

DECEMBER 2021
Issue 16

THE DOOM MASTER

WADZON

History of D!-Zone

Atmospheric Extinction - DBP23 (Evil Egypt) - Farewell 2021
Lo-Snow - UnMaking Remade - Doom Wad Challenge Club
SLUGFEST.WAD - A 2021 Doom Retrospective - Newstuff Guide
Console Doom Chronicles (Doom 64) - Purple Rain

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VERY SPECIAL THANKS TO:

Doomkid, Chris Hansen & Ryath, our friendly hosts.

4MaTC, Gaia74, Arrowhead and **Mistress Remilia**, big helpers and the mods of the *Wadazine* server.

4MaTC and **Nikoxenos**, the granddadies of graphic witchcraft.

Elend, designer of every single *Wadazine* logo and related.


Velvetic, for participating in our interview.

Lavenin, for our sweet cover art this issue!

Dasha W Frost, teksachi kobun, 1C3-SCR34M, KinoAgent,
and **SR388**, our community artists.

And to **you** our dear readers, we thank **you!**

CONTENTS



INTRODUCTION	PG. 4
FIRST PERSON SCAMMERS: THE HISTORY OF D!ZONE	PG. 5
BOOTLEG GALLERY	PG. 9
THE UNMAKING REMADE FOR DOOM 64 REMASTER	PG. 10
MASTER RECOMMENDATION ATMOSPHERIC EXTINCTION	PG. 12
CONSOLE DOOM CHRONICLES DOOM 64	PG. 17
IMPY'S PUZZLE CORNER	PG. 22
LO-SNOW	PG. 23
DBP 23 EVIL EGYPT	PG. 25
SLUGFEST	PG. 27
PURPLE RAIN	PG. 29
2021 A DOOM RETROSPECTIVE	PG. 31
DOOM WAD CHALLENGE CLUB	PG. 37
NEWSTUFF ON DOOMWORLD	PG. 41
NIMBLE NEWSTUFF MENTIONATIONS	PG. 44
DOOM COMMUNITY ART GALLERY	PG. 61
PICTURES GALLERY	PG. 64
FAREWELL 2021	PG. 73



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DESPITE THE DIFFICULTIES, the obstacles and the lost time, we are back, with everything and ready to move forward. The *Wadazine* presents its last issue of the year, which, despite having a little less content, brings with it a good amount of packages that I'm sure our fans will appreciate. At the same time, we are in the last days of the year so I want to take this opportunity to thank all our readers and supporters who have accompanied us this 2021, and of course, all those who have been with us since 2020 and maintain their loyalty. It's great to think that we have done 16 magazines in two years already. With the support of dozens of contributors, editors, and our magical designers, the *Wadazine* not only has life, but it has a real sense of identity.

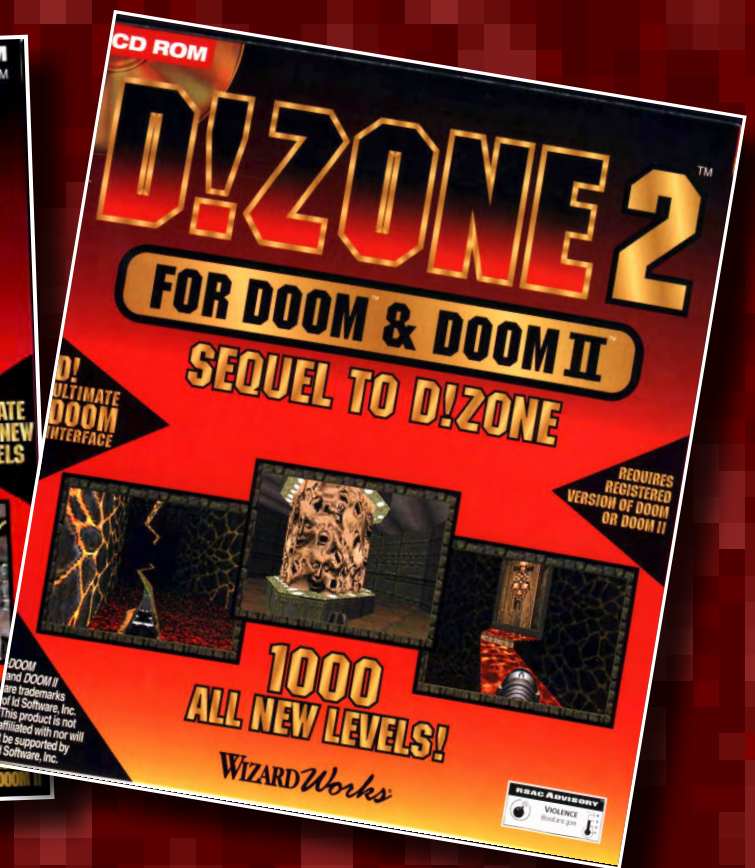
In this issue we bring you, of course, new WADs to play, interesting articles to enjoy, knowledge to learn and **Doom** to enjoy. The content we present is just a drop of what this community is capable of, and we celebrate that. Speaking of celebrations, **Doom** passed its 28th year this December 10th! While it was out of our power to release the edition during those days, we always kept the desire to give our favorite game a great birthday, and boy did it have one. On behalf of all of us, we have made this year one of the best for fan-made content.

Without further ado, welcome. We hope you enjoy. **Doom** on!

— *Endless*

SANTA-IN-CHIEF

CD-ROM

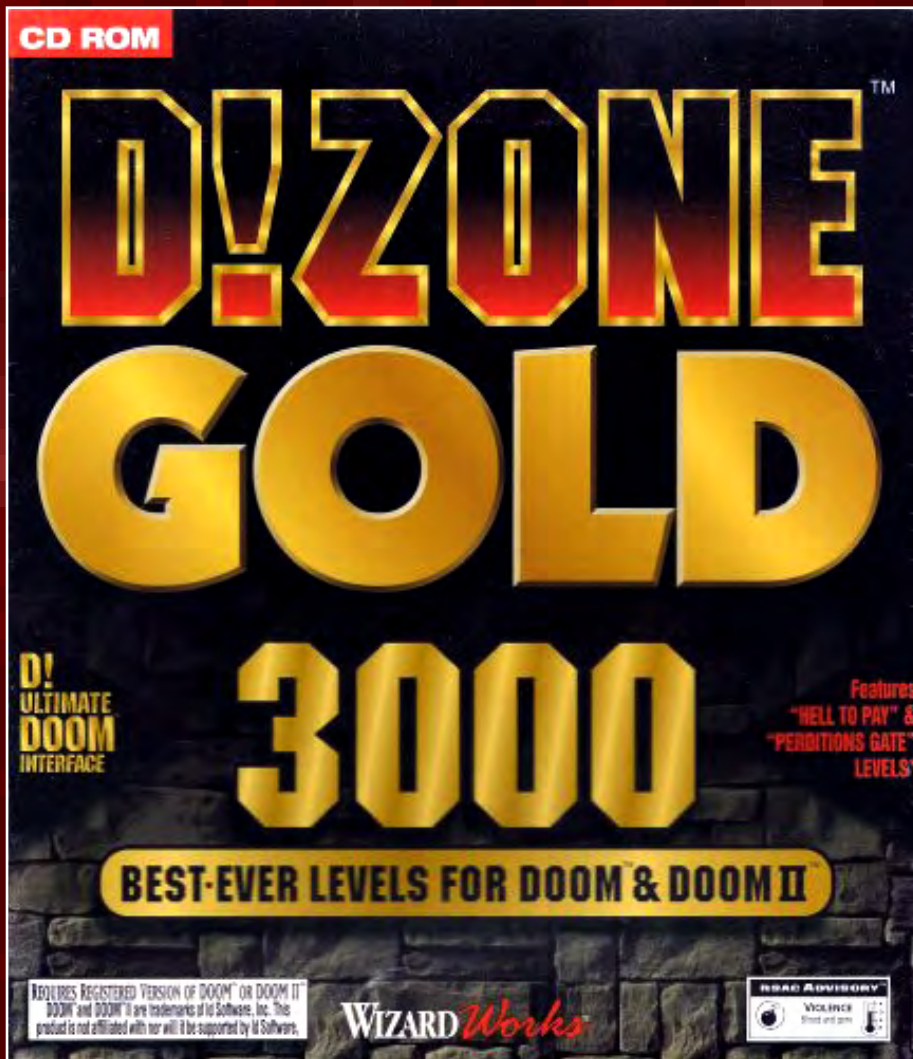


FIRST PERSON SCAMMERS

THE HISTORY OF D!ZONE

Article by Jake 'The Voice' Parr

“There was no quality control whatsoever here, they were quite literally just carelessly slapped on any trash they could get onto a CD for some easy pennies.”



PRACTICALLY EVERY FPS fan out there already knows how **DOOM** revolutionized gaming, entertained millions of players around the world, and is still being modded to oblivion after almost three decades. When its level editor was distributed to fans in 1994, one company decided to cash in on the craze by scamming the fanbase, thus inspiring countless others to follow in their seedy footsteps.

The *D!ZONE* map pack series was the brainchild of American-based company *Simply Silly Software*. Retro FPS fans may

recognize the developers as the creators of the mediocre holiday-themed expansion pack *Duke Nuclear Winter*, as well as the team behind the unreleased **Shadow Warrior** add-on *Deadly Kiss*. Released exclusively in the USA, *D!ZONE* contained 75 levels for both **DOOM** games, and was sold for \$15 in the USA. *WizardWorks* published the first map pack in 1995, a year after **DOOM II: Hell on Earth**.

Downloading files was a slow process back in the day. Fans were eager to post their levels

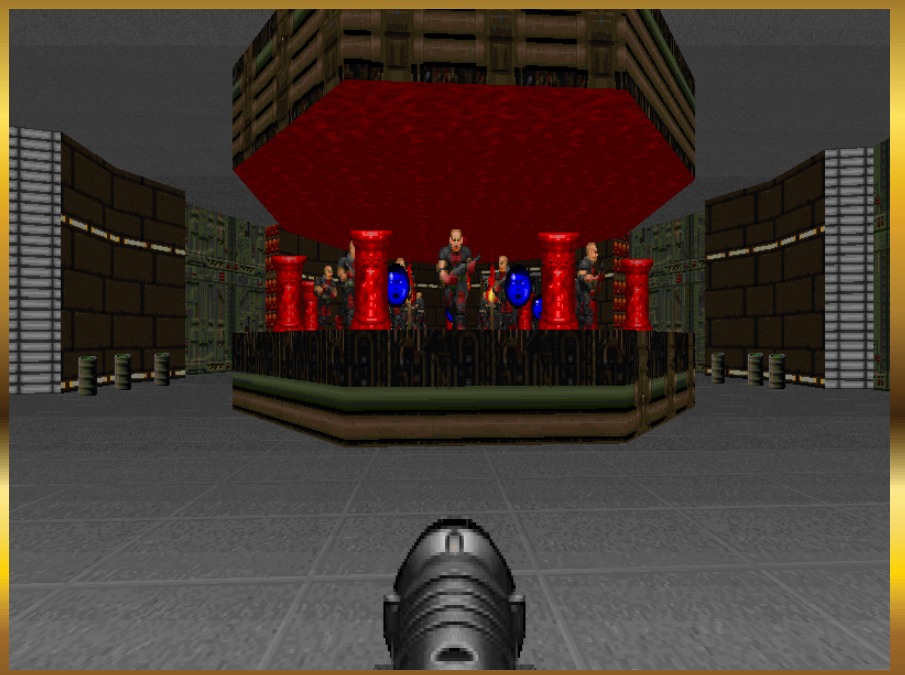
online, but it would take around 20 minutes to an hour to acquire a single WAD file. So, having a disc full of levels seemed like a no-brainer. What the packaging never told anyone was the fact that it was not authorized by *id Software*, thereby making it illegal to sell. Worse, the maps were stolen without permission from the internet! Then again, *Simply Silly Software* never said they made it all themselves; all of the original creators' documents can be found inside. *Editor's note: the content of these add-ons can be acquired legally since they're now abandonware.*

Those who were suckered into buying these were quick to discover the maps on offer were absolute rubbish. Some were little more than altered versions of the original levels. The rest suffered from amateurish level design; misaligned or missing textures, uninspired layouts, ridiculous amounts of power-ups, unfair amounts of enemies, and missing exits were just some of the nitpicks that kept cropping up in these missions. There was no quality control whatsoever here, they quite literally just carelessly slapped any trash they could get onto a CD for some easy pennies.

In spite of all this, *D!ZONE* was still quite popular, and *Simply Silly Software* continued to swindle more players with additional releases. Later entries even featured fake screenshots on the box art, fooling people into thinking the graphics were more detailed than ever before.

Disclaimers were included, yet these were so small that no one would've noticed at first glance. Clearly they were not above crafty, underhanded moves like these.

D!ZONE featured a level launcher that allowed players to play levels in any order they wished. Future editions even included additional tools that allowed players to swap the sprites for guns and enemies, implement new sound effects, etc. You could create network servers for online play, and even convert levels for **Heretic** or **Hexen**. For the time, this was a very nifty and flexible toolkit. As a side note, the default name for the player in the launcher was 'Demon Slayer' – not too far off 'Doom Slayer', coincidentally.



Later copies of *D!ZONE* were given extravagant titles like "*D!ZONE Gold*" (which included 16-level demos of *Hell 2 Pay* and *Perdition's Gate* by *Wrath Corporation*, two fantastic mega-WADs that shared the same publisher) and "*D!ZONE Collector's Edition*". While the box art promised hundreds upon thousands of levels, these figures were usually rounded up. For instance, the *Collector's Edition's* box art gleefully exclaimed it

offered over 900, when in reality there were 751. A few editions were released on floppy discs and for Macs as well, while a deathmatch-centric release also found its way onto the market.

D!ZONE inspired other no-name companies to release their own shovelware CDs. Some of them only loosely hinted what game they were compatible with, e.g. "*Demon's Gate 666*", while others had some atrocious,



amateurish cover art that barely had anything to do with shooting demons. *id Software* decided to make their own back in late-1995 with **DOOM II: The Master Levels**. The company reached out to the most skilled mappers of the time for permission to implement their work on this release. This was compiled alongside the **Maximum DOOM** disc, which was made up of 3,201 awful fan-made maps. *Simply Silly Software* didn't just stick with **DOOM**. They went on to create authorized map packs for other popular shooters like *Duke!ZONE* for **Duke Nukem 3D**.

Eventually, they attempted to create their own original missions in future releases like *Duke!ZONE II*, *H!ZONE* (**Heretic** and **Hexen**), and

Q!ZONE (**Quake**). Most of their own creations were hardly better than the levels they stole from online. Sadly, there's no information out there to say how well these products sold, or how long the company lasted before closing its doors.

Game companies these days have tried to milk the market with DLCs, loot boxes, microtransactions, and other shady deals. How times have changed, eh? Unofficial map packs like *D!ZONE* were undoubtedly a product of their time, but, mercifully, nothing of the sort was to be found in the new millenium onward. Gamers have become more vocal and perceptive than ever, and companies are more desperate than ever to maintain their public image, too.

Thus, quality prevailed over quantity, and the games industry learned that sleazy tactics – much like what *Simply Silly Software* pulled off with this one – would not slip under the radar as easily as they did in the past. They may have gotten incredibly lucky, but the unsuspecting **DOOM** community who swiped up their products by the thousands were most certainly anything but.



This editorial was written by **Jake 'The Voice' Parr** for issue #9 of **E1M1 Magazine**.

Please consider purchasing a physical or digital copy at e1m1magazine.com

Bootleg Gallery

a look at some fake and illegitimate Doom products!



AT THE STROKE of the last new year, the *UnMaking* was unleashed. This was the second-ever custom megawad (first being *Beta 64*) for **Doom 64**. It's creator, *Scwiba (Ryath)*, pushed the limits of creativity by setting up puzzle-like combat with abstract visuals. Given the madness portrayed in the story of **Doom 64** (and the prelude to the modern **Doom** series), this situation fits well within those themes of mental instability. The *UnMaking* would earn a *DMW Master Recommendation* award for its triumph in level design. But *Scwiba's* journey with this project did not end there.

The *UnMaking* was built for the *Doom 64 EX* port which has not been updated in seven years. Despite its lack of recent updates,

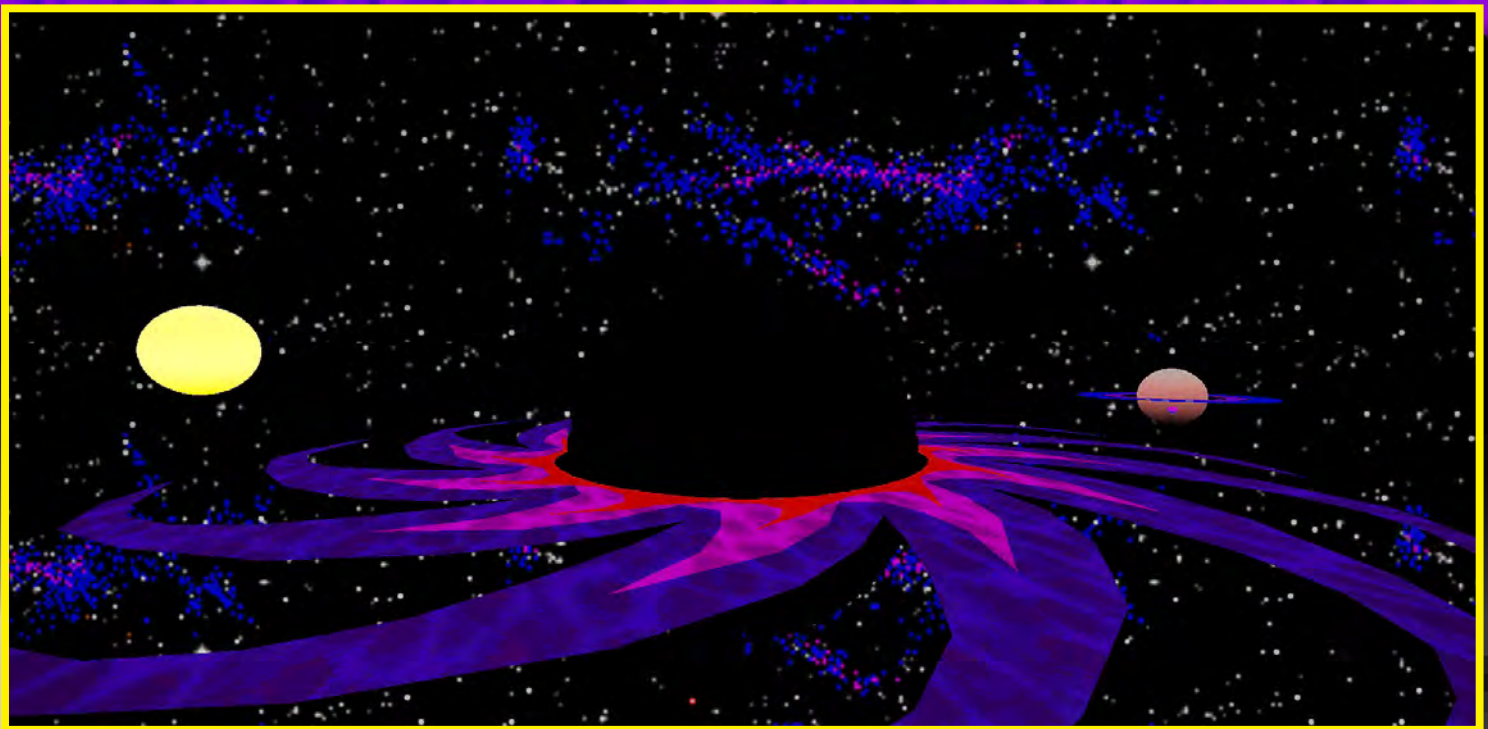
EX has been a workhorse in the **Doom 64** community and still has the most custom maps. Unfortunately it is becoming difficult to play on some modern computers and can experience jittering issues. Thus many clamored for a port of the *UnMaking* to the more-recent *Doom 64 Remaster* and *Scwiba* was determined to provide. If successful it would be the very first megawad for the *Remaster*.

It took eleven months of labor with some necessary breaks for sanity. In the process, *Scwiba* discovered differences in terms of scripting between *EX* and the *Remaster*. And to make matters more challenging, the custom graphics that *Scwiba* used would crash the *Remaster*. Perhaps if the true nature of



Only For

"FROM TWISTED TECHNOLOGY TO PSYCHEDELIC GEOMETRY, THE BONUS MAPS COVER THE GAMUT OF WHAT MADE UNMAKING SO SPECIAL..."



THE UNMAKING REMADE FOR DOOM 64 REMASTER



the difficulty was known at the start, the porting process may not have begun or even thought impossible. However in April, an IWAD patching method was developed which allowed the *Remaster* to load in *Scwiba's* custom graphics and avoid other bugs. With a few small exceptions, *Scwiba* was able to port over every map faithfully. Through this struggle *Scwiba* has become the foremost master in *Doom 64 Remaster* mapping. To reward those who patiently waited, *Scwiba* included a special bonus for this edition of the *UnMaking*.

The *Doom 64 Remaster* has a special set of extra map slots set aside for the "Lost Levels." *Scwiba* took advantage of this to make brand new bonus maps. Now the total number of levels has increased to 40. A megawad becomes even more mega! These maps have nostalgic references to the main campaign, thus if

you haven't played through the main campaign yet, then do it! From twisted technology to psychedelic geometry, the bonus maps cover the gamut of what made *UnMaking* so special. If you are able to survive them you will face the most destructive celestial object in the universe. The only thing which threatens it is its own gravity well. But on the other side is an unending reward.

If this is your first time playing the *UnMaking*, expect a difficulty about one to two levels higher than the base game. Your mind will be challenged just as much as your reflexes, so exploration of creative strategies is recommended. And do not forget that quicksaving is an option. There are surprises around every corner in the *UnMaking* and it is a mystery worth unraveling!

- IMMORPHER



Atmospheric Extinction

The world is a
decadent mass,
Out of space and time,
Reality trembles to
the ground,
Life returns to dust,
An extinction at the
atmospheric level.
Can you stop it?
Before they stop you?



9 BOOM MAPS BY VELVETIC

Are you one of those crazy **Doom** fans who played *Eviternity* and fell in love like me? Do you appreciate the work and passion with which *O TEX* was made? Do you like detailed levels full of narrative depth? Do you appreciate WADs divided by thematic episodes? DO YOU LIKE **DOOM**? Then you will love *Atmospheric Extinction*. This is a WAD of 10 maps created for *Boom* divided in 3 distinctive episodes by a sweet visual theme. Created by the great *Velvetic*, it's his public debut in the **Doom** community, and

boy has he left a mark that I'm sure will inspire many, because for me, it's an inspiration full of fascinating creativity and fun levels, as exciting as fantastic to admire and, above all, balanced to welcome all types of players who wish to put their heads in the deep and beautiful world of WADs.

As I mentioned before, this WAD is directly inspired by *Eviternity* designs and maps, but manages to create its own levels with a clear and distinctive theme that takes the essence of *Eviternity* without copying direct influences. It is, in my opinion, a well-done homage to one of the

greatest megawads ever. This is a historical piece that manages to recreate the best of the best in a creative and ridiculously fun way. Each level is a blast that you will enjoy from start to finish, in a sort of narrative journey where reality itself has been altered by the fruits of hell. Of course, hell seems to be a great artist if the

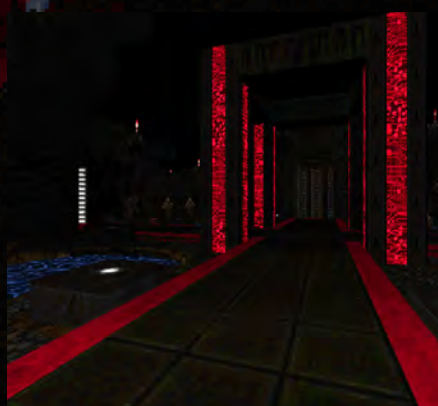


reality it modifies looks this good! Each level is as distinctive as the last and as you progress, you feel like you're in an adventure full of life, danger and action. From the first moment you set foot in the depths of *Atmospheric Extinction*, the first thing you'll think is: Damn, this is epic. Epic, I think, is the right word to describe this great adventure. While the word epic is usually associated with gigantic and fascinating magnitudes, I like to associate it rather with powerful, strong and impactful emotions. This WAD makes you feel like that; as if you were an epic warrior traveling through an epic adventure in epic combat against epic demonic forces. Wow, that's a lot of epics, take a shot for every epic you read, I bet you'll end up in an epic state. Ok, don't do it. Back on topic, did I say *Atmospheric Extinction* is epic? Because it is. Fun from start to finish and full of variety, I'm sure you'll find a map, or an episode, that will quench your hunger and thirst for levels of superb quality.

You may think that 9 (plus 1 credit map) is too few, but the truth is that each map has its own considerable size that, although not exactly gigantic, will offer you many hours of entertainment thanks to a good depth of design that makes the WAD feel multidimensional. After all, Velvetic wanted to create an adventure where you travel through different time planes, explained in part by its mini-story, and boy, did he succeed. There are a total of 3 episodes, 3 maps per episode, and each of them has a distinctive and solid theme that presents a nice freshness with each new playthrough. The

first few maps are clearly inspired by the early *Eviternity* maps, creating a cool combination of nature with *OTEX*-style tech-base, which adds a fascinating touch to a mix that fits like a glove. Add to that a new palette of soft colors and you have a design that, unexpectedly, conveys a fantastic vibe of calm in the midst of intense combat.

The second episode turns up the vibes in a gothic and medieval world, throwing you into abandoned castles and time-



forgotten ruins. A world full of history, steeped in details that make your imagination soar, so fantastic that it makes you want to play a *D&D* adventure within the levels. The difficulty increases as you advance and here things will begin to fill with fantastic and well-designed details. *MAP05: The Twelve Monarchs* is one that will leave you amazed, whether it's horror or fun!

The third and final episode is as magnificent as it is brutal. Don't worry, it won't overwhelm

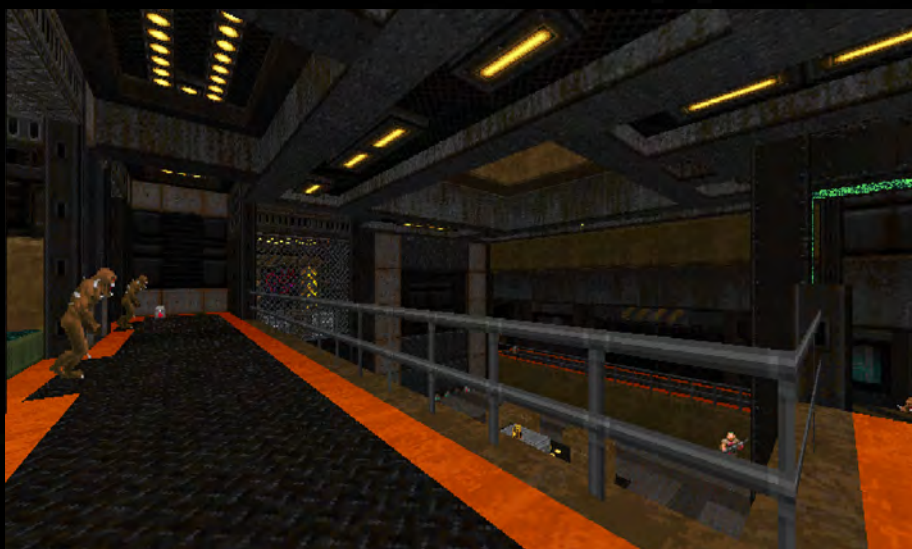
you (or maybe it will) but it will give you a solid challenge. The blood is steeped in a crimson and abandoned theme, full of shadows and magnificence. A world left behind, filled with the scars of war and combat between forgotten civilizations.

It will be simply great from start to finish; an adventure full of cool maps that will make you drool. Personally, *MAP06* is my favorite and one of the best maps I have ever played. It manages to create such a varied and complex atmosphere without overwhelming or boring you, that I think you will feel like in an epic odyssey.

But of course, no WAD is complete without gameplay, and what can we say but that this is a WAD with excellent gameplay! At first, I was slightly worried that the WAD would devolve into a more slaughter-ish style than necessary, but I was proven wrong when playing it. It is full of excellent combat scenarios that combine different styles with cool surprises. The gameplay is, for

“Velvetic wanted to create an adventure where you travel through different time planes, explained in part by its mini-story...”

the most part, linear, following a clear progression that escalates as you progress through the maps to surprise you face to face with excellent and thoughtful challenges, full of unique personality traits. The maps start off smooth, but gradually reveal themselves to give you a party of high proportions, so expect a



well-designed but fair challenge, where you'll be engulfed by enemies on all sides under a sweet symphony of destruction. Luckily, if you prefer a more relaxed gameplay, you can always lower the difficulty and enjoy the encounters in a more chill way, but of course, playing that in Ultra-Violence is probably the best possible way, as it will fill you with adrenaline under a constant rain of fire. It will make you feel like *Batman*, I mean, *Doomguy* in all his glory.

If you want more excuses to play this WAD, then do it because of the fascinating soundtrack. Created by *Velvetic* himself, it comes in two options: classic MIDI and an HD version designed to give you the best possible experience. The WAD plays well on the most popular *Boom-compatible* source-ports, and boy, will you do yourself a favor by enjoying that great music. A destructive, ambient beat ready to fill you with the desire to play it. *Velvetic* has really gone over the top. Extra mile towards greatness.

Atmospheric Extinction is great. One of the best WADs of the year and certainly one that will echo in the future. If this is a sign of what *Velvetic* can do, then we are looking at one of the future icons of the mapping community. A select passionate individual who knows how to use his skills to the fullest. The *Doom Master Wadazine* is proud to recommend this great WAD. Enjoy it!

And of course, as you might expect, here is an interview with the author himself. Welcome, *Velvetic*!

INTERVIEW WITH VELVETIC

Velvetic, you seem to have attracted attention as one of the most promising mappers of 2021! What is your history of creating maps for Doom? When did you start?

V: I started back in 2013 after downloading a copy of *Doom Builder 2* to mess around a bit, and I actually fell in love with making maps for **Doom** very quick. It was so mind blowing

the thought of creating something that I could play/share, and it's what drives me to make maps to this day.

Back then I had no idea what was the difference between mapping formats, so my mapping journey began with a naive attempt to make a full megawad in **Hexen** format for *ZDoom*. My ambitions were extremely high, and I wanted to make THE most epic journey across some abandoned factories, graveyards, and castles. With custom monsters, weapons, sound effects, and even an original soundtrack. Safe to say, it didn't work out at all. The maps had bad layouts, the texture work was amateurish, the custom monsters and weapons were never even added, sound effects that didn't match the atmosphere, and the soundtrack was a failure from day one.

Kinda wish I still had those maps, they were full of problems, but I did enjoy working on them.

Prior to this, you only released one WAD in Doomworld, exclusive for Eternity Engine, which tells me you've been making maps in the shadows for quite some time, why did you decide to make 2021 your premiere year?

V: I guess it was mostly due to the pandemic, I had a lot of free time work on maps in 2020/2021. Oh yeah, "*By and Down*" was supposed to be sort of an *Eternity* version of "*The ZDoom Community Map Project*" that failed to attract anyone other than me. The other maps of mine that actually saw the light of day are in *Nova II* (MAP03 - *Deep Water*, MAP10 - *Analyzing the*

Cause, a collab map I did with *Impboy*, and *MAP19 - Cry of the Archvile*) and *Mutiny* (*MAP15 - Breaching the Unknown*, a collab map I did with *dt_*) back when I went by *KevinHEZ*.

My contributions to *Nova II* were originally from another project called *TNT: Project Geryon* which was led by *mrthejoshmon*, that after some months was cancelled, soon after *Impboy* transferred our collab map to *Nova II*, and I decided to do the same to my solo maps. I was having problems with my computer at the time that prevented me from making tweaks during the feedback stage, *Doom Builder 2* was crashing at start due to some framework issues that eventually required a clean *Windows* installation, also the reason of why I don't have my older maps anymore (Backing up stuff is crucial). So, I asked *dobugabumaru* who was leading *Nova II* to make whatever he wanted with the maps, I don't think he changed that much of "*Deep Water*" other than some questionable monster placement that it had and the dumbest switch ever that I'm glad got changed. "*Research and Development*", was an easily forgettable techbase map that in his hands became "*Cry of the Archvile*", in which I still don't know why he didn't credit himself on basically changing the whole map for the better. I'm forever grateful for *dobu*.

With the computer issues sorted out, I came back during *Mutiny*'s development in which I quickly joined after being unable to map for almost a year. I was paired up with another mapper at first,

but if I remember correctly, they had to pull out the project due to real life stuff. I was quickly reassigned another partner, *dt_*, a mapper that now I see as one of my inspirations for how well they can map and detail areas completely aware of every limitation. "*Breaching the Unknown*" began while I was experimenting with making odd angled geometry around the red keycard area, and quickly sprawled out into this deep, corrupted underground techbase with some nasty fights courtesy of *dt_*.

After those map contributions, I did some music contributions for *THT: Threnody*, *Revolution! MIDI Pack*, *Bloody Rust*, *Bloody Rust 2*, and went into a huge break from releasing anything. Two failed projects came and went during that time, a *Doom 64 Ex* mapset called "*The Ascending Pendulum*", and an unnamed *GZDoom TC*. My desire to release something never went away, so in 2020 I decided to finally focus on making a mapset that would get released someday, and here we are!

Atmospheric Extinction is a total blast, love it, did you have any particular inspiration for this *WAD*? Who or what inspired you?

V: I'll always say that 70% of this *wad*'s inspiration is from *Eviternity*. When playing it, I was completely enchanted by the sheer beauty that was on display, and once I finished it, I was struck with this immense desire to map that I've never felt before. The pacing of it was extremely enjoyable, the

visuals were stunning, and the soundtrack was one of, if not the best I've ever heard. If *Dragonfly* sees this, from the bottom of my heart, thank you for making *Eviternity*, I can't even begin to describe how it influenced my creative stuff in general.

20% is purely *skillsaw*, he's simply one of the best mappers around. Played *Ancient Aliens*, *Valiant*, and *Heartland* during *Atmospheric Extinction*'s development and they had a huge influence on it as well.

10% is shared between *stewboy* and *Jimmy* for their amazing music work in the community.

How long did you take to create all these maps?

V: Took around a year of work, but if we include the time that some of the layouts spent laying quietly on my hard drive, probably 5 years. *MAP01*'s layout dates back to March of 2016, while some of the layouts came from those cancelled *Doom 64 Ex* and *GZDoom* projects I mentioned earlier.

OTEX has been quite popular in recent years, what made you want to use it?

V: Been wanting to use *OTEX* since I first saw *ukiro* sharing some pictures of them on the "Post your **Doom** textures!" over at *Doomworld*. *Eviternity* just sealed the deal.

Atmospheric Extinction also has its own soundtrack composed by you, tell us, how did you create the music?



Since I wanted both a MIDI and a fully produced soundtrack for the mapset, I started by making the MIDI's in *FL Studio 12* while I was working on the maps, so that the music was purely influenced by the maps themselves. After the MIDI's were completely done, I'd start a project file in *Reaper* and record guitars, bass, and use a lot of VSTs for synths, drums, etc. I've been making music since 2011, so a lot of my knowledge on music production comes from making songs as a hobby. I still want to work on more OSTs in the future.

9 maps in total divided in 3 episodes, why did you decide to do it this way?

V: Just wanted to limit myself and not bloat the project with a lot of maps like my failed solo projects prior to it. The 9-map limit was established on day one.

Which is your favorite map to have designed?

V: It has to be *"The Reality Binder"*, that map took me half the development time to make. It came from my desire to make a pseudo-slaughter map and to somehow "bypass" the 9 map limit by having 6 mini maps condensed into 1 big map.

How do you feel about the reception the WAD has received? Satisfied?

V: I feel extremely happy, and to be completely honest, I didn't expect it to get praised at all, impostor syndrome almost took the project down near the beta release. Thankfully watching *MajorArlene's* playthrough and her feedback was enough for me to believe in the project and release it to the public. I'm forever thankful to her.

Do you plan to create a sequel?

V: Well, not a sequel per-se, but something in the same storyline, yeah.

Are you working on new projects?

V: As of writing this I'm working on a UDMF map for *GZDoom* called *Firebase November* which may, or may not still be released in 2021. I've been sharing screenshots of it on *Doomworld* and *Twitter*.

I was invited to contribute a map for *The Age of Hell* by *Bridgeburner* as well, so expect some high linedef counts and brutal combat!

It's safe to say that I'm not going away this time.

Why Boom (-complevel 9)?

V: Limiting myself for creative reasons, I wanted to strip down all those *GZDoom* bells and whistles to focus more on the layouts and gameplay. I also tend to care more about visuals so that was more of a challenge for me.

Any last words to the readers and the Doom community?

V: Keep making awesome content everyone! This community is one of the best things that has happened in my life.

Thanks a lot for all, *Velvetic*. This WAD is a treasure trove and I'm glad to know the community keeps having such talented artists like you. And congratulations on winning our *Master Seal #17!*

ROEBLOZ'S CONSOLE DOOM CHRONICLES



Merry Christmas my fellow refined demons! It's that time of the year where we make blooper-full Christmas specials, play *Whack-A-Lost-Soul*, get sued by *Pain Elementals* for creating said game, and of course give and receive gifts! And while I am going to do all 4 of those activities, that is not my gift to you. You see, over the last few issues, I have covered pretty much all of the 90's *Console Doom* ports (Except *Saturn* and *3DO*) while avoiding the biggest star of **Console Doom**. And while I could have talked about it in the last issue, I decided I would do *PSX Doom* before it... For you see, fellow refined demon, you aren't dealing with the average *Console Doom Chronicle* anymore! That's right, for Christmas I offer you: An article all about **Doom 64!** Ready? Here we go.



The Hellish Forging (Development)

Contrary to popular belief, **Doom 64** did not start development after **PSX Doom's** success, instead starting development pretty much at the same time as the latter in late 1994. That's right, **Doom 64** got 3 whole years of development, which was more than any **Doom** game at that point. The team was more or less the same as the one working on the *PSX* port (Most notably *Aubrey Hodges*, which is why both **PSX Doom** and **Doom 64** share the same style of music and the exact same sound effects.)

Instead of making yet another **Doom** port for the upcoming *Nintendo 64*, *Midway* decided to make a brand new port as



they rightly anticipated that everyone who wanted **Doom** could have gotten their hands on that very game by 1996/1997. And thus, the work on *Doom: The Absolution* began.

The New Technology

Thanks to basically using the same engine, both **PSX Doom** and **Doom 64** had the fancy colored lighting. This proved



to be far more useful in **Doom 64** as they were creating new textures and new environments and thus could theme the environment around the colors they wanted, unlike **PSX Doom** which was essentially the reverse. While we are at it, let's speak about those maps. The main two level designers were *Timothy Heydelaar* and *Randy Estrella*. They had already worked on the maps for **PSX Doom**, and were even allowed to include

their own maps into the port, so *Midway* decided to let them be the main level designers for **Doom 64**.

While **Doom 64** did have most of the features from **PSX Doom**, one of its most useful ones was *Macros*. *Macros* were essentially multiple *linedef* actions done at once, allowing for more complex geometry manipulation and visual effects that weren't possible in the original **Doom**

engine. These *macros* are what allowed the famous intro scene to be made!

Hell 2.0: The New Style

Of course, to go with all the fancy lighting and to create the ambience they wanted, *Midway* replaced all the textures and monster sprites with a brand new style. This, however, is where the problems start. While **PSX Doom's** issues with graphics were that everything had to be in memory at the start of a level, limiting the appearance of certain monsters and severely limiting the look of the levels, **Doom 64** had another one which was much more problematic. The advantage **PSX Doom** had is that while not all textures could be used at once in a level, they could store a lot more textures on the disc itself since their storage capacity is way higher than cartridges. So while **Doom 64** could allow itself to have way more different textures and monsters in-game, a lot of enemies had to be cut as there



The famous intro scene of *Doom 64*



wouldn't be enough space on the cartridge for them. And as such, the *Revenants*, *Chaingunners*, *Archviles* and *Spider Mastermind* were left out of the fun.

Still though, this did not prevent the team from making beautiful maps. The new art style and technological additions to the **Doom** engine were definitely exploited to make arguably the most beautiful of the classic **Doom** games. As more than half of the game takes place in *Hell*, they really had to reinvent what it would be like. While you still get a lot of marble bricks here and there, the genius of Hell's architects is truly put on display this time around. I'm going to be simple with this: It looks cool.

Huh? Are you wondering what that weird hellish gun is? Well, let's just say this game did some new things.

New Gun Fries New Daemons!

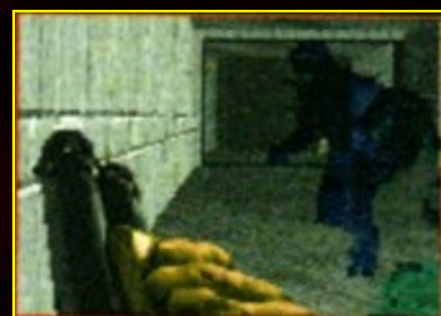
Of course, who says new **Doom** says new guns to fry new demons! And **Doom 64** delivers, albeit not as greatly as **Doom II**. First, let's go over the new demons.

Nightmare Imps

The *Nightmare Imps* are the regular cannon fodder addition to the roster. Their name is fitting, as they are basically just translucent blue versions of Imps when fast monsters are enabled

in **Classic Doom** games. (For example, on *Nightmare*) They move twice as fast, and so does their fireballs. However, they are not as aggressive as Imps on *Nightmare*.

Interestingly, they were intended to appear in **PSX Doom** along with their cousin, the *Nightmare Spectre*. They were seemingly supposed to rarely replace specific Imps and were likely removed very late into development, as an article about **PSX Doom** in "*Maximum: The Video Game Magazine*" was published in its November 1995 issue (The same month as the release of **PSX Doom** itself) and still contained information about the *Nightmare Imps*. The *Nightmare* monsters in that game were just a flag that could be set to individual things (Much like the *Spectre* flag, which allowed the creation of the *Caco-Spectre*) and all it did was make the individual blend against the background, and doubled its spawning health.



Cut PSX Doom Nightmare Imps



The Mother Demon

Have you ever wondered what a three-way between a *Spider Mastermind*, an *Archvile* and a *Revenant* would create? No? Well too bad, because that's basically what the *Mother Demon* is. Canonically responsible for the events of **Doom 64** in the first place, the *Mother Demon* summons fire and homing projectiles like *Archviles*



The N64 exclusive Mother Demon

and *Revenants*, making her a great threat as the final boss of **Doom 64**. This is the only other new demon that was added in **Doom 64**, and also the only completely brand new one. But as threatening as she looks like, in reality if you looked hard enough for the new weapon and the demon keys that empower it, well...



The mythical Unmaker weapon

The Unmaker

One of the most iconic and unique parts about **Doom 64** is none other than the brand new demonic weapon of mass destruction, the *Unmaker*! The *Unmaker* was actually a weapon planned for the original **Doom**, but much like many of the other beta weapons found in the prototypes, they were eventually scrapped. But unlike said weapons, the *Unmaker* was saved from the hellish scrap pile of the *Umbral Plains* and was finally implemented in **Doom 64**.

Anyway, the *Unmaker* is a laser gun (It's technically hitscan, but I'm not nitpicky about such details.) The most unique thing about it is that at first, the laser is extremely slow and thus you are better off not using it. However, unlike any other gun in the game, the *Unmaker* can be upgraded. Instead of being uselessly hard and gimmicky (that would be **Hectic** and the bonus levels unlocked at the end of the game. Speaking of which, **Doom 64** truly fulfills your needs for bonus content). the secret levels are instead similar to the regular levels, with the exception that they contain the demon keys. Every key upgrades the *Unmaker*, and when you have



Fellow refined demons, remember to RECYCLE your Doom 3DO or Doom Saturn discs...

all 3 of them, the *Unmaker* will melt through everything thanks to its crazy firing speed and triple lasers. Overall, a great addition to the arsenal of our favorite demon-hunting space marine.

The Unused Treasures

As you probably know by now, I love looking at unused content buried within games. Sadly, **Doom 64** doesn't really have much of that. First let's go over the marines.

The Marines



The aqua and red one are used during the intro sequence, while the green one isn't. They are aggressive enemies and attack you with powerful hitscan attacks if they are placed inside custom levels. In fact, during the intro sequence, they target the actual player thing placed inside the level (however it is invulnerable) until they are killed or forced to infight. So yeah, they are at least partially used, but not as enemies in actual levels (oh by the way, the *Cyberdemon* in the intro is a dummy that constantly fires at the camera).



"I Suck At Making Maps"

This is arguably the most well-known unused/unseen thing in **Doom 64**.

Yeah... See, this "easter egg" has an interesting origin. Basically, if a wall has no textures on **PC Doom**, it will trigger the *Hall of Mirror* effects which essentially displays whatever is in memory as a background. Anyway, when making **Jaguar Doom**, *id* decided to put a safeguard against this, and as such it replaces the empty texture with the first one in the *IWAD* (which was *ASH01*).

According to an interview of the main level designers done on *Doom Depot* by *FireBrandX*, the artists decided to replace *ASH01* with this texture to mock the level designers if they were to forget to add a texture. So yeah, just a little funny easter egg for *Randy* and *Tim*.

The Removed Secret

Speaking of which, that *Doom Depot* interview gave away the information that a secret had remained unfound in *MAP20: Breakdown*. It turns out however, that the secret had been removed prior to the release of the game and all that was left were some mysteriously tagged lines. However, it was re-implemented

in the *Doom 64 TC* as a secret shrine to *Scuba Steve*.

Reception



"Going to get my copy of *Doom 64*,
move out of the way"

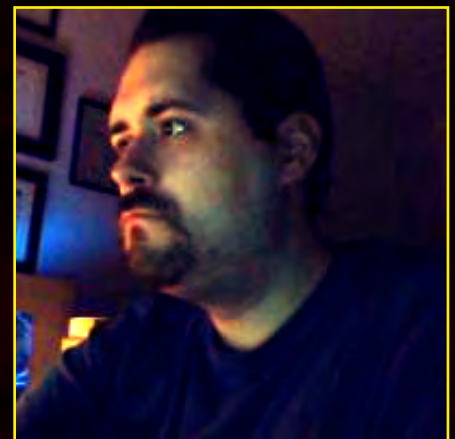
So with all these improvements to the classic formula and as a sequel to **Doom 2**, it must have been a wild success, right? Well... Remember, it was now 1997. The original plan was for **Doom 64** to be a launch title for the *N64*, (Much like the *32x* version) but it had to be delayed. So by the time it was finally released, **Quake** had been out for almost a full year and **Half-Life** was just over the horizon. As such, it got pretty mixed reviews back then as it was seen as yet another **Doom** game after **Quake** had revolutionized the FPS genre. Another problem for **Doom 64** was its very title. While the original plan was for it to be called "*Doom: The Absolution*", it was renamed to "**Doom 64**" thanks to *Nintendo*, as *Civvie* said in *Pro-ish Doom 64*, "*shoe-horning the number 64 into their*

games". And as he also said, it made many people believe it was yet another port of **Doom** for consoles, further driving the sales away. But oh boy, did the ones who bought it get a treat.

And now, I think it's about time we talk about...

The Legacy of Doom 64

While the gaming press didn't really enjoy or pay attention to **Doom 64**, the **Doom** community certainly did. **Doom 64** essentially became the hidden gem of the **Doom** franchise, and is now often considered as the true **Doom 3**. (For real though, where do you place **Doom 3** in the timeline?) And while *Uncle Nintendo* didn't like it, the rise of emulators allowed **Doom** fans to play **Doom 64** on *PC* with a keyboard. Still, it wasn't really ideal but thankfully, one soul got to work.



Samuel Villareal aka Kaiser

Samuel Villareal, more commonly known as *Kaiser* in the **Doom** community, wanted to play **Doom 64** in a more comfortable way. If you don't know him, he is essentially one of the few people I would consider to be "*Console Doom Masters*", as he was the first to make custom levels for **Doom Jaguar**, **PSX Doom**, **Doom 1 GBA**, and of course **Doom 64**. I'm only going to cover this briefly as it could make for an interesting *Chronicle* of its



own, but basically by extracting the assets from **Doom 64**, he was able to create the *Doom 64 TC* for the *Doomsday Engine*. However, it wasn't that great in terms of accuracy, and in 2008 it was completely replaced by *Doom 64 EX*, which was a source port entirely focused on **Doom 64** that he created by reverse-engineering **Doom 64** itself, and then building off of that and *Doom 3D*.

And thanks to his efforts, almost 25 years since its original release, **Doom 64** was finally re-released by *Nightdive Studios*, at first as a pre-order bonus for **Doom Eternal**, and later as a standalone purchasable standalone game. (That's right, now you can officially have a game that ends with "64" on a *PlayStation* console!) And

obviously, the man they chose for the job was *Kaiser* himself. Not only did he work on the actual engine, but they even asked him to make a second, shorter campaign to tie in with *NuDoom*, which comes after this game if you weren't aware.

So finally, after many years, the brilliance of **Doom 64** has finally been noticed, and the game will be enjoyed by many for the years to come. But sadly, I believe it's also time for us to part ways for now, fellow refined demons. Have a good time with your friends and relatives, and offer them **Doom 64**. They will thank you.

This is *Roebloz*, signing off.

**Merry Christmas, and
Happy New Year!**



IMPY'S PUZZLE CORNER



Doom 2 Puzzle

ACROSS

- 1: Level 13
- 3: Level 20
- 4: Level 6
- 6: Level 30
- 10: Level 2

DOWN

- 2: Level 8
- 5: Level 25
- 7: Level 16
- 8: Level 21
- 9: Level 33 (XBOX Only)



LO-SNOW

By Kuro_mahoh (2021)
Review by Endless

Oh, vanilla. My love, my hate. You are a pain in the ass to use as a format, but when you shine, by the devils you do shine very well! This map is full of glitter all over the place, shiny as it should be. A single vanilla-compatible map, *Lo-Snow* is an environmental piece full of simplicity, charisma and genius. Themed in an arctic tech-base, full of snow, ice, demons, caves and pure pixel delight.

Lo-Snow's design is themed around a kind of base abandoned by its former owners; ruins lie frozen in the middle of an articulated planet. The new owners don't seem to be very friendly, ready to gouge your eyes out at first sight. *Lo-Snow* follows a clear rhythm and vanilla inspiration, but manages to maintain a good progress system with a palpable design that, despite being limited, shows us the capabilities we can reach using a good creativity. Visually, it looks so delightful that it makes me want to be a tourist made of sprites and get inside the game. It's a type of map that I appreciate a lot, because it manages to recreate a semi-realistic visual theme with a bit of a natural and artificial touch, that is to say, it combines human structures with natural geography and a clear biome. Not only that, but it does it in a synergistic way that presents great scenarios with a clear identity. You'll start pleasantly outdoors, feeling the cold snow under your feet as you



move through the first hordes of enemies, and then move into the main base which, clearly, has been battered by time, and is in need of a bit of repair. You will then be guided through secret paths and thawed caverns where more surprises await you, until you finally find your escape. The narrative particularity of this map is totally solid, presenting a clear idea in mind that makes the concept a well-executed one from start to finish.

Being a vanilla and conceptual map, the gameplay also fits its theme and manages to create a well laid out balance that welcomes all types of players. It is not a challenging map, but not a light one either. The casualness is found in having a relaxed pace that allows you to breathe at times, but the encounters are charged and presented with a good fury that can only be compared to your own. Don't take it for granted, so it's

Visually, it looks so delightful that it makes me want to be a tourist made of sprites and get inside the game.

always ready. The combat flows in a great way and evolves as you progress through the map, presenting different challenges through varied encounters where the demons form considerable groups with synergy, designed to give you a good time, until the end, where you will face a mini-boss that manages to create a sweet ending, as welcoming as it is violent - the perfect dichotomy.

Lo-Snow is pretty damn good. A perfect gift for vanilla lovers and one that I particularly enjoyed, so here I am, recommending it to you. You've got downloaded already? Ok, now play it. It's really damn fun!

- Endless





DBP23 EVIL EGYPT

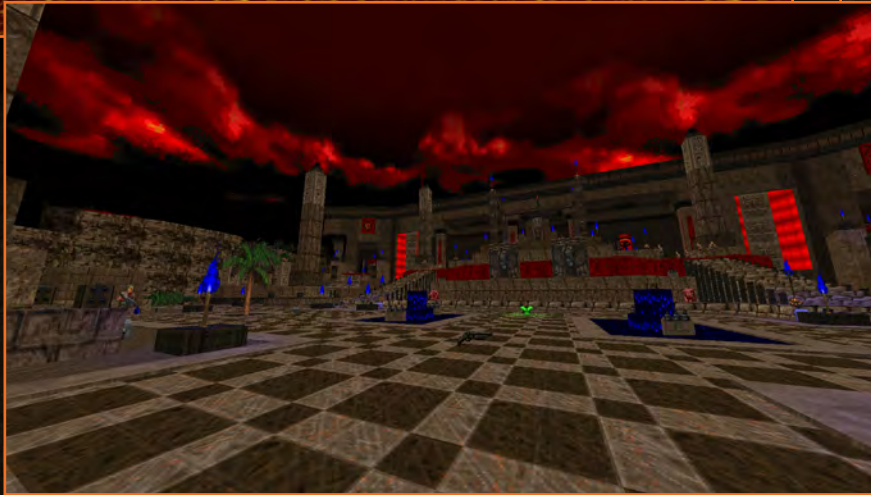
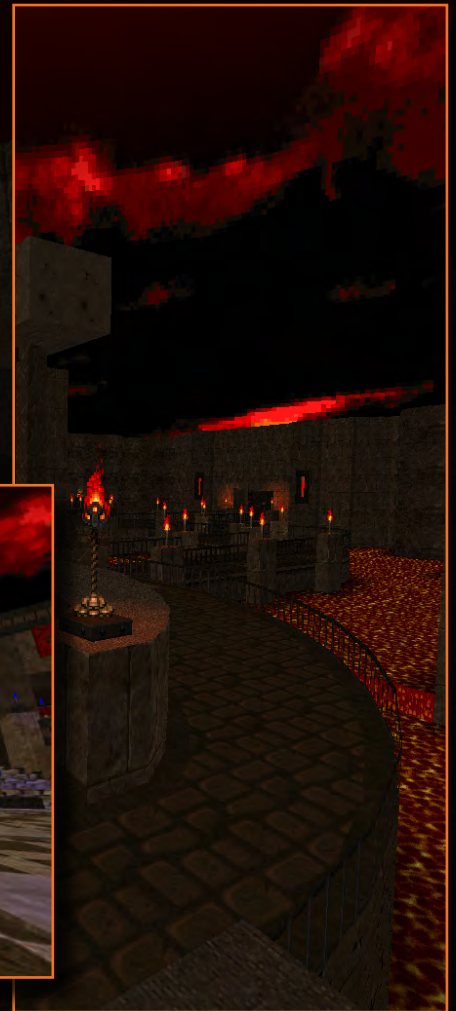
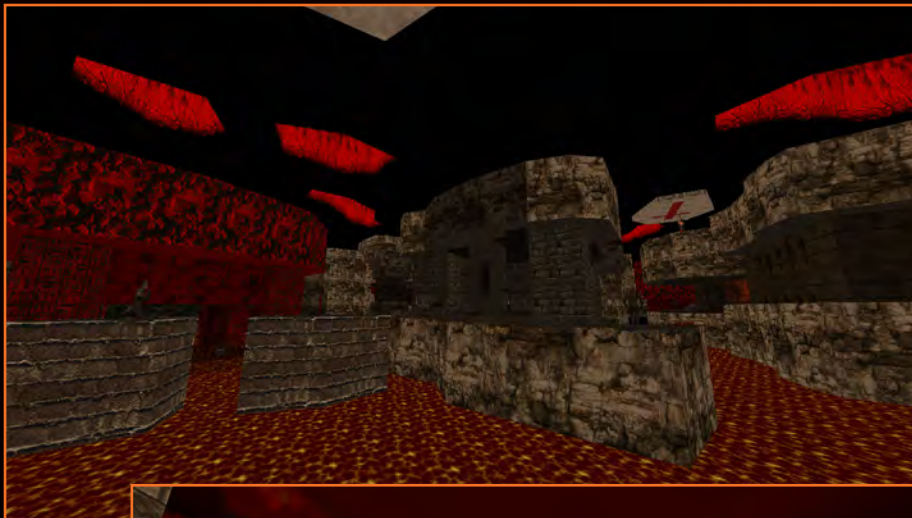
13 maps of pure desert excitement set in the ruins of a primordial civilization...

WAD by Doomer Boards Community (2020)
Review by Endless

Deserts amid vortexes of infernal chaos, abandoned pyramids and temples to forgotten gods. Cities buried under tons of sand; mummies hidden among cigars? For some reason, and plenty of dust to swallow! This is *Evil Egypt*, a conglomeration of well designed maps that pay tribute to one of the most classic themes in the history of videogames: deserts, Egypt and Nile gods.

The Doomer Boards community has demonstrated on many occasions the capacity of creation that they have, being as consistent as crazy in their levels. *Evil Egypt* is no exception, in fact, it is one of the gems that shines among them all. One of those projects that have been constantly mentioned as the best of the genre, and yes, it is one of the best of the genre.

Directed by 40oz, this mapset features contributions from creative minds such as *dmdr*, *Big Ol' Billy*, *glenzinho*, *phobus*, *joe-ilya*, etc. Just by mentioning some of the creators that we find here, we can realize that this is a heavy caliber in terms of quality to create levels. *Evil Egypt* is, above all, a work that showcases not only a classic theme at its best, but gives its own unique twist to the **Doom**



style by combining classic hellish visuals that emanate a beautiful amount of pure evil. The name fits like a glove. Expansive maps that follow an excellent progress curve with a nice tinge of insanity, and of course, the typical *Doomer Boards* touch with a few easter-eggs here and there.

Each map has a distinctive design that gives it an air of its own, possessing identity among the whole set and packing a good personality that makes each level one of its own. Consistency is not only key, but is symbolic of great creativity and artistic balance between each author. From the first map to the last, you will find that each level is well designed to offer its own dance of ultra-violence under its own rhythm, all in a grand *Egyptian* symphony that manages to bring a sweet sound to our ears.

Doom is no stranger to maps set in the desert (*A Fistful of Doom* was probably the first of its kind) and many other WADs have made maps themed around *Egypt*, however, as my grandfather used to say (no, he didn't) the more the better, and the better if that more is better. The theme may have been done multiple times before, but *Evil Egypt* manages to improve the visuals, multiply the gameplay and deliver a result that is almost perfect. 13 maps of pure desert excitement set in the ruins of a primordial civilization, and each map a marvel to play with a great atmosphere, soundtrack and much more.

Evil Egypt, as the name suggests, is evil. These maps start with a good difficulty, balanced and simple, but gradually evolve to deliver some good slaps that, if you're not ready, will leave

you quite red. Huge arenas of intense combat open up near the end, creating a crescendo of violence where only the most skilled survive, or at least those who don't smash their faces against their own rockets, like me. On the other hand, don't worry, this is not an oppressive mapset where you might think you'll have to reload the same save 100 times. Nah! It's a blast, a challenging blast, but solid, fair and necessary to deliver a thematization that not only focuses on its visuals, but also on the way it adjusts the combat around the player. From the first map, to the last one, you will be transported to the scenes of the end of a civilization, where you are witness, judge and executioner.

Welcome to *Evil Egypt*.

- **Endless**

SLUG FEST

Oh, the 90s. What a time to be alive. The internet emerges as a global power, computers become more and more powerful and intuitive to use, and the best video games in history begin to take root. Without a doubt, a good time to be a fan of **Doom**, and in general, of computers. The overall quality of WADs may be mediocre compared to the future (the present) but oh lord, the simplicity of these times is probably their greatest strength, that added to a charisma full of creativity and desire to create, and we have a fruit full of modest innocence. It's hard to describe what makes the 90s so special, apart from its primordial state, but if anything, it's the fact that it's the first steps we took in our history, and some of them, boy, did they take some big steps.

WAD by Shamus Young (1995)
Review by Endless



This is *SLUGFEST.WAD*, aptly named, but for the right reasons! Created in 1995, this is a rather old, classic and, at this point in time, golden WAD. 10 maps for **Doom 2**, all created with a

sense of narrative progress that evokes sweet characteristics, only found in the 90s. A feeling of exploration is open thanks to the design of the maps. They expand in such a way that they follow





a set rhythm but you can play them any way you want. Maps often have a clear system: Find the keys and progress to the next level. The keys are usually placed independently of each other, so it offers different types of paths to find them, as well as a sweet variety of encounters and levels. They're not linear, but they're not fucking complex either. They are expansive, medium-sized maps that offer a lot of options for you to approach, but usually with a clear and straightforward objective that you must strive to find, fighting demons along the way until you reach sweet, sweet victory. In this sense, *SLUGFEST. WAD* creates an impeccable progress for the 90s, taking into account that those times stand out for having super cryptic WADs full of secret paths, this one presents a variety of designs that, despite being open, is clear and easy to navigate, offering players a good re-play value option.

Far superior to anything from that year, this WAD stands out

from the crowd for possessing a palpable quality from start to finish, something that, as much as I hate to admit, is rare to find in, like, 90% of the WADs from the 90s. Heh.

“They’re not linear, but they’re not fucking complex either”

It's an adventure full of visual value that presents different encounters with a variety of levels that pleasantly entertain. Not only are there new maps per se, but it even brings with it new sounds, sprites and a new skybox that fills my heart with sweet nostalgia, oh yeah. If you like simple, vanilla maps, then I think you're in the right place.

Even if you're not particularly a fan of the 90s, this is a WAD that can entertain you today, because despite being somewhat old, it's still entertaining, fast to play and

I'm sure it will leave you with a sweet passionate longing for those times long gone, hanging in the depths of a forgotten memory among lost dreams, floating lightly through the membranes of a heavy melancholy, a testament to an age frozen in time, distant and near, but impossible to relive. Okay, enough prose.

Another plus is the fact that the WAD presents interesting gameplay without being complicated or unfair. It is fast and with a traditional design, but the combat is entertaining and, at times, even relaxing thanks to its modest design, which despite its simplicity, manages to satisfy without much needed. It's not a crazy challenge, but more like a trip up a mountain; it's relaxing, calming and lets you admire the scenery, but it will also make you work those legs. *SLUGFEST. WAD*, it may sound like a slug to play, but nope! It's 10 solid maps that are worth reliving one more time. Do it.

- Endless





A R S I N I K K

PRESENTS

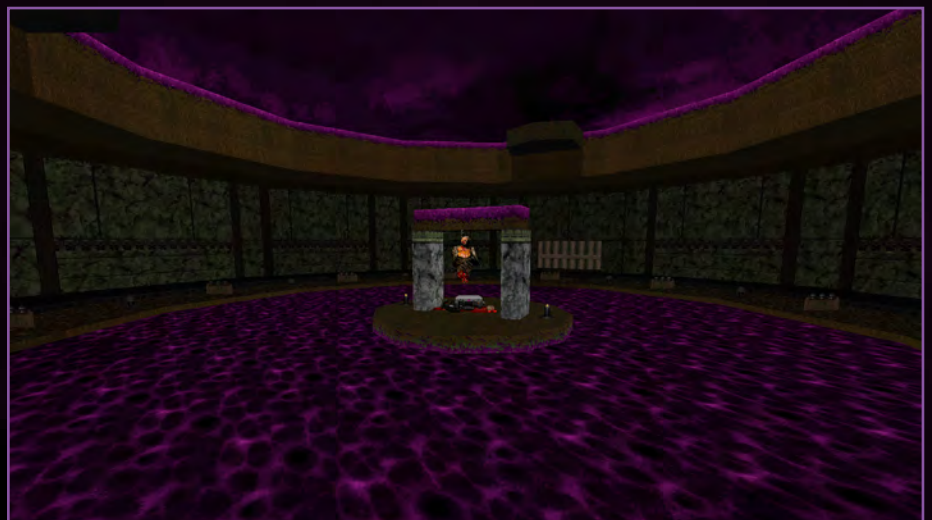
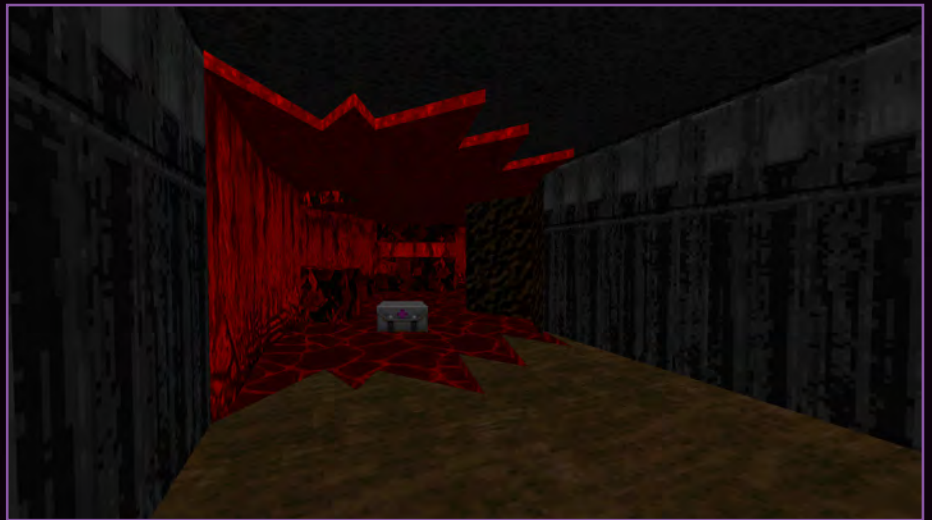
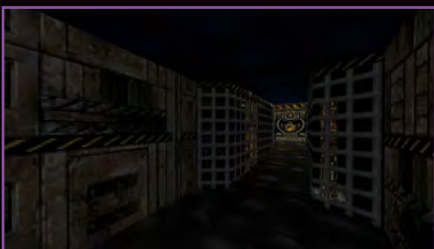
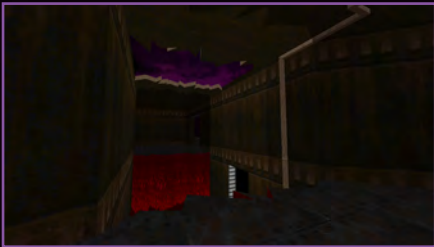
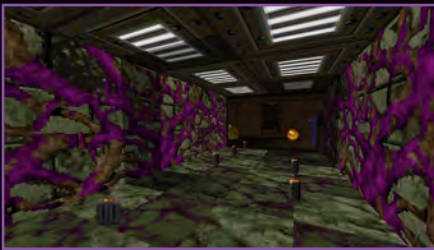
Purple Rain



WAD by Arsinikk [2021]
Review by Endless

When we think of **Doom**, purple is not the first color that comes to mind, is it? Well, think again because here we have a proof of how the

limits of this game and its engine lie only in the creativity of its users, of these community artists. *Purple Rain* is a cool vanilla map created with extensive use of *Dehacked* to create a curious and fascinating progression.



Designed under the clear constraints of the vanilla engine and making use of stock textures, *Purple Rain* is a small and modest map in terms of presentation. It has a decent quality, solid in its best expressions, making use of vanilla textures in a simple and effective way, but the map has a few tricks up its sleeves that make it, indeed, a hidden wonder that to experienced eyes, can admire the technicalities behind its operation. The map has multiple details designed with care through linedefs, but also has a considerable number of unique effects that push the vanilla engine to the limit, such as 3D objects and environmental transformations. I think this is the map's strongest point.

Despite being quite short, the map grows in a unique, almost evolutionary way. The different tricks used by the author make it feel like a modern experience, where we can observe changes in the development of the level, altering its structure and constantly revealing new paths. Indeed, it is vanilla **Doom**, but if only its progression was more impressive from a technical point of view, full of sweet tricks that, decades later, still leave a good impression.

On the gameplay side we find a tight map in terms of difficulty. The encounters are few, but each of them is devised with a gimmick in hand. It has certain areas where hordes of modified

monsters are thrown at us to create power fantasy style combat scenarios, where the enemies are numerous but have reduced HP, making them more manageable. Each encounter can be summed up in simple traps that, if the player does not wait, can take him by surprise.

Purple Rain is a small and charismatic map for vanilla that presents a decent design, but thanks to a combination of fascinating tricks, combined with a select narrative progression that evolves quickly, we have a good map with huge potential to display the capabilities that a vanilla wizard can do.

- Endless

A 2021 Doom

RETROSPECTIVE



a year full of
Doom for everyone!

The ongoing pandemic has shown that humanity is not ready to deal with health problems on a global scale, whether for economic or political reasons, we simply have not been as efficient as we would expect to deal with something like this, except for the doomers. In and of itself, our social life is, what? Zero? We are just disease-proof, and demon-proof too. We spend our lives playing in our basements while watching the sun come and go from day to day, and boy, what a beautiful life. Nothing like playing a fantastic video game full of re-playability thanks to a superb dose of well-planned design (or maybe not) and a sweet pace of violence, injected with a huge, HUGE, dose of fan activity and the result is a game that offers content for, well, a lifetime. Okay, maybe some of us don't live in our basements anymore, but **Doom** lives with us.

2020 was a particularly chaotic and eclectic year for everyone. The rhythms of life were drastically altered, to such an extent that some parts of the world saw a complete reality shift. Cities of millions of people emptied for days at a time. On the other hand, 2021 seems to be the aftermath of such an occurrence, but it has shown a little more hope, although of course, it's still a shitty year, but not all bad, because after all, the **Doom** community has shown that through adversity, with a little passion and encouragement, huge things can be achieved. What this community has created has certainly been something to admire. Not only is it a high amount of production in general, offering huge piles of content for everyone, but also an incredible increase in the overall quality of the products that are delivered. From mods to WADs, the average now seems to be as high as it

was a decade ago, and the high of a decade ago looks average in comparison. What do I mean? That even the most novice map maker is now capable of creating fantastic WADs! It's probably due to the simple advancement of technology, or maybe, as there are now more reference points, people can use different ideas or inspirations to deliver something better. Whatever it is, people are now just too damn good at making maps for **Doom** and 2021, oh boy, it's proof of it.

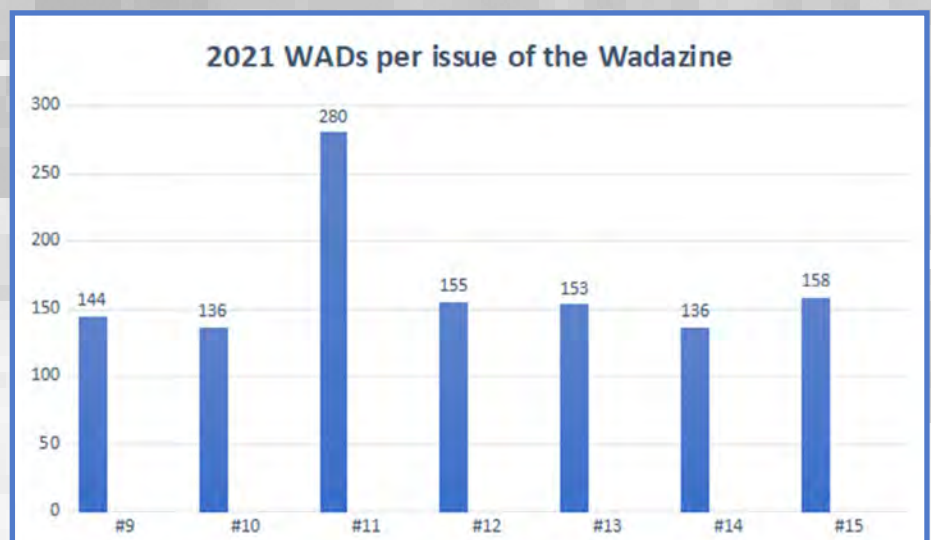
THE 2021 WAD SCENE

The year 2020 was said to be the most productive year in **Doom's** history, with releases as numerous as they were fantastic. From gigantic WADs that broke the scene to classics that finally gained the respect of the community. New mappers appeared and old mappers continued to prove that they are still more than relevant. 2020 was, at one point, called the year of the megawad, as well over a dozen megawads were released. Considering the sheer number of releases coupled with the overall quality that was appreciated, we have as a result one of the best years ever, until of course, 2021 came along. Ironically, or

perhaps ideally, the pandemic didn't stop the community, on the contrary, it kept forcing it to release better and better content that impressed more and more. First of all we can talk about the amount of WADs released, which is, damn, immense. You see, in the Wadazine, I make an index of links that lead to threads in *Doomworld* with WADs ready to be downloaded. Through my experience and the pain caused to my fingers by so much copy+paste of links, I have come to the estimation that there are approximately 100 to 150 WADs released per month, only in *Doomworld*. 100 WADs are usually the accurate average, with the most productive months reaching 150. Here are the accumulated statistics at the time of writing:

- Issue #9: 144 WADs
- Issue #10: 136 WADs
- Issue #11: 280 WADs
(This issue saw 2 months combined. We took a month off.)
- Issue #12: 155 WADs
- Issue #13: 153 WADs
- Issue #14: 136 WADs
- Issue #15: 158 WADs
- Issue #16: To-be-seen

Total of WADs that the *Wadazine* as indexed for this year: 1,162



Graphics for the nerds

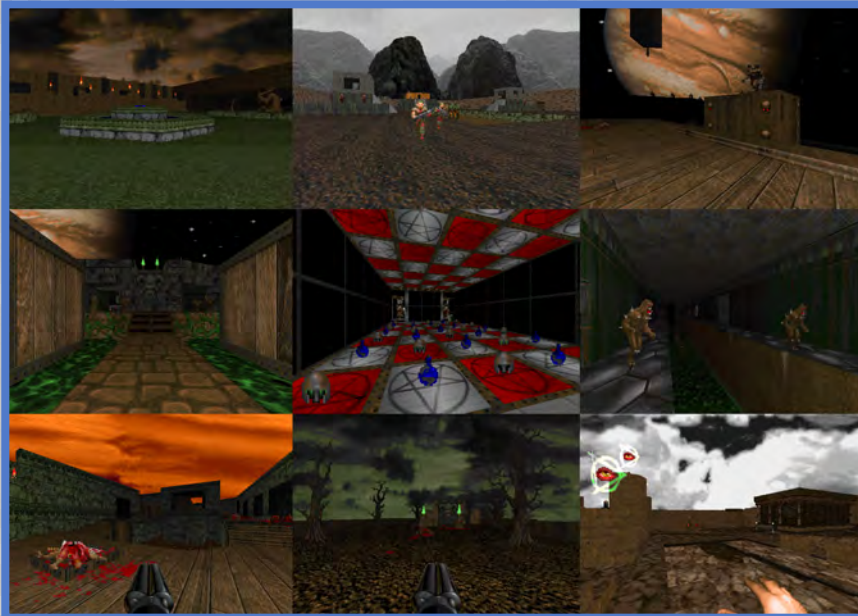
Each magazine covers about a month plus a week or so of content, and I try my best to be precise about the counting and links provided. Granted, this may not be 100% accurate, as there are chances I might have missed a link, or the author either removed a link or never released a full version of the WAD. It has happened before so bear with me. But as you can see, 2021 was a very, very busy year for **Doom** lovers out there. Remember, this is only on *Doomworld* alone, and there's a handful of more uploading sites out there, like *Moddb*, *Doomer Boards*, the *Wad Archive* and the *Doomshack*, which see uploads all year around, so, it's safe to say that the **Doom** community is one hell of a working machine.

And with that, the *Wadazine*, in average, indexes 166 WADs each issue. If that's not productivity than I don't what it is. All I can see is that seeing this graphics just makes me smile. A true smile, indeed. Say your favorite game is 28 years old, has been around since the 90s, it's an important piece of history and, despite the passing of time, still sees new content By this loving community each day. Not only that, but instead of diminishing and slowing down, it's rushing! Any passionate videogame fan would smile with pure emotion at such a fact.



QUANTITY AND QUALITY, ALL IN ONE

You know the common saying, quality over quantity, right? It's a good common practice and philosophy to follow after all. It is preferable to have to admire a single well-defined marble pillar than a bunch of columns supporting shit. Fortunately, this is not the case in the community. While many other video games have to suffer with the fact that there's a lot more junk than treasures, the **Doom** community has managed to find a perfect balance over the years. Of course, this doesn't mean that



there aren't a few stinkers out there, but they are now much less relevant compared to the overall quality we manage to produce, and in high quantity, nonetheless.

Without a doubt, it is an amazing fact, not only for the simple fact that we produce an obscene amount of stuff, but also the fact that a high percentage of that content is of a considerable quality, solid in every aspect. As I said earlier, the average WAD of 2021 is higher than that of the past decade. What does the future hold? It's hard to know what particular WADs will stand

out or what will come our way, but we can say without a doubt that a sweet and productive future awaits for all **Doom** fans.

While 2020 was at some point also called the year of slaughter, this year was much more diverse and saw multiple releases in different categories. Probably one of the highlights were the public community projects, with one of the most surprising projects of the year being RAMP. A CP led by the talented and versatile *DavidN*, who ended up being the leader and producer of the biggest megawad in history so far. And no, 10,000 Levels doesn't count as megawad. This, on the other hand, is a megawad in every sense of the word, maybe it's better to call it an ultrawad. More than 200 maps in a single file ranging from *GZDoom* to simple *Doom-vanilla*. Full of diverse styles, scenarios, themes, designs and artists.

It is, in a way as epic as it is drastic, the pinnacle of what a community project tries to do: attract mappers and make them create under the same banner. Undoubtedly one of the most amazing projects of the year and one that I believe, encapsulates the general idea of 2021 in a very precise and excellent way: *Quantity and quality, all in one.*

THE BEST OF THE BEST

This year has been a lot of fun for **Doom** fans. Not only have we seen new releases everywhere, full of quality and in considerable numbers, but

also a general diversity that offers variety for all tastes. This means there is something for everyone. Slaughter fans have been greeted with great projects since last year, but the classic nerds have also been spoiled this year with a plethora of vanilla and limit removing releases, and of course, the innovation lovers received *MBF21*, something I'm sure they enjoyed very much. Overall, it's been bright year for all, heck, even the multiplayer guys got some good WADs this year! Left and right, you'll see so much good stuff. Personally, I have found a few works that have become part of my favorites, WADs that not only suit my tastes, but open doors to new styles that I will admire for the rest of my life playing **Doom**. A good life. If you want to know what the *Wadazine* considers the best of the best of 2021, don't forget to check out our *Master Recommendations*, where you'll find gold in the raw. Pure beauty and violence.

AN ENDLESS JOURNEY

Personally, this year has been one that I've quite enjoyed playing **Doom**. While in real life, things have been going to hell, **Doom** has been there to offer me a bit of peace amidst all the conflict. It's funny how a game can calm your stresses and let you relax for a few hours, even if such a game is a gallery of gore, satanism and violence, all under a fast paced, adrenaline pumping action. **Doom** is, you could say, a symphony of violence and with good reason. It is music to my ears and a particularly pleasurable joy. This year has been full of surprises for me and for others; from strange conflicting events to cool fantasy releases. This year I launched a number of events that not only turned out to be successful, but have provided a good dose of entertainment



and playfulness for everyone out there. *Endless Random / idgames WAD Adventures*, a gaming event where doomers play random WADs from the */ idgames* archive, suffering or enjoying whatever they find. This is an event that came up as a random idea that I just thought would be cool to pull off. I did a little more research and it turns out that other people had tried it before, but the projects usually stopped dead in their tracks or didn't make it, so I decided that it would be a project that would keep renewing and

changing to offer an incentive to the players, hence I decided to add a scoreboard for the participants. One of them, *Roofi*, has shown the power of passion and madness in this event. I think he has played hundreds of WADs and shows no signs of stopping! On the other side of the coin, *ICID* is one of the first to volunteer to help me manage an event, something I greatly appreciated, and, currently, he is still the organizer of the *ER/ IWA* events.

Another project, and my



personal favorite of the year, was the *Wadarcheology* initiative; inspired after playing an obscure WAD from the 90s, I thought how cool it would be to create a sort of collaborative community project where we could dig for lost, forgotten or underrated WADs from the 90s and early 2000s. The main idea was that, to create a community of archeologists willing to dig through the gigantic archives of the old internet in order to find the best WADs possible. After all, the 90s were probably the most productive decade for WADs in the history of **Doom**, with the clear disadvantage that many of these WADs were terribly disappointing, however, among that ocean of content, there also lay precious diamonds of great value that I was more than willing to search for, and we succeeded. The project is a great success and we have managed to find over 100 high quality WADs, forgotten by time, and now, with new life. This project also saw the rise of one of our best helpers and most active contributors; *Arrowhead* is a great, talented guy who is not only dedicated to maintaining *Wadarcheology*,

but to a series of independent projects that leave you open-mouthed. A great guy running an equally great event.

Just recently, with the help of *Spwnshark* and *Flambeau*, we managed to launch a new *Wadazine* multiplayer event. *The Wadazine Flag Fest*, all CTF fun for everyone to join us. A fun little thingy that we do weekly, and goddamn, you'll be surprised as to how freaking fun **Doom** multiplayer is, even after all these years later. If you're curious to experience this, I welcome you to our event. A new one every Sunday, and believe, good memories are made there.

And last but not least, the *Wadazine Master Collection*, or simply *WMC*. Our own community project of WADs designed to satisfy me, hehe, and the community. Created after *4MaTC* was poking me in the back with the idea for months, I finally decided to give it a go. In one part, it's a project I wasn't sure I wanted to do at the time, I had never made a map properly, much better

managed a map project with the rest of the members, and boy has it been an experience that, unexpectedly, has opened the doors to meet some fantastic, artistic and talented people. I have to mention my best tutor and personal inspiration, *Mistress Remilia*, a master of practically everything that has to do with creating maps. *Remilia* was one of the first mappers who blew my mind with the capabilities that **Doom** could present in its most innovative form. I remember playing *Shadows of the Nightmare Realm* years ago, one of the first WADs, if not the first WAD designed for *GZDoom* that I tried, and I was stunned at what I was experiencing. It became one of my favorite mappers right away, and once I started the *WMC*, I knew I wanted her to be part of it, but I wasn't sure if she would accept, and I was nervous to invite such an idol. I had invited a handful of other people but most declined due to being busy with other projects (testament to how much productivity there was this year), but in the end, just fuck it, and I did it. And accepted. And since then, *WMC* has been possible

thanks to her fantastic efforts, great event management skills and talent for programming, resourcing and compiling. Not only the events have managed to keep good life, but *Remilia* also taught me how to use *UDB* and is always there to give me a hand. I remember my first challenge was to make doors, and when she taught me, it felt so fluid and easy, that I felt I had the key to the universe in my hands. After that, my second challenge was to make walls and structures. I didn't really understand the limitations of the engine, so my buildings looked strange, until she explained to me that **Doom** doesn't handle exterior buildings very well because of the height, and that if I want to make walls, I have to make them in sectors and then turn them into voids. Things that would make sense to others, to me were like, woah. Anyway, she has been a fantastic tutor who has made the *WMC* experience a very friendly and fun one, and now, I just can't wait for the next *WMC* to be released!

It has been a long but interesting year, no doubt. The community has seen it all, but it is safe to say that, despite the storms and turbulent seasons, we always prove that we are capable of better. With the *Wadazine*, I have experienced a close and familiar community that I have never had in my life. My best friends, *4MaTC* and *Nikoxenos*, have been the pillars of this company since practically day zero. Geniuses for design and always supportive of the magazine. Their enthusiasm is contagious, and even though they tend to be quiet in the forums, I know they love the game and this community they have managed to build thanks to their efforts. Thanks to them, we even have our own legacy in the community now! They are special guys who deserve so much more,

and I hope one day to be able to reward their fantastic effort, which by the way, they have never charged a single penny for. I couldn't be more grateful; I'm ultra-grateful. The fact that they've stuck with me despite all the struggle and problems, that makes them almost saints, they're unholy saints, to make it sound more epic. Truly brothers in arms.

GOODBYE, 2021

Now, the time is coming, and there is practically only one month left for this year to end, as you read this. All sorts of things have happened and **Doom** has managed to prove, once again, that it is, quite simply, eternal. New releases every day, and even official sequels. **Doom Eternal** had its end, which was somewhat controversial in terms of its narrative, but undoubtedly a blast to enjoy. Now, we just have to wonder, will we see **Doom 5** someday? Or has the story reached this point? Will we wait another 12 years to see a new sequel? I don't know, but what I do know is that the

community will always be here. Old and new faces come and go, but the flow of sacrifices is constant, and the machine continues. I hope to see you all in 2022, and we'll see what this new journey brings.

Once again, I just want to thank everyone from my heart. To all my *Doom Masters*, friends, fans, enthusiasts, comrades, players, readers. Thank you all for joining me and our team with our project. We've done so much in so little time, it's amazing to think how far we have come, all thanks to you guys. Sure, I could write a hundred reviews out of my ass and make it the *Endless-zine*, but that's not the point. The point is that we've managed to create something unique yet diversified. Something full of color, point of views and voices to be read. What we've managed to create, is, pretty much, a community, and one that I feel at home. And now, my dear reader...

GO PLAY DOOM!

Endless, signing off.



DOOM WAD CHALLENGE CLUB



A DOOM CLUB FULL OF CHALLENGES TO ACHIEVE MAXIMUM GLORY!

HELLO DOOMERS! ENDLESS HERE WITH ANOTHER WACKY IDEA FOR YOU TO CHECK OUT, BUT THIS TIME, INSTEAD OF JUMPING RIGHT INTO IT LIKE A CRAZY FUCK THAT HAS NO CONTROL OVER HIS OWN AMBITIONS, I DECIDED TO MAKE THIS IDEA PUBLIC AND SEE WHAT YOU GUYS THINK.

THIS IS A SPECIAL CONCEPT DESIGNED TO CREATE A COMMUNITY OF FOCUSED DOOMERS THAT WISH TO BE CHALLENGED IN ONE WAY OR ANOTHER, ACCUMULATING POINTS AND RANKING UP UNTIL THE END OF TIMES.

SO, IF YOU'RE INTERESTED, READ THIS, AND PLEASE, LEAVE A COMMENT ON THE THREAD, OR AN OPINION ABOUT THIS IF I SHOULD DO IT OR NOT, OR WHAT WOULD YOU CHANGE. THANKS!

- ENDLESS

What is the **Doom WAD Challenge Club**?

A club dedicated to reaching the ultra-glory of the **Doom** world through dedicated challenges in different categories based on decade, style, theme, difficulty, etc. This is a place where events are based on challenging ourselves under our own requirements. Both veterans and newbies are invited to participate in the ultimate challenge. The fun is always a little more satisfying if we set ourselves a goal!

What kind of challenges?

Mainly dedicated to the completion of different WADs created since the beginning of the community. The WAD is not specific in most cases, except for special achievements, so you decide how and when to join this club and complete these challenges. Here you will find both freedom of choice and opportunity for options. Some of these challenges are going to be based on special timed events, while others are designed under a common theme or signature,

which means that we can have special challenges set for 90s WADs, 1-level WADs, Slaughterwads, desert-theme WADs, megawads, IWADs, TC's, etc! Everything and anything can be played here, as long as it's part of a goal.

Is there a set date?

Most of the standard events are open for any date. You can play them and complete them at your own pace. Nonetheless, some special monthly challenges are going to emerge were we'll set a specific time limit for the challenge to be completed.

Is there a reward?

Points! Because who doesn't love points? Depending on what kind of challenge you aim for, a set of points is established for you to hunt down and accumulate.

Can I play on any skill level?

Yes, but do take into account that depending on the requirements, you're expected to play on the already-set skill level. Of course, there's no true way to verify this on a 100% fail-safe way, so trust and honesty is needed.

What if I already did some of these challenges before?

Well, good timing to do them again! :D

And what if I already did a requested WAD before?

In that case, you can add it to the completion list in the **STANDARD CHALLENGES**. For the rest of the challenges that aren't standard, you must complete them once again.

So, what are the challenges?

Glad you asked! There are two main categories for the challenges. There's the standard sets and the seasonal sets. For starters, we'll get going with the standard:

STANDARD CHALLENGES

These are divided in four sets:

(Adjunct your proof on the []). This can be a picture, video, stream or demo.)

*Points are accumulative

Easy Mode | 10 pts.

1. Finish any WAD with 5 or more maps on UV. []
2. Finish a megawad. []
3. Finish 5 different WADs of any kind. []
4. Finish any speedmapping WAD of at least 5+ maps of your choice. []
5. Finish the original Doom 2 on UV. []

Hard Mode | 30 pts.

1. Finish any WAD with 5 or more maps on UV. []
2. Finish a megawad. []
3. Finish 5 different WADs of any kind. []
4. Finish any speedmapping WAD of at least 5+ maps of your choice. []
5. Finish the original Doom 2 on UV. []
6. Finish the original Ultimate Doom on UV. []
7. Finish the original Plutonia Experiment on UV. []
8. Finish a 90s community megawad. []
9. Finish a slaughterwad. []
10. Finish 4 different full 32-maps megawads. []
11. Finish a 2020 or 2021 WAD with more than 5 maps on UV. []
12. Participate in any ongoing IronMan event. []

Challenger Mode | 60 pts

1. Finish any WAD with 5 or more maps on UV. []
2. Finish a megawad. []
3. Finish 5 different WADs of any kind. []
4. Finish any speedmapping WAD of at least 5+ maps of your choice. []
5. Finish the original Doom 2 on UV. []
6. Finish the original Ultimate Doom on UV. []
7. Finish the original Plutonia Experiment. []
8. Finish a 90s megawad. []
9. Finish a slaughterwad. []
10. Finish 5 different full 32-maps megawads. []
11. Finish a 2020 or 2021 WAD with more than 5 maps on UV. []
12. Participate in any on-going IronMan event. []
13. Finish No Rest for the Living on UV with 100% kills and secrets. []
14. Finish an entire slaughter megawad of your choice on UV. []
15. Finish 10 different full 32 maps megawads on UV. []



Ultra-Violence Mode | 100 pts.

1. Finish any WAD with 5 or more maps on UV. []
2. Finish a megawad. []
3. Finish 5 different WADs of any kind. []
4. Finish any speedmapping WAD of at least 5+ maps of your choice. []
5. Finish the original Doom 2 on UV. []
6. Finish the original Ultimate Doom on UV. []
7. Finish the original Plutonia Experiment. []
8. Finish a 90s megawad. []
9. Finish a slaughterwad. []
10. Finish 5 different full 32-maps megawads. []
11. Finish a 2020 or 2021 WAD with more than 5 maps on UV. []
12. Participate in any on-going IronMan event. []
13. Finish No Rest for the Living on UV with 100% kills and secrets. []
14. Finish an entire slaughter megawad of your choice on UV. []
15. Finish 10 different full 32 maps megawads on UV. []
16. Finish SIGIL on UV pistol-start only. []
17. Finish the original Ultimate Doom on Nightmare! []
18. Finish any WAD with at least 3 maps on Nightmare! []
19. Finish Thy Flesh Consumed pistol-start only on UV. []
20. Finish any Cacowards list on its entirety (runners-up included) from 2010 and up on UV. []

These are the standard competitions. An entry point of challenges for all players. Remember, you can play on any skill-level unless otherwise stated. Don't forget to adjunct your proof and be honest about it.

“This is a place where events are based on challenging ourselves under our own requirements.”

SEASONAL CHALLENGES

These challenges are specially designed to last for a set amount of time, or a season. Variety here includes both new and old releases, as well as iconic and obscure WADs.

Month Challenge | 50 pts

1. Finish a WAD with more than 10 maps in every single skill level, except NM! []
2. Finish a big single-level WAD on UV. []
3. Participate in the current DWMegawad Club event. []
4. Participate in any of the current IronMan events. []
5. Finish a 1994 WAD with more than 5 maps on UV. []
6. Finish a WAD themed around deserts. []
7. Finish a WAD themed around Thy Flesh Consumed on UV. []
8. Finish the original Doom E1 on UV in less than 10 minutes. []
9. Challenge yourself by finishing any WAD with 12 maps or more and then re-finishing it with a faster time than your previous record. []
10. Finish any WAD with more than 6 maps on UV Fast. []
11. Finish a total of 4 full 32-map megawads. []
12. Finish a total of 15 different WADs of your choice.

SPECIAL CHALLENGES

While the seasonal challenges last for a set amount of time with a general scope of WAD choices, the *Special Challenges* aim to target a more specific audience and are set around a pre picked theme, be it visual or gameplay-wise. These challenges may or may not have a set time for completion.

Slaughterwad Challenge | 50 pts

1. Finish the father of slaughter, Hell Revealed. []
2. Finish Speed of Doom. []
3. Finish Scythe 2 on UV. []
4. Finish Stardate 20X6 on UV. []
5. Finish Stardate 20X7 on HMP. []
6. Finish a total of 8 different slaughterwads. []
7. Finish Deus Vult on UV. []
8. Finish Swim with The Whales on UV. []
9. Finish at least 5 different slaughterwads on UV. []
10. Complete a total of 14 different slaughterwads. []

Retrospective Challenge | 50 pts

1. Finish Origwad on UV. []
2. Finish Crossing Acheron on UV. []
3. Finish Obituary on UV. []
4. Finish Memento Mori 2 on UV. []
5. Finish Icarus: Alien Vanguard on UV. []
6. Finish STRAIN on UV. []
7. Finish Mordeth. []
8. Finish Earth on UV. []
9. Finish The Darkening on UV. []
10. Finish 10 Sectors on UV. []



HEY! DO YOU LIKE TO WRITE?

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

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

HOW ABOUT GRAPHIC DESIGN?

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

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

IF YOU ARE INTERESTED IN CONTRIBUTING TO THE ZINE, HIT UP THE OFFICIAL DMW DISCORD OR RUTHLESSLY HUNT DOWN THE TEAM TO SEE HOW YOU CAN HELP!



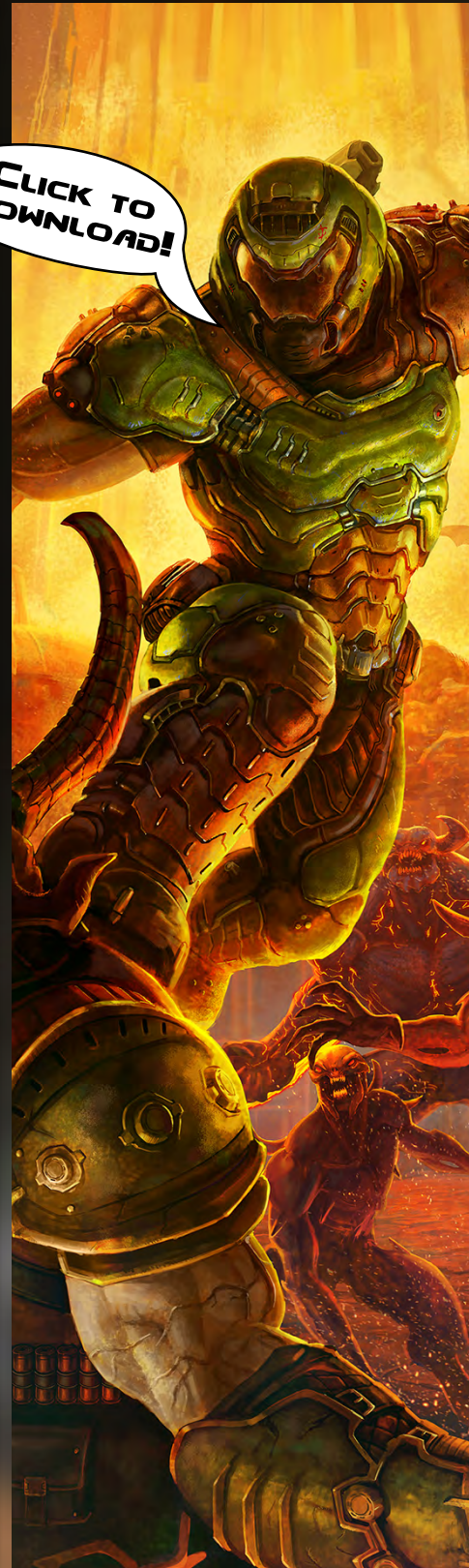
NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE OCT. 16, 2021

RIP AND SHARE.

01. R v1.0.2 Release - DoomFront mod for Star Wars: Battlefront 2.
02. Doom Fighters released.
03. [PROJECT] Hakras Deja Vu 1.1
04. Judgment - 33 Map MBF21 Megawad [RC3.1]
05. [PsyDoom] Caldera Of Wretchedness
06. Brutal Freedom GZD- GFX Update 11/3/21
07. GRAVED beta
08. Fractured Worlds [Version 1.7c NOT FINAL I GUESS]
09. le infidel
10. Unfinished Single Player Challenge Doom 2
11. monster horde randomizer final release (aka zandroum monster randomizer tribute!)
12. Brutal Freedom GZD- No Gore Edition
13. Snowfury - a chill map for Boom
14. Saint Alfonza's Darkbase - /idgames release [1.2]
15. Fun with OBLIGE: The hunt for gold in nonsense land.
16. Descent Doom (Descent 2 in GZDoom)
17. [Updated] [GZDOOM/Jump Required] My First map: Learning the Rope.
18. A sandpit - GZDoom map for Your weekend pleasure
19. Command Control Redux
20. Amalgamation 2: Cairo A.D. [Singleplayer, TNT]
21. Unknown - a boom compatible puzzle map
22. CHJBombay Episode 1
23. "Flooded with Demons", a single limit-removing map made for NaNaWADMo 2021
24. [UDMF] WMC04: Heresy [A Heretic project!]
25. BIT CRUSHER | A lil' slaughtermap I've made
26. MR. ANDERSON - MAX PAYNE INSPIRED WEAPON MOD [BETA 2.1]
27. Second map on doom world' let's see how it goes.
28. The Goats Hideout Re-design
29. Dark Zion
30. BADMOTQRFINGER - A Vanilla Mapset For DOOM 2
31. Community project: Dante's journey
32. Crypts of Eternity [RC1] - Limit removing
33. Cyberpux: episode for doom2, 6 maps for testing!
34. Demon Mansion - A Halloween special wad
35. IkaDoom - Ikaruga In Doom
36. Amogus.pk3 V1.2 [Oct 28th, '21] [Enemy replacement mod]
37. [Single Map, Vanilla Doom II] Ain't My Demons -- (somewhat) abstract hell-ish map
38. [NaNaWADMo 2021] Charcoal - A limit-removing speedmap megawad
39. Subterranean Storage - My first wad (made for GZDoom)
40. [GZDoom][WorkInProgress] [Updated v1.4] Shenanigans Base: Need a bit of help [Playtesting].
41. Six Spooky Speedmaps - Six Maps for Doom 2 that I made in 4 days.
42. Working On My Doom Map!
43. Gehenna (A new episode for The Ultimate Doom - Limit removing)

CLICK TO
DOWNLOAD!



44. Jack O'Sphere - spooky replacement sprites
45. MAP01 replacement
46. hula 2 - hulahula take two
47. Martian Mineral Refinery - single map for NaNoWADMo!
48. HAcX Twitch 'N' Kill v1.2 Improved Edition (2021)
49. Lost Labs (3 Doom II format map)
50. AD MORTEM - a MBF21 Halloween-themed Megawad. [BETA]
51. A small but complicated map
52. RAY M0HAWK 2 - 20 Vanilla Maps! (v1.1 NON-Final Release, come and get it!)
53. I made a new map and I'm so dang proud of it.
54. [NaNoWADMo 2021] Black n' Blanca II - Demo [OFFICIAL RELEASE]
55. [NaNoWADMo 2021] Doom Hockey RC1 - A Multiplayer GZDoom Mod
56. 1000 Lines 3: Community Project - Released!!
57. Another Generic Tech Base
58. Infested v1.0 (Ep 1) - a 3-map GZDoom set
59. HacX Shareware 1.0 Repackaged
60. Angry Anna : Halloween Quest 2
61. Broken Whipsers: short spooky GZDoom map.
62. [NaNoWADMo 2021] Moon Madness (FIRST RELEASE)
63. NOSTRADAMUS - Development Thread
64. Stranghold of Grief (Demo for larger level)
65. DeadTech Community Project (BV2 update!)
66. [NaNoWADMo] Seeds, a Doom DM mapset made in a week
67. HR2 Hell's Cauldron remake (cl 9)
68. Realm of Chaos 2: The Revenge of '96! Full Megawad development thread
69. Realm of Chaos: 25th Anniversary Edition - Now in development!
70. My first WAD -- Small slaughter map
71. NoSp3 (MBF21, 32 maps) IDGAMES
72. Night Surf BETA (Boom-compatible)
73. Cathedral (slaughter wad)
74. [NaNoWADMo 2021] Lunar Laceration - An MBF21 Moon Themed Episode (RC1)
75. Asphalt.pk3 - Apparently not Improv 2.
76. Warmwood III - The Horror (boom camp Halloween maps by Ribbiks and Me)
77. PUSS XIII: TH1RT3EN (November Speedmapping Event)
78. PROJECT E.N.T.R.Y.
79. XDUDE's MEGABOSS [A boss map for (G/L)ZDoom]
80. Hatchery
81. [Beta] Freon Deathmatch
82. Gray Piercing - Two Doom II Maps
83. DBP41: Hell Revealed III (Pt. 1)
84. Phabian Odyssey - Episode 1 (Doom dungeon crawler for NaNoWADMo 2021)
85. Lo-Snow (single cold doom II map)
86. Doom Returns - Episode 1: What the Hell
87. The UnMaking: ReMade for the official Doom 64 PC port (plus 7 new maps)
88. [Release, v1.0.2] Freaky Panties IV: Hipsters and Bikinis
89. [beta] Operation Goldbullet weapon mod
90. First map
91. Insanity Deathmatch version 1.1
92. An attempt at 90s style PWADs
93. Pecha's WADbox - a five map Boom mapset
94. Abyssal Speedmapping Session 59: Watch out for Dracula!
95. Rusty Enterprise - Doom 2 Large Map
96. [Limit-Removing] GoopW - 3-map compilation (RC1)
97. Death March: A FPS i made in 7 days.
98. Map02 Pumping Station - Onn Uake.wad
99. can i get some input on this map-pack i made?
100. Doomed Spaceship - my very first doom map
101. Spaceling Evasion - A DOOM FPS community project (on hold until further notice)



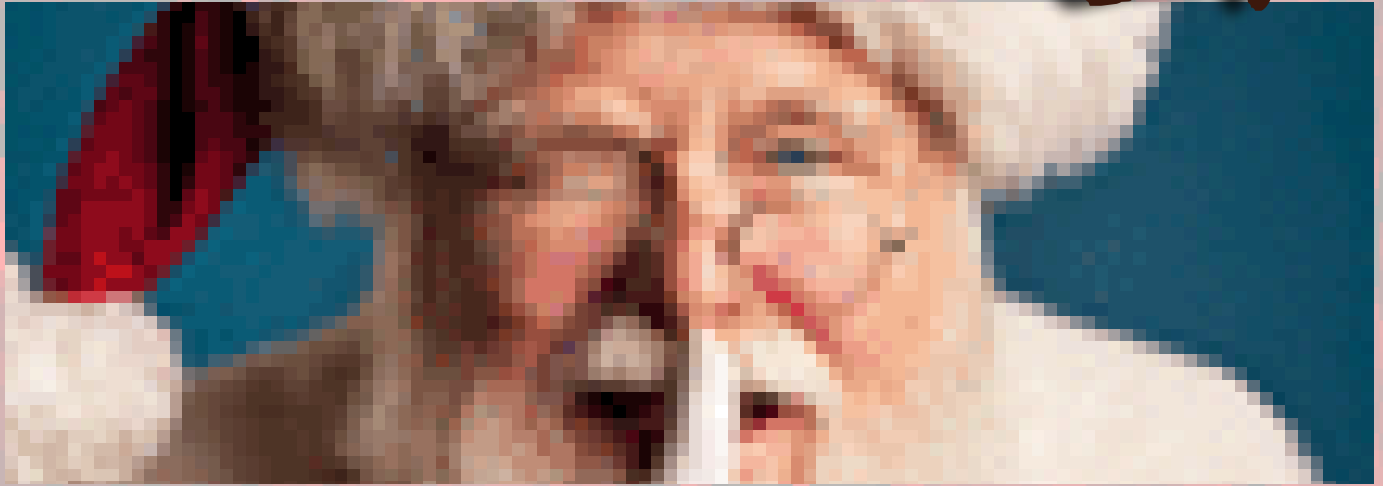
102. Ultimate Jazz Jackrabbit Doom (EPISODE 1)
103. Every Part of the Buffalo (a large, vanilla E4 map) and "The Ultimate UnAligned"
104. finally learnt how to add custom textures (New map).
105. My new map "Rusted" (UDMF)
106. [WIP/Announce] [GZDoom] ZHDoom - A Comedy Casmetic Mod
107. Rad Rocket (Doom Mod/Total Conversion)
108. My first uploaded map
109. REMAKING DOOM II
110. My first published map - Feast of the Damned
111. Purple Rain (My First Map) [Vanilla Doom 2 + Dehacked]
112. The Library - UDMF Atmospheric Map
113. Library right before the storm [BOOM | First map]
114. OMEGA release!
115. Congestion Square 1024 - map 1
116. Misc. Classic Style Wad
117. smog (1.1 map wad)



NIMBLE NEWSTUFF MENTIONATIONS

by LadyMistDragon & TheNoob_Gamer

EX



NEWSTUFF RATING 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 worth 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 departments.

The Omnipotents - *

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.

BEST MISCELLANEOUS WAD

Sold Soul

by Fryuko

CLICK THE TITLE
TO DOWNLOAD IT!

For GZDoom. Fryuko has contributed some of the strongest maps to the last few Doomer Boards Projects but months before he ever got involved with those, he released the first version of this E1 replacement for Heretic called Sold Soul in March of this year. It was only recently that this was quietly released to /idgames and I'm sorry to say I waited this long! Basically, instead of Corvus, you're a merchant who 'wants revenge.' Yeah, I don't get it either, but Fryuko skillfully incorporates some custom weaponry and monsters without turning the game into some sort of Hexen hybrid. It's all very challenging too. Encounters mostly avoid the realm of bullshit (*cough* Map 03 Iron Liches you need to get the blue key at the start *cough), but enemy placement and numbers are very high, and you don't quite have unlimited resources so you'll have to play very carefully if you're playing on Skill 4 or 5.

Then there's the level design, which has to rank among the best I've ever seen in Heretic. Ranging between non-linear and linear, they nevertheless feel expansive enough that you get the full feel of Fryuko's vision. You visit a merchant house, a mine, a massive volcanic area, and other beautiful locations.

Let me be clear, this is not just a Heretic episode in 2021. This is one that takes Heretic's monster swarm tendencies, dials them up to 11, and then adds in a whole different collection of custom textures to make the experience seem nearly as fresh and interesting as if you played the original game.

\$Chigai Jigoku\$

by ShiroiAkuma51

Plays in Boom. A map made 6 years ago and only uploaded recently, this is an intricate and overgrown base where the emphasis is largely less on combat and more on exploration (though there are a few locations where clever enemy placement can really tear you to pieces). The grass really conveys an abandoned base setting. It's beautiful, just don't get distracted if you want to survive.

After briefly finding yourself in a hellified building, you end up transporting through a series of hellish caverns and then, you're presented with two portals. One leads to a generic lava-filled cavern with Cacodemons and Pain-Elementals, and the other one leads to a rather foreboding temple with some nasty and powerful monsters. It feels a bit like playing Kreed, or You Are Empty, or a thousand other Slavic FPSs that ruminate on the nature of reality in a janky way.

I can't call this a forgotten classic, mainly because of two things. Ammo is quite tight to begin with and gets worse. Then the red key is in a shockingly obscure location given the surrounding layout. All the same, BPRD got the same complaints about some of his maps. This is well-worth your time if you're a patient player.

#Full Disaster#

by BoXy

This map was inspired by the challenges given to people interested in mapping for PUSS XI before BoXy realized he actually had quite a lot of spare time, so here it is, released to a public that probably won't notice it.

All the same, it is quite solid, despite that the construction time doesn't really seem all that long. And despite the chosen music track, it lacks the avant-garde leaning of some of BoXy's other projects submissions, being a straightforward slaughter.

Basically, you have to run to one end of a narrow hallway to pick up a BFG, then engage in a series of fights, only one of which might break you despite the high monster count. Exit room is a wow.wad homage.

It's doubtful too many people will notice it, but it's an easy recommendation.

Phone Doom

by Kykyman

So...this is interesting. A meta take on Doom playing habits, I might say. Replacing the plasma rifle with a brand-new Samsung Galaxy S. Taunting you for thinking you can play Doom IRL, the game will immediately crash to the desktop when you try to fire the phone.

“Then there's the level design, which has to rank among the best I've ever seen in Heretic.” ”

Sold Soul by Fryuko

“...if all Doom wads had such realized environments, I'd actually finish far more of them.”

Netherworld by NaMcOJR

\$Killing Pits\$

by Stupid Bunny

For limit-removing ports. A very open, and also quite confusing hell map taking place in some sort of volcanic environment, this is also highly dangerous on UV with Revenants and Manicubi firing at you from sometimes quite significant distances. I didn't find the rocket launcher until around $\frac{3}{4}$ of the enemies were dead, but since I found a plasma rifle and plenty of cells, that's not the issue you'd think otherwise. You could definitely spend a long time looking for keys that you have no visibility of for the most part. Needless to say, I absolutely love it, but I don't think everyone will agree. Definitely don't play this one if you get lost easily.

\$Funnelcake Apparitions\$

by The Doomer Boards

After a slight lull of boilerplate themes, DBP's 40th installment comes roaring back with a set of 7 maps with a highly-detailed carnival/circus atmosphere, thanks to Joe-ilya. Step right up, step right up! For the price of your life, you can be part of the greatest show on Earth or Tei Tenga or wherever! Demons that have been plucked straight from hell are all here and willing to have some fun with the most dangerous game! RUN FOR YOUR LIFE! Ah, so you mean that Luminous Glow, Rainy Days in Casablanca, and Auger;Zenith weren't good enough for you?

No matter, ringmasters Fryuko, JadingTsunami, and Joe-ilya should all be given their due for putting on such terrific, explosive performances.

WAD OF THE MONTH

Netherworld

NaMcOJR

For GZDoom. I played the beta version of this WAD many months ago and I thought it a visually very strong work with the gameplay being not all that much weaker. Well, it's still good! Lots of incredibly strong underground and natural landscapes with some tech stuff thrown in every now and then for good measure. The music choice is really something else, too. To nail down it's genesis quo, it has a sense of place comparable to Lost Civilization or the best Icarus maps. That's the best way I can put it. These things come down to personal taste in the end after all, but I think you'll know what I'm talking about if you play it.

Combat from the very first map leans heavily on the slaughter-lite aspect of things, though overall much easier than full-slaughter maps by a long shot. Among your foes are custom enemies you've probably seen in other places. One of these is the Baby Caco, for every one you kill, a little part of you dies inside. The first map doesn't make a particularly good impression with it's winding, repetitive paths, but things quickly improve, first texturally, then more complex layouts later.

The dock area was easily the most well-rendered of a very well-rendered wad. The combat is certainly no slouch, though the author's habit of challenging your mobility got a little grating in spots. Still, the pure artistic vision on display here cannot be



Killing Pits by Stupid Bunny

denied. Not to mention, you never quite know what you're going to expect. The first map might seem unimpressive initially, but I still couldn't help but admire some of the nasty surprises in store when you discover some of the secrets.

I don't know why this impresses me so. The slaughter fights are fine and don't detract at all. I have to say though, if all Doom wads had such realized environments, I'd actually finish far more of them. If you like exploring, if you like detailed environments, and you like strong thematics, please give this one a go!

#Old Still Life#

by Rednov

Boom-compatible. This set combines two things guaranteed to turn off casual Doomers: puzzles and some slaughter fights that are fairly light until Maps 09 and 10. Map 01, featuring the ever beautiful "Plasma" from Duke Nukem 3D is set in a space station with probably the most logical puzzles of any other of the maps in this wad, yet you find out fairly quickly the combat is far from relaxed and in fact, there are several Arch-viles. Yes, this is a wad that starts difficult and never really gets any easier. Subsequent maps follow sim-



Netherworld by NaMcOJR

ilar lines, with puzzles ranging between making sense or else being stupidly cryptic. The later maps become slaughter and ditch the puzzles. Still, combat at its best is strong and fun, along with the overall map design (this is incredible stuff from a newcomer, honestly. It's still a tough nut to crack, and your enjoyment will be a matter of taste.

BEST MULTIPLAYER WAD

\$Chap Deathmatch 3\$

by prfunky

GZDoom. Well, lookee here! We've got a set of SEVEN (and a couple of credit maps) brand spanking-new deathmatch maps to satisfy all of your fragging pleasures. The Super Mario Bros

3 homage is a little strange but what the hey. The maps themselves follow a general techbase theme but have lots of thought and care placed into height differentials, thing placement, and a strong, successful attempt to make some impactful landscapes. My favorite may have been Dwangoitch, featuring the music track "Recapture" from Icarus: Alien Vanguard and is a pastiche of several well-known Doom/Doom II maps into a form that's cleverer and works far better than you might expect. This gets my seal of approval easily!

RUNNER-UP 2

\$False Paradise\$

by 97th Century Fox

A large, 800 monster count map powered by the mod Supercharge 2.0, this is a mix of techbase, jungle that seems right out of the wad Paradise, and some temple-ish techbase type of stuff underscored with a yellow theme, with lots and lots of challenging and endearing fights. Grenadiers seemed to be literally everywhere, and they're likely to kill you more than half the time. Ammo is about as plentiful as you'd expect in a Supercharge map so there are no worries there. If anything, you may find yourself distracted by some



Netherworld by NaMcOJR



Hex by Gimmershred

of the stronger visual wonders of the map, reminiscent of Lost Civilization and Paradise. Add in opposition that never fails to keep you on your toes, and you've got yourself an incredibly strong experience, and one of the best I've played this month.

#Hex#

by Gimmershred

Plays in GZDoom. Replaces Map 01 for Plutonia and thankfully has Plutonia-esque combat to match. The visuals are an entirely unimpressive grey, though there are jungle textures in some pinkie closets. But this map's priority is combat anyway. While it did feel like I had to cheese many of the fights, mobility is definitely encouraged when taking on the Arch-viles and Hell Knights unleashed from the first trap. Things get somewhat easier after this. Be careful near the exit though as approaching the switch triggers a trap with an Arch-vile on one side and Hell Knights on the other. It's not massively difficult if you're good at rationing ammo, but unlike health, there's much less of it.



RUNNER UP 2

\$Warglaive\$

by EANB

Nine maps which provide what seems like a speedy, Sucker Punch sort of challenge before transitioning into something incredibly sadistic in the map "Pain Pipes" (Map 03). The darkened sewer hallway is stuffed to the absolute brim with Revenants and Pinkies and nary the ammo to take them on. Map 04 proves a massive release from this insanity though, as one of the first fights is just rocketing the shit out of a mass of zombiemen, though



Warglaive by EANB

it ends with 4 Arch-viles. The second to last map has some disturbing green lines in the sides of certain hallways (Floatsam PTSD, anyone?). Still not as hard as the last map. A castle map with 4 Cyberdemons outside, you duck inside and find yourself confronted by vast hordes in some suspiciously Deus Vult-esque hallways. Very good.

#Energy of Pain#

by Abit

Vanilla-compatible. Cool death-match map utilizing basic vanilla texturing but proves to be a surprisingly fun time weaving in and out of buildings. While not really a good map in single player, there's still quite a bit of tense combat to be had. Ducking into the outside area might irritate those who are after you if you're a more defensive player, I suspect.

#E1M5 remake#

by Koko Ricky

Plays in GZDoom and replaces Map 01 of Doom II. The artist formerly known as Goat Lord finally returns with this remake of Phobos Lab from Episode 1



Angry Quit 2 by Midnight Mage et al.

of Doom. While not as enjoyable as Command Control (lack of cool-ass secrets for 1) this still makes for a highly-detailed and entertaining reimagining of E1M5 (but with a track much cooler than "Suspense." Much of the original design has been changed to something which makes far more sense than the leaky slime factory of the original. The nuclear reactor and outside pink rock canyons must be particularly mentioned as visual highlights (though I did like how the star-shaped secret room was transformed into something far more demonic). At the end of the day, this is definitely still worth the play.

Halls

by Hakkan Raddad aka AwesomeGuy05

Vanilla-compatible "A Simple but sick wad with one map which has kickass level design and cool gameplay!" While the basic design is ultimately decent – the ugly, grey hallway does have some detailing every now and then – it's ruined by the claustrophobia. Even when games such as Corridor 7 and Nitemare 3D were still essentially the way to design shooters, no one threw enemies together with such little regard for movement. The only

upside is that ammo balance is just about perfect.

\$Angry Quilt 2\$

by Midnight Mage, et al

Limit-removing. Wow, where did this angry quilt come from? Why the hell does it have unremoved needles sticking through it? Why does it growl "I'll tear your soul apart!" I'm not sure, but there is always but one applicable solution: rip and tear until it is done.

Anyways, this is the latest in a recent series of collaborative maps involving members of the Doomworld forums you'll likely recognize if you hang around Doomworld a bit which is something that always fascinates me because of the obvious diversity of styles on display. In this case, each mapper received a 1024x1024 square which they then could mold to their hearts' content. Project lead Midnight Mage actually made one of the better maps in Half Moon, so I was eager to see where this went.

Some did an inarguably bang-up job. Snaxalotl departs from her usual tendency towards difficulty by crafting a strong blue-ish hued section which will be the second one you reach after the

opening courtyard built by project lead Midnight Mage. Though you'll probably visit Origamyde's section first, whose use of blue detailing is even more notable. Special mention must also go to the ever-creative Peccatum Mizhamiz's section, composed of some cool structures that you can initially access from the section of ThatWeNGuy, who conceives a simplistic and tight, but undeniably fun rocket fight. Walter Confalonieri also constructed an excellent final section, albeit one you'll have to annoyingly return to since you still have get a blue key.

Some of the rest fall in the middle (Worriedidiot's crate room, containing a Cyberdemon on some stacked crates and Weird Sandwich's techbase), and some aren't exactly so great.

Even with the cruddier sections though, this was a barn-burner all the way through, especially if you take more time to find secrets. But I'd already spent too much time by the time I got to CBM's section to bother finding them though. Still, check this out if you're at all a student of mapping and mapping styles.

@Not a Jokewad@

by Benchy

A 2-map set that plays like a jokewad in the manner of traps and enemy spam utilized, though perhaps not much else. It's definitely some good, dumb fun and the author does have a flair for detail, but you're advised to skip this one if you're easily annoyed because that's what this sets out to do. Let's just say Arch-viles and hitscanners are used to incredibly sadistic effect here. Yes, these encounters are all pretty stupid, but you are adequately supplied for the most part, so it could be far worse.



Doom Island by nicolas monti

\$Doom Island\$

by nicolas monti

For limit-removing ports. 9 maps featuring an island with often-times-darkened techbase and a heavy exploratory feel. The demons, spectres, and former humans have all had their speed upgraded to UV fast. The music makes an interesting contrast to the amount of tension and dread you'll feel as you play this game. Monster placement choices seem specifically chosen to maximize your pain (the first Arch-vile you encounter in Map 01 for instance) Another thing to mention is ammo is quite tight early on so you'll have to lean somewhat on infighting.

Which leads me to describe the main issue I found at times. Many traps were well-crafted and seemed calculated to evoke many obvious feelings in players. Occasionally though, they felt cheaper than they did fun.

Despite this though, this is an excellent and tight mapset dependent more on nastily-planted traps than hordes of monsters (though there's some of those too!).

#The Harrowing of Man#

by smegahammer

For GZDoom. Smegahammer turns out a map that's quite simple in execution, yet, still has bits of strangeness that manage to make it pop. I'm not sure if the green sky is damaging to bitrate as much as fireblu, but leave the bloody smeghead alone. It starts out with dumb fun in the initial courtyard where tons of enemies are teleporting to the section of the building you're walking as



Harrowing of Man by smegahammer

you use (hopefully) skillful maneuvering through the outside teleporters. From here, it's up through some dockside warehouse-esque area, and eventually to a red-brick top. Custom enemies abound, from plasma-shooting Imps on the mid-floor to infernal barons at the incredibly cinematic and evocative top, not completely unlike Zion's "Ancient Temple" map, but with an obviously different setup.

\$Dereliction Derby\$

by Pink Kitty Rose

Boom-compatible. Big techbase-and-canyon map with a thousand plus enemies and a difficulty compared to late Valiant in spots, the pace is fairly laid-back for the most part. Nice Doomcute detail and intense fights abound. Case in point, the army that attacks you when you pick up the chaingun. You'll have a fun time.

#Hive#

by Louigi Verona

Vanilla-compatible Whatever the author says, this is most certainly a slaughter map, in the fine grind-y tradition of Hell Revealed. But in addition to being



Angry Quit 2 by Midnight Mage et al.

marginally less ugly, things also go by quite a bit quicker than the average Hell Revealed II, due to Louigi's willingness to hand over stronger weaponry as you start entering larger areas. All the same, foes do tend to bunch up in narrow hallways in ways probably not acceptable to most modern Doomers. For the rest, please check it out.

#Helldoor#

by Alt3000

Plays in GZDoom. A wad that managed to be difficult without being particularly tactical or slaughter-y. Some little texturing errors here and there, but excellent adherence and commitment to the blood theme must be praised. The very first moment of the game shows a blood trail with a corpse leading against the wall, and the blood stains can only increase in density the more you progress. Despite the appearance of a portal at the end of Map 01, this wad dives smoothly between techbase and blood/flesh settings without any particular sense of much of anything. Only minimal regard is given to pistol starts. The last room at the end of Map 05 has this ridiculous maze where you're navigating a line of candles and trying to avoid the parts of the

silvery floor that are most lit up from what I can tell. Errors mean instant death.

This set shows a lot of promise with its providing of compact and challenging fights. It probably still needs some rebalancing though.

#Shark Pool#

by xdarkmasterx

Vanilla. Probably best played on HMP due to the absolutely insane beginning. Many Imps, two Arch-viles and a Cyberdemon confront you in the outdoor courtyard on UV. Thankfully, after this and a close-quarters fight involving Revenants and Arch-viles, the difficulty surprisingly drops. I

might take issue with only being given a rocket at the beginning, but this map is clearly meant to get the blood pumping - and it certainly succeeds in that!

#Another Generic Techbase#

by Tin Can

Vanilla-compatible. This is a first map, allegedly, but it feels far, far, too lovingly crafted for belief. The central slime courtyard or even little Doomcute details such as the command center and boat in the west feel nothing like a generic techbase. It's also shockingly difficult for a fairly small map with barely over 100 enemies. You can pick up the keys in any order but grabbing the yellow key (which opens the exit) will trigger ambushes that include Arch-viles. Lacking much ammo at that point, I was forced to scramble for a rocket launcher that was (thankfully) in the corner. Honestly, allowing all keys to be equally accessible is a shockingly foresighted move. Play this please!

#Citadel#

by Eric Bertel

Replaces E2M1 of Ultimate Doom. Looks like someone uploaded a '94 map to the archives. It's a deathmatch map! Suppos-



Shark Pool by xdarkmasterx

“Taking a sort of Icarus-esque sci-fi vibe in music and presentation, it goes much further in its weapon modifications.”

Twice Risen by Michael “Risen” Niggel et al.

edly inspired by Pre-Columbian architecture, this provides plenty of stone works, towers, and buildings for players to dart in and out of, constantly trying to seek advantage over each other. The slime pool in the middle is quite risky but also rewarding. The vines on the buildings give this map some further ambience and the towers also make great use of verticality.

#Book Depository#

by Dr Fluffystuff

Seems to work in GZDoom and Eternity, though the latter with some HOM issues (and the door to the red key not opening for some reason). The author claimed it worked in PrBoom+ and related forks, maybe they released a new version when I wasn't looking.

Anyways, the creepy and mysterious Rise of the Triad music proves the perfect companion for a sojourn through a mysterious library, filled with purple OTEX textures and a strong sense of foreboding. There are even some shelves in a void at one point, like the Pagemaster or something (that's a reference I wish I never knew). While starting modest, difficulty picks up slowly but you're always given enough ammo to handle all challenges. The last fight pits you against an 80-monster horde against a black void backdrop. Try to shoot at least one of the frontal Revenants, though perhaps it

won't help all that much with that Cyberdemon behind the curtain taking potshots at you that could potentially tear your body into shreds from sheer concussion alone.

Gets an easy recommendation from me, though you should definitely play on a lower setting if you're nervous about being challenged. There's certainly enough fighting to keep from getting bored.

#Anger Deathmatch#

by Hitboi

Hitboi is a mapper that's emerged in the last year that most recently did a map for the recently-released Ray Mohawk 2. This is a series of deathmatch maps he released shortly before. They are

overall quite strong and show some strong layout experimentation, in addition to standard square DM maps. “Teleport” and “Spaceport” personally feel a little weaker to me. But overall, plenty of maps for you to have fun!

Twice Risen

by Michael “Risen” Niggel, et al

Twice Risen was a highly ambitious Doom partial conversion, along the same lines as Ragnarok and other such cancelled projects that probably fell victims to its own ambition and was cancelled in the year 2000. It was only recently that someone that might or might not be Mike Niggel recently uploaded all of the spent assets to idgames. This isn't a traditional release so don't expect a rating. I will say that looking through the maps and assets, this had tons of potential. Taking a sort of Icarus-esque sci-fi vibe in music and presentation, it goes much further in its weapon modifications. The shotgun was eliminated; however, the futuristic weapons are incredibly fun to use and might well be the best part. Even the pistol feels cool, if ultimately quite weak. However, I



Book Depository by Dr. Fluffystuff



Hakros Déjà vu by Hakros

can't really recommend the maps unless you figure out how to load the custom textures, otherwise, you'll get lots of errors. It's too bad because it seems like combat in many cases feels well-conceived if not quite pushing limits difficulty-wise.

#Hakros Déjà vu#

Hakros

For GZDoom. Hakros is a fairly new mapper who made a custom wad launcher as well as another map released earlier this year. Basically, this is a sort of amalgamation of a number of early Doom II/Doom maps that basically posits that the games' events actually took place on Mars by its use of Doom 3 textures. Don't be intimidated by the high monster count; this map utilizes Brutal Doom Lite, so things go somewhat faster than you might expect. Somewhat, because the layout can really get confusing after a while. Still, it's all good fun, but like Space Cats, is somewhat shallow. The soundtrack is sure awesome though.

@Caldera Of Wretchedness@

by intacowwetrust

For PsyDoom. Just in case you don't know, it's a source port that aims to replicate the PlayStation

version as closely as it possibly can. This map was apparently predicated as a tech demo by the creator of PsyDoom and in that aspect, it completely wows. A long, open lava-filled area with tons of volcanic ledges surrounding you as well as many, many enemies firing in your direction, this certainly accomplishes that task! The cavern/temple areas at the beginning as well as the eponymous caldera are all spectacularly rendered. Come, there are many sights to show you, with much challenge to match!

If you're a fan at all of PSX Doom, PLEASE check this out. I'm sure the creator would greatly appreciate it.

#Bit Crusher#

by Chested Armor

For limit-removing ports which aren't PrBoom+ -derived. Short, but effective and fairly brutal map, the Tron-like layout does earn this map its name. Weapons are handed out to you in a very piecemeal fashion and you'd better grab a weapon from the more powerful hitscanners unless you want them to tear your intestines apart like some zombified gang of Pinheads. Later, as the map rearranges itself, the waves of enemies grow stronger. The last one is quite packed in indeed, though

the two Arch-viles and smattering of Revenants and Cacodemons is basically the same as a previous wave. Definitely worth your time if a little limited.

Descent Doom#

by Redxone

For GZDoom. Basically, replicates the gameplay of Descent in Doom, which means 6 degrees of freedom movement (oh yeeeeah). As you might expect, it rather cheesifies gameplay in easier maps, but if you're playing something like a Ribbiks map, the extra movement could help you greatly.

\$ Mr. Anderson\$

by Cyann2

Mr. Anderson, I dunno why you'd name a Max Payne mod after what the 'real name' of Neo was supposed to be. Like you'd have expect Agent Smith to come bursting in. This manages to incorporate the gameplay of Max Payne into a model that's surprisingly strong when all's said and done. The grenade launcher is the most fun weapon to use. The shotgun loses some of its effectiveness with a slower reload time unfortunately, and has a more limited utility as such. The visual firing effects are probably the best part though. Just pay attention to the sounds the weapons make and drink it all in. Design-wise, they are fantastic!

#A Sand Pit#

by MundaneBoss

For GZDoom, and jumping is best enabled. Despite the name, this is a well-realized and put-together map. The MP3 track is atmospheric weirdness. The monster count is high, but it doesn't take very long, due to the way everything's packed in. That doesn't mean difficulty despite the presence of several Arch-viles on UV.

Having just played through Biophilia, I feel like I should have some Archie PTSD at this point. The Pain Elemental pair near the end are much worse. Overall, good stuff.

#Snowfury#

by EANB

Boom-compatible. EANB claims this map will take 10 minutes to finish, but unaware players will likely be taken off guard by the challenges on UV. While opposition starts out fairly modest at first, it always comes in larger numbers, and when things start to step up, you better be ready. Some of the monsters have received a wintry makeover. Secrets are probably the best part though, mostly because I find some of the combat to be rather unsophisticated. I spent far too long trying to access the Supercharge and rockets in a tower. Good map, though I do think it's kind of a worth no more than 2 or 3 plays.

All the same, there's tons and tons of Doomcute detail in what proves to be a vast and puzzle-filled space. Thankfully, the hardest puzzles are completely optional!

#Undermine#

by Benchy

Boom-compatible. Definitely a map that stands out less for its horde-y combat and more for the spectacular visuals on display. Starting in a mine, things become more hellified as they go on. The density of fights slowly increases until you reach final battle, taking place inside a cavern with that DANGEROUS yellow lava texture and fireblu pretty much everywhere, as you ultimately face off against more than half of the remaining enemies. An incredibly nasty battle. Personally, I think it's nice, but

won't go beyond that.

@Monster Mansion@

by RetroAkaMe

A bland, if decently engaging map that uses Doom 64 monsters and sound effects. Hey, at least I get to see what the cut Revenants look like! Alas, this map manages to be blocky, while incorporating a few things that appear quite tacky. The last room with the blood pits and Cyberdemon weren't half-bad though.

@CHJ Bombay Episode 1@

by Cyborggeffien

For GZDoom. Set of 9 maps for FreeDoom. Layout is unremarkable but overall solid. Though after Map 03, the combat turns slaughter-lite with monsters in large groups, a la Hexen. It doesn't help that FreeDoom has a reputation for some rather tacky textures and monster designs. The only moment I really liked was at the end of Map 07 and you're surrounded by huge amounts of enemies. Most of the time though, there's just more health and ammo than you could ever need.

RUNNER-UP 3

\$Command Control Redux\$

by thebiomage

The basic premise of this is the assumption that Command Control actually resembles its respective location on the intermission screen. However, while there is a large courtyard between 2 buildings, things are expanded upon to such a degree that it's safe to say this place is far more than mere 'command control.' Laboratories, storage lockers, quartermaster's stations, a massive parking garage with a Spider Mastermind you'll want to avoid until you return here with a blue key when you're nearly done. One more thing to note, this mod has custom sounds with the explosive sound of the rocket launcher particularly standing out. The item-picking up effect is amusingly beefy.

You've basically got a decent amount of Doomcute detail filling out what proves to be a vast and complex map, filled with secrets to find and puzzles to solve. Thankfully, the hardest ones are optional, but they will net you



Command Control Redux



Visions of Gehenna by LiquidDoom

some sweet rewards.

The overgrown and likely corrupted and irradiated southwest area might be my favorite part. Well, other than the part when you're pushing a series of switches to exit a room while Barons of Hell fire at you from behind some invisible windows. The plants are poisonous, and there are pillars going up and down like some demonic pistons while being fired at by probably 8 barons, so this is quite aggravating.

Still, if you've got some time to burn, play this. BioMage does not release work very frequently, yet this is definitely among the premier detail-oriented maps released this year.

#Visions of Gehenna#

by LiquidDoom

Replacement for E1 of Ultimate Doom. Very strong sense of design. Starts off essentially replicating the E1 look before taking a sharp dive into corruption and marble by Map 04. While you never teleport to Hell exactly, you do end up traveling through some incredibly hellish environs, which is why it's called 'Visions

of Gehenna,' I suppose. Strong use of height and appropriating textures to the author's purposes though. Map 08 is somewhat reminiscent of collaborative maps with its wide variety of environs, yet you can tell that no more than 2 or 3 people worked on it at most, due to a certain layout unit.

The only real downside is the initially uneven difficulty which remains the case until you get to Map 08 (maybe Map 07). You could still find health and ammo to be overly available but the challenge remains.

If you just love some beefed-up Ultimate Doom vanilla action, I'd still recommend checking this one out.

BEST GAMEPLAY MOD

IkaDoom

by Gaia74

What do you get when you cross Doom with the bullet hell of Ikaruga? You get Ikaruga Doom! The weapon sound effects all have a greater sense of impact than the originals, other than maybe the plasma rifle which now has

a new cutting sort of sound that just feels sooooo good (unfortunately, it does sound a little weak compared to the others). But this is all about the monsters and the variety of attacks they now employ. How do you stop them? Why, by strategically picking up shield items, called 'polarities,' that will protect you from their respective attack colors. Take care not to pick the wrong ones at the wrong times though. Absorb enough of the same attack, you can then eventually unleash an attack far more powerful than what your weapons are capable of. And the explosive effects are glorious! On higher difficulties, you also encounter entities known as "Divines", which teleport in every so often during fights to hassle you.

While I do have to play on Dream because of my serious lack of twitch skills, this has to be one of the most fun mods released this year. Highly recommended.

\$Amalgamation 2: Cairo **AD\$**

by mrthejoshmon

Limit-removing. Mrthejoshmon has long been one of the most active purveyors of what's known as the 'TNT' style. This map, then, attempts to consolidate all of the TNT mapping tropes into one map, possibly in a manner that's been done before, but I'm not aware of it. The one thing to note is that this really doesn't feel like a unified journey, a la a Drake O'Brien map, which drags the rating down only slightly. The fact remains that this is a pure love-letter, though one that starts out a little rough, due to the lack of shotgun shells near the beginning. Pistoling Imps in vanilla just stinks and it doesn't matter how you spin it. The difficulty gets fairly high as you reach the halfway point but you should be better armed at that point.



Act Spooky by act

#Ain't My Demons#

by maxmanium

Vanilla. If you distaste claustrophobia, avoid this map. Otherwise, you'll probably be ragequitting within a couple of minutes due to the constant close-quarters assault in practically every square. I died so much in the beginning (even skipped a box of shotgun shells) before finally gaining some ground. Why there are techbase rooms inside a wooden house, I'll never know.

Fight through a series of nasty traps, including a couple of branching paths which will lead you to respective keys. Each path contains something unique. Pick carefully however: you'll lose access to a potential weapon if you take the wrong one. The final trap is a nice fakeout.

@Subterranean Storage@

by Doritos420

For GZDoom. An incredibly strong attempt at a starter map, this largely avoids going overboard with detailing. I've no idea why anyone would have Spanish stucco in their techbase, but the occasional stabs at Doomcute

are still appreciated. The main issue with this map is that around 80 percent of encounters aren't really very threatening at all. The fight for the rocket launcher in the lower mines comes the closest to providing a challenge, due to the monsters and space involved. Fights do slowly escalate, culminating in a Cyberdemon at the end. It's largely the mark of someone's who's been taking notes though.

RUNNER UP 4

#Charcoal#

by MFG28

Limit-removing. 21-map megawad made for NaNoWadMo in a number of days. Very brief and very short maps all quite notable for their brevity and relatively striking visual design. The story text you see shows a humorous amount of self-awareness of the cliches of Doom mapping. Relatively modest at first, difficulty rises around the middle, then raises for 17. Despite the size restriction, a surprising and stimulating number of fights are displayed here. Play this one on your next coffee break.

#Act Spooky#

by act

Vanilla. Six spooky maps made in less than a week, it's not dissimilar to Charcoal, but each map given a little bit more detail, if not necessarily detailing. No matter, things go by fairly quickly, but difficulty also rises rapidly as a result. Cool dedication to the Halloween theme and use of the Preacher status bar though! The weapon sprites from that wad are also used, although perhaps not the sounds. Good luck and I guess happy late Halloween!

#Among Us#

by Korp and Alaux

Replaces all enemy sprites with Among Us-ians, in this game, everyone is sus and no life is worth saving!. But seriously, despite the sound effect replacements, there's no messing around. Get to inspect.

Cathedral

by Louigi Verona

Boom-compatible. A somewhat visually striking if bland slaughter map. Basically, just strafe and shoot everything and hope you don't suffer too much damage because visible health is quite spare indeed. I guess it might be good for a run or two but I wasn't impressed. There are switches that open things up more and reveal more striking stuff.

\$ Hockey Doom\$

by Dieting Hippo

For GZDoom and created for NaNoWadMo. Not unlike the deathmatching classic known as Capture the Flag, this mod turns deathmatching into a literal sport. There is a puck and everyone has to shove it into the opposing teams' goals. Up to eight players can play, and you have

about as many ways to customize things like time limit, victory conditions, and item spawn rate as will probably satisfy you. As a method of encouraging fast-paced combat, this is fantastic!

\$Infested\$

by ginc

Plays in GZDoom. A set of three maps of gorgeously-rendered Doomcute detail with a certain emphasis on a fleshy theme, your objective is to clean out the vermin, as the van you arrive in is proof positive of. As part of this, you've got an invasion component to certain areas where you have to destroy flesh nests in order to access the exits. This is most notable in Map 01, a Resident Evil-style mansion with some Duke Nukem-esque self-referential posters in the mezzanine. Map 02 is also cool though, featuring a "Caverns" from Goldeneye slight remix, along with sewers and a subway where the final frenetic claustrophobic combat of the map occurs. Map 03 takes an entirely different direction, with an apartment/condo building with large lights that suggest a movie was being shot here. With 900+ enemies, you'd better be ready to bring on the pain. Easily the hardest map, it also proves to be the best when all is said and done.

#Seeds#

by Walter Confetti

Vanilla. Set of 6 maps made by Walter for NaNoWadMo replacing E1M1-E1M5 and including E1M9. And man, do they shine! Walter has a natural gift for crafting multiplayer maps, from the particular kind of detailing used to the shapes of the rooms, which generally facilitate running around. Heck, "Nukage Facility" even has little blocks to maneuver through, as if though you're on a rooftop. Just what is



a "Rodant Prison" anyway? No matter, you'll definitely have fun for a while with this one!

#Flooded With Demons#

by lokbustam257

For limit-removing ports. City map but with certain chair and desk structures in the buildings that make the place seem adjacent to a military base. Not to mention the water fountain cave at the end which feels like something out of Zelda. Think of this map as being basically slaughter-lite, and you'll have a decent understanding of what this is all about. A short map, but quite fun and with an amazing stewboy track that gives a whole different nuance to the mood.

@Untitled Slaughter Map@

By nathancharnas

GZDoom/Single-level. A giant and sophisticated ledge. A lot of bloodthirsty demons. A wrathful cybernetic overseer. A lot of ammunition. Can you make it out alive?

!Asphalt!

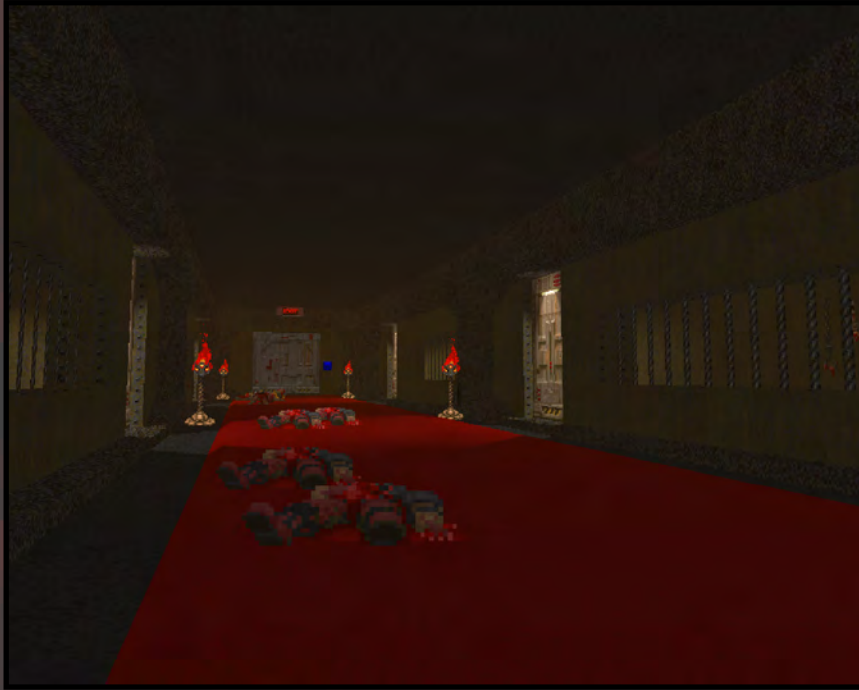
by Matacrat

GZDoom/Single-level. The theme and overall premise of this wad is simple – prison breakout. The same can be said for visuals, largely monotonous in tone; and certain "odd" gameplay segments. However, Asphalt shines brightly in its execution of the theme with heavy reliance on dialogue, which, though possibly polarizing, is actually rather charming and quirky. This aspect, combined with the surprisingly smooth and balanced gameplay, can make for a really entertaining experience.

#Insanity Deathmatch#

by Kaapeli47

Zandronum/Gameplay mod. True to its name, this is pure insanity – 52 weapons and armaments full of bonkers, quirkiness and extraordinary feedback. Blast your foes to smithereens with ricochet railguns, powerful meme cannons or dispatch nefarious mini troopers to do your bidding! Also featuring a lot of gibbing and countless quality of life multiplayer goodies for your pleasure.



Asphalt by Matacrat

#NoSp3#

by noreason

MBF21-compatible/32-level megawad. Even more slaughtermaps from modding connoisseur NoReason, entirely produced through the short duration of October. As is the tradition of speedmaps from the experienced, each map is equipped with exotic yet endearing locales, moody lighting and atmospheric coloration. Consistently hardcore, though fair, bloodbaths which can last for varying amount of time, now also fueled by the new modding enhancements that the powerful MBF21 gives – expect monsters to have new tricks up their sleeves!

@XDUDE's MEGABOSS@

by xdude_gamer

GZDoom/Single-level. A giant circular arena engulfed in shining brimstones and drab cliffs. Featuring a lot of combat, and may or may not include a boss that is not as good as the title might suggest.

!Cathedral!

by LuigiVerona

Boom-compatible/Single-level. Ascend a giant and sprawling structure as you attempt to fend off lengthy hordes of deadly monsters with powerful weaponry, your sharp wits and your sheer endurance. No religious feature is presented. By LuigiVerona (who happens to be a talented artist!)

#Purple Rain#

by Arsinikk

Vanilla/Single-level. Rainfall is unfortunately non-existent here. To compensate, everywhere is filled with shades of magenta along with some magnitude of atmospheric coloring, making locales moodier and more beautiful. On top of excellent visuals, author Arsinikk also made sure to cram in optional explorable areas as a means to escape the otherwise fast flow the map normally brings, as well as impressive visual feats that are normally hard to execute. Great work from a first-time mapper.

@Doomed Spaceship@

by xorcAge

Limit-removing/Single-level. Enter a giant, dilapidated spaceship somewhere in the cosmos, where countless enemies lurk beyond the looming darkness that has invaded the complex machineries the crew has left behind. The trip will be large, long and hard, so it is recommended to stroll through slowly for a higher chance of survival.

!Death March!

by sergeirocks100

GZDoom/Standalone. In the spirit of Elderjam, another FPS developed in quick succession was made, from the author sergeirocks100. As security guard James Wright, battle through a series of techbases invaded by corrupted androids and goey people using new powerful weapons and extended movement! Also includes an interesting and charming art style!

@Many Cacodemons@

by Norb

GZDoom/Gameplay mod. Four palette swaps of our favorite tomato-meatball, each equipped with new and deadly attacks, plus interesting behaviors. Works merely as a modding resource due to the mod being technically unplayable without the assistance of cheatcodes.

@Arachnocide Lore Patch@

by not into omelets

GZDoom/Gameplay mod. A minor mod changing enemy data and overall plot of another gameplay mod involving spiders for popular mapsets while committing as little (if none) changes as possible for an authentic arachnophobia experience.

#Hatchery#

by atasmrk

Boom-compatible/Single-level. UAC learns of yet another outpost deep in the mountains, and also as usual, you are the one who has to do all the bidding. Dispatch many hostile encounters while traverse through the natural landscape perfectly blended with the corrupted realities Hell brings safely!

#FreonDM#

by Ru5tK1ng et al.

Zandronum/9-level set. At this time of the year, winter has begun to settle in. Naturally, everyone's priorities changed, and that include Doomers' tastes. So, what better way to relax after a chilly day by duke it out with your buddies in nine vibrant and big deathmatch levels? Bundled with shining new weaponry for your gibbing pleasure.

#The Library#

by SiMplEtoNiUm

GZDoom/Single-level. Too much demon killing can cause problems some times. As such, places like this library here, designed by mapping expert SiMplEtoNiUm are great to take a break. Though it is impossible to become more intellectual here, the warmth, cozy feel, plus absolute safety and tranquility are enough to assure a well-deserved mental rest from your ongoing crusades against the ruthless legions of hell.

!Library right before the storm!

by StorkGreen

Boom-compatible/Single-level. These chambers of knowledge, by contrast, are not meant for aspiring scholars, or space marines seeking to enrich their minds. Instead, they are offered chances to train their brawns and de-



Library right before the storm by StorkGreen

velop skills of improvisation, by constantly being thrust into relentless combat against angry inhabitants. The training program might not be for the faintest of hearts, so it is recommended to proceed with caution.

\$Untitled First Mapping Attempt\$

by Wordy

GZDoom/Single-level. A base infested with hell tech and lots of radioactive green. Though the level suffered from author inexperience (occasionally confusing progression and custom resources having to be loaded separately), the overall gameplay qualities with a sense of exploration, good item and encounter balancing and atmospheric visuals does make this a quite noteworthy release.

#Rusted#

by azerty

GZDoom/Single-level. Visit an ancient, decrepit techbase with surprisingly functional moody lighting and breeze through chilling combat scenarios!

\$Rusty Enterprise\$

by Aeroly Merton

ZDoom/Single-level. Giant man-made structure with relatively clean looks and considerable functional machinery exceptionally blended with natural rocky cliffs. Also starring baby Caco-demons, what's not to like?

\$Pumping Station\$

By United VirusX.

Limit-removing/Single-level. Neutralize hellish troopers as you attempt to traverse through a large, winding complex and beautiful caverns! Beware of the massive radiation and sudden roadblocks.

#Lunar Laceration#

by finnks13

MBF21-compatible/9-level episode. Enter a sector deep in the cosmos spanning across various levels, admire the beautiful yet desolate space locales and previous survivors have left behind, gradually unfold a space story subtly relayed by the environments, and exterminate new and deadly cybernetic foes armed



GoopW by galileo31dos01

with nasty armaments lurking beyond the corners.

!Wormwood 3!

by Grain of Salt and Ribbiks

Boom-compatible/3-level set. Three strange journeys jammed in a single package recounting the Doomguy's misadventures through surreal, yet fascinating exotic medieval environments, meeting many, many unwelcoming residents while undergoing bizarre quests of reflex, constitution and faith along the way. Brought to you by mapping wizards Grain of Salt and Ribbiks; not for the faintest of hearts.

#GoopW#

by galileo31dos01

Boom-compatible/3-level set. Alternatively, if you are looking for a more pure demon killing, GoopW is a better choice - also with only three levels (plus one show-stopper for chilling out after perpetual killings). Though visually less impressive (albeit very slightly) - the adventures mostly contained in compelling natural landscapes that unfortunately have gone really wrong thanks to the interference of outsiders, the set features massive homi-

cides specifically designed for the experienced players that are guaranteed to give them a good beating. However, bundled gore adjusters should pretty much ensure that everyone can have a good time. The adventures can also be completed in relatively quick succession, so it's another good point to note.

#Pecho's WADBox#

by Pechudin

Boom-compatible/5-level episode. Initially intended as a full traditional megawad experience, this set has since been considerably condensed during its development and now features 5 self-contained adventures. Each level will take you to many diverse locales - underground caverns, office complex, subterranean bases and has many exciting challenges and encounters of their own; ensuring that no level is a carbon copy of another.

@Feast of the Damned@

by HrnekBezucha

Limit-removing/Single-level. Actually, there is barely any cuisine crisis to be found here. Instead, this is another outpost of hell, filled with blood, brimstones and

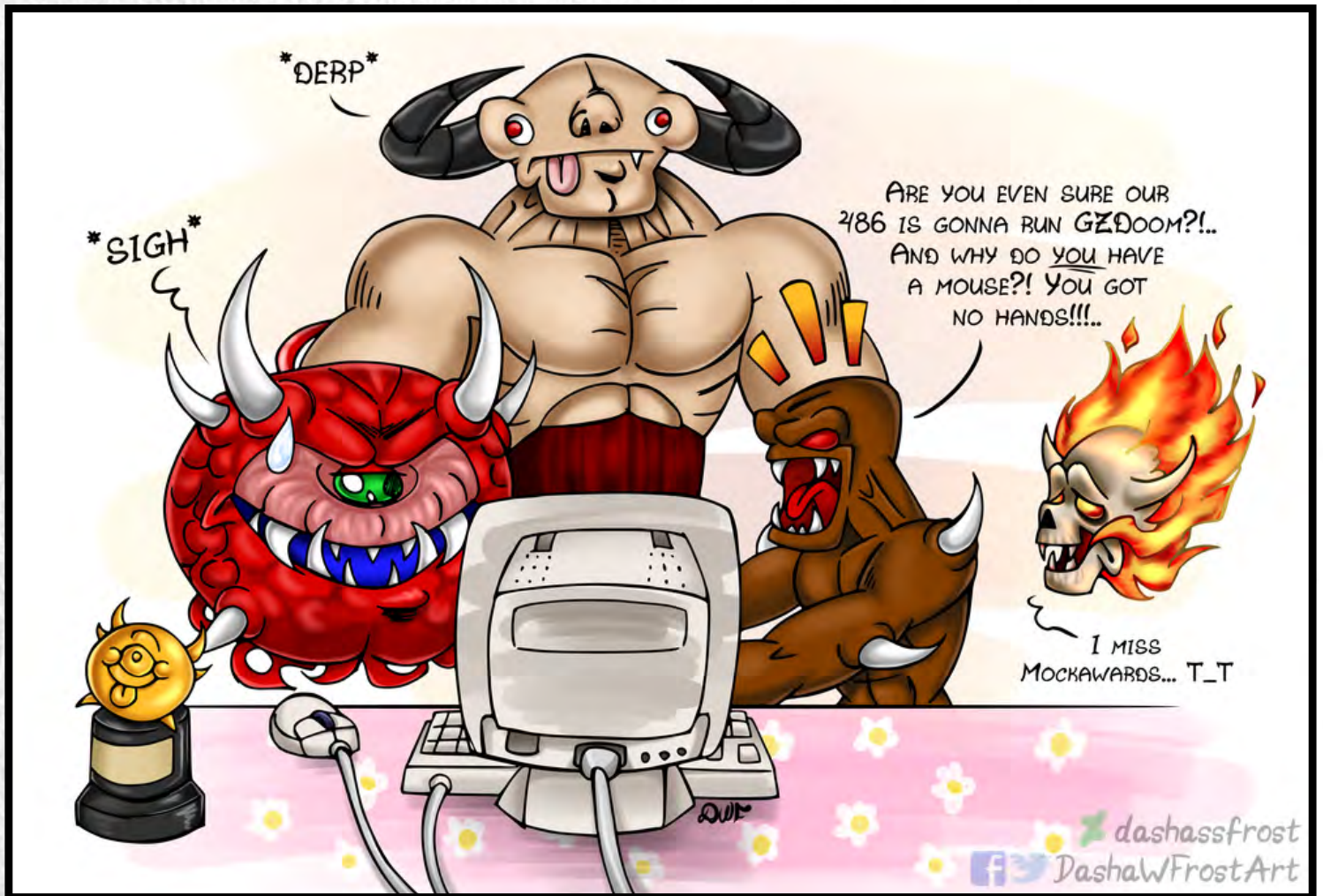
marbles all over. Though the looks slightly suffered from a lack of architectural and visual consistency at times, overall structure is rather cohesive as well as straightforward, and the disturbed inhabitants, though scarce in numbers, can put unsuspecting wanderers up for a good beating with their devious tricks and traps.

#Freaky Panties 4#

by Remilia Scarlet

k8vavoom/Single-level. Don't let the apparent... inappropriate flavor texts and port compatibility deter you from this great level. Not only are the visuals outstanding -with moody lighting and a sense of atmospheric abandonment that the rusty complex evokes; but accompanying gameplay is generally manageable and highly laid-back for the most part, making the experience generally whole. Also bundled with an interesting implementation of difficulties - which not only adjust enemy and item positions, but also some notable gameplay aspects like enemy toughness, reflexes and much more.

CACOWARDS BY DASHA W FROST



DOOM COMMUNITY ART GALLERY

WELCOME TO THE LATEST NEW SECTION OF THE WADAZINE, THE COMMUNITY ART GALLERY!
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ART BY KINOAGENT



DRAWING BY SR388



DOOMGUY AND HIS TANK SHELL BY TEKSACHI KOBUN



STORYBOARDS
& LEGO
BY IC3-SCR34M

PIERROT



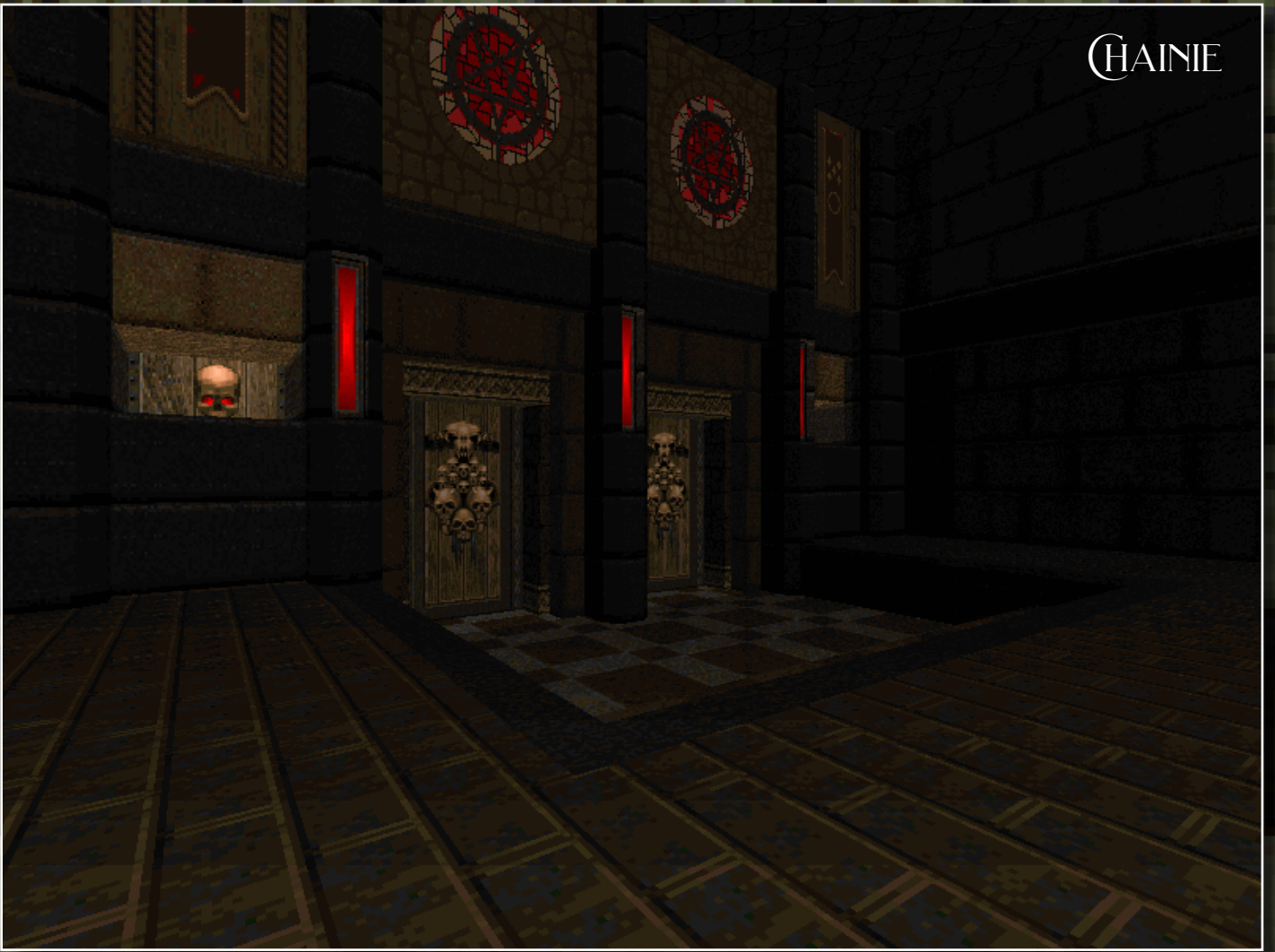
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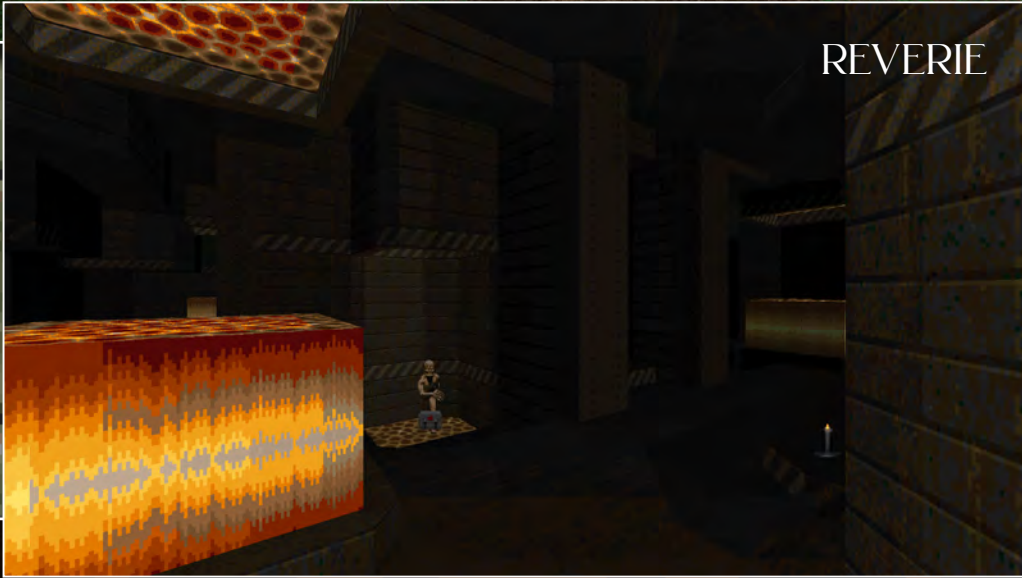


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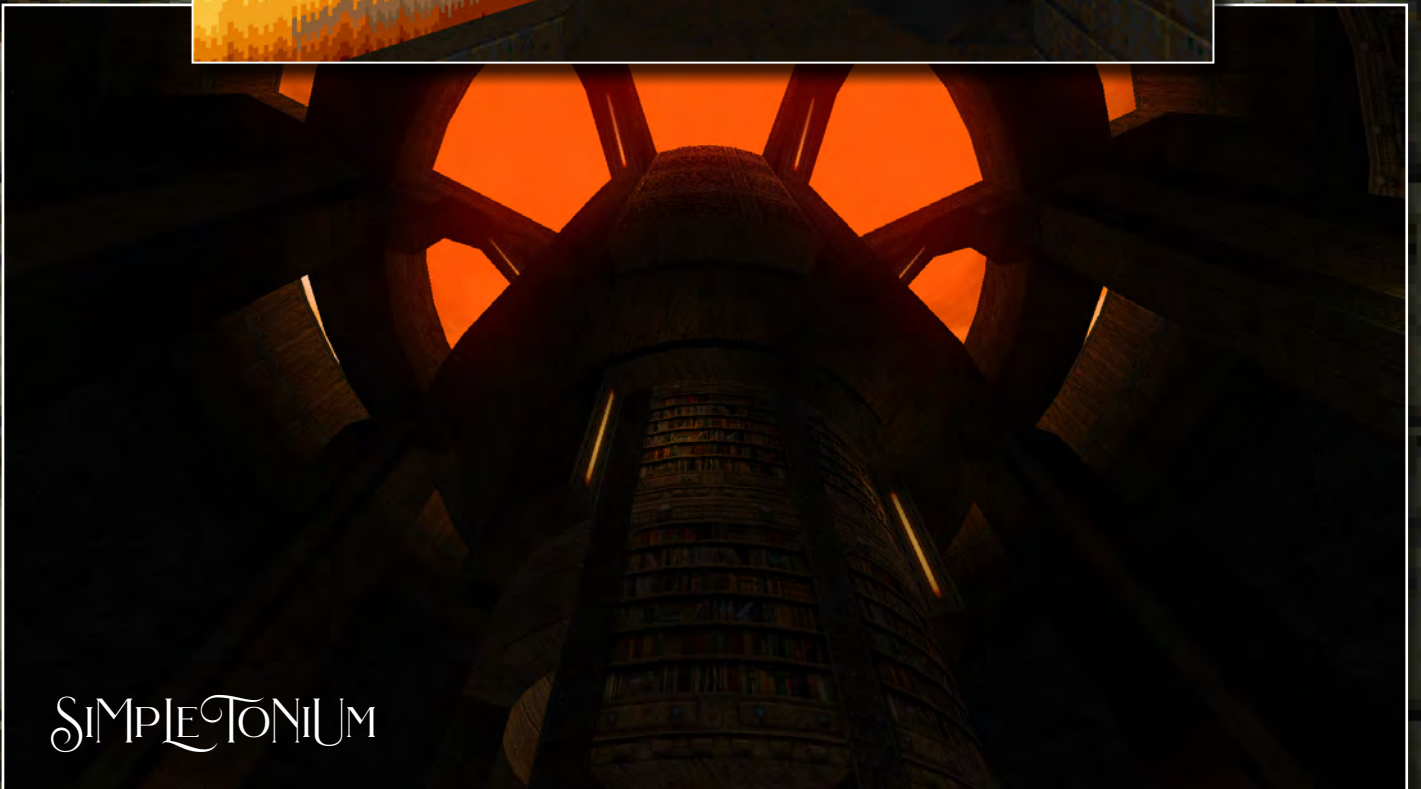
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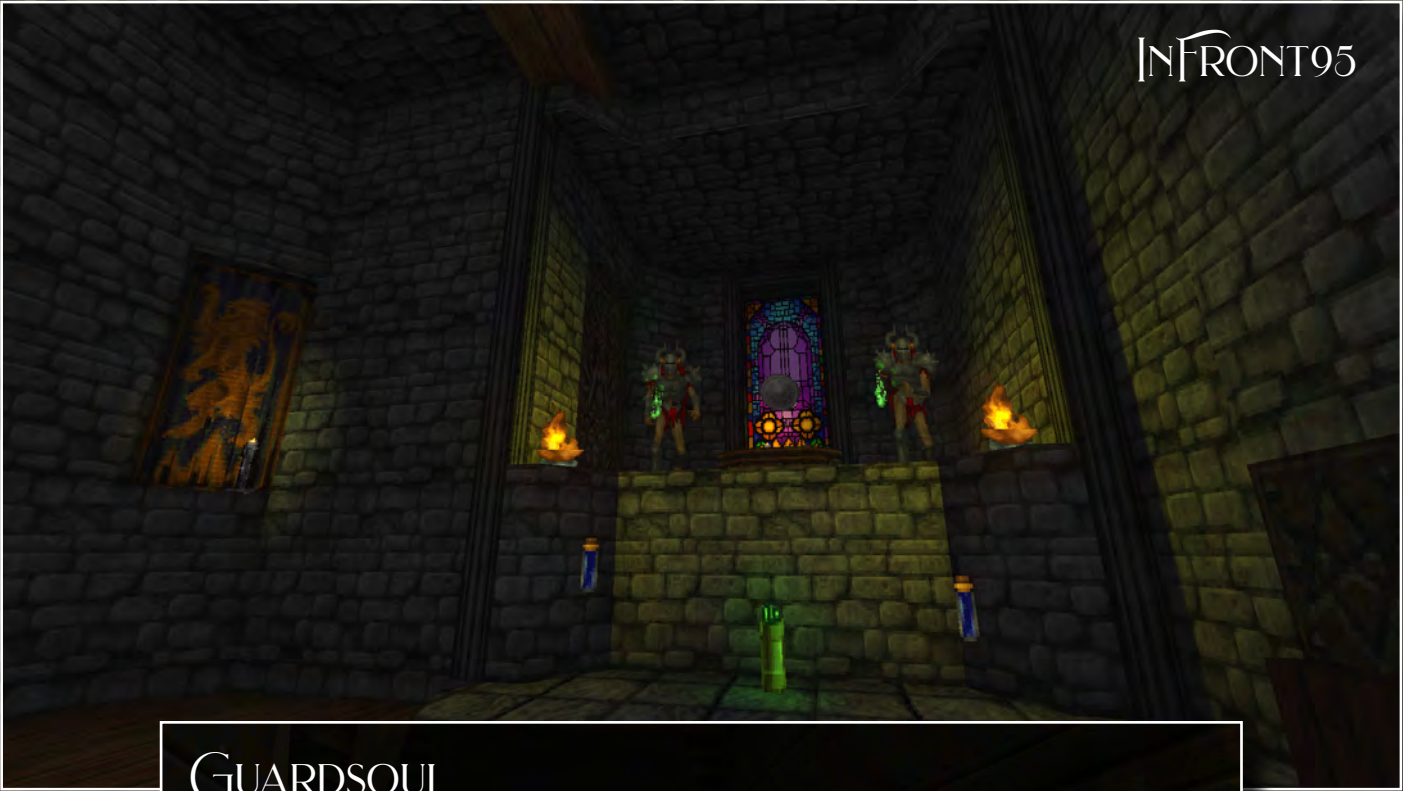
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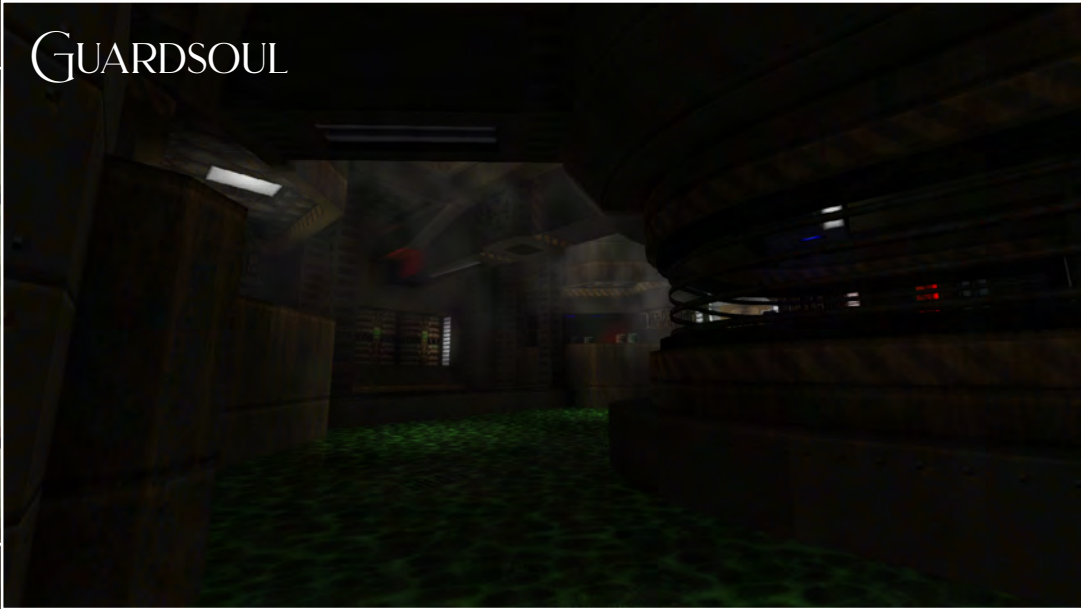
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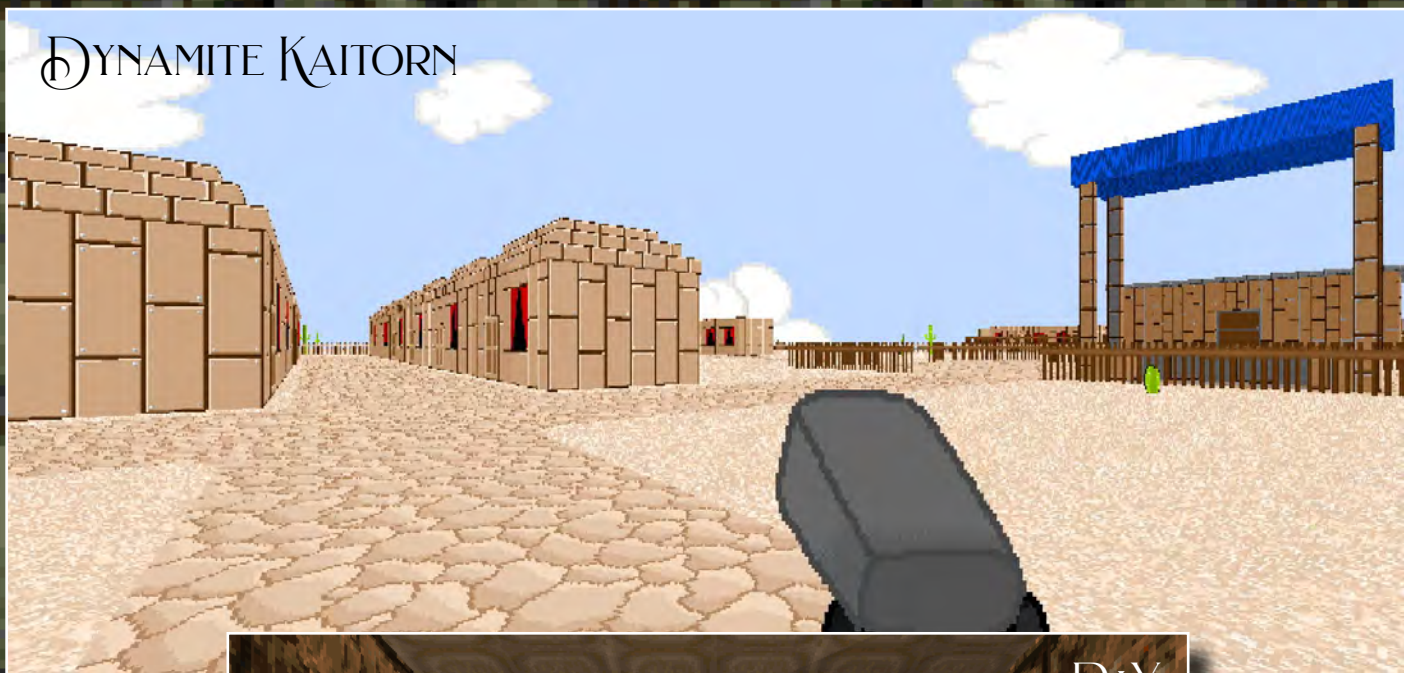
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KRISTIAN NEBULA



DYNAMITE KAITORN



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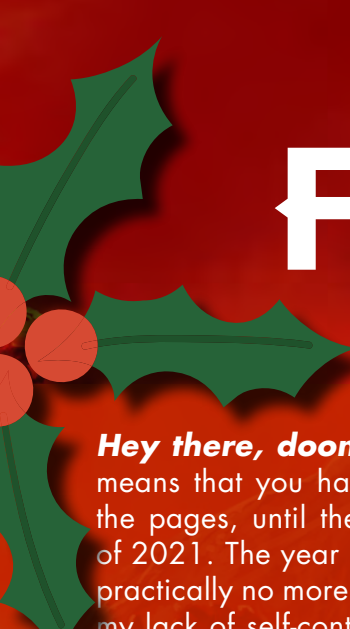


AURELIUS



AURELIUS

FAREWELL 2021



Hey there, doomer. If you have arrived here, it means that you have read, or at least skipped all the pages, until the last one. This is our last issue of 2021. The year is coming to an end and there is practically no more time left to make editions. While my lack of self-control tells me that I should do one issue per week, I am limited by the technology of my time, and of course, the fact that my team is normal and they have lives, unlike me, heh. Now, we hope you have enjoyed this magazine, even though it is short compared to our previous editions, we always aim to deliver you a satisfying and elegant experience, where you will find both professionalism and fanaticism in the form of passion, charisma and just plain fun. This magazine is, after all, a work made by fans for fans, with every intention of delivering a satisfying and entertaining virtual experience, where you not only have a magazine full of knowledge, experiences and narratives at your fingertips, but a complete delivery that serves as your companion. That's one of the reasons why I like to refer to the *Wadazine* as your #1 **Doom** companion. My ideal of what this magazine represents is that; a companion to accompany you through all your ultra-violent adventures, willing to jump into the flames of hell and fight the hordes of sin with you. I imagine a kid in the 90s, opening his first copy of *Doom* and admiring those fantastic floppy disks, excited, ready to install his game on his DOS. But next to him, lies a thick, glossy magazine, full of flashy titles, guides, articles and content about all things *Doom*. It's the *Doom Master Wadazine*, ready to take you on a journey through the world, I mean, universe of **Doom!**

Thank you very much for joining us through all this process. I want to give special thanks to all our contributors and partners through this odyssey. Wherever you are and whatever you do, Endless thanks you for making this magazine a reality, especially *4MaTC* and *Nikoxenos*, who are responsible for giving the *Wadazine* a life of its own.



We look forward to seeing you all this 2022, and, once again, we will be ready to deliver the best possible quality in all our content. New articles, more WADs to review, new adventures to live, much more content to discover and **Doom** to play. Happy birthday to all of you and I hope you enjoyed this magazine! Now go play **Doom.**

