

THE DOOM MASTER

MARCH 2022

WADZINE



THE 2021 WADZINE AWARDS

Our Second Annual Nod to
Doom Community Creators

Also inside:

- Eight Megabytes or Bust
(Cramming Doom 64 in a
Nintendo 64 Cart)
- Multiplayer Doom Pt. 2
- Console Doom Chronicles
(3DO and Saturn)
- Arrowhead's DM Reviews
- Art Gallery

OVER

100

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FREE

EXCLUSIVE INTERVIEW WITH XENAERO!

Grove • Shadow of Chronos
Visa to the Stars • Insertion
DBP27 (10 Day Vacation)
Scimitar • Newstuff Reviews



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VERY SPECIAL THANKS TO:

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

4MaTC and **Nikoxenos**, the pillars of the *Wadazine*.

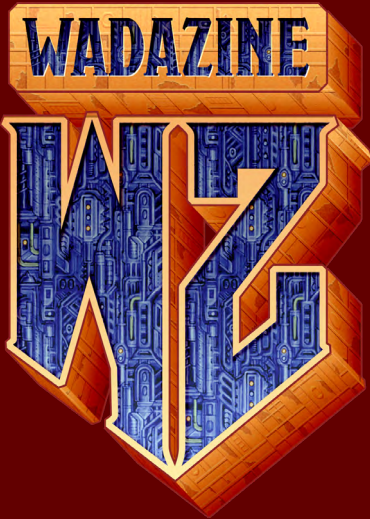
Elend, designer of every single *Wadazine* logo and related graphics.

Maria Kinnun, the wonderful community artist who supplied the cover art.

Our **Doom Masters**, for helping out with the *Wadazine* Awards.

And to all of our **community artists** and **contributors**, we thank **you!**

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Errata

Issue 16 - regrettably the Newstuff contains a picture of Old Still Life space station labelled as 'Netherworld.'



WELCOME to the new edition of the *Wadazine* – this is our first edition of this year. This time we welcome you with a big round of applause to welcome our 2nd edition of the *Wadazine Awards (Wadawards)*, where we celebrate a plethora of fantastic community works created by fans of this beautiful game. Of course, with an emphasis on the literary aspect of the community! But this time we also hope to expand a bit with a more arbitrary set of rules, with the goal of simply talking about cool stuff from the year without having to feel bound by some sort of limit. Of course, there will always be a limit to the number of writers and contributors, but there will always be new opportunities for improvement. One way or another, this issue is a big leap from the last one, and we hope you enjoy it greatly.

This year also sees the beginning of a new era for **Doom**. 2021 was fucking productive and great, so we hope this 2022 manages to be as great, or better than the last one! There is great competition and things are coming out in both quality and quantity, which is an absolute marvel for any fan around the world.

Despite the delays and waiting times, **Doom** is still here and the *Wadazine* is made to celebrate that love and passion for this fantastic game - we hope you enjoy this edition! We look forward to sharing a good fistful of history and glory with you, dear doomers. So, without further ado, welcome.

– **Endless**

EDITOR-IN-CHIEF

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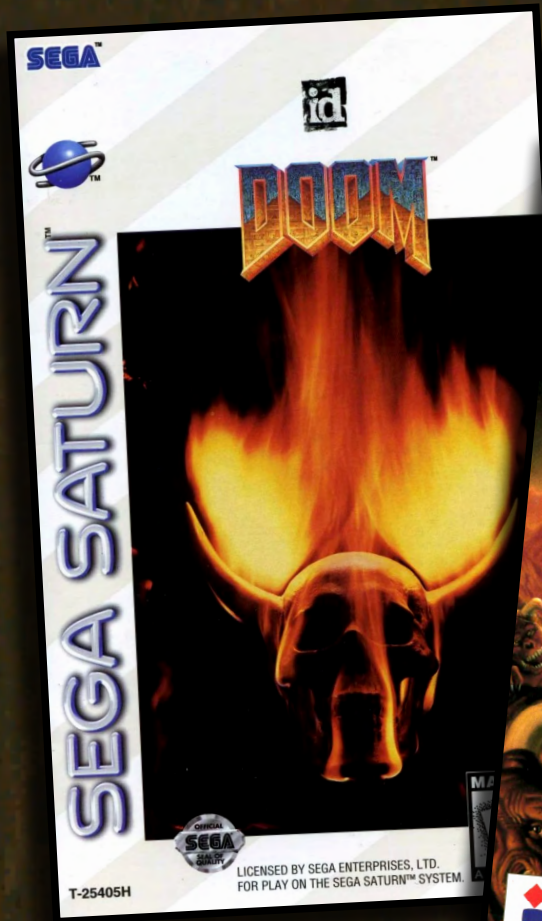
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NOT A
RECOMMENDATION

ROEBLOZ'S CONSOLE DOOM CHRONICLES

3DO + SATURN (THE BAD PORTS)



Hello, my fellow refined demons, today we are taking a look at two ports that fraggin' suck! Even the darkest of lords fear playing them – that's how bad they are. That's right: We are taking a look at the worst mother-humping **Console Doom** ports of all time; It's none other, than **Saturn Doom** and **Doom 3DO!** These rotten ports are already infamous for their filthiness, but unlike a certain nerd that can take you back to the past, we are not here to get angry - mostly. We are here to look into the development of these two failures, since as you probably know already, these two ports are tragedies of incompetence and overcompetence. So call me the *Angry Console Doom Nerd* while I finish my beer and put on my chemise hawaiiienne jaune, because here we go!

AMMO	HEALTH	ARMOR	ARMS	LEVEL
32	100%	0%	2 3	17



INCOMPETENT SHREDDING

THE FOLLY OF 3DO DOOM

If there is one port of **Doom** that can be called "rushed" and "over-hyped garbage" like many modern games sadly are today, it would be **Doom 3DO**. Now, this is the time where I'd explain the development and stuff, and I am going to do that. However, the thing is that almost everyone (Including demons of the non-refined kind) know about **Doom 3DO's** story. If you've played **Doom**, you've heard of **Doom 3DO**. And if you heard about **Doom 3DO**, you've heard about its catastrophically incompetent development. But still, let's remind ourselves about it, for posterity's sake. And to do that, let's look at the company that produced this port, and its founder, *Randy Scott*.



Randy Scott



Here enters *Randy Scott* and his company, *Art Data Interactive*. Wait, wait, wait. What's with all the *Randies*? You have *Randy Linden* for **SNES Doom**, *Randy Estrella* for **PSX Doom** and later **Doom 64**, and now *Randy Scott* for **Doom 3DO**? 3 people makes a triangle...There is a triangle on the logo for *Art Data Interactive*... As well as the new *Patreon* logo. PATREON CAUSED DOO-Okay no, let's calm down on that conspiracy stuff.

So, uh, *Randy Scott* and *Art Data Interactive*. There isn't a whole lot known about them, but based on the release dates of their first game, we can estimate *Randy* founded the company in 1995. And their first game, a port of *Rise of the Robots* for the **Jaguar CD**, got cancelled. Yeah... and that game isn't very good either. *Art Data* would later get their real start on the **3DO** with... **Doom 3DO**. And here begins the tragedy.

Talented Developer VS Mediocre Businessman

If you've ever played *Wolf3D* on a Mac, you may have accidentally come across this picture:



This is none other than the legend, *Burger Becky* - also known as *Rebecca Heinemann*. I can't really talk about her much, because we don't have nearly enough time to go through everything she's done, but just know she's worked on a LOT of stuff. Anyways, *Rebecca* was hired by *Art Data* to help with **Doom 3DO**. She was told the game only needed a few tweaks, however it turns out... They hadn't even started yet. *Randy Scott*, as the "master" developer he was, thought all you needed to make a port to the **3DO** was to recompile the **Doom Jaguar** code, and to include new weapons, you simply needed pictures of them to feed the engine without any other work needed...Yeah, no wonder that *Rise of the Robots* port got cancelled. The worst part: The game was scheduled to be released for Christmas 1995, so *Rebecca* had mere weeks to make a functioning port. Now of course, she could just have called it quits right there, but instead, she didn't. She pushed through, and unsurprisingly, managed to make one of, if not *THE* worst version of **Doom**.



AMMO

32

HEALTH

100%



ARMOR

0%

ARMS

2 3

LEVEL

17

While the plans for the FMV cutscenes Randy had promised in various interviews obviously fell through (Although if we assume they would be like this mockup, they would have been the only unique feature of the port), one thing that creates various arguments as to whether or not **Doom 3DO** is the second-worst or *THE* worst, is the music. As you have probably heard of, while Randy wasn't a good game developer by any means, he had a church garage band – I don't even ask questions anymore. As such, while he did create the arguably worst port thanks to his poor business decisions, he did manage to make the best rendition of the original *Doom* Soundtrack together with Bryan Celand and his other bandmates. Was this an actual good creative move made by Randy? Nope, Rebecca was here to save the day...like everything with this

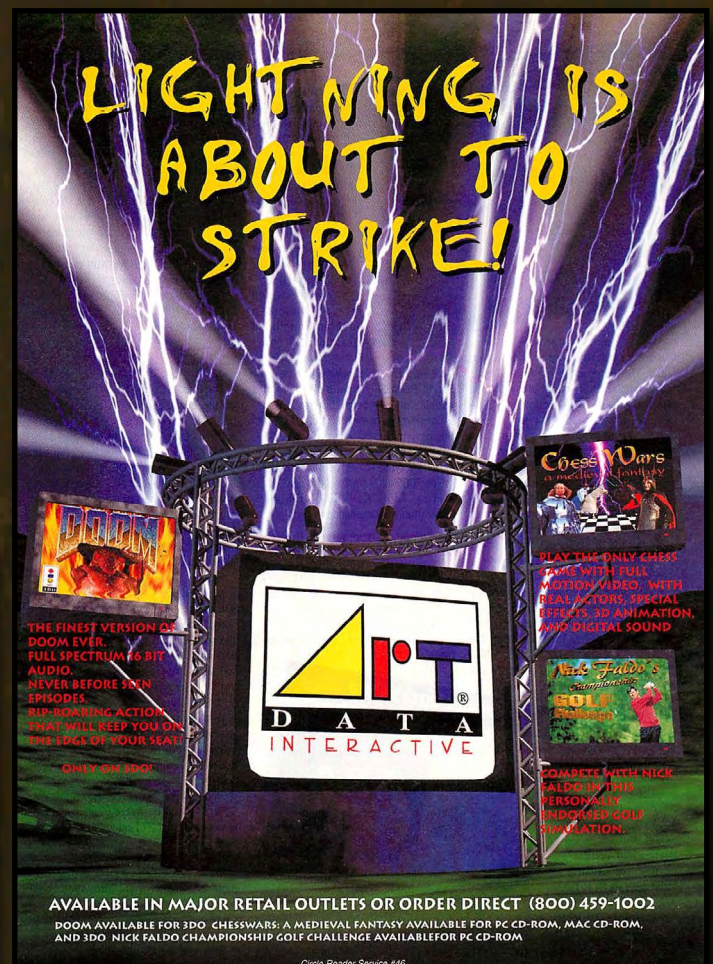


The smol screen

port. Since **Doom Jaguar's** music driver was obviously incompatible (Aside from the fact it only played music at the end of levels), Rebecca asked Randy for digitized versions of the songs to put inside the game. And thanks to some crazy miracle of incompetency and time constraints, the **Doom 3DO** soundtrack came to life, offering a new high-quality take on the **Doom** soundtrack, and as Derek put it in his *Doom Ports* video, it resulted in a version of the soundtrack that isn't exactly faithful to the originals, adding guitar solos and other similar stuff to many songs, and thus making them slightly less carbon-copies of riffs from other artists.

The Result and Aftermath

So, how did the game turn out after a few weeks?... Really, really bad. If you want to play the game at any acceptable framerate, you have to play in the tiniest window ever. While there are cheat codes for a full-screen mode (Which was only really available for **Jaguar Doom** and **PSX Doom** at the time on consoles), it runs like garbage. The largest screen sizes were locked



In fact, lightning did not strike

behind a cheat code both due to a request from *iD* Software, and because Rebecca theorized that the better hardware that the **M2** had (a follow-up console to the **3DO**), would allow for better performance. Sadly, the **M2** was scrapped, so such a thing never happened.

So, what's the aftermath of **Doom 3DO**? Well, surprisingly, there is a lot to talk about here. Rebecca Heinemann continued developing games, (Including the 2015 re-release of *Chip's Challenge*, a Windows classic) created a *Sailor Moon* fanfiction comic (*Sailor Ranko*), which won many awards as well. In regards to the **Doom** community however, aside from talking about her experience at Art Data and the development of **Doom 3DO**, her most important contribution was releasing the **Doom 3DO** source code. It would much later be used to create **Doom 3DO** fixes, and most importantly the *Mordeth Award*-winning and *Doom 32x Delta*-slaying beast (Aside from textures and *SIGIL* inclusion, of course) that is *Doom 32x Resurrection*. Bravo!





As for Randy and his "Exclusive six levels of speed", he decided to take his passion for music further after Art Data Interactive shut down (releasing only one other game for DOS, Chess Wars: A Medieval Fantasy, which honestly isn't that bad.) and founded a chain of music schools, which was later shut down in 2017 due to him committing lewd acts with two of his 7-year old students. I guess we can't all be winners, huh.

Alright, so we just took a look at a port where a great programmer sadly had to make something bad due to bad business decisions. For this next port though, it's the tale of a team of great programmers having to scrap their work due to an over-zealous master programmer. You better have packed your space suits, because we're going to **Saturn! (Doom)**

CVG REVIEW

3DO
GO SHOOT 'EM UP...
ART DATA
C32 SS
OUT NOW
ONE PLAYER
ALTAIR EA VERSION
PLANNED
EVERY VERSION
AVAILABLE

DOOM

There's nothing you can be told about Doom that you don't already know. What may interest you is how this new version compares to the existing versions.

Doom is thought of by PC owners as one of the most famous and popular games of all time but, amazingly, there are still plenty of console owners who haven't ever played it. Because of this it's slowly being converted to every format - Super NES, PlayStation, Jaguar, 32X and finally 3DO. The initial attractions of the PC version were the amazing violent action and 3D graphics but interest in the game has been kept at really high levels for years now thanks to the customising possibilities - new graphics, levels, sound, etc. Though none of the console versions have yet managed to capture the same excitement as this, there have been some excellent versions, with all versions being good showcases for their respective machines. It was the excitement that always surrounds Doom as well as the 3DO's powerful internals that got our hopes really high.

24 L-EVIL-S!
 3DO Doom features 24 levels taken from the four Ultimate Doom episodes which use the more recent level layouts last seen in the PlayStation version. This means that some textures have been simplified from the PC original and some of the ceiling and floor heights have been reduced, giving the same sense of "flatness" as was felt when playing some stages of the PlayStation game.

A-Z OF HELL
 One part of Doom that is often neglected by players is the automap feature. This can be accessed at any time during the game and shows every part of the current level that has so far been discovered. Unfortunately, as with the PlayStation version, some of the invisible walls which are used to trigger traps are shown on the map from the beginning of a level, and clever players can use this tiny fault to work out how and when traps are going to be triggered. Never mind.

60



one of the fake screenshots for exclusive new content, used to lure investors

AMMO	HEALTH		ARMOR	ARMS	LEVEL
32	100%		0%	2 3	17

OVERCOMPETENCY

THE TALE OF SATURN DOOM

Our story begins in...Uhhh...1997? Back when everyone's favorite [[Number 1 Rated Salesman1997]] was still a [[BIG SHOT]], and Chin was slaying the herds of ugly Pinkies, **Saturn Doom** started its development under the lead of...Well, we don't know for sure, that's the thing. The lead programmer of the port was apparently *Jim Bagley*, and he was apparently doing a great job despite the tight deadline. Upon receiving the resources of **PSX Doom** from *iD Software*, he quickly managed to put together a hardware renderer adapted to the *Saturn* that was apparently as smooth as the original DOS version.

But, that's where the problems began. For you see, the *Saturn* used something called "idiosyncratic 3D graphics". This basically means 3D games were hard to make look good without properly adapting them to the console's constraints. (Which was not any easier due to the console's lack of support for high-level language programming, and its parallel co-processor design.) So then, he sent the renderer for validation...And one person was unhappy. The man, the legend, *John Carmack*. Due to the quad-based texture upscaling the *Saturn* used, it apparently made the game's textures ugly, and as such *Carmack* forced *Bagley* to make a software renderer instead - and with the even more tightened deadline, we ended up with this.



Well, it doesn't look that bad right? Aside from this *Realm667*-looking hud texture that looks out of place, the renderer doesn't exactly look bad. Oh, but what about the



gameplay? Obviously this would be hard to show you in an article, but I can describe it. You know those choppy GIFs that skip 90% of every frame to be able to be posted on *Discord* without their *Nitro* subscription? That's how bad the framerate is here. And unlike **3DO Doom**, you can't turn down the screen size to go faster. As he quickly noticed he wouldn't be able to fix the framerate to meet the deadline, *Jim* tried to fix the problem by doubling all weapons firing speed as a band-aid fix, which only resulted in the game being even more uncontrollable. So much like *Rebecca Heinemann*, *Jim* had to make a terrible port but this time not due to incompetence, but due to overcompetence... (And incompetence of knowledge of the *Saturn* hardware, which emulation enthusiasts have also had huge troubles replicating.) Some people say **3DO Doom** is the worse **Doom** port, but for me, **Saturn Doom** is. You have the whole fucking combo; Mix of **PSX Doom** and **Doom 32x** (allegedly), resulting in none of the new features from **PSX Doom** like the colored lighting to remain (Aside from the added levels and new music), a shitty out-of-place



status bar texture, unresponsive controls, false advertising, and levels still based on **Jaguar Doom** at heart. **THIS**, is the real deal. While you could say **3DO Doom** had the best soundtrack and a playable screen size, this was just a complete failure caused by Carmack wanting his game to look perfect, despite the tight deadline which made it impossible without ruining the gameplay. The guts yes, but not the glory.



Jim Bagley in **2004** with Lotty, from his [personal webpage](#).



John Carmack, moments before annihilating Doom for the RaceCarBoy in VR



The Unremarkable Aftermath

While **Doom 3DO** had a very interesting aftermath, **Saturn Doom** had none. Due to the complexity of the Saturn hardware and the lack of a released source code, **Saturn Doom** would never get a rework. As such, it is the least impactful **Doom** port, and only tarnished the **Doom** franchise and the **Console Doom** world even further. **Jim Bagley** would continue his programming works on recent games like *Warhawk*, *Tyvarian* and the 2015 re-release of *Dragon's Lair*. As for **John Carmack**, he would go on to ruin the potential of **Doom GBA**, create the revolutionary game known as **Doom 3** that's fine for the most part, except for the fact that it had a terrible shotgun. Despite spawning the good **Doom** movie, most fans prefer to call **Doom 64** the real **Doom 3** (as they should). **Carmack** would later apologize for **Saturn Doom**, before pursuing ventures into virtual reality, possibly to ruin more **Doom** ports from other dimensions.

Conclusion

Well, that's it. That's both of the bad **Doom** ports development history covered here for YOU, fellow refined demons. And at the same time, all the classic **Console Doom** ports are now covered as well. So, does that mean this is the end of **Roebloz's Console Doom Chronicles...?** No! The modern ports of **Doom** also have interesting development facts to talk about, and remember: Everything runs **Doom**. An article about **Pregnancy Doom?** Perhaps (no). But for now, I bid you adieu, fellow refined demons. Next time, we'll have an even more special edition of the *Chronicles*. What will it be about? You'll see in *The Doom Master WADazine: Issue #18!!!*

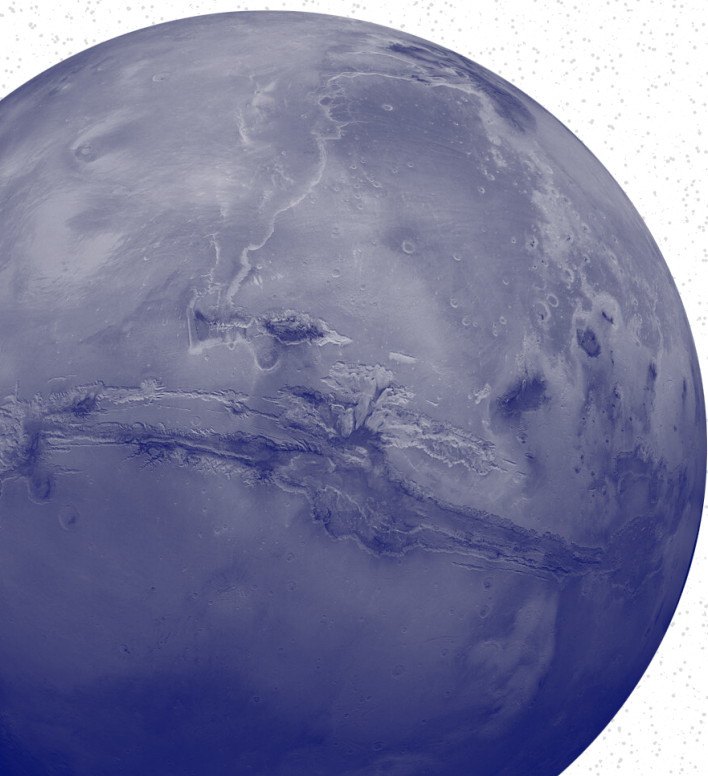
This is **Roebloz**, signing off.



DOOM MASTER WADAZINE PODCAST

HEY, YOU!

If you've been around the internet, there's chances you've heard about podcast, or hell, you might be an avid podcast listener yourself! Podcast allows us to keep our minds entertained while we do other, meaningless, trivial stuff. It's a very useful tool to both learn and enjoy, one that fills the hole of learning and also having fun, to an extent. Podcasts are nothing new to the internet, and also nothing new to **Doom**. There's been a handful of podcast shows that have brought some nice audios to doomers around the world, the most notable being *Doom Radio*, one of the very first and the most respectable podcast regarding **Doom** out there. Sadly, it's been dead for well over four years now, with no signs of coming back to life, and, so far, it seems there hasn't been much movement on the community to brought back something like it again. So, me, being the impulsive cunt I am, I'd like to propose you the idea of our own podcast!



AN ALL-NEW WADAZINE CAST

So far, only an idea but one that I'd like to, first, hear your opinions about. So please, do leave a comment and lets us know if you'd love to hear us and support us! This podcast, is, of course, going to be aimed at **Doom**-related content, with some occasional jumping into other topics that have connection to our beloved game. The main host of the podcast would be me, of course, with my shitty English and all the lovely gum of it. I'd like to discuss a wide range of topics that would allow us some liberation from the strict writing routine, while at the same time providing a steady stream of consumable content to our fans while they wait for our *Wadazine* issues to be done! So, a lot of wait there could mean a lot of podcasts to listen to while we work our asses to finish the issues. It'd be, of course, also a very cool experiment to see what we can do to bring this awesome content back into the order.

As for some ideas related to what kind of programs to feature, I've thought of the following programs:

THE WADAZINE CAST

The main program of the podcast. In this series, we discuss anything and everything **Doom** related; ranging from classic topics such as the impact of **Doom**, to our own very content analysis about our work and other events.

WAD MASTER

The WAD-focused program of the podcast. A deep dive into the history of **Doom** WAD making, level analysis, mapping trends, WAD reviews, retrospectives and so on.

DOOM MASTER

Dedicated to the discussion of the community in the flesh; from mappers, modders, composers, to historic members, writers, players, etc.

Want to see this happen? Please, do tell us! Have suggestions, ideas or something else? Leave a comment and we'll be happy to read it, especially if it's ideas suggestions or a list of topics to tackle.

8 Megabytes

NINTENDO 64



Only For

Cramming Doom 64 on a Nintendo 64 Cartridge

or bust!

For many decades cartridges were the dominant storage medium for consoles. Here games are stored in read-only memory (ROM) on chips soldered onto a circuit board. This would connect directly to the motherboard of the console and allowed for very fast loading speeds. The trade-off for this speed was a low total amount of memory. The *Nintendo 64* (N64) was the last of the mainstream consoles to use cartridges before the industry almost universally switched to optical storage (i.e. CDs). Despite being one of the last consoles to use cartridges at the time, the first **N64** games were restricted to just over 8 megabytes (MB) of storage space. To give some perspective, this is approximately the size of two typical MP3 music tracks or a couple of high-resolution images. And the **Doom 64** developers had to find a way to compete with contemporaries such as **Quake**, **Blood**, and the *Playstation* library of games, which were on 650 MB CDs. To pull it off they had to be clever...

The most general method to squeeze games on cartridges were compression algorithms. These days we have ZIP, RAR, and PK3 files to compress data. **Doom 64** used similar compression algorithms; in fact it used two of them!

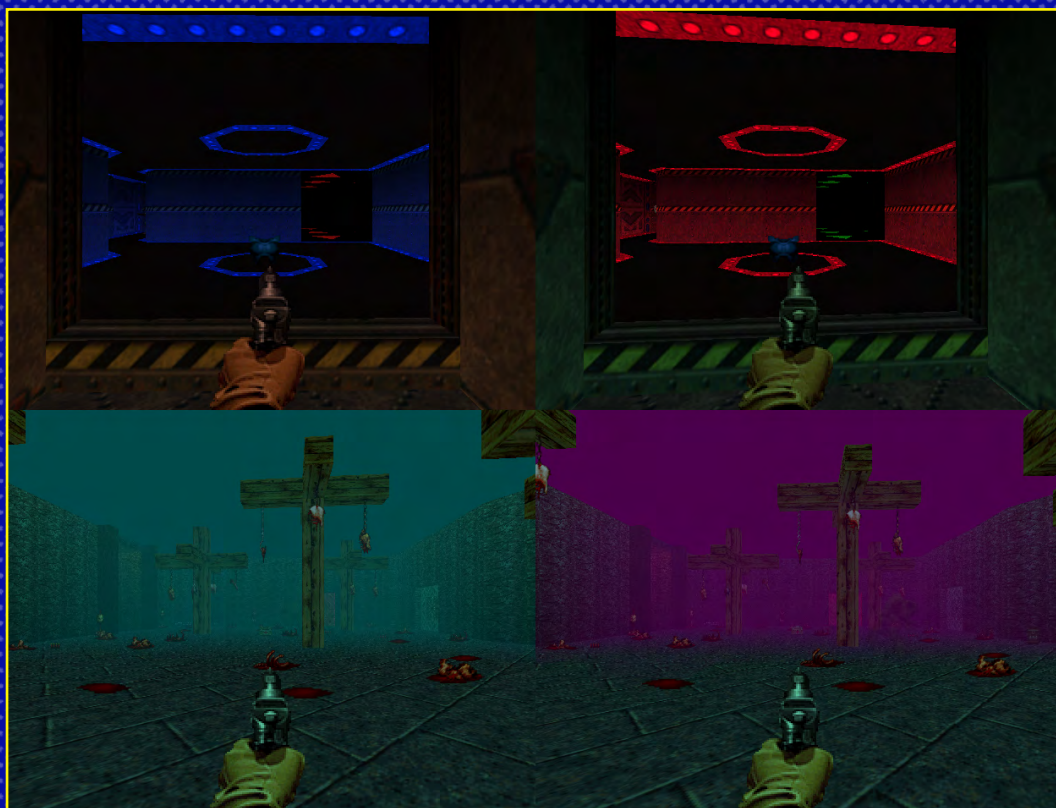


One algorithm was used to compress the **Doom 64** asset WAD as a whole. This came from *id Software* and was used on earlier ports such as the *Atari Jaguar Doom*.

Within the **Doom 64** WAD itself, each asset (such as sprites, textures, and maps) was compressed with a second algorithm. Presumably this came from *Midway Games* and perhaps was used to compress earlier console and arcade games. This algorithm affected how maps were stored in

the WAD itself. Typically for **Doom 1** and **2**, maps are delineated with markers inside the WAD, however **Doom 64** stores each map in its own WAD within the main WAD. Yes WADs within a WAD! This allows for each map to be compressed individually and decompressed individually in memory without having to load the other maps. Perhaps some things are so nice they are worth compressing twice!

To save on graphical memory, **Doom 64** had methods to alter the appearance of graphics, without having

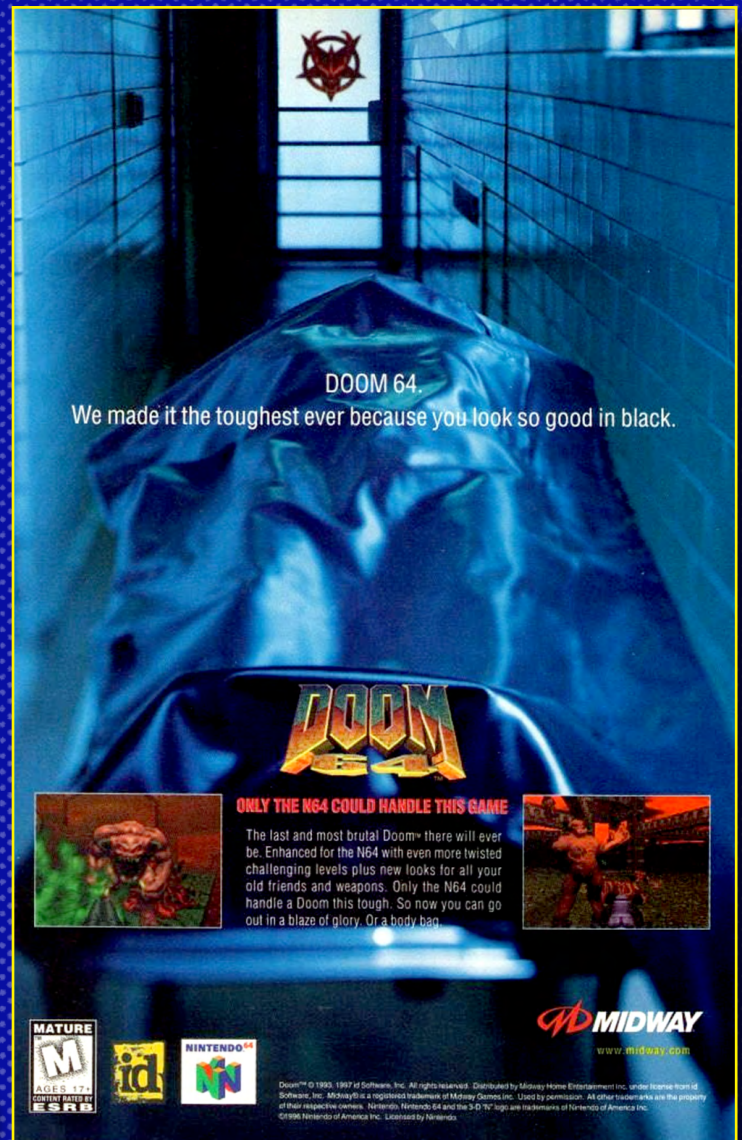


to store new graphics - the first method was palette swaps for sprites. **Doom 1** used palette swaps to expand its enemy roster, but, for consoles, palette swaps also saved memory. This technique allowed developers to alter the colors of a sprite in-engine to create a new sprite. For example, Shotgun Guys, Nightmare Imps, Spectres, and Barons of Hell in **Doom 64** were direct palette swaps of other enemies. The second method was colored lighting to change the color of textures.

Originally used to enhance the visuals of the Playstation ports of **Doom**, colored lighting would evolve and become vital for **Doom 64**. Here the walls, floors, and ceilings could be colored independently of the objects in a sector. This allowed the developers to change the colors of textures without using extra cartridge memory for new graphics. Because of this, many of the **Doom 64** textures have low color saturation (and are almost greyscale at times) to allow for a larger color range in the lighting system. Then, to increase the utility and size of wall textures, **Doom 64** added flags to allow textures to be mirrored and flipped along them. This allowed a 64x64 pixel texture to be 128x128 pixels in size. Many doors in **Doom 64** are made with this technique. Thus a large texture could be reduced to a quarter of the size in memory.

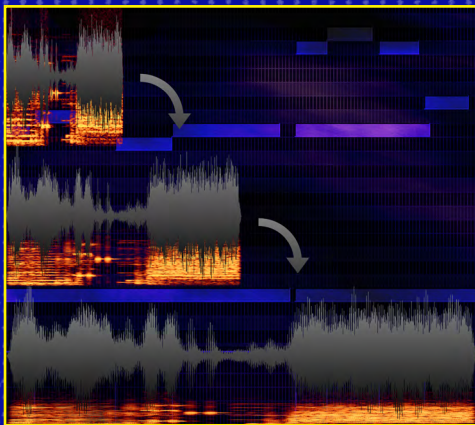


Color options existed for other assets as well. The iconic moving clouds and the fire sky effect could be any color the level designer wished. Additionally the fog of each level could be any color too. Typically fog was black for most levels to darken far off sectors, but it was also reddish (*Watch Your Step*) and teal (*In The Void*). The text colors



could be any color; however, they mostly chose white and red. These methods all contributed to make the most out of the limited amount of graphics on the cartridge and helped define **Doom 64's** colorful style.

It was not just the graphics which were optimized for memory, but the music as well. Originally devised to fit within the memory limits of the Playstation RAM, Aubrey Hodges' dark ambient techniques were ideal to fit in limited cartridge sizes. Under the hood, the **Doom 64** soundtrack is essentially a MIDI format and uses a bank of sounds. Unlike many PC sound cards of the era, the N64 did not come with its own set of sounds, thus the **Doom 64** cartridge had to store the sounds for the music in the game. In total there are only 32 sounds used for the entire soundtrack. *Aubrey Hodges* chose sound effects which had interesting variance in the high frequency range and then the N64 sound processing was used to stretch the samples and produce slowly-evolving ambient sounds. Interestingly there are tracks which only use two unique sounds stretched to various low and high pitches. This method defined *Aubrey Hodges'* unique style of dark ambient music which would appear on many N64 games.



Even with the memory saving techniques on all fronts, there were still sacrifices made. The Archviles, Chaingunners, and Revenant enemies of **Doom 2** are

missing. There was simply not enough room for an extra set of enemy sprites. It is speculated that some of the weapon animations were cut to fit on the cartridge too, but **Quake 1's** simplistic weapon animations could have inspired the choice in aesthetics. Interestingly there are still some unused and excess assets on the cartridge. Despite being a cut enemy, a few of the Revenant sounds remain on the cartridge. The missile sound happens to be used for the tracer missile traps, but the active sound goes unused. Also, there are a handful of duplicate textures. Perhaps this is a side effect of multiple designers working on the game at once, trying to meet deadlines, and not worrying too much about duplicates as long as in the end the game was around 8 MB.

The constraints of the N64 cartridge directly influenced the versatility and aesthetic of the **Doom 64** engine. Space saving techniques for graphics resulted in **Doom 64** being one of the most colorful first person shooters of its era. It also resulted in versatility as **Doom 64** mappers have the freedom to recolor any texture, fog, and sky in-engine to create earthly, hellish and alien worlds. Then *Aubrey Hodges'* selective soundset was the first to establish a unique style of dark ambient for MIDI. Now musicians are using this as a canvas to explore the sounds of hell and horror. If the N64 was a CD-based console, with a much larger memory, undoubtedly **Doom 64** would have been different. It is likely **Doom 64** would have had the full **Doom 2** enemy roster with maybe some extras. But perhaps **Doom 64** would have been less unique, refined, and versatile.

by Immorpher



IMPY'S PUZZLE CORNER

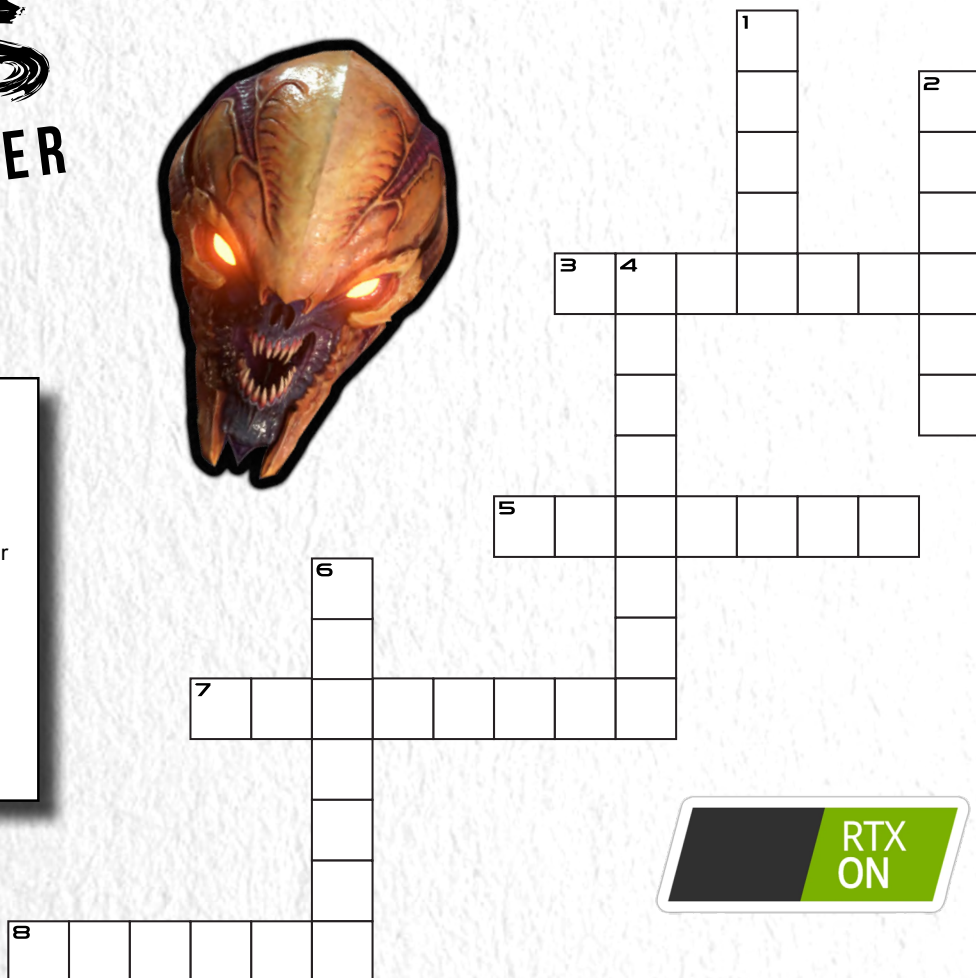
John Puzzle

ACROSS

- 3: God of Open Source
- 5: anarkavre
- 7: Usenet Legend
- 8: You're his bitch, or whatever

DOWN

- 1. Karl Urban in the movie
- 2. Primeval
- 4. Dr. Sleep
- 6. Mischief (TNT)



A LOOK INTO MULTIPLAYER DOOM

PART 2: THE PROS

BY ENDLESS, FEATURING XENAERO

THE FIRST STEPS

Welcome, all! If you've read issue #11, you probably read my small-not-so-small article about the multiplayer scene in **Doom**, but such a topic is something that you can't simply discuss within a few pages on a random issue. This scene goes far beyond, and it's an important part of the history of this game we love so much. Needless to say, **Doom's** multiplayer experience was one that completely revolutionized the industry, and during **Doom's** early years it was, without a doubt, the main draw to the game before singleplayer WADs came to take over. Before that, it was all about 24/7 Deathmatch and constant massacres between players from all over the world. You can easily look up Romero's games recorded from the *id* office itself, testament to his love for this game mode. And, of course, there are a multitude of multiplayer games from the 90s to the present day. It's not so easy to search for games from the 90s, after all the recording systems weren't as new as they are now, but there are a few examples there and thereabouts. Between so much activity and so much love for the game, it was only a matter of time before a professional scene started to emerge, and it did. A multitude of local and even national events began to resurface, among these the most recognized of all, *QuakeCon*, which we will see later the vital importance it had in forming the first pillars of the Esports scene.

If you read the previous article or know a bit about the scene, you probably know that DWANGO was the first precursor to online multiplayer, being a famous service that allowed you to play **Doom** anywhere in the world. Not only this, but it also organized one of the world's first major multiplayer events, giving birth to the first brick of what would later become a very common activity: the organization of gaming tournaments.



Dwango plaque awarded to Thresh in 1995

Competitions between the best of the best, players would gather for a number of days to tear each other apart in bloody DM battles until victory was achieved, all for the prestige of the virtue of champion and also the excellent prizes, which would be minimal compared to what is given today.

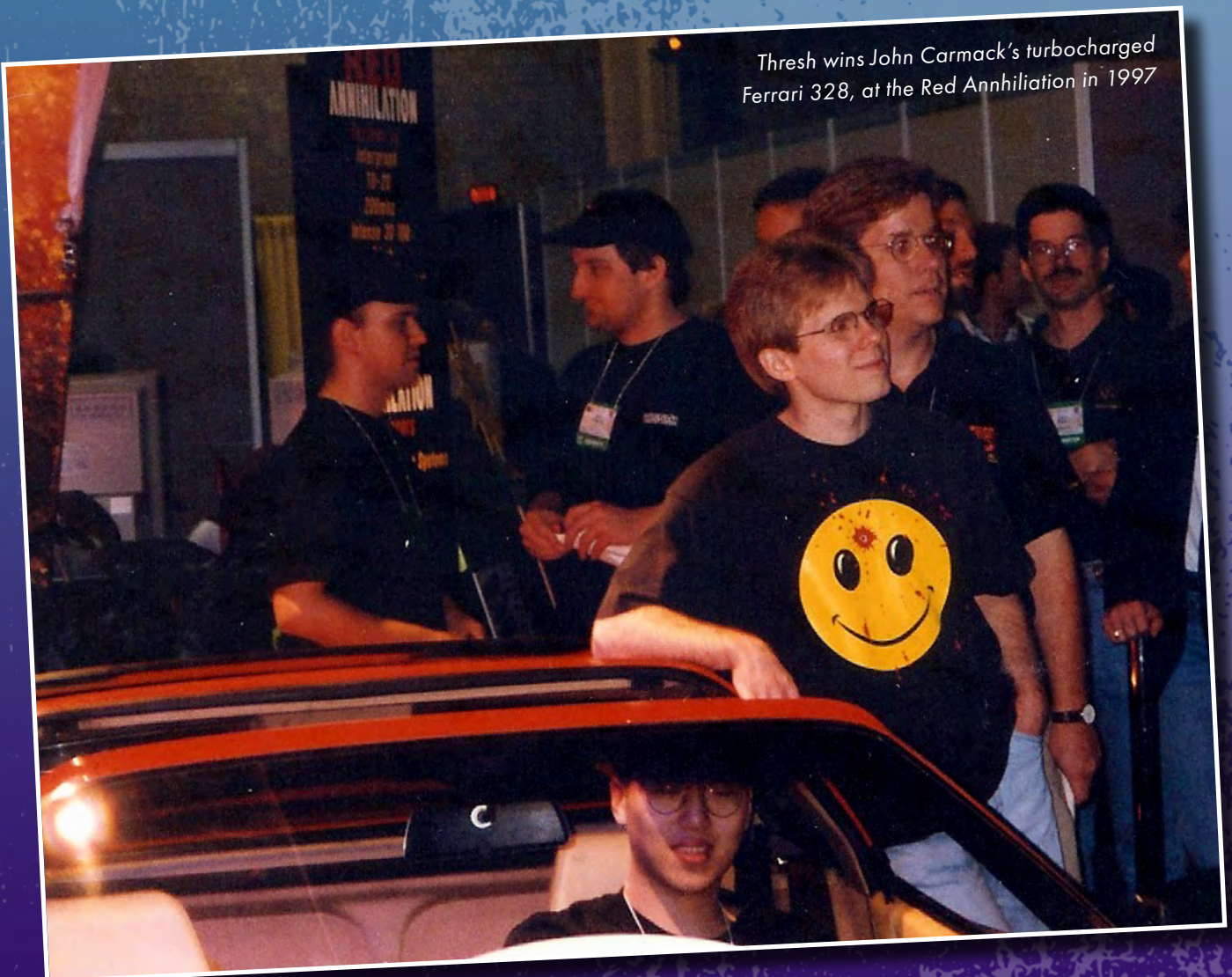
One of the first famous events was the all mighty, from 1995, it was considered a true classic of the time and one of the very first tournaments to spark the interesting of multiple players around the worlds. It included some considerable prizes like: One-year VIP membership on the player's chosen DWANGO server. A "state-of-the-art" Pentium multimedia gaming PC, valued at US \$10000 according to some sources. Lifetime supply of games by *id Software*. A lifetime supply of *id Software* games? Damn bro, that's nasty. The lucky winner of that championship was none other than *Dennis Fong* aka *Thresh*, the first ever professional *Esports* gamer and a legend on its own right. Considered to be the inventor of the all mighty WASD keyboard format and a master of FPS games. *Thresh* started his career with **Doom**, would follow with **Quake** and would end up being considered the first paid *Esports* player of history. Oh, and he won a Ferrari owned

by *Carmack* in 1997 during the *Red Annihilation Quake Tournament*, and he didn't even have a driver's license. What a legend. Among other finalists, we can find *Sverre André Kvernmo* (*Cranium*), the UK champion and WAD maker legend, and *Tom Mustaine*, another WAD icon and famous MIDI composer, and looks like both very passionate DM players!

Now, the community did not stop here, not at all. During the next years, a rise of masterful players and unique events would rise up that would end up cementing the position of **Doom** into the annals of MP history. During the rise of deathmatch, came fan-made leagues and professional tournaments. *The International Doom League* been one of the first examples of a competitive private CTF league run by members of the community.

Of course, this is just the beginning of a career that would span over 27 years. Hell, **Doom** is going to be 30, and is still going strong! But that's something you already know. But want to find out more about the history of this fantastic world? Let me introduce you to one of the greatest **Doom** multiplayer players of all time!

Thresh wins John Carmack's turbocharged Ferrari 328, at the Red Annihilation in 1997



Interview with

XENAERO

Multiplayer Legend

WHAT BETTER WAY to learn about multiplayer than to hear it from the words of a legendary player himself? I, happily, welcome Xenaero, multiplayer legend, twitch streamer and **Doom** historian!

1. In retrospect, how has been your history in the pro scene?

I'd say that it has been a steady upward climb. I started in the early 2000s on dialup and was enamored by the fact that my favorite first-person shooter had other people playing online. Very quickly, the realization that I enjoyed the thrill of competition set in, and from then it was game on. It's still an adrenaline rush to jump into a server full of excellent players, go toe-to-toe with the best, and win a game of inches. Nothing like it. My path has recently shifted to more of an administrator and ambassador role. It's been a wild ride over 20 years.

2. How does the real pro stage of MP start in Doom?

From the bottom. In every single game I've played that has ever had a competitive aspect, you inevitably start as an enormous noob, and Doom is no exception. It takes that spark to want to win, to review your own play in a critical manner, and to set out to improve yourself one match at a time. A "real pro" realizes they started out by joining a server for

"The large portion of players you end up seeing in the playoffs or finals of any major event are typically players who have been jamming for about 10 or more years."

the first time, and has had to cut their teeth with every intermission screen. If you want to compete, you have to play, and you have to lose in order to learn. Dead simple.

3. What legendary players from the past can you mention that are no longer active?

There's a lot over Doom Multiplayer's storied history, but I will mention some big names. Dominus is a really good start, and as the years dragged on and multiplayer evolved, more players such as Tellz, Badfish, Sslasher, Chewy and DemonSphere dominated the landscape with progressively stronger mechanical prowess. Prospective competitors could learn a lot not just from the example set from their mechanical smarts, but even more importantly, their mindset. It's going to be very hard to reach the apex if you don't thrive playing on the back foot in a match.

4. What about veterans who are still playing today?

Players like DevastatioN and JKist3 are names that typically come to the front of most people's lists, and they usually can be seen during big events. The greatest weight is still carried by long-time veterans who typically command teams and clans of yore, like RoSK1ng and Ralphis, for example. The large portion of players you end up seeing in the playoffs or finals of any major event are typically players who have been jamming for about 10 or more years. The younger crowd that has been recently been a spectacle to watch include players like D'Sparil, Dastan, Denzoa, and Skullrush, to name a few.

5. What makes you keep playing this game for so long?

It's the passion. Doom was the first FPS I really put time in as a kid, way too young to really be playing

that sort of thing, too. But on top of that, it was also my introduction into multiplayer gaming. It was absolutely fascinating to me to be able to play online with other players and see the doomguy sprite in the game. That has now blossomed into wanting to deliver my passion of multiplayer to other, newer players. Be it through casting, using my experience to organize events, or even just playing and challenging other players to keep up; Doom offers a thrill like no other.

6. What do you consider the most important events for DM?

Honestly? Any events that people run! We saw pretty big turnout for the Take The Crown events hosted by KingDime and more recently as of this writing, the Team Last Man Standing broadcasted event for QuakeCon that I had run. There were a lot of people tuning in on Twitch who were surprised people still played classic Doom multiplayer! In terms of historical value, Friday Night Fragfest was one of the biggest draws to get people into a regular Deathmatch event, hosted on Skulltag many moons ago! And could very well be coming back to a server near you... ;)

7. And which ones for CTF?

Early on in the 2000s, public CTF servers on ZDaemon were almost always packed full of people. As players got better and more maps came out, and players became increasingly competitive, seasonal leagues in the past like the International Doom League and now the Odamex-powered World Doom League have become the defacto landmark Capture The Flag events that draw in people, be in long-term veterans or new players interested in competing in an organized environment. Beyond the seasonal events, there are occasional CTF events such as the ones hosted by Wadazine!

8. CTF has been a very favorable mode for the pros during all this time, even more so than the classic DM. Why is this?

As I had touched on in the last question, Capture The Flag structurally promotes an organized team-based environment, requiring not only synergy between teammates, but strategy, awareness, and the sharp edge of individual skill. This makes it a natural attractor for competitive players who are looking to expand beyond a set of 1v1 duel maps. By the time the International Doom League started up, it was when a lot of battle lines were drawn between clans and there were plenty of players eager to refine their skillset. It just took off from there.

9. What do you consider were the golden years for the scene?

Probably a decade that lasted from 2006 onward, as 2006 kicked off the first season of organized CTF competition with the International Doom League, and then in 2007 the ZDaemon Duel League kicked off its own first season. These were two huge events that were like the rallying flags for competitive Doom II. Since that origin point, it's only been climbing in activity, scale, and skill. If you look at footage from competitive events in the past year and compare them to even five years ago, the difference is shocking. For a game that originally wouldn't let you aim up or down, players have a knack of always surprising each other!

10. What event acted as a sort of re-ignition for the scene during these last 10 years?

I don't believe there's a single event that acted as sort of a re-ignition for the multiplayer scene, but there have been highlights over the last ten years. Such as, the 2013 QuakeCon duel tournament where some of Doom's finest duelers at the

time went head to head on LAN. Decino's stress test event that took place on Odamex, which saw over 150 players crammed into a single server. And of course, Discord's debut allowed for a great amount of overlap between multiplayer circles and non-multiplayer circles. It remains the best way to get yourself in on the action!

11. A bit of history, what were the first source-ports that allowed multiplayer to expand beyond the standard game modes?

Well, this depends on what you call "standard game modes". Deathtag was a cleverly conceived team-based game mode that didn't even require a source port, and that was a PWAD in 1995! CTFDoom I believe was the first to put Capture The Flag in the hands of players a few years later, albeit that formula and the accessibility were refined later by CSDoom-successor ZDaemon and even further fun modes were included with Skulltag! The early 2000s were where the floodgates really opened up with a variety of choices for players.

12. The diversification and competition between source-ports gives a lot of options to play multiplayer, but also seems to generate some tensions between the community, do you think that this division is, in the long run, detrimental to the scene or what do you think?

I think it's both a yes and a no. There's natural competition in a multiplayer loop, and that includes all three multiplayer source ports that are out in the mix right now. It absolutely depends on how you approach that competitive aspect. That being said, there's great opportunity to co-exist. I firmly believe what is detrimental to the scene are bad actors that tend to poison the well for all who drink from it. However, those tend to get

filtered out naturally as more people contribute positively to multiplayer, be it through events, modding, or mapping. It's extremely hard to damage a community as stubborn as this one.

13. Every history has its black spot, what do you think have been the saddest or darkest events of the scene?

One worth mentioning was when Carnevil had moved on from developing Skulltag to focus on his game Wrack. Like him, love him, or hate him, he had a strong vision for his successful multiplayer source port. His retirement from active development in Doom multiplayer was a big shift in the sands. Passings of influential multiplayer legends such as Toke and DemonSphere, taken far before their time, have left a mark on the scene as well. RIP.

14. Almost 28 years and we are still going on. Could you mention some multiplayer newcomers who are slowly building their reputation?

The term 'newcomers' could be used loosely, as many of these players have still been playing for years, but there have been breakout rookie performances in the last World Doom League season that we have cataloged the stats of! The spirit of the question dictates that we mention that the performances of Tigeriens, Seneca, and Nexus_6 were outstanding and eye-grabbing to many veteran captains looking to expand their talent pool. Bear in mind many of these players entered the crucible of high-tier Doom competition recently and have thrived. That is not easy.

15. Let's talk about WADs. What were the first classic WADs that dominated during the 90s?

No WAD ever really 'dominated' the 90s. There's a reason there's so many

various DWANGO compilation wads, because that's what people played back on that service! I also wouldn't count what are considered the long-standing duel levels that were initially released in the late 90s because them taking hold was much later in Doom multiplayer's life. Deathmatch back then was just dialing in, loading up whatever you had, including an IWAD or a compilation pack and playing good ol' Doom.

16. And during the 2000s, which WADs were the favorites?

While Dwango5.wad still held a lot of dominion as deathmatch and duel was growing, more favorites were being established. I myself remember playing Greenwar, Brit11, Exec, GothicDM, OMGMaps, the UDM series, and more on a fairly regular rotation. They were pretty small mapsets because lobbies weren't always that big! But when they were, it was absolute mayhem, and we loved it that way. On the CTF side, there were big games being played almost all hours of the day on the ZDCTFMP series. While we have a

lot of choices now, back then we just wanted to rocket spam hallways and have huge clanwars.

17. And, now, 2010 onwards, what are the top WADs for multiplayer?

I left off on CTF in the last question, and I'll circle right back to it for this one. In the 2010s, public game interest was shifting far more towards pickup matches. While deathmatch sets of yore were still played far and wide, on CTF it was undoubtedly becoming far more competitive and laser-focused on the IDL and WDL compilation wads that we used for those leagues. Duel-wise was also shifting into compilation sets, and ZDDL and Duel32/Duel40 became the attractive option as pools became the 'Best Of' all mapsets, and especially so as players got much, much better.

18. What do you think multiplayer needs to attract more people? New game systems? Rankings? More advertising? A new source-port? What could it be?



I really believe people need to just jump in! So hot off the heels of the new Doom titles is this renewed interest in classic Doom. Twitch is giving light to speedrunners and multiplayer casts, the latter of which I've found great success is bringing classic multiplayer right into the homes of fans and curious viewers. It's easier than ever to get into a game on Zandronum, Odamex or ZDaemon now that Discord is around and we have servers like the Multiplayer Doom Federation that seek to unite the tribes. Features are nice, but what thrives in this community are players who will be like "Look, let's get a server full of people". Someone's gotta be the first player in the server. Make sure it's you!

19. If you had no restrictions and unlimited power, what would you like to do one last time in the scene to leave a final legacy?

This is a tough question. I think my biggest wish, knowing what I know now, is better record retention. Many great websites such as ChallengeTV went down, taking a huge chunk of early Doom multiplayer history with them. I also know we lost a great deal of records in the early seasons of the International Doom League, and of course player-maintained demo and screenshot folders have faded away and been lost to the sands of time over the years. If I could do anything it would be to have a huge resource of historical information on all the old ports, players, and experiences that we've lost touch with over time. You can't have legacy without history.

20. A few words for the community and readers?

Absolutely! Thank you for reading, I hope these answers kindled an interest in you, the readers, in the multiplayer side of the community. We're in a bit of a quiet period for

the holidays, but by all means, join the Multiplayer Doom Federation and introduce yourself! Community stalwarts like myself will help you get the ball rolling. In addition, there's a lot of archived multiplayer footage on the World Doom League and Multiplayer Doom Federation YouTube channels, as well as some incredibly exciting games.

21. A thousand, thousand thanks for participating in this! An honor to have you with us and my respects, for all your history.

It's no problem at all! This game and its community are my passion, so it's my honor to share that with you and your readers. I hope to see some of you out there; come find me in the Multiplayer Doom Federation and Odamex discords. We'll get some games going! Happy holidays, everyone!

Xenaero



John Romero playing a deathmatch in San Francisco, 2014

IT HAS BEEN



MONTHS

SINCE THE LAST



unity

UPDATE

EARTHLESS: PRELUDE WAS ADDED TO UNITY DOOM ON 2021/07/22

THE 2021 WADAZINE AWARDS

LAST YEAR we started the *Doom Master Wadazine* project. A free digital magazine, dedicated to the **Doom** community with a great love for the classic, retro style of the 90s. The *Doom Master Wadazine* had quite humble beginnings, being created with *MS Word* and *MS Paint* from a laptop - a few articles, reviews and stuff. Over time, this project has grown to the point of becoming a professional quality periodical, supported by a community of active contributors and distributed through word of mouth by passionate fans. That same year, we decided to celebrate with a small ceremonial awards publication to end on a high note, and created our own awards, also called as the *Wadawards*. With a focus on WADs, of course, but also giving a chance to shine a light on writers and reviewers who deserve to have the spotlight of recognition for their valuable contributions to this community.

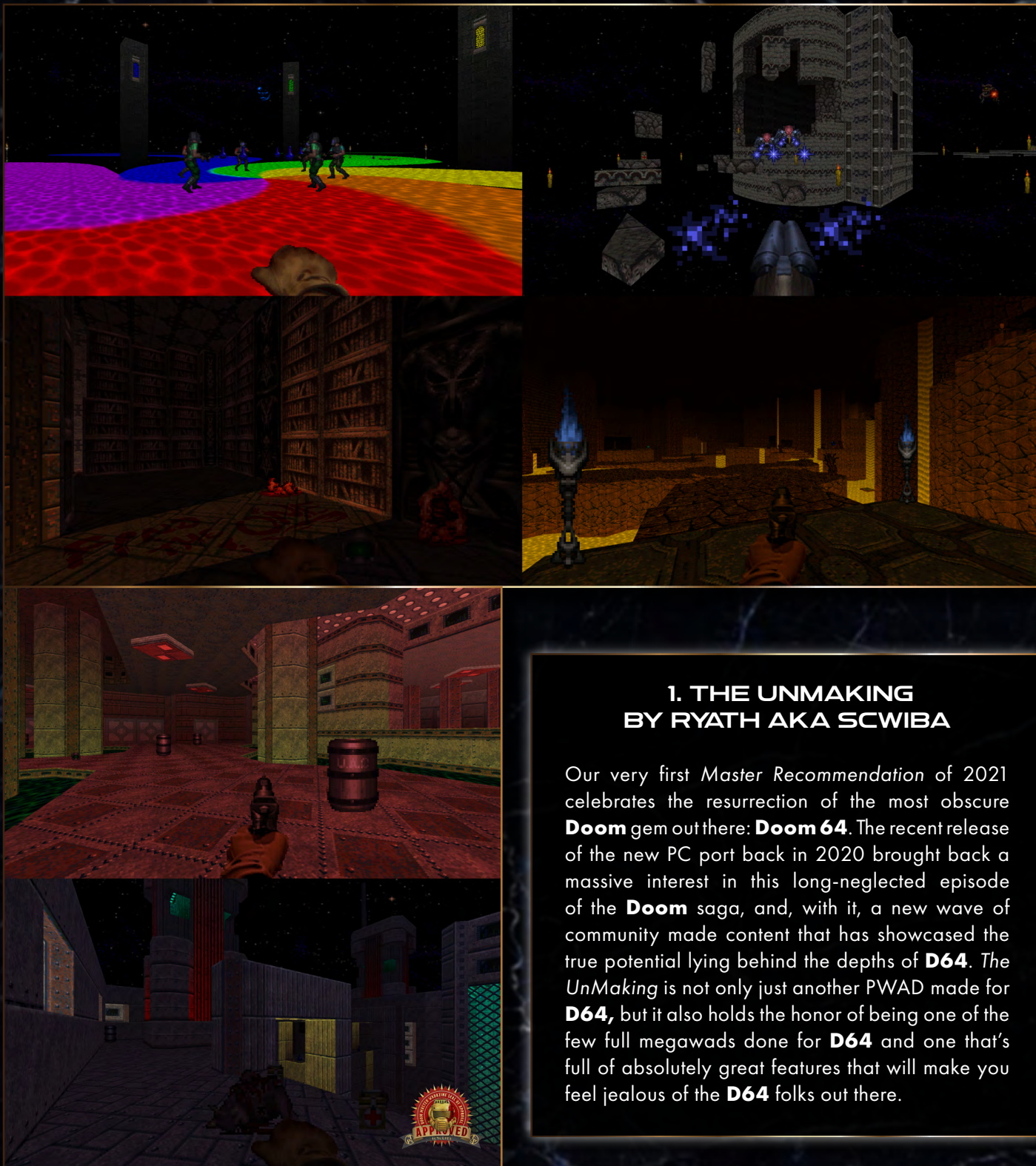
This year has been a packed one with a simply obscene amount of content, and I don't just mean WADs, but all kinds of contributions. We've had hundreds of maps by different authors through different projects, as well as a huge increase in activity from composers who have been playing around to bring **Doom** to life with different MIDI projects, and of course, the coding gurus haven't stopped creating and improving source-ports, making our lives easier and more attractive.

Doom Eternal also saw its end this year, bringing closure to the story and leaving a lasting legacy that will be remembered as one of the best FPS games ever. Overall, **Doom** has had a fantastic year, and today we are gathered here to give some love to all those members who have been selected to be honored at this year's *Wadazine Awards*. Without further introduction, I hope you all enjoy this.

ENDLESS

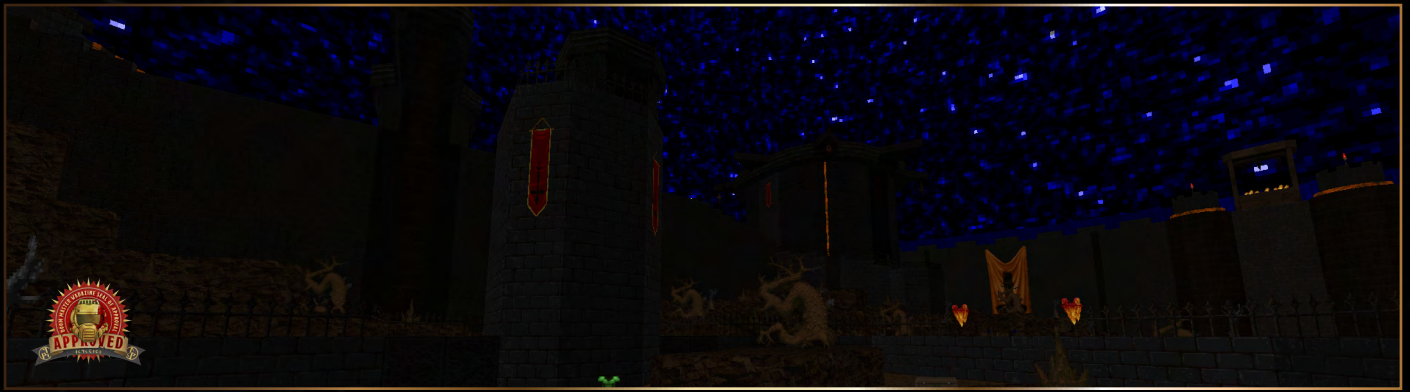
THE MASTER RECOMMENDATIONS

EVERY MONTH (or more like every issue) we choose one particular WAD that stood out from the year and highlight it as a *Master Recommendation*, a special review made to identify the best of the best. This year was packed to the brim. Full of new and awesome content, we'll need at least 30 *Master Recommendations* to mention all those WADs that deserve an accolade in one way or another. But because we simply can't do that, here's the *Wadazine's* 9 best WADs of the year for you! Numbered from the first issue of the year to the last.



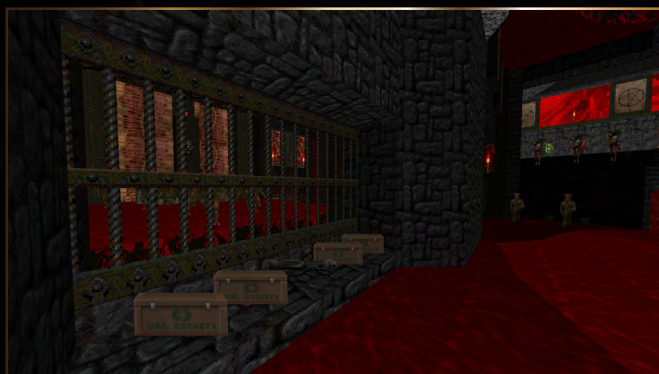
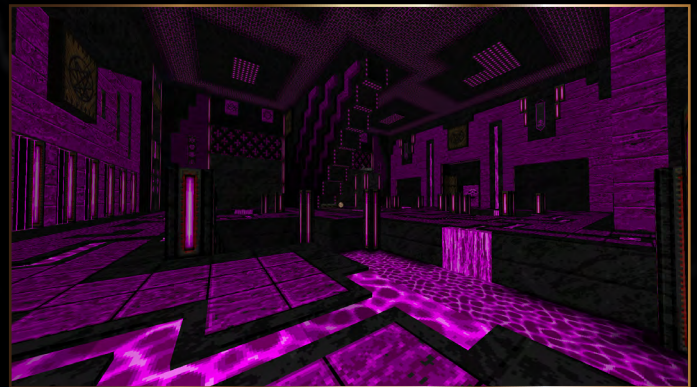
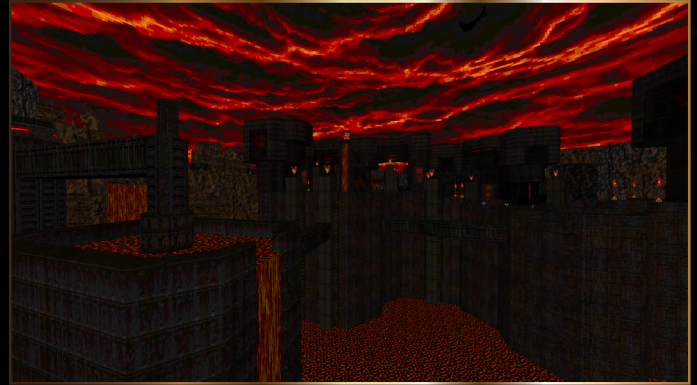
1. THE UNMAKING BY RYATH AKA SCWIBA

Our very first *Master Recommendation* of 2021 celebrates the resurrection of the most obscure **Doom** gem out there: **Doom 64**. The recent release of the new PC port back in 2020 brought back a massive interest in this long-neglected episode of the **Doom** saga, and, with it, a new wave of community made content that has showcased the true potential lying behind the depths of **D64**. *The UnMaking* is not only just another PWAD made for **D64**, but it also holds the honor of being one of the few full megawads done for **D64** and one that's full of absolutely great features that will make you feel jealous of the **D64** folks out there.



2. MICRO SLAUGHTER COMMUNITY PROJECT BY VARIOUS AUTHORS LED BY BAUUL

Big names and big maps come together in micro packages. As the saying goes: big surprises come in small maps, or something like that. Just as the name implies, this mapset was made with one simple idea: to take you into a rollercoaster of E-Rated slaughter. Small maps that work as introductory steps to the greater world of slaughtermaps. Created in conjunction with a fascinating team of outstanding artists in the field, *Micro Slaughter Community Project* wins completely over the hearts of those that the intense action of the slaughter genre, but can't quite get the aim of the long-winded maps. Here, you have the best of two worlds: a more humanly paced time limit with the still monstrous challenge that you can find in common slaughterwads.



3. BOURGEOIS MEGAWAD BY DECAY, DOOMKID AND RAZGRIZ

Proletariat of the nations, unite! For we face, together, our greatest enemy: the empire of the deathmatcher! May your shotguns be ready, and your chainsaws full of gas, for today, we go into battle in one of the coolest and most versatile deathmatch megawads out there. Bur, bor, ber, err, *Bourgeois Megawad* is an interesting addition to the multiplayer field by combining the best of both worlds in quite the interesting manner. It's meant to be used as a DM megawad to fight off in arena styled maps, but it's also balanced to be played in singleplayer mode in a very unique way that you don't really come across, and guess what? It works. It's a perfectly balanced (unless you're losing) DM megawad on its own, boosting a full repertoire of awesome arena-like levels that will make you want to frag till the end of times. On the other hand, if you don't have friends, like me, you can always play it alone and have a good, good time fragging demons back to hell.

4. LULLABY BY DANLEX

Lullaby is one of the year's most surprising works, and probably one of the most visually outstanding pieces of mapping ever. A single-level WAD, but one that will rock your socks off, man. It's all blue, it's trippy as hell, it's full of absolutely great mapping tricks, amazing to look at scenarios and just a top-notch quality that evokes a great feeling of awesomeness. *Lullaby* is one hell of a beast, designed to kick your eyes out of their sockets and also give you a good time all around in some fabulous ly done slaughter gameplay. If *Danlex* keeps doing maps like that look like this one, I'm going to get pregnant.



5. HEARTLAND BY SKILLSAW

8 maps made by skillsaw. There. That's it. You don't need to read more. Oh, want to hear more about it? Ok, here it goes: *Heartland* is an *Eternity-Engine* exclusive mapset created with absolute care and glory, designed to take the engine to its limits, offering a new and amazing gallery of incredible features that will blow your mind, and, of course, levels done so well that you'll want to stick your face to the screen. We're talking about the legendary skillsaw, so you bet you're going to find some outstanding scenarios, fascinating landscapes, great designs, beautiful geometry and eye-candy all around. *Heartland* is one of those WADs that are a no brainer. It's a must. Even if you don't play with the *Eternity-Engine*, this mapset is absolutely worth the hassle to download the source-port and play it. It's a blast. Believe me, I'm one of those guys that like to stick to one or two source-ports, but *Heartland* is just damn worth it. It brings you heart to the land with all skills of a saw- now that's a bad pun!



6. DBP37: AUGER;ZENITH BY THE DOOMER BOARDS COMMUNITY

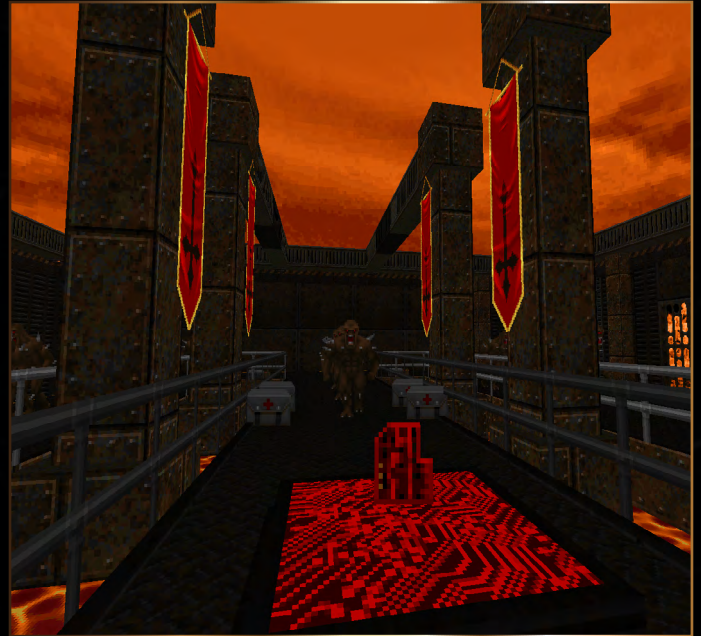
Cyberpunk, *Blade Runner*, *Alien*, *Total Recall*, *The Running Man*, *Robocop*, *Ghost in the Shell*, *Akira*, etc. Think of all these movies, add some demons, a lot of neon, and bang, you have one of the coolest looking pieces of **Doom** media ever created. *Auger;Zenith* is an absolute banger of a unit that made quite the waves around the community. It looks cool, plays cool, feels cool and is cool. The mapset just encapsules the whole cyberpunk theme and cranks it up to an eleven while still retaining a cohesive design philosophy that allows it to be enjoyed by anyone. Whether you like traditional hellish maps or spaceports, you will find that *Auger;Zenith* is a third eye opening experience for all doomers out there.



7. ATTACK ON IO BY BRI



Io, one of the most volatile, dangerous and explosive (literally) known places in the solar system. A hellish landscape that pretty much makes Hell look funny. That said, it is the perfect place for a **Doom** WAD, and yet nobody has done it before, until *Bri* came along and brought us near perfection. *Attack on Io* is a set of 7 maps themed around the hellish moon that combines multiple visual styles and thematic progressions under a single flag of greatness. It's pretty impressive on its own, but it also manages to create iconic and fun maps, each one delivering something different that still joins together with the rest, making it a seamlessly flawless adventure throughout all of this nightmarish moon. A mapset that's definitely worthy of your time.



8. DBK1: DUNGEON SYNTHS BY THE DBK



A new team rises and a new series is born. The *DBK* series (no fixed name yet) is here to showcase how some of the most talented and whimsical mappers in the history of **Doom** are capable of bringing us some delightfully precious mapsets made in under two months, and oh they did make quite the nice first impression. *Dungeon Synths* is an insanely good amalgamation of some crazy ideas. Medieval, dark fantasy style under the fantastical flow of a synthwave rhythm with a very cozy and homelike visual thematic that makes you feel both welcomed and powerful. A very fantastical premier that shows you how some of the most unique ideas can come to life in the canvas of **Doom** mapping. If the *DBK* team keeps going on this awesome route, they're bound to make history once again.

9. ATMOSPHERIC EXTINCTION BY VELVETIC

An atmosphere of dread fills the air as you plow through waves of endless demons hidden beneath fortresses deep inside a long extinct realm. This is *Atmospheric Extinction*. A love letter from *OTEX* that makes tribute to modern mapping style by creating some outstanding visuals with a solid layout that allows you to enjoy this magnificent beast like a stride through the forest. Divided by episodes, each one brings something different and unique to the table, working perfectly well in a symphony of fascinating progression that elevates both the experience of the player and the quality of the maps. All in all, a really great mapset.



THE LAST 3 MASTER RECOMMENDATIONS

(OF 2021)

#10: DOOMWARE BY BUU342

If you've been around the *Zandronum* servers, then there's big chances you've seen this mod being played there, and with good reason! Imagine, what if *Mario Party*, but for **Doom**? The result, this exciting little big adventure that brings you over 100 mini games to enjoy with your friends. One of the most complex and diverse WADs designed for multiplayer in its history. It brings with it an absurd number of options that will give you something new in each of your games, from game mode changes to incredible craziness that will make you have a great time. The WAD works by placing players in a hub, alternating game modes as they change level; the mini games are not simple variations like changing an enemy's damage, or their attitude. The changes are notable and well present. They are complete (mini) games that can take anywhere from a couple of seconds to several minutes to complete. The huge amount of gamemodes and maps, and its variety make this mod offer you a huge amount of entertainment, especially if you play with your friends. Give it a try.



#11 OZONIA BY DEADWING

From the depths of hellish jungles to the heights of exotic brick fortresses. This is *Ozonia*. An adventure inspired by the *Plutonia* series, but with its own touch of *Eviternity*, creating a succulent combination of two worlds under an original, creative and deliciously violent concept. *Ozonia* is a complete work in every sense of the word. From the new 32 levels to the soundtrack, textures and even changes to the difficulty, offering comparisons for new players who don't have a clear idea of what kind of game they want to take. The megawad is designed as if it were an official expansion of the game, bringing the best of both worlds thanks to a contribution from different users, giving fascinating pieces that, when put together, create an excellent work in every dimension. *Ozonia*'s visuals are a marvel of simplicity and detail, creating a nice balance that offers an MBF feel. On the other hand, the gameplay is well designed to offer different opportunities to all types of players. If you like a good challenge, you will find it here. This megawad is designed to be enjoyed, thanks to its episodic splitting, progression, yearning visuals and fantastic gameplay. A doomer job well done.



#12 RAMP BY VARIOUS AUTHORS, LED BY DAVIDN

If there's one thing that 2021 showed the **Doom** community, is that we are not surviving, we are fucking thriving. Ultimately, *Rabbit's All-comers Mapping Project (RAMP)* is a testament to that idea. We've all heard about megawads, but have you heard about a gigawad? Well, here you have the ultimate climax of what a community project can reach when some masochistic genius decides to do it like a boss. Over 200 maps, that's right, 200 maps for *GZDoom* that are as varied as a fucking rainbow. I can't overstate how insanely big this gigawad is, not only in the sheer number that it brings, but the entire scope it managed to capture, all thanks to the incredible efforts of *DavidN*, who also created an entire website dedicated to the project and provided the tools for an easy upload form that managed to make this beast possible. If you could choose one WAD to play for the rest of your life that actually covered all the known mapping themes out there, this one has them all. From your standards tech-base maps, to some gloriously magnificent detailed monsters that cry in sheer awe. The sheer effort that went into this WAD makes it worthy of all kinds of awards, but it's the fact that somebody made it possible that makes us go: woah, rad, dude, rad. Here's *RAMP*, your perfect ramp into **Doom** addiction.



SO MUCH TO PLAY SO LITTLE TIME!

SUFFERING FROM SUCCESS IN THE DOOM COMMUNITY

HERE'S A little open secret for you: **Doom** is not dead! Surprising, I know. But seriously, looking at the stats and observing other people's comments, as well as participating in different discussions around the web, you could say that, factually (because I say so) 2021 has been, in practice, the busiest year in the history of the community and the most productive of all, if not the most productive, without a doubt. With an average release of almost 100 WADs per month, we are talking about a quantity of fan-made productions so large that no one in his or her life could ever dream of playing them all. On the other hand, we are not only talking about raw numbers here, but also about a quality that has come in all shapes and colors: from rough diamonds to polished sapphires. This year has seen it all, no doubt about it, and we are living what is the resurgence of an age that, I like to call, the age of progress, 40k reference and all. You look left and there's

a dozen standalone projects being developed, you look right and there's a bunch of open community projects, you look up and there's a ton of single-level WADs being made, you look down and there's more mappers than you can count with your twenty digits! Everywhere you look and everywhere you go in the corners of the large **Doom** community, you'll find someone doing something.

This, of course, brings me to a big issue, well, not an issue per se, but something more akin to a secondary effect of there being so many goddamn WADs to play: there's no time to play them all! While some decades ago, programs like the */newstuff Chronicles* where more than capable of managing the entirety of WAD releases per week (since there was only a handful of released WADs back then), now, you better quit your job and abandon your family if you're planning on playing the entire backlog of

recently released WADs. Sure, you might manage to play the single-level WADs, but megawads are now like the fries that come with the burger; there's quite the handful. Ultimately, I wanted to say this to explain my sincere gratitude to all you mad lads out there that keep making so much content, for free! Being a **Doom** fan is a lucky day. While sure, there's some drawbacks here and there, if your main focus is in playing singleplayer WADs, then, hell to the fuck yes, you're in for some gold, brother.

There's so much good stuff, not only on *Doomworld*, but in other websites, forums, social media and *Discord* servers as well. I want to express my apologies to all those authors

that I haven't gotten the chance to play their works, and I think this goes well on part of the rest of the team as well. There's so much good stuff that I'm pretty sure, nobody can play absolutely everything. If you feel like I missed a WAD in this *Master Recommendations* list, then I'm sorry, but this is both the opinions of a subjective team of players, and also the time of just a bunch of human beings. I'd love to play every single WAD out there (probably not since I'll go insane once I reach the dirty side of the road). Heck, chances are, even if I made an unlimited list of honorable recommendations or runner-ups, I still wouldn't cover them all. Ultimately, I want to say: thank you for giving us such a great **Doom** year, to all of you, dear doomers. Keep it up.

SOUNDS AND SONGS OF DOOM

CELEBRATING COMMUNITY
CREATED MUSIC

It is no surprise that 2021 was one of, if not the most, active year in the **Doom** community. From all sides and places, players, creators, writers, speedrunners, map makers and composers, ...all managed to contribute to this year's amazing output with some nicely done works. But, there's one field in particular that has proven how important and orchestral it is to enjoy the **Doom** games to the fullest. That is the field of the composers and music makers. 2021 was quite the active year, yes, indeed, but among the various surprises that were revealed to us, I'm more than happy to say that the amazing music community banded together to gift us an amazing quantity of quality compositions that bring new life to both old and new **Doom** works.

Starting from the very beginning and continuing through the entirety of the year. A lot of new MIDI albums were released, mostly as a way to pay tribute to both classic and new WADs that required some well-deserved MIDI-love. Thanks to the joint efforts of dozens of composers, we got ourselves one of the most unique years for MIDI lovers out there! Tons of new tunes that will bring you back to the glory days of yesteryear, when most of us didn't have a MIDI player, and only the left side of our speaker worked. But worry not, times have changed and the community hasn't stopped. You can now dig up your old memories and give them a fresh new coat of style with the new addition of such albums. Here are some of the most noteworthy releases and best picks of the year for the *Wadazine*:

ULTIMATE MIDI PACK: The trend that started a new resurrection in classic IWAD MIDI volumes. This new album was organized by the efforts of northivanastan, bringing a collection of new songs created by a variety of composers from the community. This new soundtrack replaces the entirety of the original **Ultimate Doom** OST. Yep, that's a total of 42 new songs to enjoy your way back into memory lane. An amazing effort that deserves a standing ovation.

.MID THE WAY ID DID: Organized by the legendary *Doomkid*, is an amazing effort that brings new music to the 32 maps of **DOOM II: Hell on Earth**. Not only that, but they've managed to re-capture the original spirit of the decades old soundtrack, and give it a new spin that feels both welcoming, nostalgic and great.

NO REST FOR THE LIVING - COMMUNITY MIDI PACK: It's no secret that *No Rest for the Living* is a solid effort of vanilla goodness done by semi-official map makers, but, sadly, the original release was pretty much a two-person-WAD that covered a total of 9 maps, which, unfortunately, lacked original songs, as to be expected it is no easy task to make a new episode and also make new music for it, especially if you're under a deadline. But fret not, the community has your back. Organized by *Peter*, this midi pack has all you need to dust off your *NRfL* copy and give it a new try. Even the all-famous doomtuber, *decino*, joined the efforts! And let me tell you that the result is one of a fantastic variety that manages to breath in a new sense of wonder into this decade old mapset. It's beauty to the ears and one that I'm quite happy to have. A lovely collection that will give some rest to the living.

TNT MIDI PACK: What? But doesn't *TNT: Evolution* already have new music? Why yes, dear reader, and it's quite good! But we all know that the OST for *Evolution* is pretty damn fucking old, and thus, we've heard it thousands of times. Repetition can get quite annoying, so, why not make a new one for it and let our ears rejoice in unison? Presenting: *TNT MIDI Pack*, lead by *Cammy*, this pack brings a new collection of songs ready to bring you some sweet diversity in the form of a total whooping 35 new tracks, all done in a sweet, delightful manner that pay respect to the original work while introducing a new rhythm of grandiose symphonies. Lots of references and spiritual successors that work so well, it makes you want to play through *Habitat!*

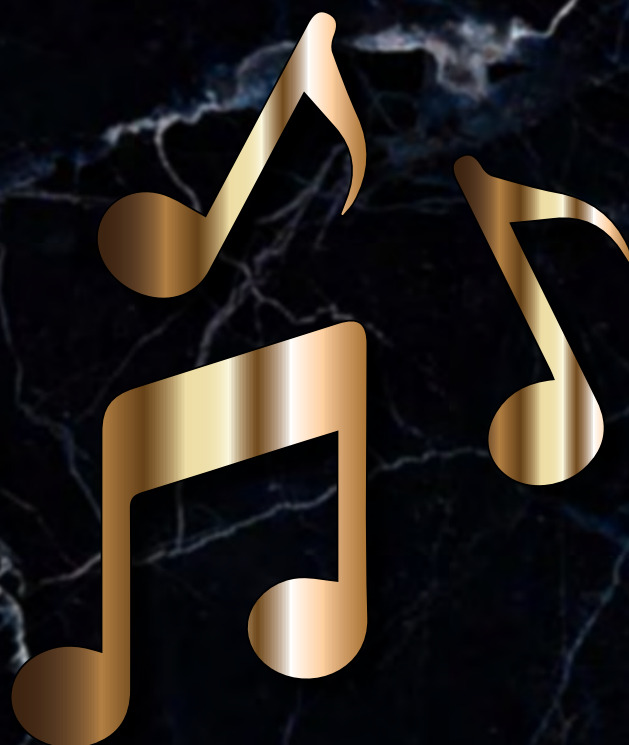
RAVEN MIDI PACK PROJECT: Are you a heretic? Then you'll probably love these new, all heretical-inclusive MIDI pack for the cult classic, *Heretic! The Raven* album is an all-new compilation of fantasy-synth-rock-metal-ambient inspired tracks that will give your old **Heretic** game a satisfying, glorious and lovely new set of songs. Lead and produced by no other than the legendary *Jimmy*, you know this pack is good! If you haven't played **Heretic** in years, or never, this is now the best moment to do so!

ALIEN VENDETTA MIDI PACK: One of the last releases of the year and one that I, personally, absolutely adore. *Alien Vendetta* is one of the monuments of **Doom** WAD history, one that still manages to make

an echo through the annals of history. Yet, just like various old-school WADs, *Alien Vendetta* doesn't have a full OST, with only one new iconic song in the entire collection of 32 maps. Fear not, the community, once again, has your back! Lead by *Cammy* (again, what a legend), this new MIDI pack is full of steaming songs that will leave you quite moist! These are new songs that pay homage in a respectful and lovely way. The new medley of songs is just as awesome as the original maps, working together in a great mixture of fantastical compositions. A classic release now finally has a classic pack of classic songs that sounds too great to leave behind. Play *Alien Vendetta* again with this pack and you'll fall in love.

These are some of the fantastical new releases that brought life to the classics that deserved better. As you can see, 2021 was a year to replay these golden pieces of love and give them a new spin thanks to these awesome new songs, made possible by the efforts of a joint community that goes far and wide.

There's also been, of course, a very wide and amazing quantity of standalone WADs that come accompanied with their own OST, like the original soundtrack for *Atmospheric Extinction* or *Ashes: Afterglow*. While I didn't have time to listen to absolutely every single piece of new music the community has brought, I want to say thanks to all of you composers out there, for making this amazing thing possible and giving us such a joy to the senses. Cheers and here's for more to come in 2022!



KMEXEII HONORARY AWARD

CELEBRATING THE
GREATEST AUTHORS
TO HAVE GRACED
THE HISTORY OF OUR
COMMUNITY

WINNER: DEMON OF THE WELL

The loquacious member, and for good reason! Demon of the Well has been an active author of the **Doom** community since at least 2013, being an active participant of the *DWMegawad Club* during its early days, the well demon has been into WAD reviewing since day 1, and it shows. *Demon of the Well* old *Doomworld* title was for a reason: reading *Demon of the Well* feels like touching the tips of tulips around the mountains during the sunrise spring. A crescendo of absolute verbose technique that goes into superbly great detail, describing the ins and outs of whatever map is being reviewed.

It didn't take long before the efforts of *Demon of the Well* caught the attention of the higher ups up there, and, by 2017, he was already part of the *Cacowards* team in a well-deserved position as a judge. Reviewing countless

WADs across a multitude of maps, never failing to meet the expectations and always delivering a deliciously great prose that makes you want to giggle in excitement. Heck, I'd pay to hear a podcast starring *Demon of the Well* just talking about WADs all day long.

It all comes down to the sheer quality that *Demon of the Well* possesses and the joy that it brings to read whatever the well demon is making. With a beautiful prose, accompanied with lively words that detail every crack in every step, and a lovely structure that gives you the right amount of insight needed, *Demon of the Well* is one of the best reviewers out there, and is definitely someone worthy of this accolade. Congratulations! May black metal never run out of your reserves and may **Doom** fulfill your cravings!



AWARDED TO THE
GREATEST WRITE-UPS THE
COMMUNITY HAS TO OFFER

THE MASTER SCROLL AWARD

TOP 100 MOST MEMORABLE MAPS BY VARIOUS AUTHORS

We are slowly but steadily approaching three full decades of **Doom** life. During all this time, our history has done nothing but endure and grow day by day. New mappers, new WADs, mods, fans, games, art, writings, etc. The community is always on the move, so much so that for a newbie it can be a bit overwhelming to jump right into the great ocean that is **Doom** in the 2020s. It can even be confusing to think: Fuck man, where do I start now? But luckily, here we have the community itself to offer a helping hand. Not only in creating lists of WADs - but even in offering an important historical retrospective that addresses from beginning to end the history of our **Doom** industry.

This piece of history covers a whopping total of 100 maps from all years and places, since the very beginning to

modern times. It offers an insight into the world of WADs in a surgical way, carefully (and passionately) analyzing what makes these maps the most memorable of all time. Organized by *Not Jabba* and with contributions from several reviewers, including some favorites, the result is a fantastic work that functions as a great historical guide to the evolution of our history, as well as an appreciation of each piece that has contributed to form the great work that is this game. The objective is to order them according to their best factors and influence in the community, as well as their historical relevance. Not only does it achieve its goal, but it is also a very entertaining piece that demonstrates how, despite time and change, **Doom** is still alive. Congratulations to everyone that contributed to this special piece, you've done something absolutely great, a master scroll in all sense!



THE MASTER CROWN AWARD

TO THE BEST
MAPPER OF
THE YEAR

WINNER: DANLEX

There are many things we could say about a large number of mappers since the beginning of this saga. We have had fascinating marvel creators who appear once and then leave forever, and we have also had great artists as prolific as they are insane who are still active decades later. Every once in a while, like a comet flying through the atmosphere, certain new souls appear that we don't expect, but fuck, we're grateful. And so, like a wondrous comet reborn to claim an apocalyptic prophecy, *Danlex* leaves a trail of stardust in his wake as he makes his way as one of the mapping champions of the modern century.

This mapper came almost out of nowhere. Well, what not many will know is that *Danlex* has been active for some time, slowly but surely building his reputation as a *UDMF* wizard and a spectacular mapper. His creations are works that reveal how an almost 30-year-old engine is still capable of blowing a little smoke at full throttle. He is something of a monument builder to progress; a modern-day Greek molder in the form of a simple guy that knows damn well how to kick my computer's ass and shoot right at my doomed heart.

The release of *Lullaby* was a marvel that surprised us all from the beginning of the year to the end of the year. The map became an instant favorite among the cult community,

and with good reason. *Danlex* had been spoiling us for a few months with sporadic pictures of his cool project, leaving us with a thirst as barbaric as it was sanguinolent; when the project finally did come out, we were all caught drooling. It could be said that *Pavlov* is satisfied with this form of conditioning, because now we are conditioned that when we hear the name *Danlex*, the first thing that comes to our minds is: quality. And with that quality, damn, it's hard not to drool.

Each unique map created by *Danlex* during this year has brought a more than palpable quality, to the point that in a short time has managed to forge a quality comparable to that of legends such as *Ribbiks* or *skillsaw*. You look at a map made by *Danlex* and you immediately assume: *Danlex's* hands were here. Not only that, but he's a great guy to work with. I had the good fortune to share a project (*WMC04: Thy Flesh Vored*) with *Danlex*, and he is a star every time. His projects never cease to amaze and I can't wait to see what other projects he has up his sleeves, thanks to his subtle perception of reality and the ability to alter it, I can say that he will always create a gravitational center towards his magnificent works - it's like a black hole of mapping wonders - it'll catch you, and it won't let go. For this, and more to come, the *Wadazine* proudly awards *Danlex* with the *Master Crown of 2021*.



TO 2022 AND BEYOND?

And now the year is over, well, it ended two months ago - but it also leaves us with a legacy of sorts through sequels in Doom's life. While things seem to be going into a new sort of flow of normalcy, in **Doom**, things only seem to be getting better. In some respects, as a fan of WADs, I think there is no better year to be alive than this one. Sure, we passed the golden age long ago, but now we're seeing what amounts to a well-marked resurgence in impeccable creative genius. Daily, new maps are released, and daily, new doomers get in on the action. All I can say is that I hope this 2022 will be the same or better!

The *Wadazine* has had some turbulent times, especially with the change of routine due to lack of time and my entering college. Working has become more difficult, but like any challenge, you just learn the tactics and take advantage of the bug until you exploit the loops and break records. There are no plans to stop any of our projects, we want to keep going and give this wonderful content to all of you, dear doomers.

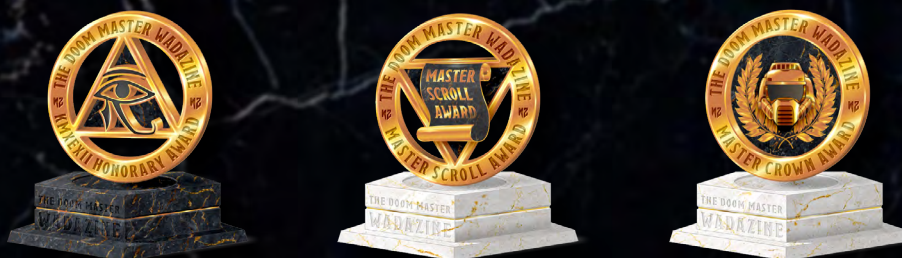
Personal projects of which I am extremely satisfied, I can mention the *Endless Random /idgames WAD Adventures*. A series that, thanks to the support of *ICID*, is still alive with a good handful of passionate participants. *Roofi*, *Sena*, *Walter C*, *LadyMistDragon*, to mention a few, have played like beasts during all this time, sharing great and crazy moments on this marvelous ocean of maps, maps and more maps.

The *Wadarcheology Project* was a fascinating success that, thanks to the help of the great Arrowhead, can now be presented as a successful gallery of memories and moments; an archive dedicated to the recovery of lost legacies, where future doomers can fearlessly explore and rediscover this lost past.

And of course, *Wadazine Master Collection*. Driven by the incitement of my two friends *Nikoxenos* and *4MaTC*, I launched this project with no real previous experience, hoping that something would come out of it all. With the help and welcome of *Mistress Remilia*, the project became more than a reality, it became a completed dream, full of great maps and creators who have become comrades in adventure.

Altogether, it has been a great success, a great year that has shown that the *Wadazine* is here to stay, to leave a mark and to share the passion of **Doom**. There are many more things to do, to explore and share, and I hope to be here to give you a little of my passion and love for this game and writing. We have come far, but far is not far enough! We haven't crossed the *Rubicon* yet and I haven't yet cried for more worlds to conquer, so get ready, because we'll keep going with the *Doom Master Wadazine*!

THE 2021 WADAZINE AWARDS



THE DOOM MASTER
WADAZINE

PRESENTS A UDMF COMMUNITY PROJECT

VOIDS OF ASH EXPAND BEYOND THE LINES OF HUMANITY. CIVILIZATION IS BUT
A FICKLE PIECE OF DUST AMONG THE OCEAN OF DIMENSIONAL MADNESS. QUIET
SOULS LIE RESTLESS IN THE PITS OF OBLIVION, VANISHED TO NEVERMORE. CAN
YOU SURVIVE THE DREAD? CAN YOU ESCAPE THE MADNESS?
OR WILL YOU FALL...
AND BE PART OF THE BRUTALISK?

BRUTALISK

JOIN WADAZINE DISCORD FOR MORE INFO:



**WADAZINE
MASTER COLLECTION**



ANGELIC AVIARY

(2020) v0.91

BEFORE we start with this, I want us to do a little exercise, if I ask you to tell me what the enemies of doom are like, I am sure that some characteristics that you are going to mention will be difficult, interesting, unique, with some horror designs and they really look like demons.

Now, I think we all agree that **Doom's** enemies are really hellish beasts, what if we do a entire tweak on the monsters?, please, look at the image

I think the enemies changed a bit, don't you think?

Angelic Aviary, before called *Angelic Waifus*, is one of those mods that does something totally different than expected, not only introduces angels as enemies (something VERY rare before **Doom Eternal** came out) but also gives them a anime design (a very noticeable change from mods like *Brutal Doom* or *ghoul forest* to this), taking a totally different formula and that changes the whole aspect of **Doom**, transforming

that game that we remember some as horror or the most recent as a game where there is heavy metal with demons and death everywhere - into a game where we kill anime characters - sounds interesting doesn't it?...

However, I tend to ignore the design a lot, and I care more about the gameplay and what the project really offers, this case is not the exception, although I recognize a lot the work that all sprites have, it is not something that is easily done, that despite the design that many may not like (It is a very large visual change.) the gameplay is quite interesting even if is a mod with only enemies.

The enemies for the most part are not very complex, it is not like they have many attacks or something like that, the project prefer rather to supplant the enemy without changing their role, if a map uses a revenant for his homing projectile and being a glass cannon, *Angelic Aviary* has his own *Revenant* and quite interesting, one where by means of a butterfly that will follow you even worse than the revenant projectiles with insane damage but also very slow, fulfilling the original function of the revenant and also, making it different.

Other examples can be the *Snowflake*, a replacement for chaingunner which is no longer



hitscan, but still has the same attack rate with more damage and being a projectile, besides that it also flies, something that will happen with many enemies, because well, they are angels, and many enemies will be able to fly, adding a lot of verticality and forcing the player to aim well and to be even more careful with the weapons they choose.

In addition, it includes some compatibility with some wads, also adding even more new enemies to certain mappacks, some not very different from the original ones, but which I am sure will be a surprise.

If there is something that stands out a lot in this project, it is that it has managed to give a fairly fresh tweak to the doom gameplay, it can feel like the same enemies of vanilla but at the same time it feels new, at least, in my experience.



Even so, the project has some sins, such as the baron being too strong for its own good, or that some things get stuck due to its size or way to summon, also, it is still in development, however, that does not prevent it from being something that you can give at a glance, I also found the idea quite strange when I saw

the screenshots of the project when I saw it for the first time, curiosity won me over and I tried it, turning out to be something quite interesting.

Oh, and I hope you like anime voices c:

GAIA74



HEXEN SHADOWS OF CHRONOS

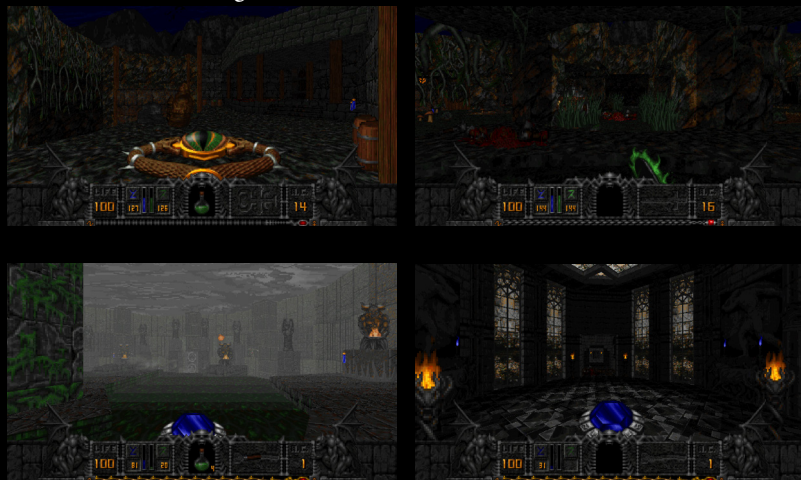
(2014) Samuel "Kaiser" Dillareal

My jaunt through the lands of fantasy isn't finished yet, and we go off to Hexen for a review of Kaiser's Shadows of Chronos.

Vanilla **Hexen** does not seem as developed for by wad makers, but this is one of the rarer vanilla wads for **Hexen** (most are built for *ZDoom*), and as such you can use a vanilla compatible source port such as **Chocolate Hexen**. I tested the maps on *DSDA Doom* to play around with the **Hexen** support it has, but the sky and some other graphical effects were not working for me - **Hexen** support is still being ironed out, kudos to kraflab and others for the hard work that is going into *DSDA Doom*. I suggest Russian **Hexen** or a *ZDoom* port to get the best experience at this time in my opinion.

Shadows of Chronos is made up of an entry level, a hub level, and a few branching levels, so it is not long in comparison to other WADs or the base game - but it does not lack quality. Each map plays nicely and has interesting layouts, aesthetics, and plenty of fun traps that take advantage of the native ACS scripting that **Hexen** has. Going further into the ACS that **Hexen** has, this WAD is a good showcase of the scripting, and just how powerful it can be in relative terms. The scripting allows for a more dynamic map than you generally get with just straight vanilla *DOOM*, and seeing the feature used extensively by Kaiser shows that **Hexen** is capable of some awesome vanilla maps. The puzzles you expect from **Hexen** are present, but unlike some of the more annoying aspects of the original levels they don't take up too much of your time.

How good is the combat? You will have streams of monsters thrown at you around every corner - at least on Skill 4, so be ready for a fight! You will have access to plenty of resources such as mana and health, but don't get overconfident as you will still need to have some care with the resources you have. I played a bit with each class - and the WAD feels well balanced between each of them from what I managed to get through. I tend to favor Mage and didn't feel I was getting shafted - so that's a good start - if anything I felt it was harder with the Fighter class, but that could just be me. Much of the combat is also close-quarters, so be careful not to get trapped - and be sure to take advantage of the many repulsions you get, don't be afraid to utilize them in a pinch if you need to get some breathing room.



Overall, I highly recommend **Shadows of Chronos** for **Hexen** fans. Good map layouts, nice use of the stock aesthetic, and frantic combat abound in this mapset. Kaiser put together a good showcase of what vanilla **Hexen** is capable of, and while there is nothing wrong with *ZDoom* ports and the power they possess, vanilla **Hexen** wads should not be discounted for what they can do. Now go forth and save the world again!

- Eric Claus

Scimitar

(2006) Cycloid

Hello again readers, especially fans of Scythe! This is a WAD review that will please those that enjoy the short and brutal - like myself, with another seemingly Scythe-inspired WAD named Scimitar. Scimitar is different than some other Scythe inspired sets simply in that it is a Boom based WAD so you will need an appropriate source port such as PRBoom+, Woof, DSDADoom etc or utilize a ZDoom port, though I would recommend Boom Strict mode. The levels are tuned to be pistol started and there are 20 maps to play. The 20 maps are broken up into 3 thematic "episodes" called Rear Entry, Knee Deep in the Sludge, and Into the Blood.

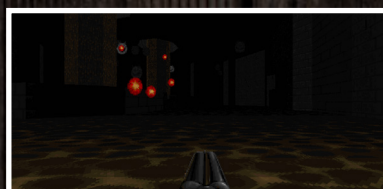
Scimitar has been an overall enjoyable experience that does a few things that deviate a bit from the Scythe formula. The first aspect of Scimitar that makes it a bit different from the Scythe family, is the use of Boom as the base, and its taking advantage of the many features Boom has to offer. To create a different experience there is use of voodoo doll scripting to mess with all sorts of triggers and the liquid floor sinking visual is used in Episode 2 to great effect to give proper reverence to the theme. The texturing of Scimitar is simple - as are the map layouts, but there are some nice aesthetic touches you will find in the maps which you can see in the photos - there was also an excellent use of dynamic floors. A big thing Scimitar does that you don't usually see in Doom mapping, is the use of layout pieces of either the past or future level to give an illusion of continuity between them, this helps to keep the theme present throughout each episode visually. It's cool when you can see a mapping trick to make it look like you just came from an area you were in previously, and it helps to keep the episode theme going throughout.

In terms of difficulty, Scimitar isn't too difficult on UV - so you can expect to get through it pistol-starting or even easier on continuous play, but there are a few things to keep in mind: Scimitar makes quite a few tweaks to the monster lineup and balance with a couple of stick out examples, like the little swarming grey cacodemons - and the Barons now have faster red projectiles, much like they are in Doom 64. The monster use in this WAD is a bit different - as early on you are generally starved of higher-level weaponry, so revenants or other mid-tier monsters serving as mini bosses is common in the earlier maps - this makes for some fun combat scenarios. Early maps make combat a bit tricky, but you are given some unique new tools in another key change which comes in the form of a curved knife instead of your punch which does more damage, and the Scimitar which hits like a berserk fist and takes over for the chainsaw. Using the knife is recommended in the early levels to dispatch weaker enemies or even pinkies. This is advised, as you won't have much resources until later in the WAD - this is challenging, but also is a good practice for your melee skills, and you will often use the WAD namesake the Scimitar quite a bit as well to help you



in your demon fighting. Scimitar is a nice treat for those who are fans of Scythe-like mapsets, but I think it could be appealing to any player looking for a slightly fresh take on Doom combat. Each level is worth playing, and I felt my anticipation for the next was always present just seeing what interesting thing I would encounter next, or what arena I would be fighting through as the level unfolded around me. I could go on trying to describe all of the levels and how they are put together, but you should do yourself a favor and fire up Scimitar and play it how you like, you will not regret spending the time.

- Eric Claus





Visa to the Stars

a WAD by By HronekBezucha

2021

review by Endless



First of all, how cool of a name is that? **Visa to the Stars** is an evocative, powerful and just plain cool name. I wish I was that good at naming WADs! Now, with the WAD, it takes us to the stars? Well, if 'the stars' means a small and attractive vanilla map for Doom 2, then, yes!



Visa to the Stars is a small, single-level WAD designed with a space theme; a sort of station floating through the vastness of space, infected by demons from all hellish circles and waiting to be freed from this demonic corruption. This is a small map with a duration of about 10 minutes, approximately, with a rather modest but sweet design that keeps its own theme under consistent terms, creating a great progress that, despite being short, manages to recreate a sweet vanilla desire in terms of its charismatic presentation. Typical vanilla textures are used with care to create every meter of this map, though of course, we can't ask much from stock textures, so that creates certain limitations. However, it is more than possible to create something great with vanilla textures, and dozens of WADs have proven it, and **Visa to the Stars** joins that great group of vanilla maps designed with a nice touch of pure quality, entertainment and simplicity.



The gameplay is simple for the most part, but even so, don't fall asleep in Ultra-Violence, as more than a few unexpected traps will end up crushing you if you're not careful. The ammo and weapons are balanced, and the secrets help a lot to make the experience less painful. Flowing with a certain gentle quality, the map is relaxing to a point, but has more than enough challenging scenarios to still occasionally give you a good squeeze.



Visa to the Stars is one of those maps we would call coffee-break; it's short, simple, engaging and has a nice vanilla flavor. Who doesn't like vanilla? Because honestly, it's one of the best, and every time an author decides to create a map for this kind of format, I can't do anything but play it, enjoy it and say: thank you! If you're one of those weirdos that enjoy 90s maps, like me, or you just enjoy a plain and simple stroll through the park, then this map is made for you - and I'm pretty sure you'll have a relaxing and enjoyable time.



Jump in, and get started, doomer!

- Endless

INSERTION

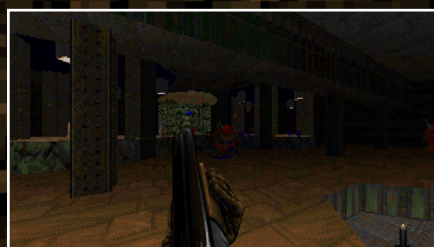
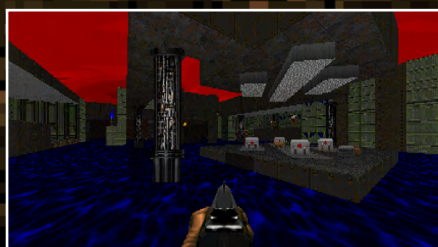
BY VARIOUS AUTHORS (1998)



Oh boy, when was the last time I did a review/recommendation for a 90s WAD? Actually, scratch that, I always do reviews for old stuff, and why is that? You may ask. Because, dear doomer, there is quite a charismatic feel of both nostalgia and creativity that can't be found in modern work, and Insertion is here to prove you how, despite the passing of time, the 90s still rock, because oh boy, we have here quite certainly one of the best WADs of 1998, if not the best, and overall, an underrated piece of work that deserves a new spotlight. Why do I say 'oh boy' so much?



Designed in 1998 by David Shaw, Stephen Watson, Thomas Evans and Adam Williamson; prolific and iconic authors of the 90s who were part of the history of WADs community projects by being part of the original map creators for Requiem and Memento Mori, two megawads that forged the path for the rest of the community, creating the foundations of what would become an explosion in content. Insertion, you could say, is a spin-off of these megawads, which were united mainly by the fact that they were created by multiple authors. In this case we don't have a megawad, but don't confuse megawad with quality every time. This is an episodic WAD of 11 maps for Doom 2, designed from head to toe with



fantastic detail, something rare to find in the 90s. The level design is, in general, incredibly solid and presents a real sense of structure without the need to sacrifice creativity, creating maps that are distinctive from one another, but manage to settle into a single perspective. The authors managed to create maps that, not only are expansive in scope, but manage to maintain a modest sense of progress that rises qualitatively as you advance. Each map manages to bring something different to the game, establishing a dynamic and enjoyable form in its conception, giving the player not only the opportunity to enjoy glorious pixels in 320x200, but also to admire curious and attractive design decisions, unique to the 90s.

Each map has a cohesive style, but at the same time, provides different gameplay opportunities. From the



traditional combat style, to a few brutal scenes with surprising results. The flow is simply precise and delightful. The game progresses in a light-hearted manner through different paths, with maps designed not only with visuals in mind, but also a clear sense of progression, well defined thanks to great layouts. Add to this a great combat synergy

and you have a fantastic example of a totally fun mapset from start to finish, full of enemies, challenging encounters, surprising traps and curious arenas. Insertion, as the name says, inserts you into a Doom 2 style world, but with a defined, perfected layout. You better be playing this right now if you want to check out the best of 1998.

- *Endless*





wadazine :)

~~EARTH!~~

NEEDS

YOU.

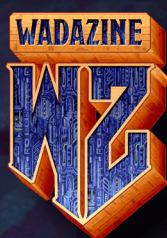
The Wadazine is made entirely by the DOOM fan community and readers like you! If you want to contribute to the next Wadazine in any way, join the **WADAZINE DISCORD COMMUNITY** or tweet **@ENDLESS_DMW** today!

ART

COVER ART SUBMISSIONS
DOOM FAN ART and COMICS
ARTICLE DESIGN and TYPESETTING
FAKE ADS (MUST BE FUNNY)
REAL ADS (COMMUNITY PROJECTS)
DOOM PUZZLES and QUIZZES
ARTIST SPOTLIGHTS

WRITING

DOOM RELATED ARTICLES
WAD REVIEWS
DOOM NEWS
POETRY and FAN FICTION
ANGRY OPEN LETTERS and FAN MAIL
COMMUNITY ANNOUNCEMENTS
DEATHMATCH REPORTING



NOW ACCEPTING SLAYERS

GROVE

BY BPRD (2004)

B.P.R.D. is probably most known for being the author of the infamous jokemap *nuts.wad*, featuring 10K monsters and the accompanying ability to bring the strongest computers at the time it was released in 1999 to a near-screaming halt. Throughout the years, there have been far more imitators than perhaps the **Doom** community deserves, but the wad of today is of an entirely different nature, yet unmistakably, *B.P.R.D.* buggy, hardly any ammo, but almost accidentally, stumbles upon something truly special.

Grove was a *Cacoward* winner in 2004. Much of that is due to its utterly compelling atmosphere. It consists of a seriously thick forest at sunset, with several interesting structures set throughout the landscape. Combat is seriously limited, yet, what's there is incredibly intense and sometimes shocking. Seeing an Arch-vile or Baron of Hell pop up at certain locations marked on *B.P.R.D.*'s utterly unique drawn-out map or wandering your way through seemingly impenetrable woods until you cross over a near-invisible circle and find yourself transported to a druidic circle isolated from the rest of the map, surrounded by Imps and Demons that will start to chew you up immediately, the encounters aren't exactly wanting for memorability.



I should also mention the custom music *B.P.R.D.* made for this map. The title screen track gives you some clue of what you're in for. Yet it's a wholly different animal than the map music. A very mournful and rather nostalgic tune, it conjures memories of times long past that you'll never experience again, the time in your life when discovering new things was actually enjoyable and worth your time.

It's far from easy though, partly because combat takes place in rather close quarters, but also because *B.P.R.D.* is notorious for placing next to no ammo. Getting your Super Shotgun is a labor unto itself, and once you do, you'll find yourself searching every corner for shells. Every so often,



you'll stumble upon a stash, but these are quite hard to find in addition to being few and far between. It's very easy to end up in a practically unwinnable situation at the exit tomb as you'll be confronted by a number of Barons, in addition to a small Hell Knight bodyguard.

Let's also discuss some of the locations. "*Grove Central*," is a fairly standard **Doom** beige-bricked building that contains a darkened computer room for some reason that lights up suddenly and spawn an Archacnotron. There's also several switches, some of which are necessary, one with a bit of metal jammed in, and one which you DON'T want to press. There's the house you start near which contains the yellow key which will spawn a Mastermind with Chaingunner skin (*Snagla*) when you pick up it up. Finally, there's a crypt which you open up by pressing a switch in the stone circle, containing another key and some Revenants.

Unfortunately, it's also quite a divisive experience. There are a number of bugs that can break the game. Foremost is falling into possibly inescapable pits on non-ZDoom source ports, when you step on a shallow grave in the cemetery. Also, as a map with a heavier emphasis on puzzle-solving rather than fights, the modern **Doom** player may feel incredibly heavy frustration trying to navigate through a darkened forest, looking for switches (the teleport to the graveyard has to be one of the most needlessly cryptic locations in this map). Still, if you don't mind nasty challenges and have plenty of patience, this map is strongly recommended.

Review by LadyMistDragon



DBP27:

10 DAYS VACATION

BY THE DOOMER BOARDS COMMUNITY

2020

Imagine for a moment, a beautiful beach with a sunny backdrop while the sand bathes your feet and the smell of salt invades your senses. Imagine that, for a moment, the sun hides behind a blue carpet that stretches beyond sight; white foam floating in the water, shells slowly emerging through the sand moved by the placid waves. Imagine, now, that a demonic invasion is smashing its way through this pleasant vista with absolute hatred. This is a work of pure extermination and ultra-violence - in the most savage and delirious way possible.

Okay, now that's what I call a vacation!



Ten new maps designed by one of my favorite set of mappers *ever*. Themed around a set of beaches and tourist locations with a bit of Caribbean flair, this map set is one that sweats joy, coconut juice, partying and demons. Maybe not all in one, but it sure does! Each map is designed to recreate a setting that gives off vacation vibes, especially around beach locations with cool blue backgrounds in the distance. There are ten maps, and each one manages to create a distinct look full of passion and sweetness. If the goal of these maps is to make me want to go to a beach, then they have succeeded enormously, and I think it works much better than all the beach and vacation ads I've seen on TV. The maps follow a clear and simple progress, without major complications, puzzles or complex paths. They are simple to navigate and progress, which means you can finish them quickly if you don't get distracted by the sandy scenery. As you might expect, most of these maps are small to medium in size, with one exception at the end - a magnificent and gigantic exception! Most of these maps shouldn't take you more than 10 minutes to finish, with a good sense of pace, that, thanks to action-packed pacing, flows with a great sense of fun.

With weapons re-skinned to blend in synergistically with the new set, you will now feel not only like a demon hunter enjoying your vacation, but also like a tourist interacting with the local wildlife. New weapons, new sounds, new textures and new monsters, including an albatross that will peck you to death. The gameplay resolves around explosive scenarios with a high amount of enemies, usually separated by several rooms, full of variety, creating a dynamic dance of action wherever you go. With the exception of the last map, all maps are relatively traditional in gameplay, featuring the classic progression and combat system we are used to. The last map, on the other hand, is one that deserves mention for its magnificent design, intensive layout and brutal gameplay. It's practically slaughter, but it's so well done, and, thanks to the beach style, it feels like a refreshing wave in the face, instead of a dirty punch in the mouth - or maybe both at the same time.

DP27: 10 Day Vacation is a great piece of work that encapsulates the spirit of summer through stylistic maps full of fun encounters. With a plethora of new additions and slight modifications, it's a super refreshing, entertaining and worthy mapset.

- Endless





SAMBARA: REINCARNATION

LETS YOU PLAY AS YOUR FAVORITE FPS HEROES FROM
VARIOUS FPS GAMES, AND FIGHT THE ORIGINAL
MONSTERS, EXACTLY AS YOU REMEMBER THEM, ALL IN
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COMPATIBLE WITH ALL MAJOR IWADS FROM DOOM TO
HACX, ALONG WITH YOUR FAVORITE MAPSETS, AND ALSO
COMPATIBLE WITH ALL GAME MODES ON ZANDRONUM!
YOU'LL NEVER GET BORED!

RELEASED ON
FEBRUARY 18 2022

ORIGINALLY CREATED BY TERMINUSEST13 IN 2012. CURRENTLY MAINTAINED BY SHINY METAGROSS, AND MAGNOLIA, WITH ASSISTANCE FROM MELEEMARIO (WHO ALSO MANAGES THE DISCORD AND ALL THE SOCIAL MEDIAS), SHADOWLINK223, +ZIRCON, PANGORO, CUBEERT, AND NORWEGIAN_LOKI. SPECIAL THANKS TO KAMINSKY, DYNAMO, AND KINSE FOR ADDITIONAL HELP!





ARROW'S DM CORNER

[INTRO]
By Arrowhead

The goal of this new column is to review old **deathmatch** maps that have never received a review during the period that /idgames reviews were active. Reviews are based on how 'playable' I believe a map is in the modern context. I intend on releasing 5 reviews per each Wadazine released.

I will only be looking at WADs from 1994-2004 in this project – the first decade of **deathmatch** design, as that was when the majority of Doom2 **deathmatch** maps were made. It is also the period where the majority of unreviewed **deathmatch** maps are situated.

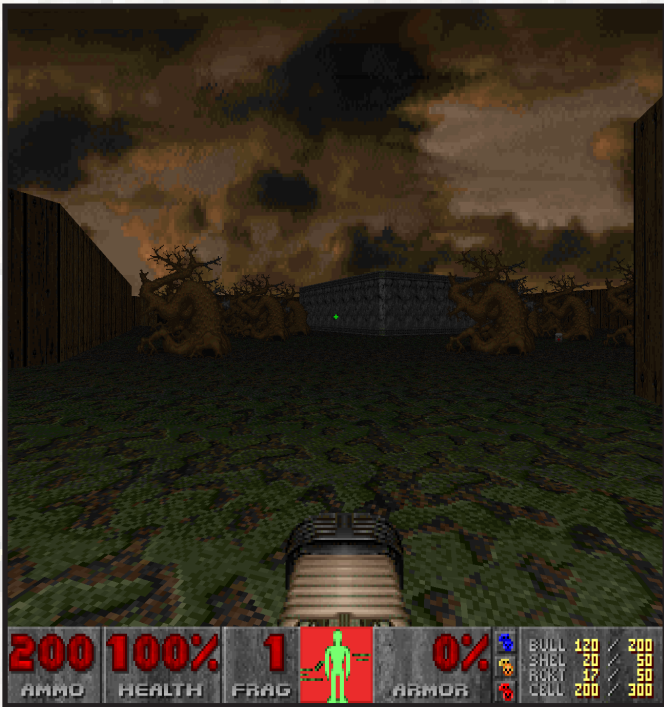
I'll be playing all of these WADs with my brother, guardianz13. We play **deathmatch** with Weapon Stay ON, Respawn Items ON, with freelook, and NO jump / crouch.

This is intended to be a fun and friendly project; I don't intend on any offense to the original map designers with these reviews – I do intend to be as objective as I can possibly be, and hopefully, we'll find some gems! A lot of **deathmatch** design from the first ten years of wadding was arguably quite sub-par, but there is usually something positive to be said about something in a WAD!

My reviews are also not the 'be-all-end-all' of criticism – I'm just simply a guy that plays a bit of **deathmatch**, maps a bit of **deathmatch**, and wanted to talk about some **deathmatch** maps – that's it. If there is something you disagree with me about, let me know via the Wadazine Discord, or via Doomworld DM! I'm always open to different points of view.

Reville.wad

02/12/95 – by Doug Bora



Reville.wad is a deathmatch map by Doug Bora. Bora also released a single-player map called Maximum Carnage, three months after this map's release. Other than that, I can't find any other works by this author available online. So, this is Bora's only deathmatch map – this kind of shows in the design. This is still a 1995 map, so I don't

want to be too critical, but there are some major factors in this map that contributed to me and my brother, not having the greatest of times... The first is the indistinctiveness of each area in this map – there are simply too many areas that look too similar too each other. This makes it really difficult to identify where you are in the level – having very few 'landmarks' makes a deathmatch map a slog to navigate. There is also a region that is absolutely stuffed to the gills w/ the 'large brown trees' we all know and love – except here, they're terrible – they impede your movement far too much – a lot of our frags were from bungling into a tree, and then getting nailed, while trying to figure out what areas you can actually pass through – this forest is the worst segment of the map.

There is, however, quite a cool idea in this WAD – there is a room with many pillars – if you shoot these pillars, they will raise – sometimes exposing an opponent's spawn, as a couple spawns are hidden within the pillars. I think this idea, if implemented a little better, could be a unique portion of a modern deathmatch map. Imagine if your opponent is hunkered down behind a series of walls / objects – it could be quite fun to raise these cover areas by shooting them – I've yet to see a deathmatch map that has multiple shootable cover areas that raise or lower – where it actually works well.

The raising cover area is intriguing but doesn't do nearly enough to make this map enjoyable as a proper deathmatch experience - it certainly is a creative idea, though.

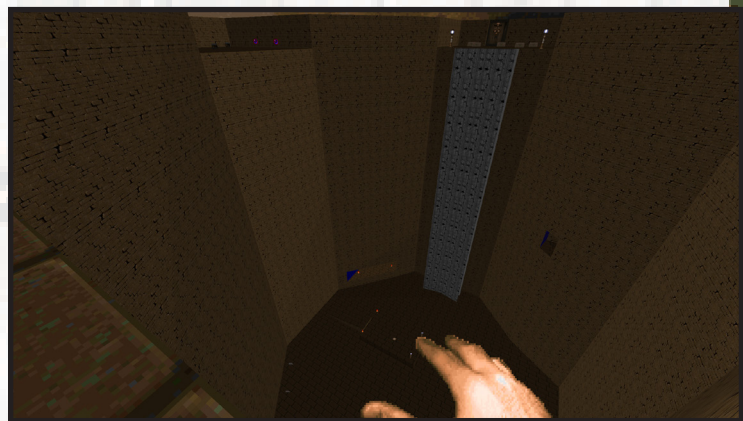
Dusthole.wad

01/11/1996 – by Dr. Bombay

This is among the worst deathmatch experiences I've had – I say among as I'm sure I'll encounter even more obtusely designed levels as we proceed with this project. The verticality in this map is obscene. There is a gigantic borehole in the centre of the map – this is accessed by a corridor at the floor of the map, and by a single janky staircase that leads to a little perch where you can glance down into the borehole. The verticality is so ridiculous, that you can barely look up to the upper perch / doorway – this means you can barely hit anybody up there shooting down on you. This is really frustrating – there is also a megasphere surrounded by teleporting lines – these bring you up to other perches high up in the level – with little rhyme or reason.

There are also teleporting lines up here on the perch, (as well as an invisible wall) and they shift you all around the map with next to no logic – another mystifying feature is the 8-storey, (at least) slow elevator in the borehole. If you get on this, it'll raise you up to the main perch as well – but agonizingly slowly. The verticality is so crazy in this map, that you can't even hit your opponent

at the top of the elevator – there will be a certain point, where you'll find your weapons go completely out of range – due to the immense height on display here.



The only slight redeeming factor that this map has, is the fact that you can 'air duel' each other for a few seconds – I swear, it takes nearly 3 seconds to fall from the top of the perch in the borehole – if your opponent is chasing you, it is kind of fun to jump into the borehole, turn around in mid-air, and blast them while still falling. That is the only aspect of this level's design that I can say I enjoyed – even if it was only for a few seconds or so.

Playgrd.wad

09/25/95 - Muskie McKay

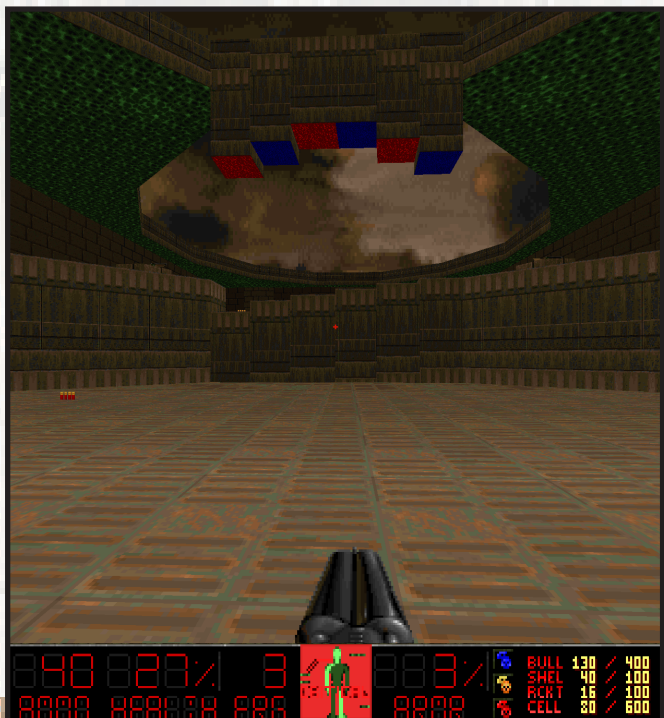


"There are [sic] an abundance of teleporters to enable you to escape quickly."

Fire.wad

10/17/95 - Midiguy (Dale B.)

Fire.wad is a mostly symmetrical, but fun deathmatch level created by Midiguy - a predominantly deathmatch focused mapper that was active in '95-'96. He's made a bunch of other deathmatch maps - and after enjoying this one, I'm kind of interested in his other projects - some of which have also not received reviews. This is one of his earlier maps, so I'm hoping the latter levels are even better!



That is what the author says in the readme. Mysteriously - the author makes no mention of, (what feels like) the million switches in this map. There is even a 4-sided pillar with a switch on each side. I'll be honest, other than the switches directly next to doors, I had very little understanding of what switch did what - it is impossible, (or close to it) to remember what each random switch does. For some reason, every power-up in the game makes an appearance in this map - you can imagine what that does for balance.

This map is set up so haphazardly - there are knee-high little walls that impede your movement, too many teleporters to adequately remember which one takes you where, not to mention you often must press an unrelated switch to even get a weapon - the SSG placement is a prime example of this offense. The map also has a massive HOM - I think it is safe to say that this endeavor was probably not playtested - but, the author credits 3 separate playtesters - so I'm very confused as to how such a thing could have happened.

This is far more playable than 'dusthole.wad', but the switches are just so annoying - that the map is only a tiny bit better in my humble opinion.

The map basically consists of 2 large nearly identical open areas connected to each other in the middle - in the centre of this map is a giant variably raising wall. I was surprised to see such a structure in a deathmatch level - it really is the central feature of this map, both in position, and use.

Basically, this wall acts both as your elevator to the upper floor, as well as your only cover when you're in the lower open areas. The moving wall is triggered when either of the players approach it from their side. If both players arrive at once, this can have interesting effects - only portions of the wall will lower - this makes for very unpredictable gameplay, as you have no definitive way to identify what portions of the walls will be up when you approach the wall at any given time - some may not like this uncertainty, and that's fine - but I think it truly allows for a lot of replayability - as the wall really does seem to act quite erratically.

This map has some problems in the visual department - I think a lot of textures clash visually, especially the 'nukage ceiling'... this is a very small cosmetic issue though, as the map at its core is very well crafted. There is a plaz in this map, but we seldom used it, instead more relying on SSG dancing to get the fragging job done. This map's spawns are pretty good in this map, with all 6 spawns being placed directly next to an SSG when you start - you aren't given the weapons immediately - but you're close enough that it never becomes a problem.

An enjoyable level - it seems it would be even more fun / chaotic for a 3-4 person FFA session than it was for duel.

Stuff.wad

01/25/1996 – Ant



I feel a little bad reviewing this WAD – but this is a shockingly bad deathmatch level. The map consists of a large diamond shape, populated with probably, (I kid you not) 15-25 blind teleporters – the author was not kind enough to even mark them in any fashion at all – the only way to see the teleporters is via the automap – on ports that display action lines.

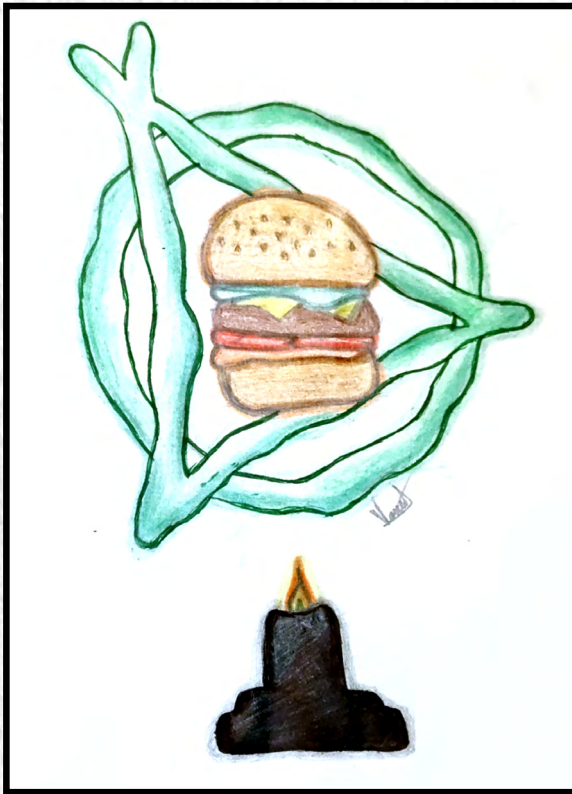
There is also a large diamond-shaped hallway that goes around the entire perimeter of the map – this is accessible only by a single unmarked door – there are no other entrances / exits from this region of the map. It is an extremely unpleasant experience to be randomly teleported all over the map at any given moment – it didn't even lead to any interesting frags, like you think it might, just annoyance. I know the author admittedly was new to the editor – but I don't think that fully excuses what's on display here. I thought this was perhaps an early troll WAD at first, but looking at the readme, this appears to have been meant to be taken seriously. I'm not sure how to feel about that.

Regardless, I feel I need to remain somewhat objective in this situation – as this is arguably near unplayable in any kind of deathmatch capacity – new to the editor, or not.





DOOM COMMUNITY
ART GALLERY



ART BY VAN DAEMON



ART BY
BONE!

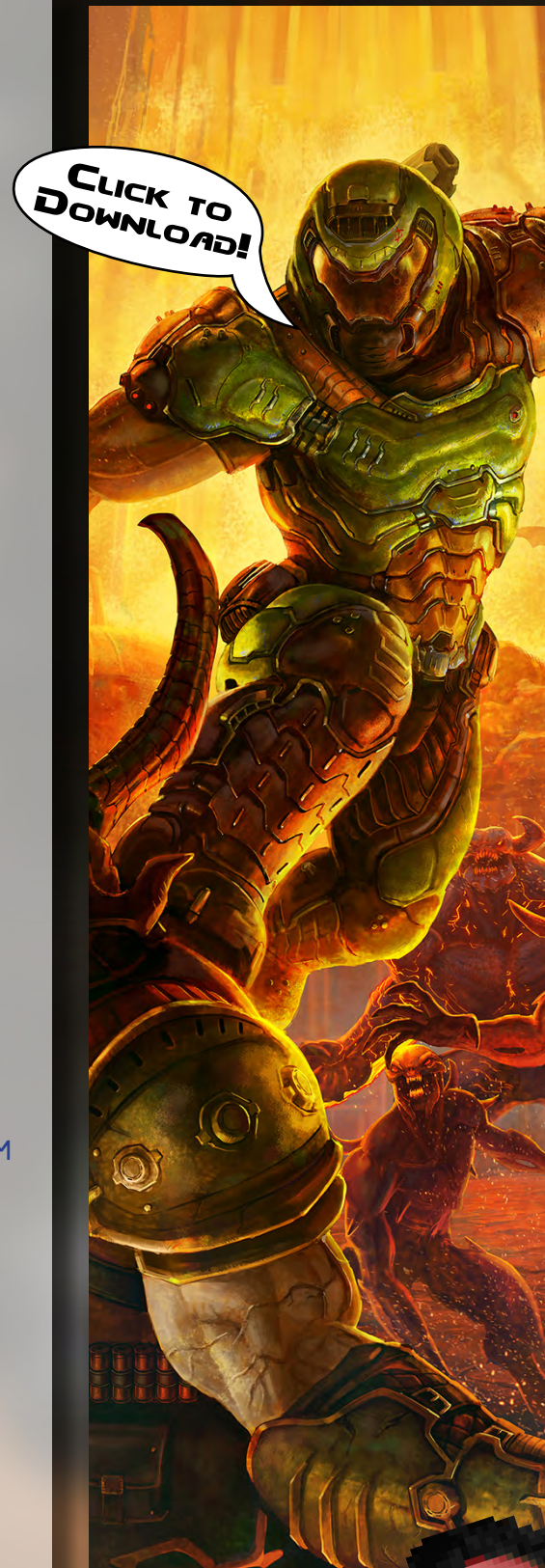
TO SUBMIT YOUR OWN ARTWORK, CHECK OUT THE [DOOM MASTER WADAZINE COMMUNITY DISCORD](#).

NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE JAN 1, 2022

RIP AND SHARE.

1. Abyssal Speedmapping Session 61 - The Full Moon Rises Once Again!
2. One attempt to build a Stardate-like map
3. [Version 2.2] AGDoom
4. [RC2] Shades of Azure - 12 short, blue maps [Boom/cl9]
5. Doom 2: The Way We Remember It (Release v8)
6. 12_days late christmas map
7. War Ina Babylon [DiH, ~10min]
8. CWB Mega Texture Pack! [800 Textures!]
9. ADAM Chapter 5: Words of Hell's Vengeance
10. BlueAge - A brand new megawad
11. TechBase.wad
12. Risk Blazer Standalone Release - Now on Idgames
13. Buried Castle (Vanilla)
14. [CP] DIY - Get imaginative with bold colors and MBF21 [signups open] [v1.5]
15. JAMAL JONES: One Man Jury - NEW Res Pack V4 [Doomkid's 20 Years Mapping Contest]
16. Return to Cinder (Plutonia single map for limit-removing parts)
17. I made E1M1 from memory!
18. Abyss 2 EXPANSION: Spirit Falcon - Public Beta v1.2
19. Reviver_Series_Death_Match[RvrSrsDM][Doom 2 Deathmatch]
20. "Night Shade" A Small but Challenging Singleplayer Map
21. Atalladerra - Single map (GZDoom)
22. [Map] Marble Madness
23. [WIP] Unnamed DOOM I WAD - Episode 1 : The Incident
24. BIKE TIME TRIAL (DEMO OUT)
25. [Doom 2 Map] Marble Madness II
26. [BETA] The Eon Collection Vol. I
27. Ettiac : The Realm of Lands Lost - WIP Hexen wad for GZDoom
28. No Survivors - new map
29. Doom 14 Supreme Adventure (GZDOOM) (11 maps, UDMF)
30. Buffy The Vampire Slayer - Sunnydale is DOOMed
31. gz_bigcity - A GZDoom city sandbox map (UPDATE 1.1 RELEASED 1/12/2022)
32. Pizzeria of Peril - limit removing - 99 monsters
33. [in progress] DooM the mercenaries Deluxe: a Resident Evil 4 experience in DooM
34. DOOM Chaves | DOOM El Chavo
35. My First Map: The Salt Mines - A single-map series of boom-compatible arenas
36. [Map] Demons' Ark
37. [Hexen][ERLBA demo map] Sunrise Citadel
38. Elysium's Curse Episode 1 [MBF21 wad]
39. Techblast - blast yourself through 2 new maps
40. [-CL9] OCCULA.WAD [RC1]
41. Unforgivable (Horror Wad Demo)
42. GOLDEN AXE DOOM! BUGFIXES! 1.02 (DEMO)
43. Spooks in Space [5min, 35 monsters]
44. FourFlavoured!Scream
45. [Map] Maw of Chaos - gzdoom/plutonia.wad



46. My first map
47. Blueberry Blaze Cake | Boom-compatible trip to a small blue hellscape [Now on idgames]
48. Paradise Lost 1 - Reaper Games
49. Map for Doom 2 --> Run Faster
50. Fast Paced CTF
51. Dark Castle
52. Black Rose CTF FINAL Release
53. RDC Speedmapping Contest #24 - Voting Stage
54. Universal fractal doom (GZDoom/LZDoom)
55. Megawad - Project Electricity
56. [Map] Monument of Kings - An arena slaughter map
57. [Release, GZDoom & KB] Freaky Panties V: I Love Penguins, a map done entirely in Eureka (v1.0.2, updated 23 Jan 2022)
58. OVERTURE - My first map ever
59. Step to it - a playable speedmap I made on lunch to demonstrate raising steps
60. Rapidfire 3 - 6 Level Limit Removing Mapset - RC3
61. Overstuffed Doom(?) (Formally called DTWID smaashed together)
62. 10 Maps for DOOM2 : Into the Weird Hell : (Open for Testing) ----- UPDATED to beta 1.3
63. Mastermind Command Centre - Vanilla Doom2 map
64. akashic migraine [-CL9] [RC1]
65. [Map] Base lcks - Vanilla Doom 2
66. CleanSFX.wad
67. A Revision to Warehouse Base
68. [DeHackEd mod] Yet another deathmatch bot for Vanilla Doom
69. Now Available: EXODUS, a set of 2 large maps
70. HELL TO YOU! My first map (for Doom)
71. Brutal Capture The Flag (Not Brutal Doom Related)
72. Rocky "Learned" Doom Builder (CL9)
73. DoomCute with a vengeance
74. My second map
75. 30 Heads, my first WAD
76. House in the hills.wad
77. Gossip [WIP]
78. BLOOD CHAMBER - New map
79. Reviver_Series_Death_Match_2|RvrSsDM2{(Doom II: Hell on Earth)(Requires Source Port)(2-4 Players)}
80. Try to recreate TNT from memory! (Community Project)
81. No Escape [WIP]
82. Cantankerous Crater of Cataclysmic Calamity!
83. [Map] [GZDoom] Guardians Of The Nebula
84. Station 7: Semi-Challenging Techbase
85. The Dark Tower of Abyss [vanilla] (VERSION 2 NOW AVAILABLE!)
86. Moonlit District | 7 Vanilla-Compatible Maps
87. [Limit-removing] And then;
88. Hellbreach remastered, first map
89. [Map] [GZDoom] The Pit of Despair
90. [RELEASED] Nath's ULTIMATE Additional SFX Pack
91. Ascent into Hell - Doom 2 (Limit Removing)
92. Ultimate Community Project (READ POST FOR DETAILS)
93. [WIP/Announce] The Bikini Bottom Massacre
94. Apollyon Demo (Looking for specific mappers)
95. Abyssal Speedmapping Session 62 - rectum rectum rectum
96. Iconoclasm - A single map for vanilla Heretic
97. Forest Fever: limit-removing map (later maybe multiple maps)
98. My first WAD, Flesh and Metal
99. Circadian Offset Part 1 Release



- 100. The Only Thing that could stop you is Death [BOOM | 1 map]
- 101. Nukage Treatment Pools & Dead in Five Minutes – a new Z-map set [v. 1.00]
- 102. Shorhell - E2M1 replacement [DOOM I]
- 103. Underground Cult - an eerie Doom II map
- 104. La Biblioteca [Beta] - Single WAD UDMF / GzDoom
- 105. Vigor | Vanilla-Compatible Megawad
- 106. 5 Minutes to Kill, A Speedmap Megawad where each map consecutively gets 5 more minutes [Limit Removing, RC1.1]
- 107. ROBOTDEVIL
- 108. INNARDS - Single map for DOOM II
- 109. Snake (boom map)
- 110. A return to farm, MAGMA DM!
- 111. Do you like my signature IN the map?
- 112. Rust Base (short rerelease compatible map)
- 113. Outpost 6?
- 114. Rocky's Random Maps [CL9]
- 115. Mayan Reynolds | 7 Vanilla-Compatible Maps
- 116. A Boom-compatible slaughter map:Pay 4 It
- 117. Tormention Hour - the survival horror mod of my (in dev.)
- 118. ALEXD's MEGAWAD
- 119. Doom II Maps of Chaos Map01 TERROR EDITION
- 120. REKKR and REKKR: Sunken Land - Now Standalone on DOS!
- 121. PALACE.WAD - Map + Disjoint Ideas [GZDoom]
- 122. forest caca demon
- 123. E2MB: Tower of Babel Remake (For DOOM by the Map)
- 124. GZSprFix (Revenant 1.00's sprite fixes repacked for GZDoom)
- 125. What do you think of my map?
- 126. Biohazard (a solo/multiplayer mod for Zandronum)
- 127. [WIP] Hypothermia, a short slaughter episode for boom
- 128. dead slaughter maps 1-7
- 129. Easy Map
- 130. Samsara Reincarnation 1.0 [Releases 2/18/2022]
- 131. [Community Project] Marior Invictus [SLOTS FILLED??? WTF!]
- 132. Asmodeus Cursed Sanctuary
- 133. DBP44: Japanese Valentines
- 134. POGGERS.wad
- 135. Truck Docks wad
- 136. "Temple of Zimmer" A Doom 2 Singleplayer/Coop map for "Community Trunk"
- 137. Recreation of E1M1 and E1M2 for Doom 2 using GZDoom - GZFREAZY.wad



NIMBLE NEWSTUFF MENTIONATIONS

by LadyMistDragon

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 Ominipotents - *

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

WAD OF THE MONTH

The single best wad reviewed each month

RUNNERS-UP

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

MOST VISUALLY DISTINCTIVE

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

BEST GAMEPLAY MOD

Best wads which modify gameplay in some form or fashion.

BEST MISCELLANEOUS WAD

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

Death

by Terry Evans

CLICK THE TITLE
TO DOWNLOAD IT!

A deathmatch map made in '94 and just recently uploaded to the archives, this one has a simple layout and simple premise: circle around each other and attempt to shotgun each other in the dark. Without night-vision goggles anywhere and a sort of pit in the middle you can only escape from by waiting for a lift which moves much too slowly. I suppose the occasional staked corpses add some ambience but this is just feels bad and annoying.

#Angry Anna: Halloween

Quest 2#

by Angel Neko X

Plays in GZDoom. Angry Anna is back for yet another Halloween adventure! Six maps of grammatically incorrect and oftentimes stupid humor greet you. Guncraft is no slouch, but as something of a jokewad, it's largely based on how much the jokes are enhanced. Better watch out though, or Anna won't be angry for too much longer. Pick this up before the next installment is released!

Death

by Jason Whittington

Yes, that's right. Another E1M1 replacement, another map called Death. This one can actually be played in single player, and is fairly decent monster-killing fun, but also is quite atrocious from that perspective. Basically, there's no keys, but progress is entirely determined by a series of lifts whose activation is incredibly inconsistent. On the one hand, some are activated by switches, while others are activated by invisible floor plates. Worst is the fact that there's at least one series of switches that activates something that's completely at the other end of the map from you. It's about as cumbersome as you'd expect. Visually, there's mostly a fairly consistent techbase aesthetic, yet it also feels like in spots random tex-

tures were just slapped down, such as the wooden and red-hued areas demonstrate. It also could've used playtesting, if the HOM area near the beginning and broken secrets are any indication. Not recommended.

@300, 600, 900, 1200 Seconds@

by OneTappyBoi

Boom-compatible. A simple idea, born out of the speedmapping craze, but executed about as well as it could be. So you may laugh at the first map, and rightly so (key near door it opens) but the next ones are all fairly decent if you've only got five minutes to kill. Last map is probably the most visually uninteresting, but it still manages to have the best traps, the best music (track sounds inspired by black sabbath's electric funeral the best structure and so forth). There's even a secret inside a monster closet! Ammo is incredibly tight, so you'll want to lean on infighting. All the same, I'm not sure where the rocket launcher is in 1200 Seconds. The Super Shotgun placement could have been slightly better, but if nothing else, OneTappyBoi makes you work for it.

All Hallow's Eve

by Doug Ryerson

A '94 map replacing E1M1 yet again, this one is thankfully designed for single player, or so the author claims. The beginning section where you can teleport across the slime pit and barrels on the middle plat-

form doesn't exactly promise much. Still, the vanilla textures somehow come together to create the sort of map where creativity in layout was clearly on display, along with some rooms hinting at Doomcute. Though I don't really think a teleporter was needed to reach a higher ledge (stairs are tricky for early mappers, maybe?), this was somewhat satisfying. Most inventive part would be just inside where you make choices of two different items. After making said choices, you are then blocked off from the rooms said items were located in, and you can't enter anymore.

#Distorted Space#

by NoisyVelvet

Boom-compatible. Made in 2014 by the NoisyVelvet but only released just now, this is proof positive that you really ought to release your first maps if sufficiently ambitious enough, even if they are a convoluted mess. Not as if this is convoluted at all: a largely-darkened volcanic rock and blood-filled pit, there are tons of little nooks and crannies you can leap yourself into to collect extra ammo and other supplies. Progression is somewhat strange, as you're being teleported to 3 distinct if similar rocky areas. There's much cool use of verticality with the amount of raised ledges and how your observation there will show you how to avoid and fire. Especially as you enter the middle area, you're greeted with something of a bullet hell and a self-indulgent amount of pinkies.

“

“...if nothing else, OneTappyBoi makes you work for it.”

300, 600, 900, 1200 Seconds by OneTappyBoi

”

“Hot off the heels of Doom Island, Nicolas Monti brings us yet another set of 9 maps, this one covering a... range of environments.”

Cyberpunx by Nicolas Monti

The BFG that appears to be sitting on a red-rock throne will get teleported away as you walk to it. The process of finding it is simple but actually fairly clever. The very last area you're teleported to appears to be a ruined marble fortress but step off the platform with the flashing arrow and all of that stuff lowers down, revealing a large blood pool with scattered Lost Souls, two Cyberdemons and a non-aggressive Icon of Sin. It seems ridiculous, but it's not like rockets/cells are exactly prolific. Overall, a fun and solid experience if not particularly visually striking

Anthell

by Anthony Bell

So many 94 maps uploaded now. This replaces E3M1. Vines and clever use of shadows would seem to suggest a strongly-made map, but you'll soon find that shotgun ammo is very slim and nary a chaingun to be found. The way this map vacillates between hellish and tech environs feels somewhat more incoherent than surreal. Then there's the many strange design decisions: the invisible lift that damages you in the middle of one room that you can create a softlock if you hit the switches in the wrong order, a very confusing series of switches in the middle of the over-scaled room you can see the map's name written on, and finally, this weird teleport square gimmick room with a megarmour in the middle that seems practically impossible to get out of if you don't take any time to observe your surroundings. On the plus side, the mandatory secret does

feel kind of cool.

Wom.wad

by Womneare

Sound effect replacement that produces a massive string of abrasive and fuzzy static that only grows longer the more you fire your gun. Is this a jokewad? If you have to ask that, you probably shouldn't play it. Just an idea.

RUNNER UP 1

\$Malevolent Murder Machine\$

by Clippy

Boom-compatible. Everyone's favorite Kentucky-Fried Canadian is back for another creative and chaotic map that pushes all the limits of acceptable gameplay! Utilizing his penchant for barrels yet again to create another awesome map, Clippy also sets this in a hellish environment where every step feels like danger as the burning liquid pierces your armour! There's plenty of health ripe for the taking, though you have to seek it out in the final section. Speaking of that, opening the exit essentially involves heading into the monster closets that open up when you hit the switch behind the red bars and hitting the switches located herein. It'll take some time, but the secrets will help a lot! I only found 5 of them, however. With a map that seems to be a Going Down emulation mixed with Clippy's personal touch, not sure how you could screw up badly.

\$Cyberpunx\$

by Nicolas Monti

Limit-removing. Hot off the heels of Doom Island, Nicolas Monti brings us yet another set of 9 maps, this one covering a much larger range of environments. There's a techbase, a city, a forest, a futuristic city, a mine, a technology palace, and some more generic locations. It's all done with the same thought and care as Doom Island though. Combat kind of works the same story, so if you like that great, otherwise you might want to take the difficulty down a notch or two.

@Aqua Dock@

by DynamiteKaitorn

Vanilla. DynamiteKaitorn is a name I recognize from a couple of different community projects. Now they've made this E1M1 replacement for Heretic! Perhaps the reputation of Heretic as a game folks map for when they're just starting out precedes it, as there are a number of amateurish design decisions, ranging from the way forward being behind your starting location, to the vast collection of enemies in the pit around the fountain in the center of the town comprising the area you'll spend most of your time in. It does play very solidly though, and the rooms in the houses are all strongly detailed. Lack of crossbow ammo in the starting courtyard might be slightly worrisome but it's all quite manageable. All in all, it plays decently.

\$Slime on Earth\$

by Doomer Boards

Limit-removing. SuperCupcakeTactics is back with yet another project after some months away from mapping! And this time it's Chex Quest! 6 maps of blasting Flemoids to the next dimension! First two maps don't seem like much (wiseass joe-Ilya turns in a literal Entryway reskinning) but the difficulty climbs sharply in the 3rd map with increasing amount of detail and place-setting used to create

maps of far greater sophistication and challenge than anything that appeared in the trilogy. If you thought joe-Ilya goes too easy on you in other DBPs, prepare to have your world rocked by Map 03 when you reach the top of the slime fall you can view from the map's beginning! The subsequent maps are all more manageable (vandaemon's matador-esque chexcute map 04 for instance), other than maybe Map 06 where Cuppy turns up the annoyance factor and makes probably the overall hardest map in the set. Special shoutout to kvsari whom I'm not sure has been around since Luminous Glow for the best pairing of music and action so far. Unfortunately, Chex Quest combat is just not as fun as Doom's which is why it's not exactly getting a 'best of' award. However, if you're just looking for another DBP to play, this one will not disappoint!

Freejack

by David Livingston

A 90s-era map that replaces E2M1. Very basic and very vanilla map that still plays very well, despite some odd design decisions and general lack of visual flair. At the least, David did some minor experimentation with shadows. Despite some unnecessary supplies however, and increasing the amount of Barons that need to be murdered with only a shotgun toward the end, there's not too much room to complain. Unlike the usual '94 fare, experimentation is minimal, but things are played very safe as a result.

Snake Gun

by Nihlith

Plays in GZDoom. Basically, your shotgun and super shotgun is replaced with a double-barrel magic weapon with eyes on the barrels. Kick your foes' asses! In case you want to add some snake to your blasting.

#No Future Hope#

by Impeller

Vanilla. E4M1 remake, basically. Though that's mainly because of vaguely similar thematics, limited health and ammo, along with a basic square layout. I'm not sure it's quite as bleak as that, at least until the map starts spamming Barons of Hell in every trap. People may still like this, but it's quite unfriendly to those who don't know what they're in for.

#Cyber's Little Helper#

by CBM

CBM claims to have never seen any Xmas-themed sprite replacements, and I'm like "Buddy..." but no matter. The imp replacement's ok, but the standouts are the demons and shotgun replacements. Probably a little garish for some but incredibly creative all the same.

#City Pain#

by RetroAkaMe

Boom-compatible and requires OTEX (you'll have to load it all in the correct order). A city map, though it just looks like a rocky background with some buildings on the surface. Later on, you travel through a skyscraper land with a hedge wall and some nasty enemies. You're probably a touch overloaded with rockets, but no matter, the more the merrier. The second and park-like map is described as a 'bonus map' and that's probably accurate. It's so funny how there's a Caco attendant behind a desk with the Megasphere. It's basically just a collection of slaughter-lite fights. Very strong all around, however.

#Chinese Communist Party... stein#

by goldsteed

Plays in GZDoom. Has different beginnings and ending, depending on which version you load. Everything basically plays out the same though. The term 'remake' feels a little broad

in this context, but it could be much worse. SS troopers are replaced by PLA guys who let out the Strife death grunt upon their expirations. Further in, you come across smiling stars and of course, pictures of Xi Jinping with a Winnie the Pooh nose drawn on. I really like the cool electronic beat. Not especially notable but executed quite well all the same. Chinese players may want to take care though.

#FEAR in GZDoom#

by kalensar

A gameplay mod translating weapons along with some enemy aspects from the better Doom 3 to the GZDoom format. This isn't the first iteration of such mods and it's quite doubtful this'll be the last. The weapons are probably the best part. There aren't exactly 1:1 equivalents to the weapons in GZDoom, either in type or in function. However, among the replacements is a sniper rifle (which kind of breaks maps with lower-tier hitscanners to be honest) and an RPG that is thankfully not overly bouncy. The enemy designs are far more of a mixed bag. Changing hell noble design to that of Super Imps and turning Arachnotrons into Revenants that fire plasma is...a fair stretch when it comes to copying a FEAR enemy. The Caco and zombie replacements translate far more directly however. I think it has more utility than kalensar's previous Simple Heretic, but this probably goes a little bit better with sci-fi themed environments, otherwise, things will feel off. Also, you'll have to deal with the jarring reality the sprite replacements are somewhat half-baked. A product of Doom engine limitations? Perhaps, but this seems like something that could've been resolved with more time

@Gavial Jaws@

by Albatross

Boom-compatible. Albatross takes a sharp right turn after Enigma in Sector Sigma, quietly releasing this entry to /idgames without announcement. On the surface, a fairly basic Doom

1-esque temple map, if one that utilizes some impressive verticality, along with some white-colored water and torches giving this a mildly individual touch. While it might feel rather easy at first, you'll soon realize the real challenge – finding out how to access the all the green skull keys. The solution is frankly, far too obscure to make me feel especially accomplished for having discovered. Though it does open the way to the final battle: a showdown at a bridge with a Cyberdemon, along with some Imps that teleport behind the now-raised bars on either side. You'll have just enough rockets for the Cyberdemon. Good luck! Definitely worth at least 1 or 2 plays despite some blandness.

#Woodcrawl#

by CBM

A wooden-styled speedmap, made by CBM and utilizing (abusing?) the enemies-raising-from-pits gimmick. It's a fun sort of scramble for weapons and ammo before you're in a position to take everything on. The end result is ultimately quite strong though. A great way to spend 15 minutes as you whittle down everything stacked against you.

@MxBobbie's E1M1 remake@

by Mxbobbie49

Vanilla. A simple replacement for E1M1, this map doesn't actually bear much resemblance to the original layout whatsoever, other than the starting room having a blur carpet in the center. Other than being slightly more difficult than the original, there's nothing particularly extraordinary happening. It looks well, plays fairly well, and has the sorts of details you'd expect in the average E1 map. Secrets are fairly satisfying to find, but only the first one felt like any sort of victory. Nothing to complain about, but nothing that stands out too much either.

#Tiny Terror#

by Dubbag

Vanilla. Very tiny speedmap. A simple fortress layout, the objective is get inside the switch-helmed door to exit. A Revenant and hitscanners above you will make that difficult, along with a whole host of other enemies, like pinkies in the chasm and Lost Souls in the tunnel to your left. If you've got a few minutes, this map is perfect!

RUNNER UP 2

\$ Jonathan's Arcade Mapping\$

by DoomTheRobot, et. al

Boom-compatible. 7 maps which are all determined to rock your socks off! Starting out in a typical OTEX medieval fortress, thing quickly move on to a processing, refinement, and experimentation facility, a mine with a Romero Head at the end for no apparent reason and much more. What seems like another average mapset ends up proving otherwise by the second map. As you collect keys, massive ambushes will appear, the second one being well-nigh impossible unless you can figure out how to access the MegaspHERE. For a collection of largely beginner mappers, this is excellent stuff. Special note goes to the composing style of NaN, ranging between abrasive and catchy and perhaps just plain abrasive but regardless, it's quite distinct.

#Stahl de Verdammns (Steel of Doom)#

by Chested Armor

Plays in GZDoom. Chested Armor brings up this slightly experimental map, largely set in a tomb with striking colour schemes used at various points. The main thing to note is the new sphere, a sort of retextured Invulnerability sphere that raises your attack power by a power of 4 at least and makes you immune to pain but you still can be killed. For some reason, Chested also throws in

some Baby CacOS. It's like he knows I'll shed a tear every time I have to shoot them. Also, why can we not jump off the platform with the cage once we're able to access it? I guess since the way to the exit is not so obvious, it keeps players from wandering off, but idk, it just seemed a little pointless.

Newwood

by CBM

Vanilla. Collection of wood corridors. Decent variety of enemies for only being 9, I guess. There is something strangely compelling to me about exploring these sorts of locations, but there's really not much to say, beyond I like the berserk pack provided here.

#Baron's Realm#

by SMG_Man

Will play in most limit-removing ports that aren't Boom or Boom-forked (there are serious HOM issues in several areas). A fairly large and difficult map with many strong and individual moments of detail that replaces Map 25, you'll have somewhat limited options to progress properly because there are Barons basically everywhere and the regular shotgun and limited ammo aren't exactly very encouraging. An exploration map but one where it's not wise to stand still in. Keep moving and don't allow yourself to get cornered.

@TestPack@

by Snoopier

5 maps, mostly of essential mediocrity and an oversupply of large hallways and bullet hell. At first, things are fairly bland, but the layouts get more interesting as things go on. The last map is by far the best, a military complex located next to the ocean with accompanying fog and piers. And trucks, so many trucks. The inside of the base is just as interesting, to a point. Though once you get past the opening café and auditorium, you've basically got lots of empty, bland

hallways before you get to the final area; a massive warehouse filled with more monsters than you can shake a stick at, containing the red key you need to open the gate outside and presumably finally escape from the madness. Not half-bad, but the maps could've been shrunken to some degree.

Internment

by *Stein Krauz*

A late 90s map just recently uploaded to the archives, by the original author it appears. Though the time stamp seems to suggest the process started some months ago, it's only appeared on /idgames these past few weeks. The author says about this map "Just a sequence of rooms and fields with some tricks and secrets without any goal or a plot." Has there been some other early mapper who's been so straightforward about their intentions? I don't think so, and that is indeed accurate. Unmarked doors, linedefs that you'd think indicate invisible doors which refuse to open, textures laid down in an entirely random fashion, monster closets opening behind in corridors you can hardly move in. and random-ass crushers, such as an exit sign you see quite early on that's not the real exit. Yes, the Wolfenstein area is pointless and looks almost purposely sloppy, but every so often, Stein hits on something. For instance, enter one room where you're facing those screaming faces, which will then open up and reveal an Arch-vile. Having said that, most of the traps just feel annoying, and the compelling moments are few and far between.

\$Red-Bricked Lava Pit of Doom\$

by *Yumheart*

Boom-compatible. It's been a long time since I played a Yumheart (formerly C3ntralP4ocessing) map, and my god, this does NOT disappoint! I made the name up since one was not provided, and dude this rocked!

The silly-ass Streets of Rage music only alleviates the hyperactive arcade feeling of this map. Only issue I really had was placing a rocket launcher in a random square I had to fight through to reach. Mostly though, you're just punching your way through mid-tier enemies, and there's literally almost nothing better than that. Whereas the average MartyandDoomer map (no, I am NOT spelling his damn username out) is an imo boring grind with the sort of overly open design I loathe, there are square pillars arranged in a strongly symmetrical fashion that has far stronger appeal than just some BFG and circle-strafe trap. And there's less than 200 enemies so it's almost the exact right length. Despite seeing some complaints about arch-viles, I feel they help to alleviate a certain monotony you might start feeling after a while. Great job Yumheart!

#Burning Ring of Fire #

by *whybmonotacrab*

Vanilla. Map largely made of wood and beige brick that is quite hard. You could try to shoot the Arch-vile at the beginning but the pinkies and Revenants will make things very difficult for you. Not like the threats around are exactly lesser. Not to mention the corridor of shotgun guys and the fact you only get a rocket launcher late makes things so easy. And since I play through a million wads a day, I may have forgot that I would've been better off on HMP. Still, I'd replay it.

RUNNER-UP 3

\$Panic Switch\$

by *Clamgor*

Boom-compatible. Large map taking place in a sort of.....almost completely corrupted subway station? No, seriously, the shapes of the structures bears too much resemblance for it to be anything else. Lots of large ambushes and fights for those of you like those, though a couple of them feel

a little cheap (chaingunner mob because I stepped inside the room right at the bottom of the stairs? C'mon). I really wish I didn't have to hear D_SHAWN AGGAAAIN (it's just as bad as hearing D_RUNNIN for the 5,768th time) but this was otherwise really good. The increased tendency to throw 2 Arch-viles your way is perhaps quite indicative of this, such as in the final, chaotic battle, an arena where other than some Manicubi teleporting in, is basically designed for you to sit and watch the fireworks. The secrets all seem quite worthy too, though I'm not sure how to access them. Despite the high monster count, around half of them or so are in the last arena, so it doesn't take anywhere as long as you might think. Not to mention you're provided with plenty of plasma cells, so you can basically go wild with shooting for the most part if you're not too keen on infighting. Awesome map.

@Dead Starport@

by *mxbobbie49*

Vanilla-compatible. Hey, ya hear? MxBobbie was just voted one of the most promising newcomers in the Cacowards! Eh, anyways, it's probably not because of maps like this. A brief, 1024X1024 speedmap with utterly unremarkable design, this nevertheless packs a decent amount of limited but tight action. Resources are quite limited, but you'll probably be ok if you're a decent player. It's not really something I can justify replaying though. On a more minor note, why make the final enemies Pain Elements? I guess maybe Bobbie just wanted to annoy us in a less deadly manner? Am I just salty because I exited with 10 percent health? Meh, it's fine. Bobbie does have a good sense of simplicity as well as respect for the past, if you haven't played either of the two remakes he's done thus far.

\$DOOM CE\$

by *Molecicco*

This project aims to combine some of the best features of PSX Doom

TC with Doom 64 Retribution. Supposedly, it aims to make this port more faithful to the vanilla versions of those games while providing the option for many features that weren't possible in the original versions of its parent TCs. For instance, lighting which is more faithful to the parent versions of those games, as well as default aspect ratios, flashlights, and best of all, ambient sounds! There are many others, but that should be enough to give you some idea. There are also a few megawads (Beta 64 and Fall of Triton for starters) that have been ported so they'll work in Doom CE. Best of all, there are two different versions if you're not exactly enthused about the option for extra features, Full and Lite. Anyone into the Doom 64/PSX Doom modding scenes should definitely look into this!

#Visa to the Stars#

by *HrnekBezucha*

Vanilla. Strong, seemingly simple techbase map that reveals more beneath the surface than you might guess at first blush. Secrets were easy to find unlike, say, most of Panic Switch. And you'll be thankful for most of them, believe me, as you can't feel anything else as you witness Combat Armour and plasma rifles. Revenants and Arch-viles are mildly prolific for a map of this size with the amount of ammo on the ground likely to induce some nervousness. Having a secret being guarded by an Arch-vile inside a crate not far from the beginning was quite a curious decision and might annoy most people. However, combat is quite fun, if a little on the claustrophobic end of things, with even a little Going Down moment involving some Revenants in a secret revealed through progression if you're observant. Cool crusher in the slime btw, as well as office with blue key you need to press the computer on to escape from. Very fun map.

#Vanilla Base#

by *LoneAlpha2041*

Vanilla-compatible. Months after the ambitious Dead Signals, LA comes out with this. Self-effacing name and consistently-tan aesthetic don't take away from the fact that this is a strongly-built map, using mostly Doom 1 techbase textures with some Doom II computer stuff thrown in for fun. Vast majority of monsters in the first 60 percent of the map other than a Revenant or two and some scattered chaingunners are also comprised of the Doom 1 roster, though an Arch-vile, and several Revenants/Hell Knights appear later. Don't be deceived into thinking this is easy because the beginning scramble will certainly disabuse you of that notion. All the secrets are cool and fun to find and completely fit with what (the mapper) was going for. Oddly, I discovered most of the secrets before finding the red key because of I didn't check one critical location. The constant ambushes upon acquiring all keys after the red one do get a little tiring and feel like an artificial means of orchestrating challenge. All the same, this is a strong effort, well worth playing through a few times at least, if you're so inclined.

#Slaughter on the Dance

Floor#

by *whybmonotacrab*

Limit-removing. Very difficult, if somewhat short slaughter map, this map has a checkerboard structure that's quite difficult to navigate for probably most people. A rocket launcher will indicate the beginning of the initial stages, which might be the hardest to survive. Get through this though, and you'll get to something that's far more of a traditional slaughter fight, though maybe just a little too difficult and repetitive than I like. A midi from Tristan Clark's EP "Voyager" is used here which actually works quite well.

@Birthday Wedgie@

by *cannonball*

Vanilla. Short, but challenging map, utilizing some strong verticality. I'm not sure how to feel about something that can be beaten at least in part by dropping into a pit then cheezing enemies from some surrounding alcove. All the same, it's quite solid. Having the red key revealed by heading to a switchless blue door was kind of... strange though. And no one can tell me the Cyberdemons are meant to be anything else but window dressing. It was fun though.

#The Failed Experiment#

by *ProYT*

Plays in GZDoom. So, we've got a custom, sort of futuristic status bar, along with several custom textures and a awesome metal cover of "Hiding the Secrets." And there's 14 secrets! I only found 4 of them, but that's ok. It's still a fairly easy map, lacking much of the top tier of monsters but feeling in many ways like an abandoned base in space. I dunno what that custom Imp with the mouth on their chest is doing here since they seem to have the same amount of health as vanilla Imps, but no matter.

@Sectrslayr Slayin' Sectors

Like

by *Only a Slayer Can@*

by *sectrslayr*

Boom-compatible. Speedmap, largely comprised of a temple-like green marble space, albeit with some signs of epic architecture. You may have to scramble for the rocket launcher, but after that, you can go to town! Last fight is in a darkened room with the yellow key in the center consisting of much of the remaining monster count. It's all Imps, so maybe it's just a touch disappointing. Still, it was very fun while it lasted. I just wished that a secret or two had been added.

@Hellish Trails@

by Torner

For GZDoom. What seems like a generic and linear sort of myfirst-map turns into some back-and-forth-type stuff through areas you largely haven't been through before with grand-appearing tan brick buildings and some seriously hellified locations. There are no difficulty settings, but that's ok, because Torner is not going so hard on you. Despite the high monster count, it took me under 40 minutes to finish and played quite well. Despite the fact it seems like many different things are being tried, it all fits together in a surreal sort of way. There were some areas that reminded me of areas in other games, but that was probably coincidental. Overall, it was just fun.

#Castle of Lunacy# -

Vanilla. A somewhat reworked version of a map originally created by the author in 1996 with some custom enemies added in for fun, along with several silly awake/death sounds (and the skittering of the Archnotrons' robot legs of course). It's not long in that you're introduced to the Tek Imp. These guys fire a rocket launcher and have an energy shield which basically means their health is more equivalent to that of a Mancubi than a garden-variety Imp. Personally, the health count feels closer to that of a hell knight. The plasma rifle has been modified so that it shoots red light instead of blue and has a less abrasive sound.

This is one of those old-school castle maps where the real joy lies in the exploration and poking around of every little corner. There's a decent sequence near the beginning where you activate a crusher to kill a cyberdemon that fires at you from a grate near the beginning. Of course, you still have to cross this room to proceed, and the crusher works oh-so-slowly, but that's probably the worst part.

\$Guard Soul Presents Phobos

Lab\$

by GuardSoul

For GZDoom. An E1M5 remake that keeps the same basic layout but adds in all sorts of detail that actually fits said layout, although certain spots are modified to give off a slightly more realistic design. One thing needs to be noted: crouching and jumping are required to access a number of secrets and there are some vents which actually breakable, just in case you feel stuck. Difficulty-wise, it's not a whole lot harder than the original E1M5, but enemy density's much higher, in some accordance with more modern Doom. Some of the secrets correspond closely to the locations in the original, but in other cases, they are entirely new. The outside courtyard with the Supercharge near the chainsaw has some wonderfully naturalistic detail. The secret that's also a shortcut to the exit now contains a teleportation chamber instead of a demonic symbol. Finally, the last room is most controversially lit up, although I guess with the kind of space being rendered, it may have seemed pointless to have all the lights out when pitch-darkness was not a design goal. That said, this is a great map

#Screw You Krampus!#

by Kuro_mahoh

Limit-removing. A Christmas map with the rough tone of a Gaming Gargoyle video, you start facing a fireplace. Maybe Doomguy got pissy because his demonic buddies are being too loud, but at any rate, he stomps out and hunts them down one by one. This house has many excellent examples of Doomcute such as former humans playing Doom II or a Chaingunner peeing in the toilet whilst an Imp gives themselves a morning ablution.

This ends as you leave, and you end up traversing snowy environs whilst the presence of wooden demonic-

ness becomes more and more evident. The long room at the east end of the map has quite amusing placement of Imps in alcoves where they cannot see you! In the first building you come to after this, a door reveals a cheeky Arch-vile, ready to give you a joyously firey holiday. Since Doomguy is a complete Scrooge, he most rudely declines. Side-ambushes involving 4 Arch-viles with hardly any ammo definitely feel light-hearted.

The final battle places you against Krampus, who's got the power to fire rockets for some reason and his Imp coterie. 10 SS shots and he should go down

What a funny map, not especially hard for the most part, but certainly plays an ammo deprivation game.

#Anthill#

by Roofi

Vanilla. A mix of techbase with some viney tunnels that presumably give the map its name, this map lets you know from the get-go its not messing around. Lots of Arch-viles and so many Revenants, though this is far from Roofi's hardest map. The pillar in the middle unleashes all kinds of nasty with a Mastermind ready to put you in your place if you try to behave recklessly. Near the end, there's a nasty ambush involving a Cyberdemon that's thankfully a fair distance away. Still, these silver halls are cramped and there's not exactly tons of room to move

\$Don't Turn Your Back on the City\$

by Suzanne Will "Trashbang"

Boom-compatible. Have you ever wondered what would happen if someone made a strong attempt at making a realistic city with abstract features? This is the result. Crawling your way through the back alleys and streets may not be particularly

challenging but there are a number of small-scale fights to keep you on your toes. 2 of the secrets are visible from outside their location and can be accessed if you're willing to press against nearby walls. Please do, because these areas contain some actual Doomcute! Final battle places you in a drainage ditch with a flesh wall at the front end and pits you against a cyberdemon, swarming Imps, and a strong cadre of Mancubi from the opposite end. A little tricky but you can do it!

@Hexed Temple@

Vanilla. Simple but tough Hexen map, forcing you to get going quickly on higher difficulty levels unless you want to die. The long hallway and side rooms with switches frankly feels a little trollish. Even more so is the Hereiarch pair in one room. Ok, but there's not really much to say here.

#Production Line#

by *Roofi*

Vanilla. The most Doomcute Roofi has gotten since 180 Minutes Pour Vivre, which really isn't saying that much as it turns out. Open warehouse-esque layouts, stopped conveyor belts and a desk in what's otherwise fairly routine. Not as cramped as Anthill, but fights are plenty frenetic. Things become quite nasty at the end. A room filled with Barons and shotgunners for one.

#Christmas Cheer from the Chill Zone#

by *Clippy, et. Al*

Limit-removing. It's time to deck the halls with chunks of bodies with this 21 set of maps by the Doomworld community! Whether you're pistol-starting or playing continuously, you'll be happy to show demons the Christmas spirit by handing them the gift of a shotgun shell to their faces! Be careful though, demons hate hav-

ing their Christmas ruined just like anyone else and they won't hesitate to roast you along with the chestnuts if you're foolish enough to let your guard down.

#School is for fools#

by *MemeMind*

Vanilla. Mememind turns out a surprisingly strong set. 10 extremely short maps in the fine tradition of Short Maps for Short People, other than not being especially challenging for the most part. A variety of scenarios are still presented though. From a sergeant closet ambush in map 01 to traveling through a vent that you can see an Arch-vile through in Map 02, to some beautifully-rendered hell environs in Maps 05 and 10, there's always an intrigue factor. Map 10 seems a little easy, but I can tell you it's also not one that you can avoid playing intelligently if you want a decent chance of surviving. Anyways, it's defeating the purpose of these maps if you're overly concerned with mastering them. Play 1 each in your spare time!

#The Far Well#

by *Roofi*

Vanilla. An ancient brick building filled with slime, even though ancient civilizations had no knowledge of toxic waste and indeed, nuclear waste was completely unknown until after WW II. Despite some nasty ambushes, this is probably easier than the first two maps. Which makes it ironic a Hell Revealed II track was used. That's something that would make more sense in Anthill's context.

#GTFO#

by *RonnieJamesDiner*

For GZDoom. A massive map with absolutely NO combat. That's right. Your objective is to escape! As an apparently weak engineer who loses every fight, you can't even strike at the monsters (though you do see a lift with tons of supplies going down

when you're heading up near the end – Ronnie you cheeky bastard!). Just lots of crawling around in vents and escaping an increasingly intense series of traps. Unfortunately, there are several spots that are far too dependent on RNG in order for you to succeed (dodge the Cyberdemon in the small room in the hopes he'll blow up the series of barrels with a Supercharge behind them to continue? Nooooooo). And it all goes on perhaps a bit too long. At least there are frequent autosaves. All the same, this is one experiment that doesn't quite hit the mark. This is too intentionally-made for me to rank it too lowly however. Stay away if you're allergic to Doom platforming though, despite it only being necessary in one area near the end.

@Dubzz 5- Minute Design Assembly@

by *Dubzz, et. Al*

Boom-compatible. A megawad made up entirely of maps made in roughly 5 minutes, and do they ever vary in quality! The maps by Dubzz, Rayzik, and Biz actually are quite good for their size and provide some fun fights. The rest take some vague concept but can only put the most minimal effort in applying it. Several have potential but are ultimately too difficult to be fun. Honestly, I might be annoyed by 4shockblast's joke maps, but still, nothing's really expected here. Nine Inch Heels submits her first contribution in a billion years with a sort of Cyberdemon conveyor map that was frustrating before I figured out the gimmick that still feels shockingly unique. Honestly, I'm not sure what the point of these projects are, other than for the participants to display their "mad doomin skillz" in as short an amount of time as possible. Still, let me just shout out Meowgi's map for being awesome despite being a mere square STARTAN room. Chaingunners, Pain Elementals, and a Rocket Launcher. What could possibly go wrong?

@Tempest@

by AstroX

Plays in GZDoom. A slightly more than average sort of arena fight but doesn't particularly stand-out appearance or gameplay-wise. Difficulty does pick up nicely, though it's really strange how there's no visible (likely non-secret) plasma rifles after Map 01. Speaking of the maps, they are comprised of a stark, silver tech-base room, a sort of overgrown temple with a few moats running through it, and the last one is basically pure temple with some demonic touches, with the main room making me think of the Level 3 Turok boss fight for some reason, despite this room being a lot more detailed. There are two more maps that each have a distinct setting of sorts.

This is getting a slightly lower score than it would otherwise because monster placement and teleportation feels quite random in spots. What's the point of teleporting in pinkies and Imps in Map 03 for instance when you're about to have another huge fight upon the hitting of the central switch? The Pain Elemental near the end of Map 02 also felt completely unnecessary. Like if you want a quiet ending, commit to it or put a zombie in or something. All the same, it plays fairly well, just not my taste.

\$A One Rabbit Open Slay\$

by Dreadopp & Lord_Z

Boom-compatible. You see an ad in the North Pole Times from some guy calling himself Corey Cyberdemon, requesting a mechanical specialist come and set up their tree lights. Well, you'll take gladly take any opportunity to slay some demons the heartless bastard that you are, so you cock your gun and head to the location notified on your coordinates. There's some nonsense about UAC scientists too, but take a look around, they're all dead!

The use of various tech-y OTEX textures along with candy-cane poles

adorned with the Heretic spheres paints a strong picture. Someone really needs to put away the crates sitting outside though because they're | The various little Doomcute details throughout the base such as lights waiting to be hung up and some adorable little computers can only add to that impression.

It's also not particularly easy: when you pick up the BFG mentioned in the text file, a massive ambush involving a metric ton of Imps and ol' Corey himself, observing your every move through the computer in his office and just waiting for to grab the BFG because he wants a plasma hug! Too bad they slowly reduce his body to jelly, but he no do research. At least you get plenty of rockets for the Imps though.

This isn't quite the easiest place to navigate though. If you happen to find yourself in literally any rooftop, investigate carefully. I missed the yellow key for the longest time for that reason. Still, this is a great map, filled with mystery and perhaps some sadness from the reality you're going to screw over a guy who prepaid you.. oh well.

#Pressing Matters#

by Krecikdwamiljony

Tested on limit-removing ports. A little simplistic for my tastes but quite hard. Could you've guessed that from the incredibly demonic appearance of the yellow volcanic rock? Well, this all in the middle of some dirt, but that's quite irrelevant. Starting out you are underequipped and have to make your way to the structure that gives the map its name. On the other end is a switch. This switch like all the others will spawn lots of enemies and an Arch-vile. Until the very last switch containing a berserk pack and rocket launcher nearby, you'll feel rather underpowered. But if you're looking for something short and brutally difficult, by all means.

#The Green One#

by Cheeswheel

Limit-removing. At first appearance, this just seems like your standard Doom II techbase. And indeed it is, though Cheeswheel's particularly unique detailing is on full display here. I really like the verticality of the outside areas, though it's used in more subtle ways wherever slime happens to be found. Combat isn't really anything to write home about but ammo and health balance is just about right. Not too much to talk about otherwise. Just a very solid map.

@At Dawn's First Light@

by HrnekBezucha

Vanilla. Simple and unextraordinary but ultimately very solid speedmap. There's definite potential here – the Revenant/Hell Knight ambush behind the room where you found the Cacodemons was quite clever – but the visuals are overall a little bland. Still, it's at fun. It's just good not all of the Christmas cheer maps are like this though

#Long Hair in Three Stages#

by Enterim

Set of 9 maps for boom. Starts out quite simple and speedmapish, before going into more complex and less gimmicky territory around Map 04. Map 05 does this confusing teleporting-puzzle gimmick thing that was god awful with an even worst midi to accompany. Quality does improve by the next map, though the fact you only get rockets for much of the map makes things far more annoying than they should be, and they overscale the outside area to such a ridiculous extent, you have to wonder if things should've been ended sooner. No matter though, the last 3 maps are a tension-filled ride through hellish demonic caverns (and a crappy jumping puzzle in 7). Only serious problem is that teleporting Cyberdemon at the end of the last map which requires far more patience than most

people will have to take down. You can still blow up the circling Romero head but you might have to dodge rockets at the same time.

MOST VISUALLY DISTINCTIVE

\$Necroforge\$

by *ZethXM*

Plays in GZDoom and requires the .pk3 version of OTEX. Basically, a sort of arena map, but one with total dedication to detailing, to the extent that newly-manufactured monsters will appear grey, like they haven't spent enough time in the vats. Monsters will also continuously trickle out from the yellow-liquid powered machine in the center so you'll have to constantly stay on your guard. I'm not the hugest fan of these sorts of maps. But even though it could use some work, fights and placement mostly feel strong, with the only issue here you'll likely take far too much damage from hitscanners. Pushing the switches to turn on more machines is such a nice touch. When you shut the machine down, all spawned enemies are hereafter killed, and you plunge into the heart of the forge, involving a confrontation with some nasty guardians complete with silly Super Mario RPG music and sound effects.

#Factory Town#

by *Orcsbreath*

Vanilla. Doomcute in spots. Tasteful use of cityscape. Tyson-focused and spots which are incredibly difficult. I don't know how to kill the Cyberdemon and exploring the store to the right of the start reveals no other answers. Doesn't really matter too much, but I was upset I couldn't find the chaingun. At least there's a shotgun though, because punching Cacoc constantly is quite ill-advised in ports which aren't GZDoom.

MOD OF THE MONTH

\$MORTAL Hud \$

by *MORTAL*

Vanilla. A very clean and unobtrusive mod that reorganizes displayed information while leaving the center of the screen almost completely free to see while adding stuff like currently active powerups. Experienced players may not necessarily need this. There's no doubt that it'll keep you aware of your supplies whilst you pay attention to the enemies,

WAD OF THE MONTH

*** Meowgi's Practice Hub ***

by *Meowgi*

Boom-compatible. An utterly brilliant idea, this purports to give you a number of areas, each which allow you to practice a certain pro-speedrunner technique. 90 percent of players won't know or care about most of them, however who doesn't want a better idea of how to rocket-jump? Or how to consistently two-shot Cyberdemons whenever it's possible? Speaking as someone who's really had little opportunity to practice (as opposed to attempting at times where it's never been convenient), this exercise is really useful in helping one get the timing down. That's just one example, but honestly, I've no interest in strafing when I know I'm quite terrible at that. But you may not be, and besides, I'm not an aspiring champion speedrunner. I'm not sure how well you can refine your gameplay, but you'll have a better idea of techniques at the very least!

@SatVrnVs@

by *Act*

Vanilla. Set of fierce and perfectly adequate Christmas maps. Difficulty is rough off the gate and only increases with each map. The secrets are quite clever. Not much else to say. It's visuals are more boring than

act's other set, but I hope they get better.

Doom Badly translated

by *thiccyo*

Vanilla. Mod that replaces the names of maps with names that were translated from some unspecified foreign language back to English with some rather hilarious results. This has no bearing on the gameplay though.

\$Toxic Processing\$

by *Biff Dunderbuff*

Boom-compatible and requires the Community Chest 4 texture pack, as well as setting the 'use passes through all special lines' function to 'yes' if you're playing on a Boom-derived port. A NaNoWadMo submission, this is a techbase map with some impressive scale and tasteful use of slime, this one features a sort of BS secret not far from the start (that nets you a plasma rifle that makes things largely a breeze no less!) but otherwise there's little to find fault with. Somewhat difficult from the get-go and taking care to make sure every bit is occupied, it's really quite hard to find fault with this. Final battle's an apocalyptic mess guaranteed to produce some highly entertaining infighting, despite some measure of claustrophobia.

#Caronte#

by *Gaargod*

For ZDoom ports. Whaddaya know, someone makes their solo debut with a megawad that's pretty damned good. Featuring several weapon sound effects replacement, as well as a replacement for the default SS sound into something perhaps a little more contemporary, along with a whole host of various foes cribbed from Realm667, this wad comes dressed to impress! Each map (centered around a spelocation anyway) has at least 1 or 2 rooms that resemble its respective maps' name! While seeming fairly laid-back initially, the

Baron you encounter on Map 02 lets you know the mapper ain't messing around, to the extent that by Map 06, the monster count is 300+! Of course, that map isn't massively difficult, and monster counts tend to go up/down. And anyway, combat feels quite unsophisticated and dependent on large hoards. The fact remains that if you're looking for something similar to Hell Revealed that isn't butt-ugly, you could do far worst. Please check this one out!

RUNNER-UP 3

\$Dartagur Dungeon\$

by DoomRevolver

For GZDoom. Telling us once again that mothers make good fathers, Doom Revolver returns after a period of months with yet another exploratory sort of map, utilizing OTEX textures to create a sort of somewhat futuristic temple, but firmly placed within the hellish mileu, bolstered by the Quake II track "Descent Into

Cerberon." Ammo is plentiful, but there's plenty of challenging fights and a cool, looping, nonlinear layout where you can approach objectives multiple ways. You get practically all weapons very early. There are also some areas with damaging floors you'll have to examine carefully for rad suits (not to mention a secret you'll need a rad suit you'll likely acquire much later for). Be on the lookout for occasional flame jets and largely transparent monsters. They're not a huge deal but they do exist. The end arena is also quite a nice place – several Cyberdemons and Revenants in a cage surrounding the final room. Still waiting for Doom Revolver to release something of less than high quality and so far it hasn't happened!

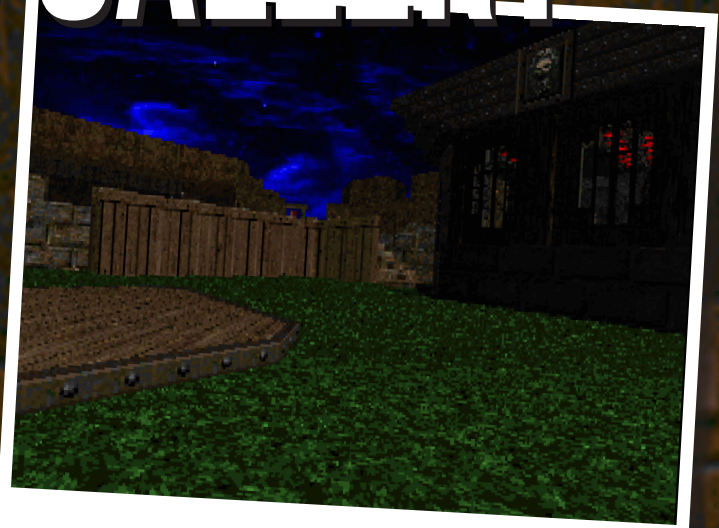
#Voivorbs: Exercise in Advanced Metafuzzics# -

Vanilla. The creator of the rather interesting Adolf in Hell returns with this experimental effort which asks

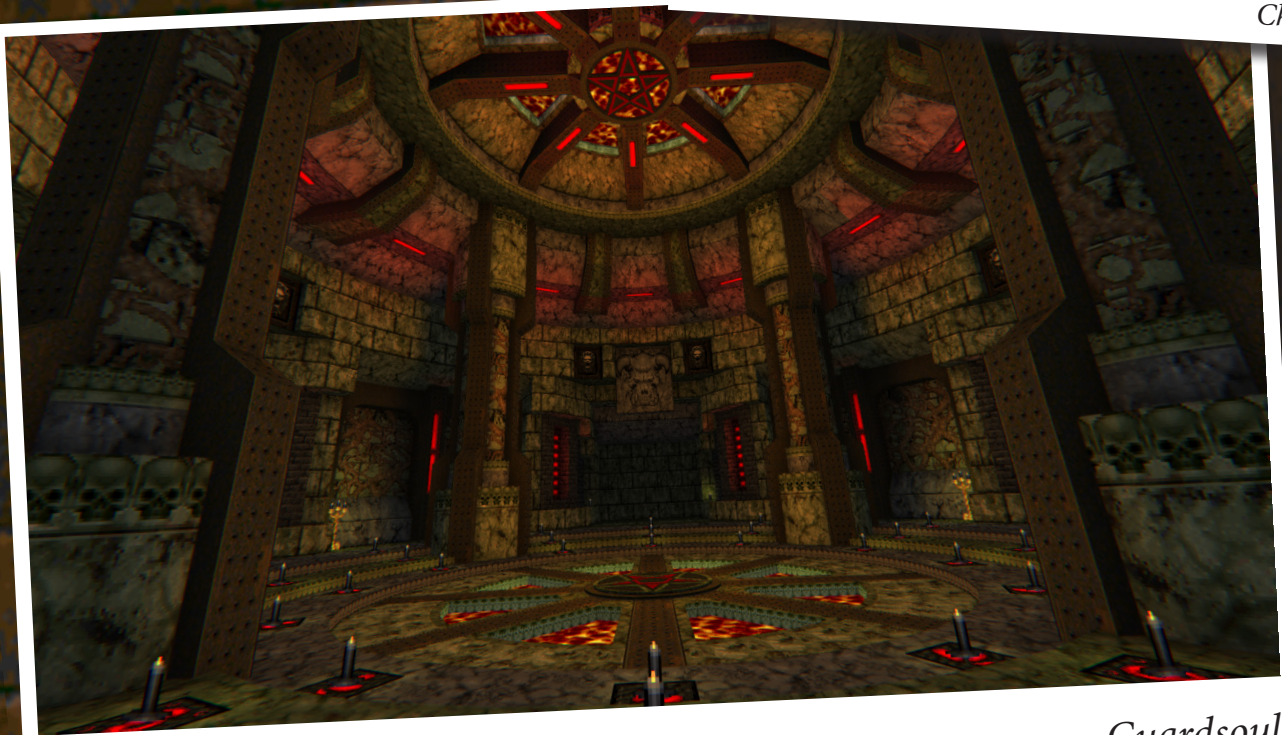
the question "how much fun in Doom can you have with a limited arsenal?" It turns out in this case quite a lot! Though UV Maxing is frankly quite discouraged (you'll see why if you play it). 14 maps of largely simple layouts, with gameplay that you'll either love or hate most likely. Maximum health is increased and ammo amounts are, the words of Ricky Caldwell "...no more bullets." To cruelly taunt you, all hit-scanners are placed behind invisible walls which you cannot walk behind. This greatly limits your strategic options to one or two weapons a map for the most part. Still, its fast and chaotic and sure to provide a jolt to those who like a kick in the teeth. Granted, the shaded Arch-vile near most map's exits can get rather annoying, and they start to appear in greater numbers in the more expansive and interesting maps in the last half or so. There're a few maps that recall Mayhem 2020 in the prevalence of blood-related themes. Awesome stuff.



PICTURES GALLERY



Chainie



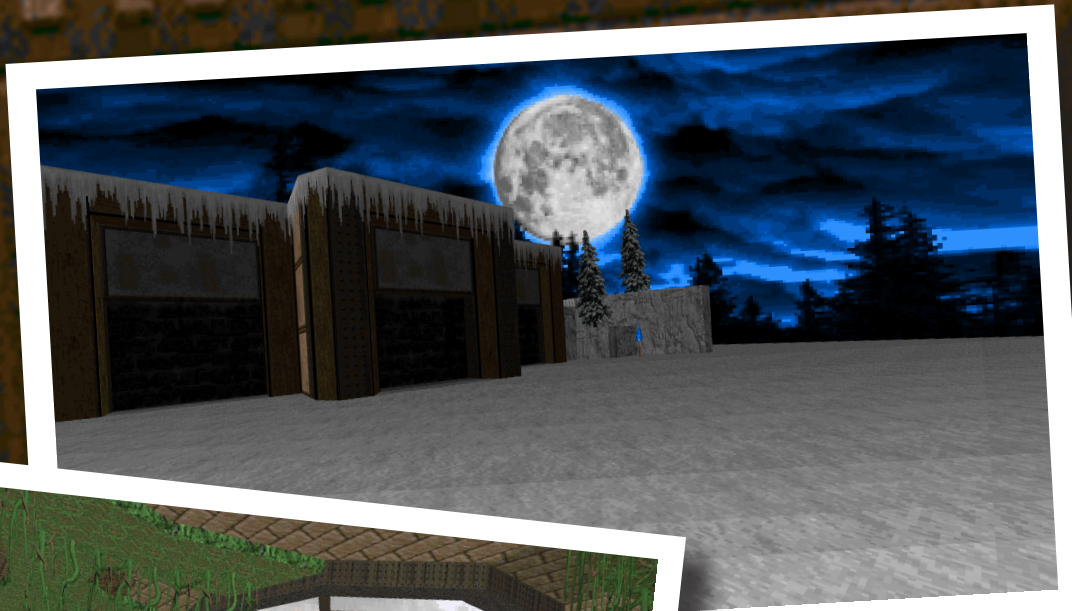
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Egg Boy



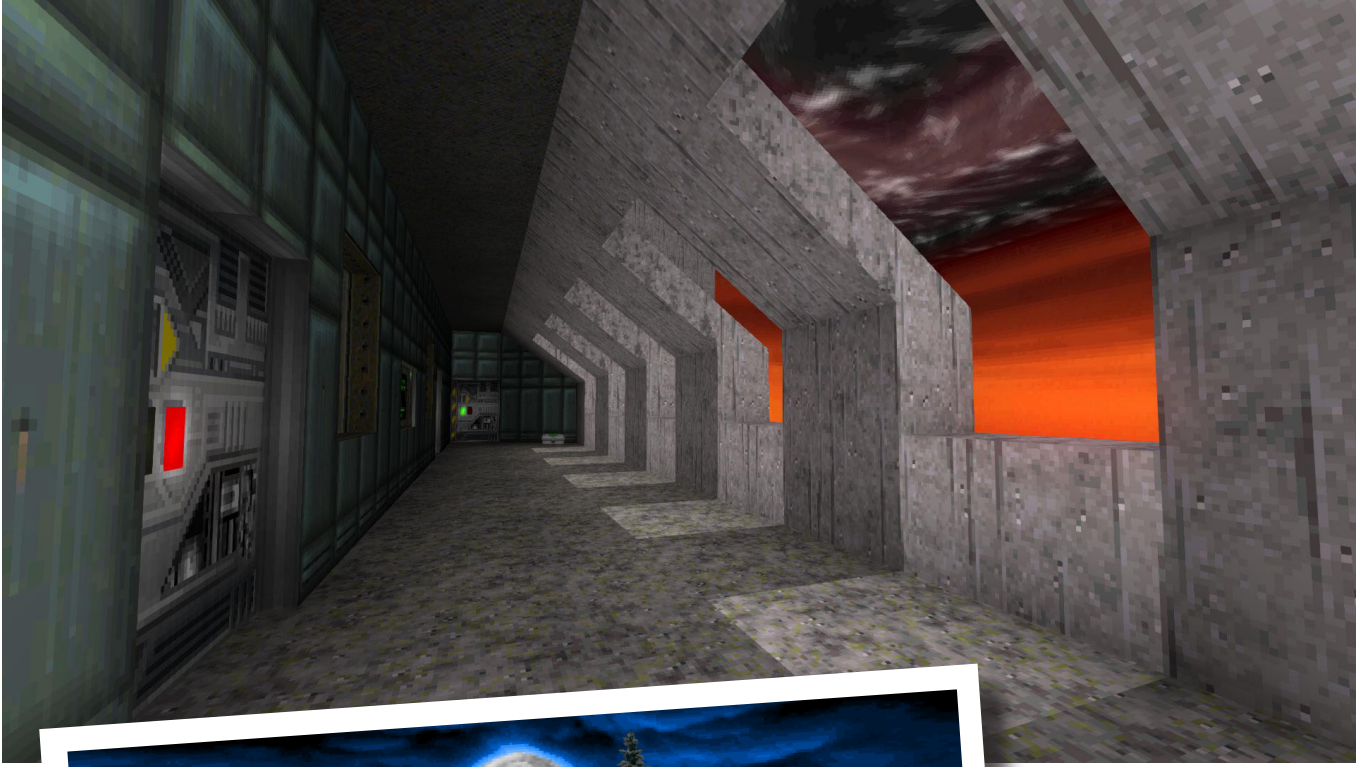
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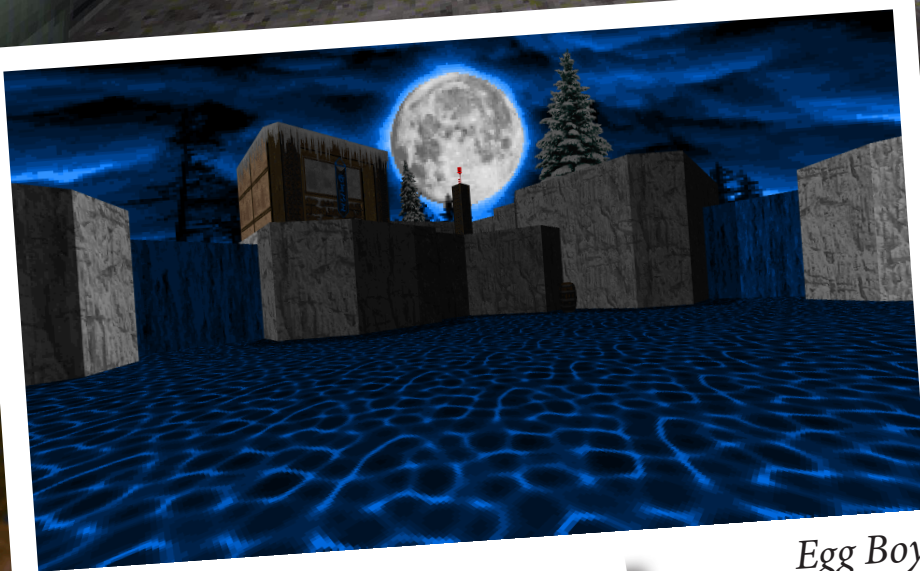
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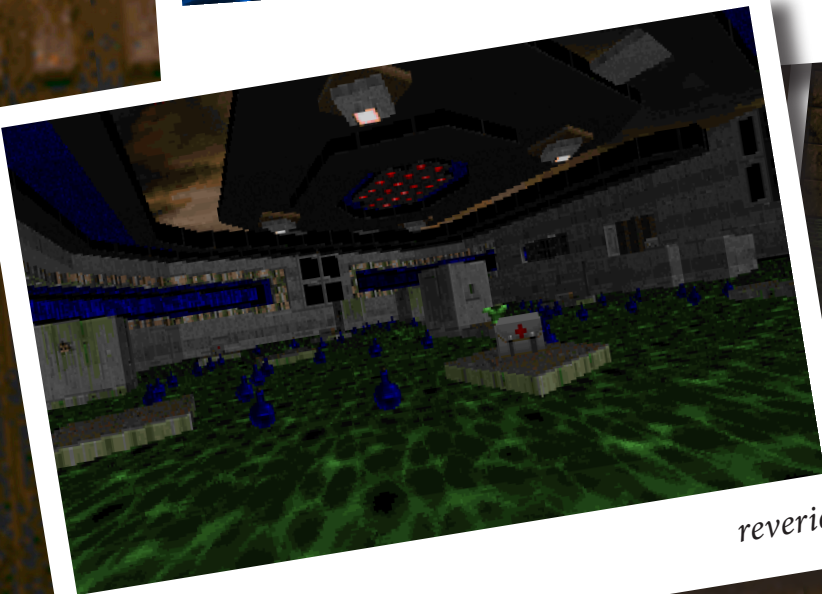
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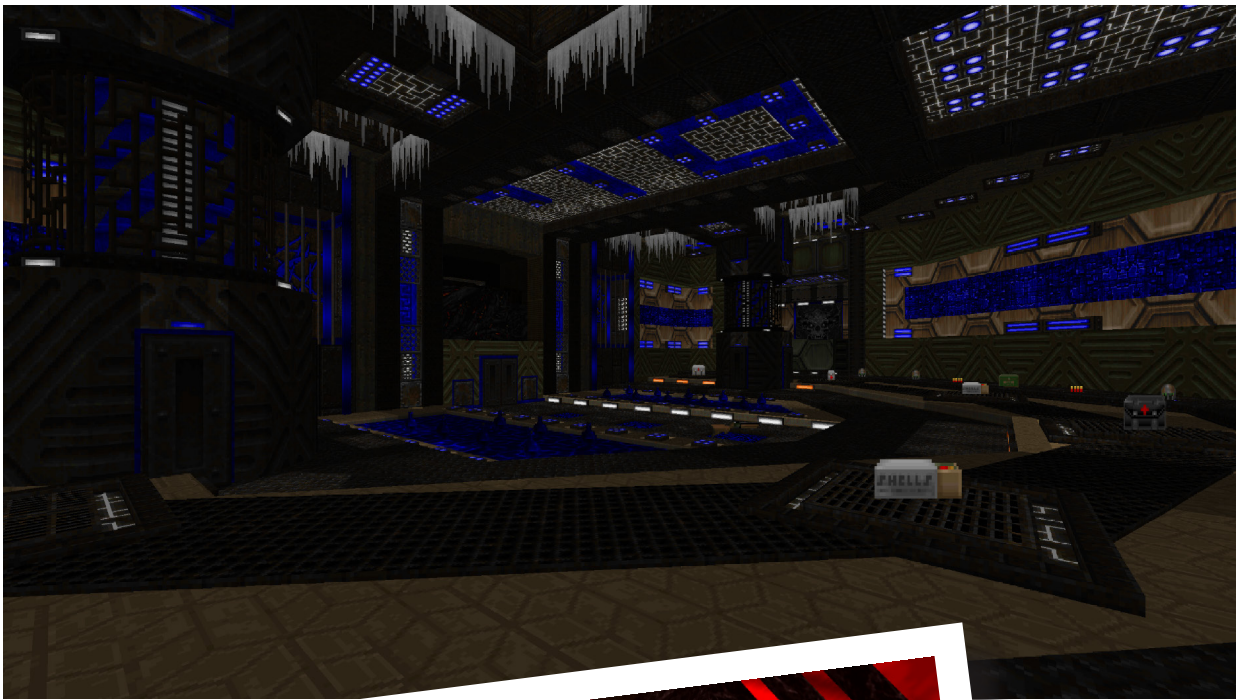
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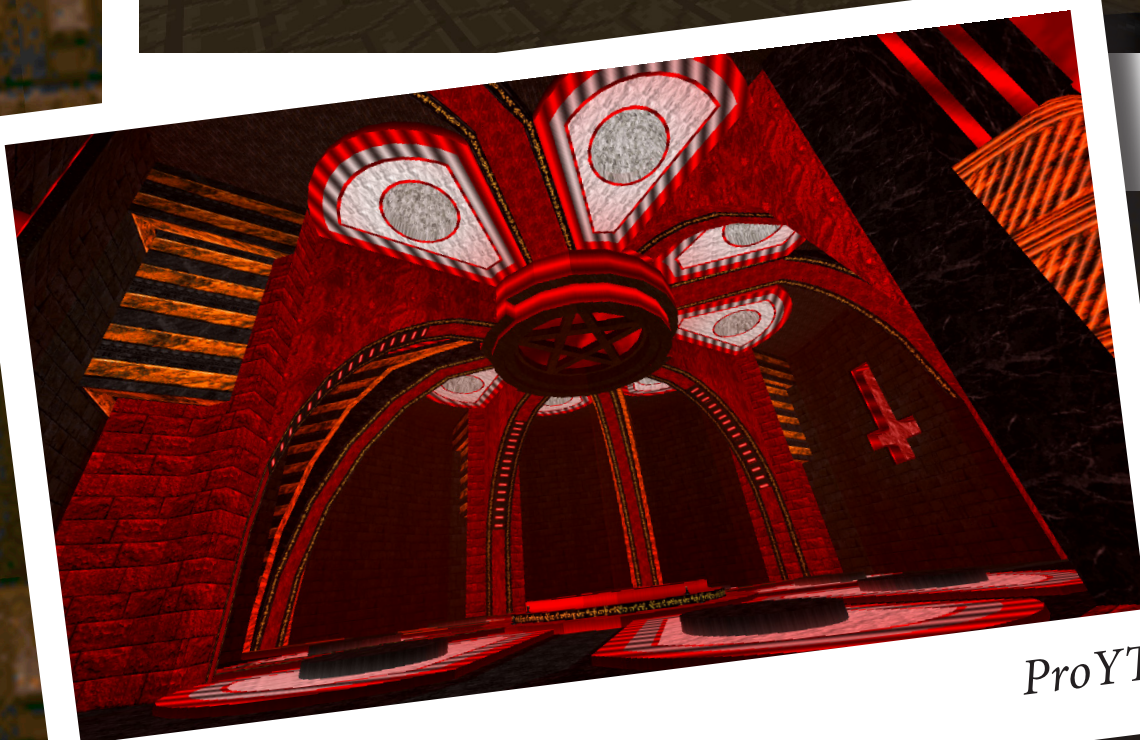
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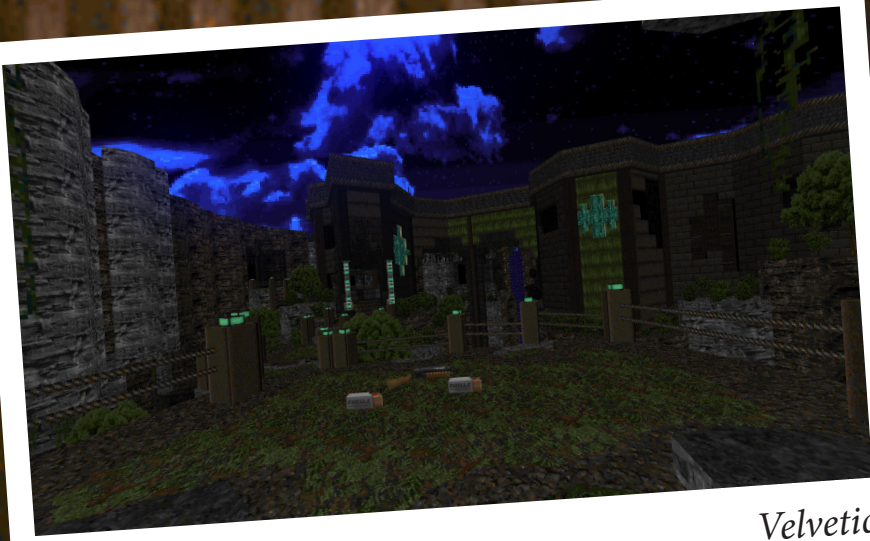
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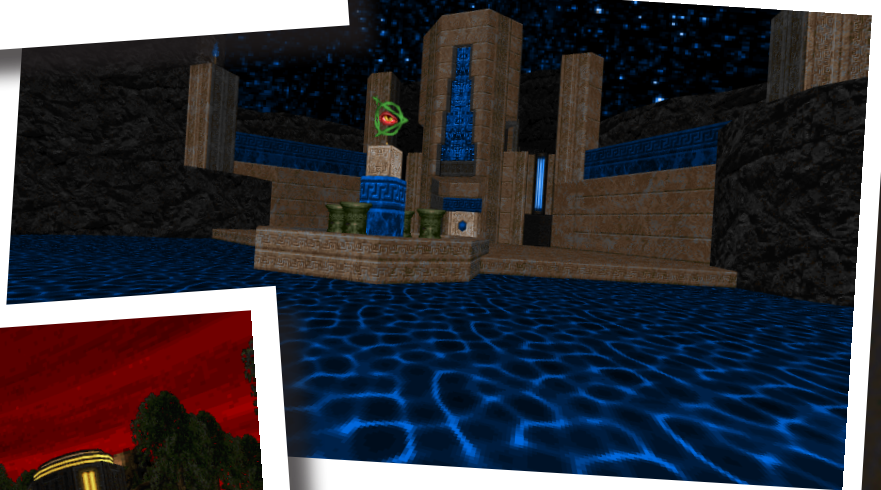
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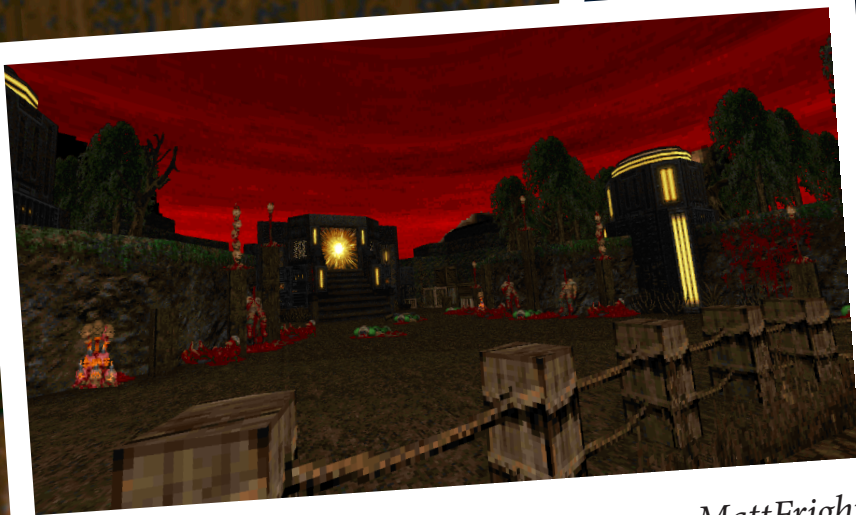
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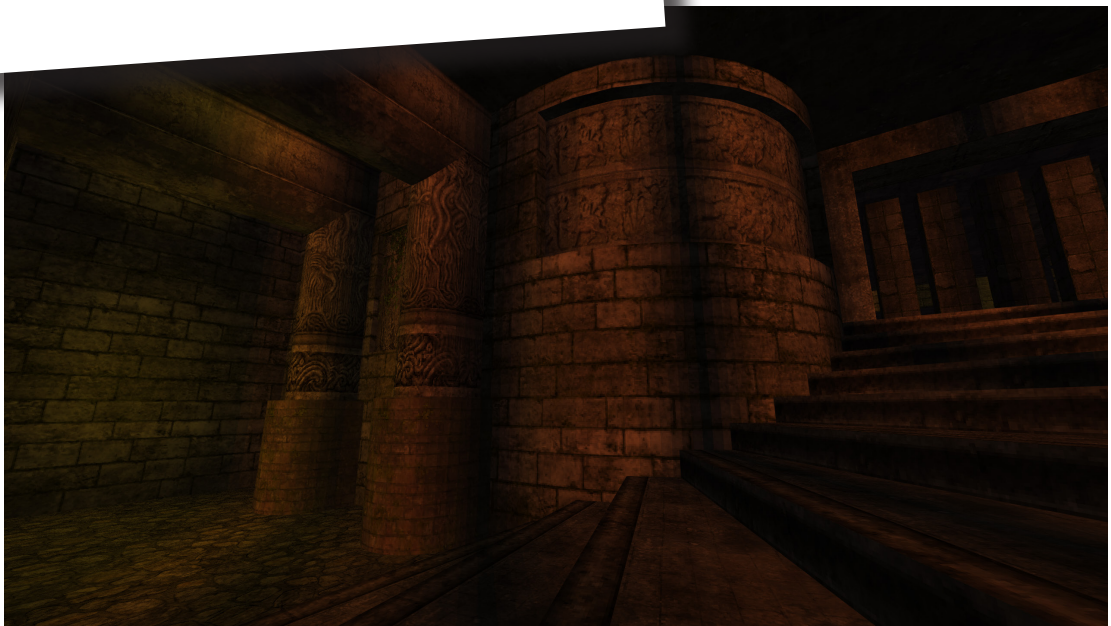
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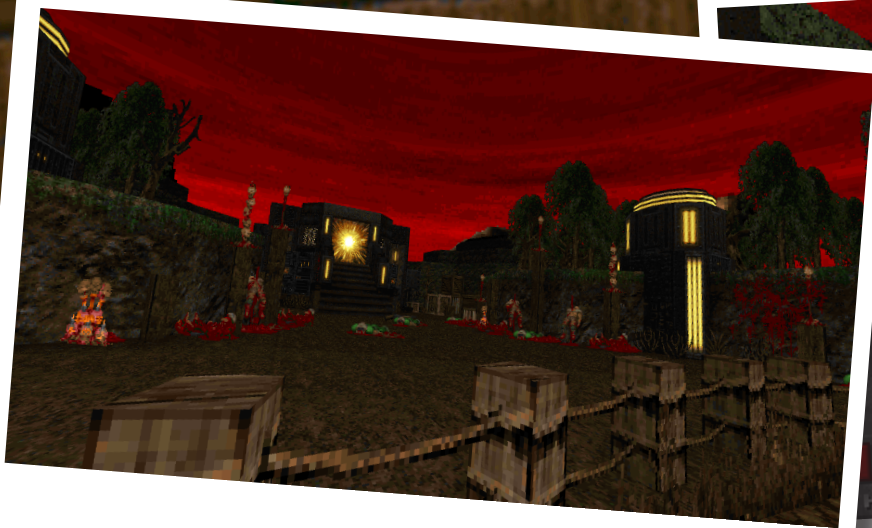
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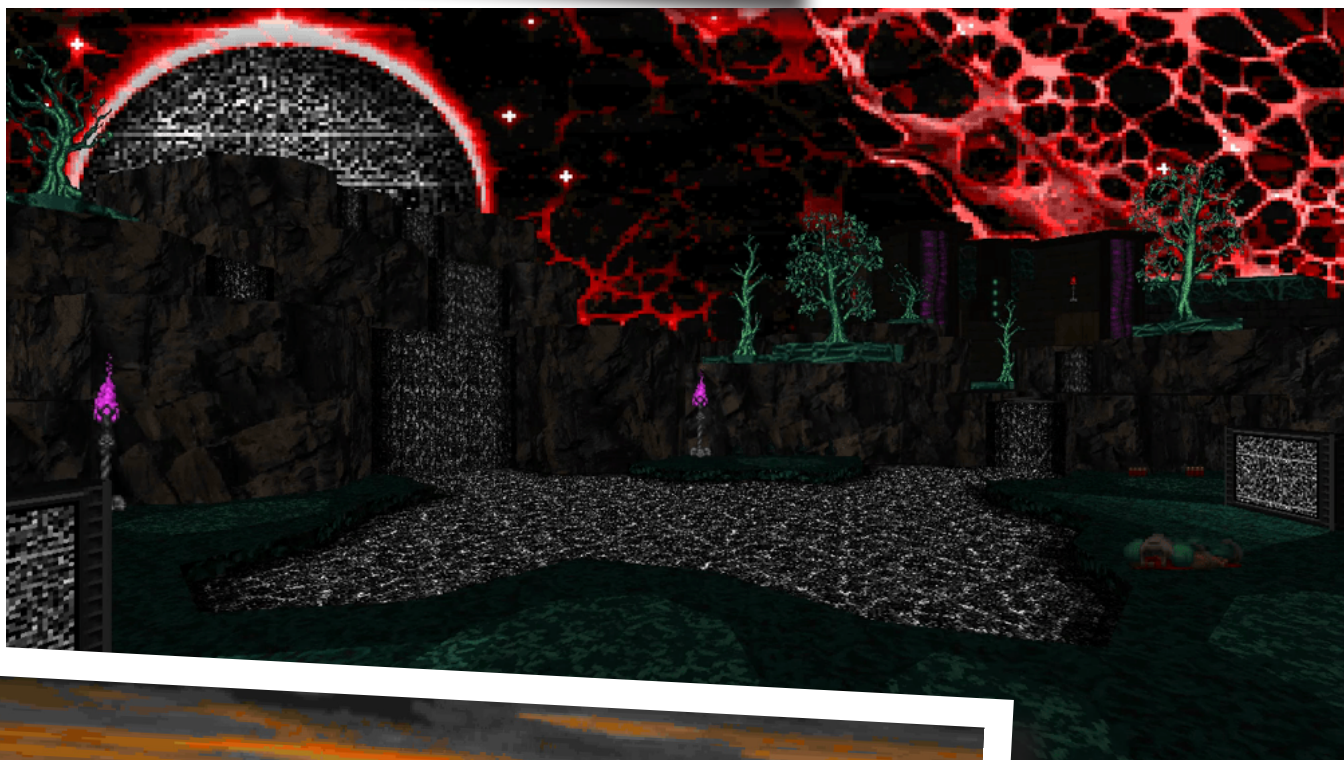
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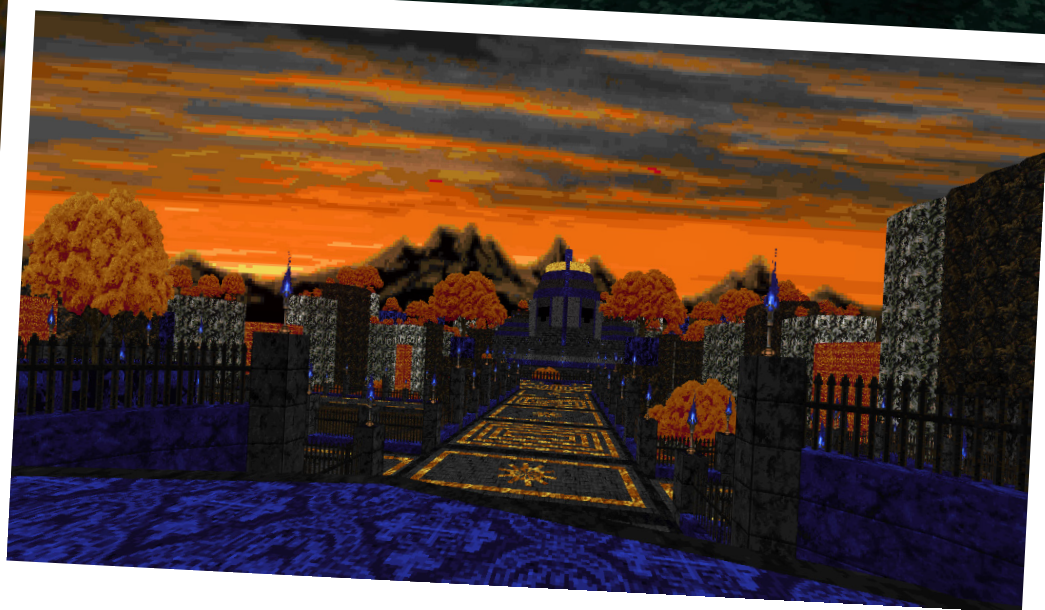
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Endless



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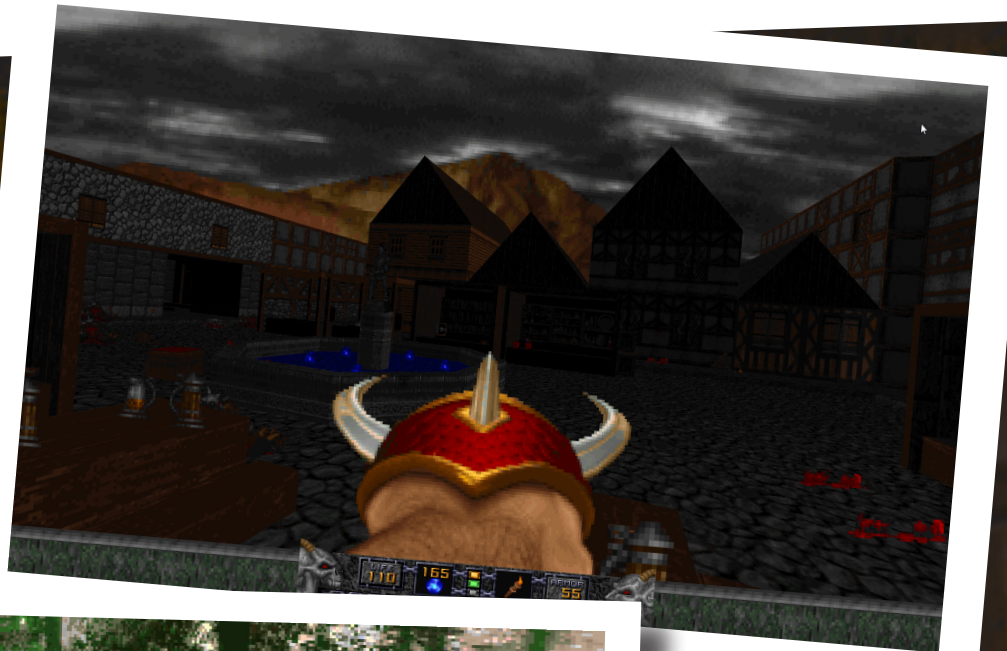
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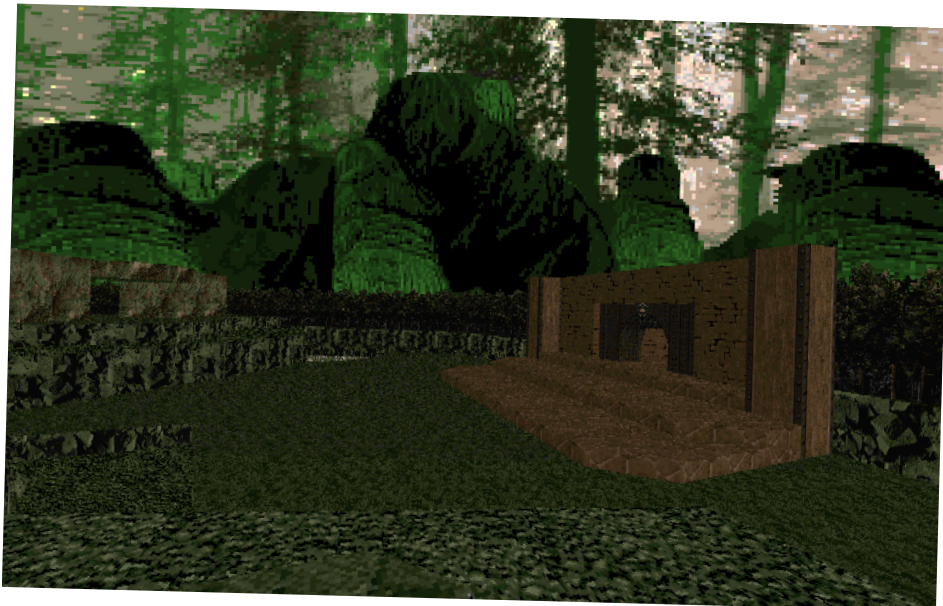




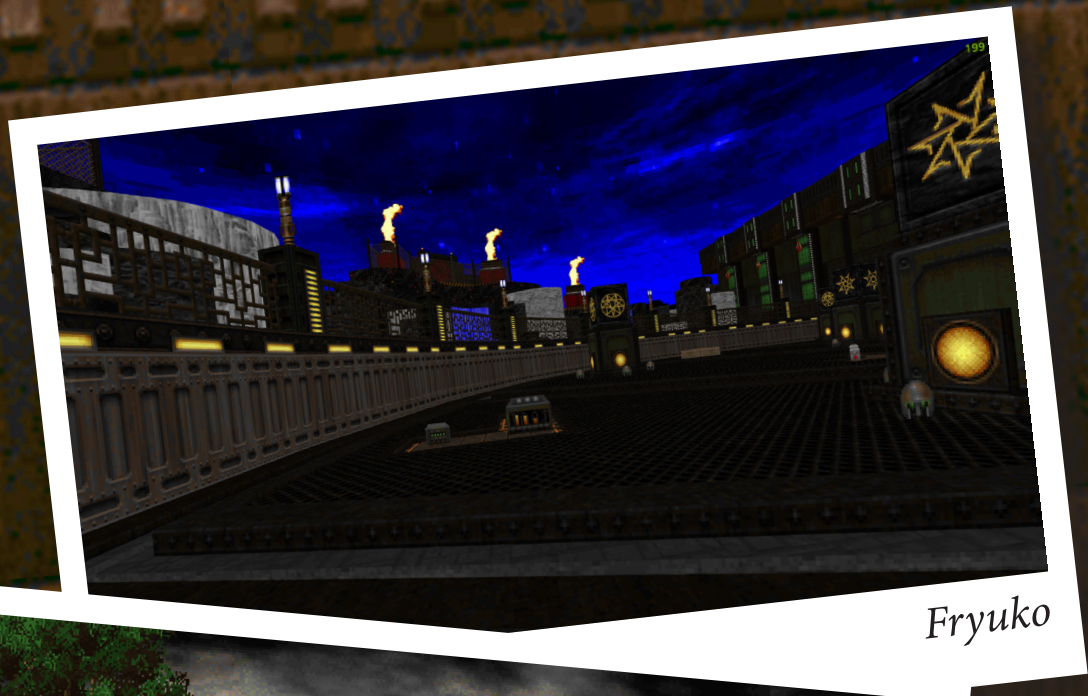
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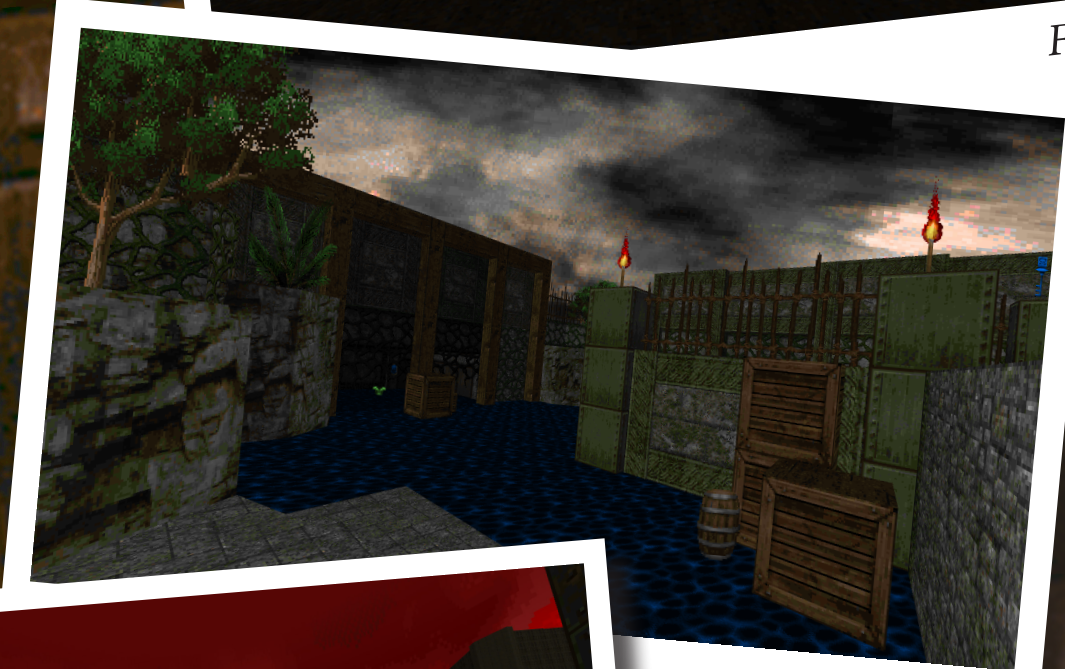
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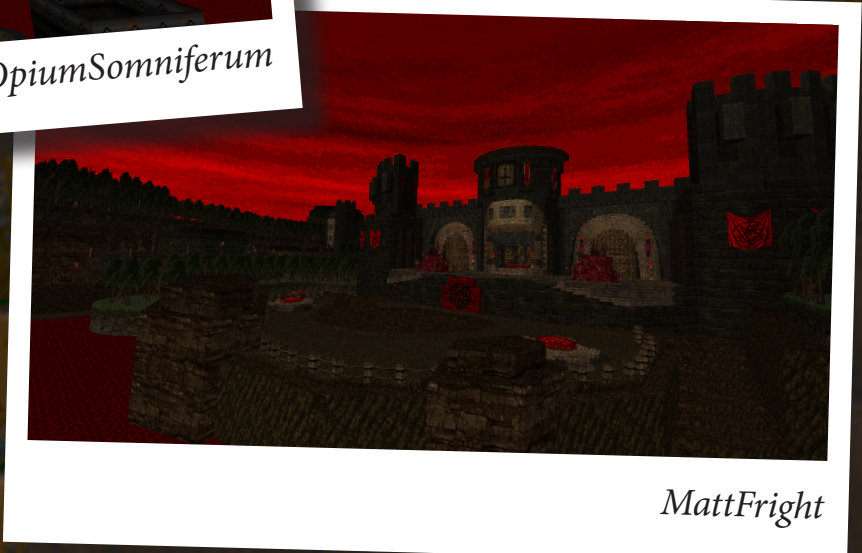
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Egg Boy



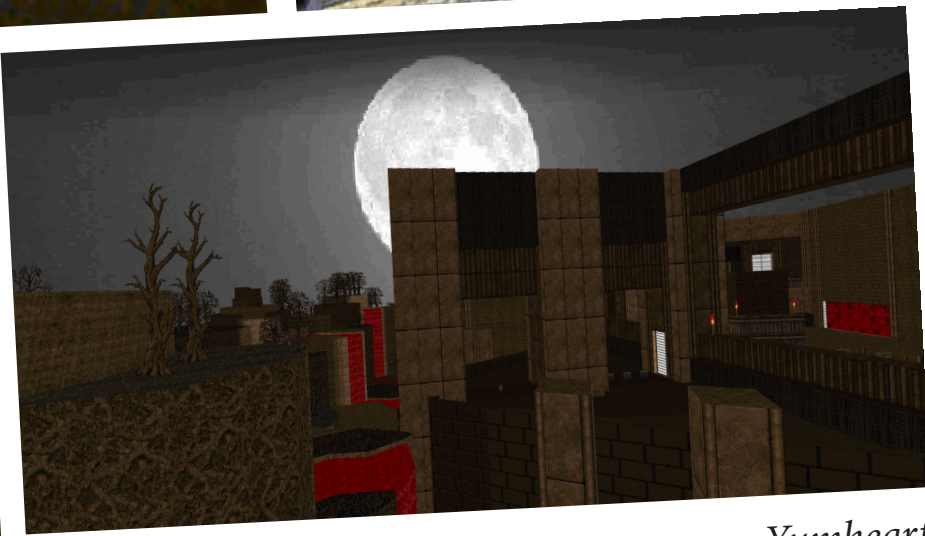
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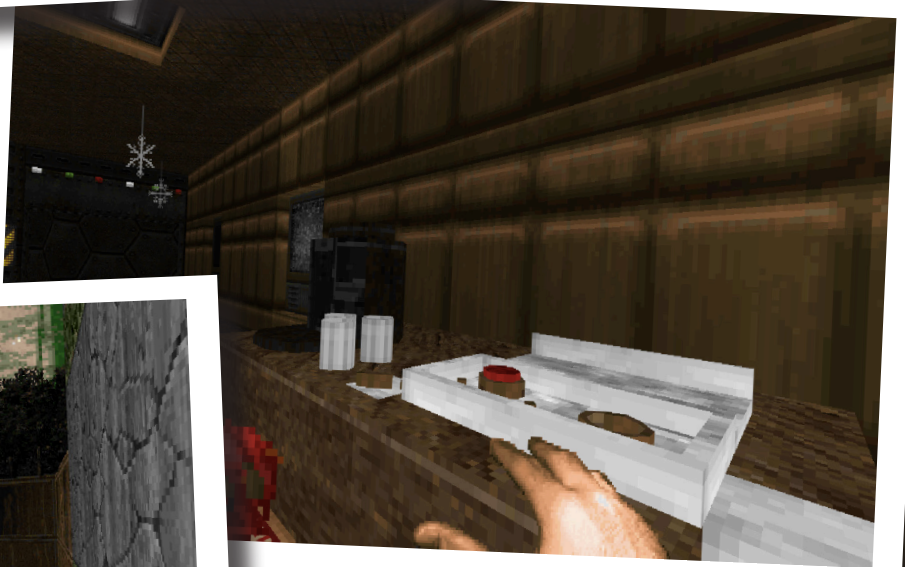
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Misty



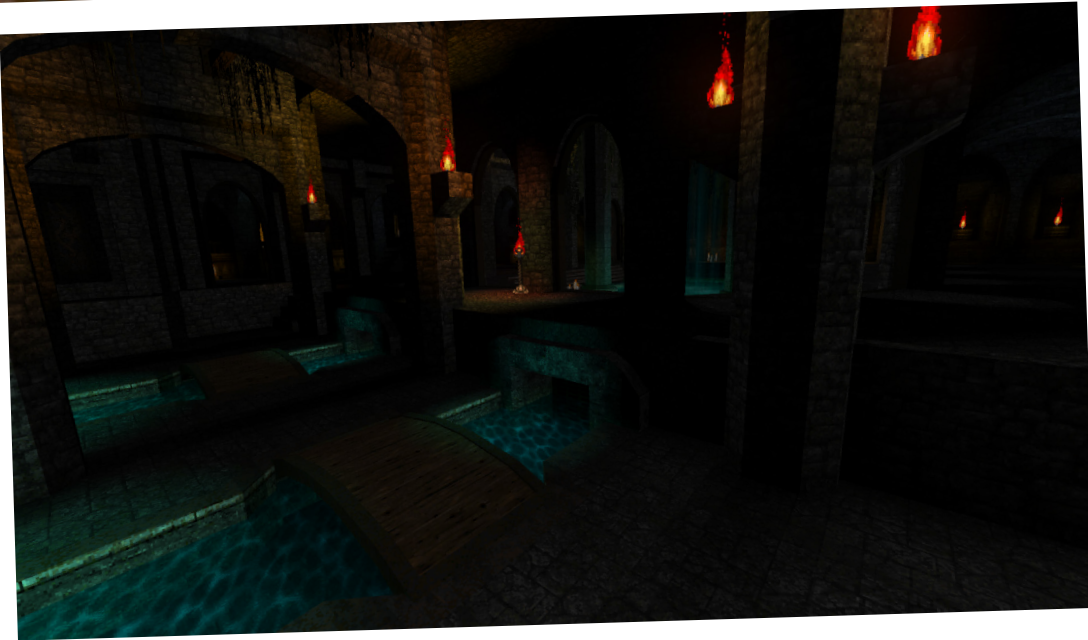
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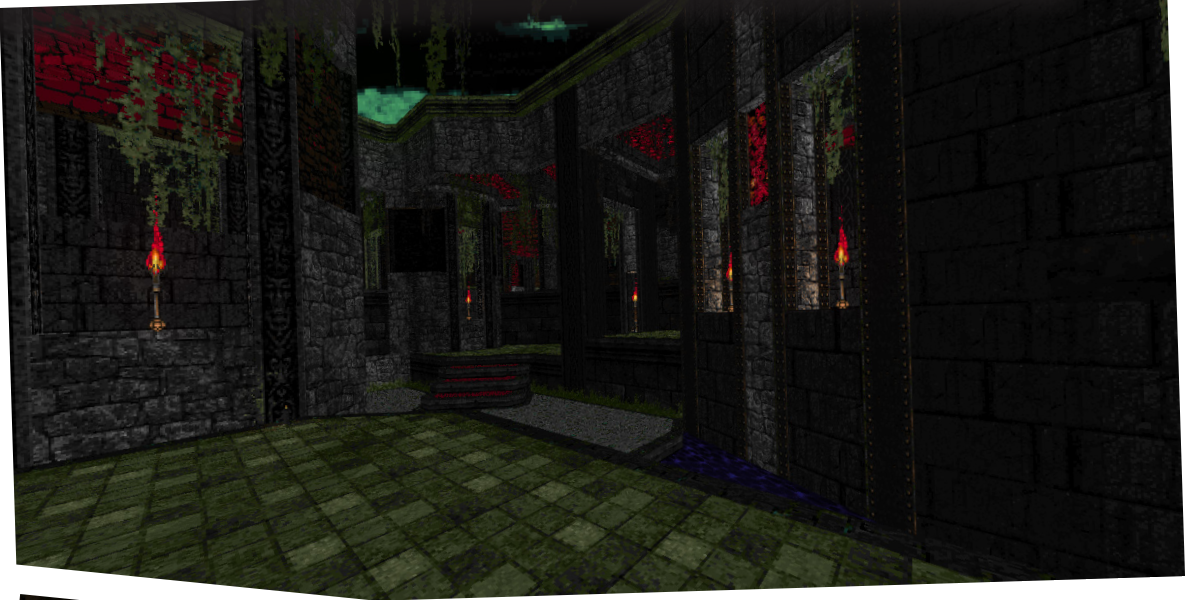
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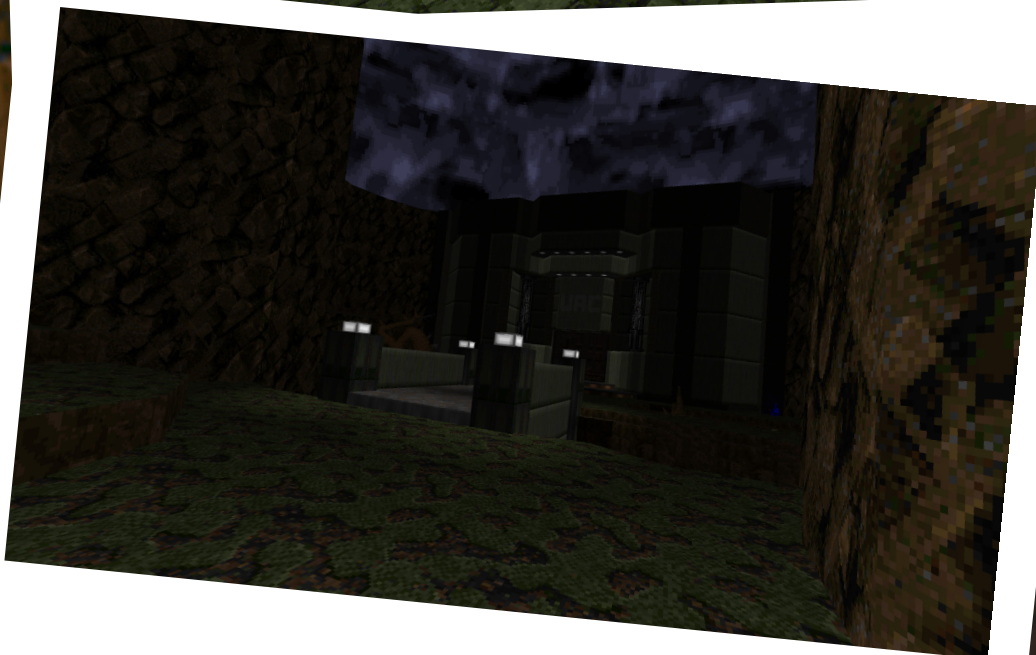
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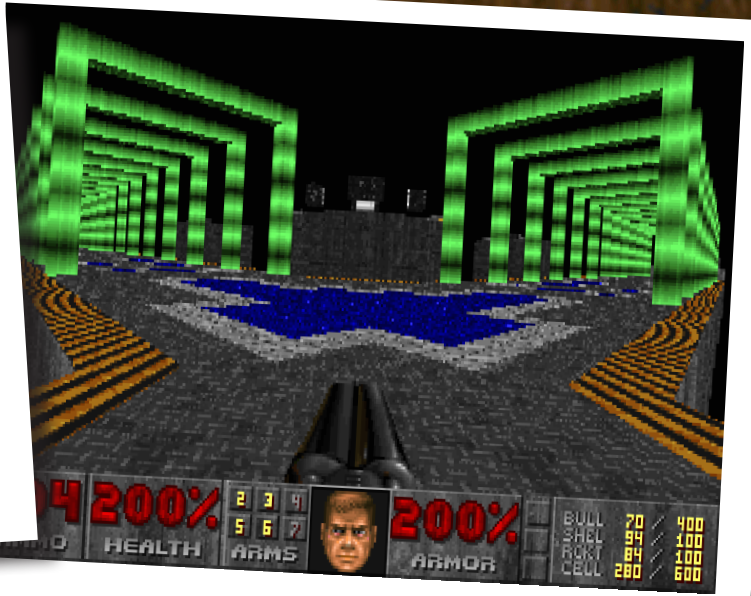
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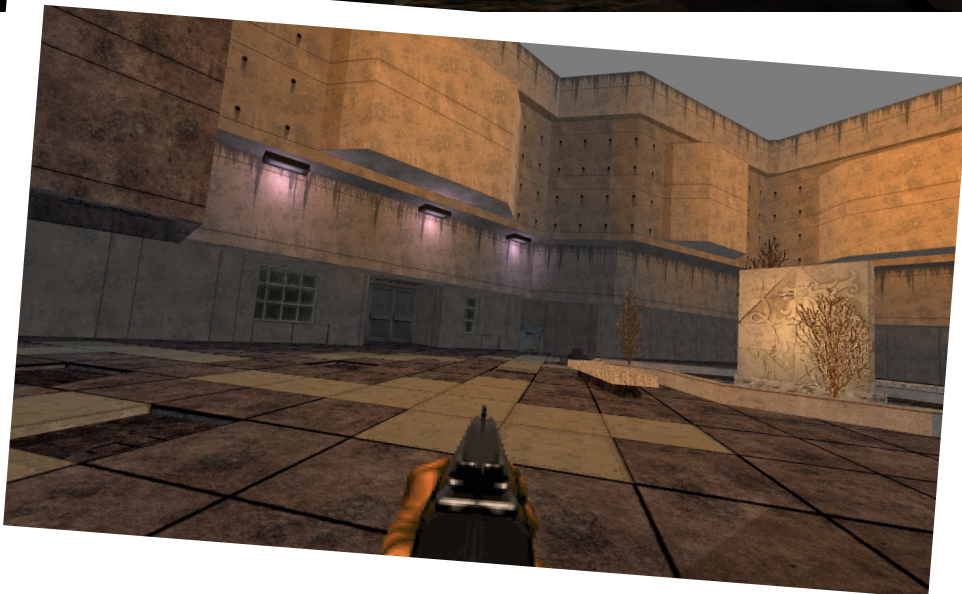
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