entitled "Rocks of Pipe" by Chnucki Erdbeer, "Payback to Hell" overhaul mod by Kinnerokhn, and "Brutal Doom 64 HD" mod by Fubar83.

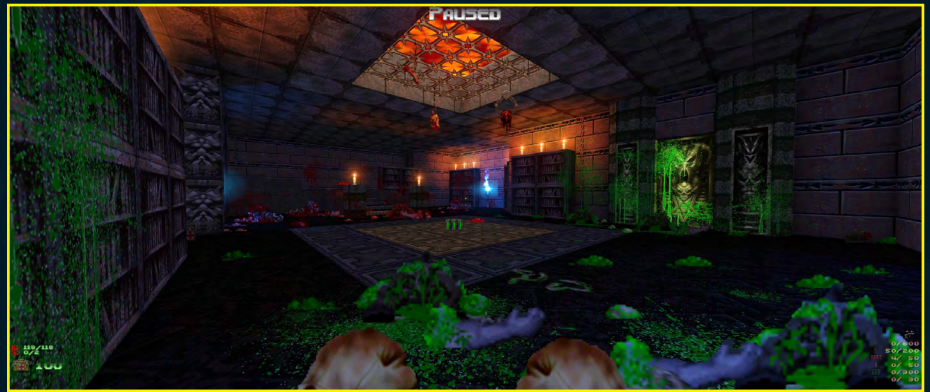


Rocks of Pipe by Chnucki Erdbeer

Highlighted in the “*Ultimate WADs Guide*” of *issue 8*, “*Doom 64 Retribution*” by Nevander came out for GZDoom in 2017. It impressed the **Doom 64** community with its attention to detail and quality of life improvements, particularly when compared to earlier ports. Over the next year, Nevander would work hard in converting some of the early bonus maps for *Doom 64 Absolution* and episodes for *Doom 64 EX* to this adaptation. Although its last official update was in 2018, there are future plans for an exclusive bonus episode and authenticity improvements. Recently many mods such as “*AI HD*” by IDDQD_1337 and “*Project Void*” by proerd888 have been released. Further, mxboobbie is currently working on an episode entitled “*A Dozen Deaths*” for *Retribution*, which already has a few maps finished.

In the same year (2017), another **Doom 64** port would appear in the form of “*GEC Master Edition for Doom 64*” also known as “*DZDoom*” by the GEC team. As covered in *issue 11*, this port would modify the GZDoom source code to include *EX* features. Its combination of dynamic and gradient lighting was impressive. Typically the GEC team keeps progress under wraps, but a *Doomworld* [topic](#) indicates the next version of this port will be based upon *LZDoom*. There have been other rumors floating around on what this version will natively support, but as of now these have not been confirmed.

What has been confirmed, however, the next version of *DZDoom* will receive an exclusive bonus episode titled “*Journey into the Chaos*”, mentioned in the “*Newstuff on Doomworld*” in *issue 6*. Here Gerardo 194 is recreating enemies that did not make the final cut of **Doom 64**. A promotional poster shows many of these enemies off and for a short time the GEC Team Discord showed a preview of a grotesque new enemy. If rumors are to be believed, the next *DZDoom* may supersede *Doom 64 EX* in terms of accuracy and modability.



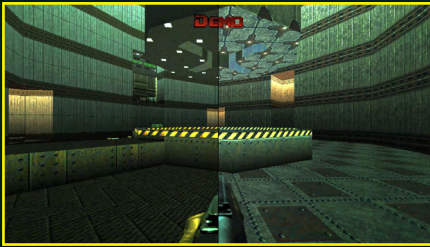
Brutal Doom 64 HD by Fubar83



A Dozen Deaths by mxboobbie49



Journey into the Chaos by GEC Team



PlayStation Imitator Mod
by Dexiaz

Three years later in 2020 an official port of **Doom 64**, colloquially known as the "**Doom 64 Remaster**", arrived to personal computers and modern consoles alike which *Taufan99* announced in [issue 2](#). Rightfully, this port was spearheaded by *Kaiser*, which he built upon prior work in *EX*, and in [issue 7](#) we were fortunate to interview him about this and the new "Lost Levels" in which he designed. The accuracy of this port impressed long-time **Doom 64** fans; it even had an option for green blood of the Japanese version as discussed by *Taufan99* in [issue 3](#). The modability of this port was under question at first, but over time mods were developed and "**WAD patching**" expanded its modability comparable to *EX*. The first map made for this port was "**Wretched**" by Jason Dagenet, reviewed in [issue 5](#), and he followed up with the excellent "**Anguish**" map a few months later which was also covered in [issue 10](#). Not solely a **Doom 64** mapper, Jason Dagenet recently proved his **Doom 2** mapping chops with the fantastic "**Bromine**" map. In [issue 4](#) we reviewed *Z0k*'s "**Episode 1**", which was the first episode made for the *Remaster* and the first mod to have a custom soundtrack on the *EX/Remaster* branch. Here *Z0k* rebuilt the shareware episode of **Doom 1** by hand to add extra detail and *Impboy* provided the custom soundtrack. Since then *Molecicco* has ported this episode to **Doom 64 CE** for fans of the latest *GZDoom* features. These have not been the only maps, as *DMPHobos* has released the "**Doomsday Keep**" map for the *Remaster* as well. As for mods, if you want to play an accurate version of **Doom 64** in this port but with **Doom 2** styled graphics, akin to the *PSX* versions of **Doom**, *DeXiaZ*'s

"**Playstation Imitator**" mod is in the works and it will work with the aforementioned maps.

A year later in 2021, "**Doom 64 CE**" was released by *Molecicco*, which was discussed in [issue 11](#). This port was based upon *Retribution*, with some accuracy improvements in *DZDoom* ported over via *zscripting*. Its combination of dynamic lighting, gradient lighting, upscaled graphics, and interpolated animations were immediately impressive. Because of its *Retribution* lineage, it is compatible with maps made for that port and also contains episodes converted by *Nevander*. Mentioned previously, *Z0k*'s "**Episode 1**" has already been ported into *CE* but also "**Beta 64**", the first custom megawad for **Doom 64**, is in the process of being converted by *Molecicco* as well. Given that there are



Demonic Covenant by UnholyShadows

two powerhouse ports of **Doom 64** in the *Retribution/CE* branch, it seems to have got a few mappers considering making the jump over.

Now that we have covered some of the major ports of **Doom 64**, and recent mods for them, let us talk about how **Doom 64** is jumping outside of its traditional bounds. We've mentioned the *ZDoom* branch adaptations of the base game, but there are also projects like *UnholyShadows*' "**Demonic Covenant**", which is adapting



Episode 1 CE by Z0k



Beta 64 CE by Antnee



Return to the Void for Deadtech
by RonnieJamesDiner



D64ifier by BrettBotTheCryonaut



Doom 64 Remake Project
by hardcore_gamer



Sadistic Embodiment by zigi

Retribution with new enemies and custom maps in GZDoom. These maps were the first to demonstrate GZDoom's new gradient lighting system in a **Doom 64** setting. In a similar vein, the community project of "**Deadtech**" recruited many veteran **Doom 2** mappers to work with **Doom 64** inspired assets and the OTEX texture set. Expect some **Doom 3** influences as well! On the 3DGE source port side of things, kartbeery has adapted **Doom 64** assets into the port and is halfway done with a megawad titled "**3DGE64**". Now if you have a favorite **Doom** WAD that you want to play with a **Doom 64** theme, BrettBotTheCryonaut is working on the "**D64ifier**" mod for GZDoom which may do the trick for you.

Doom 64 has been making the jump outside of the classic **Doom** engines too. For example, it is starting to show up in **Quake 1** source ports. Shadesmaster is planning on adding a **Doom 64** themed episode to the quintessential "**Doom**" mod for **Quake** called "**Slayer's Testaments**". For the "**Quake Alkaline Jam**", zigi is working on a **Doom 64** themed map called "**Sadistic Embodiment**" which promises traps and suffering

for those who dare walk its path. In a more recent id Tech engine, hardcore_gamer is deep into the "**Doom 64 Remake Project**" for **Doom 3**. To match **Doom 3's** aesthetics, **Doom 64** textures have been AI upscaled which then specular and bump maps were made by hand. Finally, outside of idTech engines, Prometheus_SD7 has recreated the "**Staging Area**" in Prodeus, which can be found in early access on Steam. It's tempting to say that **Doom 64** is starting to spread like a disease to other games. Maybe in this case, this is a disease that will be welcomed.

Coinciding with the birth of the *Doom Master Wadazine*, there has been a rise

in mods, maps, ports, and adaptations for and of **Doom 64**. Looking back at the new releases for **Doom 64**, and the greater number coming soon, the sheer number is surprising at first glance. Undoubtedly this is partially due to the official re-release, which arrived around the same time as the origin of the magazine. This **Doom 64 Remaster** came out at an affordable price, sometimes free, which has allowed for a much larger audience to play **Doom 64** than when it was originally released. Naturally, many will want more and will look into other ports, maps, and mods. This attracts talented artists and programmers to work on a game which has a newly-revived audience. Some have called the past year a "renaissance" for **Doom 64**. It may be a bit exaggerated to compare this to a renaissance, however the *Doom Master Wadazine* has had plenty of **Doom 64** content to cover. Who knows when this resulting wave of inspired mods may settle, but it is a great time to be a fan. And whatever the next year may bring in terms of **Doom 64** modding, you can be assured that the *Doom Master Wadazine* will be there to cover it!

Article by Immorpher



Staging Area by Prometheus_SD7

AN INTIMATE
INTERVIEW WITH

DOOMGUY

1994



2020

2016

2004

1993

My dear Doomers, we finally did it! To celebrate the one year anniversary of the Wadazine we have landed something truly special- the interview of a lifetime. It took us to Hell and back, but we have tracked down the big man himself. Hold on to your butts, for the first time ever **Doomguy** is answering the BIG questions.

AN INTIMATE INTERVIEW WITH DOOMGUY

Wadazine: Doom has been on quite the journey over the years! Can you tell us a little bit about how you started out back in '93?

Doomguy: ...

Wadazine: Maybe if you prefer we can start with something more recent. The Ancient Gods Part 2 has recently come out, how do you feel about the expansions in Doom Eternal?

Doomguy: ...

Wadazine: That is a fair opinion, we know you can't say much due to legal constraints. Speaking of legal constraints, what do you think about Bethesda cracking down on John Romero releasing Doom alpha and beta content?

Doomguy: ...

Wadazine: Doom 64 has entered a kind of renaissance- what are your feelings about this black sheep finally getting some recognition?

Doomguy: ...

Wadazine: Hahaha, that's a great point! What do you think about Elon Musk's mission to Mars? Probably going to end in a portal to Hell, right?

Doomguy: ...

Wadazine: Give us some spoilers for the next Doom game- we know you know something!

Doomguy: ...

Wadazine: Hugo Martin said that? Incredible!

Doomguy: ...

Wadazine: You heard it here first, folks. Keep your eyes peeled for that!

There are a lot of great Doom Youtubers and Twitch streamers these days, do you watch any of that kind of content?

Doomguy: ...

Wadazine: John Romero has recently announced on Discord that he will be hosting some classic Deathmatch. What do you think about it?

Doomguy: ...

Wadazine: Doom has been ported to so many devices- are there any that surprised you?

Doomguy: ...

Wadazine: Did you see the recent Doom movie? Did they ask you for any input?

Doomguy: ...

Wadazine: No wonder it was a disaster. Do you think video games just don't translate well to other mediums?

Doomguy: ...

Wadazine: The future of classic Doom seems bright- any big expectations in 2021-2022?

Doomguy: ...

Wadazine: What source ports do you endorse?

Doomguy: ...

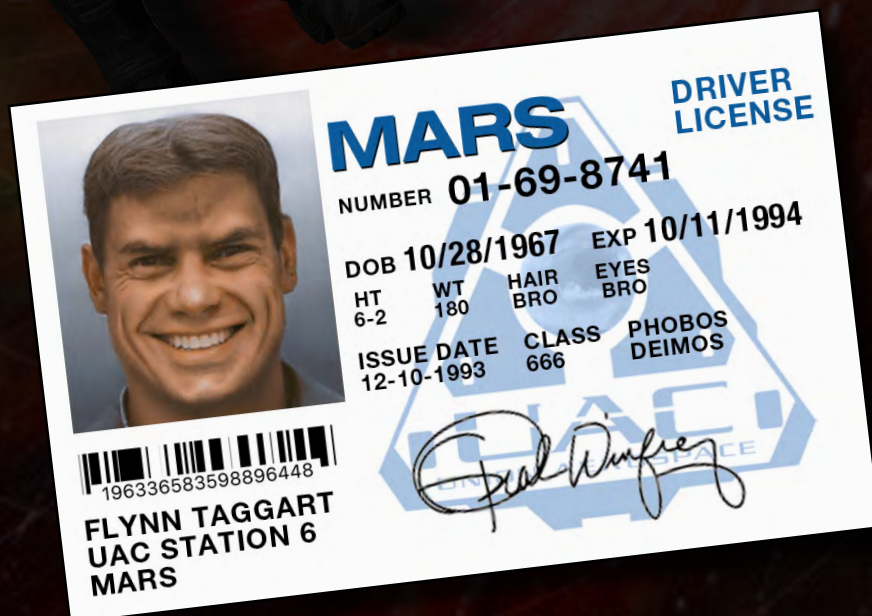
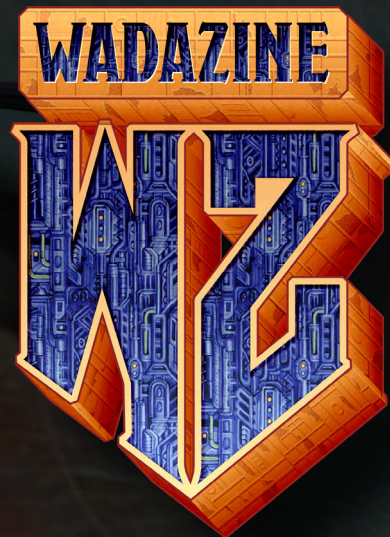
Wadazine: That opinion will definitely ruffle some feathers! While on topic, Smooth Doom, yes or no?

Doomguy: ...

Wadazine: Finally, really quick- any predictions for the Cacowards this year?

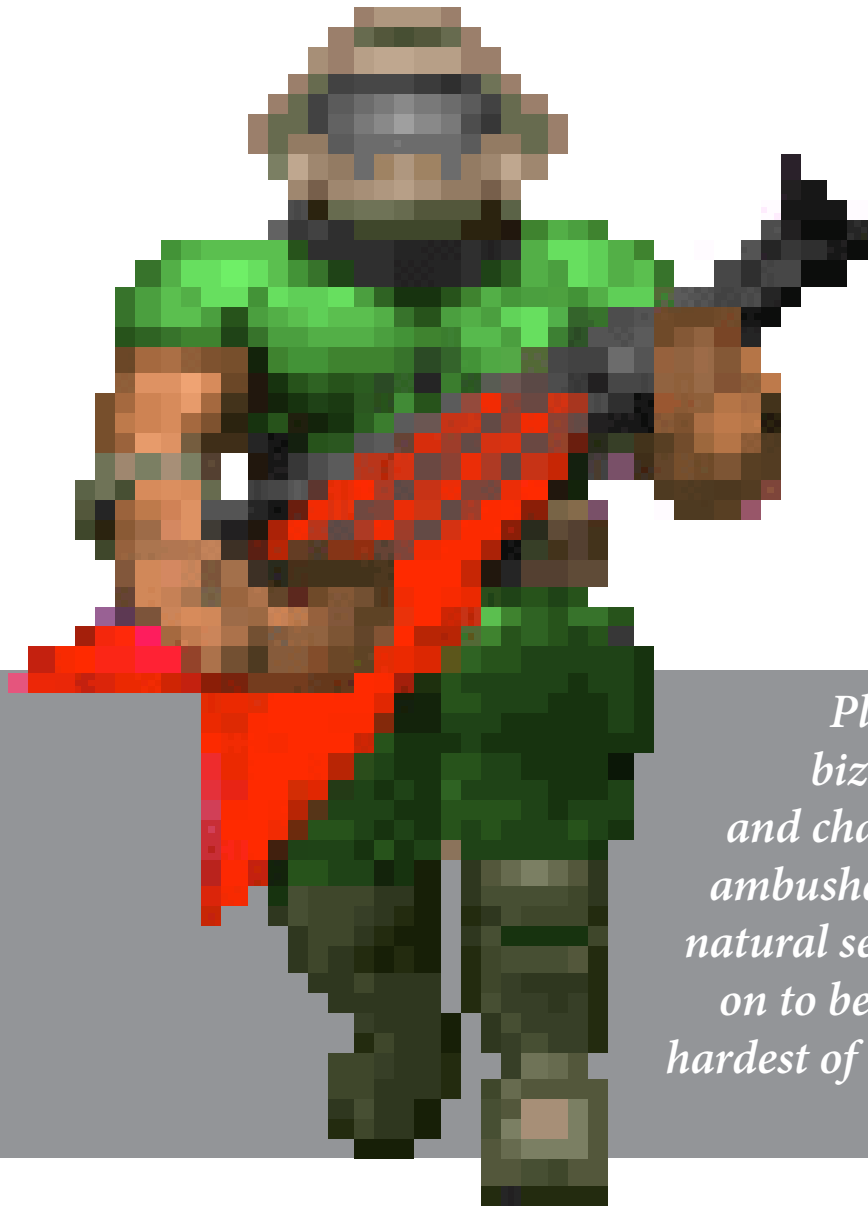
Doomguy: ...

Special thanks to **Doomguy** for taking the time out of his busy schedule for this interview.



TNT EVILUTION MIDI PACK

THE EVILUTION MIDI PACK



Plutonia relies on bizarre encounters and challenging enemy ambushes in its pseudo-natural setting, and went on to be revered as “the hardest of the base Classic Doom games”.

Final Doom has an interesting development backstory behind it - specifically, the stories behind two megawads that made the final cut. From TNT Evilution originally being a free PWAD just like everything else during that time until Romero decided to strike a sweet deal with TeamTNT, forcing people to pay for it; to Plutonia being a bunch of hardcore speedmaps that gauged enough of ID Software's interest. To my knowledge, it can very well be the earliest example of paid video game mods while being successful, commercially and artistically.

However, the development of those “paid mods” have hampered quite a few aspects of them, which are not up to par with what we are used to id's at those times. For instance, the level design between the available WADs is a stark contrast to the base games we all know and love: TNT telling a story and evoking a sense of adventure through its attempt of creating more grounded, realistic environments.

There was another notable aspect that was not quite familiar to long-time id fans - the music featured in both WADs. Perhaps due to development constraints and limitations - Final Doom suffered from the lack of original scores. The Casali brothers were a part of TNT Team, and apart from their contributions to TNT Evilution, they had a whole megawad to create on their own - Plutonia. They only had 4 months to work, with each brother creating approximately a half of the entire WAD. As such, having no composers to feature new tracks, they resorted to using music from Doom 1 and 2. The end result, while arguably appropriate (at least for some levels, like that one archvile maze), is not the best, and can quickly get repetitive and jarring in repeated playthroughs. Evilution is a different story - at that time some talented composers were rising in the community, dedicated to their craft and Doom as a whole. TeamTNT was among the more well-known Doom modders during that time, and fortunately they have few level designers which double-serve as main composers. The composers - [Jonathan El-Bizri](#), [Josh Martel](#), [L.A. Sieben](#) and [Tom Mustaine](#) - ended up making tracks that still slap to this day. Who has get pumped during the very first moments starting the game with *Sadistic* playing in the background, felt like a badass hearing *Into the Beast's Belly* when they first headed into *The Prison*, or feel intense hunting for demons under the pressuring *Blood Jungle*? Some Doom 1 and 2 tracks however were still reused, possibly out of nostalgia, time limits or fitting tunes were unable to be made for those levels.



Nevertheless, the end result turned out decently - 24 out of 31 levels featured nearly 40 minutes of OST goodness, and, arguably, while TNT can be said to be inferior compared to Plutonia in terms of general quality nowadays, people regarded the music as one of the best for the IWADs. Anyone could hear a track and instantly recognize it in a heartbeat. Soundtracks in games are that important - it's one of the things that left a lasting impact on players after they beat them, and they are important in constructing the overall feel and personality to the WAD itself. Personally, I'd say that the OST is one of the defining, if not life-saving, aspects of what makes TNT Evilution still holds up (just for a little bit) nowadays.

Though, let's put that aside for now. As time goes on, the Doom Musical sub-community experienced a temporal death as interests in Doom dwindled, during which people started getting tired of hearing Doom 1 and 2 soundtracks all over again *except probably D_RUNNIN*. Naturally, the Plutonia "soundtrack" started rotting like dead meat.

...Until Plutonia MIDI Pack came along, led by the influential Doom music figure Jimmy. The pack was so excellent, it became an essential part of Plutonia itself for newer players and returning veterans alike, and have been featured in many Youtube playthroughs and Doom-related media. The musical replacement (alongside Jimmy) leads to a slow resurgence of what could be called "**Musical Community Projects**", where random people across the internet would gather around, make some music and release them to the wide world. Despite the complicated oddities and complexities of music and MIDI's, some massive projects were completed, with varying levels of success. Yes, even Doom 2.

- ▶ [.MID the way id did - Doom 2 Soundtrack Replacement](#)
- ▶ [RAVEN MIDI Pack project](#)
- ▶ [No Rest For The Living - Community MIDI Pack](#)
- ▶ [Revolution! MIDI Pack project](#)

Thus, it should be a matter of time until Evilution finally gets its fair and square auditory treatment. After all, some people were surprisingly tired of delving into the demonic stomach the 666th time, and long for a change. In October of 2020, a user by the name of Cammy (then CammyBanana) posted a [topic](#), asking for interests in developing a musical replacement for the slowly aging scores in TNT. The responses were an overwhelming number of YES, some even questioned why this is yet to be done.



Cammy then retreated back into the darkness, contributing some MIDI's to musical projects along the way and assembling their team making the ambitious project, members of which from various eras of Doom, new and old alike, colliding together to make the best thing they possibly can. The choice of working with a preset team is a rather unusual aspect - not many musical talents are easily found in the Doom community, and working together under normal circumstances is more familiar and brings a sense of unity anyway. But, looking at the roster, I can see why Cammy decided to go this route. It's 2021 after all; we see many promising names of Viscra Maelstrom/Doomhuntress, Dragonfly, Jimmy, Lippeth, Lee Jackson, decino, Doomkid, stewboy, Eris Falling and more. All of which are musical elites if you have been around for a while, all of which truly came from the many eras of one of the most resilient retro shooters in history - and they have teamed up with one goal in mind - to score the best musical replacement possible for TNT.

The end result, released on **June 18th, 2021**; is nothing short of spectacular. I must say, everyone involved has quite outdid themselves on this project. Unlike the original IWADs, which mostly comprised of upbeat tunes meant for taking names, the more mellowed-out ones used rather inappropriately at times; there's a larger variety of styles and mood to be found here, and all soundtrack duplicates have been removed with more original contents taking their place, akin to Plutonia MIDI Pack, which synergize with their respective levels very well.

Every old track from the original IWAD has been fully remade. Sadistic, which has now been remade longer and better, still retaining its upbeat theme, under the hands of Dragonfly, becomes Detonation - a fitting name for a track kickstarting the entire wad. Blood Jungle is now Wrought in Blood (Viscra Maelstrom - MAP16 only) - still retaining the whole predatory theme around the map, while still invoking a sense of the unknown.

More upbeat and funky tracks are featured - Source of Stress (Doomkid/Jimmy - MAP11); Introducing Mrs. Tier F (Megasphere - MAP14), Revenant Capoeira (Gustavo0646/nothivanastan - MAP09), are good examples, all playing in the city episode. There are a couple of themes invoking mysteriousness and magical too - like Return of the Troubles (Jeremy Doyle - MAP23), Wretched Harangue (Dragonfly/Lippeth - MAP06), Drywall (Gustavo0646/decino - MAP21), .

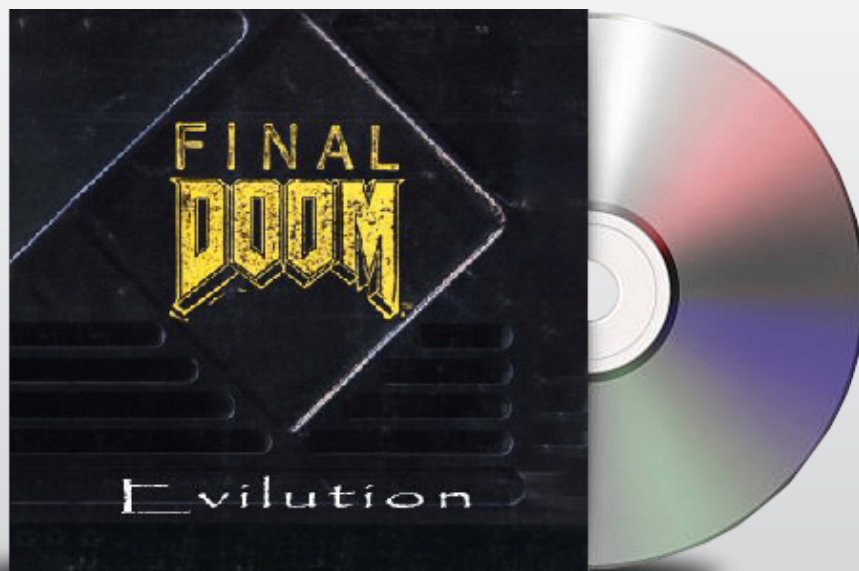
Of course, there is also more serious stuff - Not Wearing Plaid (Lee Jackson - MAP17) (a very epic showdown piece), TeNeT (Cammy - Intermission Theme) (a sober piece accurately depicting the hardships Doomguy had to go through), A Foggy Night (stewboy - MAP15) (for a map revolving around going into a depiction of Area 51, this is pretty fine, though I wish the map was indeed foggy). And to top it all off, Into The Beast's Belly, now reborn as Growing Belly (JD Herrera - MAP08) kicks butt 66.7 more times than ever before. It's very nice to see one of the most beloved Doom soundtracks done right.

Every piece is a joy to listen to, and despite how outdated the maps have gotten (Painful Mountain not included), the music alone could surely help you plunge through them with their varying and unique beats and themes.

As of the writing, the mod is fully usable, with only Hot Pressure (MAP07) as a placeholder track. It's recommended to play on ZDoom (or its derivatives) with the companion credits wad for best experience.

It's really hard to find fault in a clearly passionate and highly professional fanh project that comes once in a blue moon like this, and the authors deserve a big fat Cacoward for their excellent work - kudos to Cammy and co. In spite of whatever setbacks and challenges you may have faced along the way; I appreciate your efforts and dedication in turning this into a reality.

- TheNoob_Gamer

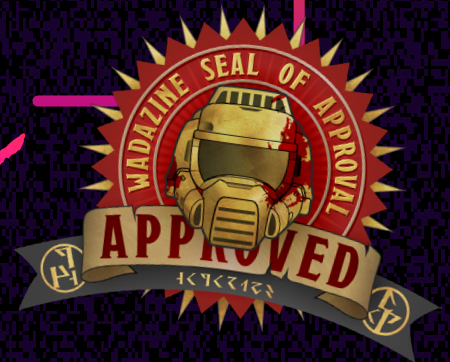


/// System initiated
/// All protocols optimal
/// New admin detected
/// Processing...
/// Welcome, hacker
/// Weapons engaged
/// Master recommendation algorithm ongoing
/// Auger;Zenith activated

DBF37

AUGER

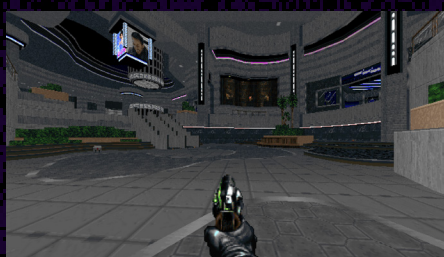
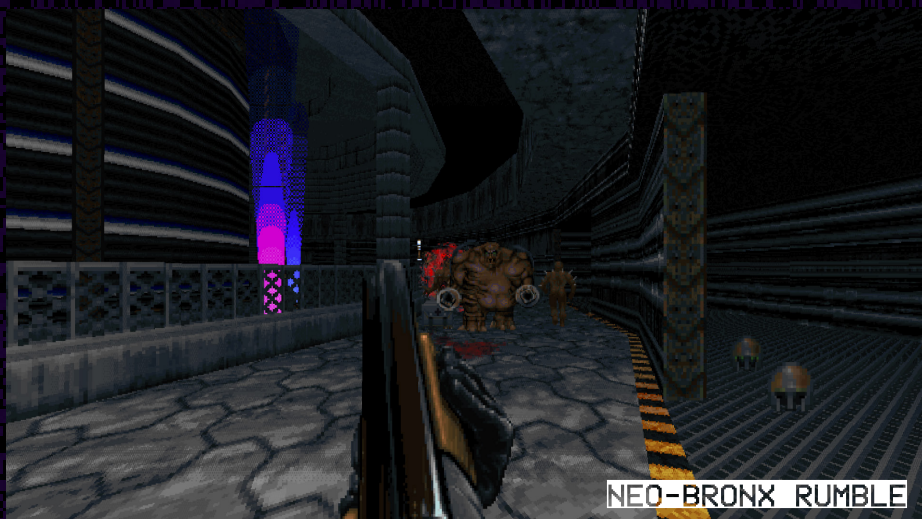
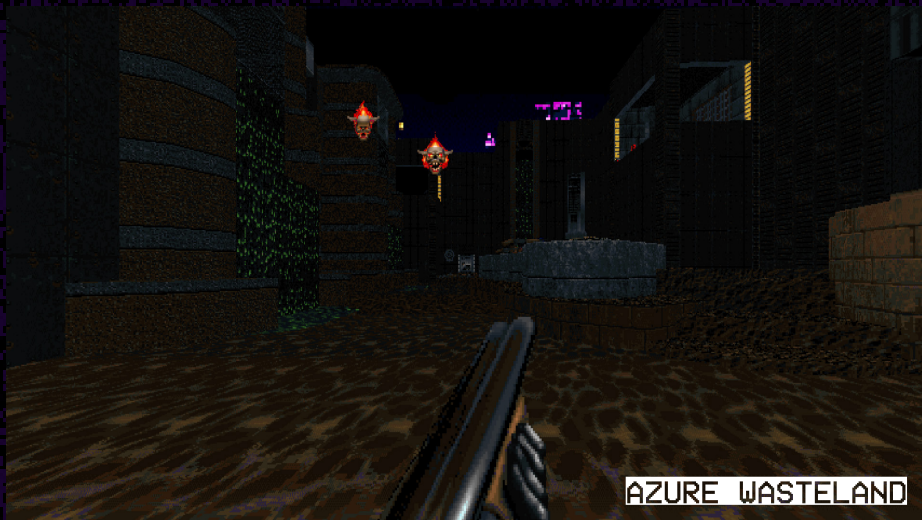
Zenith

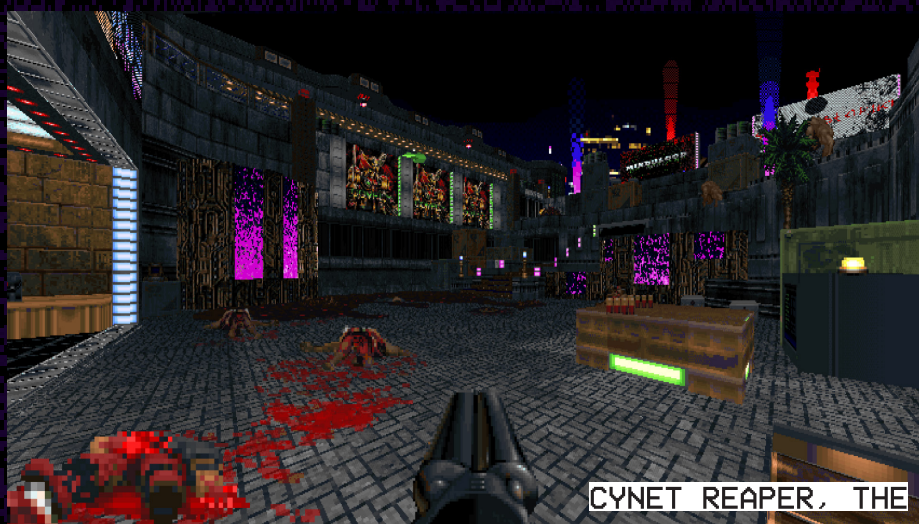
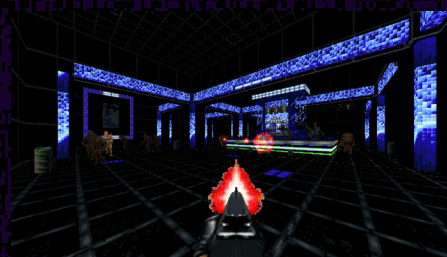
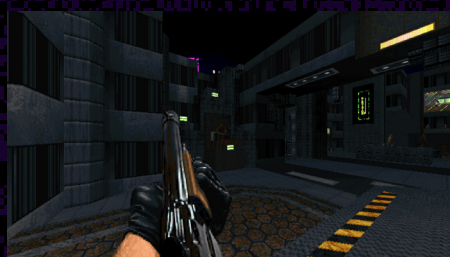


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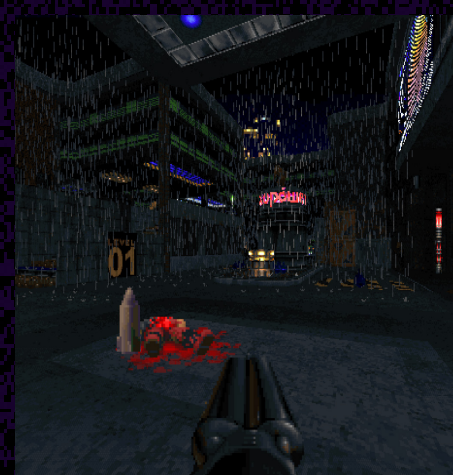
Back from time and into the future, the Doomer Boards Krew does it again and this time they have done it big, really big. If you're into modern pop culture, there's mighty chances that you've heard about cyberpunk in one way or another; and no, not talking about the trashy 2020 game, but the cultural and literary genre that gave rise to a whole wave of inspiration in this last decade. You know what cyberpunk is, don't you? Tall buildings that touch the sky, pollution so thick you can't barely see the sun, air so cold your lungs hurt, rain so stiff you wonder if it's really rain, governments so mediocre you'll die as an unknown, corporations so powerful you're a petty little piece of meat. Yes! I'm talking about the perfect dystopian future that combines the coolest tech shit with the shittiest humans possible. Mighty mix. Wanna make it even better? Add some demons to the recipe and you have the perfect Blade Runner in hell adventure: **Auger;Zenith**.

Lead by SuperCupcakeTactics, **Auger;Zenith** is the culmination of a month work worth of a full year of mapping. Directly inspired by the cyberpunk style, **Auger;Zenith** is a magnificent beast that showcases some uniquely crafted visuals rare to be found in Doom WAD territory, even after almost 3 decades of mapping, you can't find that much cyberpunk-inspired stuff, and the few that exist tend to be done more on the smaller scale than this 21-maps megawad. That's right, 21 maps filled with broken dreams and robotic sheep, in all your mighty chaotic glory of colors, soundscapes and toxic rain. To be honest, the visuals alone are more than noteworthy for the fantastic quality they present; a plethora of neon collections that shine with absolute awe of technological wonders and social devolution. A bit sour on the mouth, but a glorious aftertaste.





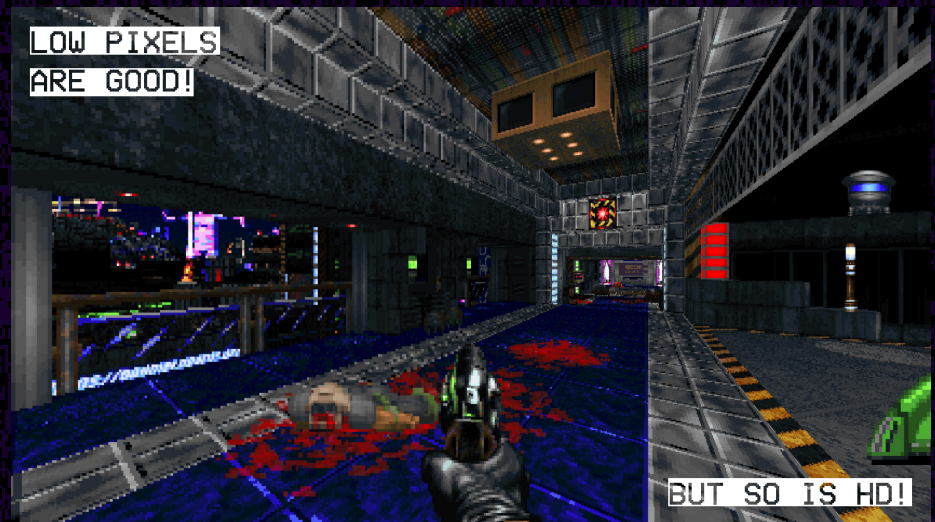
Auger;Zenith looks and feels fantastic. It bleeds atmosphere right into your wound, supplying you with absolute madness for the mind. Like a drug-induced techno-nightmare, but without the hangover thank the Doom gods. Ah, and of course, speaking of Doom, this is a Doom WAD and it perfectly manages to hide the fact that this is a 90s engine with limitations by using a fair share of clever tricks and fantastically designed visuals that show you an even bigger picture than it actually is. You'll see some amazing sky scrapers in the background among dozens of bright neon-colored lights alongside fantastically placed ads for some amazing future games like: Duke3D, Moonblood Genesis and Doom II! Wish I could play those games. But not only games, you'll also find some fantastically created boards and random propaganda posters with some neat design that help convey the dreaded atmosphere of a techno-dictatorship ruled by, I don't know, corporations or something. This of course, means that your eyes will surely feast upon some absolutely magnificent color palettes that just nail the aesthetic a hundred percent. Want even more? Add some well-chosen MIDI's renditions of various synthwave tracks and you'll have glorious eargasm. Nothing like watching as the skies above rise in monotone pollution while the city breaths both life and violence with a vibrant color that outshines the blood of your enemies. It just works.



It's pretty common to have a fantastical megawad made by a team of members in a year, but is not as common to have it done in a month, and that's something I truly admire. The DBPs crew has been always pretty consistent in their quality and quantity output, with over 37 projects done, you'll notice easily that consistency is something they always get right, and Auger;Zenith is probably the ultimate example of this. Each single map is a journey and one that you'll enjoy as much as you feel. The vibrant city takes life in this cruel world, dominated by evil demon corporations, quite literally, and ruled by the sinister hand of a forsaken devil. This is something that isn't exposed to you through a long and thoroughly done .txt file, but rather through exploration and a beautifully captured narrative progression that can be easily found within the environment. Soundscapes, landscapes and small details all work together to give you a sense of both realism and feel, like a picture that you can touch and resurrect images and words inside your head. You might find yourself walking and gunning under the cold feeling of rain, or maybe you stop at a random location inside a building as you hear the cracking and revolting of different mechanisms marching their way inside the guts of this massive techno-building. The maps are alive and you'll feel that blissfully amazing ambience in every second of your playthrough. Even cooler yet, some of the well-selected MIDI's work beautifully to encapsulate and build upon the existing ambient sounds and create an organic melody that makes the overall ambience even better.

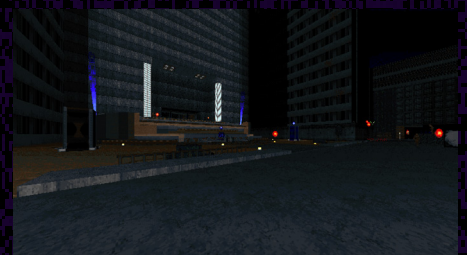
Auger;Zenith is a visual masterpiece and a goddamn neon fest. All your cyberpunk cravings are right here right now. But what about the gameplay? Glad you asked, because it's also pretty good! While difficulty balance is pretty much non-existent, the guys managed to create a good balance that strikes me as a perfectly curved challenge.

So, this means that whatever you choose UV or HMP, it will feel pretty much the same, but fret not, is not a slog to get through nor a boring misadventure. Each map has its own setting and compels it to the max. It starts quite well, with a moderate challenge and scales up progressively until the last map when you're just thrown into a fantastical finisher.



Some maps feel more relaxed than others, but there's always that one particular wake up call that will make you crack your knuckles and get ready for the beating. It's pretty fun and very consistent, well, except for one particular map that will alter your state. Heh.

This megawad is just too great at times, makes me want to drop a single-tear. Part of it is because it just looks amazing, an ode to the forsaken dream of true cyberpunk, buried beneath the filth of pretentious and unexplored themes. You don't need a massive interconnected lore understanding or a super artistic avant-garde appreciation to enjoy this. All you need is a pair of two years and one working ear, and you'll dive deep into the beauty that is Auger;Zenith. Beautiful, futuristic, rich and goddamn fun. It's the zenith of the DBPs and you better play it!



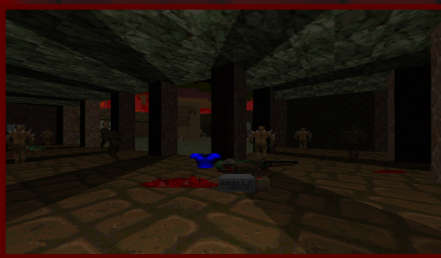
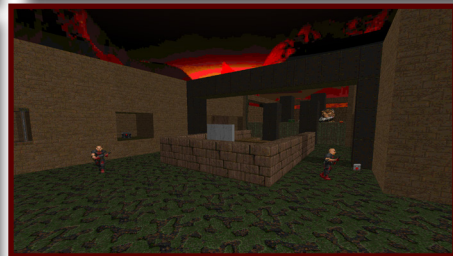
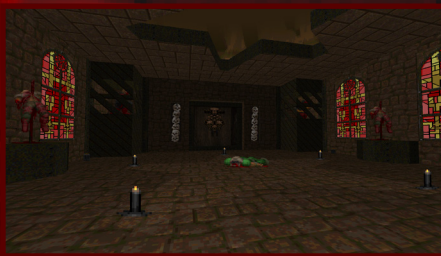
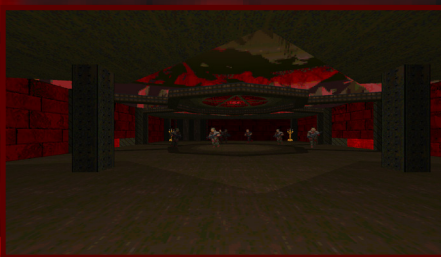
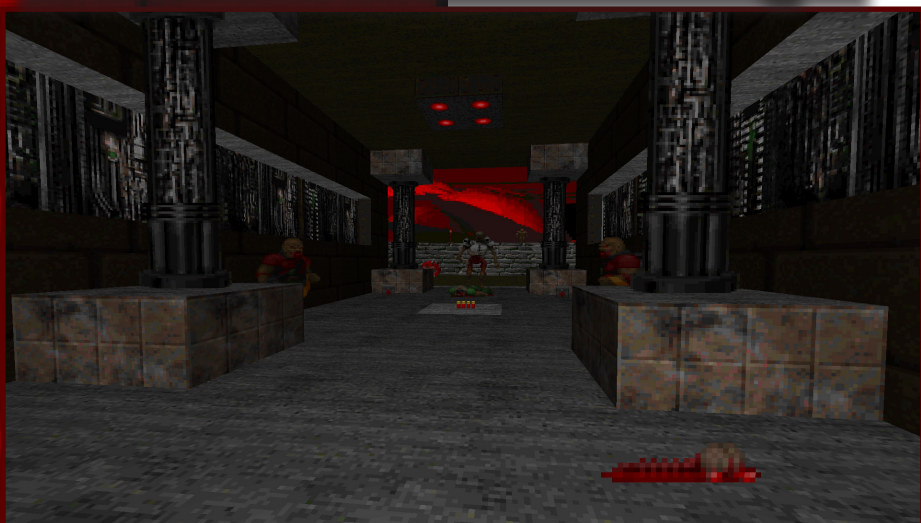
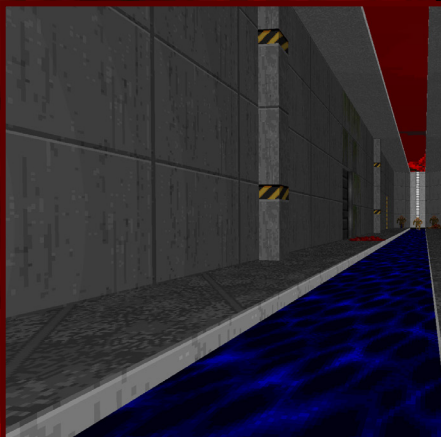
MEMENTO MORI II

[1996] BY VARIOUS AUTHORS

Memento Mori 2 (or II if you fancy it) is one of the most iconic megawads of all time. One of the very first tones to popularize the practice and also one of the first ones to start the trend of creating sequels, whatever the sequels are good or not! (Looking at you, Hell Revealed 2) but in this case we have something of a special kind. MM2, just like its predecessor, it's a full 32 (+2 top-secret maps) designed by various members of the classic Doom community back in the 90s. With contributions from legendary authors like Mark Klem and Adam Windsor making gigantic contributions. MM2 follows the same path as it's predecessor, following a series of vaguely related maps that work coherently into a single spectrum of balance and standardization. Most maps tend to fall into the medium-sized category, with the later ones jumping into big, but they all work successfully to bring something new and fresh that makes it worth your time thanks to some fun little vanilla mappenings that 90s lovers will definitely enjoy, or even fresh newcomers that are looking to experience the classics of yore.

Memento Mori 2 is also one of the very first megawads, or the very first one actually, to be completely balanced around co-op gameplay. This won't prevent your nor it will derail your singleplayer experience, so worry not, you can enjoy both of these worlds into one good trip back in time! With some good skill-balances that welcome all kinds of players, from the classic challenger to the amateurish enjoyer. It has got a little bit of everything. Heh.

On a more historical emphasis, Memento Mori 2 is a must. One of the best communities made megawads of yore, it showcased some awesome maps and the true potential that the CP of the future would have. Most maps feel tightly harnessed together, with strings of each author's style working as the ultimate knot to create a compelling experience that can still be enjoyed to this day, well, mostly. If you're looking for the classic vanilla experience, that is, then look no more. Memento Mori 2 is one that you must play to get deep into the hole of Doom.





WAD by Roger Ritenour (1998) Review by LadyMistDragon

Roger Ritenour is probably most known for *Earth*, a **Doom** WAD featuring detailed depictions of rocky and natural environments that had little presence in wads up to that point. But nearly as respected is *Phobos*, a 4-map wad for **Doom II** that took Ritenour's eye for detail in a somewhat less naturalistic (emphasis on somewhat), but no less impressive direction. Two years later, Ritenour would release an expanded version for the new source port ZDoom called *Pleiades*, featuring *Phobos*, some solo releases, and a few other space-themed levels, but we'll just be covering *Phobos* today. Essentially, it's supposed to be a condensed retelling of the original **Doom**, but beyond that, there's no story.

Anyways, Ritenour packs in enough detail and scale that you know it wouldn't work/crash under vanilla. The first map takes place in what appears to be a commercial spaceport. Forgetting the fact that *Phobos* never contained anything but a UAC facility in the original **Doom**, this is easily the most impressive map. Framed by the movement "*Mars: Bringer of War*" from Gustav Holt's orchestral suite "*The Planets*" you feel like you're in some John Williams-scored sci-fi keeper as you make your way through baggage claim, passing by the sort of shops you'd expect to see in an airport. There are also several structures I can only assume are personnel houses. But besides that, there are several darkened



tunnels, possibly dug by the demons that will lead you to some valuable secrets that will help you survive. To exit, you'll have to grab the blue key from the control tower to open the respective door. Visually and detail-wise, this is easily the most impressive map. The rocket launcher secret is not exactly intuitive to access.

The second map ups the stakes, as monsters will start teleporting to the entrance in an entirely random order. Pray you're not saddled with chain-guns or pain elementals right away and just keep moving (you'll be returning here). Inside are a control room, a reactor, turbine room, switch yard and steam generators. Granted, the turbine room specifically has no purpose other than containing the rocket launcher, but you'll mostly find something important in each room. The blue key can be found on top of a 3-D bridge hanging over a reactor.

The 3rd map takes a sharp decline from realism initially, starting you in a town that shouldn't have any place on

an atmosphere-less room. Eventually, you read the refinery grounds (featuring a sign facing down at the gate) and you'll explore probably the most dangerous map thus far. In a large warehouse, you encounter a Spider Mastermind who isn't too hard to dispatch. Just in case you're wondering why there are so many impassable grates, don't be afraid to shoot or punch at them a little. It takes at least 4 pistol shots to break them though. The toxic dump you come across at one point is quite interesting, not the least of reasons which is a crate containing Hideo Kojima's secret **Silent Hill** game.

Finally, the 4th map is where the demonic invasion is reported to have started. The beginning seems awfully similar to a map from *Earth*. Not much to say, other than I hope you can find the supplies to fight off a mini-Caco cloud you'll encounter at one point. The 'command center' and 'office' rooms are nice, but then, you run into some corrupted areas. See, Roger

does a decent job coloring the red key chamber with a yellowish-green hue. However, the darkened nature of this and the exit make it seem like Roger was not entirely comfortable with this stuff.

This wad's not without its problems. The combat is probably better than *Earth* and showcases a strong dynamism with enemies teleporting into certain spots, but unfortunately, this can sometimes result in areas you'd expect to have a decent amount of foes empty. And I'm not sure how comfortable I am with combat I can never quite predict, even though the low-ish (no more than 120 monsters at the most) body count are a decent indication of a map that isn't too difficult. That's okay, though. If you only like a certain brand of fighting, you may not like this, but if you appreciate the **Doom** engine's potential to render actual tangible environments, check this out, or play the version of *Pleiades* from 2000 (I've never heard anything about that one though).

SUPER DEMON

by Catastrophe. (2012)

After arduous levels, fights and some other things, it is mandatory that at some point in a game a major challenge arrives, most of the time being a great enemy in a boss fight, Doom did it in its time with the Spider Mastermind, the Cyberdemon and the Icon of Sin.

Shortly, after some years, they get surpassed with the custom bosses that brought some wads with the features of ZDoom and its derivatives, but have you ever wondered what would happen if instead of fighting that imposing boss, you are the boss and you have to kill your friends? that is the premise of this project: Super Demon.



Super demon is a project made for multiplayer using Zandronum, in which one player is chosen to be the boss of the map, reliving the classic boss battles that each game has, but giving it a total twist. Not only the boss has very powerful attacks and it is a huge demon beast, it also has the intelligence of a person who controls him making the boss turn into a killing machine to eliminate anyone who gets in his way.



However, in these combats, you will have the help of other players, with whom you will have to collaborate to eliminate the powerful enemy who is in front of you, making the combat more interesting; even better, the more players are in the game, the more health the player chosen as boss will gain, so shoot the beast mercilessly!

And even if the boss players has all the demon arsenal, that does not mean it will have to spam those attacks for no reason, he or she should think carefully about what to do, because each attack has a mana cost, that although it regenerates, a wasted attack can leave you vulnerable, meanwhile the players can take advantage of it to gradually reduce that health bar that belongs to boss player.

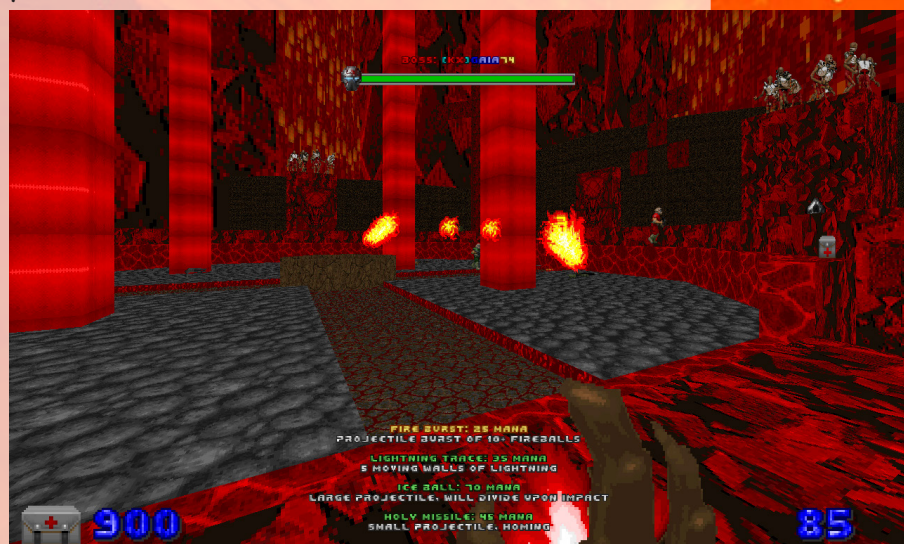
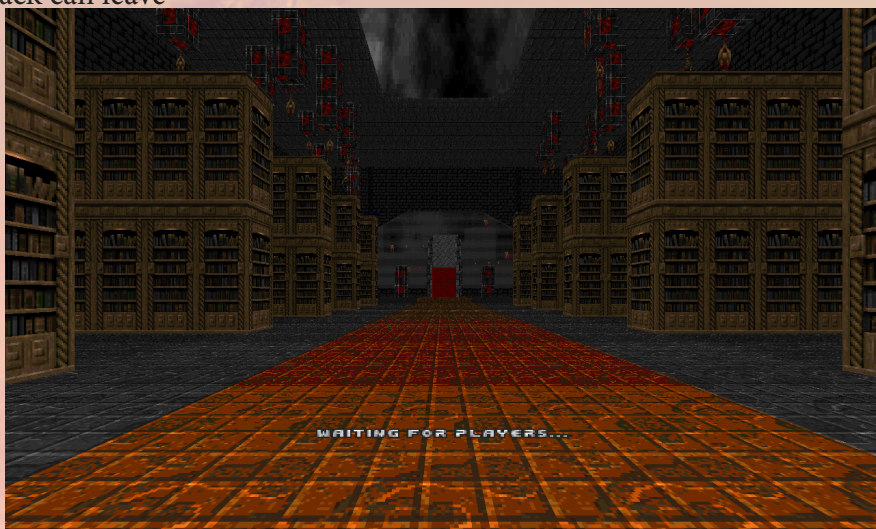
Not only that, but players will also have at their disposal new weapons to use, ranging from the classic super shotgun and chaingun, to rods and crossbows on some medieval-themed maps and even weapon upgrades such as a dual plasma rifle or the powerful comet launcher.

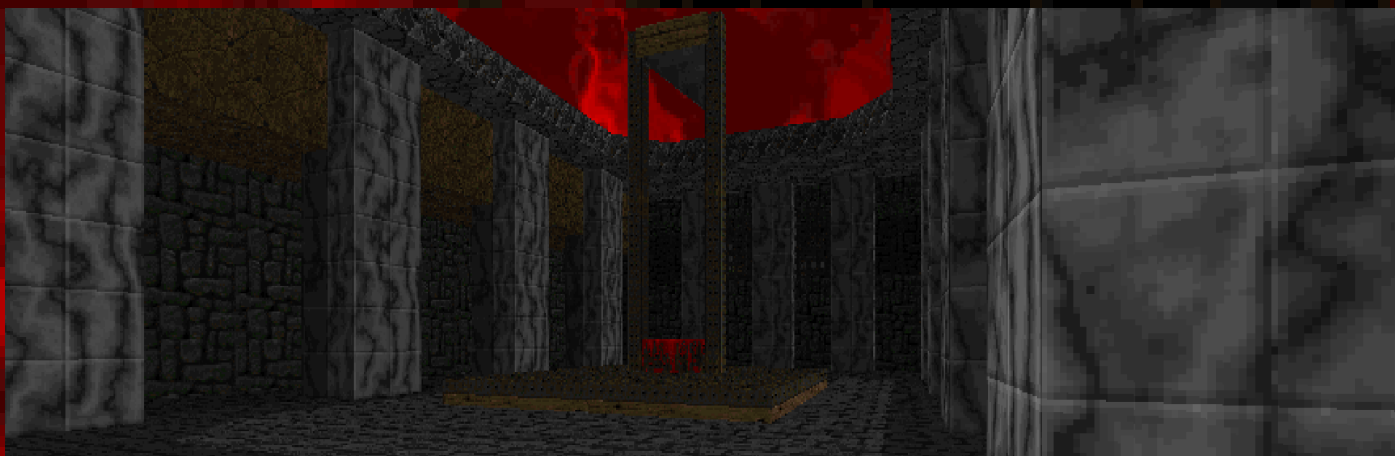
Super demon, contains 23 different scenarios. Each map has a designated boss, from the classic heretic bosses like the Iron Lich and the Maulotaur with a new attack, to the Battlelord and Assault Commander of Duke Nukem 3D. Even better, there's new and original, interesting bosses! such as the Bruiser Demon, a tall and powerful baron, Azazel, a winged satyr capable of annihilating everyone with his powerful attacks, or a Death Knight that together with the thousands of his minions will do anything to destroy each one of you.

Give everything you have to annihilate the super demon! because if you manage to give him the last hit, killing it for good, you will get a reward that you can open in the next map; from an ammunition regenerator to a very powerful fire sword that does everything, being this sword personally my favorite weapon.

So, if you like to annihilate your friends while being a very powerful demon, or vice versa, Super Demon is right there for you.

- Gaia74





REQUIEM

(1997) Moderated by Chris Thornton,
Maps by Adam Windsor et al

I enjoy vanilla maps especially when they set out with a strong sense of ambition and bring plenty of creativity to the table. Requiem is a megawad that brims with effort from its creators with plenty of interesting maps and a nice soundtrack. I would say there is a reason that this megawad is so well known and remembered, and I wanted to offer my perspective as someone who only got engaged in the *Doom* community a couple of years ago and didn't experience any of the *Doom WAD* and mod scene growing up. Before I get into the technical aspects of the *WAD* I wanted to pull up this bit of history from doomwiki.org "Requiem was first conceived as «the last great megawad for *Doom*», hence the title's reference to a requiem mass, as *Doom* was seen as «dying» in obsolescence after the release of Quake brought true 3D to the first-person shooter genre." Clearly *DOOM* did not die in hindsight, but they made sure that *Doom* was going out with a bang in 1997.

Requiem does not require anything fancy to get up and running as it is purely non-limit removing vanilla. This gives you your choice of source port to use from the original executable all the way to **GZDoom**. I would recommend using the proper vanilla settings for your port though where possible for the most authentic experience, but you can play it how you wish. A noted caveat though is Map 23 by Dario Casali (oh no...) uses archives raising ghost monsters trick and I don't believe that works in **GZDoom** as it fixes that quirk from the vanilla engine even with the vanilla compat so something to be aware of. To get the music running you will need to load the REQMUS wad alongside the REQUIEM megawad.

Appearance wise Requiem is rather good with custom textures all over and each mapper trying to put together a good-looking map. I find Requiem to be fun to explore, and you can see a lot of cool mapping tricks such as "bridges" without having sectors over sectors on the map and each map has a good sense of character to it so there is always something a bit different to look at. The progression and layout of the levels in Requiem have a good feel to them, one good example of a level unfolding in a cool way is in Map 3 where you fight outside in the snow but end up going down a narrow waterfall into an underground techbase sewer type area, other maps like Map 13 have buildings, and the aforementioned bridges, that feature prominently and other architecture. Requiem is a good *WAD* to turn on -nomonsters and run around to check out and explore just to see what people were able to do in the 90s vanilla years.

Difficulty is not too severe in Requiem depending on the map and whether you are pistol starting. There is a sense of ramping progression which was intended by the developers, and it seems that this is a case from my playing. The difficulty in UV does depend on the map maker a bit though and what they offer you in terms of resources so it may scramble a bit especially as you hit the Casali level. Overall, I do not think Requiem is as hard as say Plutonia but does surpass *Doom 2* for the most part at equal difficult. I suggest checking out Requiem and the [doomwiki](http://doomwiki.org) page on its history it does have some interesting info on the development and see the cool old school design that I feel was a good *WAD* to send *DOOM* off to its "death" with a bang. *DOOM* is dead! LONG LIVE *DOOM*!

- Eric Claus

BLACK FORTRESS

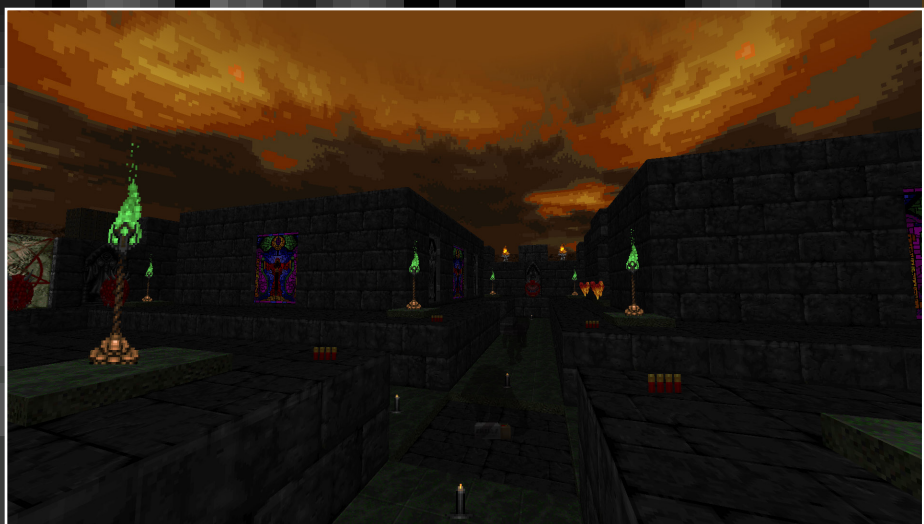
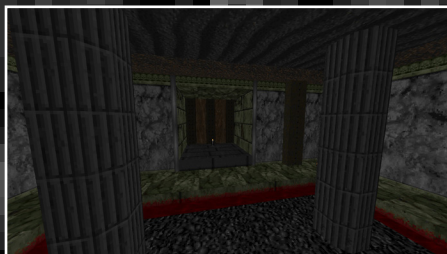
(2003) BY CHRISTOPHER EMIRZIAN (UDDERDUDE)

Well, this was quite the surprise! This is a ZDoom WAD from 2003, considerably old but solidly stable. While I was expecting something average, I ended up stumbling upon a map with some attractive and modest visuals that evoke a fantastic sense of dark fantasy; it feels like a Hexen map but made for Doom, with love and lots of demons. We begin on the outskirts of the so-called Black Fortress, and we can clearly see the beautiful black brick walls that surround this structure. The brown color of the earth and the beautiful sky-box create a dark atmosphere that reminds me of a metal cover. In fact, I feel that the whole air of this WAD evokes fantastic ideas of power or even black metal. It feels dark, heavy and bloody. The map is medium-large in size but in UV it has over 500 enemies, all separated between different rooms where we can sometimes find some considerable challenges. Curiously the map is for Doom 2, but it doesn't make much use of the qualities of Doom 2; in this case the enemies and the SSG, which we don't get until almost the end of the map. This was my experience in HMP, which I must admit was a bit of a letdown in that case, however, it was a fun map that despite being of considerable size didn't get me seriously lost and I was able to follow a steady and consistent progress that carefully elevates the difficulty as well as varies between different rooms and sections.

Do mind you, this level is a challenge on UV. Lots of demons ready to take a bit at you and very little ammo to help you in your mission; a very tight level design plus a shortage of ammo will force you to be more careful and be prepared for long battles in short hallways. While the challenge might be a bit off to some of you, you can always lower down the skill level to enjoy a much more forgiving stroll throughout this fantastical looking map. After all, balancing for all kinds of players is always a welcoming tweak that should be followed for the best experience.

Black Fortress is found, very good and quite an obscure level. Not very heard of today, but it is one that you should definitely check out thanks to its solid level design choices that make it a very delightful and unique map. You guys already know that there's tons and tons of Castle-inspired levels out there, but very few actually manage to pull that on their own and succeed in creating a realistic atmosphere that really encapsulates the level of dark-fantasy that Doom can create with a masterful mapper. In this case, Black Fortress is a solid entry for all dark-fantasy and Doom lovers. You should play it!

-Endless



The Descent of Evil

Kamil "TOVA" Czajka. (June 2021)

*"There is no greater sorrow
then to recall our times of
joy in wretchedness."*

-Dante Alighieri, Inferno.

Dante must have looked into the fresh hell that lay before him, knowing that there was no happiness returning to the lights of his life, only remembering the good he'd lived, looking forward into the hell to come.

The Descent of Evil, a map WAD by Kamil «TOVA» Czajka, speaks to the conniving creative mind of a creator; out to ensure your time between the violence, is taken up with playful notions of times before you stepped forth to this WAD, a true descent, into both evil and madness.

A Delicious Vanilla Flavour:

The Descent of Evil (TDOE); makes for a playful and engaging set of vanilla-styled Doom 1 maps; promoted as "A replacement for Episode 1 of Ultimate Doom", it holds up to the promise.

The entire map-set focuses heavily on providing the player with a challenging yet fair experience; giving you exactly what you need to survive the onslaught of monsters and demons rising before you, but not throwing that support so obviously in your face.

Aesthetically, TDOE doesn't do anything new with textures or construction; keeping the approach vanilla and familiar to DOOM 1; speaking heavily to tech bases and slime for the most part, but doing so in a unique and considered way, it's the little things in the map you notice over time; edges of doors, detailed passages, the lighting, there's a lot of love in this creation.

A vanilla map can sound a little lack-luster, but TOVA is able to let himself experiment with more gaming mechanics in his maps over simply adding new textures. His added attention to trapping, crushers, and interesting secret placements make for a far more engaging play-through.

Experimentation and Polish:

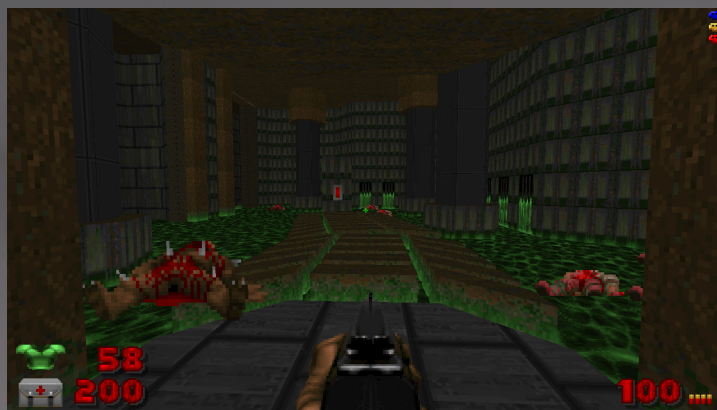
There are indeed some stinkers sections though, notable only for every stinker map idea, there are others gleaming with greatness.

MAP04 - «See You Later, Elevator», including the soundtrack «Work-day» by B. Prince, experiments well with crushers; making combat in the sector more interesting and tactical, however: MAP06 - «Crushingly Impressed», while creative, feels like a haphazard use of crushers, yes, creative and extensive, but less polished than their use in MAP 04.

This is a common trend in TDOE; a mix of polished and crafted ideas, with some rough experiments throughout.

From a balance point of view, in a word: delightful. No, you don't run mad into that good-night with a half full shotgun trying to take down a Cyberdemon; your tools, ammo and armour are all readily available for you throughout each map, but, never in your face or in a space too easy to attain; you should be working for your food in TDOE's case.

Fairly, TOVA adheres to the thinking of: no reward without punishment. A trope I'm reminded of in Sandy Peterson's maps in DOOM 2.



A Fun and Fair Experience:

For it's near perfect balancing mixed with experimental yet vanilla map making crafts an engaging and fun overall experience in The Descent of Evil, not easy, but not as destructive to one's soul as walking barefoot down the nine circles of hell.

- Hyacsho



WAD
REVIEW by
Hyacsho

NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE JUN. 16, 2021

RIP AND SHARE.

- [1. WRESTLEMAPIA I - V \[0.1\]](#)
- [2. Operation CyberHell - 4 Level Wad RELEASE](#)
- [3. \[WIP\] Atomic \[Limit Removing\] - 8 Maps for Doom 2](#)
- [4. TNT : Overcharged BETA Custom WAD](#)
- [5. Hell Hath No Fury](#)
- [6. Perpetual Powers \[RC2\] - 21-level megawad](#)
- [7. Your Body Ain't Take This \[boom map\]](#)
- [8. A Techbase level inspired by a dream I had](#)
- [9. Long-term Storage and Gore Processing \[Vanilla\] - 2 Maps 4 Doom 2](#)
- [10. The Aprooved! Wad of Education and lerning](#)
- [11. Escape from hell - first map from future boom episode "Run like hell"](#)
- [12. yup i created these map with no mapping experience](#)
- [13. KINDa 2.0 \(32-map megawad\)](#)
- [14. Wiremaster Ritual \(boom map\)](#)
- [15. To The Portal: 'Cause That's How You Finish the Level!](#)
- [16. LimboR](#)
- [17. Project Death](#)
- [18. Great Treasure](#)
- [19. Shotgunner with Hair / NTMAI-esque Shotgunner](#)
- [20. 12 Gauge Catharsis - A tribute to the SSG](#)
- [21. Cultist Destroyer - A Blood & Dream Inspired Map](#)
- [22. Jon Landis The Storage Facility & The Firefields. EOB early maps?](#)
- [23. New map designer showcases one of his masterpieces so far](#)
- [24. \[Resouce\]\[Models\] 3D Buildings for modders](#)
- [25. What is this bug?](#)
- [26. \[Level\] Daisy's Revenge](#)
- [27. hordes of chaos a more tone down version of AEOD](#)
- [28. DOODLES \(v1.1\)](#)
- [29. doom 2 weapon mod : Painkiller Damnation Reloaded](#)
- [30. THE SECRET GARDEN: a nice walk outside \(upd. map, v2\)](#)
- [31. doom eternal slayer skins wad overdose edition](#)
- [32. Sanity's Eclipse - Demo 2 \(5 levels - looking for feedback!\)](#)
- [33. Demons of Shiga - An action-packed short WAD \[v.1.0\]](#)
- [34. Deadly Standards 4 - We have no standards anymore! \(Doom Episode 4 Community Project\)](#)
- [35. Wolf 'en Doom Lite Classic](#)
- [36. Viscous Realms: a new Boom format map for Doom II](#)
- [37. Very first small WAD, need feedback!](#)
- [38. NEVER.WAD](#)
- [39. \[Limit Removing\] Flesharmonic \(Wip\)](#)
- [40. Azazel's Second Descent - Open Beta playtesting](#)
- [41. Interidolia](#)
- [42. stickyhand.pk3](#)
- [43. \[Boom-Compatible\] \[RC1\] Ruins of Sathryn - My first standalone single-level!](#)
- [44. CELERON 3000: techbase with a twist](#)
- [45. ouch.wad](#)
- [46. Ancient Temple - single map WAD](#)

- [47. Liberosis \(WIP\)](#)
- [48. Roebloz's 30k MIDI Package](#)
- [49. Slith - four levels with an unique aesthetic](#)
- [50. Chilled Chicken - a map made by 8 ppl thru discord - check it out!](#)
- [51. Czequisite Corpse](#)
- [52. SCP-087 Doom](#)
- [53. PUSS X: THE SUMMER OF SLAUGHTER - \[July - August Speedmapping Event\]](#)
- [54. {updated II} Upon orange rock canyon! Single DOOM II map](#)
- [55. Boiled Doom \(Brutal Doom for DOS and Chocolate\) \[W.I.P.\]](#)
- [56. \(v0.2\) Emerald Coast, Coop-focus WAD](#)
- [57. ReX <https://www.doomworld.com/forum/topic/122992-rex/>](#)
- [58. \[wip\] BFTree - a pretty map with gumption](#)
- [59. "Full Moon" A 1 Hour Speedmap Community Project \(Official Release\)](#)
- [60. GOTTAGOFAST 2: OW THE EDGE \[WIP\]](#)
- [61. Fixed chaingunner fire rate and sound for Smooth Doom](#)
- [62. Enigma of Sector Sigma - 5-map wad \(Boom+\)](#)
- [63. The source \(doom 2 single map\)](#)
- [64. New Map - Die Tufelsmaschine](#)
- [65. New map designer releasing his first Doom episode](#)
- [66. Hexen - ELVs Project \(high quality 3D mod for Doomsday\)](#)
- [67. my own 3 levels preview](#)
- [68. \[Limit-removing\] Adolf in Hell {4 maps }\(single player & 2p coop\)](#)
- [69. Vanilla Doom Map - Blazing Embers](#)
- [70. DBP37: AUGER;ZENITH - THE Cyberpunk MEGAWAD!](#)
- [71. Dawn of Apocalypse \(it's a working title btw\) Project](#)
- [72. \[in development\] drummersz trip - glitchcore/weirdcore gzdoom mod](#)
- [73. \[wip\] Doomworld Mega Project 2021 \(5 maps\)](#)
- [74. Give Me Your Skin! - A community project about teamwork](#)
- [75. SpamHordeRec | DOOM 2](#)
- [76. No Health \(1 + 2\)](#)
- [77. Jailbreak \[Single Map | Vanilla DOOM II\]](#)
- [78. Heretic Invades Doom | Two small maps for mbf21 ports](#)
- [79. WIP - Malice: Infinity Legion Arsenal \[v0.999...\]](#)
- [80. BigBeanDotGov Map Thread](#)
- [81. I finished my first ever DOOM level!](#)
- [82. \(WIP\) Mimicry | My love for doom](#)
- [83. \[The Four Demon Towers\] an 8 part series for DOOM 2](#)
- [84. \[WIP\] Dwelling - large MBF21 map in the Works](#)
- [85. Twisted Reality \(Hexen - Gzdoom only\)](#)
- [86. Aquam 2 - Remake](#)
- [87. 32 piece Cliptucky Fried Chicken Special! \(megawad of tiny maps\)](#)
- [88. Doom -2: A Delightfully Devilish Experiment](#)
- [89. Camping is Cool!](#)
- [90. Rescuing ducino \(single map\)](#)
- [91. DBK01: Dungeon Synths](#)
- [92. Abyssal Speedmapping Session 56 - Much Ado about Nutting!](#)
- [93. DOOM FOREVER](#)
- [94. The Ossuary - An adventure map for the RAMP Project](#)
- [95. Argent Sun, 17 Map Wad\(ver 0.79\)](#)
- [96. PSX DOOM CE Playstation DOOM Reloaded EDITION](#)
- [97. Angry Quilt \(One Limit Removing, Community Map\)](#)
- [98. DoomRL Arsenal Monsters Brightmaps](#)
- [99. Doom II: Demonic Destruction! \(Megawad I Made\)](#)
- [100. The Soundgarden Project - A Tribute To Chris Cornell](#)
- [101. Single Map WAD, Need Feedback!](#)
- [102. \(RELEASE\) Doom: The Way We Remember It](#)
- [103. One level DOOM wad I made. Need some feedback](#)



- [104. Zone 400 released! \(new 32 level megawad for Doom 2, Bugfix version July 24\)](#)
- [105. RUSH](#)
- [106. Bad Apple but it's in Doom \(Boom, actually\)](#)
- [107. \[UDMF\] WMC03: Biophilia - A dark tech-base/nature inspired mapset!](#)
- [108. Super Speed Punching Hell!, A 2-Day Speedwad I Made](#)
- [109. "Crater" remake with rockets galore: T h e M e t e o r o i d](#)
- [110. Light Pollution, a map for the Eternity Engine](#)
- [111. sussy imposter amongus wad](#)
- [112. \[GZDoom\] Intangible Tangerine](#)
- [113. M17 Project 5 map demo](#)
- [114. \[WIP\] ArmoMod 1.1](#)
- [115. SUPERDREAM- 5 Speedmaps With No Chill](#)
- [116. \[Resource\]\[Models\] 3D stairs for GZDoom](#)
- [117. Demon Hunt: A 90s Style Wad](#)
- [118. The Kescarte Kollection + other CTF/Deathmatch Wads](#)
- [119. \(Early WIP\) DoomE1 Openworld.wad](#)
- [120. \[ALL SLOTS TAKEN\] Literalism - A Boom-compatible CP where we do](#)
- [121. things by the map title](#)
- [122. \[Remaster WIP\] Newdoom Community Project](#)
- [123. Nightly - \[WIP\] 32 level megawad](#)
- [124. DRAGON SECTOR – REMAKE](#)
- [125. Project Wormwood - feedback for new mapper?](#)
- [126. Hexen: Land of the Serpent Riders](#)
- [127. Belial's Keep - New map! bugs fixed](#)
- [128. Metroid Doom v2](#)
- [129. Corruption Demo](#)
- [130. Booked - A GZDoom-compatible CP where we do things by a preselect-
ed map title \[13 map slots left\]](#)
- [131. DoomWare - A wacky multiplayer gamemode for Zandronum \(Official
Release\)](#)
- [132. Sector N Cleanup - small techbase map | UDMF format](#)
- [133. Side project map I created just for fun](#)
- [134. Vow of Vengeance \[WIP\]](#)
- [135. The Last Stand \(A Doom II Limit-Removing Map\)](#)
- [136. Short Single Map, need some feedback!](#)
- [137. Speed Map Every \(other\) Day! \(SESSION 3 TOMORROW!\)](#)
- [138. Cosmogenesis \(-cl9, slaughter\)](#)
- [139. A Very Quick Speedmap](#)
- [140. Angry Quilt \(Release Thread\)](#)
- [141. Kompakt](#)
- [142. \[WIP\] CODENAME: Murderity | UDMF OTEX wad](#)
- [143. Lab C-27 \(A Doom II format map\)](#)
- [144. Doge Doom](#)
- [145. \(WIP\) Hydro, a map for Doom 2](#)
- [146. MOD/S3M/XM/IT Tracker Music Compilation Pack](#)
- [147. Resistance \(A Very Hard Wad\)](#)
- [148. \[WIP\] 10-minute maps megawad](#)
- [149. 2h Speedmap](#)
- [150. Mars City 1 - Doom 3 to Doom 2](#)
- [151. ZANZONE: Shareware Demo](#)
- [152. MDK Addon - New sounds and gfx for Deathmatch](#)
- [153. 50min Speedmap](#)
- [154. Here's my attempt at remaking DOOM1's E2m8](#)



NIMBLE NEWSTUFF MENTIONATIONS

by LadyMistDragon & TheNoob_Gamer

EX

We hope that this will help you sort the many good ones from the ones best avoided. There will also be monthly awards, which will appear above whatever WAD has to earn them, as well as in a list every issue in this space. Because we need to keep the lights on at the little one-room shack we're renting out from the owners of a plantation of illicit crops (not to mention pay for decent AC, shit!), we've had to make some adjustments to our ranking system.

Serviceable Appetizer ★

May not be necessarily memorable but are still probably worth a play or two. Just don't expect stunning visuals or calibrated setpiece battles (you may fight large mobs, but they don't feel polished).

Polarizing Cult ★

Something that may not have traditional gameplay or otherwise anything approaching standard map design or presentation but are still usually worth a look.

Supercharged Appetizer ★

More memorable and definitely worthy your time if you're a die-hard wad player. Visuals and encounters may also be more sophisticated. Overall, a considerable upgrade from the usual stuff above.

Eminently Enjoyable ★

Underrated WADs that stand out in the visual and gameplay aspects.

The Ominipotents ★

The very best WADs released each month. Download them and put them in your 'must play soon' folder. By the *Doom Masters'* words, you are obligated to play them.

Wad of the Month ★

The single best wad reviewed each month.

Runners-up

The next best ones. There will be a minimum of 1 and a maximum of 3 chosen each month.

Most Visually Distinctive

The wads with either the strongest or the most striking visual style. Wads with beautiful visuals will probably win this, but if none exist, it'll default to something with a different style.

Best Gameplay Mod

Best wads which modify gameplay in some form or fashion.

Best Miscellaneous Wad

The best of wads that are usually made for other **Doom** engine games (**Heretic**, **Hexen**, **Strife**), though TCs (*Blade of Agony*, for instance) and other indirectly-related **Doom** source port products may also be eligible. This is the one most likely to be intermittent.



Why They Die ★

(Limit-removing/Single-level)

By sectrslayr

A HUGE techbase level that slowly shifts in theme and difficulty as you progress through the level. Very adequate looks, fun gameplay and will keep you guessing constantly, while running from various foes as you repel them. Overall, a competently designed HUGE level impressively done in an otherwise partially restrictive mapping format that unfortunately, sorely lacks attention.

The Event Horizon ★

(Boom-compatible/4-level wad)

A short episode from the legendary Doom speedrunner/player Killer5. The visuals and overall design is excellently designed, with sprawling slimefalls, clever invisible walls usage, and maintain a solid balance between bright and dark. Also very tranquilizing music. However, as with most of everything else released by the author, due to the extreme slaughterwad-tier difficulty present in the WAD, apart from MAP31 (which is a regular level, a vast departure from everything else presented in the package) that could easily turn players off, it is recommended to try out the WAD on lower difficulties (HNTR/ITYTD) and form proper strategies/tactics before proceeding on higher ones. Technical note: The playable maps include MAP01, MAP31 and MAP32. MAP02 serves as a PWAD-end map.

Chiptune Doom ★

(Zandronum-GZDoom/

Gameplay Mod)

By Doomenator

A set of mods meant to combine minimalism and true pixel art seen on various retro titles. Plus

a companion cute OST demake rendered in chiptune. Not exactly original on the visuals part, but is distinctive and fun enough to mess around with for a while.

Doom Core Delta ★

(Vanilla-compatible/32-level

megawad)

By vakiriforce

A re-redux version of a classic megawad, Doom Core Delta. Featuring improved graphics, a bunch of bug fixes and reimplemented difficulty.

Tetrptykon ★

Limit-removing/ 4-level wad)

By Demonologist

A senior community figure came out of slumber and released some maps. These maps happen to be friendly with most ports. They look good - thanks to the omnipotent OTEX. But they are also hard. Really hard.

The strange title - Tetrptykon - is strangely suitable to what is in store - surreal name for a surreal wad. Granted, it's just slaughter gameplay colliding with a modern visual style - yet the setting keeps shifting from realistic urban designs, to surreal gothic locales and finally a grand battle on a snowy mountaintop, bringing various levels of identity and variety to each map. The gameplay is the usual slaughter affair - but augmented. With a bit of effort, agility and cunning, all maps are beatable. Ammunition and covers are aplenty, so you should have no problem planning, making tactics and blasting out Hell in style. Overall, it's an excellently designed set with an appropriate length, but potentially divisive gameplay - not everyone likes spamming MOUSE1 to progress through the map. At least everything looks nice.

Interzone ★

(GZDoom/Single-level)

By jadritunim

Techbase level with a focus on encounters and combat - monsters are everywhere, rooms are interconnected so proper attention is needed. Technical note: The map won't work on Crispy Doom despite being listed as Limit-removing.

ZetaBot: The ZScript Bot ★

(GZDoom/Utility [Gameplay]

Mod)

By Gustavo0046

Traditional coop, and its bots are becoming somewhat of a rarity nowadays, with most players opting for a more single-player experience, being more appropriate with and more used to. However, they are a fascinating tool to work (and play!) with, having had a history from their earliest days in vanilla, to MBF dogs, and through various changes and upgrades, have seen extensive use in the small, yet dedicated multiplayer scene of Doom. As such, attempts have been made to convert these bots to better suited with singleplayer experiences everyone and their mother has accustomed to while being helpful (notable mentions include TDBots and AutoDoom). ZetaBot is one of those mods. Being powered with the powerful ZScript, the aptly titled mod boasts impressive AI usage, able to pull off cool feats like picking up any weapons (that includes the quad-quad-barrel shotgun in Russian Overkill, yes), being good enough in coop and formidable foes in deathmatch. You can draw cool radiant lines to dictate your robotic ally where to go too. Good drawing mod.

Boom Noir ★

(Exclusive PRBoom+ compatibility/Utility Gameplay mod)

By JadingTsunami

An interesting novelty made use of an obscure PRBoom+ feature - shaders, rendering most of everything in various shades of gray and red. Aspects such as intermission and HUD graphics are preserved to maintain technical consistency. Unfortunately, because of the rather picky nature of the mod, it won't run on most source ports unless properly tweaked.

Alpha King ★

(Limit-removing/Single-level)

By TheGreenZap

A myfirstmap that serves a double role of being really good and fast-paced. While the visuals are pretty basic - mainly revolving around stock textures with lack of lighting variances, some occasional good details (like cracking acid floors + a cute throne room) and the gameplay encouraging constant movement with fair enemy placements more

than make up for that. Good for playing during a coffee break.

Quickbuck ★

(Vanilla/ Fast-paced single-map)

By Luleta

Hardcore myfirstmap. The Second Coming. Environments here are more cramped, traps are more vicious and the mobs are much more relentless. Coupled with the fact the map slowly gets harder, turning into a giant slaughterfest at one point, you will have to be constantly on your toes to survive, with only a bunch of ammo and your wits as support. Certainly worthy of a quick buck to spend on.

Nukage Facility

(Single-level/Boom-compatible)

By El Inferno

You know the drill - another myfirstwad somehow packed with tons of gameplay. Visuals are now a straight upgrade, with vast indoors environments, fitting for a sewer system. The low enemy count can easily be deceptive - although the map

indeed starts off smoothly, you will quickly have to deal with all hell breaking loose while doing some platforming in the progress. Plasma rifle is the star weapon this time, giving you more variety of guns to defeat enemies with. Overall, a good time.

"Half Moon" Official Release! 64 Community Speed Maps! ★

(Now on idgames!)

(Limit-removing/64-level gigawad)

By Dubbag et al.

A community project with a lot of maps made in 30 minutes. Short, sweet, balanced, fun and polished. Combined with the gigantic amounts of content, this is no WAD to be missed. An excellent choice to play during breaktime.

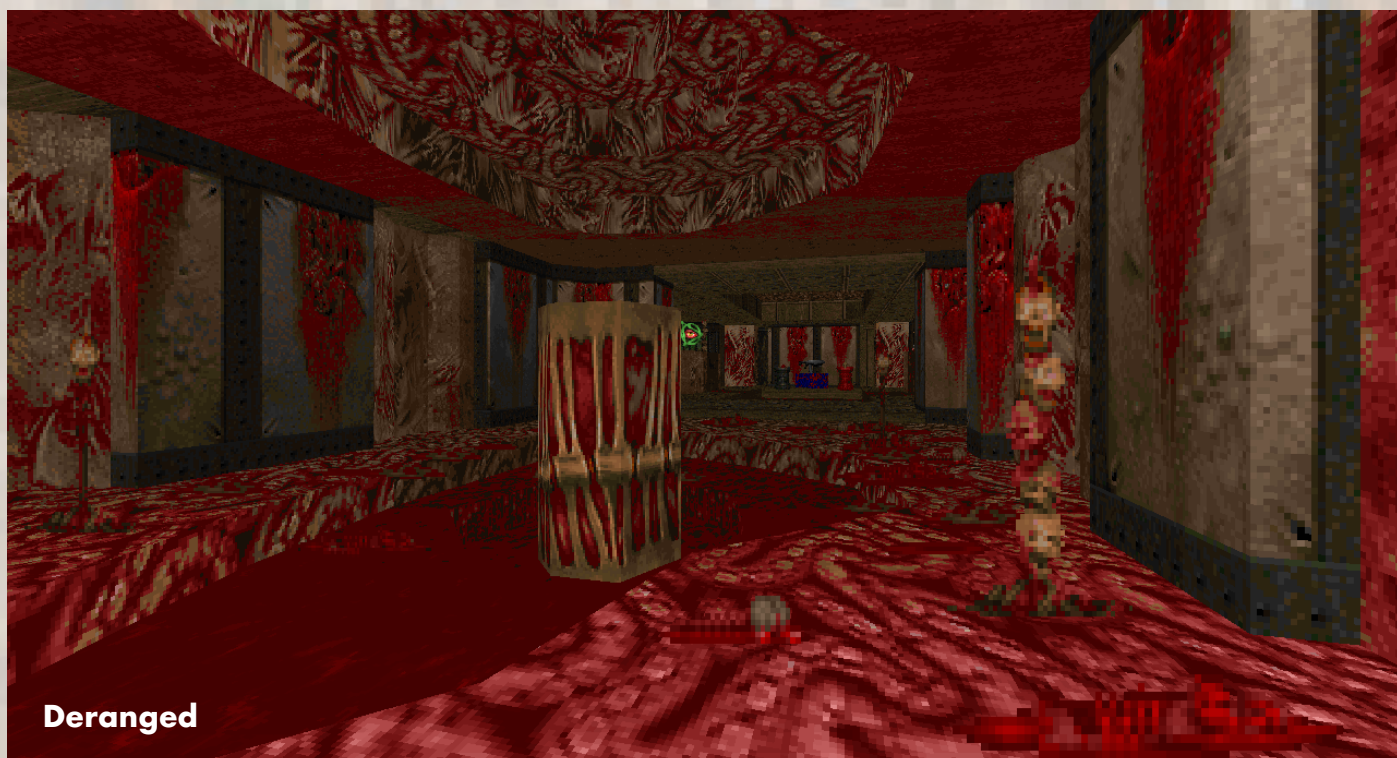
Deranged (VANILLA) ★

(Vanilla/Single-level)

It's an xdarkmasterx level. It's dark - but a bit deranged this time, you can see the authentically run-down base more clearly. It's hard - zombies and imps yet



Alpha King



Deranged

again roam everywhere, health is stingy, your only allies are your guns and some ammo. One mistake, and your quest against the forces of Hell is over. At least this level is not as hard.

DBP35: Stroggman's Tundra

(Limit-removing/10-level wad)
By DBPKrew

It's summer, and you are telling me to go hunt demons in Antarctica? Whatever. Knee-deep into the techbase as you attempt to sweep out malicious beings from within, while admiring the many cute visuals and glamorous architectures along the way. And remember to chill out, the weather means the demons will have some sort of difficulty catching up with you, constantly fully-equipped.

TWO4FUN: George and getluckykid! ★

(Boom-compatible/Standalone Duo)

By Kuro-mahoh - Double feature! This set features two standalone maps that can be played and downloaded in any order, with rather random names. George is about running around in an outdoor techbase, with an area strongly reminiscent of Plutonia's MAP16 end. Its partner, getluckykid, focuses on getting lucky with the lower, but much more devious monster traps. The only things both of these wads have in common are a lot of shell boxes and imprisoned archviles. And being a treat to chomp through as well.

Vanilla Wafers ★

(+) (Vanilla/6-level wad)
By E.M

Food-pun Doom episode featuring certain tunes from .Mid the way ID Did, a fantastic musical equivalent to the beloved Doom The Way id Did Duology. Similar to previous fast-paced entries, this one is full of small but sweet stuff; levels, while staying

true to their names, at least in theme only, get progressively harder as you blaze through various locales - techbases, then urban scenery and ending at an obligatory Hell outpost, while admiring even cuter stuff like a living room with TV and occasional good use of lighting for a vanilla set. That's not to say the first level is easy - a setpiece features a bunch of zombiemen attempting to ambush you, reminiscent of Going Down's very first map. Heck, zombies are the star of the show here - you better act swiftly or else your butt is gonna be kicked hard. Recommended to pistol-start each level for best experience.

Vanth (4 maps wad) - ★ WADs & Mods

(GZDoom/4-level wad)
By Delisk

Vanth is a great example of good maps taking time to complete, with each level being built for approximately 14 days and



having good quality. The overall layouts are pretty simple, being boxy for the most part, but the elegant detailing and design powered by the versatile UDMF Map Format more than make up for it - you won't really notice the boxy corridors due to the well-placed textures, lighting setup and highly intense pacing everywhere, putting you on constant move. Similar to Vanilla Wafers, zombies dominate the entire set and are out for blood. Pickups are just balanced enough to keep you going, so aim and move well. You will also go through a variety of locales, each with their own twist: Undead Techbase, an outpost with a bridge that has to be manually rebuilt, a temple that must be explored in full, culminating in a showdown. A good set, just be sure to save often.

PhilosoDOOM: Cogito, ★ ergo Doom

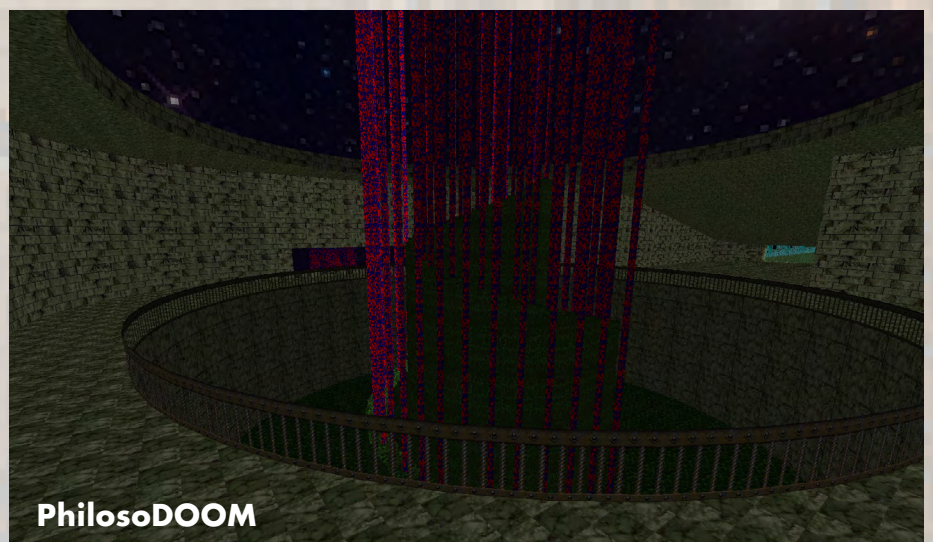
(+) (GZDoom/10-level wad)
By Albertoni

Amongst the many hellish, bloodthirsty souls you slain along your perpetual path of torment, perhaps certain meaningful questions have sprang to your

mind once: Are those demons worth killing? Why am I stuck in this vicious bloodlust cycle? Why must I persist and thrive on those poor, fallen souls?

... You don't mind any of that? Killing is appropriate? Well then, enter PhilosoDOOM - a philosophical questionnaire. Amidst the harsh underworld you'd grown used to over the millennium, this test is nothing more than a slow-paced moral self study. No murders are involved - at least, not directly - you need a rest from all these violent activities! Solve mind blowing questions. Question about questions. Attempt to

perceive reality under a different angle. Delve into some layers of your mind you normally would never consider. Learn some Latin. This side quest is purely beneficial to you - by the end of this meaningful trip - you'd be rewarded a trip to a vibrant penthouse and get a chance to read some modern classics that, at the very least, can sharpen your future combat tactics and keep tranquility to your state of mind. However if you are not comfortable with any of the possible benefits you might receive - this is optional, and you can go back to your killing business as usual. It's easier that way.



Detrimental ★

(Boom-compatible/3-level WAD)
By Dunn and Dunn

Set of hardcore episode focuses on highly hideous platforming and good puzzle combat stuff. The visuals take a backseat, but are appropriate and surreal enough for the contents. Not for the faint-hearted. For those who do, this will be a beneficial set to hone your movement skills, and challenge your wits.

Novis ★

Boom compatible map (Boom-compatible/Single-level)
By jdagenet

Set in a hell outpost that almost looks like an abandoned factory at sunset, Novis utilized the setting very cleverly by adding a layer

of Hellish twist on top of it - Hell marbles, skulls, fleshes meshed nicely with the setting alongside an ensemble cast of aggressive mobs, out there to kill you as usual. The sunset also gives way to darker environments, making for distinctive, clean visuals and lighting style across the map. The complement gameplay is well-packaged with the map itself too, being an UV-exclusive level - the many height variances scattered across various locales, combined with the lack of a Super Shotgun - its long-ranged equivalent, the Rocket Launcher, won't appear much later on; means shots must be calculated, ammo must be balanced, and moves must be agile. Thankfully, the encounters are relatively laid-back once you know what you are doing, and each area is distinctive enough

to not get lost. Worth a visit to, and best to be taken slowly.

Shorter Maps for Shorter People ★

By Nefelibeta

For limit-removing ports. Nefelibeta has only recently become an active member of the Doom mapping community. However, sometime before earning a spot in PRCP2, they made this set of 5 seriously difficult and unbalanced maps (ignore the title, it has nothing to do with French speedmaps). The first 2 maps are set in a sort of futuristic techbase. After dealing with some tight-quarters situations that made me grit my teeth in Map01, I ended up in a final room with Imps on one side, Revenants on the other and a Cyberdemon or two in the middle, with only a MegaspHERE to get you through this fight and no Invulnerability in sight. Boo.... Map 02 is even worst, especially for pistol starters. You're facing a Cyberdemon, and the hallways with the switches that'll let you out are both guarded by Barons of Hell. From what I can tell, the encounters after this are largely fairer, but health is a little bit too spare.

Map 03 however, is genuinely good. A sort of open-air spaceport type of structure, you've got a decent amount of room to move around despite the danger, and the design has some serious signs of inventiveness, along with a considerably greater degree of balance than the previous two maps. It's still very hard though. Map 04 is a sort of homage to Map11 from Plutonia, taking place in a beautiful slime maze, dodging Arch-viles. Map 05 is a little bit harder to describe, but mostly consists of bland vanilla textures; however, the opening combat puzzle seems geared toward pistol starters; a



Novis

Megapshere, Berserk Pack, and Arch-vile are facing away from, and moving forward reveals a trio of Revenants on each side, and also a few pairs of pillard you can run around. Very interesting challenge, even if the ammo balance for the rest of the map is enough to make you feel miserable.

Runner-up 1

Black 'N Blue Blanco ★

By Origamyde

GZdoom compatible. A highly creative wad seemingly taking direct inspiration from 8-bit platformers, you're Mr. Bowtie, whose peaceful habitation is disturbed by demons, seemingly. If you decide to skip the tutorial (not advised) with the Entryway-esque layout, you'll be taken to a generic Doom 1 temple location before you explore and get teleported into Bowtie's black and white land, a bright, cute and cheery place that clearly plays homage to 8-bit games. Throughout this adventure, upbeat music that sounds out of some anime plays. Better get used to it because it's the **ONLY TRACK** playing throughout the map. I get that dynamic music is something difficult to implement, but you might want to put something else in the background after a while. At a certain point, you find yourself in a shopping mall-like structure, which functions as the hub to every other area of this map. In many of these areas, you'll engage in many distinct challenges akin to those that you'd expect to find far more of in a platform game. Among these challenges are jumping (which supposedly doesn't belong in FPS games, but anyway), swimming, exploring bits of the demon dimension that have leaked into yours, outrunning a crushing ceiling, and also a maze with an absolutely hilarious sign at

the start ("no swearing") and various French memes located throughout. Unless you like the idea of being disembowed by an anime babe, please stay away from the path marked "DANGER." There should be some kind of teleporter from the yellow key to the yellow key door because the path between them is stupidly tedious.

Despite the fact that you won't have lots of plasma ammo for the Spider Mastermind, dodging her fire shouldn't be too hard. You're going to have move closer because you'll be at the opposite end of the room. Combat as a whole isn't particularly challenging apart from certain spots, and you're absolutely overloaded with ammo virtually everywhere so if you see Imp rocket destruction opportunities take them!

This was a highly enjoyable and incredible experience. Its defiantly -Nintendo aesthetic isn't for everyone though and of course, jumping absolutely sucks.

Runner-up 2

DBP 36 Aquatic ★ **Wonder**

By The Doomer Boards

The peaceful undersea kingdom of the Silurians is being overrun by hell and they've called Doomguy for help (sorry, this lack of story is getting idiotic). The previous DBP entry had a heavy militaristic, Quake-inspired bent. This one dials back on the enemy count and instead features maps set in what appear to be some largely abandoned undersea civilization. To be honest, it's the sort of setting that would have been better in GZDoom, with all the areas of coral and coral platforms which are everywhere.

It's still a wholly unique visual setting though, and could easily be even better with a little more refinement.

Secrets are about as cool as you could expect. Joe-ilya's opening map has a fairly laid-back pace which encourages you to take your time. 40oz seems more concerned with giving you a jolt on the other hand with his three contributions. Though they aren't really that hard, Mariana Trench conveys a certain creepiness with its opening chapel architecture and Imaginarium is a delightfully surreal map seemingly hanging out in space with some cool supplies awaiting the marine who's willing to head off the beaten track. I don't really know how to get the Supercharge in the latter though.

thelamp is kind of hard to comment on at this point, other than the fact that their maps have kind of a unique structure and is also where you first find out out you can walk through much of the coral architecture. Curiously enough, you can pick up the blue key and miss much of the southeast section of the map entirely, at least if you're playing continously. Peerdolius once again receives the final map slot, and while the monster count is more than halved from their Stroggman's Tundra outing, there are still plenty of foes to waylay you as you navigate the map. The final fight with the Cybderemon and Pain Elementals seems like a sufficient finale.

Runner-Up 3

Pact of the Damned ★

By Blue Phoenix

Limit-removing. Now **THIS** is some cool stuff! 4 maps, each with a different theme and some cool detailing. The pistol now fires much faster, and your

arsenal gets a military makeover. Shotgun is replaced with a double-barrel one, like the super shotgun. To substitute for the SS, you get an assault rifle which uses bullets but is just as critical to you as the shotgun. While it may eat your bullets for lunch, its fire rate and accuracy makes its just as important, if not more so than the shotgun. You also get a grenade launcher which really quite sucks, as it only workd at close range, and a minigun which fires insanely fast.

There are at least 4 custom enemies. One is a blue-uniformed assault-rifle toter, another is that pinky variant which also shoots fireballs, another is the chaingunners who are now equipped with grenade launchers, and a silver-colored Imp that fires some invisible hitscan shots your way and also has the ability to resurrect monsters. Needless to say, you'll want to make them a priority, especially in the last map.

This was to me quite enjoyable. I'd definitely recommend it for an extended coffee break.

Best Gameplay Mod

Rogue Pickups ★

By RonnieJamesDiner

Plays in GZDoom. This mod causes every single pickup to move around all the time, forcing you to spend time chasing after them! While this might mean that non-hidden Supercharges will probably be much easier to pick up, grabbing the bare basics will be annoyingly hard to find. Embrace the struggle or stay away otherwise. Honestly, it's pretty fun, but I know not everyone will agree.

Ham ★

By Killeratte

Vanilla compatibility but the music won't play in Chocolate Doom. Now here's quite an intense map. You can make things a little easier on you starting out by pushing the slightly darker section of wall to your left to open a room with a Shotgun, though it's not all that far away from a Shotgun Guy. In any case, ammo will prove to be somewhat tight at first, and you must be quick. The large courtyard fight has probably around 6 Cacodemons and 1 Pain Elemental, but a Megaarmor hidden in a corner from the right if you're entering will help you survive. The final fight, which is actually located in a room resembling the title unlike the techbase and brownness you've largely been traipsing through, contains a Spider Mastermind, several Barons of Hell and a couple of crimson red platforms. There's plenty of room for you to move around as well as a BFG though, which is probably why I survived despite some moments of carelessness early on.

Slime Temple ★

By Savarin

GZDoom compatible Kind of what it says, though other than some closed-off, small rooms combined with some larger rooms, I don't think you can call this a temple. The slime does hurt though, so try to stay out of it if you can. Some of the fights are nasty. One room in particular with 4 Manicubi and some cacodemons that awaken when you get close to the ledge in the center of the room gave me some trouble. You should probably rely on infighting to an extent, but I just killed the two Manicubi on the lower pillars because keeping them alive just makes things harder, imo. Anyways,

there are lots of secrets that feel basically satisfying to discover, as well as a decent surplus of health, so it's not exactly impossible. I appreciate the explosive, difficult finale. The courtyard is out of character from the rest of the map, but on the other hand, it does convey you escaping from a dark, if beautifully-detailed locale, a la Toxic Touch from Alien Vendetata so I can't complain at all.

Workman's Weapons ★

By Telemassacre

GZDoom compatible. Favored PUSS designer Telemassacre apparently messes around with a number of interesting projects. One of them is this funny weapon mod. You get your usual military style assault weapons and sniper rifles, along with rather unusual stuff like a rifle with the rough power of a BFG that reduces your opposition to bloody chunks, an incredibly annoying stamp weapon that's incredibly effective due to its high rate of fire (I'm realizing this is some kind of joke about the plasma rifle now), a sticker weapon that's kind of lame, a bolt-action rifle that's better than the pistol, a damn spray bottle you might be a little hard-pressed to find ammo for but it is incredibly STRONG, and a RPG. Some of the sound effects are cool, (I think I've heard one or two of these in Half Life) but the rest are kind of weak, compared to other mods that use assault and sniper rifles. Still, it could be worst.

Shamehouse

By samcantmod32

Will play in limit-removing ports, but you won't hear "Freak on a Leash" if you're not playing in ZDoom and there's one wooden floor texture in one spot that won't display correctly. A standard sort

of first map. No height variation, extremely repetitive textures and a ceiling that conveys a vague sort of Wolf3D vibe, other than the few areas with crates. Did I mention the music won't play if you play on anything other than Zdoom, despite that this is technically a vanilla map.

Mess Hall

By evil_scientist

Plays in ZDoom ports. The title is a metaphor. Other than the green, vaguely star-shaped ceiling texture in the center room with a large toxic pit and the bridge you may see a Revenant in the corner on, there isn't much to speak of. But you are quite hemmed in at the beginning, so it doesn't feel like much of a cakewalk. Delightfully quirky music though.

No Title ★

by gaileo31dos01

Boom-compatible This map is best played on HMP. On UV, there are enough Pain Elementals to guarantee a steady flow of curses will emit from your mouth. Not to mention some nastily placed Chaingunners and a Baron of Hell placed in such a tight spot, you'll be begging for something stronger (turns out there's a BFG back a little ways which summons a Cyberdemon when you trigger the linedef). Visually, there's really nothing to speak of, until you drop into the toxic pit after picking up the radiation suit at the other side from the entrance and hit the switch behind the rockets, revealing a mob of Revenants inside that yellow-walled volcanic texture. Enter that area when you cleared it out, and on the right is a Spider Mastermind. There is a whole mass of Manicubi behind

a caged wall. Overall, incredibly difficult.

Helium ★

By jacnowak

Boom-compatible. A not overly difficult, but strangely atmospheric map which actually poached a track from .MID the way it did. It's mostly comprised of fairly dark, hellish caverns with some mostly mediocre secrets, though the hidden plasma rifle WILL make progress considerably easier at certain locations. You only need the red key to finish the map, but the yellow key opens up a techbase area of fairly spare, though still striking, detailing. The pool where you fight the Arch-vile is the highlight of this area. Also, you get to blast apart small Imp mobs with a few well-placed rockets. Good stuff.

Decimator ★

By Borax Man

Limit-removing (mostly because visplane overflow can be triggered in Map 02 if you're playing in vanilla Doom) The text file shows the author has done many maps for other old-school FPSs and you can tell. Four maps of old-school, vanilla, Ultimate Doom goodness, slightly harder than the base game, but with secrets that are entirely satisfying to discover. Map 01 deprives you of a shotgun for a few minutes until you get into a tunnel. Turning to the right will get you some shotgun guys, but let's hope you've been picking up the shells laying around if you want to have a chance against the stiff opposition bearing down on you. Map 02 takes place in a facility drawing equal inspiration from Perfect Hatred and Containment Center, though certainly much easier than the former. Map 03 is an outdoor, rocky warehouse, while Map 04 is a sewage

treatment plant. Unfortunately, these last two maps also contain some convoluted navigation, with the red door located in both cases at opposite end of the map from its respective key. Map 03 is probably the worst though, with the switch lowering the platform containing the yellow key not being all that far away from said platform but with a twisty enough path that things will likely take far longer than they should. Combat's plenty satisfying though in that mid 90s FPS way. The only thing keeping from being an instant recommendation is the backtracking, but it's ultimately still very well made.

Magic Medkit ★

By Clippy

Clippy's newest map with a neat concept. You start off in a techbase room with a medikit hanging in the middle of a blood fountain in the center of the room. This medikit will continuously regenerate as you fight of various waves of monsters and hit switches to reveal at first a hell area, which utilizes Lippy's penchant for sticking disparate textures of similar theme together, and then, a darkened toxic lake with several platforms with all sorts of cool items that will probably be useless by the time you've killed everything. Nice and blood-pumping but yet still beatable.

Realm of Freaks ★

By kuroh_mahoh

Plays in GZDoom. A uniquely-stylized, volcanic-themed map somewhat dependent on physical gimmicks, mainly in being able to spot areas of the wall you'll need to jump to if you want to access at least one and possibly two secrets. That's not terrible important because I was never able to find out how to access the alcove in the blue cavern

that contains chaingunners. I also had basically no idea the small room with the Berserk Pack along with an Arch-vile pair and Baron of Hell contained a Rocket Launcher, so I was left to face the final battle with a plasma rifle and Super Shotgun. Among the foes is a pair of Cyberdemons, along with an absolutely ridiculous accompaniment of ammo. Thanks to the presence of pillars however, this was one confrontation I did not die a single time in. Cool Jimmytrack during the map, btw.

Corrupted Grounds ★

By Black Shuck 97

For limit-removing ports. HMP is strongly recommended because you'll likely be overwhelmed otherwise (I forgot that was an option) because this map gives absolutely no fucks and will not take any from you. When you have an Archanotron and Chaingunner at the beginning, you know you're in for a bad time. The Halloween movie theme midi doesn't really help matters either, as cool as it is. After the first teleporter, you'll be forced to contend with an Arch-vile pair which is quite hard to avoid in the sort of hellish castle square complete with surrounding towers this map consists of. But you'd better hold off on picking up the second Supercharge because an area where a swarm of Revenants emerges from contains a switch that will lower the fighting arena and toss the last 31 enemies your way. You'll probably find that you'll die instantly if your health isn't somewhere above 100 and it should be at least 150. Good luck!

Fleshy Sewers ★

By memeboi

Plays in GZDoom for some odd reason, because it looks

quite vanilla, but it apparently uses a Hexen texture base, which makes little sense when nothing resembles Hexen, but fuhgedaboutit. Some suprisingly nice use of Doomcute textures, displaying a bathroom, a row of cabinets, and shower area among other things. The 3 hell knights might give you some pause, but a nearby plasma rifle should help even the odds out. Try to save at least some shots though because after passing through the yellow door, you'll have a mob of pinkies charging at you through a fleshy tube. Once you've passed through this, you've got some revenants and other nasties to deal with before you press the final switch and unleash some....pinkies. That was kind of disappointing. Nice midi too.

A Beginner's Nightmare

By Jacek Bourne

Boom-compatible I can only assume the title is some misguided attempt at irony because the centerpiece of this map is a gameplay feature Doomers everywhere find clunky and overly difficult – platforming. Tall dark-grey walls surround a slime pit, in the middle of which is a collection of silver platforms that would make the last section of Level 3 of Turok glance over their shoulder. And naturally, you're expected to do this without jumping enabled. And to get all the keys, you have to travel through 3 similar rooms of this. Jacek is heavily influenced by mappers like ribbiks and Killer5, but little of that shows here, save for the Cyberdemons in the middle, and the enemy swarms that attack you whenever you enter the area of a particular key. Needless to say, the chances of you falling into the slime that you have no manner of escape from are ridiculously high. Avoid at

all costs unless you're a Doom-jumping sadomasochist

Duck ★

By Eggman07

Limit-removing (though I doubt the music will necessarily play in every port) Do you like maps which make heavy use of Doomcute structures, including trucks which have techbase features? Well, you've come to the right place. A city map that's easy to navigate, but deadly to the careless, Duck has a full mp3 metal track playing in the background you might want to turn down if you don't want everything else to get drowned out. You travel through houses, warehouses, offices of various locations, stores, and finally a port facility at the end. Avoid wasting ammo at all costs because it isn't really sitting everywhere. The best part was the meta-Doom moment in one of the houses. I also rather liked the building with the two corpses sitting in front of a TV. Too bad you can't turn it on. Well-done city maps are cool. Just in case you're playing with a mod that doesn't end a map when Romero's head is killed, an alternate link on the Doomworld thread this wad debuted on will give a version that just contains a switch to press.

Wad of the Month

Banana Factory ★

By bigsmoke1919

When he's not shouting at CJ for losing a train or crying about weak-ass soldiers, Big Smoke likes to make Doom maps. And this one is quite rare in the sense that it's a jokewad where the jokes are thankfully not the centerpiece at all, lest you end up with something like Karen Doom.

And it has a story. Granted, it's not really the engaging sort of story, and the dialogue's often sophmoric, but it does give a certain narrative to the journey of Banana Guy. After a dream where he fights off some demons, Bananadude wakes up, turns on the TV and finds that the banana factory (owned by the UAC even though they're a frickin' aerospace corporation) is doing bad things with the demons and must be stopped.

This isn't just one hundred percent techbase though. There's an escalator and a train, a helipad, a irradiated room with some annoying jumping and many Manicubi to harass you, a literal nightclub where no one attacks you unless you shoot first, and a hell area.

Combat isn't massively difficult, but what's there is basically enough to keep you on your toes. The fact that the music changes as you enter different areas tells you when you're going the right way. The earthquake effects at certain spots are also nice.

Finally, let's talk about some of the more extraneous elements of the wad. Many of the secrets are easter eggs with private jokes only a small amount of people will understand. The secret red room that opens when you kill everything in the nightclub provides you with some serious awards. Finally, the clip of Civvie 11 that plays when you enter a certain underground filtration area may be jarring, but it doesn't clash all that much with the scattering of comedic tone.

The final showdown is against a giant purple monkey with 40,000 HP. You get an Invulnerability Sphere and oodles of health to help you out, but you're essentially just hoping he doesn't use the plasma wave attack too

often and end up killing you. Take potshots at him, spend most of your time in cover and you should be able to pull it off, though I died twice. Eventually he dies in an explosion of cum (referencing a poster you'll probably see in the course of playing the map) and the day is saved!

This was quite fun. The comedy can be seriously cringeworthy at times, but the secrets might still elicit a laugh or two from you. And the dynamic music definitely helps to change things up and

Nightwalk ★

By Adahn

Plays in GZDoom. Reportedly the last map from Adah, Nightwalk somehow takes up nearly 30MB of space, despite that it's a fairly small map. It's certainly not the visuals, which are sort of a standard spacey backdrop against a cavern/techbase environment. Probably, the extremely high-quality shoegazeesque music and the vast amount of custom weapon/enemysprites used have something to do with the large size. The Realm667 enemies are actually not too bad for the most part, apart from the stone demon who shatters upon death, and that's mainly because they might be a touch too tanky. Some of the other ones, such as the human enemy which fires an energy weapon that shoots in a circle or square, were fun to fight. It's definitely not without challenge but I never died once.

Yet Another Hell Castle ★

By PONYSLAYSTATION

Plays in limit-removing ports. A castle, set atop a mountain in hell. Yet, the map conveys a sense of scale that has to be admired. I really don't know why you're not given a shotgun

instead of a super shotgun at the beginning. Yes, it can be good for the pinkies, but the Imps are scattered enough that it's not that practical and you may find yourself using the Berserk Pack in a very risky manner. Eventually, you get more weapons and you end up fighting off two Arch-viles on UV with a whole host of other enemies in an average castle room. Combat is overall quite fun and satisfying.

Gather(GATHER.WAD)

By Daniel 'Stormin' Norman

Vanilla. Whaddaya know, someone found a 1994 map. This is the first of many maps thestarrover recently posted that they originally downloaded from Compuserve a long time ago. So expect reviews of these maps for quite some time, particularly because it seems like I find these old maps to have some offbeat charm, even the most godawful ones (usually). It's possible many Doom community old hats will recognize some of these maps, but chances are, you probably know nothing about most of them so we'll see how this goes.

Gather appears to be an early one-map version of The Final Gathering 2, which was named one of the 10 best in 1995. But frankly, there's not much here to stand out from other contemporary maps in this version.

As you might expect, it ranges somewhere between horrifically bland and a ridiculous texture mishmash, with the starting room looking like one of those generic vertical experiments done by a newbie in Doom Builder. The starting elevator is a silly structure that has no place anywhere. There are certain reception desks that suggest Doomcute, but it never really goes that far. The puzzle that allows you to access

the red key isn't exactly difficult as long as you're observant. The long dark corridor behind the red key door where the enemies are quite scattered goes on for much too long. Also, the rocket launcher and plasma rifle are both hidden in secrets which isn't something that is advised to mappers generally. Did I also mention the slime maze feels self-indulgent and that the large outdoor area with lots of pinkies feels far too self-indulgent? Then there's the elevator in the techbase area near the long desk which takes a long time to lower. Fun for starting mappers, not so fun for players.

The secrets feel genuinely-rewarding, located as they are in areas that bear some visual distinction from the point they're accessed. One of these is a large, hellish cavern with the word DOOM written in bright yellow on the floor with a Cyberdemon at the other end. But that was the best part of a map that felt stupidly bloated and packed with enemies.

Lost Level (DMLOST2L.WAD)

By Tim Ash

Vanilla And here's the other 1994 map that was found initially and this one plays much better. Maybe because it's an updated version of a map that had already appeared in the / idgames archives? Granted, it still has some fairly obvious flaws that would likely have been fixed were it a map made today. For instance, it's quite shitty of them to not give you access to the starting platform if you happen to drop down before hitting the switch which lowers it, and the mobs of pinkies continue to feel ridiculous, but progression felt much smoother. Well, at least until you open the yellow key door,

because while the path to the red key seems fairly straightforward, the red key platform is at such an angle, you'd have to pull off some serious SR50 running to have any chance. So you then have to go through a collection of twisty side paths, hitting a switch to hit another switch, and after navigating all that illogic, you'll finally lower the red-key platform. And the Lost Souls here are just flat-out stupid. But perhaps the last room will wash some of that tobacco-filled rotgut because you can get a Cyberdemon and barons to infight. It's quite a bit more tedious than that one room from Tricks 'n Traps, but that's just kind of cool.

Rev Base ★

By elio.exe

A very solid, if not particularly challenging, slime-filled techbase map largely comprised of cannon fodder, with the majority of the exceptions coming from Revenants that you don't get a Super Shotgun to handle. Ammo is also quite tight, so you need to be careful when and how you use it. Other than the stupid door release in the courtyard with the yellow key, there weren't any serious issues. Anyways, the track from the TNT map "Prison" is one hard to hate too much.

Store

By Adahn

Really just a map for someone messing around with a Doomcute. I'm not sure what the torches in that one room in the back are supposed to represent, but it's all quite well-made. There are only two of the weakest enemies here, so that's not even a factor.

One

By Danny E.K. van der Kolk

One word. One voice. One song. One is the lonliest...ok, perhaps a midi rendition of that Three Dog Night hit that wasn't "jeremiah wuz uh bullfrog" would improve this map, but being as TDN are pure dad music, I'd pass. Someone dug this little gem up from 1997, but it's clear that while the wheat was more separated from the chaff that point, we still got little entries like this representing both self-indulgence and little to no awareness of visual taste.

Enemies are thrown together in hordes, less because of the challenge in fighting them and more than that the wad author probably thought they looked cool. There are stupidly long and twisty hallways (why did so many amateurs want to make hallways as long as possible?). The map size is overscaled and empty to such a ridiculous extent that it would give Drake O' Brien pause. Finally, the huge open canyon (with the water path running though) goes up so high, it seems like you'd be risking a visplane error crash if you dared to look up at any point. And it's all terrifically boring. The one interesting thing is that there are two different paths to the exit. If you turn around and head outside, you'll find a teleporter that'll take you to a grouping of barons and hell knights with an in vulnerability sphere. It's all kind of irrelevant, because when you enter the canyon from this path, I don't think you can go back. Anyways, deep inside the canyon is a Romero head which naturally ends the map upon being shot. This is quite possibly the lamest I've ever felt upon encountering one. Obviously though, I haven't really scraped the bottom of the barrel. It's actually beatable.



Safe Haven

Most Thought-Provoking

Safe Haven ★

By Jimmy

I'm starting to find there's at least one map in a wad that's begging for contemplation of life and self-reflection. This one almost certainly fits the bill. Created for Major Arlene's cancelled "Near Death Experiences" megawad project, this does about a good a job as it possibly could

I knew Jimmy more as someone who had a workman-like approach to map design and

also a decent tendency towards comedy from what I've been able to see, but this throws all of that out the window with a strong artistic aesthetic that initially doesn't pull from traditional Doom whatsoever.

Basically, you start out in a relaxing garden in the skies. You're collecting keys for who knows what purpose but the music sounds as if though nothing can possibly go wrong. At one point, you come across a graveyard with various negative instances written on the tombstones. Like maybe you're in a place where

that means absolutely nothing.

Eventually though, you step behind the red door (in a cave because of course it is) to find yourself in a generic demonic temple room. Hit the switch inside, and find the landscape you are in completely transformed to something far more unsettling and largely dead as well. The music and graveyard tombstone's writings have thus been reversed to things which are more fitting to the new landscape. You'll have to hunt somewhat for supplies, but progression's fairly obvious so it's not at all frustrating.



Safe Haven

But that's missing the point of the wad's psychological impact. See, supplies are quite hoarded and while you get a berserk pack that can be useful to offset that, that starts becoming more difficult when you start encountering Revenants hanging around in seemingly inaccessible caves (I may have forgot about homing rockets at one point) and more troublingly, increased amounts of Archanotrons and Manicubi once you get the blue key. Speaking of, if you fall

while jumping here, you'll still be teleported to the beginning of the section, but you'll lose some health. Jimmy was perhaps too generous in having you lose only 4 HP, but then again, the challenge is not the point of this map, but rather what'll happen to you psychologically if you make any mistakes

At the end is a teleporter that seems to take you back to a safe haven. Yet, does any such thing really exist when it comes down to it? I think most of us know where we fall if we're living a somewhat lower-class existence at any rate. There ultimately little that's certain in life, and I ain't quoting Ben Franklin here because that quote is probably overly reductive, but you probably have some notion of what idea I'm getting at here.

All of that is to say is that this was extremely thought-provoking, and it's only natural that it should get the award

Deathstorm

By Worriedidiot

Boom-compatible. Maybe Worriedidiot should stick to making speedmaps....(well, ok, Map 20 of Half Moon Part 2 has a stupid gimmick, but meh) These are definitely more reminiscent of first maps than anything else. Starting with map 02, you have a nasty habit of encountering murders of Revenants with nothing but a Super shotgun and Chaingun to handle them. Not until literally the last encounter do you get a rocket launcher, which really sucks, especially since you barely have enough chaingun ammo for the Pain Elemental in Map 03, and much the wad has an ammo paucity before Map 06. I did like Map 02, a slime pit with nice use of verticality, but Map 04 seemed like an inferior imitator. On the plus sign, the

custom title screen/menu icon shows some inspiration.

Most Visually Distinctive

Mortal Mechanism ★

By DoomRevolver

GzDoom compatible, but don't use strict compatibility because some doors won't open. So this is quite an awesome map, 900 enemies or so but it doesn't turn into a slaughter until the very end. There all sorts of cool visual touches, (moving machine parts and such) that really give the feeling of a massive factory. It's hard to put into words how much effort is put into making this seem like a living, breathing place, even though it obviously couldn't exist in reality. The fact that many of the key-locked doors will either be near or in sight of their respective keys is a nice touch and doesn't force you to run around everywhere. Not to say it's simple, because this map is again, large and complex. If you come across a secret Megasphere you don't need, just hit the nearby switch to open the gate, and come back when you need it, likely before the final fight. There is a ridiculously large mob of pinkies inside a darkened area with a chemical or blood-red floor that will kill you many, many times if you don't know the direction to go to grab the invulnerability spheres. Though you'll probably have to do a ridiculous amount of clearing before you can access all of that. Did I mention you won't have enough cells for them, so you'll have to hunt around for some more? Good luck.

Juche in the Sky ★

By kuro_mahoh

GZDoom compatible. What is Juche? It is the North Korean communist regime's governing philosophy. The ridiculous

marching music you're greeted with when you boot this wad up should tell you all you need to know. According to the text file, demons following the ideology have overrun everything because Juche America and North Korea collaborated to build an aircraft. It's all a bit incoherent, especially as Juche translates to something akin to 'self-reliance' but anyways, you're in a largely wooden structure and find yourself facing down reskinned demons in bright colors(the Lost Souls' flames are now blue), all while listening to some Asian pop. And it is all glorious. Not too easy, but certainly not too hard either. Hopefully, some idiot doesn't take this too seriously and start ranting about the evils of Marxism. The groovy track that plays in the intermission screen is also kind of cool to listen to.

Generic Hell Maps ★

By Ricola102

Plays in GZDoom. Ignore the title because these are quite some inspired maps for someone who's just started. Starting with, the rock platform with the Imps in the first largew room of Map 01 is an incredibly cool feature. Map 02 takes place in a slime swamp with a heavy feeling of danger and Imp rocket opportunities while Map 03 takes place in a mansion with reflective floors in spots and a red mist that made vision difficult with whatever my brightness settings were. This last one was probably my favorite. They all managed to keep me on my toes though.

Blackout ★

By vdm1337

GZDoom compatible. 11 maps of solid vanill action not considerably more difficult than Doom II's early maps, with some decent music replacments to spice things up, along with the

Plasma Rifle and BFG getting dark gray makeovers. No particularly memorable encounters, but occasional structures hinting at setpieces, including a blocked-up door, a small rock garden containing a Supercharge, still show shades of visual talent.

There are some noticeable flaws. Besides a fair amount of texture misalignments, some of the teleporters will have to be entered a few times before they take you to their intended destinations, such as the teleporter in Map 05 that takes you to a hell cavern containing the red key card.

The biggest issue is probably the designer's penchant for making narrow walkways but placing no teleporters in the drink you can escape from. This is a particularly large problem in Map 06, a hell map stuck in the middle of a set of earth-based ones. It's the only one I died in if that tells you anything. But it's definitely not the only map with unnecessarily challenging navigation around poison. Maps 10 and 11 feature midi renditions of "Wake Up" and "The National Anthem", both incredible songs. I particularly enjoyed running and gunning in Map 10, which should last you just long enough for the entire length of the song to finish (though Brad Wilk's rhythm gets butchered in the transition). Map 12 concludes this set with a hell map, a gorgeous rendition of crimson rock framing a largely outdoor area. After getting a Cyberdemon and Mastermind to infight and killing the survivor, you enter some brick corridor and thusly blow apart the remaining enemies with your rocket launcher.

Ultimately, quite unremarkable (I'm not really down with Fava Beans-style wads), but with some strong and striking use of visuals.

ABOOSORD.WAD

By Bob Reganess

Well, here's a largely decent '94 map! (or I assume anyway, there's no accompanying text file and I'm not Doom historian, fight me!) It even replaces "Running From Evil" with an upbeat track that wouldn't be out of place in a Mario-style game! Essentially, you have yourself a basic, undetailed techbase most characterized by it's use of bluish overhang lighting and a pavender-tinged blue sky that genuely looks nice.

A somewhat interesting puzzle I doubt you'd get away with with modern Doom is the process of acquiring the blue key. It's located in a sort of central building with use of veticality not unlike Jim Flynn, you're basically just moving around through the different surrounding side hallways, killing Imps and hoping you don't miss the switch that opens a hallway with a berserk pack inside which leads to the red key. The fights with Revenants ain't half-bad either.

It's not without some ridiculous flaws though. The wooden doors which are the only way you can initially exit the starting area look far too much like the surrounding walls and as a result, the nearby Baron may eat your face a few times before you find this little factoid out.

But most ridiculous of all is the rectangular and massive outdoor courtyard with the two Cacodemons and the Cyberdemon and the red key at the far end. I'm not sure if you've tried side-strafiging Cyberdemon rockets at a horribly long distance, but good reflexes are a must if you want to get through without getting hit. Or I might just be better than I thought but I died three times in my attempt.

Sucker Punch 2 ★

By Rook

A wad that seems to have been well-received at the time gets a sequel. 8 maps of aesthetically-pleasing, kinetic, fast-paced action that demands you stay moving basically all the time. Pistol starting can kind of suck because you're not necessarily provided with the weapons to take out Revenant groups efficiently for example, but it was all very fun. 3rd map had the nastiest challenge (two Archviles and a hell knight/revenant bodyguard will attack you in the midst of a fairly small scale Revenant ambush, and you're screwed if you run out of rockets) and I died close to 20 times. This didn't happen very much though, but the maps still go by quicker than the blink of an eye. Did I mention there are certain light textures color-coded to give you a clue to the difficulty of the map you're playing.

High Climb (HICLIMB.WAD)

By Patrick McBride

Another 1994 creation and replacement for E1M2. Not a terrible map at all. Finding the secrets is pretty easy, and while the map's conceit is a little silly, it works well enough until you pass through what seems to be an exit, but you end up traveling through a few sudden transitions between texture styles and find yourself fighting a couple of Cybderdemons in close enough quarters to make Anders Johnsen blush. Oh well, at least you got a BFG for them.

E1M1 remake for ★ KV8VaVoom

By Elma-K

Self-explanatory compatability. A re-make of E1M1 for Doom II that remains surprisingly faithful to the original design, this map

really shines in showcasing some Brutal Doom-esque depictions of excessive gore, as there are lots of enemies and plenty of weaponry to take them on. You start off in what seems to be a bunker, as if though the demons managed to wake you up. Essentially, you traverse familiar locales with the areas the secrets were located in particularly revamped to give you that much more satisfaction. The vista of the combat armor looking out over the moon is particularly amazing, with the outdoor rocky area you can find the megaarmor in also impressive. Let's hope you don't waste too much ammo because there is an Arch-vile you'll have to deal with at the end. That shouldn't be too much of a problem though. Overall, good map.

Omen 1(OMEN1.WAD) ★

By Kathy and David Bruni

Now here's an actually well-designed '94 map! An E3M1 replacement consistent theme of a foreboding hell castle has a strong pervasively horror quality to it. The table with the human meat in the main room not far from the start and the vines you encounter in certain hallways (eat your heart out Mt. Pain) are among the little touches that show some inspiration. It's not perfect; it has a somewhat ungainly maze-like quality and a passageway you need to open to access the rest of the map is hidden behind a section of wall that might have a line marking a door on the left but is otherwise invisible unless you pull up the automap. Combat is somewhat amatrurish, but on the other hand, gunning down a Spider Mastermind and assorted

monster closet enemies with a plasma rifle while invulnerable is still stupid fun. For some reason, the exit room is completely unmarked, even if the map's length suggested the location to me.

FFD ★

By El Inferno

A decent slaughter map I guess, and one that'll satisfy those that consume anything slaughter-y. It's fairly ugly though, and the opening area is far too confusing. I also tend to feel like the last area's numerous sections of differently colored-water will draw some people's ire. On the other hand, I guess it's not so bad, other than El Inferno trolling you if you try to play on a difficulty below UV by seeming to more than double the monster count.

Visigoth

By Sonny Wasinger aka Conductor

Another Compuserve map, and dear god. The music's ok, but many or all of the enemy sound effects have been replaced with some incredibly annoying variants. Annoying because the map is dark, gray, and maze-y basically throughout. The start is quite rough, dropping you into lava and forcing you to move quickly, lest your health is below 10 percent by the end of this section. On the plus side, the double courtyard with the Spider Mastermind/Cyberdemon pair is nice for obvious reasons. But navigating's a real bitch, walking over various linedefs to trigger a wall in front of you or the opening to the red key in an

ugly place like this just sucks.

Killing Demons on Adrenaline ★

By Scrappy McDoogerton

Plays in GZDoom. Funky music and 666 monsters on Ultra-Violence. You'll probably want to play on a lower difficulty because the last ambush specifically is ridiculously overwhelming. I died around 40 times before I started to feel like I was making headway. It wouldn't matter so much, but unfortunately, it's not like cells are constantly respawning so you really have few options, especially as everything becomes so massively packed. HMP is definitely ideal. The futuristic tech design/music marriage is quite nice though. For a first map, Scrappy has a suprisingly good grasp on combat, so I can't complain too much.

Daedalus ★ (DAEDLUS.WAD)

By Mike Hardie

Another old Compuserve map, this is a set of 4 maps for Doom II with rather simple structures. It's not without it's flaws, but I liked the small visual touches. The small darkened room with the seemingly-drawn pentagram and hell knight in Map 02. The fort-type strcuture in Map 03. And the shrine and also, showdown with a Manicubi pair behind some pillars at the end of Map 04. Combat isn't too difficult as you might expect for something with less than 100 enemies for each map. Other than flaws that aren't hugely worth getting into though, it's quite playable.



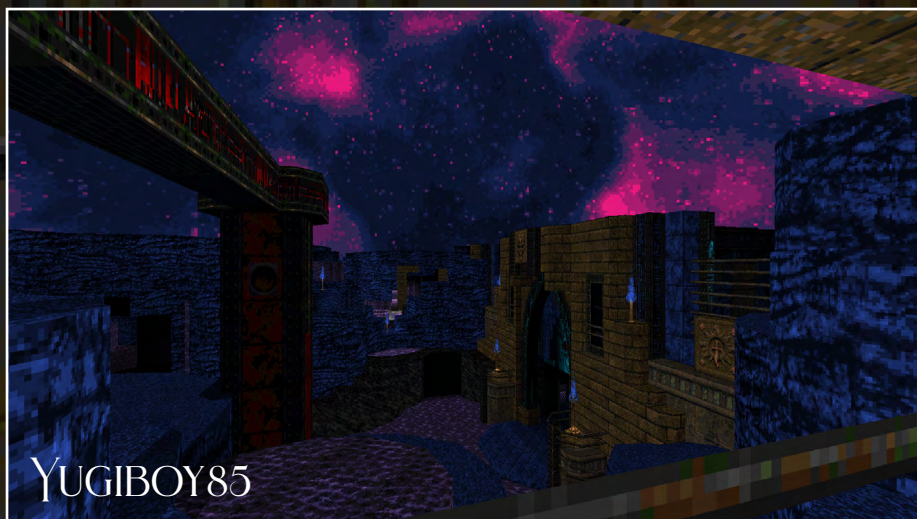


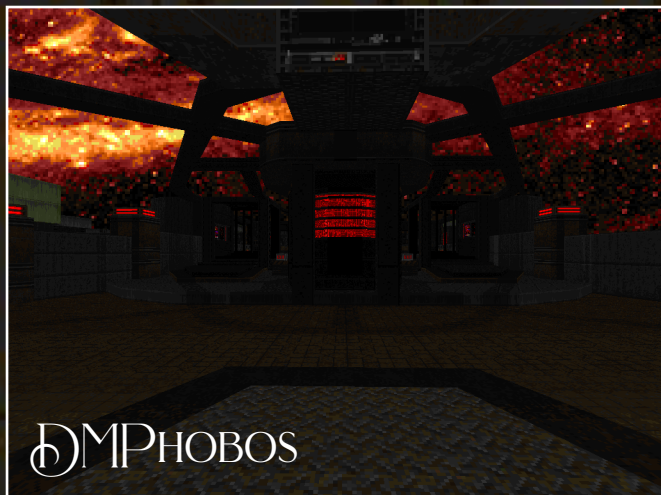
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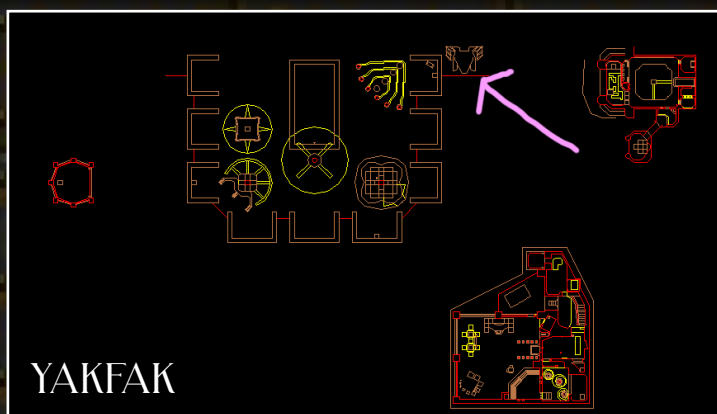


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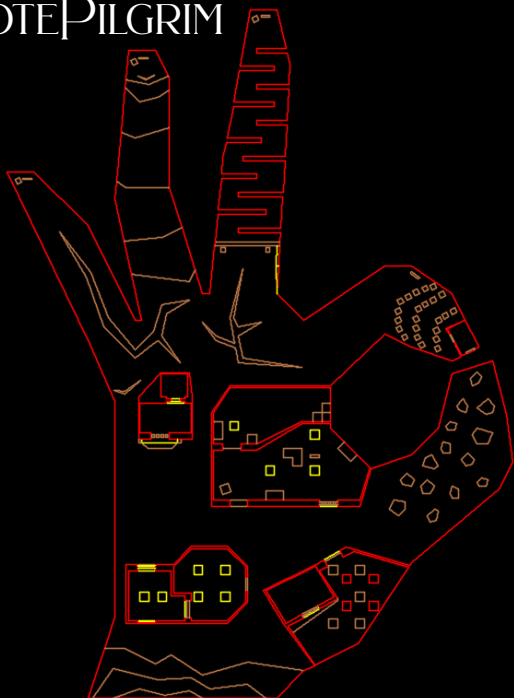








QUOTE PILGRIM



WALTER CONFETTI



THE GREEN ZAP

STALKER BLADE



NAFELIBETA



WALTERCONFETTI



REMMIRATH





EGGBOY

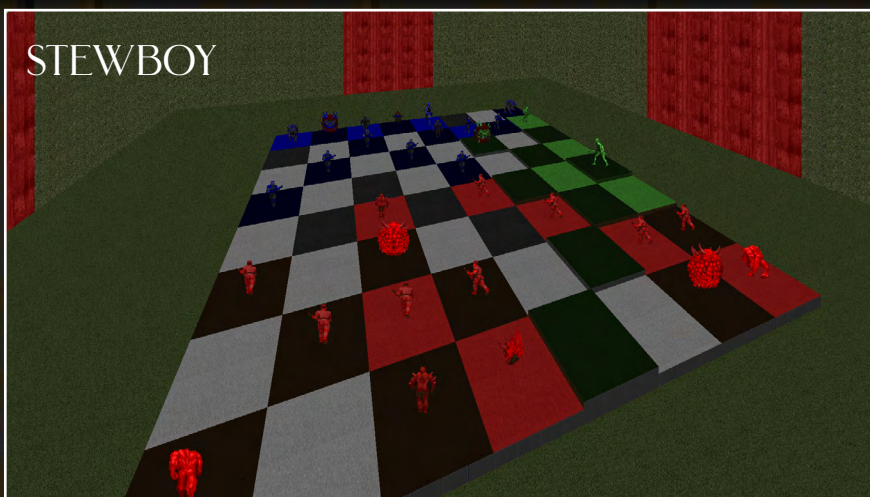


LUT

MATT FRIGHT



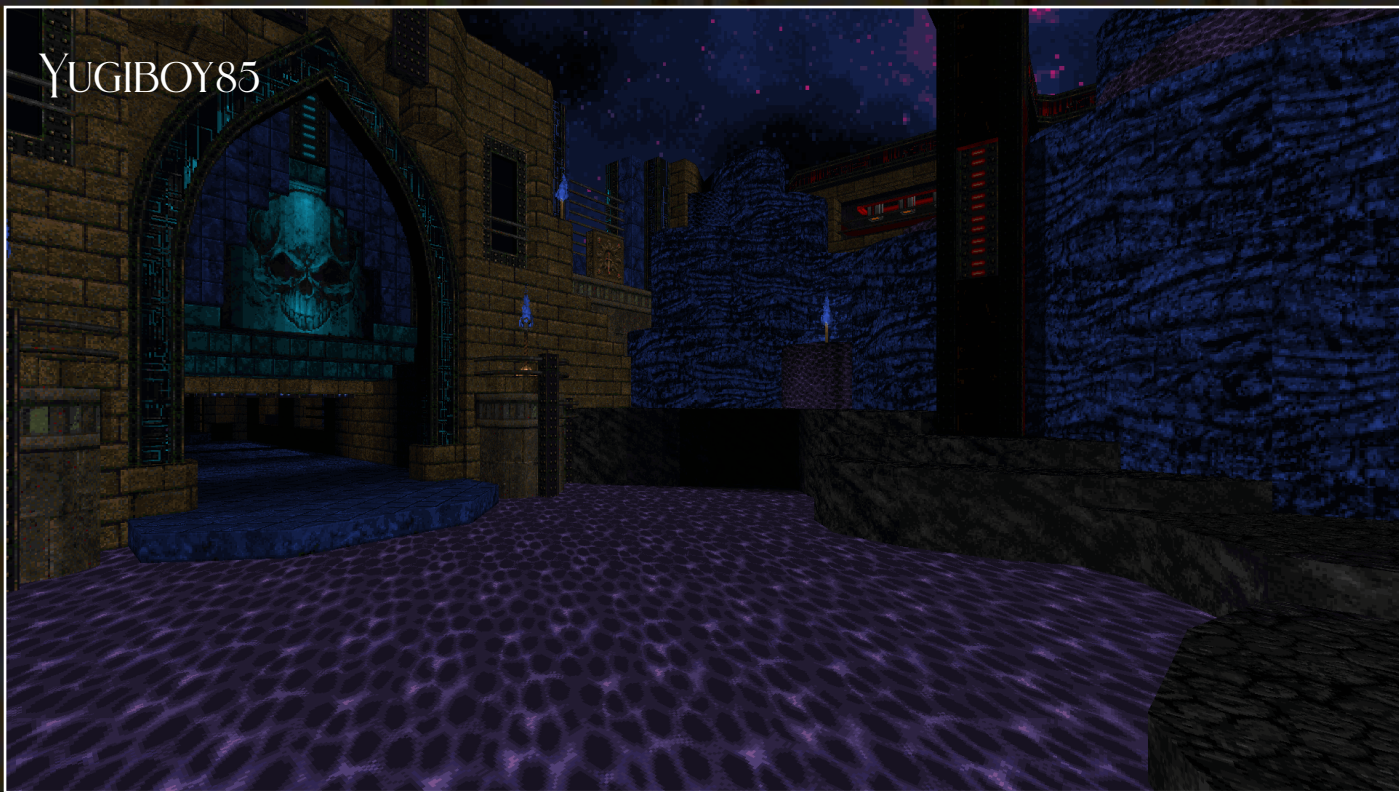
STEWBOY



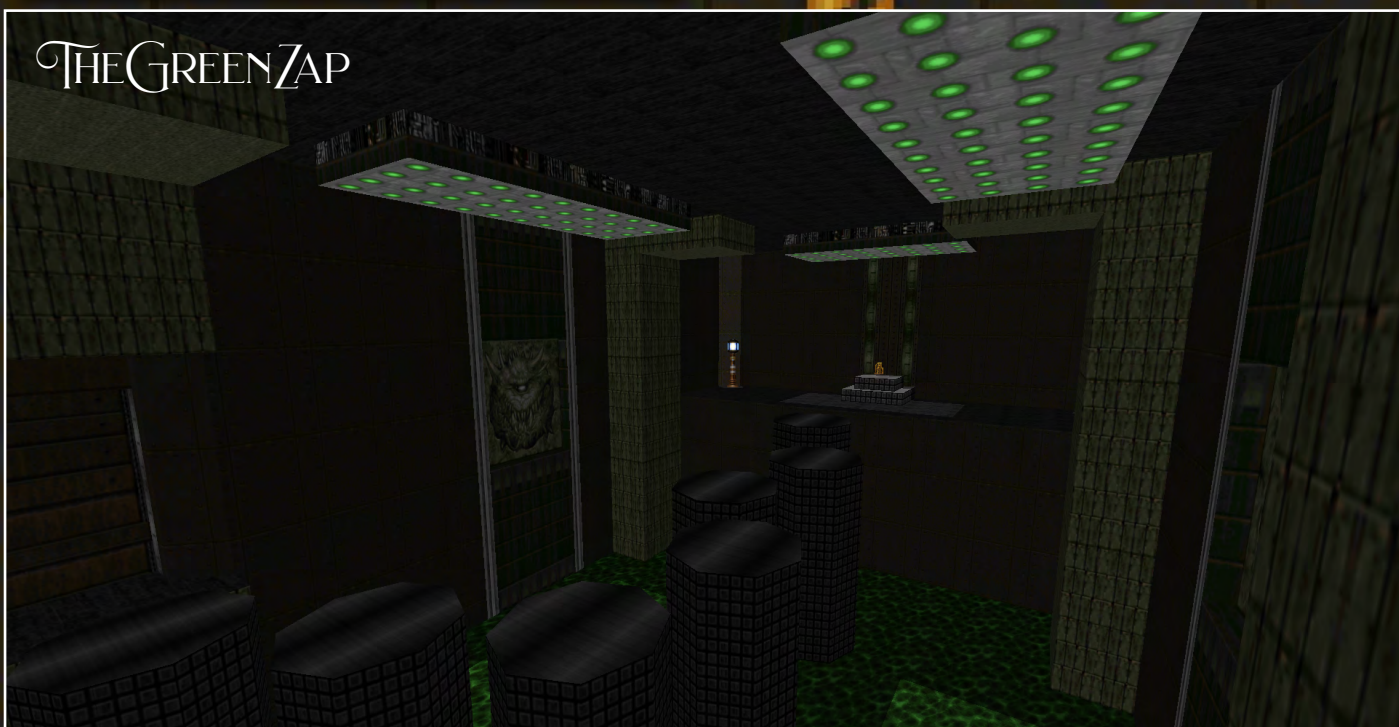
SNIKLE



YUGIBOY85

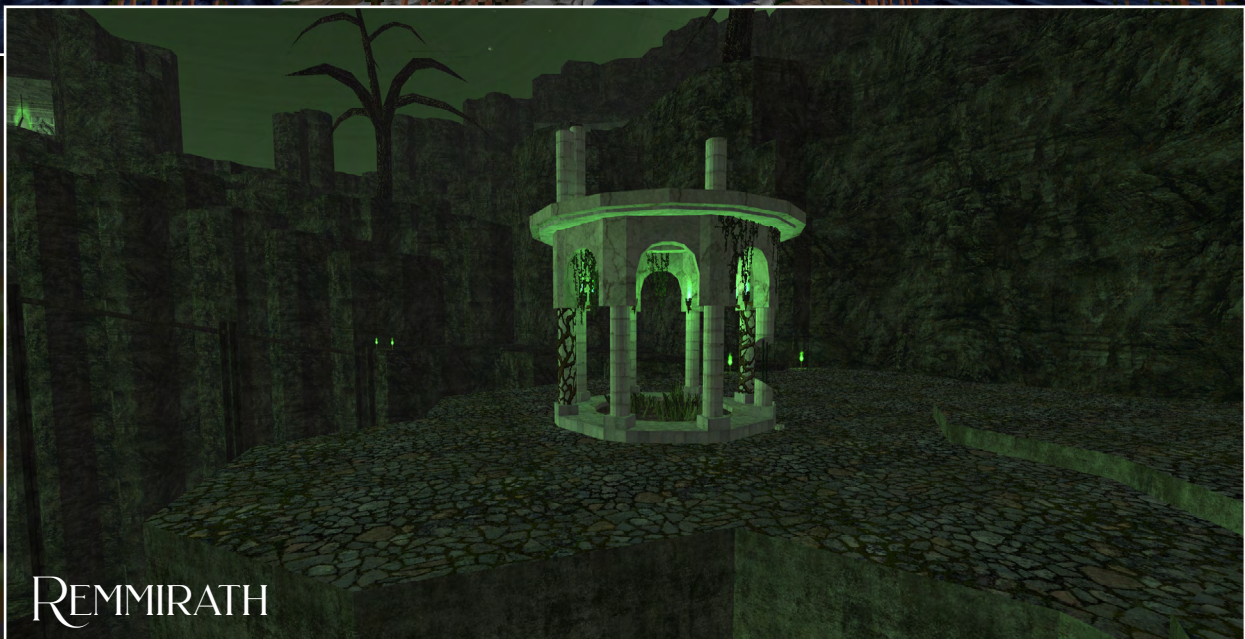


THE GREENZAP





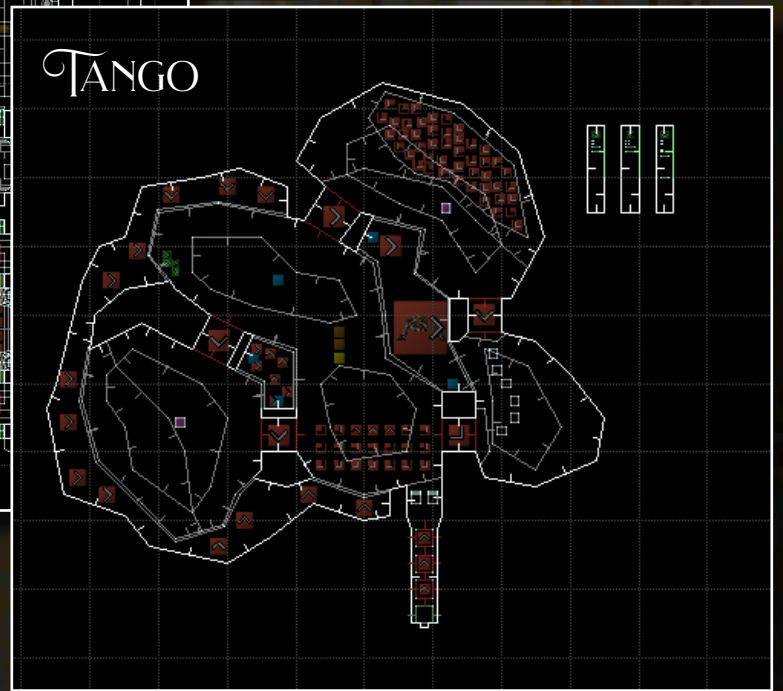
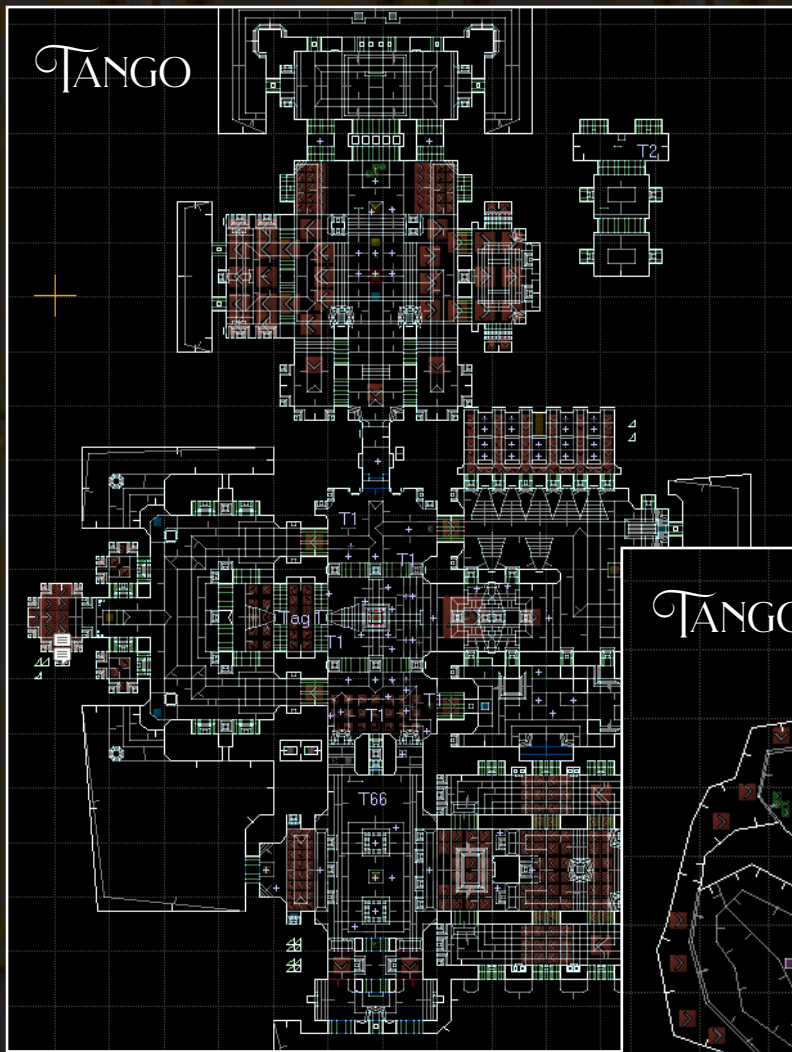
VAN DAEMON

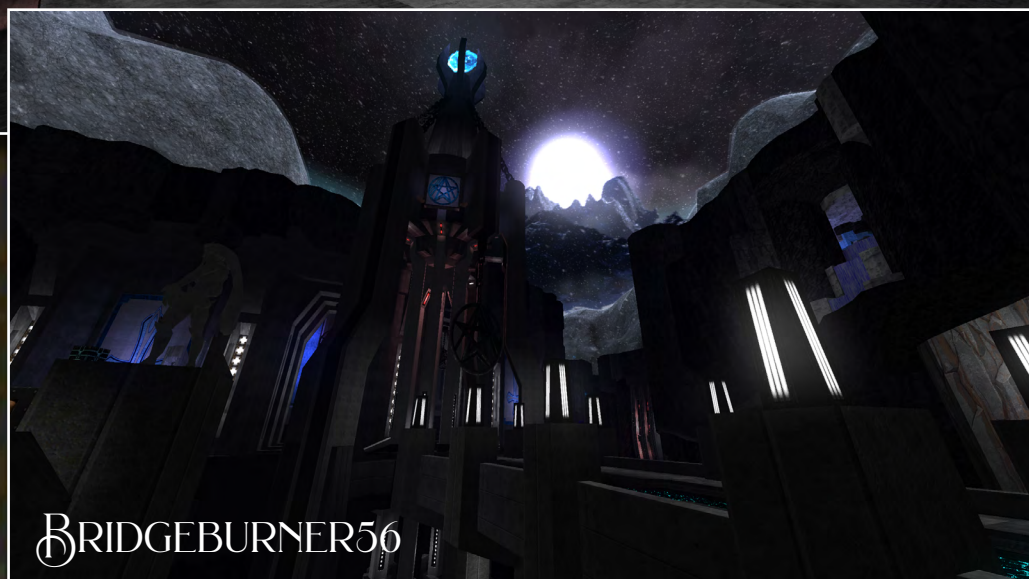
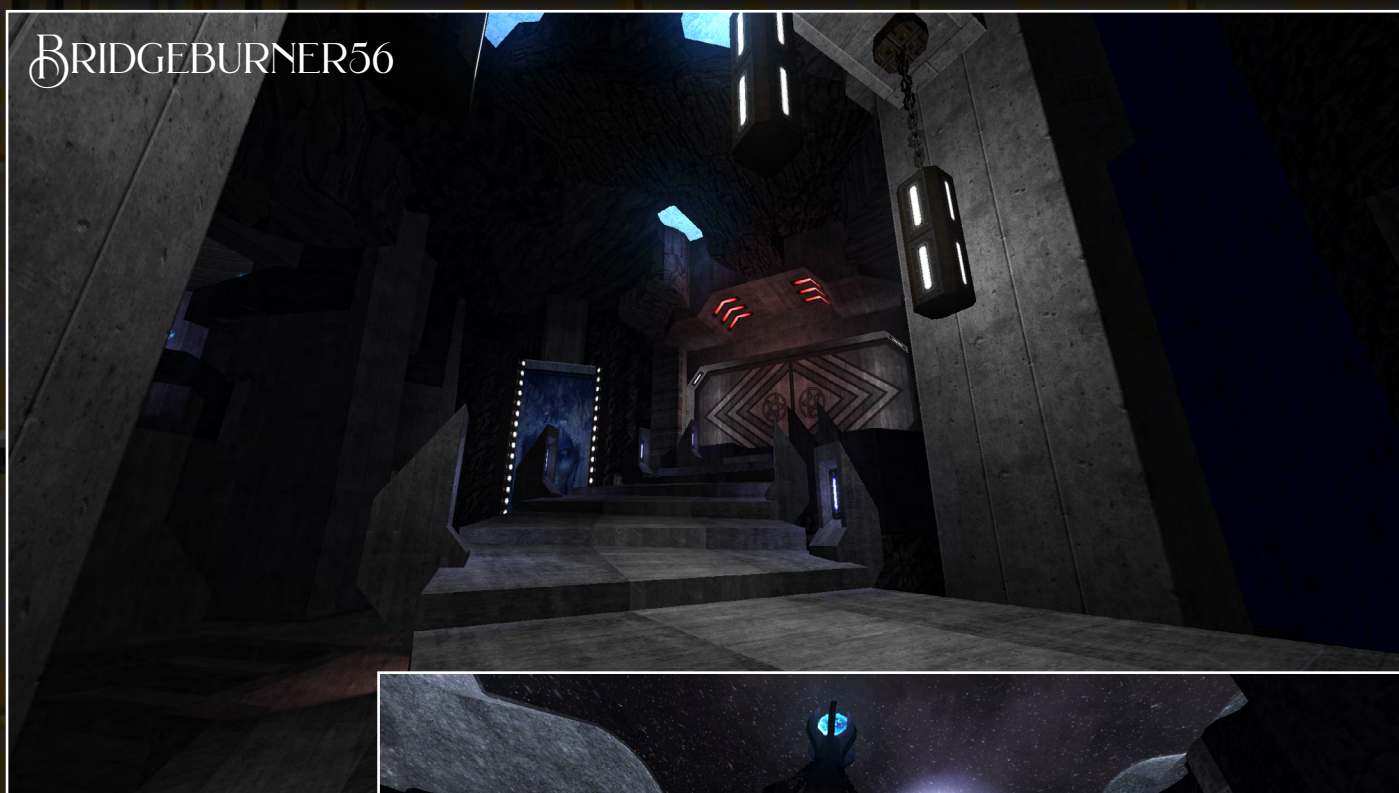


REMMIRATH



REMILIA SCARLET





LIQUID DOOM



SNIKLE



STEVE D



STEVE D



STORMCATCHER77



YAFYAK



SLOTH MARINE (CB)

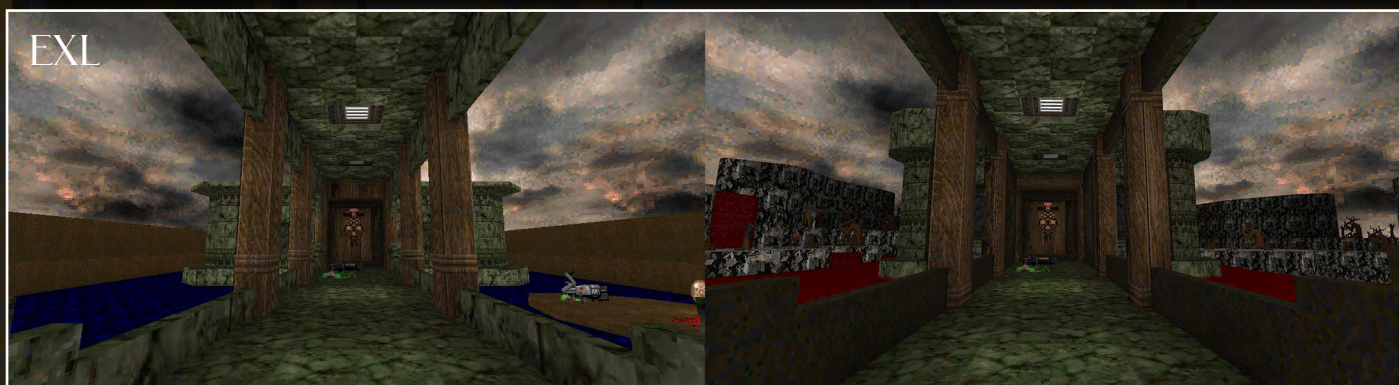


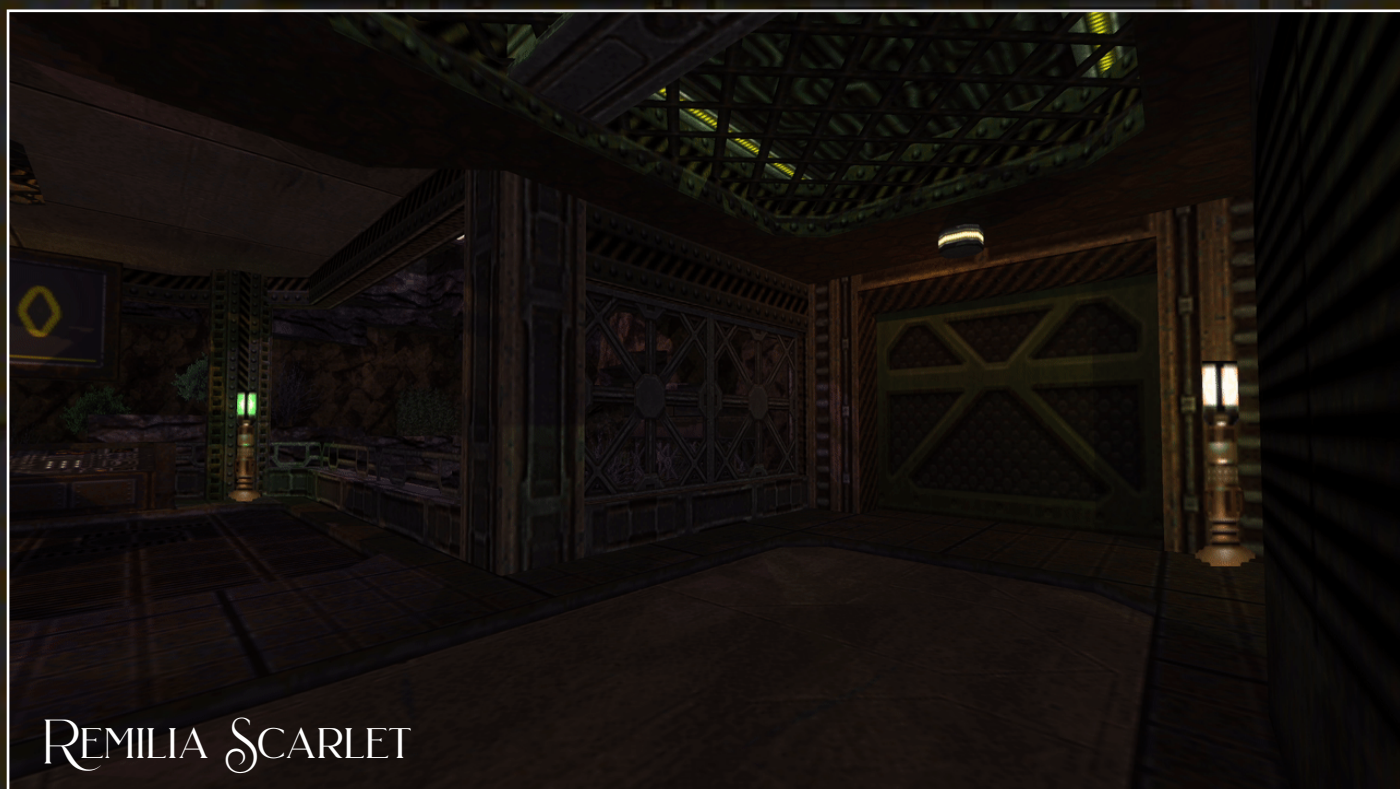
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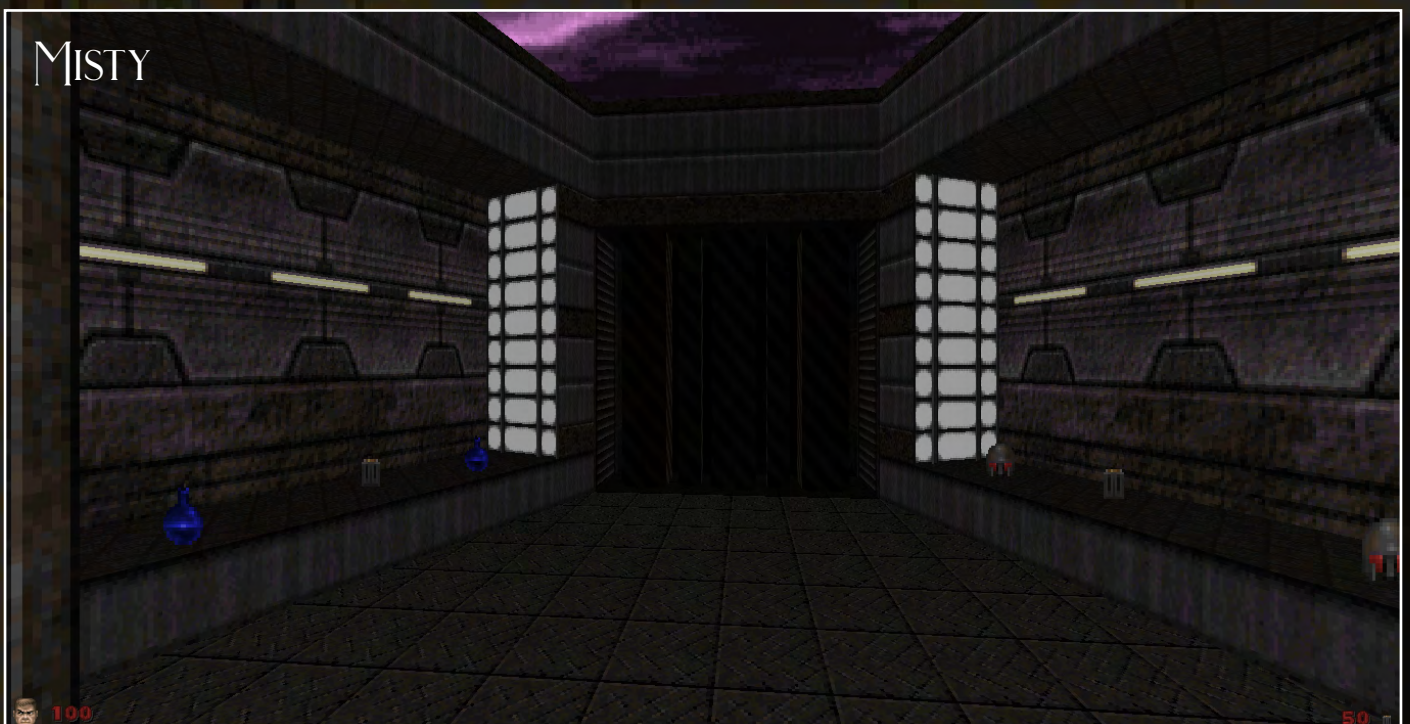


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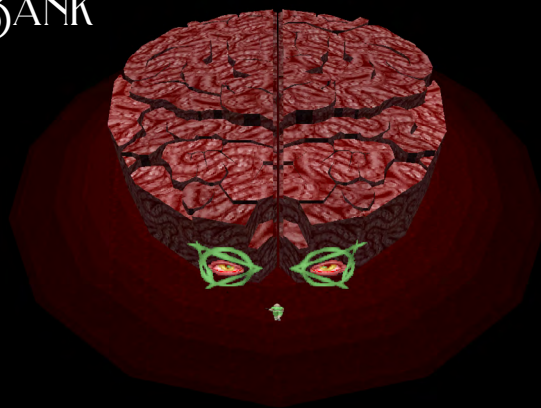




EGGBOY



BANK



CHAINIE



JAZZMASTER9

